

Who am I?

Free to use Side Quest

Community notes:

Lady in white: Players may catch a glimpse of a young lady in white, submerged in the water, staring at them. A moment later something will block their view. By the time they can see the water again the lady is gone. Who was she and what does it mean?

Summary: Quest - Who am I?

- a. **Community Day** - The players enter a village amid celebration.
- b. **The Ravings of a Madman** - A strange old man named Conrad, meets the players and tells them to be wary. "Strange things happen to strangers."
- c. **Story Time** - Linn, the innkeeper tells the players the story of the town's magical origins.
- d. **A cry in the night** - While the party is trying to sleep there comes a cry.
- e. **He spoke to them** - The townsfolk attempts to capture the player characters.
- f. **Bring them to her** - The masked townsfolk herd the PCs towards the Lady in White.
- g. **Meeting the lady** - A mysterious lady presents a mysterious box to the PCs.
- h. **Fin** - The trap has been sprung on the players.

Quest - Who am I?

- a. **Community Day** - Players enter a jubilant town, strung up with decorations. The people seem very excited and are celebrating some archaic holiday called "Community Day." It is explained to any inquisitive player a day where people do whatever they can to help one another out. Food is abundant, all sorts of good smells waft through the air, people working away making more food while others seem to be hauling goods around town and depositing them on doorsteps. Gold is suggested against; instead offering goods or services is the preferred method of payment on this day.

Due to the raucous nature of the event the town guards request the player characters stow their weapons either in their transport or with the local guard. If they don't want to comply then they are requested to peace knot their weapons for inspection or leave.

If someone is caught stealing someone else's property they are required to put it back and a permanent red mark is put on their hand. If they are caught again they are asked to leave.

As the PCs are walking around they are approached by a friendly balding man by the name of Linn. He tells the PCs to stop by his inn and that they may stay for free tonight. If they want food then some assistance around the inn will cover their meals.

- b. **The Ravings of a Madman** - If the players explore the town or stay at the inn they will encounter a peculiar man. If the players are exploring skip to the 2nd paragraph. Should the players be at the inn, Linn will be drawn away from his post by someone looking for assistance. Upon Linn's departure the man enters. This man is wearing tattered remains of fine clothing, a wide drooping hat, suspenders and patched trousers. He has a nervous look about and notices the players. With a smile he approaches the group, ever keeping an eye out.

The man is very friendly and his name is Conrad and has been a longtime resident. If inquired Conrad tells the players he can't help much and the community doesn't like that. Everyone's tight knit here, and I don't fit in. If he realizes the players are staying the night he hastily suggests to stay indoors tonight. "Strange things happen to strangers, they say and they won't like me telling you this, not one bit. We're good folks here, mostly. Just...just keep your wits about you. There's more to this story than they let on. You see at night..." The sound of footsteps cuts Conrad off, he looks about frantically and bolts away.

Linn, the innkeeper, arrives with a smile. Upon spotting Conrad running away, Linn's smile disappears. It takes but a moment for Linn to return to serving the players, cautioning them against Conrad, "he's been a troublemaker these past few years. He'd rather live on his own than help out. Hope he didn't cause you folks any harm." Linn is courteous throughout the night and even offers to tell them a story to pass the time. The story is the origin of the white-clad maiden.

- c. **Storytime** - "Many generations ago my ancestors settled this land. They were fishermen and women who brought in a great bounty. Times were good and the town grew. This lasted for many years, until we grew lax. We started to outgrow our food supply and it began to dwindle. People began to go hungry. They became greedy and selfish. Many started leaving. Until one day, she arrived.

She first spoke to the few fishermen who remained. Following them to shore, she emerged from the water to talk to the townsfolk. She spoke of ways to heal the town of growing closer together as a community. To put the community above our own needs. Taking to heart her words they rebuilt. It saved our town and so we celebrate her arrival on this day every year. Helping each other the best we can."

He stays with the characters sharing stories and answering questions. He says there are groups around town that do that. Otherwise he knows about the area and can share information he gathered from travelers. As the night goes late he retires to his room.

- d. **A cry in the night** - Shortly after midnight, a scream echoes through the town. Anyone but the heaviest of sleepers is awoken, but the scream dies off shortly thereafter. From the inn they can see there are a few people on the street walking towards the center of town. They ignore the player characters to the best of their ability if bothered.
- e. **Bring them to her** - Sleep is difficult after the scream dies away. An hour goes by uneventfully. Just when the characters are feeling safe, the character closest to their sleeping quarters hears hushed whispering from outside the door and down the stairs. A look out the window reveals nothing. After a short time, anyone awake thinks they hear the faint creaking of the boards outside the room.

If the players don't make any noise there comes a knock on the door. If no response comes, the knock comes again and they can hear the jingling of keys. Villagers inform the PCs that they have come to bring them to the Lady in White. Several speak in unison with a monotone voice. When the door is open they see many people outside their door dressed in robes and blank white masks. They part letting the PCs emerge if they don't the people just

stand there staring and will continue to stand there until the morning comes. The villagers do not enter the room. This should be incredibly unnerving to the PCs.

DM: This scene doesn't have to take place in the inn, the villagers know where the PCs are and will herd them regardless.

The townsfolk want to bring the PCs to the ocean to meet the Lady in White. They act as though they are possessed, so ham it up. Hopefully the PCs don't have their weapons so resistance won't be bloody. If the PCs turn violent the villagers back away and let the PCs go. The villagers do not physically contact the PCs instead they block off roadways with horseless wagons and other items. If the PCs force their way out of the town they look back see the townsfolk and the Lady in White waving goodbye to them.

- f. **Meeting the Lady:** The trip through the town shows all the people dressed in the same robes and masks lining the street and passageways, leaving only the road to the sea as the obvious route. Observant characters will see others watching from the windows only to quickly hide if spotted.

The town is silent apart from the wind and the lapping of waves. If the PCs come by boat they see that it has been hauled out to sea and will take some time getting to it. Unless they've gone to significant effort in trapping the ship then the careful villagers leave it alone. Should the ship have an NPC captain, he is alerted to the prank and given the reward for assisting. As the PCs arrive at the ocean's edge a young woman emerges from the water and stands atop it.

She speaks in a soft voice, "I see my people have brought you too me. Are you worried?" The more uncomfortable the PCs are the happier she looks. "It has been this way for generations and it will continue for generations to come. Do you know what happens to strangers in this town?" She pauses for a response and then waves something forward. Several hooded men bring out a large dark oak box and set it down in the sand. They bow and return to the crowd that has gathered around them. "Go ahead take a look inside."

- g. **Fin:** A deafening silence falls over the crowd. The players don't think the chest is trapped if they check. As they open up the chest a blinding yellow light shoots out and forces the chest lid open 90 degrees. Once the PCs adjust to the light they see a mask identical to the ones the villagers have. There is one for each player in the bottom of the chest. Written in the top part of the chest is a sign, "Welcome to our town. Please enjoy your stay."

After a few moments of confusion, the PCs hear muffled chuckling. Here and there then it picks up into a joyous laughter as the masked villagers can't hold it in any longer. Two of the laughing masked villagers approaches and removes their masks; it's Linn and Conrad! "You should've seen the looks on your faces! That was too funny." He turns, "one of the best ones yet!" The crowd lets out joyous shouts. Turning back, "I hope there's no hard feelings" and puts out his hand.

Linn and Conrad explain their town's mischievous ways and that on Community Day, strangers aid the community by providing entertainment. Any wounded villagers have been healed and are returning to the group.

DM notes: The village has been settled for a long time and throughout the years traditions have been born. The Lady in White is a myth told by the townsfolk and during Community Day, the eldest in the village pick a young lady to play the role of the Lady in White. The Lady preaches never to take anything too seriously and enjoy what you have. As such the town likes to prank visitors this is especially true on community day, where the whole town is in on it.

If the PCs search the town they may spot kids whispering to each other and pointing at the PCs, then giggle and run off. All villagers deny any role in the prank or knowledge anything is afoot adamantly. If pushed all villagers state, "strange things happen to strangers" and move on. This may scare the PCs out of the town, if so then you may have them accidentally run into the friendly inn keeper. The villagers by no means force the PCs to remain in the village. If the players want to leave, then let them.

This villager's prankster mentality is well known by the merchants and surrounding towns. People love to hear stories of being tricked and the general light hearted nature of the townsfolk.

This quest is just a fun little side event. It shouldn't take much time and it will likely lighten the mood, especially if the game has made a dark turn. Due to its particularly innocent nature, use this at your discretion, some players may enjoy it more than others.