



# A DEBT UNPAID



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# A Debt Unpaid

## *Rumours & Hooks*

Wrong place at the wrong time. Sometimes bad things happen to good adventurers. And bad adventurers. And the rest. Helm on, sword up, you'll be right. Just remember, if it looks too dangerous to fight, it probably is.

## **The Gorrog & the Bruhga**

In the Elder Forest, where some thuel tribes stretch back to before the founding of the walled cities, there are skalds that remember the oral histories of the primeval world; secret accounts of hidden spirits and portents, unheard of by civilized men.

One such tale involves the *Gorrog*; a dreadful beast of frightful wrath, born of the unseelie in their struggle against the mortals of the First Age. When the last unicorn died, the *Bruhga of Still Dreams* reanimated the corpse with her grief, infusing it with hatred stronger than the bones of the earth.

Every few centuries, as the skalds well fear, the Bruhga unleashes her twisted pet upon Drelnor Forest, slaying humans across the woodland in a fever of bloody vengeance, undulled by generations of slaughter. Single minded and unforgiving, the Gorrog must have its fill of mortal life before returning across the Veil.

## **Star Crossed & Ill Fated**

Sometimes the PCs go looking for trouble, but every now and then, trouble comes looking for them. This is one of those times.

Aye, grip firmly to your rail carts, gentlemasters; this scenario dumps the PCs into a situation not

to their liking, nor making. But things aren't all bad; there are exciting monsters to be faced, treasures won, and perhaps, just maybe, a favour earned from a power strange and incomparable. Given the forced introduction however, and the danger level of some foes, GMs might reserve this scenario for 4<sup>th</sup> level PCs and above.

In this adventure, the PCs are inexplicably marked as the Gorrog's prey; an unfortunate consequence of being in the Forest of Drelnor (or other large woodland) at the wrong time. Perhaps an extraplanar conjunction whilst camped on a leyline or fey graveyard? A tragic prophesy? A cursed bloodline or eldritch debt? Whatever suits the GM's purposes. What really matters is what the PCs are going to do about it.



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### A Warning

The first warning that the party have been marked by the Bruhga, and are now prey of the Gorrog, is a lack of shadows.

During the witching hour, while sitting on sentry duty, one of the PCs notices their shadow detach and slip away into the darkness, faster than they can follow. At about the same time, other PCs' shadows also detach and depart, in the same direction.



An Int (Arcane Lore) check by a trained character recalls vague legends about fey spirits tracking humans by stealing their shadows, using them as links to scry on their flesh and bones. A great success reveals some fey used such clairvoyant techniques to not only spy upon, but also hunt, human prey. A *Detect Magic* spell resonates divination magic from the shadows and each of the PCs. *Dispel Magic* suspends the divination effect for 2d6 rounds, but does not dispel it.

### Guidance

The Bruhga despises humanity, particularly those armed with iron weapons, but like all unaging fey is capricious beyond mortal understanding. Fond of games of all kinds, the unseele is willing to turn this hunt into a contest of sorts, and provide clues that might assist the prey.

The next morning, after the party get underway to wherever they're heading, the PCs are visited by a herald of the hunt; an animated 20 ft "treeman" that communicates with a creaking, wind addled rustling.

The treeman is non-violent (unless attacked). It does not speak, but sprouts a single green leaf on the tip of its finger, and leans down to one of the party, showing it to them. The leaf turns yellow then drops off of its own accord, drifting lazily to the ground. The herald then departs.

If the leaf is inspected, a map of sorts is revealed, formed with the leaf's veins and mottled colouration. Holding the leaf tip high, the map indicates:

1. A Heart icon in the centre.
2. Waterfall icon to the north.
3. Dead Tree icon to the east.
4. Ruins icon to the south.
5. Skull icon to the west.

The heart refers to the PCs present location, and the other icons locations to the north, south, east and west of the party, where their shadows are being held captive. If the party travel to the sites, they might find ways to retrieve their shadows and break the connection with (or weaken) the Gorrog.

Naturally the PCs are free to simply ignore all this and go on their way (perhaps heading to the

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nearest outpost or city for protection). Wherever they roam, however, the Gorrog will come for them eventually.

*Herald of the Hunt*, AC 18, HD 12, 2 Batter 3d6, 19: special, S22 D10 C20 I3 P13 W17 Ch4, L11, Mv 20 ft. The herald is immune to nonmagical weapons, except those of *cold iron*. Causes *Injuries* on a natural 19-20 attack roll, 10 ft reach. Fire causes double damage and sends it into a rage, gaining *Off Turn Attacks*.

### Random Encounters

Travelling to and locating the waterfall and other shadow locations takes 1 day from the PC's current, central position. Travelling diagonal routes from say the northern waterfall to the eastern cave takes 1.5 days. An Int (Wilderness Lore) check reduces these times by half a day (a great success also reduces the chances of a random encounter by 20%).

There is a 40% chance of a random encounter every 12 hours, increasing by 10% each morning (max 80%). If a random encounter occurs, roll 1d8, adding +1 for each day that has passed since the PCs' shadows departed.

1. 4d6 *Skorn* (*Beastmen* LFG p.100 or *Midlands* p.104) are sleeping nearby in a small clearing, nestled under ferns and bracken. Their sentry, and two prisoners (rival skorn children, trussed up and gagged) have also fallen asleep. They all look exhausted.
2. 1d4+2 *Giant Scorpions* (LFG p.122) can be heard skittering and chittering beyond the next grove of trees. They are hungry, but wary of foes with large amounts of metal. They will attempt to

snatch up one PC and back away, retreating to their nest (where 3d6 hatchlings await, 1 HD).

3. 2d6 *Ogres* (LFG p.120), led by *Sebbor* (a staggering 11 ft female, tiny eyes, huge jaw, dual axes, 7 HD) are on their way to "talks" with a rival ogre clan (ie armed to the teeth with their biggest, spikiest clubs). Some fresh mansnacks would impress their brutal kin.
4. The forest suddenly drops away into a steep ravine, with a rope bridge crossing (of ancient thuel construction). The bridge is old and worn, but safe enough. There is a 50% chance 1d4+1 *Giant Eagles* or *Dire Bats* (LFG p.100, 106) swoop in to attack those who cross.
5. In an especially dark portion of the forest, a clump of rare *Scaleburn* mushrooms are growing (1 ft, lumpy charcoal coloured top, with lighter spots). An Int (Apothecary) check may harvest 2d4 doses of scaleburn powder (poison, air vector, throw up to 30 ft, affects 5 ft radius, *Luck* (Con) save or 2d6+3 damage for 2 rounds. A failed Apothecary check accidentally triggers a defensive spore puff, causing 1d6 damage to the PC.
6. A pair of *Giant Serpents* (LFG p.122) are nesting here, watching over their clutch of 2d6 infant snakes (3 ft, 2 hp, 1d3 poison damage). Scattered thuel bones conceal some loot (1 x Carry Loot LFG p.136).

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7. A *Pixie (Sprite LFG p.125)* named *Mew* (golden haired, silver wings, carries a tiny wooden sword) has taken a liking to one of the PCs (highest Cha, or perhaps demonstrated a love for wilderness or games in the last few days), and is spying on them from nearby treetops (Perc check to spot). If treated kindly, *Mew* warns that “the *Gorrog* comes” and encourages the party to “fly now, fly away!”.



*Mew* is most exasperated if told that the PCs don't have wings, and no, they aren't hiding them beneath their cloaks. *Mew* can also reveal that the party's “shiny pointers” (swords) and “hard shells” (steel armour) won't help them. The *Gorrog* causes such things to “dull, crack, crumble”. If the party has anything rusty, she points to it for emphasis, “like that”.

If charmed (magically or otherwise), *Mew* gives the party 1d3 doses of pixie

sleep poison (“dreaming dust”) before departing.

8. The party sees/hears trees snapping and breaking 2d4 rounds before the *Gorrog* suddenly arrives. It looses an ear shattering roar, then charges directly at the closest PC (see page 10).

### **Dragon Falls (Waterfall icon)**

The northern water fall is fed by a steady stream cresting a high rise, dropping down 40 ft into a shallow 80 ft pool, before being carried away by underground rivulets. At its peak ancient rocks are carved in the likeness of a dragon's head with open jaws, through which some of the stream flows. The pool and surrounds are lush and verdant, teeming with greenery and speckled with sunlight, somehow penetrating the canopy above.

One of the PCs' shadows (determine randomly) appears to be floating on a calm patch of the pool's surface. Careful inspection for a short period identifies the shadow's owner, and suggests it is “asleep”; stretching and rolling over, as if in bed.

But the shade is not asleep. It is a puppet of the *Bruhga* and very much awake, hoping to lure one or more PCs into the pool. If arrows or similar ranged weapons are fired at the pool or shadow, if “awakens” and flees into the waterfall, disappearing behind it.

If one or more PCs enter the pool, the shade eventually strikes, seeking to wrap icy hands around one adventurer's throat (ideally the owner) and drag them beneath the pool to drown them.

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*Shadow*, AC 12, HD 6, Strangle 1d8+1, 19: the target suffers a moderate madness (Will check resists), S16 D15 C15 I10 P13 W10 Ch7, L8, Mv 30 ft inc walls, ceiling, etc. The shadow is infinitely flexible but not incorporeal and cannot fly. It is immune to non-magical weapons except for silver, cold iron, fire and holy water. On a hit, the target is automatically grabbed by the throat, and a Str contest required to avoid being dragged underwater (see LFG p.159 for drowning).

The shadow is utterly silent, ink black and featureless, but for its overall shape (which conforms with the owner). If reduced to zero hp, it vanishes instantly, reappearing at the side of its owner (completely normal, non-magical; an Arcane Lore check confirms an absence of magic, as does *Detect Magic* (for that PC and their mundane shadow, but not other PCs whose shadows are yet to be restored).

Behind the waterfall is a small 10 ft cave, sacred to local barbarian tribes. It contains a small rock and moss shrine, plus a few years worth of offerings (1 x Carry Loot, 1 x Valuables, 1 x Trinkets & Curios, LFG p.136, 141, 147). If the shadow fled here, it hides behind the shrine, striking when the opportunity arises.

### **Crucifixion Tree (Dead Tree icon)**

The eastern dead tree icon refers to a squat oak tree, long dead and leafless, in the centre of a small 30 ft clearing. Visibility here is particularly dim and the air cold; adventurers without a light source will have disadvantage on vision checks.

The tree at the centre has a skeleton nailed to it, wooden stakes hammered into the hands and forearms pinning it upright. Over time, vines have grown up around the bones, further securing them in place.



One of the PCs' shadows is bound to the bones of the skeleton (determine randomly). If the owner approaches within 40 ft, the shadow manifests, spreading out from the ribcage to envelop most of the skeletal structure. It rattles the bones like a puppet, trying to get free of the tree, but unable to.

The only way to free the shadow is to release the skeleton from the tree. This might be done a number of ways, including for example hacking off the skeleton's arms, shooting it with arrows until it falls apart, burning away part of the tree, prying out the wooden spikes and cutting away the vines, etc.

The skeleton was once *Annash*, a female thuel warrior captured by skorn, tortured and devoured. Annash died horribly, but her suffering did not end there; her soul blighted and bound to her earthly remains as a *Ghost*. Local thuel and skorn tribes are aware of the spirit, and do not venture here.

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If her skeleton is disturbed, Annash's ghost is summoned from beyond the Veil. She is wholly insane, wracked with fury and despair, but how she responds to the PCs depends mostly on how they interact with her bones.

If the skeleton is wantonly and significantly damaged or defiled (cut to pieces, set on fire, etc), Annash goes into a merciless, psychotic rage, seeking to slay every living thing she finds. But if the bones are recovered with respect, and particularly if buried or given funeral rites, her soul is released, and the PCs gain 1 *Luck* (may temporarily exceed normal maximum).

*Annash, Ghost*, AC 12, HD 8, Touch 1d4 + special, 19: the target ages twice as much as usual, S- D15 C- I10 P13 W17 Ch3, L9, Mv 30 ft flying. *Incorporeal* (LFG p.94). A ghost's awful caress instantly ages the target 3d10 years (no *Luck* save) and requires a *Luck* (Will) save to resist a serious madness. A target aged more than its expected lifespan dies a desiccated husk.

Either way, once the bones are removed from the tree, the PC's shadow is freed and instantly returns to its owner (as in **Dragon Falls** on p.6 above).

### Temple Ruins (Ruins icon)

The southern ruins icon is reference to a crumbling temple dating back to the Second Age, sandstone blocks dangerously cracked by sun and rain. A recent wildfire has cleared much of the undergrowth that had reclaimed the area.

The civilization responsible for the temple is long erased, with no surviving books or obvious identifying paraphernalia. Searching the ruins completely might turn up a few preserved inscriptions or sigils (Perc (Detection) check at

disadvantage, suggesting perhaps it was a compulsory "refuge" for unwanted half-elves, spirited away by their xenophobic, and much longer lived, forebears (Int (General Knowledge) check, great success required).

In any event, the site is currently occupied by small warband of *Skorn*; scouts from the prevalent *Shezgak* (fleshfeasters) tribe, identified by their dark purple warpaint.

The warband is led by twin sisters *Mogru* and *Ormus*; 7ft, powerfully built warriors with shaved heads tattooed purple. The sisters are "blessed" with wolf lycanthropy, and command a pack of *Dire Wolves*.

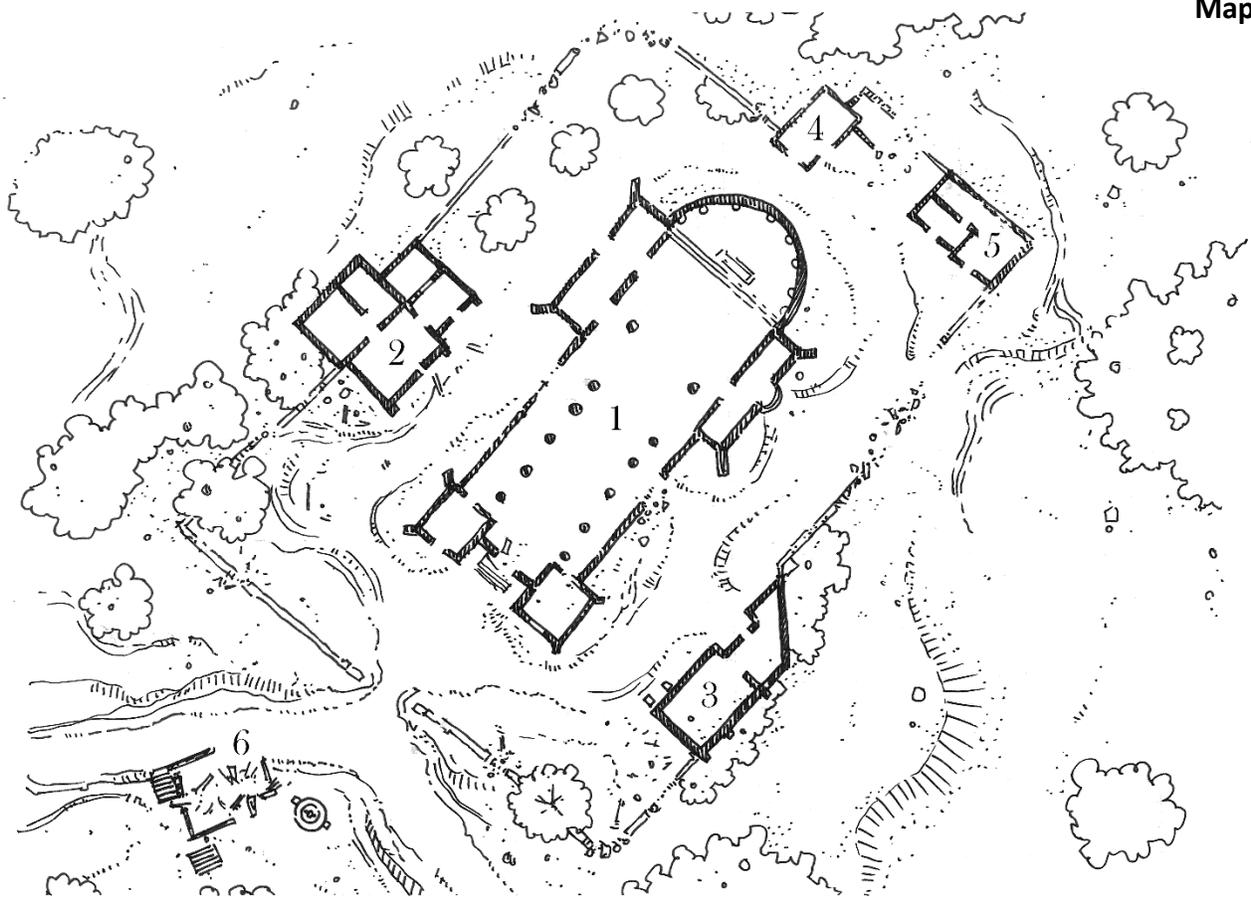
The Bruhga has no power or influence over the skorn. She has however concealed one of the PCs' shadows with one of the dire wolves; it appears as part of the beast's shadow, as if it were riding it. So far, none of the skorn have noticed (indeed, if this is pointed out to them, they immediately attack the beast – correctly assuming it is cursed with forbidden sorcery. Killing the dire wolf releases the shadow (same as earlier sites).

*Skorn*, AC 11, HD 2, Club 1d6+1, 19: the target is clubbed in the head, losing its next action (Luck (Will) save resists), S15 D10 C13 I7 P12 W8 Ch8, L5, Mv 30 ft. Rudimentary dark vision, advantage when detecting danger or scents.

*Mogru & Ormus, Werewolves*, AC 13, HD 6+4, Bite 2d6, 19: a wolf (60%) or dire wolf (40%) comes to the lycanthrope's aid, S18 D14 C14 I10 P15 W13 Ch8, L8, Mv 30 ft. Lycanthrope with all the usual benefits (LFG p.95). May spend an action to exert control and issue orders to wolves and dire wolves, which are compelled to obey.



Map



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Rudimentary dark vision, advantage when detecting danger or scents. Skorn lycanthropy cannot be spread to non-skorn.

*Dire Wolf*, AC 13, HD 3+4, Bite 2d4+1, 19: a wolf (60%) or dire wolf (40%) comes to aid the dire wolf, S18 D15 C17 I2 P13 W14 Ch6, L6, 60 ft. Advantage when tracking and on attack rolls when flanking.

The keyed locations are as follows:

1. *Temple Ruin*, missing most of the ceiling, housing 2d6+12 skorn. One or more cookfires are burning. 50% chance of one or both sisters. Stacked around a broken altar are stolen goods (1 x 4 HD *Lair Treasure*, LFG p.140). In the southern towers, 1d4 skorn keep watch with primitive bows.
2. *Dire Wolf Kennels*. 1d6+1 *Dire Wolves* lair here, compelled by the authority of the sisters. If the sisters are slain, the wolves turn on the skorn, exacting vengeance for past cruelties. There is a 50% chance the wolf with the PC's shadow is here.
3. *Dire Wolf Kennels* as in Area 2. If the shadow wolf is not in Area 2, it is here.
4. *Shaman's Hut*. This ruin houses the skorn witchdoctor, *Raakma* (5 ft, squat and obese, greasy, blood dyed hair, facial scarring). *Raakma* has 5 HD, grants Adv on nearby Skorn morale checks, and carries a random Potion (LFG p.150).
5. *Prison*. This largely intact stone outhouse, patched up with crude wooden panels, houses a prisoner; *Miridine*, the only survivor of a caravan

set upon by the Shezgak. She is delirious with lack of food and sleep, badly injured and obviously tortured. Her left hand has been bitten off. *Miridine* is actually quite wealthy and will pay the party 600 gp if freed and returned home (and will owe them a great debt of gratitude).

6. *Rog*, an exiled *Ogre*, lives in these ruins. He is particularly dull (Int 3), and is effectively the sisters' enforcer. *Rog* enjoys tormenting the smaller skorn, and the sisters enjoy using him to keep the warband in line. He is a status symbol for the sisters, and doubles as an effective porter. 1 x Carry Loot (LFG P.136) may be found here.

### Locating the Shadow

Finding the PC's shadow in this location is like looking for needle in a haystack. If they observe the wolves however, a Perc (Detection) check great success notices it. Alternatively, if the PCs are here during twilight (dusk or dawn), the shadow owner experiences a slight but tangible *pull* in the direction of their shadow. A series of Perc checks will lead them to it. Killing the wolf, or the sisters (and releasing the wolves from their compulsion), frees the shadow (as earlier).

### Battlefield (Skull icon)

The western skull icon represents the overgrown remains of a bygone battlefield, where some chartered explorers, and their mercenary protectors, fought a terrible battle with barbarian forces, leaving both sides decimated.

The dead have lain buried for centuries, their armour stained and pitted, the site avoided by superstitious thuel. With the Gorrog's return, the Bruhga has infused the remains with fey anima,



granting them supernatural grace of movement.

The 4d6+20 skeletons now house one of the PCs' shadows, split up into each of them, which can be seen as a darkness flickering in their ribcage. *All* of the skeletons must be destroyed in order to free the PC's shadow. The skeletons target the owner of the shadow above all others, mindlessly risking opportunity attacks to position themselves to strike.

*Skeletal Mercenary*, AC 13, HD 2+2, Sword/Axe 1d8, 19: another skeleton emerges from the ground to aid this one, S15 D13 C14 I- P14 W- Ch, L6, Mv 40 ft. *Undead* (LFG p.95), automatically sense the living within 60 ft and are immune to piercing weapons such as arrows. If the skeletons are defeated, up to 1d6 pieces of armour or weapons may be scavenged, in addition to

1 x Carry Loot and 1 x Valuables (LFG p.136, 147).

### **The Gorrog Appears**

The Gorrog appears when the triggered on the random encounters table. If the party have left the wilderness and are safely ensconced in an outpost or city, it waits for them to leave before resuming the hunt.

If the party manages to retrieve all of their shadows before the Gorrog is triggered, they manage to avoid the fell beast altogether (it likely eats a tribe of barbarians or skorn instead).

The Gorrog bears no likeness to the unicorn it once was. At 30 hands high (approx 15 ft tall), the hairless creature towers over horses and men, heavy as an elephant, with a single jagged horn and twin, razor toothed jaws.

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*The Gorrog, Boss Monster*, AC 15, HD 13 (96 hp), Horn 2d6 + special, Bite 2d6+2, and Stomp 3d6, 19: the target's metal weapon, shield or armour turns to rust and is destroyed (even chance, no *Luck* save unless a magical item), S21 D8 C23 I- P10 W- Ch-, L13, Mv 30 ft and leap 20 ft. *Boss Monster* with the usual benefits (LFG p.95). The Bruhga imposes disadvantage on Party Retreat tests. Horn attack requires a *Luck* save to avoid a metal weapon, shield or armour (even chance) turning to rust and being destroyed.

For each PC shadow retrieved, the Gorrog loses one of the following special abilities (even chance):

1. *Corroding Hide*: metal weapons striking the Gorrog turn to rust and are destroyed (*Luck* save resists).
2. *Venomous Bite*: the bite attack causes 1d2 Str loss (*Luck* (Con) save resists).
3. *Fey Roar*: When staggered, the Gorrog unleashes a maddening roar; all enemies within 30 ft are *Confused* (as the spell, *Luck* (Will) save resists).

4. *Bruhga's Kiss*: when reduced to zero hp, all enemies within 60 ft of the Gorrog suffer a serious madness (no save).

If destroyed, the Gorrog decomposes within moments in a swarm of buzzing flies, until only the beast's horn remains (substitute for unicorn horn, worth 3d6 x 100 gp, or may be fashioned into a magic weapon that causes the monster's rust effect as part of an action, once every 1d3 days).

### Aftermath

If the party defeat the Gorrog, the Bruhga is outraged, but also bound by cosmic accords to offer the party a boon for defeating her champion (equivalent of a single spell up to 5<sup>th</sup> level, that may be called on at some future time, by invoking the Bruhga's title seven times). The unseelie imparts this understanding to the party during the next twilight, appearing in a fleeting vision as a 7 ft dryad surrounded by curling vines.

If the PCs simply flee the forest, without some or all of their shadows, the Gorrog waits for them in woodland outskirts. The next time they leave civilization, it attempts to resume the hunt. Destroying the Gorrog releases any shadows not yet freed.



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