

Rotten Fields 503SuRoFi

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The Village of Temal has a problem, their crops keep getting destroyed. When someone is pulling up flowers in their fields the mayor asks for help from the party. They now have to investigate what is happening to the crops at night, uncover who and why.

But, what they find is rotten to the core. Now that the party knows the truth they have to act fast. There is evil here in the Village of Temal and the party is their last hope of salvation before the storm of rot.

DM: (The Village of Timel has a budding necromancer who is enacting revenge against her father who made her use her powers to destroy and hinder the competing farmers. It all goes wrong when it goes too far and accusations are made against the man the magic user loves.)

The party travels to Temal, a small farming village known for its unique Mallow water, and they witness a heated argument between the locals. Simon, a farmer, accuses a boy named Roy Jameson of vandalizing crops, but Mayor Tibs insists they need proof before taking any action. The village guard, in chain and leather armour, steps forward, and the argument escalates until Simon and his group storm off.

The Mayor approaches the adventurers and requests their help to discreetly investigate the vandalism. He explains that with the harvest moon approaching, the Mallow crops are being damaged, and Simon believes Roy is responsible. The Mayor emphasizes the importance of resolving the issue before it leads to unnecessary harm or unwarranted justice.

DM: (Party are asked to find out who is destroying the plantation of Mallow. There are accusations that it's the boy who requested Simon, the farmer who had his plants uprooted last night, to bless the marriage between him and his daughter. Refer to **503MoPuFI**)



The party has spent a bit of the day asking around the village with little lead apart from Roy's feud with Simon and a few other historical spats and cases where unproven vandalism claims have been made over the years. Captain Gareth, the primary guard of Temal, meets the party at the Tippy Daisy Tavern, showing signs of stress. He explains that blood feuds have plagued Temal since the Mallow crop was first harvested, as it's the only place the plants grow. Gareth reveals that Roy Jameson, who loves Simon's daughter Sara, sought her hand in marriage, which enraged Simon. Since then, Sara has been kept under close watch. The next morning, the party is alerted by commotion outside and finds a woman accusing Simon of destroying her Mallow plant. Simon denies it, blaming Roy instead. Captain Gareth intervenes, and the woman shows the party where she found a uniform worn by Simon's farm hands. The clothes are filthy and surrounded by ash-like dust, radiating evil, malign magic. The party discovers a finger near the clothes that disintegrates into dust which is touched. The man did not disappear into thin air after all.

DM: (The party found a few hints that Roy was suspected of being behind several previous vandalism charges across the farms. Simon's was just the latest but over the years plants have been poisoned, burnt or destroyed where the only suspect was Roy. But with no proof no one could prove it was, or wasn't him. The body wasn't destroyed by magic but it was made by magic and will smell like decaying flesh and pungent soil. Refer to **503TuFaCo**))



The party take their revelations to Gareth and Mayor Tibs who both agree to confine Simon and his daughter to the barn for their safety as they talk to the angry crowd.

The village gathers in front of the tavern as the party stands near Mayor Tibs and Captain Gareth. A thick fog rolls in from the hills, and Gareth addresses the villagers, revealing that the adventurers have discovered evidence of dark magic and body parts, indicating a possible murder. The villagers murmur in confusion, noting that everyone seems to be present, but Gareth points out that Simon and his daughter are in their warehouse, linked to the suspected death.

DM: (The crowd is growing increasingly more violent and restless. As they start to move

towards the warehouse with rage and violence in their faces they stop, refer to **503WeRoRo**.)

Suddenly, a cry of pain echoes from the warehouse, plunging the villagers into silence. The party and Gareth rush to the scene, weapons drawn, and find a zombie standing over Simon's twitching body. Panic sets in as more zombies emerge from the mist, revealing that the damaged crops were caused by these animated corpses, all wearing Simon's farmhand uniforms. The party suspects the fog is unnatural and that someone in the field is controlling the zombies.



The party plunges into the fog-filled fields, their senses assaulted by the cloying sweet scent of the Mallow plants mingling with the putrid stench of the undead. The thick, cactus-like Mallow plants obscure their view, creating shadowy figures as they navigate through the uneven terrain, dotted with large holes where

zombies have clawed their way out of shallow graves. In the distance, a woman's voice calls out, filled with fear, pain, and panic, urging them to break through the undead barring their path.

As they move deeper into the fields, shambling figures emerge from the fog, their rotting forms barely visible until they're almost upon the party. Weapons drawn, the adventurers engage the zombies in fierce combat. The fog swirls around them, occasionally revealing glimpses of the eerie scene, zombies tearing at Mallow plants, limbs and viscera falling to the ground.

The clash of steel against decayed flesh and the groans of the undead fill the air. Amidst the chaos, the party hears the woman's voice again, closer this time, calling for help as the sound of flight and battle can be heard. With every few heart beats the party cut down the zombies, making their way towards the source of the anguished cries.

Then there is something else cutting down zombies, a large putrid revenant that defends a woman, Sara Tode - Simon's daughter. As she looks weakly at the party the revenant rushes at the party to defend its creator.

DM: (The encounter should be **moderate to challenging** depending on party level. There are several zombies in the same uniform, dead farm hands that Simon hid beneath his crops. A dead horse is also amongst those called to the out of control necromancer, Sara Tode - Simon's Daughter, refer to **503FrUnFaHa**, refer to the map on the next page as well as **503ThTeFe**.)

The party assisted the village in sorting through the chaos and maintaining order before receiving a modest reward from the Mayor, as they had little to give or spare. As they continue their journey to their next destination.

