

COMPATIBLE WITH
**DCC
RPG**



nce Upon a Night
in Thornwood



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Author: Evonna Findley

Play Testers: Kevin Kizziah; Samantha Drake

Editor: Samantha Drake

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For questions, comments, and further information please email me at elune@dungeonmeowster.com

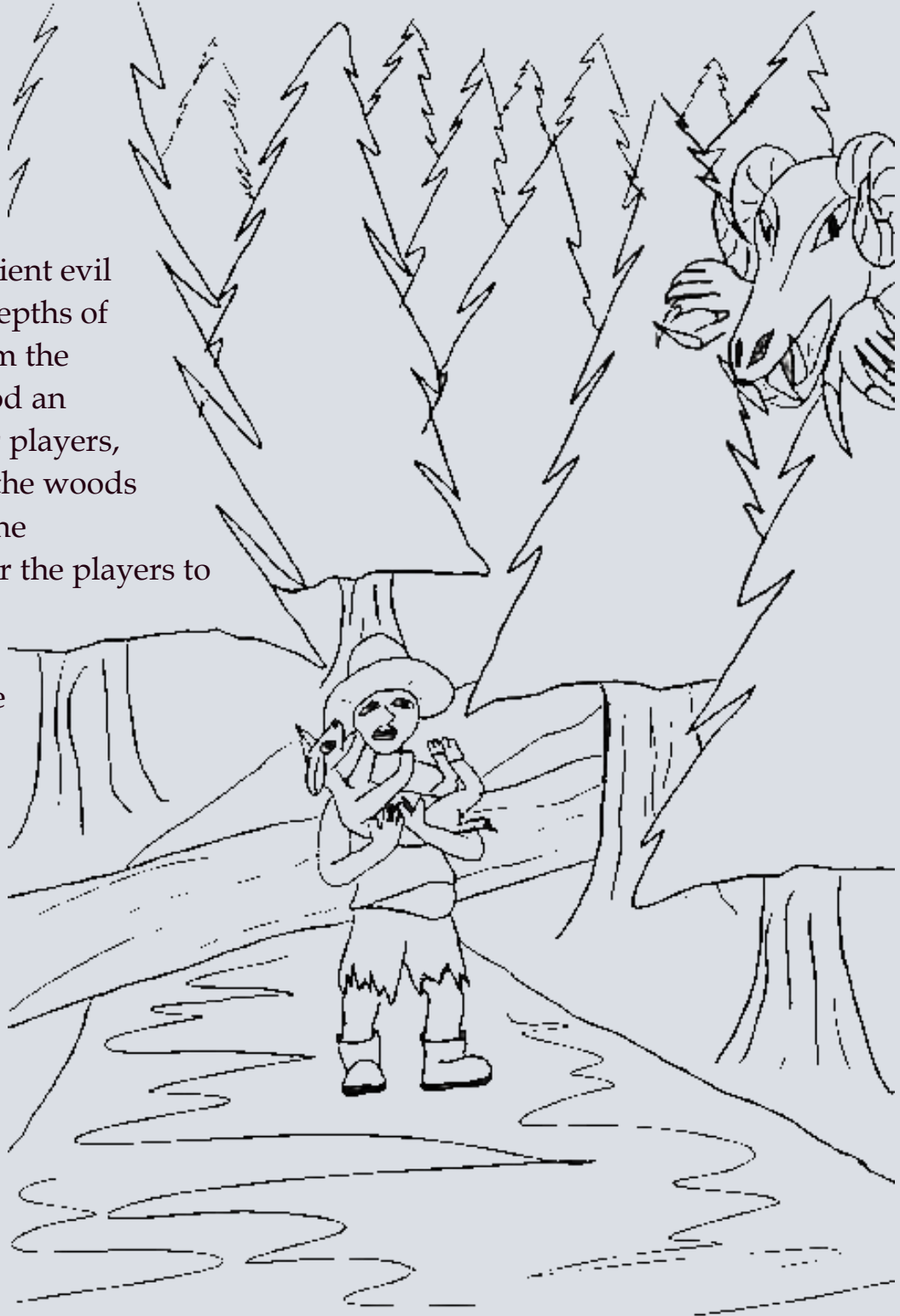
Synopsis

This level 0 funnel is set after the yearly festival in Sumarville celebrating the midsummer solstice. After three days of revelry our characters set back in the early morning towards their home Thornville. During their trip home, an unprecedented storm sets upon them.

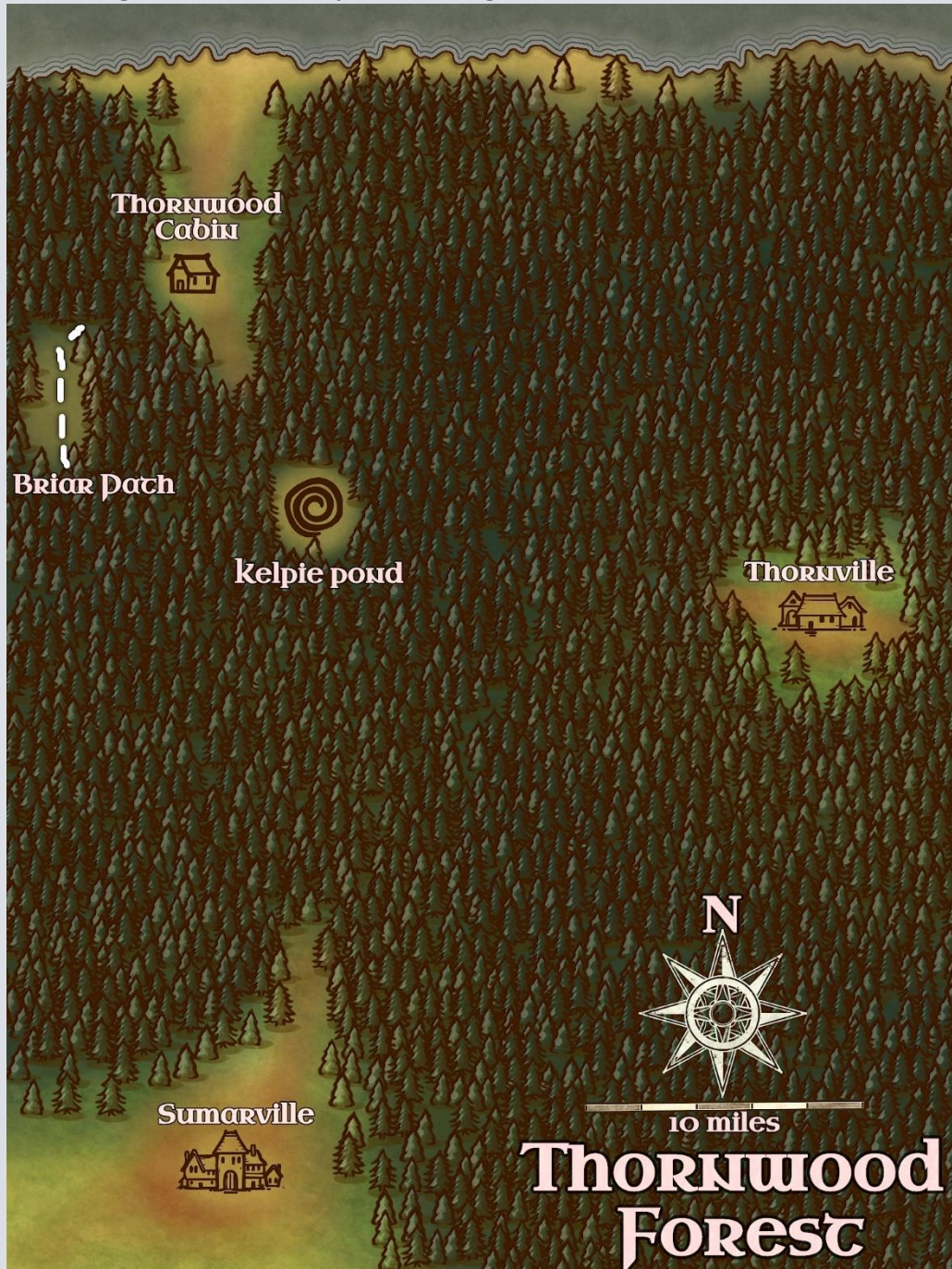
Worse for them, an ancient evil has awoken from the depths of the woods. Arising from the tangle of the Thornwood an ancient beast stalks our players, chasing them through the woods until they come upon the Thornwood. But it is for the players to decide if a night in the Thornwood Lodge is safer than a night in the woods.

Background

Thornville is a small hunting village located deep within Thornwood Forest. Its' namesake is Thornwood Keep. Thirty years ago, the Thornwood family disappeared and with it all taxes and dues. In light of their



freedom the villagers never investigated the disappearance of the entire Thornwood Keep inhabitants. Rumors and Legends persist and few travel into the woods due to unknown dangers that lurk within the pines. Unbeknownst to the small village and our characters, creatures have been slowly become bolder due to the lack of patrols in the area. Even more frightening, the dark rites and corruption of Thornwood Keep have been sleeping, but now they have begun to awaken.





Forest Encounter Table

1. Black Bear
2. Rat Swarm
3. Tanglehoof recovering from a battle with a wolf.
4. Small meadow of plate sized yellow flowers. They have a floury scent with seeds inside their center that are sweet and earthy tasting. Eating them causes drowsiness on a failed vitality save of 15.
5. An outcropping of brushes hides a ruined wall. The scent of gold can be smelled below the ground. Digging through the dirt takes 30 minutes but can yield 1gp.



Rumors

1. The Thornwood family still live within the crypts below the keep. They have turned into deranged and eyeless creatures.
2. Using lights within Thornwood attracts lost spirits seeking their way home.
3. A great serpent lives within the woods, it will grant one wish to the first person to find it and devour everyone from their home as payment.
4. If you watch closely, you will find the forest is watching you back.
5. Eating the flesh of creatures from deep within the woods will cause you to go mad.
6. Unicorns live in the woods. Taming one will grant you good luck for the rest of your life.
7. Lady Thornwood made a pact with the devil. She still lives within the woods, kidnapping children that explore too far from home.
8. The drowned live in the river and drag unsuspecting swimmers down to join them in a watery grave.
9. Be wary of climbing any hills you find, it might be instead a great wyrm.
10. Thornwood Keep was a source of dark magic. Within the keep still lives an ancient and vile God.

Tanglehoof:

**Init -2; Atk Stomp +0 melee (1d4);
Atk Club +1 melee (1d4+1); AC 12;**

**HD 2d4+6; MV 25'; Act 1d20; SV
Fort -2, Ref-1, Will +5; AL C.**

A Short emaciated and hairless man. He has short nobs for horns and a great scraggily beard. His lower body is that of a goat with hooves. He is currently injured from a fight with a wolf. This craven creature will attempt to ally with the party in order to use them as protection from the beast in the woods.



Getting Lost

Section One

After the revelries of the past few days, our band of merry peasants setback for Thornville. The crisp, warm air flows through the wooded pathway. Dark rumors have always abounded about the forest surrounding your small town, but on a day like this its' laughable that anyone could believe this old forest is anything but magical. About midday, large storm clouds have suddenly grown overhead, and a torrential downpour envelops you. The mud on the road makes travel difficult, and the animals pulling your cart begin to cry out and balk at going further. You fear you may have to spend the night on the road and the dark forest suddenly seems far less magical than before. Up ahead on the road you hear a thunderous crack, and your characters find a large tree blocking the path.

Outside the characters field of vision is a monstrous creature that is at least twenty feet tall. Even more terrifying is the creature can stealth within the woods and is almost imperceptible with the tall trees that loom over the characters. The players can attempt to flee backwards up the muddy path and you can lead them astray towards the cabin in the north, or as they try to flee backwards a large tree crashes ahead of them and the creature baits them into the woods.

Tactics

The players should feel the sense of being hunted and toyed with by a superior intelligence; In Truth, this creature is meant to guide the characters along towards our cabin. It will chase and pursue the characters through the woods. Any foolish attempts to confront it are met with the creature creating the sounds of cracking bushes off in the opposite direction then stealthing behind the party and dragging the taunting character into the woods; or any other devilish plot you can devise. The creatures will toy with the players and run ahead to hang eviscerated (and possibly still screaming) bodies ahead of the players, while continue its' pursuit from behind them. This is a devilish beast that only enjoys taunting and torturing the players. By the time they reach the cabin, the players should be giving a sign of relief to enter it.



Section 2. The Hunt Begins

As the players Run through the woods, being stalked by this beast, they come upon a fork in the path. To the left it leads down a slight hill through thick brush the other path leads up the hill through a lightly wooded forest.

The left path leads towards **The Briar Path** and the right-hand path leads towards **The Kelpie Pond**.

Kelpie Pond

The players come upon a quiet meadow beside a large gleaming pond. Before them they see a magnificent black stallion and white mare grazing near the water. As the players approach the horses' nicker and bade them closer.

These horses will be unusually friendly and welcoming to the players as they are **Kelpies** and attempting to lure two characters onto their back. When a character climbs upon each horse, the horses will attempt to charge into the pond and drown the characters and devour them.

Behind the pond is a path that leads to the south side of Thornwood Cabin.



Loot: within the pond is a rusty pitchfork and the skeletons of various men, women, and children. Searching for one hour, the players can find 9cp and a soggy padded armor of medium size.

**Kelpie: Init +4; Atk Stomp +2 melee (1d6+1); AC 15;
HD 2d8+6; MV 30' or swim 20'; Act 1d20; SV Fort +6, Ref
+4, Will +0; AL N.**

The Kelpies are a pair of infamous fey that dwell near ponds, lakes, and other bodies of water. They will try to lure creatures onto the backs, at which point, the creature will become ensnared by almost a glue-like substance. After this, the kelpie will drown its' prey and devour it.

Briar Path

The pathway starts to hedge over with a thicket of thornbushes encircling the path. As you press through it slowly encloses over you and starts to snag at your clothing and skin. Behind you hear crashing through the thorns as the creature closes in on you.

As they race further ahead, the layer of thorns will attempt to ensnare four characters. They must succeed on a reflex save of 14 or be dragged down into the thorns below as they shred the character, spraying the survivors in gore as it consumes them.

The Briar Path leads the players to the west side of Thornwood Cabin.





hat is a Nice,

Safe Looking Cabin

Section Three

Ahead, through the downpour and the thick forest, you see a clearing with a hunting lodge in the center. As you inspect the area, you see thorns have overgrown the sides of the cabin and thick cobwebs are layered across the porch. The windows are dark, and no smoke comes from the chimney. Behind you, in the distance, you hear a tree crash and the beast howling.

After the players have been chased and stalked through the woods, the sight of the cabin should come as a sweet relief to the players. when they approach the cabin, give them a feeling of restfulness. They no longer hear signs of the beast stalking at their back, describe the comforts and luxury of this hunting lodge in detail. It was the hunting lodge belonging to Lord Thornwood before he disappeared.



Area Layout

Open Field

A large open field surrounds the Lodge and the boat house. The ground is muddy and difficult to move through causing half movement speed. Because of the beast, travel through the field is quite dangerous.

Thornwood Lodge

Dock House

This small boat house contains an old, rickety boat that is still fully functional.

River

A murky, slow moving river spans the north side of the region. The river is approximately 300' across and travels eastward at 45' a round.

Rumors abound of evil spirits haunting the riverbed and recently the nearest shipyard finally closed due to fear of working the river.

My recommendations for swimming is a dc 10 strength check to stay afloat and swim; for drowning that characters can hold their breath for 1+ their stamina modifier (minimum of 1) before going unconscious and drown after 1 round.

Features

The floors and walls are made of a fine oak that has kept surprisingly well for thirty years of disuse. The ceilings are 10' tall throughout and all windows are dimpled and grant only the visibility of shapes outside.

Praise the Gods We Found You Here!

If the players are getting short on characters, the cabin is a convenient place to find more survivors who also just reached the cabin. Or they hear a knocking from the door after entering and find more survivors have just arrived.

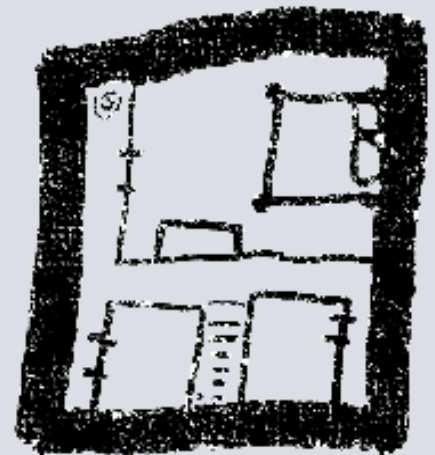
Spiders and Drawers Oh My!

Any drawers and cupboards etc. have a 75% chance of containing a **Planting Spider** hidden away. If the players succeed on a dc 12 perception check, they can find the spider before they search the cupboard. Anyone that fails or does not search before digging through will be bit. Afterwards, the spider will scuttle off knowing it has succeeded in laying its' eggs.



First
floor

Second
floor



Planting Spider: Init -2; Atk mandibles +3
melee (1d4+2); AC

9; HD 1d4+2; MV 40' or climb 40'; Act 1d20;
SP Plant Eggs;

SV Fort +1, Ref +0, Will -3; AL N.

Planting Spiders derive their name from the fact that they inject their eggs into the flesh of their victim when they bite. The victim's wound will start to fester and will rapidly decay and small white eggs can be seen adhered to the victim's flesh. The only cures are to cut out the flesh, remove the infected limb, or set the wound of fire. If this is not done quickly, the eggs hatch in 1d4 rounds.



Attic

a. Ground Floor

a.1. Foyer

The front door swings open easily into a small foyer with large archways to the left and right. Ahead are stairs leading to the second floor. Atop the stairs, a large portrait of a handsome man holding an intricately etched sword with a pattern of bears and dragons in his left hand. His right hand is held aloft as if holding a lantern up, but no item was painted into it. On his shoulder sits a large bow with a delicate rose and thorn carving. He looks down on you as if telling you the hunt is about to start. The glint in his eyes gives you a feeling you would not be hunting together.

The third step up the stairs has become weakened with age. A dc 13 investigation will reveal the weakened step. Otherwise, the first character to step on it will crash through onto an old nail taking 1d4 damage.

Loot: there are two empty oil lanterns hanging from the walls.

a.2. Sitting Room

As you enter this old sitting room, you see luxurious couches and sitting chairs. They are plush and soft beyond compare to anything you have known. In the center of the outside wall is a large comforting fireplace with wood, ready to be lit. towards the end of the room sits a piano covered in dust and cobwebs. The outer wall has a row of windows looking out into the woods. You hear a tapping coming from a partially open window on the far side of the room above the piano.

A small tapping can be heard from a window on the far side of the room. Upon inspection it will show a partially open shutter tapping against a small coin purse. Any characters that approach must succeed on a dc 16 reflex save or be snatch through the glass by a monstrous, clawed hand.

Loot: Searching through the fireplace, the characters will find the remains of a charred skeleton and an amulet with a crystal rose worth 3 silver.

a.3. Trophy Room

In the center of this room stands a large, stuffed bear of an unknown species. Its' face is framed in a snarl and it appears it could leap down upon you at any second. Even the tallest member of the party barely reaches its' waste. On the walls, the

heads of exotic beasts, few you even recognize, are mounted for display. There is a small fireplace with a frayed and indented lounge chair next to it. Above the fireplace glitters a long sword with elaborate designs of beasts and dragons etched into it.

As the characters enter this room, they must make a perception check of 15. If they fail, they see a large ominous beast sitting on its' haunches in the center of the room. Any attempts to stir it fail. If the characters walk into the room or shine a torch inside, they will find it is the stuffed body of a gargantuan bear. This does not make it safe though! If any of the players will attempt to go inspect the animal heads along the walls closer, they will attack. The trophy heads will begin growling and screeching at the players and attempt to bite them. They are trapped on the wall and are only a nuisance if the players do not harm them. If the players attempt to harm the heads in any way, then the beast at the center of the room will reanimate and attack. Use the stats for an **Owlbear**.

Loot: the sword is a simple long sword but is very fancy.

a.4. Kitchen

You enter a large tiled kitchen full of broken crates and dusty shelves of unidentifiable food containers; your nose burns from an acidic smell. It appears to be full of long spoiled food. There are a few bags of dry goods out that are still intact and old vintage wine bottles on a rack.

The food has been sitting here for an upwards of thirty years and most of it has spoiled. Any players that attempts to eat the food without an attempt to search for unspoiled food will come down with **Food Poisoning**. Searching for safe to eat food nets only a 5% chance of getting **Food Poisoning**.

Food Poisoning:

Poison Delivery: ingestion. *Fort Save:* 14.

Damage on Successful Save: 1d4 stamina.

Damage on Failed Save: 1d4 stamina and becomes incapacitated with nausea and diarrhea for four hours.

Recovery: natural healing and drinking water.

Giant Weevils have taken up residence in some of the storage bags. Have any player that searches for food roll 2d6. On the first dice a 5 or 6 means they find a **Giant Weevil**. The second dice is how many they find.

Loot: there are four flasks of *oil* that can be found in the cupboards. There are also two large *butcher knives* on the counter (use the *dagger* stats).

Giant Weevil: Init -2; Atk bite +2 melee (1d4+2); AC 14; HD 2d8+2; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +0, Will -3; AL N.

b. Second Story

b.1. Creepy Hallway

As you climb the stairs, the sound of your footsteps is muffled by a thick layer of dust. Ahead of you a large portrait of the handsome nobleman looks down upon you. When you reach the top of the stairs is a narrow hallway that connect to a larger hallway on each end. Paintings line the walls with a thick layer of dust over them. Stepping on the rug down the hall creates a puff of particles that cloud the hall causing you to cough. Down the left-hand hall, you see one painting has been taken down and leaned against the wall

This hall contains a variety of paintings of the various generations of the Thornwood family. Interestingly the men all share a strong resemblance. If not for the varied clothing they would be difficult to tell apart.

Any person who looks upon the covered painting must make a dc 18 will save. It is particularly important to not let the players onto whether they have failed or not. On a failure they have been **marked for death**. Anyone that looks upon it will become pale and horrified by what they have seen and immediately cover it back up. Whoever chooses to look upon the painting after this has chosen their own doom.

Marked for Death: this character will be transformed into a ghoul after the players sleep or will disappear at some point through the search of the house. When the players notice that the character has disappeared or encountered them in ghoul form read this:

“searching through the house, to your horror, you notice something has changed in the Portrait. The right hand that was once empty is now holding the severed head of your lost companion aloft. The sword in his left hand is now bloody and dripping.”

Loot: hidden behind one of the paintings is a cubby with a broken music box made of red holly and etched with monstrous rats. When fixed, it plays an old tune called ‘Wary Comes the Piper’. Playing this tune will once a day summon 1d4 **Giant Rats**. Unfortunately, as the creator discovered, just because you summoned them does not mean they will be friendly to you. Unfixed it is worth 3sp, however, 3d3 weeks after selling the cursed item, a family member of the now deceased buyer will track down the players in search of vengeance.

b.2.Lord Thornwood’s Bedroom

Double doors open into an expansive bedroom. It is nearly twice the size of your entire home. The room smells acrid like embalmers fluid. And a cloud of dust sits in the air. The center of the room is dominated by a bed as large as most living rooms. Across from it sits a large fireplace with an abnormally large ram’s head sitting over the mantle. You have the sense that you do not belong here.

Anyone who sleeps in the bed or disturbs the belongings of Lord Thornwood is very foolish. However, it is also completely harmless. Spending the night resting in the luxury bed grants a +1 hp regeneration.

Loot: There are some fine night clothes in the dresser but there is nothing of value to be found except for 3 copper used as a paper weight. Hidden within the mantle is a loose stone that contains a key to the door at the top of the spiral staircase.

b.3.The Viewing Hall:

A large window encompasses this hallway. Sitting chairs and loungers line the hall, presumably, offering a splendid view of the forest and mountains beyond.

Outside, the storm continues, the heavy rain sounds as if it may crack through the glass at any moment. A flash of lightening reveals the tree line, and you swear you see something standing at the tree line... looking straight into the second story window. A second crash of lightening reveals only trees. Down the hall you see a few closed doors. At the very end of the hall is a partially collapsed spiral staircase leading up to a third story.

b.4.Side Rooms.

These rooms are sparsely decorated with a plain bed and wooden trunk. There is a 50% chance of finding 1d4+2 **Giant Rats** that have taken up residence in the room.

Loot: a coil of rope can be found within one of the chests along with one flint and steel.

b.5.Spiral Stairs

A spiral staircase is nearly hidden by a thick layer of cobwebs. The stairs slightly give below your steps and the smell of mold assaults your nose. At the top of the stairs you find a plain door that is well locked.

The key to this door can be found hidden in Lord Thornwood's bedroom in a secret alcove on the mantle of his fireplace. Otherwise, the door is well crafted and requires dc 18 strength check to break through. Any dwarves present in the party will be able to smell gold from beyond the door.

c. Attic

The door glides open unnaturally quiet, as if observing a sacred place. Inside bare walls surround four rows of plain pews. Ahead looms a large figure crafted of bones, fur, and thicket. Atop its' head sits a deer's skull. Glassy eyes stare out from the skull, glaring down upon you; between its' hands is a small, glittering chest. Behind the figure a darkened window creaks as rain blows in through a broken shutter.

This room is very sparse in comparison to the rest of the cabin. The figure is an altar that has been crafted with porcelain eyes. A portion of the roof has cracked open and a large beam runs alongside it; offering the players a means of escape onto the roof. After the characters grab the box, below

they will hear the front door creak open and something slowly stepping up the stairs to the second story. A faint thud, thud, thud can be heard as if it is dragging something large up the steps. Wait 2-3 rounds as the players attempt to decide what to do, then a massive hand will crash through the window. Every character within 15' of the window must roll a dc 14 reflex save or be grabbed by the hand and pulled out through the window.

Loot: Within the chest is a single gold coin, a collection of human teeth, and a strand of grey hair.

d. Roof

The Roof is three stories (30') up and is very slick due to the rain battering against them. Every character must succeed on a dc 14 reflex save or slip off the roof. Follow the Falling rules on pg 96 but if you are feeling kind you could subtract 1 dmg dice due to the ground being muddy and making for a soft landing.

Conclusion

The Dock house would be the easiest means of escape; however, it is quite fun to follow with your players' creative means of problem solving! After this, your players may wish to explore Thornwood Keep, return to their home in Thornville, or follow the river on to the great unknown.



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