Furthest Farthing's Frog Pond of Existential Ennui

Trigger Warning: Suicide

Introduction - The very small and bucolic village of Furthest Farthing seems unassuming & unimportant enough. A handful of scattered buildings between two hills, Furthest Farthing sits on the very edge of ancient & trackless wilds. Previously the town's most economically significant export was mutton. Of late, this has shifted to bleak, lyric poetry. Poems with imagery of drowning men, black wandering planets, & empty starless voids.

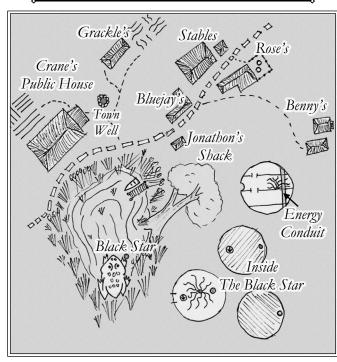
Something is quite wrong here. Sensitive & artistic souls will feel an almost physical sensation of melancholy upon entering the town. Those familiar with academic magic, folk-rituals, & other mystical matters will sense the presence of a great thaumaturgical potential nearby.

What has come to pass in this wretched place?

A month or two ago, an otherworldly thing slipped into existence just above the local frog pond and crashed into the mud. As it tries to understand this world, its probing thoughts wreak emotional havoc on nearby living creatures.

Every day, there is a 10% chance that one of the residents (randomly determined) will enter into a severe depressive state. When this happens tick off a box located next to his/her description. When the last box is checked, the unfortunate soul will commit suicide unless physically prevented.

(Should the PCs be gone from Furthest Farthing for more than a week. 1 Randomly Determined NPC will have killed him/herself. If they are gone for a month longer, 1 Randomly determined NPC will be the only unhappy survivor. If they are gone for more than 3 mos., everyone will be dead, & the entire area will be abandoned & avoided.) "...I am tired of tears and laughter, And men that laugh and weep; Of what may come hereafter For men that sow to reap: I am weary of days and hours,



The Black Star - Appears to be a fist-sized, perfectly black orb shedding soft blue light. Currently, it lays in the mud near a giant, immobile, and very hungry frog.

Through some fluke of weird, otherworldly geometries, approaching the orb (coming within 20') causes it to begin to literally grow (up to 60' diameter), rather than bring one closer to it. Moving away from it causes one to shrink, eventually to Lilliputian sizes before breaking its radius of influence. Should the Black Star come towards you, you grow: if it moves away from you, you shrink.

<u>The Thing of Ten Tentacles</u> wildly attacks everything approaching the energy conduit. It cannot be killed; eventually it can be broken down into ineffective pieces.

The Black star may only be destroyed by severing the dangerous crystalline conduits on all three levels inside it.

Blown buds of barren flowers, Desires and dreams and powers And everything but sleep..." "The Garden of Proserpine" by A. C. Swinburne

Dramatis Personae ~

1. **Rose Becard** - Sturdy & frank, a successful alewife & a spinster by choice. She's full of bravado but secretly suffers manic depressive cycles.

2. **Benny Heron** - Young & ruddy-cheeked blacksmith. Constantly writing poetry, now. Believes his best poetry comes from outside of him.

3. **Tom Crane** - Dull & forcefully bumpkinish owner of the local public house.

4. **Delilah Crane** - Longsuffering wife of Tom Crane. Writes secretly under the pseudonym Lauren Dove. She yearns to save enough to run away.

5. **Susana Crane** - Moody teenage daughter of Tom & Delilah. She is secretly trysting with Grackle Smithson.

6. **Grackle Smithson** - Moody layabout, drinks in his ill-kept garden. Owes everyone money.

7. **Jonathon Cormorant** - Usually dirty but always smiling. Rat trapper, street sweeper, piss pot gatherer, & performer of all manner of odious tasks.

8. **Widow Eleanor Bluejay** - Wife of local cooper, Jackrobbin Bluejay, first victim of the Blackstar.

9. **Raven Sans** - Distrusted & melancholic foreigner staying at the Public House. He was to meet his lover Avec Corvid here weeks ago so that they could be wed against all tradition.

10. **Robin Mandrake** - A very stern & practical man, he maintains the local stables & knows some veterinary folk medicine.

11. **Bertrand Hardspittle** - May or May not be in town . Purchases poetry from Delilah & Benny.

12. **Simple Tim** - Mute, servile fellow in the employ of Bertrand.

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