



# Plague Beater

DARK FANTASY ROLEPLAYING



FREE  
RPG  
DAY



DEATH OUT  
OF THE STARS



# Plague Bearer

DARK FANTASY ROLEPLAYING

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you will need the  
**PLAGUE BEARER  
QUICKSTART RULES,**  
that can be downloaded from  
**RPGDrivethrough.**

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# Death out of the Stars

*"It was just a color out of stars — a frightful messenger from unformed realms of infinity beyond all Nature as we know it; from realms whose mere existence stuns the brain and numbs us with the extra-cosmic vistas it throws open before our frenzied eyes." I don't know who wrote this stuff, but this is even scarier than Zombies!*

The night when the Necromancers unleashed their hordes upon the Duchy, a star plummeted from the heavens, bearing an otherworldly scourge. A meteorite crashed upon a small island nestled near the shores of Jewel Lake, home to the modest fishing community of Nahum.

The celestial body found its resting place in the wooded outskirts of the village, not far from the home of Gardnerius, a fisherman exiled from Nahum for the heinous crime of murder. Gardnerius was the first to discover and come into contact with the stone. Sensing an ominous aura emanating from the object, he resolved to sow fear among the villagers by orchestrating a sinister deception. Under the cloak of night, he ventured stealthily into Nahum, casting the stone into the water well—a gesture more of mockery than of genuine harm.

While the Black Plague ravaged the Duchy with its putrid curse, an unholy poison, manifesting as an indescribable hue, seeped from the meteorite. It tainted the village well, infecting both the people and beasts who drank from it, transforming them into moaning undead creatures.

The effects of this "Color from the Stars," as the unearthly brilliance came to be known, spread outward from the village, slowly corrupting the entire island. Ironically, amidst the spreading corruption, Gardnerius remained unscathed.

Yet, his immunity may prove fleeting... Will Gardnerius remain untouched by the encroaching horror, or will fate catch up with him?



## Adversaries

Throughout this Quest, Survivors will face numerous close encounters with the living dead. In game terms, the number and type of Zombies is generally based on the number of Survivors.

For example, a number of Walkers equal to three times the number of Survivors in the group is marked as *Walkers (x3)*.

The full rules for *Plague Bearer* introduce detailed rules on the composition of undead Hordes.



## INTRODUCTION

This Quest starts with the Survivors fleeing across a rotting wooden bridge, pursued by a large horde of revenants. The bridge collapses under the weight of the undead, granting the Survivors a brief respite but leaving them stranded on the small island of Nahum, on Jewel Lake.

Knowing that the island is inhabited by a community of fishermen, the Survivors can only hope it remains untouched by the Plague or offers a potential escape route using a boat. It is late in the afternoon. The Game Master has the option to either play out the chase scene or start the session from the moment of the Old Bridge's collapse.

## ABOUT NAHUM ISLAND

Nahum Island is indeed fairly small. It can be traversed by a fit individual on foot in a couple of hours. Its coastline, except near the village, is marked by steep cliffs and submerged rocks that so far have prevented the dead from reaching it from the mainland. This same barrier makes swimming to the mainland unfeasible for the Survivors.

The island's interior is covered by dense woods, offering little space for farming. Fishing in the lake has always proved to be the most convenient means of livelihood for its residents (see the map below).

The island and its village are suffering the effects of the Color from the Stars, which originated from the Market Square (#3) where Gardnerius directly cast the star stone into the well.



The star scourge combined with the Zombie infection plaguing the entire Duchy, giving birth to a blight affecting organic materials other than flesh, including wood, and causing them to rot:

- ◆ **The Woods.** Initially subtle in the southern part, the effect of the Color from the Stars on the woods of the island becomes more pronounced as one approaches the village. Initially, the trees seem affected by a natural disease, with malformed or sick plants. However, the malady soon manifests in the form of an indescribable hue that seems to penetrate deep into the eyes of the Survivors.
- ◆ **Village Buildings.** The Color has already caused many of the village's wooden structures to weaken and collapse. The ruined buildings have transformed Nahum into a maze of passageways. Entering any building not specifically detailed is perilous — any Trouble caused while inside causes a collapse, inflicting 3 points of Damage to everyone inside the building (a roll of STUNT or ENDURE reduces the amount of HP lost by 1 for every success rolled.)
- ◆ **Star Zombies.** The villagers have transformed into revenants in the course of a few days. They wander the island as hordes of Walkers (x6), stationed at designated points on the map. Similar to ordinary Zombies, they are strangely luminescent, emitting a multicolored hue. When killed, Star Zombies slowly dissolve into a grayish dust.

Once they enter the village, the Survivors risk being affected seriously by the light of the Color from the Stars. If they stay away from the Market Square (see #3) they won't suffer permanent consequences, unless they spend two full days or more in Nahum.



## LOCATIONS

### A - OLD BRIDGE

The bridge linking Nahum to the mainland spans a length of fifty meters, providing enough space for three individuals to walk abreast. When crossed, its timeworn timbers emit a symphony of creaks akin to an elderly grandmother on a rainy day.

If the GM decides to describe the scene in detail, the Survivors are running across the bridge, pursued by a horde of revenants composed of Walkers (x6) and Runners (x2), accompanied by 4 formidable Brutes. Unexpectedly, the bridge's central section buckles beneath the weight of the swarm, and collapses in an explosion of wooden shards! If the GM feels nasty, the Survivors might still have to face the Runners, who are quick enough to avoid falling into the waters and attack.

In any case, the Survivors are now marooned on the island. Nearby, a small guard post stands empty. No one is there, but a successful SCAVENGE Action yields a lantern with some combustible oil.

A path leads deeper into the island's interior, heading north.



### Searching

Searching for useful gear is part and parcel of the gameplay of *Plague Bearer!* The full rules for the game introduce tables to randomly determine the result of searches.

In this Quest, items found by searching are described in the text. Most of them are self-explanatory. Detailed descriptions of weapons, armor, and spells can be found in the Search Results appendix on page 14.

## B - THE WOODS

If the players stay on the path heading north, they encounter a group of Star Zombies Walkers (x4) at the designated point on the map. Otherwise, their progress is uneventful.

If they choose to stay off the path and traverse the woods, they must choose a pathfinder. The pathfinder must make an *impaired* SCOUT Action. Upon a failure, the group experiences an incident — roll on the *Crossing the Woods* table below. To resolve an incident, 1 Survivor (players' choice) must make a roll using the Action indicated in the entry.

## C - GARDNERIUS'S SHACK

Situated halfway across the island along the path, a semi-dilapidated shack can be seen a hundred paces off the trail (the cabin is even easier to see at night, thanks to the glow of the fireplace emanating from its windows).

Gardnerius (see Adversaries and Other Characters) lives here. When the Survivors approach, he locks

the door and hides. See *Dealing with Gardnerius* under Events on page 11 to know more about the man.

A successful SPOT Action made around the shack reveals the grisly sight of half a dozen corpses. They belong to the unfortunate villages of Nahum, but there's something strange about them — they're not simply rotting; their grayish bodies are slowly turning to dust.

Another surprise awaits nearby. Drawn by an acrid smell emanating from the woods, the Survivors may discover a clearing where a patch of burning trees surrounds a small crater. The ground within and around the crater is covered by ashes, the cause of the peculiar odor.

If the Survivors enter the cabin, the abode of Gardnerius is found to consist of basic furnishings: a fireplace, a table with a lone chair, a bed, and a crude cupboard. Despite Gardnerius's claim to be a woodcutter, a fishing net and rod can be seen lying in a corner.

## Crossing the Woods

ROLL A D6	ACTION	EVENT	CONSEQUENCES OF FAILURE
1	<i>Fight</i>	The Survivor is ambushed by a lone Star Zombie, a fisherman that turns to dust once defeated.	Lose 1 HP
2	<i>Stunt</i>	The Survivor must traverse a field of mutated flowers. Their color is inexplicable, and the acrid stench is overwhelming.	Gain 1 Strain
3	<i>Endure</i>	The air is thick with multicolored dust particles, making breathing difficult.	You are now Dazed (impairing)
4	<i>Hearten</i>	The Survivor stumbles upon a lost cow, suffering but alive, its skin covered in spots of the Color from the Stars.	You are now Demoralized (impairing)
5	<i>Craft</i>	A non-metal item carried by the Survivor becomes "infected" with large spots of the Color from the Stars, eventually breaking apart.	Lose 1 object you are carrying
6	<i>Rumors</i>	The Survivor recalls an ancient tale of a "blighted color fallen from the stars," suggesting that only heat comparable to dragon's fire could purge it.	Gain 1 XP

## D - VILLAGE OF NAHUM

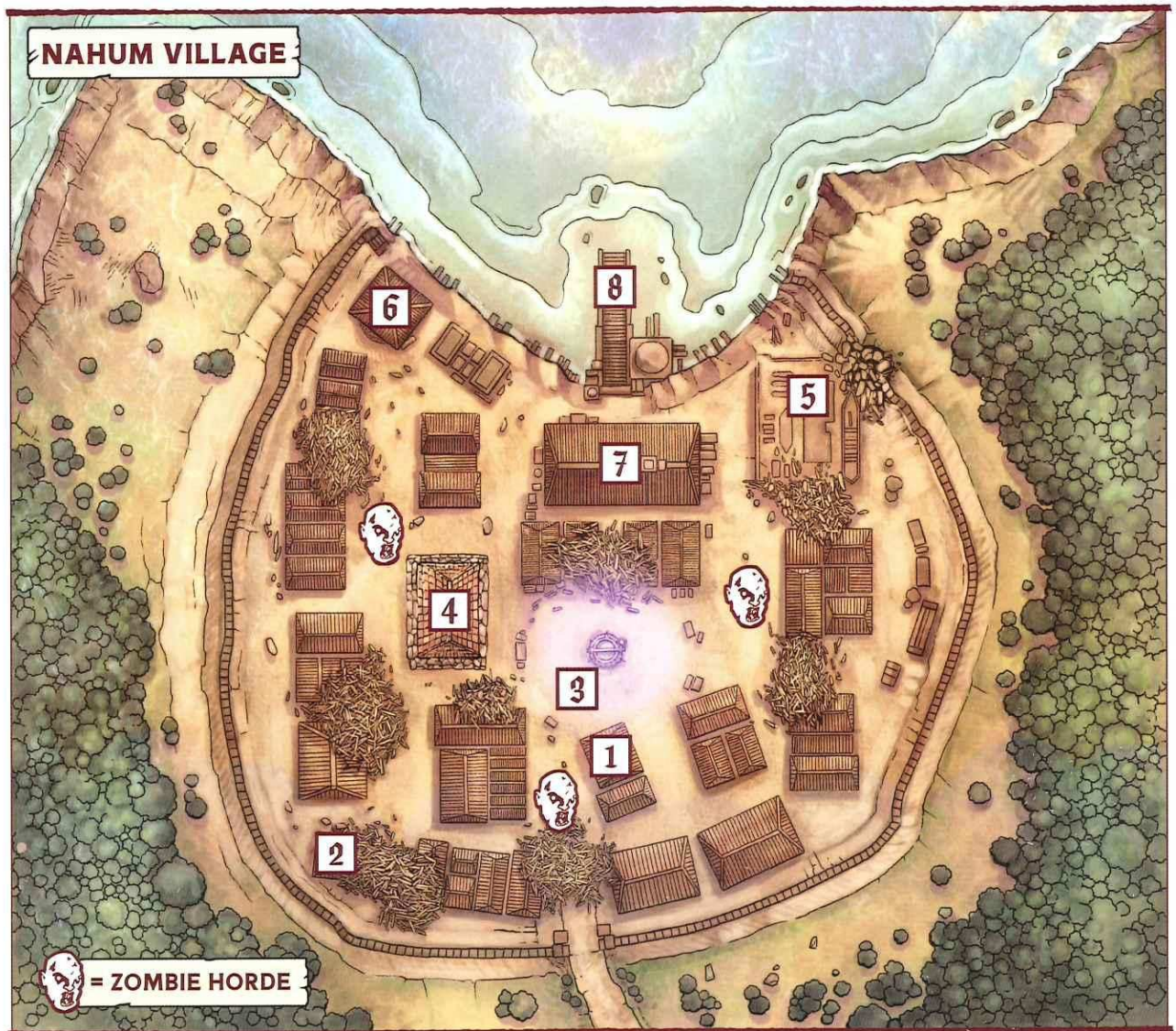
Nestled around a natural harbor, the village of Nahum comprises a dozen wooden houses, with the constable's stone manor being the sole exception. The sturdy building looks almost out of place on an island already protected by natural barriers.

### 1 - Inn

The establishment, known simply as 'the inn' due to the lack of a better name, was a favorite spot for locals to enjoy inexpensive beer and for travelers to find lodging. The building consists of two floors. Downstairs, there is a communal hall and kitchen, while upstairs is where the innkeeper's family resides, along with a guest room.

Inside the communal hall, someone is playing the fiddle badly, making a lot of noise. In life, Merwin the Blonde earned his living entertaining the villagers with his music. Now a Walker, the bard keeps playing his fiddle, surrounded by a group of Star Zombie Runners (x3). They remain calm as long as the music plays, but they will attack in a frenzy if it is interrupted, or the Survivors cause Trouble.

The inn is worth searching for useful items. On a successful SCAVENGE Action the Survivors find a Crossbow and a set of lockpicks (+1 bonus die on all THIEVERY Actions involving picking locks). Also, Merwin has a Fire Bolt scroll in his pouch — no roll is necessary to find it, as long as the Survivors look in the right place (see Appendix).





## 2 - Ammi's Hut

Old Ammi served as the midwife and healer of the village. She tirelessly attempted to cure her fellow villagers for days on end. Realizing the futility of her efforts, she shifted her focus to finding a way to halt the spread of the Color from the Stars, ultimately succeeding but tragically too late.

Upon entering the hut, the Survivors find Ammi seated at the table, her shawl drawn up to conceal her face. She is still alive but extremely weak, as she is on the verge of succumbing to the malady. Turning towards the Survivors, she manages to whisper an apparently nonsensical rhyme: "*Stop the blight with salt and fire on water's might!*" Then, her shawl falls, revealing her face twisted by streaks of many colors — with a scream Ammi completes her mutation into a Runner, attacking and taking the nearest Survivor by surprise.

Ammi's cabin consists of a single room. A successful SCAVENGE Action uncovers a flask of Dragon Bile (see Appendix), and a pouch of healing herbs — when brewed into a tea, they allow a Survivor drinking it to remove 1 Condition or 1 Fatigue level (the pouch has enough herbs for a number of uses equal to the number of Survivors in the group).

If Gardnerius is with the Survivors, he'll attempt to pilfer a jar of ointment, to apply the ointment to his infected neck when no one is looking (see page 11). The Survivors may catch him in the act with an *impaired* SPOT Action.

## 3 - Market Square

This square is entirely bathed in the sickly light of the Color from the Stars, emanating from the water well at its center, and the Stone of the Stars resting at its bottom.

The unearthly hue touches everything: grass, stone, wood, the ground itself, casting no shadows, as if the light was shining from above. Wearing a hood or otherwise attempting to shield oneself from the glare is futile; the unearthly light passes through all materials.

Any Survivor entering the Market Square must immediately attempt an *impaired* ENDURE Action. Failure results in an overwhelming urge to approach the well, compelling the Survivor to do so within 3 rounds unless physically restrained by their comrades (a STUNT Action). The compulsion ceases once the Survivor leaves the Market Square.

Should a Survivor reach the well, they will stand there, bathed in the colored light, and slowly mutate into a Star Zombie. The transformation takes a number of rounds equal to the character's Brains score. If the Survivor leaves the Market Square in time, the mutation gradually recedes.

Gardnerius, understanding the well's connection to the danger, takes great care to steer clear of the light by any means necessary.

## 4 - Constable's Manor

The residence of Zenas, the Constable, stands resilient against the effects of the Color thanks to its stone construction, even if the wooden rafters supporting the roof are weakening. It is a 2-floors building, with a front door facing the Market Square and a locked back door.

The Constable greeted visitors in a room on the ground floor, next to a kitchen. A sturdy door secured with a heavy padlock leads to an armory containing the Constable's personal weapons and those intended for the villagers in case of pirate attacks. A successful SCAVENGE Action uncovers an Axe and a suit of Chain Mail Armor (see Appendix).

Upstairs are the bedrooms of the constable, his wife, and his sons, all untouched as their occupants are now part of the undead horde outside. Inspecting the Constable's room allows the Survivors to find Zenas' diary without the need for a roll. The last recorded entry may prove enlightening (see box on page 10).

Zlatan, the faithful hound of the Constable (see Events), frequents the house, leaving traces of his presence such as paw prints on the carpet and gnawed furniture. The mutated dog is likely to be encountered here.

## The Constable Diary

*unreadable date*

*For once, I am grateful for my insomnia. What a night it has been! I witnessed a star plummet from the sky! Tomorrow morning, I'll send some men to investigate in the woods.*

*But that's not what troubles me. He has returned. I spotted him skulking in the market square, defying the banishment once again. I could recognize that limp anywhere. What does he want now? I'm starting to think I was too lenient with him. I should have allowed Zlatan to have another bite at him. The next time I catch him lurking about, I will take action.*

### 5 - Shipyard

This long wooden structure is where the villagers of Nahum built and maintained their fishing boats. When the Color from the Stars erupted, three craftsmen were in the midst of caulking a coracle. One lies beneath the hull, while the other two growl menacingly, pacing to and fro. They were robust men in life, now they are hulking Brutes. If anyone approaches, they attack.

Remarkably, the wooden coracle the craftsmen were working on shows no signs of being affected by the Color from the Stars. The fresh tar used for caulking appears to have shielded it from the rot that is gradually destroying everything made of wood.

A small barrel filled with tar can be found close by. The substance is highly flammable and can be utilized to destroy the Color from the Stars (see Events).



### 6 - Guard Tower

The wooden tower has been weakened by the Color from the Stars. A Survivor must pass a STUNT Action to climb it without falling from a height of 6 meters.

At the top of the tower hides the only survivor of the village: a child named Thaddeus (see Adversaries and Other Characters). He found refuge here, stocking provisions, as the Star Zombies don't seem able to climb the tower.

The Survivors need a successful CONVINCING Action to persuade Thaddeus to allow them into his refuge, or to convince him to leave the village with them. Thaddeus knows Gardnerius, but is unaware of his responsibility in the village's plight.

### 7 - Salting House

This communal building is where the villagers of Nahum salted their fish. Inside, the smell is overpowering. Rows of seasoned fish hang from the ceiling, while a barrel of salt rests in a corner. A horde of Star Zombie Walkers (x5), all former workers, roams the room, eerily motionless until the Survivors intrude. The barrel of salt can be utilized to destroy the Color from the Stars (see Events).

### 8 - Docks

A stone pier approximately thirty meters long extends over the lake's surface. Next to it stands a small wooden shed where the fishermen stored various tools useful for their trade. A SCAVENGE Action yields an Axe (see Appendix).

Four fishing boats are moored at the pier, but all of them have sunk, their timbers rotted by the Color from the Stars.



# EVENTS

## DEALING WITH GARDNERIUS

Gardnerius was a survivor even before the Black Plague began. Ostracized for committing murder, he harbored a deep resentment against the villagers, particularly Zenas, the constable who banished him. Yet, he never left the island. Now, the onset of the outbreak is making him reconsider, but he is trapped on Nahum.

Gardnerius blames himself for the disease affecting the island, and ignores that a Zombie outbreak hit the entire realm. Eager to extract information from the Survivors, Gardnerius recounts witnessing a star falling from the sky. His version of the story is that the star fell directly in the well of the village, and that he warned everyone to stop drinking from it, only to be dismissed by Constable Zenas. Upon his return days later, he found the village transformed into a nightmare, with strange, luminous Zombies roaming about.

Gardnerius is infected by the Color from the Stars, but tries to hide it. So far, the symptoms manifest only as colored spots on his neck. The exact moment of discovery is at the discretion of the GM.

If Gardnerius is interrogated properly (for example with a CONVINCE Action) the Survivors may start noticing inconsistencies in his story, leading them to discover he isn't telling all he knows.

If questioned about the burned crater behind his shack, Gardnerius feigns ignorance and attempts to change the subject — for example, offering to lead the party to the village where they could find a boat and leave the island.

Other clues that may lead the Survivors to suspect Gardnerius include:

- ◆ Gardnerius hides his banishment from the village.
- ◆ He goes to great lengths to avoid the Market Square (#3).
- ◆ An entry in the Constable's diary (see #4) may allow the Survivors to identify him as the man with a limp.
- ◆ He wears a dirty scarf, nervously adjusting it to keep it in place.



### Objective:

#### Discovering Gardnerius's Secret

If the Survivors uncover Gardnerius's secret, they gain a significant advantage in getting away from the island alive. This achievement counts as completing an Objective.





## ZLATAN

In life, Constable Zenas wasn't physically imposing, being rather short in stature, but he commanded respect for his wisdom and good judgment. However, it was his faithful companion, Zlatan, a colossal bloodhound, who truly struck fear into the hearts of wrongdoers. More than one bandit had been driven away by the mere presence of this giant hound, who followed his master like a shadow.

Gardnerius harbors a deep-seated terror of Zlatan, as he was once bitten in the leg by the dog when he attempted to sneak back into the village.

Now affected by the Color from the Stars, Zlatan roams the village in search of prey, transformed into a weird bipedal monster — an enormous Star Zombie Abomination (+2 HP).

## DESTROYING THE COLOR OUT OF STARS

Although not the primary objective of the Quest, the Survivors should endeavor to halt the spread of the Color from the Stars by destroying the village water well and the meteorite within it.

Fire is the only way, but the heat from a simple torch won't suffice; they need something much stronger, capable of burning even on water. Ammi's final words should provide the Survivors with a clue (see #2).

The barrel of tar found at the Shipyard can be combined with the salt from the Salting House to create a powerful explosive. If the Dragon Bile from Ammi's Hut is added to it, it creates an even more potent mixture.

Finally, the Survivors must ignite the concoction and throw it into the well. Approaching the well directly is the most expedite way, but it exposes the Survivors to the effects of the Color from the Stars (see #3). Alternatively, they can try to throw the barrel from a distance. This must be attempted from the upper floor of a building facing the square, and it requires an *impaired* SHOOT action.

If the tar cocktail is thrown successfully, the Survivors have thirty minutes to leave the village. Roll 3 dice, plus an additional 2 dice if salt was added to the tar, and another 2 dice if Dragon Bile was included. If any die results in a Torch, the Stone from the Stars is destroyed in an explosion so powerful that it devastates a large portion of the village. Survivors remaining in Nahum are caught in the blast and lose 9 Hit Points (roll STUNT to reduce).



### Objective:

## Destroying the Color out of Stars

If the Survivors successfully destroy the meteorite, they have accomplished a crucial feat, safeguarding the Duchy from a significant threat.

## AFTERMATH

The Quest ends when the Survivors find a boat (for example, the coracle at #5) and leave Nahum. If they managed to destroy the Color from the Stars, they leave behind a cloud of unearthly color shrouding the sky for a few, long minutes, before dissipating into gray dust. Otherwise, they escape the island leaving the blight to multiply... will the Color from the Stars expand beyond Nahum?

The question is for you to answer...

## ADVERSARIES AND OTHER CHARACTERS

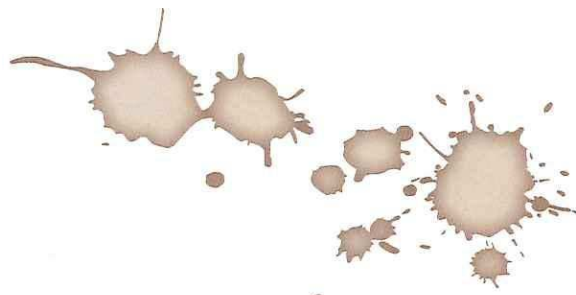
### GARDNERIUS

In his youth, Gardnerius had a fondness for the bottle. During one of his drunken episodes, he tragically took the life of a fellow villager. By law, this act warranted execution. However, Constable Zenas, recognizing the deed as unintentional, showed mercy by exiling Gardnerius instead. Yet, far from feeling gratitude, Gardnerius developed a grim resentment towards the Constable and the entire village.

<b>NAME</b>	Gardnerius the Woodsman
<b>DESCRIPTION</b>	Tall and lanky, with unkempt brown hair. He walks with a limp, from where Zlatan, the constable's hound, once bit him.
<b>MOTIVATION</b>	Seeking vengeance on the people of Nahum (already achieved) and escaping from Nahum Island.
<b>GEAR</b>	Axe, filthy scarf to conceal the Color infection
<b>SPECIAL RULES</b>	Gardnerius has been infected by the Color from the Stars. He will transform into a Star Abomination (+1 HP) at the most dramatic moment, or if attacked

## STAR ZOMBIES SPECIAL RULES

The unearthly hue of the Star Zombies is almost hypnotic. Survivors fighting against them for the first time must pass an *impaired* ENDURE Action or be Dazed (an *impairing* Condition). The Condition wears off once there are no Star Zombies in sight.



### THADDEUS

Thaddeus never aspired to follow in the footsteps of his father and grandfather as a fisherman. A bright and imaginative child, he harbored dreams of becoming a mariner on the lake, or perhaps even a knight in service to the king. When the Plague from the Stars descended upon the village, Thaddeus seized what he could. Now, he stands defiant, daring the undead to challenge him.

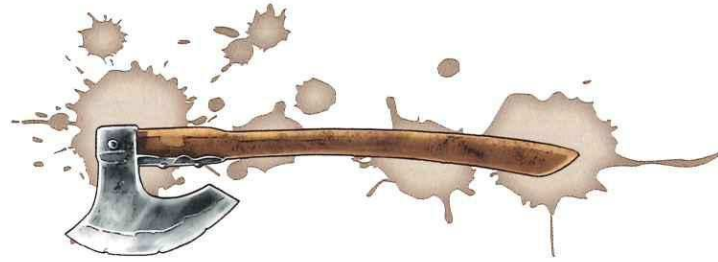
<b>NAME</b>	Thaddeus "Thadd"
<b>DESCRIPTION</b>	A ten-year-old blonde child, sharp-witted and resourceful.
<b>MOTIVATION</b>	Initially determined to remain safely hidden in the tower, Thadd's perspective changes once he sees an opportunity to escape the village.
<b>GEAR</b>	Thadd possesses a plethora of useful items, including his father's Crossbow, a blanket, a bucket, and a rope for fetching water from the lake.
<b>SPECIAL RULES</b>	Thadd's intimate knowledge of the village and its inhabitants' habits grants him a significant advantage. His company provides a 2 bonus dice to all SCAVENGE Actions.

# APPENDIX

## SEARCH RESULTS

### Weapon: Axe

TYPE	RANGE	DICE	ACCURACY	DAMAGE
Melee	0	1	4+	2



### Weapon: Crossbow



TYPE	RANGE	DICE	ACCURACY	DAMAGE	TRAIT 1	TRAIT 2
Ranged	1-2	2	4+	2	Reload	Two-handed

**Reload.** If this weapon is used to attack, you must subsequently spend an Action to reload it before you can use it again. If Opening Volleys are allowed, you can make only 1 Attack, regardless of range.

### Armor: Chain Mail

#### PROTECTION NOTES

4+ Your SNEAK Actions are *impaired*.



### DRAGON BILE

A very flammable alchemical substance, it is said it can consume even the legendary hardwood of Erkengarde. You can throw a flask of Dragon Bile as if you were using a weapon with Range 0-1. It is consumed after it is thrown.

- ◆ To throw it, roll SHOOT or STUNT (your choice). The result is dealt as Damage to all targets at Range 0. Undead suffer double Damage.

If you cause Trouble with your roll, you have poured some burning liquid on yourself and lose 1 Hit Point (Armor may reduce the loss).



### Weapon: Fire Bolt

TYPE	RANGE	DICE	ACCURACY	DAMAGE
Combat spell	0-2	1	4+	2

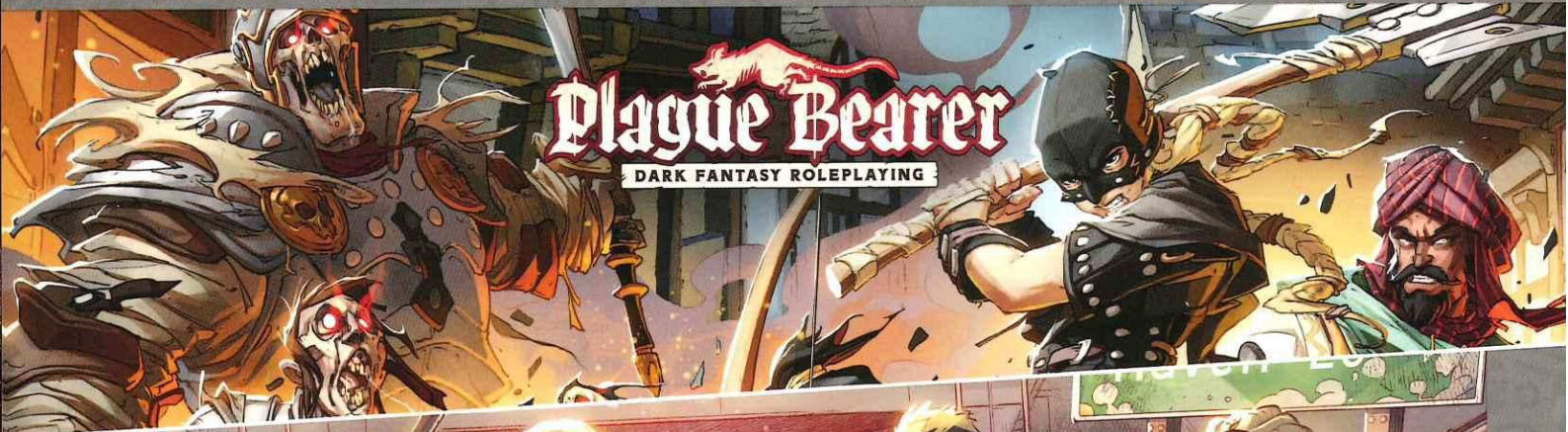
**NAHUM ISLAND**



**NAHUM VILLAGE**



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