

Quakes of Fear

Quakes of Fear is a d20 modern adventure, appropriate for a four to eight man party of 3rd to 5th level characters. The party arrives in the troubled western town of Arrah, south of Blarney, and find it beset by numerous terrors and violent tremors.

Story Background

Arrah is being terrorized by a pair of bulettes mastered by a malicious shaman. The priest has also recruited the uncivilized children. With this, he plans to drive Arrah into ruin, so to continue lording over the stretch of land as he has always done in the past.

Town of Arrah

Arrah is a small town numbering native twelve hundred odd adults and one and a half as many youths, one-third of which are orphans. It is also a popular stop for (impoverished) foreigners however which often doubles its population. A number of these orphans are feral and no better than animals. They keep to outskirts of the town. It is their recent activities that have hastened the hiring of investigative parties (See "Feral Children" paragraph), though they are not the only problems plaguing the small town.

Arrah's Character

The citizens of Arrah are durant people of provincial views. Many are Tough ordinaries (male or female Tgh ordinaries 1, hp 7, melee attack +2, ranged attack +0, fort +4, ref +0, will -1, def 12).

Authorities

Arrah is governed by a mayor named Graham Ketmet. He is an dreamer who hopes to expand Arrah.

Unfortunately he is a bad planner and all of his plans seem destined for failure. The sheriff Wilt Sackman has maintained the goodwill between the citizens and the mayor. Despite this, Graham faces serious opposition in next year's election.

Sheriff Sackman (Tgh4, hp 34, melee attack +5, ranged attack +3, fort +4, ref +1, will +0, def 13; robust, damage reduction 1/-) is assisted by six deputies (all are male human TghOrd3, hp 22, melee attack +4, ranged attack +2, fort +4, ref +1, will +0, def 12). They mainly keep to the town, warning people to avoid wandering its parameter at night. In times of emergencies, about 20% of the population is capable of assisting the sheriff of and (male or female human TghOrd2, hp 15, melee attack +3, ranged attack +1, fort +4, ref +0, will +0, def 11).

Pets

Pets have gradually disappeared over the course of two years. In fact, most of the wildlife has virtually disappeared over the same breadth of time, especially to the south.

The pets gradually disappearing has been the result of the feral children finding food for the bulettes. Several people have witnessed the thievery but no one knows the reason for the thefts. The bulette's voracious appetites have also depleted the native animal populations as well. Only the shaman's careful control has kept them from ravaging the town.

Train Tracks

Trains come to Arrah via the station centered in the northern part of town. The eastern and western railways have suffered innumerable damages over the past months. It is as if something had torn them apart with sharp fangs. The train tracks were of course damaged by the bulettes.

Graveyard

The graveyard is a bit south of town. It is avoided by the people during the night. Corpses have been dug up over the course of the year, with bones and limbs have been taken. A number of witnesses have reported seeing small gremlin-like creatures prowling the grounds at night.

These activities are actually the work of the feral children. A number of them have become cannibals and the shaman has encouraged this. He believes it will help instill fear and cut down morale amongst the citizenry. Furthermore, he uses the corpses taken and animates them as zombies and skeletons.

Despite thier audacity, the children avoid the dreaded Boot Hill of the cemetery. At night, a hole opens up on the grave of the legendary renegade gunslinger, Samuel Pole. A few brave souls ventured down there and returned half-mad with stories of an otherwordly town, thickly covered in mists and populated only by murdered spirits, deadly haunts, and pure horrors.

Clues

Every three hours of searching in an unspecified location has a chance of yielding a clue. The clue might be out in the open or hidden (in the latter case, a Search or Spot check, DC 20, is required to find it).

Assorted Clues (d20)

- 1 A body that went missing from the mortuary. There is 25% chance it is "alive". (leads to Harold Birch)
- 2 Crudely formed man, looks like someone who went missing, remains of aborted spawn (leads to the deepspawn)
- 3 Half-eaten corpse (either man or animal) besides recently dug up ground (leads to bulette tunnels)
- 4 A prostitute's still warm corpse, the throat freshly cut. Bloody footprints lead

- away. (this clue only appears at night, it leads to the crimson veil slasher)
- 5 Broken glass, bits of blood, wooden refuse, signs of a struggle (leads to kidnapers)
 - 6 You can hear the clanks of omnious riding spurs fading away in the distance (leads to the pale rider, only happens in the day)
 - 7-14 No clue exists nearby.
 - 15 A tumbleweed whirls on by as you come upon the bulleted corpse of a gunfighter, his pistol drawn and in hand (leads to the gunfighting tournament saboteur)
 - 16 Giant-sized burrows trailing in and out of the earth (leads to the bulette tunnels)
 - 17 Numerous bones rittled with small bite marks (leads to feral children)
 - 18 Scraps of metal or brick refuse half-buried in newly dug earth (leads to bulette tunnels)
 - 19 Remains of a victim, either an outsider or visibly foreign (leads to Agatha Culter)
 - 20 Strange native fetish setup nearby (leads to shaman)

Rumours

Every three hours spent actively gathering information by participating in gossip, idle talk, or hanging around a bar, pub, or loose establishment has a chance of yielding a well-constructed rumor. The truth of the rumor follows in parantheses. Each PC should roll on the following chart for the chance of knowing at least one of the rumors before the beginning of play.

Rumours (d12)

- 1 If you hear the clank of omnious spurs, death is on the move (true, an encounter with the pale rider is likely to result in death)
- 2 There is a gravestone that laughs during on full moon lit nights. They say that Pecos Bill was buried there (false).
- 3 The intergreition of the native people and westward settlers was relatively peaceful, artifacts in the old arrah ruins would serve to verify this (false, no such artifacts exists and the intergreition was never peaceful)
- 4 A vicious wolf is the source of the feral children's awful behavior (false, it is the shaman, most of the wolves have hit the road in response to the bulettes dominating the territory)
- 5-8 No plausible rumour was heard.
- 9 A mysterious black stranger recently offered to help the mayor repair the railroads (true, the stranger is John Henry, tgh7/str7, hp 133, melee atk +12, dual wields trip hammers, he hangs out at one of the inns around town)
- 10 The inventor that recently established his workshop in town is into unseemingly practices (false, the inventor despite the dangerous of his creations is on the up-and-up, Harold Birch, a long-time resident, has been dabbling in dark practices however)
- 11 An abandoned wartime fortress on the outskirts of the plateau serves as a den for outlaws on the run (true, in fact, the aces and eights gang is currently holed up there)
- 12 The Moriah family once owned a great blue ox but unfortunately rustlers stole it (false)

Eddy "Yorker" Dunn's Bar, Grill, and Hostel

Eddy Dunn's place is the most accepting of establishments when it comes to the really strange folks (easterners and outright foreigners). The problem is his establishment, while cheap (only two quarters a night), is shoddy and filthy (fortitude saves to recover from disease while staying are at -4 penalty and treat injury checks are at -4 penalty). He's also too accepting and his place often serves as a holdout for all sorts of outlaws and unsavory types.

While none of his less respectable clientele would dare put a finger on Eddy or do his business harm, (Eddy keeps his mouth shut, never picks sides, and a lot of outlaws are invested in keeping this arrangement going), they have no qualms against preying on other customers. Typically, they're Tgh/Fst ordinaries (fst1/tgh1, hp 10, melee atk +0, ranged atk +1, fort +1, ref +1, will -1, defense 14, damage reduction 1/-, increased spd 5 ft., typically 4d6 of them staying at once), but occasionally you get a real gunfighter amongst them (fst3/gun2, hp 24, melee atk +3, ranged atk +7 (w/ favored gun), fort +2, ref +4, will +4, def 14, about 10% of one being there each day and staying the week).

Despite this problem, Eddy is a man of his word and his employees are helpful to outsiders if a little slow. There's Pete (Int 6), the greasy tanned skin cook that works the barbecue outside, and Big Guy Perry (Int 8) who works the piano and is very fond of baseball (although he doesn't know what it's really about).

The Pale Rider

A devil in the shape of a handsome smiling man dressed in grey and white atop of a thin but stout horse, the Pale Rider hunts throughout the town of Arrah, preying on strong souls (no one less than 7th level). Once per month, a person of 7th or greater level has a 5% base chance plus 1% per additional level chance of drawing the attention of the pale rider.

If his attention is drawn, the pale rider approaches the character alone and challenges them to a fair duel; the wager is stated outright, the character's soul. The duel is heavily slanted in favor of the pale rider but he doesn't use the full extent of his abilities in such a case (his human ability scores, invulnerabilities and resistances). If he is confronted by many, he uses everything he has in his arsenal (fear aura, ability score drains, energy drains, poison, spell-like abilities, high demonic ability scores, etc). In his true form, he resembles a large smoldering skeleton dressed in ragged white attire with bloodshot eyes and crust yellow teeth (hp 149, melee atk +13, full atk +13/+8/+8, damage 2d8+5 bite + poison or 1d8+2 claw + energy drain, ranged atk +13, 2d8+1d6 revolver, fort +11, ref +11, will +11, def 23, true strike 3/day, fireball 2/day, heal 1/day, harm 1/day, feats power attack, improved critical, improved natural attack (bite and claw)).

The Shootist Tournament

Decades ago, before the war, shootists used to flock to Old Arrah once a year to compete in a national shootist tournament. It provided the old town a respectable amount of income, trade, and local importance however the tradition died with the razing of the place. However, new (less

than one year) resident, Anna-Marie Westing, a firecracker of a woman (tg2/str3, hp 27, melee atk +6 (d6+4, unarmed strike), ranged atk +4 (d6, pea-shooter), fort +5, ref +2, will +4, def 14) has decided to resurrect the tradition and has offered up a sizeable draw-in price (about five thousand dollars). Many are itching towards Arrah and even a few outlaws are rumored to be participating in the contest despite the watchful eye of the law.

Unfortunately, there have been setbacks. Sheriff Sackman doesn't like the idea of many professional shootists running about town and the fact that there is interest in the tournament amongst criminals doesn't ensure him its a good idea. Furthermore, a saboteur has been interfering with Westing's work by burning important legal documents and mailing her death threats. It is rumored that a few would-be contestants have also disappeared. Whatever the case, Westing has a long brawl ahead of her if she wants to see this thing through and it would be great if she had a few hands on her side. In fact, it will be sorely needed soon since the the bunch responsible are the Aces and Eights gang who have entered the contest and want to drive off the competition and secure the money for themselves.

Canary Bells

One of the three brothels in town, Canary Bells is by far the most popular and a significant source of political and economical power. While there are only currently fourteen girls on the roster and the current house madam, Louise Ardent, has loosen house policy to allow in all sorts of characters over the years. This has worked to her advantage in the past when she took aboard a foreign railroad worker named Che, who proved to be a formidable martial artist, as a customer. Although Che has moved on, he had taught Louise everything he knew. She is now a master in her own right (cha4/str3/mar5) and everyone she takes on virtually becomes her apprentice (treat all of the girls as either cha1/fst4/mar1 or cha1/str3/mar2). Inexplicably, despte her high level, she herself does not draw on the attentions of the Pale Rider and anyone who spends the night in Canary Bells does not draw the Pale Rider's attention until they leave its halls.

Aces and Eights Gang

One day northwest of town, just beneath a plateau's cliffside shadow lies a fortress of wood and stone. In the past, it was a supply outpost for the national army but it fell into disuse by all except

bandits

when more profitable claims of lands needed attending to. The recent gang of thuggery to occupy it are

the Aces and Eights Gang, ten bandits with high bounties on their heads. They are all excellent gunfighters

(fst3/gun5) and bad men though gatling gun firing Boss Black is the most dangerous (fst3/gun7) and a salty

dog through and through.

Old Arrah Ruins

All around the plains and plateaus surrounding Arrah lie the remnant structures of the old town. These places are both vaults of past relics and treasures and the entryways to the more dangerous (but rewarding) stretches of the Arrah Undertown. It is rumored that the creature that razed in the Old Arrah still lurks in its shadows. The GM should feel free to add mini-dungeons all over the countryside for his players to explore.

Solomon Meyers and his Ironman Dungeon

Solomon Meyers is a jolly old coot who enjoys working on machinery, constructs and death traps in particular. He lives a large yet modest two-floor estate in the east portion of town, served by a french maid robot named Alice, sleeping most of the day, but working throughout the night on his not too private obsession. When he is finished with a work, he meticulously places it in a five floor deep dungeon that lies one hundred feet under his house. Those who draw his curiosity

are invited to test their mettle there. There are those who never come out. Solomon does not care and though he is saddened by the loss of life, he is equally delighted with a successful invention. The authorities have not pursued him for two reasons: one, no deaths or disappearances have been

reported (they are usually single foreigners) and two, everyone who enters Solomon's labyrinth signs an ironclad waiver which protects Solomon from all legal retribution.

Old Town Well

A month ago, the old town well had suddenly dried up and a new one was erected in its place. A brief investigation took place after the occurrence and a newly formed tunnel was found at the bottom of the well. Crewmen refused to explore any further.

The newly formed tunnel was not created by the bulettes. Rather, a more malign creature has taken residence in the old town well. Those who wonder around the well alone at night risk attracting a third-magnitude ghost of horrendous visage and spellcasting ability known as the Mullins Bride.

The Mullins Bride was actually the male lover of the would be bride of Edgar Mullins. She murdered him when he told her he would go to Edgar with news of her infidelities. Then

dressing his corpse up in her wedding dress, she disposed of the body in the well.

Playground

The town playground is the lair of the orphans. During the day, they can be found here mingling with the other youths. During the night however they head down into the cavern (its entrance is hidden underneath a large wooden board camouflaged with grass, Search DC 20). They are hiding from the feral children (who have been attacking them underneath the orders of the shaman). They are protected by an amnesiac blue-robed mystic called the Catcus Lady (female human Dec3/Mys3, hp 21, melee attack +4, ranged attack +4, fort +3, ref +4, will +6, def 15; healing knack, healing touch, divine spells).

Steven Moriah

Steven Moriah (Smr5, hp 18), a sickly but affable man, runs a small library in the northeast corner of town. He is knowledgeable in the strange and supernatural and has a small chance of books about such topics. His daughter, Stephanie Moriah (Smr3/Mag2, hp 15), lives apart from him. She keeps her magic a secret, using it solely for a small circle of friends and whoever her father sends to her.

Agatha Curlter

Agatha Curlter (female bogeyman Str3/Tough3, hp 48, damage reduction 1/-, fast healing 5, robust) operates as a slightly off woman during the day. During the night, she searches for threats (anyone not native to Arrah) to her children (the citizens of Arrah). If a PC encounters her without being unaccompanied by a local, she will spring at them. When she attacks, her face is usually masked by a crimson silk veil and wields a exquisite butcher's knife (attack +9, 1d6+5 damage, fort +8, ref +3, will +2, def 15).

Bernard Vachek

Bernard Vachek was an orphan who successfully opened and maintained a general store. His father was a foreigner slain by an unknown unassailant during his fifth year of life and his mother followed him shortly afterwards. Born in Arrah, Bernard (his real name is Boris) knows little of his ancestral language and culture, but searches continually for the heirlooms that were taken from his father's corpse. He has a father-son relationship with Harold Birch that has recently been strained through the latter's nightly episodes.

Harold Birch

Harold Birch (male human Smart Ordinary 2) serves as the town's mortician. Using a book he borrowed

from Steven Moriah, he has animated a number of zombies from the increasing pile of fresh corpses.

After a near brush with death when he tried commanding a zombie of the shaman, Harold declared war against his rival necromancer. His activities have drawn the suspicions of the sheriff.

Erica Neil

Erica Neil (male female human Dedicated Ordinary 2) is a photographer who has been investigating the activities of the feral children, the increasing appearance of zombies, and the earthquakes for some time. She also unknowingly spotted the shaman and also took a picture of him. For her effort, she is terrorized, but Erica has managed to survive by holing up in a bunker so forth. One night every week, 2d4 zombies break into her house and attempt killing her. As she lives on the fringes of town, they do this relatively unnoticed. Formerly being a woman of ill repute, no one pays her mind. There has been consideration of tossing her into the asylum.

Will Cougar

Will Cougar (male human Charismatic Ordinary 2) lives near the outskirts of the town with his disabled father, Bill Cougar (male human Tough Ordinary 2). He is friendly with the older Miss Neil. Through a bet, he acquired an enchanted buck knife (which was stolen from Stephen Moriah).

He plays music at the station for money.

Catherine Ruth

Catherine Ruth (female human Fast Ordinary 2/Smart Ordinary 1) is an elderly woman who used to be a small time criminal. She is an acquaintance of Stephanie Moriah and used her friendship to pilfer some artifacts from Stephanie's father. She has noticed one has gone misplaced.

Alien Crashsite

A day's travel north of town, there lies at a bottom of a deep valley the remains of a crashed alien spacecraft. This was the bright star spotted twenty years ago. Increasing fear of the wild outdoors and lack of further local curiosity has kept it relatively unspoiled. Though there were survivors, they have all moved on, promising to return someday to either destroy or retrieve the refuse; after all, it was a scouting ship for a future invasion!

Though the majority of the ship was destroyed upon impact, the main bridge and its adjacent rooms and corridors remain intact. In the captain's room, there exists papers inside documenting the ship crew's orders in regards to the invasion plan (Deciper Script DC 25 to read). In addition to the documents, there are many high-tech gadgets about. One hand beam particle weapon and a

medium-sized

mecha suit remain in the arsenal, while one shot of mutagen that causes a random mutation and a medical kit ray with six uses remaining lie in the medical bay. A miniature teleportation device also lies in the back chamber of the ship, though it is obscured by sheets of scrap metal (Search DC 25). All pieces, save the shot of mutagen, are slightly damaged and have a 1 in 10 chance of failing to work for every round of use. Finally, the scraps surrounding the ship are parts of its adamantite hull and these shards would bring in a fortune if sold to the right buyer.

Scavenging could prove dangerous for the unwary however! Over the years, some of the ship's waste

materials have seeped into the nearby grounds and slowly mutated the nearby prairie mice

populating

turning them into cranium rats. Scavengers who stay too long (more than 2 hours exploring the ship

and surrounding territory) risk drawing their attention.

Orphanage

The orphanage lies across from St. Ives' parish. Despite its small size, it is far from full occupancy and many of the towns' orphans avoid the place like the plague, spreading terrible stories about its headmaster. The orphanage is managed by an incarnate flesh golem named Franks (Smrt3/Tph4) and serviced by two women, Old Maid Dixie and Widow Ann. Despite his hideous appearance and his hermit-like existence, Franks is a popular man around town, thanks to his supernatural ability to counsel wily children (and more importantly, acquire the right information). Both skills are the result of psionic devotion where he subjects the unruly and guarded to psionic behavioral adjustments and mind scans. Neither Dixie or Ann are aware of these illicit doings.

Deepspawn

A deepspawn has been recently unearthed through the activities of the bulette. Its presence is unknown but by consuming a variety of local species and a number of men, it has grown a measure

of power in the area. Despite its blossoming power, the deepspawn's spawning ability has worked to the shaman's advantage, countering most suspicions centered around the depleted wildlife and vegetation. The deepspawn lairs to northeast of town. Its lair consists of two large entrances dug by the bulettes, six small tunnels, and a small underground complex where it hibernated over the duration of centuries. The complex has many traps of magical nature. It jealously guards a wealth of significant size.

The Troupe of the Conqueror Worm and the Festival Play

A troupe of actors, playwrights, and artisans have settled in relatively permanent residence in Arrah. Working for an eccentric and reclusive but lucratively rich Alvin Poe, they hold productions

twice a year in Arrah and once in other nearby settlements. They favor works in the style of the late depressive period and most of the subject matter of thier performances are therefore macabre.

The normal folk of town avoid them but the rich of town support them handily. Besides, they aren't

above killing for those who sponsor thier works and some of the most wanted psychopaths live cover

existences within the troupes. To avoid the associated flare-ups, Alvin Poe works with the tender of the Green Erebus he possesses, a worm that walks, who mentally dominates the troupe's killers as necessary. The worm, though it's primary concern is for the continual burning of the green flame,

is also the guardian of the deepspawn sealed by its brethen eons ago and is looking for others who

might help him reseal it (and if possible retrieve its hoard).

Worm that Walks smart 3/mage 9; CR 16; Medium-size fraal; HD 12d10+10+24; hp 100; Mas 14; Init +3; Spd 30 ft.;

Defense 39, touch 39, flat-footed 36, BAB +5; Grap +5; Atk +5; Full Atk +5; FS 5/5; Reach 5; SA engulf; SQ

blindsight 300 ft., disincorporate, frightful presence (DC 20), ooze traits, spell-like abilities; AL evil,

chaos; SV Fort +6, Ref +7, Will +13; AP 6; Rep +4; Str 10, Dex 16, Con 14, Int 24, Wis 21, Cha 18.

Occupation: Shadow Scholar - Decipher Script, Knowledge (arcane lore), Research

Skills: Concentration +14, Craft (chemical) +22, Decipher Script +22, Investigate +22,

Knowledge

(arcane) +22, Research +22, Spellcraft +19; 68 skill points remaining

Feats: Arcane Skills, Combat Expertise, Magical Affinity, Magical Heritage, Still Spell, Silent Spell,

Eschew Materials, Extend Spell, Empower Spell, Maximize Spell

Class Features: Arcane Skills, Arcane Spells, Brew Potion, Combat Casting, Maximize Spell, Savant -

Knowledge (arcane), Savant - Research, Scribe Scrolls, Scribe Tattoo, Spell Mastery (x2), Summon

Familiar

Possessions: A good amount of magical items.

Kidnappers

Kidnappers have two strongholds, one inside and one outside the town of Arrah. The inside hold is located near the western fridge of Arrah. It is a flat officially owned by a company of ill defined interests. Three brutish men live on the property most of the time (male Tgh Ord 2, hp 15), guarding the premises in case anyone snoops around. In the master bedroom, there is a trap door that leads down into a dimly lit basement. It is much larger than the above complex and appears to be a later addition to the flat. The kidnappers keep to the center chambers for the

most part, keeping thier captives in one of four holding pits. Occassionally, one of the orphans or kidnappers will go missing within the confines of the basement. No one has investigated it.

Unbeknownst to the kidnappers, the basement spans out for a mile and throughout the complex lairs a coven of doom hags and numerous ghouls. These creatures have been smart enough to not make thier presence known, having the kidnappers unwittingly bring them occassional meals in the form of children.

The outside stronghold is a renovated airplane bunker to the west. It operates to the public as an auto mechanics shop and has a reputation for good service and public relations. This keeps many people from becoming suspicious. Around the bunker's perimeter are a series of caves. That is where the kidnappers keep thier captives bounded up. Customers that wander too close are either taken captive themselves or picked off on the spot. Other than the kidnappers and the occassional giant lizard, the caves are clean of any additional threats.

In addition to these strongholds, the kidnappers have a deal with the local railroad manager. For a cut of the profit, he helps them sneak aboard thier merchandise. The manager, Otto Weimer, (male human Tgh1/Smt 1, hp 11) is a corpulent weasel prone to whining. He plans on running against Graham Ketmet in next year's election and has begun bribing the right parties needed to rig the election.

Feral Children

The feral children have thier own seperate lair besides the bulette tunnels. It is a small cave hidden in the midst of number of natural depressions and elevations. The shaman comes here when he has buisness with the children. About one third of them, often the youngest, are here at all times. During the night, the eldest are out on missions for the shaman. The leader of the feral children is a charismatic and bright boy called Red Man (male human Str5, hp 27) and he always surrounds himself with 2d4 sturdy warriors (male or female human Strong Ordinary 3, hp 13). He can communicate through broken Common.

Bulette Tunnels

The bulette tunnels are located southwest of Arrah. When they are not underneath the power of the shaman or hunting, the bulettes lair here in feast. The lair comprises of six large tunnels and three spacious chambers. The female bulette has recently laid a brood of eggs. In four months, they will hatch. The shaman is deciding whether or not to wait for this.

Descerated Ruins

The shaman frequents this small earth temple. It was formerly dedicated to a desert spirit, an enemy of his people. Because of that, he loathes staying here but he has found holding it useful. His magic is stronger here. There are also many traps throughout that may help

dissuade pursuers. The temple is south of the bulette tunnels and the lair of the feral children. The grounds are patrolled by a number of zombies. These were all dug up from the graveyard at Arrah. It is comprised by nine tunnels, three chambers, and one ceremonial hall in all.

The shaman is a male human Ded3/Mys6 with 45 hp. From afar, he appears ancient and feeble. But close-up, the shaman exudes with the vitality of a young adult. He wears buffalo hide pants and has cloven feet. His upper body is usually marred from crown to waist in fresh blood. He controls the bulettes mainly through DM's fiat.

Cactus Patch

A nearby cactus patch has sprung up next to the desecrated temple. The cause of this sudden growth is an cactus treant. The treant has grown suspicious of the activities occuring at the temple and the migration of animals away from Arrah.

Miscellaneous Encounters (d100)

Inside Town (Check once every six hours, only during nightfall, 10% around the center, 20% near the fridge, 30% just on the perimeter)

01-05 Agatha Culter, on the prowl

06-15 2d6 skeletons, 75% exiting town, 25% heading back to Birch, will attack

16-30 1d2 wolves, hungry and will attack

31-50 1d3 horses, paired to a vagrant (male Fast/Tgh Ordinaries 1/1, hp 13), will show up in 1d4 rounds

51-70 1d4 orphans, will run away if threatened

71-85 1d4 kidnappers (human TghOrd2, hp 15), looking for orphans

86-95 2d4 zombies, terrorizing the wilderness

96-00 Agatha Culter, on the prowl

East and North of Town (Check every six hours, only during nightfall, 20% around perimeter, 40% beyond)

01-05 2d3 skeletons, on thier last legs (no more than 3 hp)

06-15 1d2 giant lizards, 25% spawned, looking for food

16-30 1d4 wolves, 25% spawned, hungry and will attack

31-50 1d4 herd animals, 25% spawned, will spy

51-70 2d4 dogs, 25% they are spawn and will attack, otherwise will attack only if threatened

71-85 2d4 human spawn (human TghOrd2, hp 15), will attack

86-95 1d2 large monstrous spiders, looking for prey

96-00 2d2 zombies, terrorizing the wilderness

West of Town (Check every two hours, only during nightfall, 20% around perimeter,

30% beyond)

01-05 2d6 skeletons, on thier last legs (no more than 3 hp)
06-15 1d2 giant lizards, looking for food
16-30 1d4 wolves, hungry and will attack
31-50 1d4 herd animals, last of thier herd
51-70 2d4 dogs, will attack only if threatened
71-85 1d4 kidnappers (human TghOrd2, hp 15), taking orphans away
86-95 1d2 large monstrous spiders, looking for prey
96-00 2d4 zombies, terrorizing the wilderness

South of Town (Check every three hours, only during nightfall, 15% around perimeter of town, 30% beyond)

01-05 2d4 skeletons, on thier last legs
06-15 1d2 giant lizards, looking for food
16-30 1d2 wolves, hungry and will attack
31-50 Old dug up earth, barely noticeable (Spot DC 20), leads back to bulette tunnels
51-70 Recently dug up earth, noticeable (Spot DC 15), leads back to bulette tunnels
71-85 1d4 feral children (human FastOrd2, hp 9), taking corpses away
86-95 1d2 large monstrous spiders, looking for prey
96-00 3d2 zombies, terrorizing the wilderness

THUS ENDS THE QUAKE OF FEAR!

:P This module probably sucks, but hey, it really wasn't meant for public consumption. That counts for something, eh? No? FIE!

Seriously, feedback is appreciated, so just shoot me up a message on TheRPGSite. My username is DeadUematsu. If I get enough insults and criticism, I will fix this bad boy up. I might even detail other places in Elmsville, Blarney, Anthem, etc...