

Storm Season in Wyrms' End

The dead are rising from their graves! A resident scientist is accused of necromancy. Rumours are spreading, pitchforks are sharpened and torches are made ready. Can the adventurers figure out what is happening before it is too late to avert the looming calamity?

Setting

Wyrms' End, a small town of roughly thousand inhabitants, is situated in a river valley, at the foot of a towering earth mound – the Wyrmill. At the mound top, a grotesque nearly petrified dragon skeleton can be seen from afar. According to legend, Wyrms' End was founded by a local hero who has slain the dragon centuries ago.

It is late October, the storm season. For nearly two weeks, the dead have been unrestful at the town's graveyard. The watch has its hands full, but manages, for now. With many generations buried on the Wyrmill's slopes, it is a matter of time before the town is overrun. Looking for the cause of their current misfortune, many fearful townsfolk turn towards Dr. Viktor Zorkov, who has gained some notoriety for his experiments and unorthodox medicinal practices.

Story

Volko, a wizard dilettante, is making use of the weather to conceal a series of rituals to raise the skeletal dragon. With it, he intends to hold the town hostage as payback for many past slights against him, real and imagined. Residual magic spreads to the graveyard, disturbing the dead. If not stopped in time, the rituals will eventually succeed, although Volko will be unable to control the rampaging monstrosity.

Locations

1: Tin Lantern inn. A sturdy timber frame house. The rooms are warm, the meals are filling, the ale is exceptional, and the rates are fair.



Brom Greybeard, dwarven innkeeper. Staunch and jovial, dislikes close-mindedness. Knows most everyone in town, and will happily provide all manner of gossip to paying guests.

Danna, his daughter. Kind, but assertive. Has a soft spot for the Beetroot brothers, having witnessed them bullied often, and far into adulthood.

Vladimir, undertaker. Was forced to abandon his cottage and must now reside at the inn. Has seen strange lights over the Wyrmill at night, might have been the weather. Under pressure will confess to having turned a blind eye for Igor once or twice.

2: Town hall. A painted and richly decorated two-storey building, one of the oldest in Wyrms' End. In front of it, the statue of the town's founder adorns the market square.



Esther von Winkelbaum, town mayor. Stern and traditionalist. Will not stand for civil unrest, but also believes that Dr. Zorkov's experiments are frivolous, and should never have been permitted.

Rakhda Brygg, half-orc librarian, scribe, and generally busy. Frowns on disorder. Can recount much of the town's history if asked.

3: Old windmill. This former mill tower and the house attached to it are now how home to Dr. Viktor Zorkov, his assistant Igor and his servant Stanislav. The tower has been heavily modified for use in scientific experiments and now features a lightning rod, a number of large capacitors and a suspendable iron slab at its highest floor.



Viktor Zorkov, *doctor medicinae*. Settled down in Wyrms' End roughly a half decade ago because of its unusually frequent thunderstorms. Researches reanimation of dead tissue. Has a profound distaste for magic, thinking of it as cheating. Obtains body parts legally from the university at near Waldstadt. Viktor denies any involvement in the recent trouble, and states that he should be able to prove his innocence if only he could examine the undead.



Stanislav, a tall hulking man with greyish skin and visible scars across his forehead and neck. Always well-dressed, forthcoming and with impeccable manners.



Igor, an immediately suspicious hunchback. Unrepentant gambler. Friends with Vladimir. Might have occasionally knocked over a brain jar and gone digging for a replacement.

4: Church. A whitewashed stone building that shows surprisingly little wear. Father Stefan lives here in an attached rectory, and can be encountered during the evening. If asked why he would not leave, he states that he will be fine, really, no need to worry.



Father Stefan Zubovič, town priest. Also, accidentally, a vampire. He makes it work. A few have wondered about the odd sermon hours, but most enjoy his laid-back attitude towards the scriptures. Has seen a short limping shadow climb up the hill at night: a description fitting both Igor and Vargo.



5: Graveyard. Moans and shuffling feet are heard from distance. Dozens of walking corpses populate the grounds. Someone with knowledge of medicine could determine that there is not enough muscle tissue on the remains to support the joints, so magic must have been at work. Traces of it can be detected in the soil with careful observation or spellcraft.

Albert, young watch recruit. Has been stationed here to observe the dead and prevent anyone from entering. Would rather be home and taking care of his elderly mother.

6: Dragon skeleton. Footsteps can be found near these ancient bones. Coarse obsidian powder is scattered on the wilting grass. Strong magic permeates the place.

7: Volko's Arcane Sundries. Cheap magic items on offer, of which most have no effect whatsoever. A framed diploma on a wall can be identified as forgery. Upstairs, there are two living rooms. Volko's workshop in the cellar is trapped and guarded by an animated suit of old armour. In a bookshelf, Volko's notes and treatises on advanced necromancy can be found, describing the exact process of reanimating gargantuan creatures. Large obsidian shards lie on the table.



Volko Beetroot, halfling wizard. Son of a known pickpocket, Volko spent his childhood in Wyrms' End largely shunned by his peers. He was eager to leave for Waldstadt to study magic, but after failing exams had to return home – though not before sneaking the most ominously sounding books he could find out of the university's forbidden library.



Vargo, his older brother and grumbling accomplice. Does not like to talk. Has a weak leg. To protect Volko, Vargo will put up a fight against all odds.



8: Watch house. A somewhat dilapidated building that shelters the fine people of the town watch, all five of them.

Irma Krylova, watch captain. Tired, and usually with a cup of coffee in hand. Organises the defence against the growing undead numbers. Irma is a were-owl, something only other officers are private to. They keep her secret, but know better than to bring pet mice to work.

Other characters.

Sergei, coach driver. Visits Wyrms' End regularly to deliver mail and news – or newcomers. Always in the mood for a chat, especially while driving. If nobody will indulge him, does not mind chatting with the horses.

Han and Mihai, lumberjacks whom Dr. Zorkov provided with replacement limbs after a grievous incident involving a rogue beaver. Can vouch for his character.

Yaržek, travelling peddler. Was told to leave his wagon across from the watch house and not to conduct any funny business. Pah. Has sold an obsidian garden figure to Vargo on his last stop in Wyrms' End.