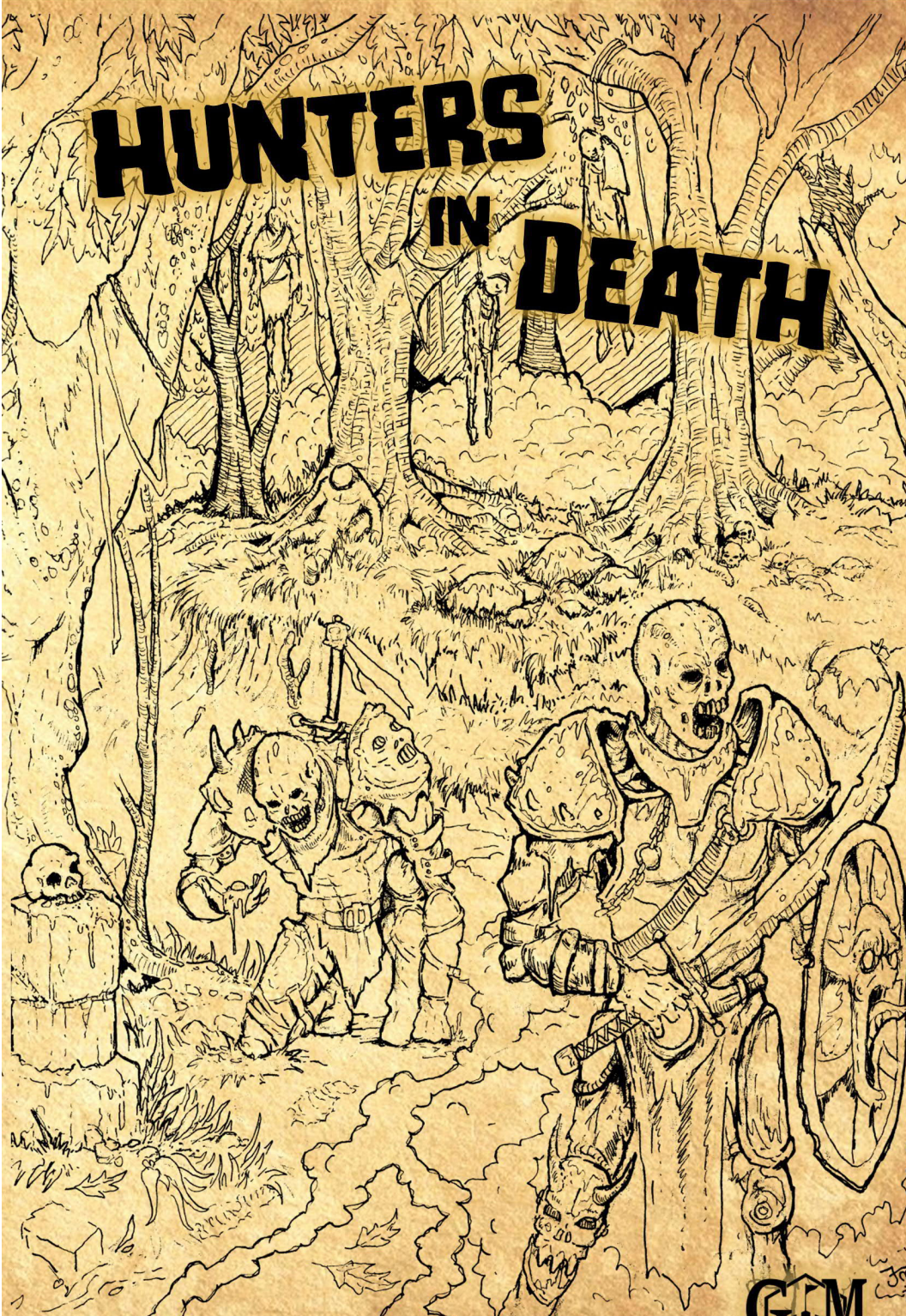


# HUNTERS IN DEATH



**AN OLD SCHOOL HEX CRAWL**





# HUNTERS IN DEATH

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## CONTENTS

Referee Notes....	2
Organizations/Gods....	3
Hounds Head...	4
Side Jobs....	7
Area Map....	8
Random Encounters....	9
Random Barrow Mounds....	16
What Happened to Millford?....	20
Crypt of the Silver Crows....	24
Hunters Crossing....	28

## INTRODUCTION

Holy shit I did it! Zine Quest. Kickstarter, that was a thing. Crazy and exciting. I took some of my gaming friends along for the ride. They'd text me at work as I hit another milestone. I expected 100 backers. Maybe 150 on the high end. Blew right past that. Those of you with a copy in your hands or on your computer screen, I appreciate the support. Thank you.

Are you ready to talk about ways to make your players suffer? Good. Hunters in Death is set in my campaign world, The Komor Forest. I mix horror, suspense, and mystery into my sessions. Along with those elements I like to weave connections between the world and the different adventures. You'll see critical

elements in the adventures and random encounters that can have an effect on future events.

Okay, I am ready to set this ship to sail. I hope you and your friends find the excitement of rolling a 20 at the best possible moment and the laughter of rolling a 1 at the worst possible moment. The latter is a skill I have perfected. Thanks again everyone. I now present to you Hunters in Death.

Enjoy!

## REFEREE NOTES

Hunters in Death is a sandbox hex-crawl, a deadly old school setting. There is no “adventure path”. No pre-set route for the party to take, nor any pre-set outcome. Any adventure can be done at any time. These adventures are not written with gameplay balance in mind. There are encounters that will annihilate a party should they choose a frontal assault. Running away is a viable and wise decision. I’ve provided the framework and details, but as with all the best classic adventures, each referee needs to add their personal touch to make Hunters in Death their own.

The following information presents game mechanics and GM philosophies that are particular to the Komor Forest.

### OLD-SCHOOL ESSENTIALS

I’ve crafted these adventures and designed the setting using the Old-School Essentials (OSE) ruleset. I’ve modified some game mechanics and outlined those changes below.

### MONSTERS

For monsters included in the OSE books I’ve noted their stat blocks in the Monster book and Rules Tome where their stats are found. A goblin entry looks like this: goblin (M28/T164). This gives me more room for content. Those monsters/NPCs unique to the Komor Forest are accompanied by a stat block. I’ve added a section within the stat blocks for valuable things to harvest from the creatures.

### VIZ

Viz is the physical manifestation of magic. It can appear in nature as rocks or flowers, and within monsters with magical abilities. Viz can be used in place of an available spell slot. One viz must be used for each level of the spell cast. So casting a 3rd level spell requires three viz. It is also used to charge magic items.

### HARVESTING

Harvesting certain plants and creatures can benefit the party. It may boost the performance of a spell, increase the potency of a potion, or bulk up their coin purses. The benefits and market value of harvested items are described in the stat block.

### SILVER STANDARD

Silver is the standard form of currency. Gold is considered the currency of nobles, priests, and merchants. Abbreviations used are: copper (cp), silver (sp), hard silver (hs), gold (gp), and a gold crown (gc), which comes in the form of a bar.

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CURRENCY

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20cp = 1sp

1sp = 1sp

1hs = 10sp

1gp = 100sp

1gc = 1000sp

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### HARD SILVER (HS)

The hard silver piece is a special coin found in the Komor Forest. It’s rectangular in shape, 2” in length and 1” wide, with a hole at the top. Hard silver also has a quality that makes it perfect for coating or creating weapons. Hard silver weapons are able to hit creatures that can only be harmed by magic and it does double damage against undead foes.

## **IDENTIFYING MAGIC ITEMS**

Magic-users are able to identify magical properties of items by sacrificing an already memorized 1st level spell for that day.

However, if the magic item has several properties, it may require the sacrifice of a memorized spell of a higher level to understand its powers.

## **LIGHT IN THE KOMOR FOREST**

The Komor Forest is ancient. The trees average 100' to 200' tall and block out the sun. While the undergrowth is minimal, a light source is needed to travel safely.

## **ORGANIZATIONS/GODS**

### **GUILD OF ARCANE LORE**

This is the largest magic-user guild in my campaign. If a character is a member of the guild, they have access to spells and might get preferential treatment from Blake. They have very little influence in Hounds Head.

### **SILENT KNIVES**

The Silent Knives are the largest thieves' guild. They are led by five princes, and each has their own territory. Ivanoff is one of the five princes. A low-level thief character won't have that knowledge, but if the thief proves worthy, Ivanoff will reveal his position.

### **SARRATH, GOD OF ORDER AND DISCIPLINE**

Sarrath is influential due to the nobility who worship him. The temples have groups of street-level forces called the Spears of Sarrath who are recruited from prisons and back alleys. Exemplars are his priests and Mirydots are his champions.

### **DELAQUAIN, GODDESS OF BATTLE AND INDEPENDENCE**

Delaquain is a favored god among the people. She values independence and the courage to say no when everyone else says yes. Her champions are called Lions. It isn't uncommon for a Lion to be a reluctant servant, but in the end they become heroes of the people.

### **POSSIMIUS, GOD OF NOCTURNAL CREATURES**

Humble servants to all. Their priests are known as Parsons. These individuals are great organizers, and each establishes a secret place to store goods for hard times.

### **DEDRAGORIA, THE DIVINE MOTHER AND DESTROYER**

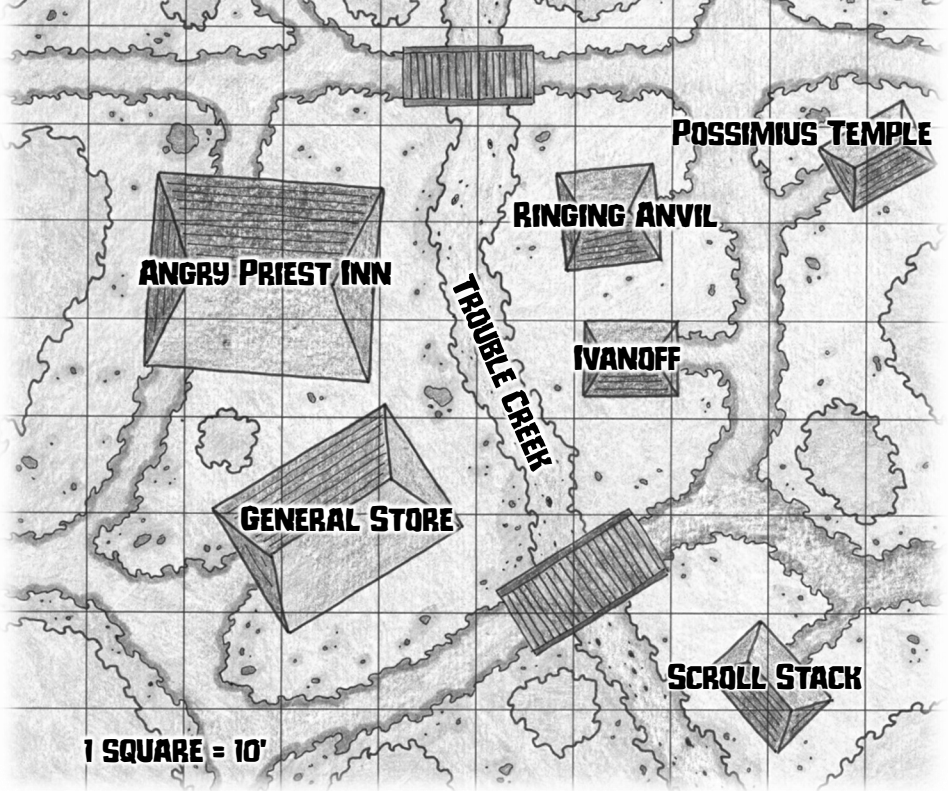
Dedragoria is the first among the five gods of death. She requires blood sacrifices, so her temples are outlawed in the kingdom. Her followers find isolated or hidden places to perform their sacrificial rituals.

### **THE GREAT IMBIBER**

The Great Imbiber is another favored god. Those that follow The Great Imbiber carry wine and ale at all times and never turn down an opportunity to share a story or two.



# HOUNDS HEAD



## HOUNDS HEAD

The entirety of Hounds Head consists of six buildings and several homesteads within a short walking distance. Despite its size, there is a lot of activity. Adventuring groups travel here frequently. Miners use it as a last call before heading into the Gorgon Crags, and as a first call when they bring back a load of ore. Hounds Head also attracts what normal settlements would consider to be eccentrics and outliers, but here they fit right in.

### ANGRY PRIEST INN

Lavinia is the proprietor of the Angry Priest Inn. Standing 6'3", she is rough around the edges and doesn't tolerate nonsense. Her staff consists of two to six people, depending on the traffic coming through. Both experienced and novice adventures frequent the Angry Priest. Some are grown children wearing pots for helmets, barrelheads for shields, and sticks as weapons. Those without money stand along the wall. The tables are for customers. Those along the wall are untrained hirelings. The party can hire their porters, torchbearers, and 0-level fighters.

- Meals are 3sp. There is no menu. She serves whatever she has available.
- Ale is 1sp. On special occasions she'll serve wine and charge 5sp. It's served in the same tankards as the ale.
- There are eight sparsely furnished rooms upstairs which cost 5sp/night. There are no locks on the doors. If you leave your belongings and don't pay the bill, Lavinia keeps what she likes and sells the rest.
- Sleeping in the tavern costs 1sp. She won't see anyone go hungry or sleep outside during bad weather, but she won't tolerate laziness. Scrubbing the floors or tables earns you a spot on the floor.

## GENERAL STORE

Samuel owns and runs the store with his two sons, Elliot and Tag. He wants the business to do well so his sons can take over. He is honest and dislikes haggling, so he gives the best price from the beginning. His inventory consists of new and used adventuring gear, as well as everyday items.

- New equipment listed in the OSE books under 25gp, silver in this setting, is available at double the price, due to costs.
- Used equipment is anything found in the equipment section of OSE. These items are sold at list price. However, there is a 1 in 6 chance the item falls apart or doesn't work. Sometimes magic items slip into his inventory without either the seller or Samuel knowing.

## IVANOFF

Ivanoff, the leader of Hounds Head, lives here. He towers over most, standing 6'6", and has a big beard and a loud voice. Ivanoff is approachable, friendly, and loves to see adventurers. He tries to meet everyone who comes through Hounds Head. He has a job board in front of his house. The referee can develop side quests or use the **Side Jobs** (pg. 7) section.

- Should the party prove to be good people that have helped others in the hamlet, Ivanoff will offer a land grant. Use the OSE basic construction pricing (pg. 45 Genre Rules, pg. 137 Rules Tome). Ivanoff even offers the party the first 100sp towards the construction. He wants good and sturdy people.
- Ivanoff is very proud of his job board, so if the party uses it that makes him happy.
- Ivanoff has leads on locations, situations, or groups that need assistance or killed.

## POSSIMIUS TEMPLE

A humble temple dedicated to the God of Nocturnal Creatures. Parson Robert tends to the temple along with his two acolytes, Christoff and Sena. Sena is devoted to Delaquain but was sent here to learn temperance and humility. Robert is often overwhelmed with the number of wounded or dead brought out of the forest. If there is a cleric in the party he'll ask if they'd be interested in volunteering a day or two to help with the wounded.

- Healing is limited. He only has the ability to heal two times a day. Neither acolyte can heal, but they are able to use natural herbs and medicines to help stave off infection. A donation of coin

or equipment is required.

- Beneath the temple is a secret warehouse of goods. Temples of Possimus always prep for bad times. Should Hounds Head experience hardship, Parson Robert provides the people with basic supplies and equipment as needed.

## **RINGING ANVIL**

Kovac runs the Ringing Anvil with his oldest daughter Certes and his son Sev. This is an open pole structure with a smelter located in the corner. Kovac makes his living by buying scrap metal from adventurers. He smelts the metal into ingots to sell them to the miners that return from the Gorgon Crag.

- Buys scrap at 1sp per 100 coin weight of the item. Sev handles all scrap purchases. Even though he's still a child, he's intelligent and knows how to handle himself.
- Repairs metal items for 10% of the item cost.
- Certes creates the shields. She has raw talent. Her shields are rough but durable. She charges list price for them.

## **SCROLL STACK**

Home of Blake, member of the Guild of Arcane Lore. It has an unusual look, having two roofs. Blake had a leak once that ruined a shipment of parchment and doesn't want that to happen again. Blake is a scholar of the Komor Forest and the Northmen. He collects unusual specimens of flora and Northmen artifacts. Inside, his home is a chaotic array of tomes and maps. Red, his wolfhound, use dire wolf stats (M66/T202), is friendly unless he or Blake are threatened.

- Trades and sells rumors and information

about The Komor Forest, including maps.

- Identify a magic item for 100sp.
- Blake receives a dozen healing potions every month from the guild. He uses these to trade for Northmen artifacts, or as payment for a favor. He never sells these for coin.
- Buys Northmen artifacts.



## SIDE JOBS

### NORTHMEN WEAPON

**Task Giver:** Blake

Blake is in need of a few Northmen weapons. He has several weapons that are broken and damaged, but he wants intact weapons. There are barrows east of Hounds Head. He believes they are the closest and best place to find what he wants. The weapon type doesn't matter.

Roll on the **Random Barrow Mounds** (pg. 16) table to generate the barrows.

**Reward:** 100sp.

### INGREDIENTS THAT HEAL

**Task Giver:** Samuel

Samuel at the General Store has a cousin, Merl, who is an alchemist in Scorn. Merl agreed to make a batch of healing potions, but he wants an ingredient in trade. The ingredient is phasa bulb root. Phasa is a large bush with a tangle of roots. Each bush has between two to four bulbs. Merl wants ten phasa bulbs. Samuel mentions that boars (M8/T144) love phasa root.

**Reward:** Two healing potions.

### DEFEND THE FOOD

**Task Giver:** Glidia

Glidia runs into Hounds Head pleading for someone to help her father, Ollen, who's fighting goblins (M28/T164) just down the road. Ollen is militia-trained and he's killed two of the goblins, but is wounded as he fights off the rest. He was to deliver four crates of iron rations to the Possimus Temple and two crates to the General Store. Ollen has two extra crates of rations which he'll give to the party for saving him. A crate holds ten iron rations.

**Reward:** Twenty days of iron rations.

### ANNOYING BANDITS

**Task Giver:** Ivanoff

Ivanoff believes there's a group of bandits (M4/T140) north of Hounds Head setting traps in the forest. He wants the adventurers to shut them down. The forest is dangerous enough, without the threat of getting injured and robbed in your own backyard.

**Reward:** 200sp and a future job.

### FIND HARLAN

**Task Giver:** Lavinia

Harlan went to one of the homesteads to get ale. He's late. Lavinia wants him found. She thinks he may be drunk. Or dead.

Either way, she needs the ale. Harlan is a few miles south of Hounds Head, hiding in the forest, as a group of stirges (M57/T193) are draining the life out of his mule.

**Reward:** Free room and board for two days.

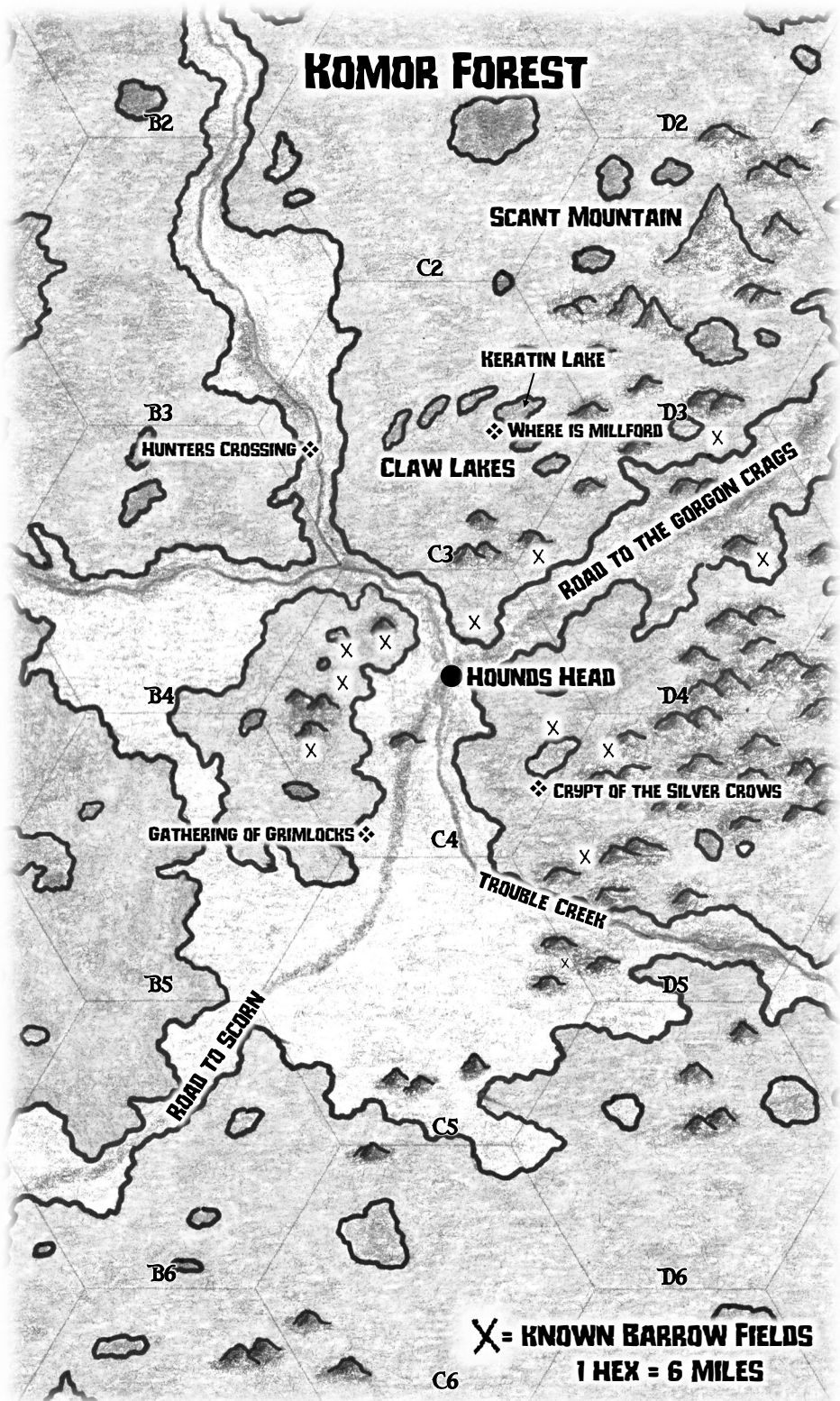
### HARPY FEATHERS

**Task Giver:** Blake

A group of adventurers bragged about killing a harpy north of Hounds Head. Blake inquired if they found a red feather on its neck. In their drunken stupor he interpreted their gibberish as they had not. He requests the party retrieve the red feather. The guild is interested in acquiring one. There are three tiger beetles (M7/T143) munching on harpy guts. The tiger beetles will damage the red feather if they are not stopped.

**Reward:** A 1st level magic-user scroll, randomly determined or 100sp.

# KOMOR FOREST



**X = KNOWN BARROW FIELDS**  
**1 HEX = 6 MILES**

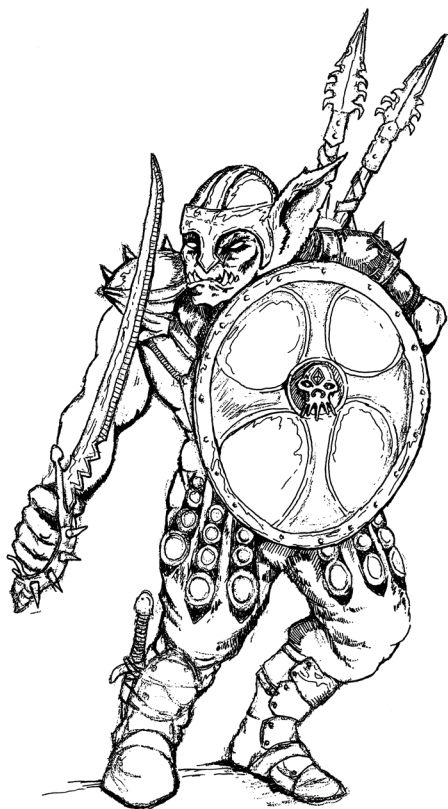
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# RANDOM ENCOUNTERS

Use the following table when the party travels within the Komor Forest. The forest is rife with predators looking for a good meal or extra coins.

Because of the density of life and activity within the Komor Forest, there is a 2 in 6 chance every 3 turns for a random encounter. If the party camps and builds a fire, the chance of a random encounter increases to 4 in 6.

Random encounters can change the party's course of action. The referee should consider the encounters and decide how to introduce them to the party. Not all encounters need to end in combat.



4D6	RANDOM ENCOUNTERS
4	Giranyu Gate*
5	Izarath*
6	Patra*
7	Hag Moths
8	Standing Stones
9	Giant Centipedes
10	Wolves
11	Gnolls
12	Stirges
13	Goblins
14	Bandits
15	Corpse
16	Victim of the Hunters
17	Skeleton Hoard
18	Owlbear
19	Harpies
20	Grimlocks
21	Barrow Mounds
22	Bob Bob*
23	Luguria*
24	Thaddeus and Rand*

The encounters with an asterisk are unique creatures or situations. These encounters are useful as planned events during the party's journey.

Some of the encounters have multiple versions. Get your d4 ready to roll.

A reminder, monster entries that are in the OSE Monster and Rules Tome books are noted as such.



#### 4. GIRANYU GATE\*

A natural arched rock formation that has an ancient sentience. The Northmen called it Giranyu, meaning a Path to the Where. When this gate is encountered the arch has a strange luminescence that fades and then intensifies. When a person stands before the Giranyu they may state where they wish to go, even if it's a different plane of existence or a different time. This is a one-way journey.

#### 5. IZARATH\*

Izarath is a mane, spawned from the larva pit of the hag, Narix. Her hounds are hunting for Izarath. She wants her periapt returned. Izarath promises treasure if the party assists in hiding it. If done, Izarath tells them to look for the drowned, one-eyed demon at the southern tip of Keratin Lake. See the adventure **What Happened to Millford?** (pg. 20).

#### IZARATH (MANE)

**AC** 7 [12], **HD** 1 (6hp), **Att** 2 × claw (1d2), and 1 × bite (1d4), **THAC0** 19 [+0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Chaotic, **XP** 20.

**Mundane damage immunity:** Only harmed by magical attacks.

**Reform:** Killing a mane dissipates them into a stinking cloud of vapor. They reform after one day.

**Harvest:** None

Izarath is terrified of Narix. She planned to consume the extra manes in her service. The only true way to destroy a mane. If there is a chaotic aligned party member, Izarath agrees to assist him or her.

This encounter could happen more than once if the party kills Izarath. It reforms after one day.

#### 6. PATRA\*

Running through the forest is a terrified girl. Hair is torn from her scalp and dried blood covers her face. She runs to the party if she sees them. Her eyes are wide, her heart pounding. She points to a dark mass in the forest. At first it looks like a deep shadow, but then it moves and lurches forward. The little girl covers her ears and closes her eyes.

A shadow king (think rat king) moves in jerking motions, which makes it lurch awkwardly.

#### SHADOW KING

**AC** 7, **HD** 5 (26hp), **Att** 1 × touch (1d4 + strength drain), **THAC0** 15[+4], **MV** 30' (10'), **SV** D10 W11 P12 B13 S14 (F5), **ML** 12, **AL** Chaotic, **XP** 350.

**Strength drain:** Victims lose 1 STR per hit. Recovers after 8 turns. If reduced to 0 STR, the victim becomes a shadow.

**Mundane damage immunity:** Only harmed by magical attacks.

**Spell immunity:** Unaffected by *charm* or *sleep* spells.

**Harvest:** 0 to 3 viz

Patra stays with the party until she is returned to Hounds Head. Robert in Hounds Head will take her in.

#### 7. HAG MOTH SWARM

A flurry of hand-sized moths descend from the trees and swarm the party. Torches or a campfire attracts larger swarms (4HD). Lanterns attract medium swarms (3HD). A magic light source attracts the smallest swarm (2HD).

## HAG MOTH SWARM

**AC** 7[12], **HD** 2/3/4 (9/13/18hp). **Att** 1 x swarm (1hp + poison), **THAC0** 18 [+1]/17 [+2]/16[+3], **MV** 30(10°)/60°(20°) flying, **SV** D14 W15 P16 B17 S18 (NH), **ML** 11, **AL** Neutral, **XP** 20/35/75.

**Poison:** Hag moths have poisonous spines that cause excruciating pain. Characters are at -1 penalty to all rolls until the affected area is washed. These penalties accumulate.

**Size:** 10' x 30' area.

**Immunity:** Only harmed by fire, extreme cold, sleep spells (affect the whole swarm), and smoke drives them away.

**Swarm attack:** Automatically strikes characters within swarm area.

**Harvest:** None

## 8. STANDING STONES

These stone monoliths average from 5' to 12' in height. The stones were constructed by the Northmen to honor a person, an event, or to serve as a warning. A *Read Languages* spell is required to interpret what is written upon the stone.

(1) The stone is worn smooth.

(2) A warning. The dead do not rest in the forest. To drive the point home, the adventures notice they stand on bones that surround the stone.

(3) You stand upon the ground where Ivar, the Slayer of the giant Ocupinica, felled the two-headed abomination. It takes one turn of searching to find the giant skulls, half-buried in the dirt.

(4) Site of the Village of Sortic. The one hundred and fifty-two souls vanished from here on the third day of Hundred. Scattered around the area are the stone foundations of forty-two buildings. The area is picked over and nothing of value remains.

## 9. GIANT CENTIPEDES (M11/T147)

(1) A swarm of giant centipedes feast on the plump corpse of a giant spider. In the trees is a mass of webbing. A humanoid shape is encased in the web. Inside is a desiccated gnoll. It carries 11hs on a necklace.

(2) A single giant centipede emerges from the undergrowth and attacks.

(3) Three giant centipedes have treed a screaming halfling. In two rounds the centipedes can attack. The halfling, Orion Patterpith, says he travelled with a group he met in Hounds Head, but they were killed while exploring a barrow. In truth, he ran when the corpses attacked. He's doesn't know if they lived or died.

(4) Four giant centipedes drop from the branches, surprising those below.

## 10. WOLVES (M66/T202)

Wolves travel in packs of 1d6+10. They stay at a distance, preferring to stalk their prey. There is a 1 in 6 chance the wolf pack is led by a dire wolf.

## 11. GNOLLS (M27/T163)

Gnolls hunt in groups of 1d6+2. They prefer to attack weaker creatures. If magic is present they cower and flee. If eight gnolls are encountered they are led by a brute gnoll (16hp). There is a 2 in 6 chance they are drunk, in which case they go last in combat and have a -1 penalty to hit.

## 12. STIRGES (M57/T193)

Stirge nests are common in the forest. They are often heard before seen. They live within trees near bodies of water and swarm from above. There are 3d6 stirges in a swarm. There is a 1 in 6 chance a drained corpse lies nearby with 30sp worth of gear.



### 13. GOBLINS (M28/T164)

Goblins come in all varieties. They are typical savage, but there are organized goblins who understand that survival demands cooperation. There are also goblins who integrate themselves within communities of the other races.

(1) A group of goblins frothing at the mouth are insane with hunger. They haven't eaten in six days, and they are weakened (2hp each), and attack with mindless rage. If food is offered they drop their weapons to eat.

(2) A pair of goblins named Edward and Chuck got lost. They have a bag of berries they need to return to Hounds Head to sell to Lavinia so she can make her pies. When they speak, Edward starts the sentence and Chuck finishes it.

(3) A group of armed goblins march in a single file, weaving through the forest. If attacked, half take up the front line and form a shield wall. The other half attacks with short bows. They have a leader (4hp). While the leader lives their morale is 9.

(4) A single goblin with red eyes stumbles through the forest. It lashes out at unseen attackers. It is infected with Goblin Rage. If there are any goblins in the party they warn the others to stay away. It is highly contagious, but only to other goblins. It attacks until dead.

### 14. BANDITS (M4/T140)

(1) Hidden amongst the trees are bandits armed with bows and spears. They attempt to surprise the party before sliding down ropes to engage in melee combat.



(2) A group of men sit in a circle around a small, covered fire. They pass around a single rabbit on a stick. The men's cheeks are sunken from hunger. Many of them have suffered injuries. If the party treats them well there is a 3 in 6 chance 1d4 will offer their services as a hirelings.

(3) A few men run out of the forest, eyes wide with terror. They point to the trees behind them. All they want is to run. If subdued they say that their party was slaughtered by a pair of hunters. A few hundred yards away are a six men sliced open and hung from the trees.

(4) The party is ambushed by a group of halfling bandits led by the notorious Maxton Portly. They use their ability to hide within the forest to their advantage and attack from afar with missile weapons. Maxton worships Dedragoria.

### **MAXTON PORTLY 3RD LVL HALFLING**

**AC** 5[14], **HP** 9, **Att** 1 x by weapon, **THACO** 19 (+0), **MV** 60'(20'), **SV** D13 W14 P13 B16 S15, **ML** 9, **AL** Chaotic, **XP** 35.

**STR** 10, **INT** 12, **WIS** 11, **DEX** 16(+2), **CON** 9, **CHA** 8(-1)

**Items:** leather armor, short sword, short bow, 20 arrows, dagger, backpack, 50' rope, vial of holy water, grappling hook, tinder box, lantern, 3 oil flasks, large sack, 5 lockpicks, 2 small sacks, waterskin, and 5 standard rations, 63sp, 11cp and 3 uncut topaz (25sp each).

### **15. CORPSE**

(1) A mauled bugbear has a massive hole in its stomach. Tufts of brown coarse fur are in its hands. It has five opals in a pouch (10sp each).

(2) A female dressed in plate mail sits propped against a tree trunk. Her armor is riddled with arrows. On closer inspection

her body is infested with insects. With minor repairs the armor is salvageable. Tucked into her armor is an old map that leads to a king's barrow (see the **Random Barrow Mounds** tables pg. 16).

(3) Thirty-four goblin bodies litter the forest floor. Several of the bodies are missing limbs and some have been cleaved in two. Carved into a tree near the body of the largest goblin are the words "Kojak Doorknobbane was here!"

(4) Three human bodies and one dwarf body lie in the underbrush. All of their throats have been slit. They've been stripped of their possessions.

### **16. VICTIM OF THE HUNTERS**

Three bodies hang from the trees. One hangs by the neck, one under the shoulders, and the last one dangles by his ankle. They've been sliced open from throat to groin. At the base of the tree are their possessions. There is 2d6 x 10sp worth of adventuring equipment. These are the victims of Thaddeus and Rand.

### **17. SKELETON HORDE (M53/T189)**

There are 4d6 x 10 skeletons walking through the forest. They swarm towards any movement.


### **18. OWLBEAR (M47/T183)**

Owlbears are common in the Komor Forest. They are solo hunters, but there is a 1 in 6 chance of finding a mating pair. They never flee from combat. Their bodies contain 1d4 viz.

## 19. HARPIES (M31/T167)

In the highest branches is a nest of harpies. Their song filters down and all those below must make a save or fall under their charm. These harpies have other creatures charmed - (1) Goblins (2) Ogre (3) Gnolls (4) Bandits - to fetch them food and help defend the nest. There are 2d4 harpies in the nest at one time. As a side note, each harpy possesses a red feather located on their throats. It is used to create *Charm Person* scrolls. Blake will purchase the red feather for a 1st level spell or 100sp.

## 20. GRIMLOCKS



Grimlocks explode out of the ground around the party and attack. Their milky white eyes stand in stark contrast to their black hair. They make an awful noise as they emerge, and are armed with stone weapons. There are two grimlocks to each character and a 1 in 6 chance they are accompanied by a pair of white apes (M4/T140).

### GRIMLOCK

**AC** 5 [14], **HD** 2 (9hp), **Att** 1 × weapon (2d4 or by weapon), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Chaotic, **XP** 20.

**Infravision:** 90'.

**Hate the sun:** -1 to-hit in full daylight.

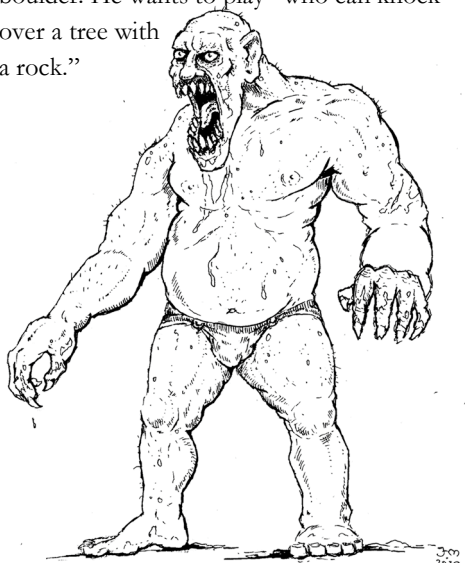
**Harvest:** None

## 21. BARROW MOUNDS

Please roll on the **Random Barrow Mounds** tables (pg. 16)!

## 22. BOB BOB\*

Bob Bob is a 12' giant and wears the tiniest groin cover. His muscular arms and hands can tear a breastplate in half with ease. His gaping maw is full of nasty, long, brown, sharp teeth that can bite off an arm. Bob Bob is known and liked by the locals. He helps protect the homesteads from the other hostile creatures. They lay out offerings to the giant, but don't get too close. Bob Bob means to do good, but smashes things accidentally. (1) Bob Bob is sitting under a tree making loud chewing noises. He recently got a sack of potatoes from one of the homesteads. (2) Bob Bob is arguing with a tree because it is in his way and he wants it to move. He keeps smacking it. (3) A thunder storm rolls in and the party hears a high-pitched scream. Trees move and smaller ones fall as Bob Bob runs through them. There is a 50% chance he runs directly at the party. Anyone hit by Bob Bob takes 1d6 damage. He keeps running and screaming. (4) Bob Bob waves at the party and walks over to a boulder. He wants to play "who can knock over a tree with a rock."



## BOB BOB\*

**AC** 5 [14], **HD** 6 (28hp), **Att** 1 × strike (2d6) or boulder (3d6), **THACO** 13 [+6], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (6), **ML** 9 (4 vs thunder storms), **AL** Neutral, **XP** 275.

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**Boulder throwing:** Up to 100'.

**Friendly:** Bob Bob likes to make friends.

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**Harvest:** None

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### 23. LUGURIA\*

Luguria is a demonic entity that has used its magic to manipulate its appearance into that of a tall, thin man. It struggles to carry a heavy satchel slung over its shoulder. It is a peddler in rumors, tall tales, history, spells, and esoteric information. Within its satchel are tomes, scrolls, and folios for sale. It speaks with a slow, exaggerated pronunciation of each word. In the *Lingua Demonica*, Luguria translates as Lure Without Truth. It offers all information for a price, but it leaves out important details. The spell scrolls are accurate, but it's added details that have a demonic taint. Only those educated in demonic lore will detect it. The taint remains when the spells are copied into a spellbook. When the spell is memorized the magic-user must make a save vs. spell. If the save fails the magic-user becomes chaotic and indifferent to helping others.

It has 1d6 scrolls. Roll a d6 to determine the level (1-3) 1st level, (4-5) 2nd level, (6) 3rd level. 1st level spells sell for 100sp, 2nd 200sp and 3rd 400sp. To determine which spells roll on the magic-user spell table. It also carries 1d4 random books.

Luguria has no interest in combat. It'll cast *Charm Person*, *Sleep*, *Web*, or *Hold Person* to

pacify its attackers. However, if a fight ensues, Luguria reveals its true form, that of a 15' tall bloated demon with a thousand cuts in its skin. Noxious black bile spews out when it moves. Its face looks like an expressionless piece of obsidian. Its four arms end in sharpened bone. Those that look upon Luguria must make a save vs. spell or run in fear, as per the spell.

## LUGURIA\*

---

**AC** 3 [16], **HD** 8 (34hp), **Att** 1 × strike (1d6+poison) or spell, **THACO** 12 [+7], **MV** 90' (30'), **SV** D8 W9 P10 B11 S12 (8), **ML** 11, **AL** Chaotic, **XP** 275.

---

**Fear:** Upon revealing its true form, all those in line of sight must make a save vs. spell or become overwhelmed with fear, per the spell.

**Poison:** On a failed save the victim dies within 1d10 days. Until then, no strenuous physical activity is possible, and the victim's movement is limited to walking at half speed.

**Spell Use:** Can cast any 1st through 3rd level magic-user spell. It can cast six levels worth of spells per day.

**Death:** Should the demon die it turns into a black vapor and reforms the next day.

---

**Harvest:** When the demon's body turns to vapor it leaves behind a black ichor. A demonic form of viz (2d6 found). It has a strong sulfuric odor, and is not welcome in temples.

---

### 24. THADDEUS AND RAND\*

The Hunters in Death themselves.

Revenant brothers who roam the Komor Forest looking to hunt down victims and then hang them from trees as grotesque trophies. For their stats, please see the adventure **Hunters Crossing** (pg. 32).



# RANDOM BARROW MOUNDS

Many barrow fields are hidden within the Komor Forest. A few, but not all, barrow fields are noted on the map. Use the following tables to determine the number of barrows, populate them, and to determine the treasures within.

The undead encountered outside the barrows have no treasure or salvageable equipment, but the bandits and acolytes do.

## 2D6 NUMBER OF BARROWS

- 2 - 3 None. It looks like the map was marked in error.
- 4 Barrows are destroyed, either by weather or creatures. Only bones and rock remain. If the party sifts through the debris there is a 1 in 6 chance of finding something. Roll on the treasure table.
- 5 - 6 A single barrow.
- 7 A field of 3d6 barrows.
- 8 - 9 Crow temple.\*
- 10 A field of 1d6 barrows.
- 11 A hero's barrow.
- 12 A king's barrow and 3d6 barrows.

\*Roll twice on the Barrow Residents Table.

## 2D6 BARROW RESIDENTS

- 2 **Giant skeleton warrior.** Stands over 8' tall and wields a two-handed weapon.
- 3 A group of **Dedragoria Acolytes** (1d4+1) are performing a ritual. They are accompanied by **skeletons** (1d6). If left to complete their ritual, another 1d6 skeletons rise from the ground.

- 4 A group of **bandits** (2d6) battle skeletons (1d6). If there are more than 10 bandits, a **boss bandit** is present.

- 5 Humanoid creatures (1d3+1) fight over the corpse of a deer. These humanoids are **ghouls**.

- 6 - 7 There are 2d6 **skeletons** accompanied by a **skeleton warrior**.

- 8 - 9 There are 3d6 **skeletons** wandering the area.

- 10 **Skeletons warriors** (1d4+1) stand guard.

- 11 A lone **dire wolf** has chosen to bed down amongst the barrows.

- 12 No sign of creatures. Spooky.



## ACOLYTE, DEDRAGORIA

AC 2 [17], HD 1 (4hp), Att 1 × mace (1d6), THACO 19 [0], MV 60' (20'), SV D11 W12 P14 B16 S15 (C1), ML 7, AL Chaotic, XP 10.

Harvest: 1d6sp

## BANDIT

M4/T140

Harvest: 1d6sp

## BANDIT, BOSS

AC 5 [14], HD 2 (9hp), Att 1 × weapon (1d6 or by weapon), THACO 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15 (T2), ML 8, AL Chaotic, XP 15.

Harvest: 3d6sp

## GHOULS

M25/T161

**Harvest:** A ghoulish paralysis secretion gland is the main ingredient in the ink of a *Hold Person* scroll.

## SKELETON

M53/T189

Harvest: None

## SKELETON, GIANT

AC 5 [14], HD 5 (22hp), Att 1 × weapon (2d6 or by weapon), THACO 15 [+4], MV 90' (30'), SV D10 W11 P12 B13 S14 (5), ML 12, AL Chaotic, XP 175.

**Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

Harvest: None

## SKELETON, WARRIOR

AC 5 [14], HD 2 (8hp), Att 1 × weapon (1d6), THACO 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (2), ML 12, AL Chaotic, XP 20.

**Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

Harvest: None

## WOLF

M66/T202

Harvest: The pelt is worth 25sp.

## WOLF, DIRE

M66/T202

Harvest: Pelt is worth 50sp. Fangs are worth 35sp.



The number of times a referee rolls on the Barrow Treasure table is determined by who's barrow it is.

- A normal barrow: roll once.
- A crow temple: roll twice plus 1d6 death coins (pg. 29).
- A hero's barrow: roll three times and multiple the coins by three.
- A king's barrow: roll five times and multiple the coins by five.

Some treasures are unique and noted by an asterisk. Roll again.

### 3D6 BARROW TREASURE

3 Roll on the magic treasures table.

4 Hard silver, spiked shield. It is heavy. Only a character with a 13+ Strength can use it properly. The spike does 1d4 damage (500sp).

5 A hard silver ring with a large emerald in the setting (500sp).

6 A quiver with 5 arrows. The arrows have hard silver tips (5sp each).

7 A silver torc necklace (100sp).

8 A pouch of 1d4+2 viz (100sp each).

9 A throwing axe blade. Exceptional quality, +1 to hit, non-magical.

10 A goblet of 5d6 gems (20sp each).

11 1d4 death coins (pg. 29).

12 Copper drinking horn (10sp).

13 4d6 hard silver.

14 Wolf-shaped silver ring (10sp).

15 Poisoned 3d6 hard silver coins. Save vs. poison or take 1d6 damage.

16 Silver statue of a crow (250sp).

17 A hard silver rod with runes etched into its surface. It gives the name and lineage of the corpse (100sp).

18 Roll twice.



1 **Spear of Morker\*** is a black spear, infused with a demon. The wielder can call upon the darkness, as per the spell, once per day. The demon promises more power. For a hidden price.

2 **Dueling Drinking Horns.** These paired horns are of excellent craftsmanship. Northmen used these in their competitive drinking games. Two contestants are required to continue drinking until the other passes out. Only a *Remove Curse* spell ends the contest early. A save vs. poison is required after each round of drinking. On a failure, the character falls unconscious for the entire day. Many drinking duels ended with both contestants unconscious.

3 A **Key of Preservation** is enchanted to preserve any contents placed within. Inside is 15.5 gallons of ale.

4 A **Demon Vessel**, is used to capture demons to stop them from reforming. For example, a man which is killed would normally turn to gas and reform the next day. The vessel captures the gas and halts the process. Only one demon can be held per vessel.

5 **Boots of Travel\*** are made of a strange, reptilian leather. They allow the wearer to teleport 10' to a location that is visible to the character. The boots require recharging with viz and can hold up to three charges.

6 A **Coin of Chance** is made of hard silver with intricate runes engraved on one side and blank on the other. The bearer reduces the chance of a random encounter by 1.

7 **Skuller\*** is a hard silver battle axe that pulsates with an eerie green glow. It does triple damage against all undead.

8 **The Mask of Skydd\*** is a metal mask with intricate details. When magic is used against the character gains +2 to magic based saves. However, the mask also affects beneficial spells. To have those take effect, the recipient must fail his save. The mask prevents its wearer from casting spells.

9 **Potion of Might**, increases Strength to gain +1 to hit and damage for one day.

10 **Short Bow of Aridium**, while not magical, it adds the strength bonus to the user's damage.

11 **Ring of Elven Grace.** These rings were given to Northmen heroes to aid them in their battles against the undead. The ring makes the wearer immune to a ghoul's paralysis touch.

12 **Gloves of the Wood Golem\*** permit the wearer to carve and command a wood golem. The gloves require three viz to charge.

# WHAT HAPPENED TO MILLFORD?

Gene Millford hasn't been to the Angry Priest Inn for a couple of weeks. He's a trapper by trade, and a very popular guy. He likes to get drunk and sing dirty songs. His fellow tavern dwellers wonder where he's been. He bragged about a spot he found at the south end of Keratin Lake where the muskrats are as big as pigs.

## TRAVELING TO KERATIN LAKE

There are many game trails that wind through the forest to the lake, but they're confusing and it's easy to get lost. Hounds Head has a few guides that may help...for a price.

**Corby** is small, even for a goblin, but his voice is loud. Locals call him 'little horn'. He'll take the party to the lake for 10sp, but warns he isn't a fighter, he's lover.

**Hilgrid** is a hunter. He wears worn leathers, is armed with a short bow and sword. Hilgrid is no friend of Millford's,

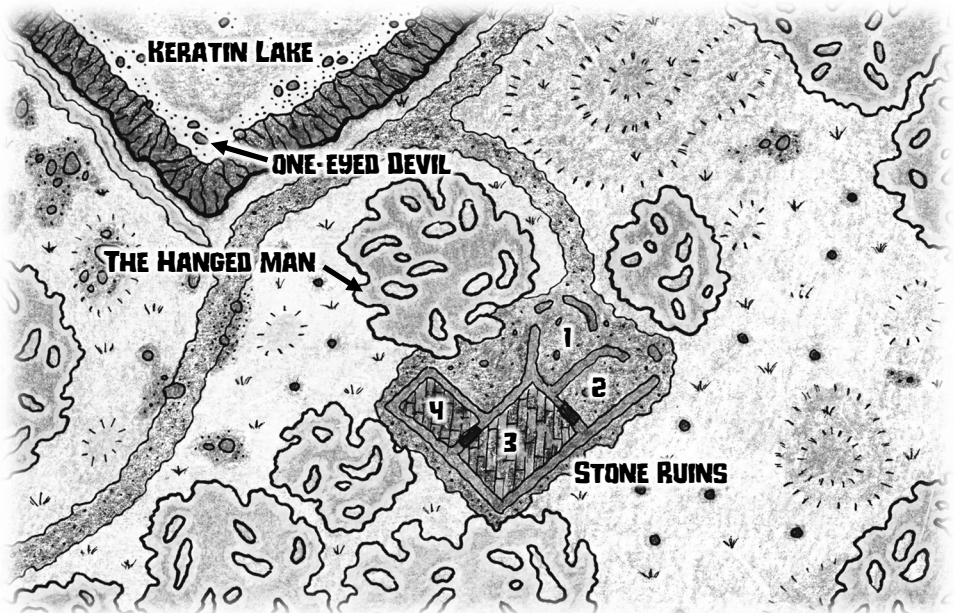
but Hounds Head protects its own. He requests 40sp upfront and a share of any treasure they may discover.

**Dariel** has a falcon perched on her left shoulder, a bow slung over the other, and a pair of hand axes at her hips. She knows Millford and is glad to help, but her time is money. She'll charge the party a reduced rate of 25sp. Like Hilgrid, she wants a share of any treasure found. Arrows and axes cost money.

If the party leaves without a guide there's a 2 in 6 chance they become lost. Add 1d4 hours to their travel time which results in more random encounter rolls.

## APPROACHING LAKE KERATIN

After two hours the game trail opens into a wide path which leads to a stone building. Four large dead trees are in front of the building, and many old ropes hang from their branches.



A man (not Millford) hangs by his ankles from one of the ropes. His throat has been slit to the bone. Below the body is a gray-skinned humanoid that moves in quick, jerking motions. It licks the ground.

## GHAST

**AC** 4 [15], **HD** 4 (18hp), **Att** 2 × claw (1d4 + paralysis), 1 × bite (1d6 + paralysis), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Chaotic, **XP** 175.

**Paralysis:** For 2d4 turns (save vs. paralysis). Elves and creatures larger than ogres are affected. After paralyzing a target, ghosts will attack others.

**Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

**Carrion Stench:** A ghost exudes a 10' radius of carrion stench which causes retching and nausea unless a save vs. poison is made. Those that fail their save, attack at a penalty of -2 to their 'to hit' rolls.

**Harvest:** A ghost has a gland that causes its paralytic affect. A *Hold Person* scroll uses the gland ground into an ink.

The victim's belongings are nearby. The party can salvage a broken bow, two broken hand axes, and chainmail coated in dried blood with two arrow holes in it. Broken oil flasks within the backpack ruined all the contents except for six iron spikes and a pouch with 10sp and 8cp.

## KERATIN LAKE

Keratin Lake is known for its enormous frogs, muskrats, beetles, snakes, and beavers. Millford likes to set traps here. If the party inspects the shores of the lake there is a 3 in 6 chance of encountering one of his traps. There is also a 3 in 6 chance to detect a trap if the party searches

the area. Stepping on a trap does 1d6 damage. If max damage is rolled the ankle, or shin in the case of shorter folk, is broken. This reduces movement by 75% and the victim suffers a -4 penalty on 'to hit' rolls in melee, but no penalty if shooting with a bow while stationary.

There is a beaver leg stuck in a trap. Its former owner chewed it off to get free. This caught the attention of a pair of giant crabs. They are aggressive and attack if the party gets close.

## CRABS, GIANT

M12/T148

**Harvest:** Ten pounds of crab meat can be harvested from one crab. An ounce of crab meat sells for 5sp. However, the crab meat spoils quickly.

## ONE-EYED DEMON

Looking across the lake just above the dark waters, the party sees the horned head of a large demonic creature staring back at them. Half of its face is broken off. The head belongs to a 30' tall statue hidden within the water.

Hidden in the statue's head is a bag of assorted gems (500sp total). One of the gems is the Eye of Narix, which is the periapt of a night hag (see **Random Encounters Table, Izarith**, pg.10). It provides the wearer +2 to all saves and cures disease. After ten uses, it crumbles to dust. Viz cannot recharge this item. Narix wants it back.



## STONE RUINS

The stone walls are crumbling and sections of the north wall are missing. The roof has several large holes. And someone has cleared the debris away from the door.

1. There are two large muskrat skins stretched on racks. Three bear traps hang on the wall.

2. Firewood is chopped and stacked under a solid section of the roof to keep it dry. A stump, with an axe in the center, is nearby. The heavy wooden door has damage. A pair of arrows are buried deep within the wood and a dagger blade is broken off in the door jam. Despite this, the door is still sturdy.

3. A fireplace dominates this room. Recently cut firewood is stacked next to it, along with an iron cooking pot. There is a bedroll on the floor. Two waterskins hang on a wall, and under them is a small cask of ale. A large hunting spear leans against the opposite wall.

If the party stays more than one round, they hear a man talking and a woman and a child crying behind the door to the north.

4. A naked man frantically scribbles on the wall with a charred piece of wood. His face and body are black from soot. The walls are covered with thousands of tiny drawings of two interlocking circles. Several pieces of wood, which are worn down to their nubs, lie discarded on the floor. The man mumbles to himself “Must be safe. Must stay safe. If they can’t see me they can’t kill me.” He occasionally giggles. The disembodied whispers are louder in this room. The party hears a woman sobbing and asks “Why?” in a thick accent. A little girl’s voice asks “Hello? Who’s

there?”

The naked man is Millford. He and his friend Dorbin, the dead man hanging from the tree, were chased to the stone building by Thaddeus and Rand. He’d also be hanging from a tree if it wasn’t for Dorbin. He believes the voices are trying to trick him. Millford thinks everyone is an enemy. He attacks anyone who approaches with his bare hands while screaming “I will not go to the trees!”

### MILLFORD

**AC** 9 [10], **HD** 1 (4hp), **Att** 1 × fist (1d2), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Chaotic (in his current state), **XP** 10.

---

S12 I12 W14(+1) D11 C12 Ch13(+1)

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**Madness:** Millford has lost his damn mind. Mind affecting spells have no affect.

---

If Millford is subdued or killed, the woman’s sobbing escalates to a horrible wailing, and the girl screams as if she’s being tortured. Phantoms resembling a woman and child rise from the floor, their arms outstretched, their faces distorted with rage. They swiftly float across the floor and attack.

The ghosts vanish when destroyed and white dust falls to the floor. Breaking open the stone floor reveals an old coffin with the remains of a woman and little girl inside. The girl’s red hair ribbon lies in stark contrast to the gray and bone within. Blessing or sprinkling holy water over their remains allows their souls to rest.

## STRANGLING GHOST

**AC** 4 [15], **HD** 2 (8hp), **Att** 1 × strangulation (death), **THACO** 19 [+0], **MV** 30' (120'), **SV** D12 W13 P14 B15 S16 (2), **ML** 11, **AL** Chaotic, **XP** 35.

**Strangulation:** The victim must make a save vs. death or die in 1d4+1 rounds if struck. Killing the ghost before the rounds expire, saves the victim.

**Mundane damage immunity:** Only harmed by magical attacks.

**Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

## WHAT TO DO WITH MILLFORD

Millford hasn't eaten or drunk in a week. Dousing Millford with holy water revives him. In Hounds Head, Robert the priest will care of him and cast a *Remove Fear* spell to return Millford to his normal state of mind.

When Millford recovers, he shares how the undead hunters chased them. While they chopped and stabbed at Dorbin, Millford barricaded himself in the room. The hunters returned to the location two more times while he hid. Both times they left by walking west following a hunter's trail.



# CRYPT OF THE SILVER CROWS

Gorm is the guardian of the Silver Crow in death. He's stalked these corridors for centuries. A chief and shaman in his final years, he volunteered to stand guard while the rest of his clan joined their gods in a glorious afterlife. Over 6' tall, he's a revolting entity of bone, flesh, and spectral energy.

Gorm roams the dungeon and may be found anywhere. Roll a d8 to determine which room he starts in. If the result is a 5 or 6, the bars are raised and lowered to allow access. Their loud clanging echoes as Gorm stalks the group.

If combat is imminent, Gorm casts *Darkness*, then *Hold Person*, before he enters into the fight.

## GORM

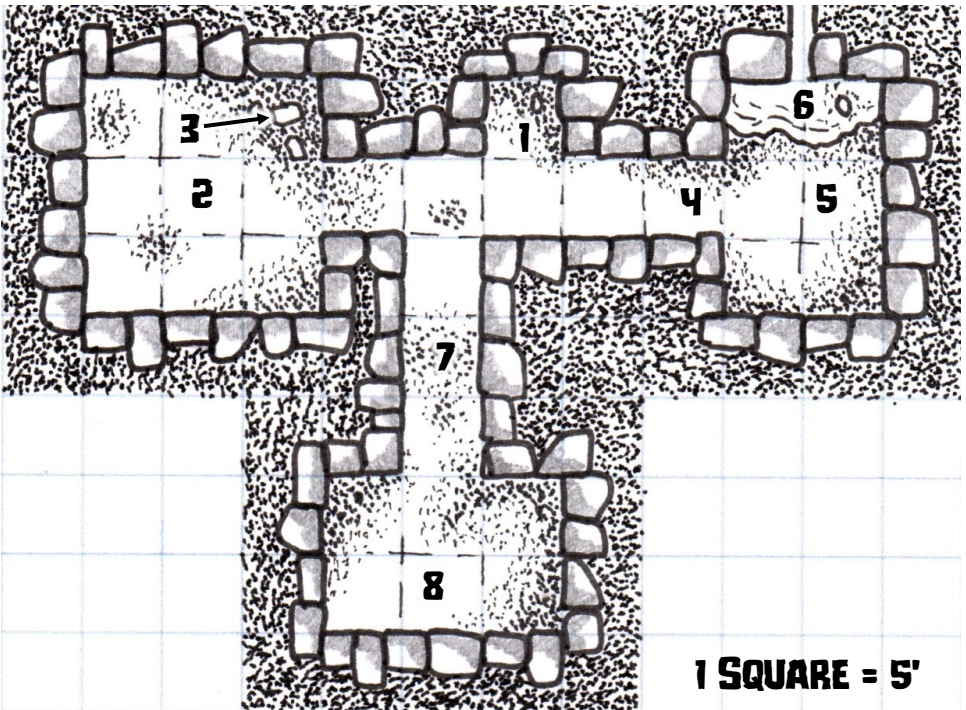
**AC** 6 [13], **HD** 5 (22hp), **Att** 1 × spear (1d6) or by spell, **THAC0** 15 [+4], **MV** 90' (30'), **SV** D9 W10 P12 B11 S12 (C5), **ML** 10, **AL** Neutral, **XP** 175.

**Spell Casting:** Gorm casts spells equal to a 5th level cleric.

**Mundane weapon immunity:** Only harmed by silver weapons or magic.

**Undead:** Make no noise, until attacking. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

**Spear of Noctum** strikes with a +2 bonus 'to hit' and damage (1d6+2). If maximum damage is done the target is cursed with blindness, save vs. spell negates.



## 1. ENTRANCE

This is the original entrance to the crypt. The trapdoor is decayed and collapsed, allowing access. It drops 20' to a stone floor.

A pool of murky water lies below the entrance. Bits of ceiling have fallen into it. The remains of a warrior dressed in rusted chainmail rest at the bottom of the pool. A broken spearhead lies a few feet away. Beneath the warrior is the glint of silver. There are 19sp in a rotten leather pouch.

## 2. CATACOMBS

There are thirty-two alcoves that contain the remains of Northmen warriors. A human male is impaled on a spear protruding from one of the alcoves. He failed to avoid the trap. He's been stripped of anything of value. The bones within twenty-two of the alcoves are scattered. Ten appear to be untouched.

Every alcove is trapped, but there is only a 1 in 6 chance that the spear trap is triggered if the body is disturbed. The spear does 1d6+1 damage, no save.

Roll on the loot table to determine what is found within the remaining ten alcoves.

### 3D6

### LOOT

- 3 A hard silver sword with a crow head for a hilt (250sp).
- 4 A collection of 3 gold beard rings (100sp each).
- 5 1d4 viz (pg. 2).
- 6 **Demon Vessel** (pg. 19).
- 7 Hard silver rod with runes (50sp).
- 8 Silver buckle (10sp).
- 9 Pouch with 20 topaz (10sp each).
- 10 Silver tipped drinking horn (10sp).

- 11 Helmet in the shape of a crow's head (50sp).
- 12 A death coin (pg. 29).
- 13 4d6 hard silver.
- 14 Steel ring with runes (10sp).
- 15 10 silver arrow tips, the shafts have rotted (20sp).
- 16 Silver necklace of a snake (100sp).
- 17 Roll twice, ignore this if rolled again.
- 18 **Potion of Blessing.** Liquid divinity. All curses and ailments are removed from the imbiber (400sp).

## 3. RUNE STONES

The Northmen used rune stones to protect sacred places from both hostile creatures and entropy. A storm caused part of the ceiling to collapse, and a section of the broken rune stone protrudes from the debris.

## 4. SPRUNG TRAP

Eight iron bars block entry into this room. The bars pin the skeletal remains of an elf to the floor. The chainmail it wears is useless. It appears that a large creature ripped through the links and tore bones out from the elf's body. A sword lies on the far side of the bars and a backpack lies discarded to the side.

A successful Open Doors roll is needed to lift the bars to gain access to the room.

There are six iron spikes, a mallet, a crowbar, and a spellbook inside the backpack. A *Read Languages* spell is required to understand the *Hold Portal*, *Sleep*, and *Web* spells contained therein.

## 5. DIRT GHOULS

The room is filled with large deposits of stone and dirt caused by collapsed walls and ceiling. There is a pool of water to the north.

Two ghouls hide in the debris. They explode out of the pile when a character gets close. The ghouls have a 2 in 6 chance to surprise the party.

These two found their way into the vault long ago. Chased by the elf (area 4), they've been trapped here ever since, starved of flesh for months. Once the way is opened they'll attack the party, eat, and then escape.

### GHOULS

M25/T161

**Harvest:** A ghoul paralysis secretion gland is the main ingredient in the ink of a *Hold Person* scroll.

## 6. ANCIENT SPRING

When the Northmen created this crypt they discovered the spring. They constructed a culvert to redirect the water into a nearby creek. The culvert is 50' long, 1' wide, 1' tall, and the water within is 4" deep.

The spring is 3' deep, with stones on the bottom. Three small stones have a luminescent quality. These stones are viz (pg. 2). New viz forms once a week (3 max).

## 7. GRAVE OF GABBET GOB HOPPER

Faint areas of color stain the wall, remains of a grand mural. Water seeping through the walls destroyed the mural. The floor is covered in rubble from the collapsing ceiling, and some stones are intentionally stacked in the center of the corridor. Crudely written words are chiseled onto

one of the stones. "Gabbit Gob Hopper was a good and faithful companion, may he find the fattest rats and may it rain every night so he can finally sleep."

Beneath the pile of stones is a goblin skeleton wrapped in a tattered blanket. Around the body are food offerings and aleskins. Inside Gabbit's pocket are 10sp.

## 8. SEVEN SILVER CROWS

There are a twelve half pillars in the room. Seven of the pillars have 1' tall, identical silver statuettes of crows. At the base of the five empty pillars are old skeletal remains and shards of clay. Except for the fifth pillar which has a woman dressed in plate mail slumped against it.

Upon closer inspection the warrior's body is desiccated. It is difficult to judge how long she has been here, but her equipment shows little damage. The axe she carried lies on the floor. Her money pouch is heavy with 45sp, there is a dagger in her belt, and tucked into her breastplate is a crumpled parchment, a map that shows the location of this crypt.

There is nothing of value on the other bodies.

Within the seven remaining crows, the real one sits. The referee will determine which one is the true one. The others are trapped with death curses. Should a character select a wrong crow, it turns to clay and a deadly curse is bestowed upon them. Those that touch, shove it with a pole, or destroy a pillar is enough. The character that acts upon the statuette is cursed. If the group as a whole triggers the curse, only one random character suffers its effects.

## CURSES

To avoid a deadly curse a character must make a save vs. death or suffer the consequences. The curse should be horrible and varied. Some examples:

- Fluids flow from every orifice until the body is drained of all liquids.
- The heart grows too large to remain in the chest and bursts through the ribcage.
- Three claw marks swipe across the abdomen of the character and the skin splits open as the innards spill out.
- Bones turn to chalk and the body collapses in upon itself.

Whatever you decide, make it good.



## POSSESSING THE SILVER CROW

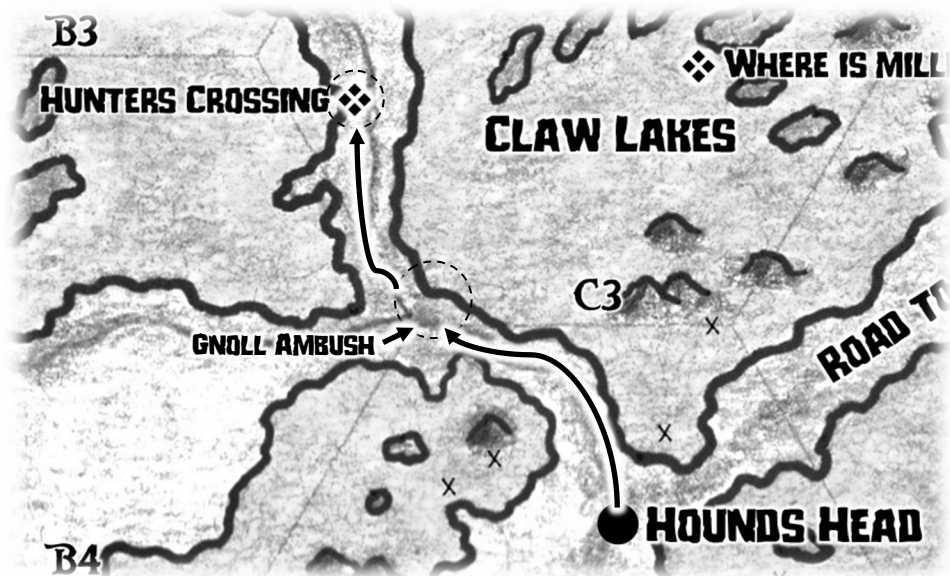
The Silver Crow is a cultural artifact which the Northmen revered. It has no magical powers. However, should the party encounter undead Northmen, they do not attack, instead they kneel before the silver crow.

Selling the silver crow is tricky, since its true value is more than its weight in silver. Only those who study Northmen culture understand its cultural significance. Blake will pay 2000sp for it. And while he understands its importance, he lacks the knowledge of how it affects the undead Northmen.

The Silver Crow can be sold to the ignorant for 1000sp.



# HUNTERS CROSSING



## BACKSTORY

Hunters Crossing is a cursed place. Thaddeus and Rand, Northmen twin brothers of noble birth, used their hunting lodge to hold a grand celebration for their 30th year of life. As part of the celebration they planned a great hunt for themselves and their guests. They were to release their large stable of slaves into the forest after giving them each a pouch of thirty silver. Those slaves that survived the hunt would be granted their freedom and the thirty silver to start their new lives.

But that did not happen.

The slaves, led by Oritum, poisoned the house guards, then slaughtered the brothers' guests. Thaddeus and Rand were captured, along with their wives and children. The brothers were forced to watch their wives be burnt alive, and their children drawn and quartered. Oritum bound then stabbed each brother a single

time with a poisoned blade and made sure that no further harm came to them. While Oritum and the slaves fled, Thaddeus and Rand suffered in agony for their remaining two days of life, as they looked upon the bloodied and burnt bodies of their family.

When the other Northmen discovered the gruesome scene, they looted Hunters Crossing and disposed of the bodies in a mass grave. The burial ceremony, Rite of The Crow (pg. 29), was not performed. The bodies of Thaddeus and Rand were never found.

## REFEREE NOTES

Thaddeus and Rand are the Hunters in Death. Revenants who have an unquenchable need for revenge. They scour the Komor Forest in search of victims in their endless hunt. To them, all are to blame for the murder of their families.

These two can be found in any of the three hexes (B4, C3, and D4) north of Hounds Head. They stick to their hunting grounds. This provides a wide territory for the referee to place the hanging bodies that the brothers leave behind.

The brothers could be encountered and killed before this adventure, but they will reform and continue their reign of terror. To truly destroy the brothers, the battle must be fought here, and their bodies interned with their families and a cleric must perform the Rite of The Crow.

### **RITE OF THE CROW**

The Crow is the messenger of the dead and carries the spirits into the afterlife. The Rite of The Crow is a simple ceremony, but to complete the rite properly each deceased must possess a death coin.

### **DEATH COINS**

Death Coins are extremely difficult to find because they are made of wood and most have rotted away. The death coins have a depiction of a crow on one side. They are the price of passage for The Crow to carry one's spirit to the realm of the dead.

### **CURRENT SITUATION**

To the north of Hounds Head, families have been slaughtered and their bodies hung from trees. There are rumors of gnolls establishing a foothold in the area, but Ivanoff isn't convinced gnolls are the cause. He believes it's the Komor Forest pushing back against his attempt to civilize the southern edge of the forest.

Ivanoff is unusually serious when he requests the party's assistance. He wants the area searched. If it is the gnolls, kill them. They need to be taken care of

regardless. But he asks the party to look for a greater evil. The Komor Forest lacks subtlety when it doesn't like something.

He offers 100sp to each adventurer and a land grant to the party if they succeed.

### **TRAVELING TO HUNTERS CROSSING**

Ivanoff says all the families that were attacked lived to the north along Trouble Creek. He warned them not to build in that area, but the fertile ground proved too tempting. He suggests following the creek.

### **FIRST LEG OF THE JOURNEY**

The first leg of the journey is where Starvation Creek merges into Trouble Creek. During that trek, roll two times on the random encounter table below.

<b>ID#</b>	<b>RANDOM ENCOUNTER</b>
1	Bloody Adventuring Party*
2	wounded gnoll*
3	hanging bodies (1d4)
4	Torbur the Tinker*

\*Encounters are unique, if rolled twice, roll again.

#### **1. BLOODY ADVENTURING PARTY\***

A group of adventurers stagger out of the forest carrying a halfling. All are bloodied, and a halfling is gravely wounded. The leader of the group, Chandra, pleads for healing for her friend. If the party assists Chandra, she warns them of the gnolls ahead. If the party refuses or is unable to help, the halfling dies before reaching Hounds Head. Chandra will not forget either act. The party has gained an ally or an enemy.

## 2. WOUNDED GNOLL\*

A gnoll lies against a tree. Two arrows are buried in its chest. It was wounded in the fight with Chandra's group. It speaks broken common, but won't answer questions instead it points and says, "Death hangs in the trees." Unless it is healed the gnoll dies in a few rounds. If healed, it guides the party to Hunters Crossing, warning "Death lives here."

## 3. HANGING BODIES (1D4)

High in the trees the bodies of the families hang by their necks. The ropes are secured to a single tree. Ivanoff asked to return any bodies found to give them a proper burial.

## 4. TORBUR THE TINKER\*

An old man with a tinker's bag is returning to Hounds Head. He's seen the bodies. Too much work for gnolls. He mentions a cabin along the creek. It's cursed. A horrible blackness lingers there.

## GNOLL AMBUSH

If the party was warned by Chandra, the gnolls can't surprise them. There are three gnolls in trees armed with bows, and three on the ground, including their leader, Vox.

### GNOLLS

(M27/T163)

**Harvest:** Long bow with 2d6 arrows, or a sword and 2d6sp each.

### Vox

GNOLL LEADER

**AC** 4 [15], **HD** 2 (11hp), **Att** sword (d8+1), **THACO** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Chaotic, **XP** 20.

**Equipment:** chainmail, shield, hard silver sword, and 3d6sp and a death coin.

## SECOND LEG OF THE JOURNEY

The savagery of the Komor Forest comes into play during the second leg of the journey. Make two rolls using the regular **Random Encounter Table** (pg. 9).

## ENTERING HUNTERS CROSSING

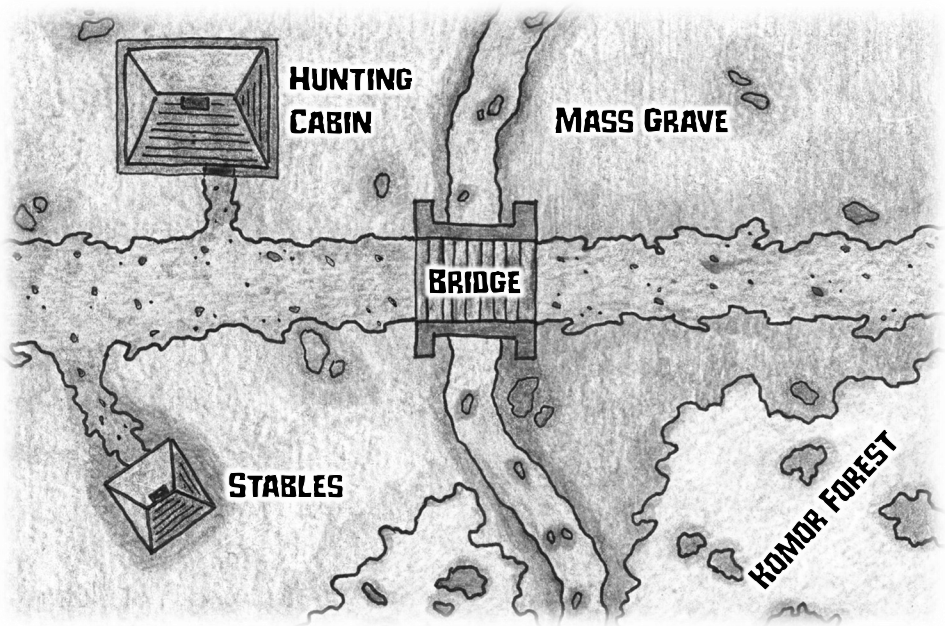
As soon as the party enters the area the atmosphere changes. It is harder to breathe. No forest life is heard. The characters shiver from the unnatural chill in the air.

A sturdy bridge spans Trouble Creek. In the field to the north is a mound of stone. Across the creek is a dilapidated log cabin and to the south sits a smaller building.

## BRIDGE

Beneath the bridge is a section of darkness that never vanishes. This is the shadow womb where Thaddeus and Rand are reformed when they are destroyed. This rift was torn open from the extreme emotions, the murders, and the torture. It's kept open by their hatred. As the brothers writhed in pain from the poison slowly crawling through their bodies, they watched their wives' blackened corpses smolder and their children's bodies eaten by birds and insects. They raged into the darkness. They wanted revenge. They wanted to make the world suffer.

Their rage was answered by Dedragoria, Divine Mother and Destroyer. But she waited. Waited for them to endure every moment of pain. To allow their anger to burn for as long as they breathed. On the second day, when death took them, she tore a hole in the darkness and pulled them out and granted their wish for revenge. They wander the forest seeking to avenge their loss.



## MASS GRAVE

A pile of stones is in the center of the field. Beneath the stones are the skeletal remains of the brothers' families. A total of six bodies lay here.

Providing each family member with a death coin and performing the Rite of The Crow closes the shadow womb beneath the bridge. This allows a final death for the brothers.

## HUNTING CABIN

This is a two-story structure with broken windows and doors. There is nothing of value left. If anyone stays inside the cabin for an extended period they hear strange, unexplainable sounds and feel drastic temperature shifts. Finally, an overwhelming hopelessness infects them. No recovery of hit points or spells are gained while sleeping within the cabin.

There is a 25% chance the brothers are present. They hunt for three days and return here for one. They stand inside the

main room facing nothing.

Thaddeus and Rand fight until destroyed. At that time their bodies vanish and reform the next day in the shadow womb. When they attack they focus on a single target until it's dead before moving on to their next victim.

## STABLES

Within the stables are the skeletal remains of Thaddeus's warhorse. Oritum killed the horse. He considered it a manifestation of evil. If the stables are searched a loose floorboard is found. Beneath is a small iron box. It has a note inside.

"To whomever finds this note, the precious coins have long turned into food and drink to fill my hollow stomach. I wish you better luck on your next discovery."

The note is signed by Kojak Doorknobbane.

**THADDEUS****REVENANT**

**AC** 2 [17], **HD** 6 (37hp), **Att** sword (1d8), **THACO** 14 [+5], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (6), **ML** 12, **AL** Chaotic, **XP** 950.

**Mundane damage immunity:** Can only be harmed by magical attacks.

**Reform:** Dissipates into a stinking cloud of vapor. He reforms in the shadow womb after one day.

**Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

**Equipment:** platemail, shield, hard silver sword.

**RAND****REVENANT**

**AC** 5 [14], **HD** 5 (31hp), **Att** two-handed sword (1d10), **THACO** 14 [+5], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Chaotic, **XP** 950.

**Mundane damage immunity:** Can only be harmed by magical attacks.

**Reform:** Dissipates into a stinking cloud of vapor. He reforms in the shadow womb after one day.

**Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

**Equipment:** chainmail, hard silver two-handed sword.





There is no hunting like the hunting of man,  
and those who have hunted armed men long enough  
and liked it,  
never care for anything else thereafter.

~Ernest Hemingway

