

# The Ghost Town Scroll

1d6 haunted hamlets, 1d6 ghost tales, and 1d6 chilling curses



# Haunted Hamlets

They may be abandoned, but you aren't alone.

1. **{Ghost Fire}** Nobody could stop that wildfire, and now the ghosts of those who perished in it spend every waking moment throwing buckets of ectoplasm on the charred skeletons of their former homes.
2. **{Lambs to the Slaughter}** Many gave their lives willingly to the silver-tongued cultist. The ghosts of those who didn't now try and sacrifice any who dare come here, hoping that will free their souls.
3. **{Vanished}** They left in the middle of the night without a word or warning. The only thing they left behind was a single note with the words "You shouldn't have come here" frantically scrawled across it.
4. **{Sinners}** When their prayers went unanswered, the townsfolk hung the local priest. Plague and famine soon followed, and their damned souls have yet to find forgiveness in the eyes of their god.



5. **{Undying Hunger}** When the cellars emptied and the fields dried out, they turned to the young. Now the ghosts of those cannibalized children haunt this town and feast on warm flesh.
6. **{Confirmed Suspicions}** The people here never did trust the local adventurers, and that was before they unleashed a terrible evil upon the town. The ghosts of those innocent victims now wait for their chance to get revenge against any foolish heroes that dare come to their town.



## Ghost Tales

There's no truth to them... right?

1. **{Last Call}** The kegs went dry ages ago, but somebody can be seen drinking alone inside the inn every night.
2. **{Watched}** Unblinking eyes stare out from the broken shutters, but no matter how hard you look, nobody seems to be home.
3. **{Town Vote}** Every night, phantoms claw and scratch at the townhall's door, but nobody's ever there to let them in.
4. **{Bad Hosts}** While you might be greeted and welcomed by smiling commoners, their screaming ghosts will never let you leave.
5. **{Dead Magic}** The sages say not even spells are permitted to live within that town.
6. **{Well Dwellers}** They live in the well, their specters bloated and dripping. Some believe they'll grant you a wish if you toss them a coin.

## Chilling Curses

Those who go there are never quite the same.

1. **{Followed}** She follows you wherever you go, and every night she gets closer.
2. **{Dream Walker}** Each night, without fail, you dream of walking those empty streets.
3. **{Turn Back}** Are your eyes playing tricks, or does every road sign lead back there?
4. **{Pestilent}** Ever since you went there, a plague sweeps through any town you visit.
5. **{Resident}** Why is everyone you meet asking about that place as if you lived there?
6. **{Going in Circles}** You followed the map, but all roads now lead back to this place.