

# SWEET MARROW

Tired and in need of healing the party come upon a sign pointing down a little path, deeper into the forest. The sign shows a bed, fork and knife and a broken bone dripping with marrow. The town is called Sweet Marrow. The town doesn't get many visitors and even fewer leave this friendly village. It's the food. The inn makes a truly wonderful stew, with tender, sweet sauce and meat.

## ACT I: A PLACE TO REST IN PIECES.

As the players are travelling an old dirt road through a forest, they meet a merchant sporting 6 heavily armed guards. He stops his wagon and the guards step forward, hands on their weapons. If the players act nicely the merchant will explain that strange disappearances along this road has forced him to hire additional muscle. The players continue along the dirt road and see the sign pointing down the forest path. If the players follow the path, then they enter a small village after half an hour's walk. There are 10 houses, an inn, a smithy and a rather large mansion considering the size of the village. If the players decide not to head towards the village, they will encounter a helpless young girl and her mother along the dirt road. They have been robbed and would like an escort back to their little village. They promise the party a good meal and some ale even dwarves will find pleasant. Once they enter the village they can chat with the inhabitants, buy some food or buy a weapon from the smithy, since he's particularly skillful and can make high quality weapons. That large mansion looks odd though, windows closed with shutters, it almost looks deserted.

## ACT II: LOVE ME TENDER

Things start to get weird as the evening passes. People look at the party, not in a unfriendly way, but with a strange smile. People exchange looks and nods at each other as if sharing a secret. One little kid even approaches the strongest character in the party and gently poke him/her with a fork and smiling and giving the character a funny look. A lot of villagers approach the characters very curious and ask a lot of questions. Are you from around here? Where do you come from? Know anyone in these parts? How long have you been on the road? The barmaid approaches the players and give them a bottle of fine bretonian wine. They traded with a merchant some time ago (actually they ate him and nicked his stuff). The wine is laced with slaff, to prepare the party for the slaughterhouse on the hill. The big empty mansion. The party has a lot of options to explore the town, talk with villagers and possibly even break into the mansion. If they ask about it, the villagers look a bit nervous and say it's haunted. Inside the mansion the players can see a

big fine table with about 40 chairs around. the place has been used recently. In the basement they can find human parts, salted meat and all kinds of different sausages with labels like "Kidney sausage". The only person in town who can read and write is the mayor and inn keeper. They can also find remains of past visitors in the village, like a merchant wagon perhaps, someone wearing a fine gold ring from a merchants guild. There are subtle clues everywhere. The smithy really isn't talented, but he has a lot of stolen weapons... perhaps even an elven sword that he will claim he has made himself.

## ACT III: YOU HAVE BEEN SERVED

In this final act anything can happened. Perhaps one or more players have been drugged by slaff and will be dragged from their room and taken to the slaughterhouse in the cellar of the mansion. Perhaps the players have been investigating and suspect foul play. If they have been in the mansion, they may have spotted the slaughterhouse and dining area. The villagers will insist the mansion is haunted and tell the players that they shouldn't believe the wicked visions the place gave them. If the players confront the villagers, violence may erupt. The villagers aren't tough, but there are about 15 adult men and women. Even the scary little kid may attack with his fork. This last act is the confrontation and it can end in many ways depending on the players actions and discoveries. The villagers are hungry and they love tender human flesh. Up until this point the village should be very friendly towards the players and it's a good idea to have some likable villagers chat with the party to create a true u-turn in the mood.

## COMPLICATIONS

Perhaps that mansion really is haunted and the demon residing there force the villagers to do horrible acts in return for life. Perhaps it's a wicked mage dabbling in dark magic needing human sacrifice for his fertility rituals to save the town from starvation. It could be that the villagers really are nasty undead creatures who look normal in daylight, but like rotting corpses in moonlight. There could also be a noble living in the mansion, forcing the players to be careful about what they say and whom they accuse.

## ALTERNATIVE USES

The players could be sent to investigate the town looking for a missing merchant. In that case the players will suspect foul play from the start, but the village could turn out to be a scapegoat for a local noble, who robs merchants to pay his upkeep. The party could also be hired by a noble living in the village to investigate a recent murder. Someone in the village is a murderer and they are all cannibals.