



ONE BAD APPLE

A Shadow of the Weird Wizard Quest for Novice Heroes



Something has happened to the village blacksmith. Known as an agreeable, friendly man, eager to lend a hand to the good people of Two Forks, his sudden, violent outburst has left the community in chaos.

Last night, with no provocation, he assaulted his neighbor, Ruprecht Allson, and he might have killed him had not the village's two guards pulled him off and dragged him back to a shed, where he's been held under lock and key. Since, he's screamed and raged inside the shed, and it's becoming clear the shed won't hold him long. The people need help. Luckily, the characters happen to be nearby. If they can get to the bottom of the mystery, they might just save the village.

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WORST INTENTIONS

Unbeknownst to the good people of Two Forks, Victor the Blacksmith contracted soul sickness (see *Secrets of the Weird Wizard*). He has but a few hours left before the magical plague completes its work. Since the plague spreads through physical contact, he has exposed Ruprecht Allson and the two guards who manhandled him. Those people have had physical contact with others, no doubt, so the plague might soon claim everyone in the village, turning them all into bloodthirsty orcs.

No accident brought the plague to the village; a vile goblin planted the seed of disaster a few days back, hoping to let the disease do the work he and his lackeys could not—drive the unwanted people out of their lands for good. Bung the Goblin leads a small troupe of goblins who have settled in a ruined temple hidden in a nearby wood. He and his fellows worked all manner of mischief before taking this terrible step: they soured the locals' milk, stole their horses and tools, and poisoned their crops. Nothing worked.

So, Bung traveled to the Shadow Market, that bizarre bazaar in the middle of places, and traded his prized two-headed sheep for the heart of a dead orc. He brought the withered thing back to the mortal world and buried it in the coals of the forge. When the smith returned to work and stoked the flames, the heart burned, and the smoke the smith breathed carried the infection into his system.

Now one might think such an act a bit extreme, especially for a matter concerning property, but Bung comes from a long line of nasty goblins and his father, Shymstik the Sweating casts a long shadow. Wasn't it Shymstik who killed Mellifluous the Faun Prince in single combat? Did not the Sweating defile an altar of the Horned Lord and live to brag about it? This great goblin had even been cuffed by the Goblin King himself! Considering all that his father had achieved before meeting his untimely end trying to milk a catoblepas, Bung's accomplishments seem small. Wiping out a human village, though, will earn him attention and, with luck, maybe even win him a place in the Goblin King's court!

ENTER THE CHARACTERS

If you plan to use this quest to launch a new campaign, consider having the characters all live in the community. With the stakes being as high as they are, characters with roots in the settlement have reason to become involved in the plot and do their best to save their friends and neighbors. If not, perhaps the characters did some work for the village during the previous downtime period, and, as that work is nearing its end, the characters have a chance to help out the people they met since arriving. If you follow this advice and make Two Forks important to the characters, have each player tell you, in private, a secret about the village. You might make use of these secrets to enhance the quest or to develop new quests based in or around this place.



SPREADING THE DISEASE

Flesh-and-blood characters who come into contact with diseased villagers run the risk of contracting the disease themselves. Make a note of any character who touches an infected character—Victor, the guards, Ruprecht and his wife, to start. The next time the exposed characters finish resting, they must make Will rolls to avoid becoming infected. Rules for handling diseases appear in *Shadow of the Weird Wizard*.

TWO FORKS

The village of Two Forks covers the land between two forks of a sluggish, muddy waterway named the Flenderish River. Ten buildings crowd the triangular bit of dryland and two stone bridges cross each tine of the fork to connect dirt tracks to the handful of farms that surround the community. About a mile to the southeast one can spot the tree line of an old growth forest; locals took timber from that wood and used it to build homes, shops, and the temple.

The people of Two Forks have little to their names. What things they brought with them from the old country they have had to trade or repurpose to stay alive. Many people still wear the clothing they wore when they fled their homelands, albeit clothing stitched and patched. Most show signs of hunger, being thin and with dark hollows around their eyes. They did manage to plant a few fields and harvest a crop, so the threat of starvation has passed.

SUPPORTING CHARACTERS

The quest has a few important personalities with whom the characters can interact in order to gain more information about the stakes and how to deal with the threat. All use rules for **peasants**.

ELDER MYRIAM SHEW: Determination won Myriam Shew her position as elder and spokesperson of Two Forks. The locals had no plan to put anyone in charge, believing they would do better by sharing the responsibilities, but Shew bullied, cajoled, and browbeat her neighbors into putting herself in charge. No one pays her much attention, but they fear the lashing of her tongue and so do what she says while in her line of sight; otherwise, they do what they want. Shew has reached her middle fifties and wears a shawl over her head to keep her curly gray hair under control. She suffered a bad injury to her leg when crossing the Salt Barrens and has walked with a limp ever since and now gets about using a cane. When she talks, her eyes dance around in their sockets.

THE GUARDS: Neither Pete Saulson nor Bill Pedigree have useful skills, so, to keep them out of the distillery and drinking up the one export Two Forks has to offer, Shew made the pair village guards. The two men look alike, despite having no blood in common: each stands 6 feet tall, weighs just shy of 300 pounds, and has ruddy, red features. The only notable difference is in their hair: Pete has red hair while Bill's receding hair is black.

VICTOR THE SMITH: Victor came out of the Old Country with everyone else that lives here, and the villagers value his blacksmithing skills. A lifelong bachelor, Victor has had an on-again-off-again relationship with Megan Saulson and everyone expects they will be married at some point. People like Victor and he has become a crucial member of the community.

MEGAN SAULSON: The feisty little sister of Pete Saulson, Megan had little interest in planting, so she found work in the distillery. She loves Victor, but his unwillingness to wed her has been a source of considerable vexation. The two argue often, and sometimes break up, but they always wind up back together again.

RUPRECHT ALLSON: Everyone in Two Forks works together, but some people work better with their neighbors than do others. Ruprecht Allson and his family keep apart from the others when they can. Part of their reticence stems from their holding different religious views. Back in the old country, they followed a tiny, fringe sect of the High One's Church dedicated to the Lord of Morning. This orthodox faith disallows the faithful from fraternizing with non-believers. The other issue is that Allson never wanted to stop here. He had planned to keep heading east, where he believed the land would be better and more agreeable to farming. The other villagers disagreed. He wasn't about to put his three young children in danger, so he settled here with the rest, a concession that fills him with bitterness.

BROTHER CLEGG: After the High One gathered up Father Shemken back in the Salt Barrens, Clegg took up the role of the refugee's spiritual leader. Clegg has more belief than he has actual knowledge of the religion. He was part of the laity until he ordained himself after, so he claims, an angel visited him and told him to build a church in these new lands. Clegg has no credentials and only a rudimentary understanding of the faith, but he's creative. He fills the gaps in his knowledge with clever fictions. Clegg turned forty last winter and a lifetime of hard drinking shows in his strawberry nose and bloodshot eyes. He has a heavy body that he keeps covered with shapeless, black robes.

DIRK DIRKENSON: The most successful business in Two Forks and the one that has, almost single-handedly, kept the villagers alive is the Two Forks Distillery and Public House. Dirk Dirkenson, a rakish young man not yet thirty with an easy smile, loud voice, and good looks, fled the old country with everyone else, but with a good, working knowledge of crafting

spirits. He employs two local girls to help him cook and serve. For all the goodwill he has engendered through his profitable venture, he's a scoundrel and has been a bit free with his hands, at least until recently.

Unbeknownst to anyone else in the village, Dirk's antics won him attention from a wandering **bauchan**. The faerie witnessed his advances and the girl's upset, so he cursed Dirk. Ever since, nothing has gone right for Dirk. He's tripped and fallen three times, an entire cask of whiskey caused everyone who drank it to break out in hives, and he has a disgusting blister on his bottom lip.

TROUBLE AT TWO FORKS

The quest starts when one or more characters spot Elder Myriam arguing with Pete and Bill in front of the blacksmith's shack. A few bystanders watch, worry creasing their faces. Eavesdropping characters can hear Myriam tell the guards to stay put and keep him inside no matter what. She then turns to the villagers and urges them to remain calm. She explains Victor is ill. From inside the shack, something kicks at the door from inside, causing the structure to shake.

INTERVIEWING THE LOCALS

Interested characters can find out more about the situation by talking to the locals.

TALK TO THE ELDER

Myriam hopes the trouble with the blacksmith will sort itself out, but she fears this development presages some greater threat. She's friendly to any characters who approach her with questions. She can tell the characters that Victor attacked Ruprecht Allson late last night. Neighbors, hearing the commotion, called for help. Bill and Pete showed up soon after, but it took both of them to drag Victor back to his shed. Both guards claimed Victor looked pale, a bit greenish, and his eyes were bloodshot, almost as if he had been drinking. Everyone knows Victor rarely touched whiskey. If the characters seem concerned, she whispers that she has some coin saved up (5 sp per character) and offers it to them in exchange for their help.

TALK TO THE GUARDS

The experience of dragging Victor to the shed left both Pete and Bill shaken. Pete has a black eye and Bill holds his ribs on the left side. Pete and Bill can tell the characters that they were headed home from the public house when they heard the cries for help. They pulled Victor off Ruprecht Allson and hauled him here. Even though Victor looked terrible, he was as strong as ever. And mean. Since the man wouldn't stay put, they've had to chain his door shut. Pete mentions that Victor was always so calm and reasonable, and Bill notes Victor hasn't been himself for a few days. He's been short with everyone and he and Megan split up again.

BYSTANDERS

The community has a few dozen other people who play little to no part in the plot, other than becoming victims of those transformed into orcs. Five main families live in the village proper with another five claiming the farms outside. Everyone in the village has a trade—there's a potter, weaver, tanner, and so on. Each family works in their trade and offers their contributions to the good of the community. Most put up with Myriam Shew and attend services in the small church that stands at the village center.

TALK TO THE CULPRIT

Myriam ordered Pete and Bill to prevent Victor from leaving the shack, but she said nothing about letting anyone inside. Neither of the guards think going in is a good idea, so it will require a successful Intellect or Will roll to convince them otherwise. If the characters fail, entertain other ideas for distracting the guards so the characters can interview the blacksmith.

Having almost fully transformed into an orc, Victor makes a poor conversationalist. He's hostile, aggressive, and attacks if given the chance. He howls like a wild thing and throws himself at anyone who comes to his door. A character with some knowledge of history or magic can make an Intellect roll with 1 bane. On a success, the character recognizes some of the signs as being consistent with soul sickness—a plague that transforms ordinary folk into monsters.

TALK TO THE VICTIM

Characters looking for Ruprecht can find him in his house. His wife Maybell tends to him between trying to keep her two eldest boys from stirring up more trouble. Ruprecht took a beating. He has two black eyes, a broken nose, several broken ribs, and Victor bit off his left ear. Ruprecht had never had many dealings with the smith, but the two had been cordial. Victor came to the front door late last night and pounded on it until Ruprecht answered. When he opened the door, the man attacked. Ruprecht thought he was going to die, and he might have had not the guards come in answer to his wife's cries for help.

TALK TO THE PARAMOUR

The characters can find Megan Saulson at the public house, where she's working. She knows about the attack and its happening baffles her. Even though she and the smith have broken up again, she had expected they would get back together in a matter of days, so she is certain that the attack had nothing to do with her or their relationship. She admits that they had an argument that became quite heated, it turns out, not long before Victor went to pummel Ruprecht. He stormed off after calling her a filthy name. She remembers that he looked sick. He was pale and sweating.

TALK TO THE PRIEST

The characters can find Brother Clegg in the church during the day or at the public house in the evening. Like everyone, he can't explain why Victor attacked Ruprecht. He mentions that he went to speak with Victor after he heard about the fight between him and Megan in the hopes of reconciling the pair. The blacksmith yelled at him and threatened to split his head with a hammer if he didn't leave. Victor appeared unwell. Some of his hair had fallen out.

TALK TO THE BYSTANDERS

The group might gain some additional information from other villagers. At least two people saw Victor storm over to the Allson house and bang on the door. They confirm that Ruprecht said and did nothing to provoke such violence. One person spotted Brother Clegg talking to Victor last night and overheard the threat Victor made to Clegg. Almost everyone comments that Victor has not been himself for a few days.

In addition to information about the blacksmith, the characters ought to hear stories related to the goblins' other shenanigans. Such stories involve missing items, break-ins, spoiled milk, and the like. At least one person has seen a monster skulking around the village at night, though no one believes this tale.

Finally, a few people relate that the farmers have been having trouble with coyotes of late; they can't seem to keep chickens.

SEARCHING THE VILLAGE

If the characters look around the village, they can find additional clues about what's going on.

HOMES AND SHOPS

Looking around the village turns up a few clues. Around a few of the houses belonging to people who have experienced strange happenings, characters find diminutive footprints in the mud, as well as greasy handprints on windows. Inspecting the small church reveals strange smears of mud on the walls that look like writing. Any character who knows Goblin Tongue can read the graffiti—it says, "Big folk go home!" and "Get out!"



THE FORGE

Victor's forge stands a few yards from his shack and consists of four thick wooden posts arranged to hold a roof over the firepit, anvil, and tool rack. Characters can find buckets of water, oil, a bench, and other things one expects to find. However, the firepit is cold and has been so for a couple days. Anyone looking around in the pit finds one coal that still glows, emitting dim greenish light. The coal detects as magical for those with the ability to perceive such things, but has no discernable effects. A character with professional knowledge of magic and folklore gets a sense that the light might be a stain from some potent curse.

In addition, a searching character finds child-size footprints in the mud around the forge, barefoot and with six toes. None of the village's children have six toes on their feet. Myriam recognizes the prints as having been left by a goblin. Searching the area for prints turns up more of the same around the forge but they disappear in the harder packed earth ten feet away. None of the locals have seen a goblin, but if Bill is anywhere nearby, he admits to seeing a funny looking child running off to the woods a few days ago. He forgot all about it.

DEVELOPMENTS

The longer the characters wait in sorting out the mystery, the worse the situation becomes in Two Forks.

THE DISEASE SPREADS

By the end of the first day of the quest, Victor completes his transformation into an orc and henceforth uses the rules for an **orc trooper**. The infection spreads to other villagers, starting with Ruprecht Allson and followed by Pete and Bill. After three days, each of these men become **orc drudges**. A day after that, all of Allson's family transforms, as does Myriam. And the day after, just about everyone else in the village becomes orcs and those who don't meet sudden, violent ends. Unless the characters stop the plague, Two Forks turns into an orc encampment that will cause great trouble for everyone in the surrounding lands.

GOBLINS

If the characters have not connected the goblins in the woods with the recent troubles, you can have a few of Bung's lackeys come to the village on errands of mischief. The characters might spot these goblins from a distance and then follow them back to their lair or capture and question them, which reveals Bung's part in the troubles.

GOBLIN HUNT

If the characters suspect the goblins, they can find them in the nearby woods. Reaching the woods requires crossing a few acres of farmland. At the edge of the grain field, the characters find a dense forest. The goblins left an obvious trail to their lair. Any inspection of the forest's edge reveals plants crushed by the goblins' passage and chicken feathers here and there. Characters following the path can reach the lair in 15 minutes, but one of the

goblins notices the characters and warns Bung and company. The goblins remain alert for 1 hour and then drop their guard.

If the characters avoid the path the goblins left, it takes them 30 minutes to find the goblin camp. Have each character make a luck roll. The character with the lowest failed result steps on a **viper** that then attacks that character for a round or two before slithering off.

FERAL HOG

A feral hog (**boar**) roams the woods. The goblins have been attacking it with their slings for a couple of days, in the hopes of making a meal of it. The hog has no intention of being eaten and attacks anyone it encounters. The characters can run into the hog on the way to goblin camp.

TEMPLE RUINS

Bung (**goblin** with Health 20) leads a gang of **16 goblins**. They make their home in an abandoned temple once used by cultists to honor an Ancient One. If the goblins have been alerted to the group's approach, they hide behind rocks, fallen columns, and a few bushes, and let loose stones from their slings as soon as the characters come into range. If the goblins are not aware of the characters, the group finds them going about their business.

The temple stands in the middle of a clearing atop a stepped platform. A line of columns, some tipped, front the structure. A squared off entryway leads into an interior space crowded with rubble from the collapsed roof toward the back. Light forest surrounds the temple on all sides.

The goblins fight until 8 or more of them become incapacitated or until Bung dies, whichever happens first. If the goblins can't flee, they surrender, but only if they believe their lives will be spared. Otherwise, they fight to the death.

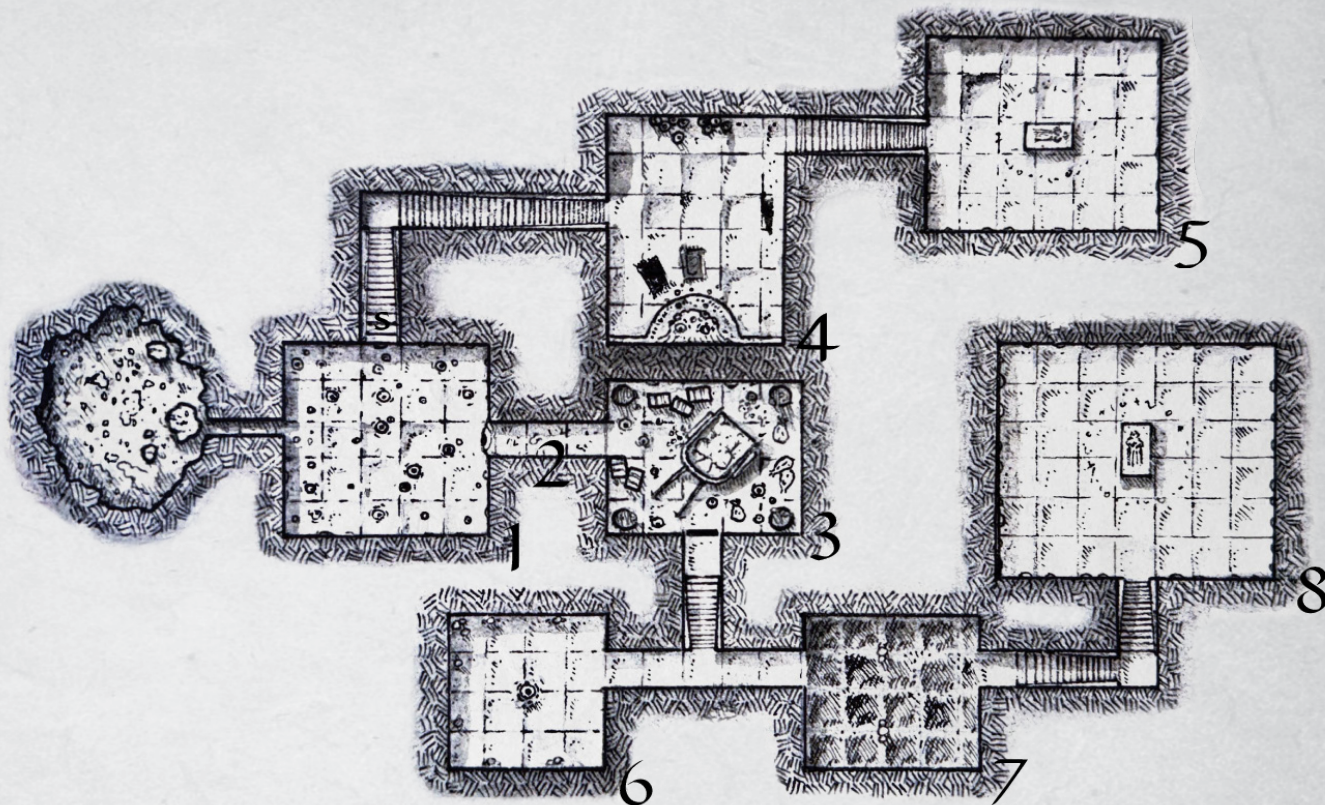
All the goblins know what Bung did to the blacksmith and why. Bung tells the group that there's no cure for soul sickness, which is not true, but Bung doesn't know this.

If the goblins drive off the characters, the goblins let them run, but the goblins pick up and move off, heading for safer territory a few miles away. If the goblins have any characters as prisoners, they drag them with them, which might become the basis for a rescue mission, if you choose, or result in the prisoner being sold in the Shadow Market a few days later to a fate best left undescribed.

SEARCHING THE TEMPLE

If the characters look around the temple's interior, they find roach infested hides covering the floor, enough for each member of the band. Gnawed bones—chicken and squirrel—litter the floor. The goblins keep their loot—65 sp and one oddity—in a burlap sack hidden under a few rocks.

Painted eyes dot the walls and ceiling that stand intact, though most have been obscured by smoke from the goblins' campfires. Anyone with professional knowledge of religion or the occult can make an Intellect roll with 1 bane. On a success, the character recalls an ancient cult dedicated to Shagnagrath the Beast with Many Eyes.



Finally, toward the back of the entrance, a sinkhole drops away. The hole stinks since the goblins have been using it as a latrine. Inspecting it reveals a cavity in the wall, about halfway down. The opening leads into room 1 of the Tomb. A Size 1/2 or smaller character can squeeze through the hole. A Size 1 character must make an Agility roll to do so. On a success, the character clambers through. On a failure, the character cannot and the hole must be widened, which takes 1d6 hours using tools. On a critical failure, the character becomes stuck and must be dragged out.

SALTY LEMON

Salty Lemon, a vicious **bauchan**, lives in the woods. He despises humans, but the Two Forks villagers earned his special hatred after they cut down some of his trees. The bauchan watches the villagers from the woods and periodically walks around the settlement at night, looking for people to single out and punish, as he did Dirk. The bauchan's obsession with the village means the faerie saw the goblins and watched them drop the withered heart in the forge. Lemon questioned the goblins and, after threatening them with violence, learned what they were about. Now, he's torn. If he does nothing, the villagers will turn into orcs and that's bad news for the region. But he hates humans and they deserve, in his mind at least, whatever happens to them.

If the characters dispatch the goblins and return to the village, Salty Lemon stops them on their way, having decided that it

would be better to stop the plague rather than let it run wild. The bauchan lives up to his kind's reputation: he's insulting, rude, and thoroughly unpleasant. If the characters attack him, he teleports away, goes to the village where he beats Dirk Dirksen to death. Then he hunts down the characters to place a curse on the character who attacked him first.

If the characters opt not to attack the faerie, Salty offers to give them a recipe for making a balm to help fight the soul sickness in return for retrieving something for him. He claims an evil priest stole a jewel—a cat's eye agate—from him a thousand years ago. The bauchan believes the priest is buried somewhere under the temple. He is; his remains are in the tomb accessed by the sinkhole inside the temple.

If the characters find the jewel and give it to the faerie, Salty gives them the recipe for combating the plague. The characters can find all but one ingredient in the forest. The missing ingredient, Starshine Nectar, Salty supplies, but he has enough only for five doses. Starshine Nectar comes from an exotic plant that grows in the Gardens of Whispers, which is a hidden realm accessed somewhere in the new lands that can be harvested only during a night of the new moon. The characters can make the balm or Elder Myriam can if no character has the proper training to make consumables. The balm works only on people who have not yet been turned into orcs, but have been infected by the disease.

THE TOMB

The tomb holds the remains of a priest of Shagnagrath. Darkness prevails in all locations, the air smells stale, and intruders feel as though they are being observed at all times. The following entries describe the major areas shown on the accompanying map.

1. HALL OF EYES

The short, cramped passage from the sinkhole opens onto a good-sized chamber with carvings of eyes all over the walls, floor, and ceiling. A giant eye stands in the center of the wall opposite from the entrance.

EYE CARVINGS

Most of the eyes swivel to watch the creature closest to them. The small eyes have irises painted in different colors, though one lacks it as noted in the secret door description below.

GIANT EYE

A black membrane stretches across the giant eye's pupil. Anyone touching the membrane causes the giant eye to recede and then swing open to reveal a passage beyond.

SECRET DOOR

Any character examining the north wall notices one of the smaller eyes has an unpainted iris and does not swivel. Any pressure placed on this eye causes it to sink into the wall and an irregularly-shaped section of the wall to fall inward and break apart in rolling stone eyes that bounce down the steps toward the landing beyond.

2. TRAPPED CORRIDOR

Hieroglyphs cover the walls, ceiling, and floor of this dusty chamber. Nearly all depict some act of human sacrifice, prostration, or genuflection underneath a watching eye. A poisoned dart trap (see *Secrets of the Weird Wizard*) protects this corridor.

3. FALSE TREASURE

In each corner, a column of eyes extends from floor to ceiling. A chariot, several iron-bound chests, silk bags, bolts of cloth, and other valuables occupy the room's center. More eyes appear on the walls, floor, and ceiling. A stone door with handle stands in the center of the south wall. The treasure is a persistent magical illusion. Attempts to touch the goods pass through the image, causing the whole thing to waver, and trigger the portcullis trap (see *Secrets of the Weird Wizard*) that closes off the exit to location 2.



4. SHRINE OF SHAGNAGRATH

A stone idol of some monstrous thing covered in bulging eyeballs commands the south wall. A dozen rolled up prayer rugs rest against the north wall. The east wall holds a mural that depicts the being the idol represents razing a city, while the west wall has been painted black.

The rugs crumble at a touch.

The idol has Health 50. When a creature strikes the idol, the idol's residual supernatural power reduces the weapon to 0 Health and the creature wielding it makes a luck roll. On a failure, the creature loses 1d6 Health and becomes stunned for 1 minute.

5. TOMB OF THE PRIEST

A sarcophagus rests on the floor at the center of this room. The ceiling bulges with eyes all pointed at the casket. The air in the room is about ten degrees colder than elsewhere in the tomb.

The lid bears the likeness of the priest interred within the casket—a robed humanoid figure with empty eye sockets and arms crossed, palms up. In the palm of each hand is a painted eye. A combined total Strength of 20 is sufficient to push the lid aside. Inside rests the undead priest (**boneguard death priest**) dressed in robes. A long sword rests to one side and an enchanted dagger sits on the other. Above the priest's head is a papyrus scroll containing an inscription of two novice spells from the Eldritch tradition (your choice). Held between the priest's teeth is a cat's eye agate, worth 50 gp. If the characters harm the body, the undead priest rises up and attacks them.

6. SLAVES TO DARKNESS

Two niches in the north, west, and south walls hold the skeletal remains of the priest's acolytes. On the center of the ceiling and floor are yet more giant eyes. A few sacks rest in the corner.

Unholy magic binds the acolyte's souls to their remains. If anyone touches the bones or moves to where they can reach them, four skeletons awaken to become **boneguard defenders**. The rest collapse into powder and a keening sound fills the air as their souls break free and tumble into the Netherworld.

The sacks contain sand. Sifting through the sand turns up 24 cp and a random oddity.

7. GUARDIANS OF THE TOMB

At the room's center stand 2 **boneguard choppers**. Each holds an axe in both hands before its body, the butt planted on the ground. The walls, floor, and ceiling of this chamber have been painted black and flecked with tiny white spots that look a bit like stars. A hole in the wall opposite of the entrance offers a way out of this chamber.

The choppers do nothing until attacked or the characters attempt to move around them.

A character with professional knowledge related to astrology or astronomy recognizes a pattern in the flecks of white, suggesting the constellation of the Watcher, a ring of stars notorious for being an ill omen when the moon passes through them.



8. FALSE TOMB

A sarcophagus rests on the floor at the center of this room. The ceiling bulges with eyes all pointed at the casket. This room is identical to room 5, except the temperature is the same as elsewhere in the tomb.

The lid bears the likeness of the priest interred within the casket—a robed humanoid figure with empty eye sockets and arms crossed with palms facing up. In the palm of each hand is a painted eye. A combined total Strength of 20 is sufficient to push the lid aside. If opened, however, magical darkness spreads throughout the room and lingers until the end of the next round. Each character in this room makes a luck roll with 1 bane and, on a failure, becomes cursed for 24 hours. While cursed in this way, the character also makes rolls to attack with 1 bane. Finally, the **boneguard champion** inside the casket rises up and attacks, fighting until destroyed.

CONCLUSION

If the characters manage to secure the remedy for soul sickness, the quest ends when the group returns to the village. There ought to be time and cures enough to help the infected people, though Victor might be beyond helping. Myriam gives the characters the promised reward and the group become the village heroes henceforth. Everyone there becomes friendly to them for the foreseeable future.

The quest might end in disaster, though. If the characters take too long to secure the remedy or fail to do so at all, the village becomes overrun with orcs. If only a few locals have turned into orcs, the characters can fight and destroy them. Otherwise, the characters might escort the uninfected to safety or just flee for somewhere else. If the orc infestation is not stopped, though, the orcs muster into a fighting force and wreak havoc in the countryside. Their numbers grow to the point that the characters (or some other heroes) might be tasked with defeating them.

If Bung gets away, he counts the characters as his nemeses and spends the next few months concocting a plot to get vengeance against them. The form the vengeance takes is up to you, but it could be the basis of a whole quest or be a further complication you add to another quest. Bung won't stop harassing the characters until they deal with him.