

THE WEEPING LADY

SUMMARY

For years now, the bridge pass north the town is haunted preventing commerce and travellers coming in or out by this road. Dreadful silouhette lurk in the dark of the shadow of the Dark Pique. At night skeletal image of the dead can be seen in the pale moonlight. When the wind hurls from the pique all the way down to the town, it carries the weeping and agonised cries of despair from the souls that the ghost already have taken.

PARTY INVOLVMENT

This can be use as a one shot or as a side quest. Both Roleplay and fight will be involved. The Commerce Guild of Olstow is offering a reward of 1000gp if the party is looking for money or they can be force to use the bridge and have to deal with the haunted bridge.

PLOT

Ulfrinn representative of the guild, does not have much information to go on. Only the ghost started to show about 5 years ago. Few have escaped the ghost and are not really been useful witness.

WITNESSES TESTIMONY

"I was on my way to Gerenvheit and tried against my best judgment to cross the bridge. But you know nowadays the clouds coming from the Pique are growing thicker and hide the sun. Now the ghost are out anytimes of the day. I believe they are the result of a Necromancer.. If you want to know what i think.. It's Edmugh, the gnome. He moved to Olstow about the same time as the ghosts started to show up. I bet he is a wizard or sorcerer of some kind" *Philip*

"I attempted to cross the bridge after spring to bring the harvest to sell up north. I thought if i could cross during the day i would be fine. But they were there so i turned back before it was too late. I could hear them crying. These are the ghosts are the dead children parents abandonned in the forest. My grand mother told me in ancient times the villagers would give new born to the forest to protect us from what dwells from the Pique. I think the forest let the spirits out to teach us a lesson. To learn again the old ways." *Ethed*

"I was drunk coming back from the tavern, lost my way if could believe it. And then i saw them in the moonlight, there is one bigger but also brighter, wearing a pale dress and crying her eyes out. I can tell you, this a bride that killed on her wedding day!" *Hilde*

EXPLORING LEADS

Edmugh while being interrogated will only reveal to be an herbolist with minor knowledge of potion brewing. Investigating the forest will not give anything the old ways stopped hundred of years ago.

The local cleric did not marry anyone for a few years but the couple he married in the last years are alive. Although he remembers Malia, servant in the house of the administrator. She enquired about where to get a wedding dress, which was odd as she was not seeing anyone. She disappeared after that, she seemingly run away with her beau. He will warn the party of the wraith, he encountered it and failed to send it to the afterlife. Only by bringing peace to the spirit or burning the remains after splashing holy water should a wraith find peace.

MALIA'S FAMILY

The parents do not know much about what have become of their daughter. One night she did not come back from the administrator house after her shift there. They realised later most of her belonging has been packed away, no letter or no goodbye.

If interrogated the sister will reveal she knew malia had a pretendent but because of Olthar the administrator openly courting her, she kept the man she was seeing a secret. And i was meant to run away with him.

Upon investigating the room different clues can be find

IVESTIGATION OF THE HOUSE

Investigation DC	Clues
5	Nothing appears of interest. Although a few jewels seem expensive
10	Some of the jewels are of lower quality but signed "From R to M"
15	Concealed under the floor is box confirming the relationship between Reny the young blacksmith and their fear from the administrator threats
20	Nails mark at the window. When carefully looked at the flowers are covering a ring bearing the symbol of the Administrator

The party can deduce to a certain level who was the man that Malia was seeing. And even have clues that Olthar the administrator was aware she was going to run away.

THE ADMINISTRATOR HOUSE

The administrator will grant a meeting to the party. He will not confirm anything they have found. Unless the party exercees an intimidation (DC 17) then Olthar will admit advances he made.

With an inside check of 14 or over the party will know he is not honest and is hiding something.

Now the party can break-in stealth check of 14 or over as a party average. Two guards are guarding the door, the party will either distract them or fight them. Easy DC to open the lock door and get into the office. A simple investigation check will reveal a hidden compartment in a drawer with hair from a human female due to the perfume along with a bloodied knife. The blood is old.

Confronting Olthar will not be enough to get him arrested. If the party managed to put pressure on him he will admit to spying on Malia and knowing she was suppose to meet Reny the blacksmith and runaway. He tried to persuade her to stay but he will pretend she tried to attack him and he was only defending himself. Her body is lying at the bottom of the river.

RENY THE BLACKSMITH

Reny will admit without lying of being the man seeing Malia. They fell in love but the administrator threatened to get the blacksmith killed if their story carried now. Then they proceed in secret and once they had saved enough money to leave for the City and get married. But she never came to the river where they were suppose to meet.

ECOUNTER

Upon arriving to the bridge the party will be greeted by specters of dead travelers and villagers killed by the ghosts. On the other side of the riverbank they will see Malia dressed in white, glowing, stabbing wound on the face and the chest. If the party bring Reny the ghosts might not attacked if the party succeed a persuasion check of 17. Until Malia kills him for abandonning her to her fate. Upon defeating the wraith the party will realise the wraith can't be defeated unless the remains are retrived and burnt. Unless they bring Olthar to justice.

AFTERMATH

After defeating the Wraith and freeing Malia spirit the party is left with the choice to bring Olthar to justice or leave him. They would have to make him confess in front of witnesses. If Reny is alive he will thank the party by upgrading their equipment to a magical +1
The party receive the reward from the quest