

YARIN'S FARM

The town of Yarin's Farm lays along the Sinteror river, a small town in a big world. The river supplies power for the town's grain mill, not far from the docks, and water for irrigating its fields of wheat and barley. As the adventurers approach by boat, everything in town seems still—until a young boy runs down to the edge of the dock, waving and calling for aid. As they float nearer (or pass him by), this twelve-year-old boy, named **Jor**, is attacked by a **Rat Swarm** that knocks him to the ground, covering him with small, fierce bites. If the adventurers do not intercede, Jor is killed at the end of four rounds. After fighting back the rat swarm, the adventurers enter a town hobbled by fear.

A Short History of Yarin's Farm

The titular farm was established by **Pybald Yarin** over two decades ago. Pybald would now be in his early 60s. The people in town all venerate Pybald for his maintenance of the community and his good works—all except **Boarson**, who calls him “an old lecherer if eveh Ah seen one.” Pybald has a wife and one son—after the recent rat attacks, it's rumored that the entire family left by way of the river for a larger city, where Pybald could manage the estate remotely. In actuality, all three were killed in the large farmhouse outside of town, where their corpses yet remain.

There Once was a Girl...

A peasant's daughter, **Amalia** was always quick and deeply intelligent, and beautiful to boot. Twelve years ago, while in her teens, Amalia worked as a servant for the Yarin household, cleaning and cooking. One day, promising her riches beyond her birth, Pybald convinced the young girl to sleep with him. Of course, Pybald's promises proved hollow. Jor was born shortly after, and Pybald made Amalia fear for her safety should she ever reveal the truth. Now, Amalia has made a deal with a local **Devil** (a possible hook for further adventures) that promised her revenge by transforming her into a **Wererat**. This transformation provided her control, for a time, over all the rats in the surrounding area. She succeeded in her revenge, but now, her mind tainted, Amalia has lost control, and is slowly becoming more rat than human...

The Town Itself

The town consists of several prominent buildings: the old grain mill, run by Yarin farmhands; the Dancing Weasel, the local tavern with three rooms for rent, run by **Bertha**; Yarin's Chandlery, run by **Boarson**; Subalt's Trader, a small general store run by **Subalt** the elf; the Farmhand Barracks, where Pybald Yarin houses his workers; and a town square with a small fountain. A single road runs east-west through the town, running eastward and slightly uphill for two miles, through grain fields, until it arrives at Yarin's farm proper. When the adventurers arrive the townsfolk mostly hide themselves in the Dancing Weasel, though a few remain in the Farmhand Barracks—the rat attacks have gotten so out of hand that people fear to step outside. As the adventurers interact with the locals, they should get a sense that whatever's going on all started at the farm outside of town. Most believe that Pybald and his family left for a nearby city, and everyone is concerned for Amalia's wellbeing, especially Jor and Bertha.

The Farm Itself



The farm consists of two buildings: a three-story tower serving as the Yarin family's home, with jetting on the second and third floors, and a large barn a hundred yards away. The ground floor of the tower consists of the kitchens and a dining room. The second floor is the “family” room, with shelves of books on three



walls, and two leather armchairs. A blanket has been pulled over one of the armchairs—pulling it aside reveals the corpse of a fat, aging man, in the early stages of decay (Pybald). The corpse wears a ruby ring on one hand. Investigating the bookshelves, the adventurers find a small collection of travelogues for the area. Looking further, they might discover a thin sheath of paper that falls from one of the books—this is Amalia's diary from her time staying with the Yarins. Reading it gives them the full picture of her plight. The third floor has a large four-poster bed, with some fine jewelry in a nearby bedstand, and the corpse of Pybald's wife, **Patrine**, in the bed as well. Both have been killed and partially eaten by very small mouths with very sharp teeth.

In the barn, adventurers hear scuttling feet in the back corner of the building, and the light is very low. As they explore, the floor in one of the back corners collapses (call for **Dexterity** or similar rolls to prevent fall damage). This leads down into the simple sewer system that runs back to the main house's indoor toilet, (quite a nice feature) as well as off to the very large septic tank. (GMs should feel free to improvise, if they want a more dungeon-crawly experience, a larger sewer system stretching all the way back to town, an ancient construction cannibalized by Pybald during the town's founding.) In the sewer they discover the body of **Porgahn**, Pybald's adult son. He is considerably more eaten than his parents.

The septic system has been largely cleaned out, and the adventurers will discover Amalia there, sitting on some crates in silence, a lone candle burning. If they attempt to treat with her, they find her genuinely remorseful. Overwhelmed by guilt, however, the power of the wererat formula quickly overcomes any parlay, and she transforms into her **Wererat** shape, which attacks, along with another **Rat Swarm** and a **Rat King**. Kind parties will incapacitate Amalia and attempt to aid her in finding a cure. Any mention of Jor draws tears to her eyes—this has all gotten out of hand.



Inside the tank they find three crates loaded with nine bottles each of a very expensive wine. After killing or capturing Amalia, (and explaining to Jor whatever it is that's happened) as the adventurers return to their boat, this is an opportune moment for one of their old foes to catch up with them, capturing the crew's boat at its mooring.

TOWN NRCS

Jor, Amalia's twelve-year-old son. Bright and quick, and loyal to his mother.

Bertha, owner of the Dancing Weasel, thankful for the Cohort's help in finding Amalia, asks them to take her to Hallan to find a cure, and she'll take care of Jor. Doesn't have any money for them, but is tough, will stand up for them, and tells them to call the Weasel a second home. Bertha has always loved Amalia, and will do anything she can to keep the adventurers from killing Amalia once the truth is revealed.

Boarson, owner of the town chandlery, “Yarin's Chandlery,” an old man who hates establishment politics.

Brill Carver, crew leader of the Yarin farmhands. Out of a job, Brill is looking for work. He would be willing to hide folks in the barracks for a price.

Subalt, elf trader and general store manager.

Amalia, a young woman taken advantage of by a man in power, and cast aside, she has taken her revenge...