

# FAMILY FEUD

## Background/Hook

The Fosters and McClements have never gotten along, but lately things have escalated. Sheriff Stevenson is seeking a third party to settle the dispute before something terrible happens. Unknown to the townsfolk, Baron Vermont is behind the escalation, hoping to take over both farms to increase his wealth.

## Setting

This adventure takes place in the town of Farbrook. Farbrook is a small town surrounded by small farms with a population of only about 50 people. It is ruled over by Baron Victor Vermont.

## Non-Playable Characters

### The Fosters-

Zachariah (Patriarch), Miriam (Wife), Suzy (Oldest Daughter), Joanna (Daughter), Richard (Oldest Son), James (Son)

### The McClements-

Jebediah (Patriarch), Meredith (Wife), Paul (Oldest Son), Delilah (Daughter), Billy (Son)

## Family Farms

The Farms of the Fosters and McClements are located a small distance outside of town. The two are separated by a small brushlike. In the center of the farms is a large glass orb on a pedestal capable of controlling the weather on the farms.

## Time-Line of Escalation

- The Two Families have a history of minor violence, but share the weather control the orb.
- Baron Vermont sells Merideth McClement some Azaleas, which affects the Foster hone, making the honey hallucinogenic.
- The Baron puts deadly nightshade in the feed of the McClement cow, killing it.
- The Baron used the orb(under the cover of night) to set fire to the Foster's wheat via lightning.
- Various members of the two families make unusual purchases, preparing for violence.

## Rumors Around Town

- "A caravan of migrant workers is coming, but the Baron doesn't seem too worried."
- "There's a giant orb between the Foster and McClement land that controls the weather."
- "The Baron has had many servants running errands lately."
- "I saw Billy McClement buy a crossbow yesterday, and Zachariah Foster's paying to have sickles and axes sharpened."

## At the Farms

When the PCs arrive on the scene at the farms of the Fosters and the McClements they will find the two families arguing with each other about the last two attacks.

## Clues

Investigating the farms may reveal the following:

- A golden button located near the weather orb. (Very few people in town can afford golden buttons.)
- The flowers purchased by the McClements are not the kind they think they are.
- There is deadly nightshade in the cow feed of the McClements. But it does not grow around the farms.

## GM TIPS

If your world allows them, have the family members buying excess firearms and ammunition instead of a crossbow and getting tools sharpened.

If players get a chance to see the Baron prior to meeting with the families, drop hints about his garden containing purple berries(Nightshade) and pink flowers(Azaleas).

This adventure assumes the sheriff has the power to arrest Baron Vermont, given sufficient evidence. In your game, this might not be an option. Maybe the farmers ask the PCs to help them run the Baron out of town, or perhaps the Baron is too powerful to be dealt with immediately and changes tactics upon being found out.