

OSR1

AN ADVENTURE FOR
THE BLACK HACK
& LABYRINTH LORD

CAMPFIRE TALE



CROSSPLANES
GAME STUDIO



Labyrinth Lord
Compatible Product

**An 'OSR' Adventure
for The Black Hack &
Labyrinth Lord**

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WHAT BEFORE CAME

Campfire Tale is designed to start off a campaign, though it can easily be inserted between adventures. It is designed for 1st-3rd level characters. The tone of the adventure is spooky and is intended to bring the character face-to-face with a child-eating horror.

The villain, a dream hag, uses her magic to pull them into a Dreamscape she has created, where she hopes to steal one of their bodies and be free of the tree-prison her foul essence was trapped in over a century ago. She is aided by a forest naga that is devoted to her. Hopefully, you will be able to challenge and even frighten the players with her sinister plan.



If the dream hag escapes and defeats the characters, she will return to her reign of terror, stealing children to eat and cursing the area with her presence, all while wearing the body of one of the characters.

If this is the launch of a campaign and additional background would help unite the party, here is an optional set-up: the characters left Arbor, a town of about one-hundred that borders the Shwarzholz Forest to the west and the Lieber River to the east. The characters have spent the last week there being paid to hunt down a hobgoblin clan, the Heart Eaters.

They were wildly successful, slaying the entire clan and taking the head of their chief, Ruggaru. Not only were they paid well at 5 gp per character, but the town threw a celebration for three days and nights, and their drinks were on the house. Each player may decide just how legendary their character's hangover is.

The group left Arbor because they heard about a lonesome crypt that is rumored to lead into the Deepearth near Heartford, about three days easy ride along the Imperial Road.

THE CAMP

As dusk approaches, camping for the night looks appealing and there is a small copse of trees with a clearing that would make a great resting spot, providing both cover and shelter from the wind. Luckily, there is also rabbit and pheasant in the area in case the characters want to hunt or trap.

BUMP IN THE NIGHT

Around two hours after dark, any characters that are awake will hear something heavy moving in the brush to the south of the copse, beyond the trees. Soon, a large buck runs into camp, shocking everyone. The buck staggers and dies at the base of an old black oak, its blood leaking out of an arrow wound in its chest and another in its rear left hip. Within five minutes, a startled and painful cry is also heard and then nothing. If anyone investigates, they find a quiver of arrows and nothing more. The arrows match those that wounded the buck.

About an hour later, clouds move in, and a light rain begins. However, the copse keeps everyone fairly dry, and the fire is protected from the rain. It's at the point that the buck's heart blood allows the dream hag, Eveldra, to create her Dreamscape and trap the characters within it.

DEAD OF NIGHT

Well past the witching hour, things have remained quiet, but the storm has picked up with a heavy wind from the north. Whoever is on watch sees lightning flash very close to camp, but after 10 seconds notices no sound of thunder. Have the character(s) on watch make a **WIS Test with Advantage (TBH) or 2d20 roll**

below their Wisdom score and take the lowest roll (LL).

On a **success**, they notice an 8-foot-tall forest naga with mottled brown scales, a light brown complexion to its human head, and bright green eyes. It is slithering into camp trying to sneak up on them.

On a **failure**, the naga chooses a target and makes a tail swipe. The target makes their **Defend Roll with Disadvantage (TBH) or the naga attacks with a +4 bonus (LL), and it has already cast Predator's Stealth (TBH) or the Silence spell (LL)**, hence the silence.



Forest Naga - HD 2

See Appendix for Labyrinth Lord

Bite - STR (1 Close) 1 dmg

Tail Swipe - STR (1 Nearby) 2 dmg

Spiteful! Deal Ongoing Damage to a target that makes an even Defence Roll.

A CON Test should be made by the Player at the end of the turn to see if the Ongoing Damage continues.

Blessed of Kali! May cast the spell Predator's Stealth: Magical silence covering everything Nearby to a target - lasts Ud8 Moments.

If the **forest naga is defeated**, the silence ends, and the rain increases into a terrible storm.

Any characters killed within the Dreamscape die in the physical world.

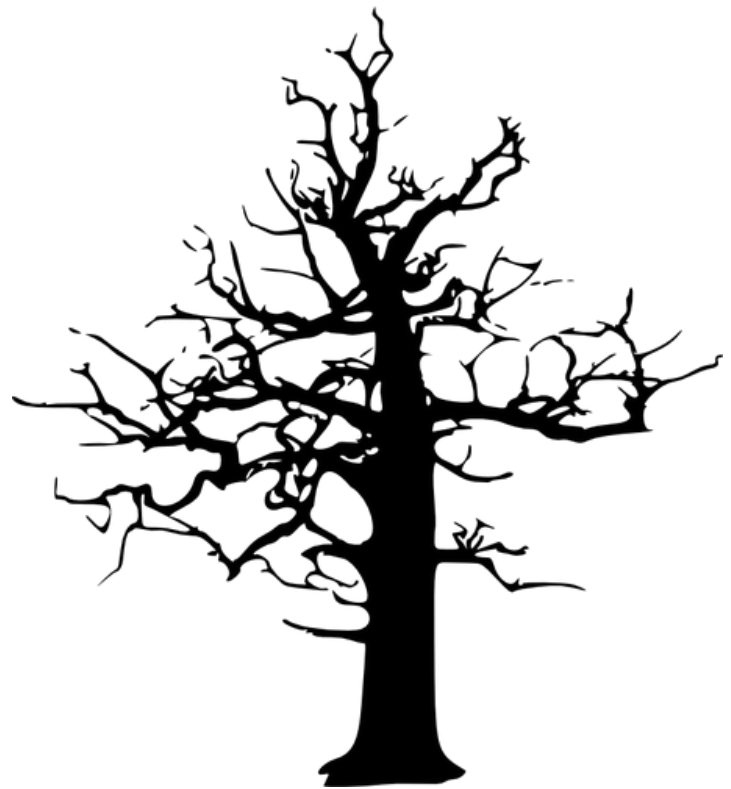
If **the characters are defeated**, then Eveldra will choose a body to possess within the Dreamscape, which will provide her a new body in the physical world. The forest naga will be rewarded by the hag with a new spell taught to her.

THE DREAM HAG

The ancient black oak holds Eveldra, a dream hag, who was trapped there over a century ago by templars serving Ikot, the Justicebringer. Sadly, Ikot has fallen out of favor in the Empire and her power has waned. Tonight is an ancient local holiday, Rot'Heex. The power of the stars' position on this day combined with Ikor's fall have allowed Eveldra to gather

the strength to call the slumbering characters into the Dreamscape she has created. It was the hag who called the characters to rest here so she would have fresh meat to gorge upon after stealing a new body and finally being free.

The buck's heart blood was the final ingredient to set allow her to create the Dreamscape and she used her devoted servant, the forest naga to slay it's hunter.



THE DREAMSCAPE

Those within the Dreamscape may make a **WIS Test with Disadvantage (TBH) or 2d20 roll below their Wisdom score and taking the highest roll (LL)** to investigate their surroundings.



On a **success**, they notice that a thick fog is encircling the camp and can discern an insistent knocking within a large black oak in the camp. If they knock on the tree, they notice a portion of it is hollow. If they chop into it they find the decapitated head of Ruggaru staring at them. Each character who sees this must make a **WIS Test (TBH) or a saving throw vs. Spell (LL)**. If successful, the head's presence alerts them to strange runes carved into the black oak tree. The runes inform them that the tree is a prison for some kind of child-killing witch.

Additionally, there are several things that the characters notice about their environment. The crescent moon is reversed and the fog has encircled the camp, and by the time a character is about 15 yards beyond the copse of trees, the fog is so dense they cannot see more than a few feet in front of them. Within the fog there are looming shapes just out of sight, that are accompanied by low, menacing growls. Anyone willing to enter this deeper fog, will step through on the opposite side of the copse of trees, walking toward the camp.

EVELDRA UNLEASHED

Eveldra uses her growing power to have lightning shatter the oak so she may be free of the oak within the Dreamscape.

The hag stands over 6 feet tall, bone thin, and naked. The witch's fingers are long and her nails, claw-like. Eveldra's

hair is a earthy brown, curly, dirty, and long enough to fall to her waist. Her eyes gleam milky in the night. The hag's nose is demolished, a parting gift from one of the templars who trapped her. Eveldra's skin is filthy, nearly brown with dirt, but the characters catch a glimpse of greenish flecks of beneath the filth on her body.

The hag is cackling madly, and in a heavily-accented and archaic form of Common she says, **“Aye, aye, I’ve hunger. A mighty hunger. You lot will slake it a smidge, until I find some childer to quench me appetite fully!”** Then she strikes.

Eveldra prefers to lead with a spell to affect as many characters as she can, and then wades in with her claws.

Eveldra - HD 4

See Appendix for Labyrinth Lord

Claws - STR (1 Close) 3 dmg

- **Spellcaster!** As an Action cast one of the following spells - each spell has a Usage Die to track its limited power:
- **Charm** (Ud4) - A Nearby Character obeys a simple command and will perform a simple Action.
- **Shield** (Ud4) - Gives the caster Arcane Mail (AV2) - when each Armour Die is broken it's gone for good.
- **Web** (Ud4) - Traps a Nearby area, stopping movement - lasts Ud6 Minutes.
- **Dispel Magic** (Ud4) - Removes or reverses the effects of a Nearby Arcane spell.



- **Invisibility** (Ud4) - A Nearby Creature is made invisible until it Attacks or the spell is dispelled.
- **Confusion** (Ud4) - 2d6 Nearby targets immediately make a Reaction Roll (**TBH 2E p.32-33**).

If the fight is going poorly, the hag uses her action to summon the decapitated Ruggaru from the character's unconscious. The camp's fire grows into a green pyre and Ruggaru steps out of it, immediately joining the fray.

Ruggaru - HD 2

See Appendix for Labyrinth Lord

Sword - STR (1 Close) 2

Armoured! Ruggaru has *AVI*.



If **Eveldra is defeated**, the characters awaken without any physical wounds, even if they “died”.

The oak has dissolved into a foul-smelling, viscous, black slime, leaving behind a milky orb — the remains of Eveldra's evil eye, her mark as a witch.

EVIL EYE Ud6

Yellow Orb: When you cast a spell, you may reroll 1's on damage dice, but you must take the new roll.

The storm burns itself out within half an hour, and the stars and moon reappear in the night sky. While it is possible to break camp and move out, it is dark, and travel will be slow and grueling.

If the characters choose to remain, they will face no further incident having earned a fairly warm and dry respite.

If **Eveldra succeeds** in killing a character within the Dreamscape, she possesses that character's body in the physical world and is freed of the black oak. At that moment, the other characters awaken to see their fallen ally has the same milky eyes as the hag. Her first priority will be to attack (choose randomly) one of the characters in order to kill them and each their heart (use Eveldra's statistics). If a character flees that she hasn't attacked, she will not pursue them. By dawn, any survivors who fled will be able to find each other easily if they head for the road.

If the hag does survive and succeed in possessing a character's body, she will not have any interest in any of the character's belongings and will have left the camp by dawn. She will make her way to a large cave about three miles south of the camp. The cave was her former stronghold, with a secret chamber at the back, where she stores her spell components, cauldron, and talismans. From here, she will once again stalk the locals, devouring



a child at least once a month. Her mere presence will sour the milk of any livestock and cause mutations in new births, as well as, attract famine and pestilence within her territory. If anyone investigates the oak she was trapped in, they will find runes carved there that reveal the location of the cave.

Now the survivors must choose whether to pursue her immediately, seek help from Arbor, or simply walk away.



APPENDIX:

Labyrinth Lord Conversions

Forest Naga

No. Enc.: 1
Alignment: Chaotic
Movement: 50'
Armor Class: 7
Hit Dice: 3
Attacks: 1 (bite, tail)
Damage: 1d4/1d6
Save: F3
Morale: 9
Hoard Class: None
XP: 50

The forest naga may cast the Silence spell 2/day.

Ruggaru

No. Enc.: 1
Alignment: Neutral
Movement: 45'
Armor Class: 6 (Scale Mail)
Hit Dice: 2
Attacks: 1 (weapon)
Damage: 1d6
Save: F2
Morale: 11
Hoard Class: None
XP: 24

Eveldra

No. Enc.: 1
Alignment: Chaotic
Movement: 40'
Armor Class: 7
Hit Dice: 4+1
Attacks: 1 (claws)
Damage: 1d6
Save: M4
Morale: 10
Hoard Class: Evil Eye
XP: 110

Eveldra is a 4th level Magic User:

1st level: Charm, Shield,
2nd level: Invisibility, Knock,
Phantasmal Force

EVIL EYE

1d6 charges

When an elf or magic-user casts a spell that deals damage, they may spend a charge to reroll any 1's on the damage roll, but must keep the new roll(s).



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