

# MURMURS

IN THE

# MIST

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In the realm of New Sanctaria, The Misty Hollow Inn stands enveloped by an eerie mist, a beckoning veil that stirs visions of forgotten memories and dearly departed souls. Beneath its timeworn beams, intrepid hearts embark on a journey, guided by curiosity's pull, into a dance with veiled truths and enigmatic powers. As the tendrils of mist extend toward the woodlands bordering The Wyrd, adventurers' footsteps intertwine with shadowed echoes, while the ethereal haze whispers of ancient spirits and mystical ties binding the inn to the enigmatic realm of the fey. This is a scenario of horror and madness penned in the style of Fifth Edition and is intended for four or five or six daring Yehovael-fearing travelers whose average party level is one or two.

## PRESENTING THE SCENARIO

Before one hopes to utilize the contents of this chapbook, a thorough understanding of the Fifth Edition rule set is necessary—gather these three volumes—the *Handbook for Players*, the *Guide for Gamemasters*, and the *Manual of Monsters*.

*Text that appears in this manner is to be read aloud or paraphrased for the players the first time they arrive in a specific location or under specific circumstances, as identified in the text.*

The *Manual of Monsters* contains stat blocks for many of the foes and allies that the vigilant characters will face—new ones will appear at the end of this book in the appendix. When a creature's name appears in the **BOLD** type, this is the scenario suggesting that the reader prepare this creature for an encounter. If it is a new creature, the text will point the reader toward the appendix as a matter of

convenience.

Familiar spells and equipment may be found within the pages of the *Handbook for Players*. And just as well commonplace magic items may be found within the *Guide for Gamemasters*. Unusual and new spells and magic items may be found in the appendix of this chapbook—the text will direct the reader when necessary.

PROLOGUE—A REQUEST IS MADE AT THE CHURCH  
OF CELESTIAL GRACE NEAR HOLLOWBROOK IN NEW  
SANCTARIA

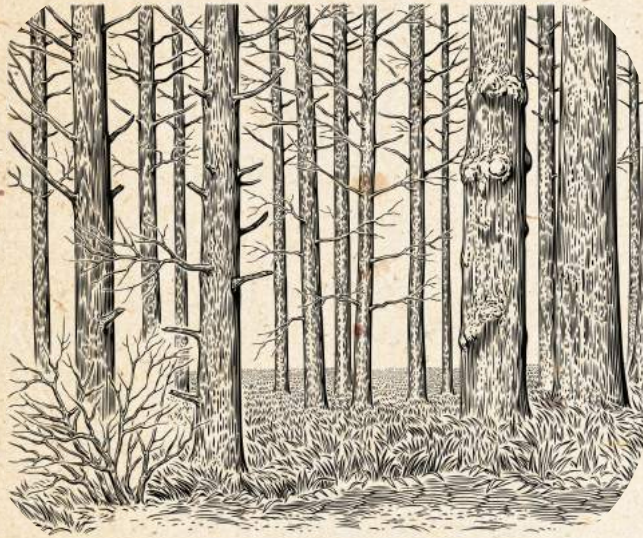
Nestled under the quiet sky, this modest chapel of Hollowbrook, New Sanctaria stands in unassuming grace. Its timeworn walls bear the weight of the faithful's devotion, a sanctuary of simple beauty untouched by arcane tempests. Inside, a rendezvous with Shepherd Alden Corbray awaits those drawn to its hallowed embrace. With a demeanor both stern and compassionate, the Shepherd gazes forth from eyes the hue of stormy seas, his presence commanding respect. Amidst the chapel's unadorned tranquility, Shepherd Corbray implores these brave souls to venture beyond the mundane realm, to unearth a woman enshrouded in a fog of suspicion, accused of a sinister fate that befell her own kin—children and husband dead, remains partially devoured.

“From distant lands, a foreign trapper emerged, whispering secrets of distant realms and untamed woods. With eyes wide as moons, he spoke of a humble inn nestled by the name of Misty Hollow, where the veil between worlds grows thin. Within its timbered walls, he glimpsed the accused woman, her presence cloaked in servitude. As she toiled in the inn's dim-lit kitchens, her visage bore the weight of shadows and whispers.”

The Shepherd whispers the accused's name—Elsbeth Wainwright—and spits.

“I, Shepherd Alden, do hereby declare a bounty upon her head. A reward of one hundred silver pieces shall be granted to each soul who successfully apprehends this woman and brings her to the halls of the church, living and unmarred by blade. Should her fate be sealed, and proof of her demise be presented to me, half that sum shall be given as recompense. Let it be known that justice shall be served upon the scales of righteousness!”

The road to the inn beckons, three days on foot or horseback.

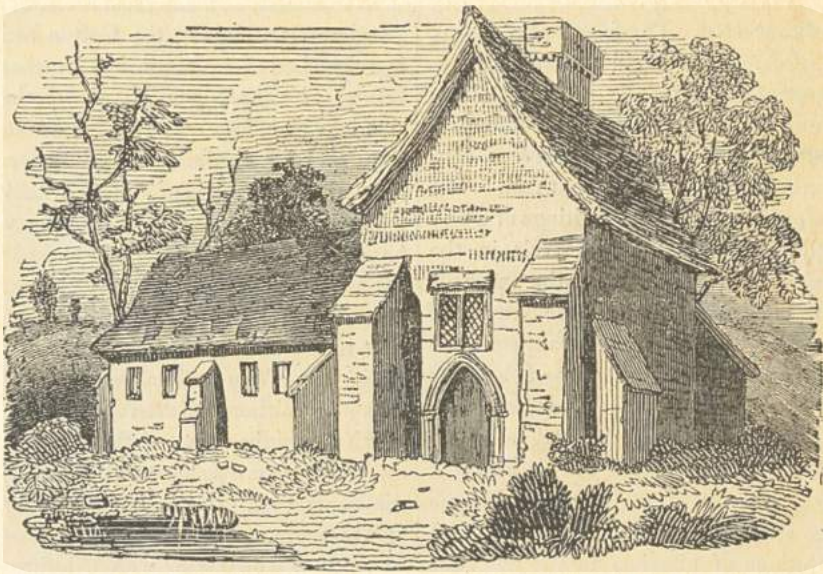


## CHAP. 1—A THREE-DAY JOURNEY

This journey is fraught with peril. Once on each of their three days of travel there is a three-in-twenty chance an encounter occurs.

Let one roll-of-eight decide the encounter's form . . .

- 1—four **WOLVES**, hungry and desperate.
- 2—six **BANDITS**, tired and easily deterred.
- 3—a corpse with a fashionable ring worth fifty silver pieces.
- 4—a wagon of six **COMMONER** pilgrims searching for religious freedom.
- 5—an **ACOLYTE** of Yehozael, muddied, bloodied, and mad.
- 6—a lonely **RIDING HORSE**, its rider missing, canteens filled with fresh water attached to its saddle.
- 7—four **GOBLINS**, vile and ravenous.
- 8—whispers and laughter in the trees.



## CHAP. 2.1—IN WHICH THE TRAVELERS ARRIVE AT THE MISTY HOLLOW INN

**A**midst gnarled woods, the Misty Hollow Inn stands. Simple, humble, age-worn. Dark pines frame it, guardians of time. Shadows embrace this refuge, quiet and apart. Thatched roof, sheltering souls. Hills cradle it, ancient and hushed. A veil of mist descends, tales untold. Memories linger in the air. Misty Hollow Inn, a sanctuary of olden days, welcomes the daring traveler to its embrace.

*The place is alive with patrons.*

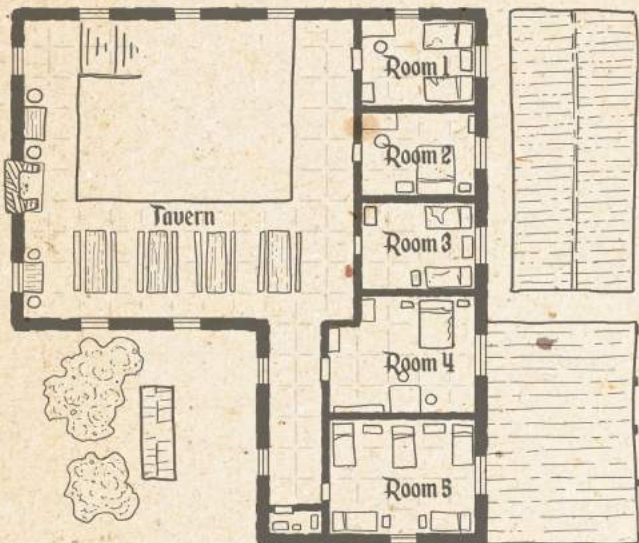
*Candlelight flickers. Wooden floor creaks. Aromas of stew and ale linger. Laughter mingles with soft murmurs. Fireplace crackles, casting shadows. Worn rugs underfoot. Mugs clink, merriment echoes. Tables scarred by time. Warmth and camaraderie fill the air. An air of mystery hangs.*

It welcomes these noble travelers without hesitation, but rooms are scarce.

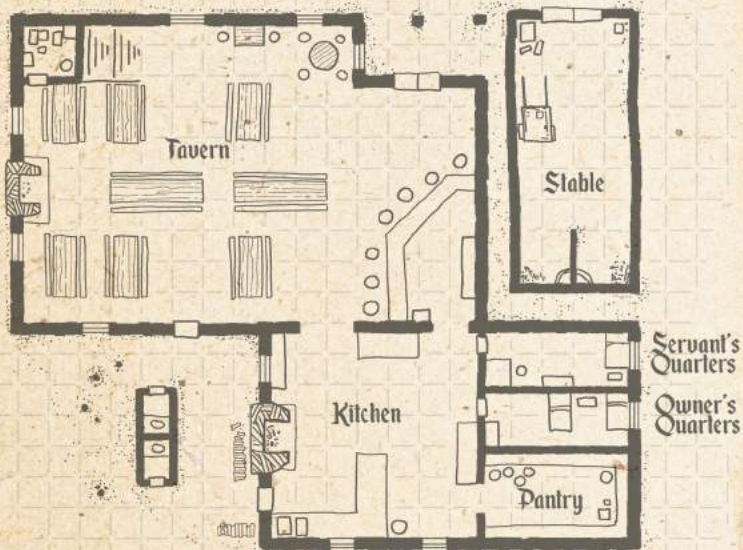
A traveler may stay in a shared room for one silver piece per evening; a private room for five silver pieces per evening <only Room 3 is available>; and stabling is extra, for two silver pieces. Each night's stay awards one meal of soup, cheese, bread chunk, and sweet ale. Each additional meal is one silver piece.

The Misty Hollow consists of . . .

## Level One



## Ground Floor



## The Misty Hollow

The Tavern—warm hearth, raucous laughter.

The Kitchen—sizzling pots, savory scents.

The Stable—earthy smell, restless hooves.

The Pantry—stacked shelves, hidden treats.

The Servant's Quarters—modest bunk, dim corner.

The Owner's Quarters—spacious bed, cherished mementos.

The Shared Rooms <odd>—worn beds, mingling dreams.

The Private Rooms <even>—, hushed whispers, concealed secrets.

## CHAP. 2.2—THE OTHERS

**T**he characters are not alone in the Misty Hollow Inn, as there are travelers and bar owners and strangers all with their own tales and secrets. This text will offer some light on these strangers, but the reader is encouraged to develop them further . . .

Elsbeth Wainright—Scullery maid with haunted eyes. The reader will learn her secrets further in this chapbook.

Samuel Holloway—Burly **COMMONER** innkeeper with a hearty laugh.

Eliza Holloway—His **COMMONER** wife, stern but caring.

Tobias Blackwood—Old **BANDIT** with tales of sea monsters.

Eleanor Grey—Young **COMMONER** woman nursing heartache. Elspeth's bunk mate.

Lucius Stormrider—Mysterious warlock—**MAGE**—in the corner.

Garret Thornblade: Grizzled woodsman—**THUG**—nursing a mug.

The Quarry Crew—Group of four rowdy laborers, raucous laughter. Their names are unimportant, but the reader is free to name

them if so desired.

Melisande Harper—Bard **NOBLE** strumming melancholic tunes.

Silas Darkwood—Shifty-eyed stranger **VETERAN** in the shadows.

## CHAP. 2.3—OCCURRENCES MUNDANE AND PROFOUND

**B**efore they can apprehend Elspeth Wainwright, introduce the Misty Hollow and the others. Let one or two rolls-of-ten chart the course of events . . .

1—Elspeth Wainright—Muttering to herself in the pantry, clutching a tarnished locket. Did she kill her family? Or was she framed?

2—Samuel Holloway—Booming laughter as he recounts a bawdy joke to the patrons. He is likable, certainly, but is there something darker there?

3—Eliza Holloway—Comforting Eleanor Grey, listening to her heartrending story. Is her compassion her weakness?

4—Tobias Blackwood—Gesturing wildly, describing a terrifying encounter with a kraken. He reeks of booze and lies.

5—Eleanor Grey—Bursting into tears at the sight of a sea shanty singer. Who has she lost?

6—Lucius Stormrider—Mysterious parchment exchanged with a cloaked messenger <bandit on riding horse>. What does the parchment say?

7—Garret Thornblade—Slamming his mug down, challenging a stranger to an arm-wrestle. Why must he prove himself so?

8—The Quarry Crew—Singing a raucous tune, lifting tankards in rhythmic unison. They invite the travelers' company. An air of doom surrounds them.

9—Melisande Harper—Melancholic ballad strummed as she gazes into the hearth's flames. Who is she? What does she know?

10—Silas Darkwood—Whispering sinister secrets to a wide-eyed quarry crew member, sealing his grip on them. What does he know?

## CHAP 2.4—IN WHICH THE TRAVELERS ATTEMPT TO CAPTURE ELSPETH WAINRIGHT

**S**ilver and justice draw the travelers to Elspeth Wainright. But fate is fickle, and prone to twists. Just as the travelers hope to capture Wainright, let a roll-of-six determine what happens . . .

1—Elspeth pleads for her innocence, revealing a bloodstained handkerchief from Samuel's belongings. "I am enslaved by him and his wife!" she protests.

2—Samuel bursts in, accusing the travelers of witchcraft, rallying other patrons against them. But what evidence does this man have? Utter nonsense!

3—Eliza sobs, admitting Elspeth is her sister, begging the characters to spare her. She explains that Elspeth is cursed.

4—Tobias intervenes, claiming he saw Elspeth communing with a sinister figure in the woods. He implores the travelers gather weapons in their fight against her and her dark patron.

5—Eleanor collapses in terror, confessing she saw Elspeth chanting in a language unknown to humans. She believes Elspeth killed her over. Elspeth denies these accusations.

6—Lucius steps forward, producing a contract signed by Elspeth, swearing allegiance to dark forces.

The travelers must use these new circumstances to decide Elspeth Wainright's fate. And they must face previously unseen horrors.





### CHAP. 3.1—BLOOD AND FEAR

**D**arkness devours the sky. Mists gather in the forest. The inn is shrouded. Silence falls over the land. Whispers of ancient power rustle the leaves. Eerie shadows dance on the walls. Moonlight battles the encroaching gloom. Every step is heavy with dread. Elspeth's fate hangs in the balance.

Shattered glass. A blood-curdling scream. Rats scatter. Broken lanterns. Choked gasps. A lifeless body. One of the quarry crew—murdered.

What is responsible? Let one roll-of-four decide.

1—A massive **DIRE WOLF**, eyes black, fur wet with blood and gristle.

2—Two **SWARMS OF INSECTS**, buzzing and stripping the flesh—the quarry crew man has no face.

3—A blood-soaked **SKELETON** wielding a saber—the quarry crew man rises as a gasping gnashing **ZOMBIE**, eyes empty, hands twisted.

4—A **GIANT POISONOUS SNAKE**. It speaks the Infernal tongue.

Be she guilty or not, Elspeth escapes during the encounter.

CHAP. 3.2—IN WHICH THE LORD OF THE FLIES  
REVEALS HIS PRESENCE

**I**nn's assailant defeated. Silence settles. Crackling flames. Charred remains. Sooty air. Grim satisfaction. Wounds tended. Eerie calm. Sudden chill. Crack of twigs. Figure emerges. Nude man. Filth covered. One horn. Glowing eyes. Spectral light. Threatening thoughts. Minds invaded. Fear instilled. Whispers echo. Cursed words. Frozen hearts. Unwavering gaze. Fiery warning. Nightmares promised. Tormented sleep. Chaos reigns. Sense of doom. Darkness encroaches. Uncertain fate. Terror ensues. Desperate hope. Resist the grasp. Against the odds. Brace for battle. Struggle against power. Fiery defiance. Ancient wrath. Fate intertwines.

Beelzebub. Briefly, then gone.

CHAP 3.3—NEW TERRORS

**E**lspeth Wainrait may have escape, or she may still be within the traveler's grasp. But the night will not let her go. And now the patrons and employees of the Misty Hollow Inn are prone to irrational thoughts, fear consuming their mind, competing against Yehozael's Grace.

Amidst the chaos, personalities are stripped bare, revealing courage, fear, leadership, and cowardice, a mosaic of human nature painted in the face of otherworldly terror.

Samuel Holloway—roars defiance, leads, shielding others.

Eliza Holloway—clutches amulet, whispers prayers, defensive stance.

Tobias Blackwood—freezes, trembles, fear etched deep.

Eleanor Grey—Young, flees, eyes wide, heart racing, panic consuming.

Lucius Stormrider—magic, remains, energy crackling, power unleashed.

Garret Thornblade—growls, barricades, orders Quarry Crew.

Melisande Harper—trembles, strums courage, voice shaking.

Silas Darkwood—emerges, sneers, crossbow raised, self-preservation.

## CHAP. 3.4—THE LONG NIGHT

**A**s darkness envelops the land, the woods transform. Ancient trees become cloaked in eerie mist, moon's pale light struggles through. Shadows twist, elongate, take grotesque shapes. Wind whispers secrets, leaves rustle in uncanny chorus. Each step feels heavier, vision plays tricks. Forest pulses with sinister energy, malevolent intentions. Air thick, foreboding, impending doom. Every sound amplified, rustle, snap, vulnerability.

Let the travelers do as they please, but when they feel to complacent and have forgotten what the icy grip of death feels like, let one roll-of-twenty remind them of the horrors that threaten them . . .

1—Spectral Whispers—Eerie whispers in mist, cryptic messages. A **SPECTER** or **SHADOW** attacks.

2—Glowing Eyes—Eyes glow, grotesque effigy found. The effigy is a **ZOMBIE** or **ANIMATED ARMOR** or nothing.

3—Blighted Forest—Clearing with withered life, plants ash—perhaps an **AWAKENED TREE** or a dozen **AWAKENED SHRUBS**. Return to the safety of the inn.

4—Phantom Laughter—Echoing laughter, inn's dark history. A Wisdom save versus a difficulty of ten or become frightened for one minute.

5—Haunted Mirages—Figures appear, vanish, sanity questioned. A Wisdom save versus a difficulty of ten or gain short-term madness.

6—Bizarre Creatures—Twisted hybrids attack in darkness—a **DEATH DOG** or **GRIMLOCK** or **GIANT VULTURE**.

7—Fog of Forgetfulness—Strange fog, heavily obscured, memory lapses, *confusion* <as the spell, Wisdom save against difficulty ten>.

8—Distant Screams—Screams lead to ghastly remains.

9—Ghostly Revelry—Spectral party, shadowy figures dance.

Perhaps one **GHOST** who uses its Horrifying Visage then vanishes.

10—Bleeding Trees—Trees bleed sap, gruesome patterns.

11—Macabre Artifacts—Rotting hearts, cracked skulls, limbs.

12—Phantasmal Stalkers—Unseen eyes watch, paranoia grows. An invisible **POLTERGEIST** kills one of the others, assaults the travelers, then retreats.

13—Cursed Desires—Hallucinatory temptations, allies turn—combat breaks out between the travelers and one of the others.

14—Whispering Waters—Murmuring brook, chilling secrets. The water is poison. Constitution save against difficulty fifteen or become poisoned for one hour.

15—Twisted Shadows—Distorted reflections, sinister shapes. One roll-of-four **SHADOWS** attack.

16—Cryptic Symbols—Symbols on trees, otherworldly presence. Beelzebub is among us.

17—Flickering Lights—Flickering lights, ethereal apparitions. A **WILL-O'-WISP** kills and drains the life of one or two of the travelers' allies.

18—Vanishing Path—Shifting forest, disorienting paths. Elspeth runs through the trees, always just out of reach. How long can this continue?

19—Harrowing Nightmares—Terrifying nightmares blur reality, as the spell *phantasmal force*, an Intelligence save against difficulty thirteen.

20—Distorted Time—Time warps, hours like minutes, eternity. Those trapped for too long suffer from indefinite madness, Wisdom save against difficulty ten to avoid.

Continue this until they are weak and scared and close to surrender.

This is when Elspeth returns.



#### CHAP. 4.1—IN WHICH THE TRAVELERS LEARN ABOUT ELSPETH WAINRIGHT’S CURSE

**E**lspeth Wainright, her purpose blurred by shadows, matters not. Devil's tool, Beezlebub's pawn, whether by desire or twisted fate, her motives tangled in a web of darkness. Fate's threads, spun by wicked hands, woven tight, bind her to malevolent forces. The veil of her soul, tattered and frayed, a vessel for vile schemes. Matters not her heart's cry, nor plea for understanding, for her steps dance to the devil's tune, a marionette of dread and doom.

Elspeth weeps and begs. Did she murder her husband? Did she murder her children? It doesn't matter.

A **SWARM OF INSECTS** appears, Beezlebub's voice within the buzzing, speaking in the Infernal tongue, "worthless beast" cursing Elspeth Wainright.

*Amidst torment, Elspeth's form trembles, skin ripping away, revealing a monstrous visage beneath, wolf-human amalgam twisted in torment. Her cries pierce the air, mingling with the mournful howl of the wind. Tattered clothes surrender to her metamorphosis, shredded by the unnatural force consuming her. As her frame distorts, a haunting plea escapes her lips, beseeching her husband, her children, and Yebozael for mercy and absolution, a heart-wrenching symphony of remorse echoing through the hollow night.*

## CHAP. 4.2—THE DEVIL'S HOUND

**E**lspeth Wainright sheds her human form and becomes a **WEREWOLF**. Reason and compassion escape her mind and all that is remains are thoughts of rage and murder. The Elspeth beast hunts the travelers for as long as it must. If the others from the Misty Hollow Inn are still alive, it murders them in the mist and dark. The travelers have little chance of survival. But with a little fortune and His grace, they may uncover a method of defeating this monstrosity . . .

1—Ancient Symbol—Unearth an ancient symbol of Yehozael that can disrupt her cursed transformation, rendering her vulnerable. Perhaps one of the travelers, a Druid or Monk, already carries such an item?

2—Silver Weapon—Forge or acquire a weapon crafted from pure silver, the bane of all lycanthropic creatures. Perhaps one is hidden in the inn? A Fighter may know where.

3—Divine Benediction—Seek a blessing Yehozael, imbuing the characters with holy energy to combat the darkness within her. A devoted Cleric of Yehozael may attempt such.

4—Moon's Eclipsing—Exploit a rare lunar eclipse, which temporarily dampens her lycanthropic power, offering a brief window to strike. A Druid predicts such an event.

5—Bane Alchemy—Brew a potent alchemical concoction that can weaken her, making her more susceptible to damage. An Alchemist or arcane spellcaster of modest intelligence may do so easily.

6—Witchbane Talisman—Craft a talisman that harnesses the dark forces that empower her, then turn those forces against her in a climactic confrontation. Druids and Warlocks instinctively know to do this.

7—Elemental Rite—Concoct a potion or ritual that invokes the essence of a specific elemental force, countering the supernatural power she channels. Sorcerers will have visions of such a rite.

8—Pact with Fey—Forge an uneasy alliance with a powerful fey creature, who can temporarily suppress her lycanthropic nature through ancient magic, granting enough time to slay her. Druids, Rangers, and Warlocks may have access to such power.

9—True Love's Sacrifice—Unearth the tragic truth of her past and confront her with the memories of her husband and children, potentially restoring her humanity.

10—Wyrd's Intervention—Venture into the heart of the mystical Wyrd, seeking a hidden artifact that can break the curse forever, unraveling the sinister hold of Beezlebub. A Ranger may know how to do this and where to go.

## EPILOGUE

Elspeth's fate remains uncertain, her life extinguished or her figure vanished into the shadows. The malevolent presence of the devil, once a looming specter, fades into the ether. As dawn breaks, the eerie fog that shrouded Misty Hollow Inn dissipates, revealing a path free of ominous mists. The travelers stand amidst the aftermath, their hearts heavy with the weight of their harrowing experience.

With the possibility of returning with Elspeth's lifeless form, the promise of a reward lingers in the air. Yet, a somber question hangs over them like a shadow—what price have they paid to unravel this web of darkness? The echoes of their encounters, the horrors witnessed, and the lives forever altered serve as a haunting reminder of the thin veil between the mortal world and the unknown terrors that lurk beyond. As they depart, the Misty Hollow Inn stands as a testament to their courage, a place where the boundaries of reality blur and the line between light and darkness is forever marked.