



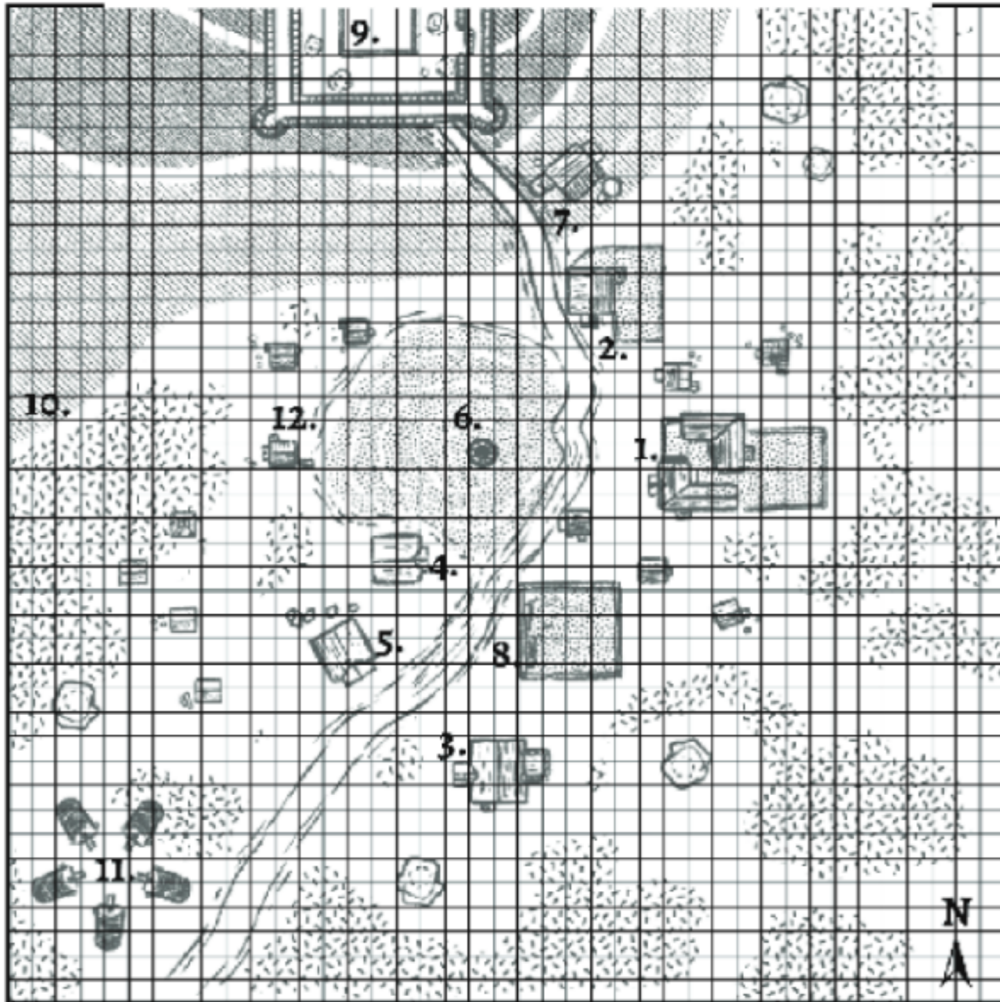
# NEROVIA

*A Dark Medieval Fantasy Setting for OSR*

## **III: TOOTH AND NAIL**

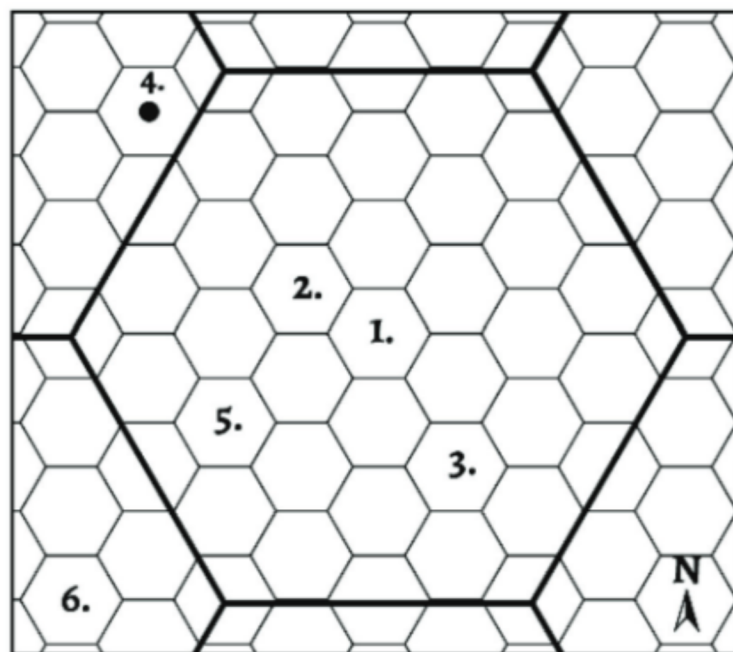
*By E.L.W Green*

# BRYNMAWR TOWN MAP



Square - 20'

# REGION MAP



1 mile for small Hex, 6 miles for large Hex



Nerovia is a medieval gothic fantasy setting for role-playing games such as the most famous fantasy game B/X or any OSR equivalent. This setting will use Old School Essentials: Rules Tome, as a reference. This land is in turmoil between the state and the church and the people who suffer betwixt magick and the material.

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Lead Filled Games

# NEROVIA

*A Dark Medieval Fantasy Setting for OSR*

## III: TOOTH AND NAIL



*By E.L.W Green*

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# TOOTH AND NAIL

An introductory adventure area set in the mountain town of Brynmawr.

The primary introduction to the lore and history of Nerovia can be found in Player's Pamphlet I. Wider geographical, story seeds, and optional rules are found in the Referee's Pamphlet II. This booklet, Pamphlet III is an introductory adventure area.

Tooth and Nail is a sandbox in the Northwest of Nerovia. This adventure is laid out as follows. The introduction starts with notes on running and beginning, then NPCs which offer important information about the area, a section on Rumors and Hooks to lead the players to adventure sites. The next section focuses on random encounters through a table and then explanations of each encounter or event. Adventure Sites follow random encounters to be destinations learned about through NPCs and Rumors. Finally there is a conclusion to wrap up the adventure (or begin anew).

This Pamphlet also has several appendices designed to be of use at the table. Appendix A is a dramatis personae of all the NPCs in the adventure. Appendix B is a quick reference for most random encounters found in the adventure. Appendix C is a unique magic item for this adventure. Appendix D offers ideas for expanding this sandbox into further adventures.

## How to Use This Booklet

This is pamphlet III of Nerovia. This booklet contains a sandbox setting with several adventure sites. Be sure to become familiar with the NPCs and Rumors listed for the PCs to uncover through play. Then read through the Introduction, background, recent events and the In medias Res situation to begin your game.



# INTRODUCTION



Your adventure begins in the town of Brynmawr. The air is chilled with a fall harvest flavoring the frigid air blowing through Ravenwood forest. The northwest country of Nerovia is a mountainous country that stretches from here, following the Stiganni River, across rolling hills, through Olda Lucifer, to the distant Black sea. Nerovia is in the far eastern portion of old Europe. For now, however, the world knows and cares nothing of you or the band of miscreants with which you hang your hat.

Each party will be responsible for generating character backgrounds and why you begin your adventure in the Northwestern town of Brynmawr. This area is a favorite hunting destination for the wealthy, and a trading post for trappers. This little town

serves as a waystation in the wilderness of the great Ravenwood forest to the slopes of the Carpathian Mountains. You find yourselves in the town of Brynmawr in the chilly Northwest of Nerovia. Brynmawr is a border town. Not a border between nations, but on the border of civilization itself—with the country of Nerovia to the east and the south, further north through the forest and into the mountains are wilder lands, they belong to the state in title only. Nerovians know that the Ravenwood forest whispers dark secrets...

If you plan to play this adventure stop reading now. The following information is for the referee only. Reading the adventure before playing will result in a less exciting endeavor for all. So less than politely—If you are not the referee—shove off.



# REFEREE NOTES

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Secrecy has been held in high regard for the people in Brynmawr for as long as living memory allows. Recently, however, certain superstitions have been perpetuated by a number of forces. In the last several months a great beast has been rumored to be preying on locals, but seemingly only the young and foolhardy. In a number of accounts recently, people have reported seeing a ghost haunting the local well at night. All of these current happenings may be encountered and related, but none are specifically necessary for a party of adventurers to explore and investigate the unknown in Brynmawr, the Ravenwood Forest and the mountainous North East of Nerovia.

There are no wrong or right ways to navigate this area. The rumor list around town will direct the party in one of several directions of adventure sites and/or non-player characters (NPC); there is *dramatis personae* in Appendix A for a

summary table of personalities. In fact, the entire appendices are meant to help run the adventure at the tabletop.

Several happenings have been going on in Brynmawr recently. The party arrives three weeks after Belle Tahenvar, the local butcher's daughter, has disappeared. Locals have seen a great beast on the outskirts of town which some say is an omen; others claim villagers are being stalked at night. The local well has been rumored to be haunted as of late. Last night the local baker, Miklos, died at the Inn right in the middle of a pint! Everyone has been affected by recent events. The elders know that Brynmawr has always drawn dark clouds.



# BACKGROUND



Brynmawr is a small town couched in the great Ravenwood wilderlands. This woodland hamlet has over 250 residents. This is a quaint but prosperous mountain town. Forest people tend to be shy and reticent to strangers. They pride themselves in being great trackers and hunters of the great Northern Bear. Brynmawr was founded centuries past as a trade post for trappers and hunters in the mountains. There are often rumors of beasts beyond the visage of town. The Ravenwood has long been a source of mauled victims and disappearances not far from the edges of town, but this year has been worse. An urgent call for adventurers has been put out to quell whatever evil is hunting the hunters. The reward is unusually large (whatever will motivate your party)...but commensurate with the perceived danger.

*500 sp Reward for anyone willing to investigate a missing girl named Belle Tahenvar.*

There has always been an interesting dynamic between secluded mountain folks and the Nerovian landowners. The working people that live here are all hardy folk. This town has prospered on the fact that the wealthy come here for vacation and hunting—and have, for the last century at least, dictated the seasons of hunting and commerce. Lumber is a constant economy. This has worked in two directions; both offered the town an outside stream of money but also served to keep the town exclusive and over time more and more secretive.

Over the decades several well-to-do families of Ner would send family members up here to escape crimes or malfeasance outside the reaches of the city. Some refer to these moneyed-vagrants as



carousers, nighttime commerce, gamblers and/or targets. This promises an interesting cast of villagers. Brynmawr has a steady spring of migrants, which also means that there are gypsies. The social order sandwiches the local foresters, craftsmen, and hunters—on top are the wealthy and on the bottom the Roma.

Gypsies travel wherever a living is to be had. Brynmawr is no exception. While Roma people face outward and sometimes hostile conditions, opportunity attracts the cunning. Vagabonds earn what social currency they have through art and a variety of skilled labor. The Roma are tolerated for trade and entertainment, yet suffer the brunt of scandals and scapegoating.

Geographically, Brynmawr has always been an interesting place for those in the know. At the same time, for those that were born here—it feels like a prison of sorts. Isolated and dark, curtained by unforgiving mountains to the north, surrounded by a large and ancient forest of Beech, Fir, and Ash trees, Brynmawr has always been a mix of hardy and the cunning. The next section contains a list of personalities that make up the town of Brynmawr. This short-list of names is not exhaustive. On the edge of civilization, there is a thin but steady flow of interesting

folks traveling through. It is wise to be cautious, however, as many folks that are here for opportunity have just as likely been pushed out or trailed by others. Whatever the reason your party finds themselves in the mountain town of Brynmawr, violent superstition fills in for anything unknown.

Recent events have cast a darker shadow over Ravenwood, which the players can investigate. There is a narrative threaded loosely through the relationships of NPCs and townsfolk, it is not incumbent upon the party to uncover these relationships, except to facilitate motivations toward adventure areas. It is possible—and in fact hoped for—that the party will connect the dots and build their own narrative around the places and people of Brynmawr.



# RUNNING THIS ADVENTURE



Below are the four primary puzzles in this adventure. A thorough reading of the NPCs and their relationships is necessary to run these four interrelated puzzles that comprise this adventure. Puzzles 1, 2, and 3 are the primary parts of the adventure. Puzzle 4 is up to how curious the players are about the local church.

1. Murder mystery (Miklos the baker is a red herring) of Belle & Kiko.
2. Hunter Beast and its relationship to Pontair the Sheriff.
3. The well is poisoning folks (Belle's rotting corpse).
4. The Priest's growing madness and the catacombs under the church.

## In Medias Res Introduction

The party awakens after a late-night ruckus at the Inn of the Exiled Wench and Tavern, in the mountain town of Brynmawr. The party is hung over—your ears are ringing after a night of excess. To begin, read the following aloud.

*The flies are buzzing, as you realize an erratic, short, and loud... loud woman screaming, "What in Ravenwood happened here last night?"*

*A rather petite woman with crimson hair stands in the tavern*

*appalled, excited and angered. The tavern smells of embers and ale from the night before--and the fresh stench of recently relaxed bowels--a dead man face down in a bowl of pottage stew.*

*"Who's responsible for all this?" she begs. As she shakes Miklos and realizes that he is lifeless. "Not again," she laments.*

Grace Kaszlo is in no mood for mirth, "What happened last night!" She went to bed, her husband was pissed and playing music [as usual] and now there has been a murder or at least a dead baker to account for!

The characters find themselves met and questioned by Pontair, the sheriff. By the looks of it, he had a rough morning too. A grisled man in his forties with a big red nose boorishly confirms that the baker is dead. Another man, answering to the name Vanderfel, ambles around the tavern, looking like he is investigating the scene--but is more obviously preoccupied with the party--who also seems to be the deputy. Have the characters introduce and explain why they are in Brynmawr, a mountain village. No evidence emerges of foul play. Then go to the rumor table toward investigating recent misadventures. The sheriff will have Vanderfel take the baker's body to the Mortar and Pestle for burial preparation.

# NPCs OF BRYNMAWR

The NPCs are presented here in alphabetical order. Appendix A is a drama persona, which has the npcs organized between major and minor and numbered for random selection, if preferred. The Appendix/table of npcs will help at the table as it lists where each npc can be found, their motivations and fears or as listed “what they want” and “what they do not want,” to help run the adventure.

## AGOSTON

the gravedigger often works for Horus, when not preparing for the departed, he does odd jobs at the local church. The gravedigger sometimes makes money selling body parts to Terrence the apothecary. He has recently uncovered a trinket, a locked box that contains the key to a tomb in the catacombs (Room 6) of the little church on the hill although he does not know this.

Agoston wants to strike it rich grave-digging. He does not want folks knowing of his clipping the dead.



## ELM LEROSA PEROV

(9th level Investigator) is infamous... although folks appreciate his presence in Brynmawr. He is a middle-aged man with salt and pepper hair. Elm is a bit of an enigma to most folks locally (Referee pamphlet, p. 14). His social disposition dances on a fine line between inappropriate and profound. The hunter is also aware of Terrance’s fledgling experiments in necromancy, but chooses to watch him from a distance.

Elm wants to understand the three mages that settled Brynmawr over a century ago. He does not want anyone meddling in his affairs.

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## FINNEGAN TAHENVAR

the butcher is missing his daughter. Finnegan has lived in town since the birth of Belle. He claims that having his daughter to take care of saved his wretched life. Unfortunately Mrs. Tahenvar died during childbirth. Finnegan would do anything to find his daughter. Finnegan does not want to know the truth about his daughter.



## GRACE KOSZALO

is half owner of the Inn of the Exiled Wench and tavern. She is, perhaps, the most reliable source of information around town. But Grace is not a gossip. You have to get to know her before she will extend any “graces,” pardon the pun. “If you are not an asset, then you are just another ass,” will be directed at you at some point in your stay in Brynmawr.

Grace is looking for a leg up, financial security, or a one-way ticket out of the mountains. Grace does not want Ignatius to know that she intends to leave.



## HORUS THE HAGGARD

(4th Level Cleric) is the local pastor of the church on the hill. To many, Horus is odd, but always up on his duties as the local priest. Most recollect that Horus has been the local vicar for almost thirty years. When a dying hunter found sanctuary and his final rest with the little country church, he passed the crop of the corpus on to Horus. Recently he has been facilitating very exclusive worship of Mithras in the catacombs.

Horus wants the village to have a common purpose. He does not want anyone in the catacombs below the church, to discover his pendant of Mithras, or the “Crop of the Corpus” (see magic item in Appendix C, p.54).





## **IGNATIUS KOSZALO**

is the local tavern-keep. He dutifully serves the thirsty town day in and day out. Ignatius, however, is only half the equation in quenching the local misery of life. The barkeep's better half, Grace is the real talent in the operation. Ignatius was once a traveling entertainer. He still entertains and often has too much mead during persistently regular performances. Ignatius is half owner and bard of the Inn of the Exiled Wench and Tavern—as he is wont to tell anyone.

Ignatius wants to be revered for his mirth and music. He does not want to lose his wife, Grace.

## **KARCSI BARAT**

works for Elm Perov. Karcsi can be seen fetching items and delivering correspondence at all hours of the day and night, in what seems to be every square inch of Brynmawr. The jokes overheard at the Exiled Wench at night are often embellished, “where you’ll spot little Karcsi this week!”

Karcsi wants to serve Elm. He does not want to start drinking again, which is usually triggered by tragedy.

Like Elm Perov, the referee can use Karcsi Barat in any number of scenarios. For example, Karcsi could be the catalyst in a fetch quest, he could also serve as a catalyst for a kidnapping caper, or even as a canary in the mine to generate some emergency situation (In short, kill him after endearing himself to the party).



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## MADAME MINERVA

### **CRAWLONNI** (5th level MU)

is a local fixture in the arts of divination, fortune telling, and herbalism. Madame Crawltonni came to Ravenwood decades past with the Roma. She still maintains a high profile among the local gypsy. Her shop is next to the apothecary. Madame Crawltonni keeps a studious eye on local goings-on—information is her real currency. She keeps hidden but always wears a pendant of Mithras.

*Secrets (in order of importance from least to greatest):*

- Kiko was Belle's, the butcher's daughter, (forbidden) Roma lover.
- Pontair, the sheriff, has coveted Belle since she was a little girl, through rage over her disappearance—he allowed the hunter beast to kill Kiko.
- Pontair's mother was a gypsy.
- Madame Crawltonni's late daughter was Pontair's mother.
- Madame Crawltonni worships Mithras.
- Madame Crawltonni wants to protect Pontair. She does not want any more Roma killed.



## MONROE

is a big, slightly crossed-eyed, high-pitched furrier that takes care of the town stables. His nickname is "Money" because he loves to gamble on dice. Most importantly for those new to town is that Monroe is a brute that generally plays fair, but always gets his money. Some say he sings a high lonesome tenor as he beats a debt out of someone.

Monroe wants to gamble. He does not want to be told what not to gamble on.





## **MIKLOS**

the baker, a long time resident and character in the community, was found dead in the tavern last night. The referee might add nostalgic stories about good old 'Mik' throughout the adventure in the words of the local NPCs. While the baker was well liked, he was—In fact—a rather prolific philanderer. “Miklos can cook,” has been the running joke around town, between the lady folk for years. He died of a heart attack.

While Miklos the Baker is dead. He is still very much a character in the narratives of NPCs. Use the baker as a common, but jovial scapegoat in your improvisations. This also allows the referee to build in a macabre sense of humor that the villagers share. “Too soon,” someone says from across the tavern. Another voice responds, “That was Miklos’ joke you jackass.” “Your sister was the only one who ever said too soon about the baker!” Someone may retort.



## **PONTAIR**

(5th Level Vigil) the sheriff is a sadist. The town knows him as a thorough, yet sensitive and violent man most of the time and a self-destructive drunkard at others. The sheriff is the bastard son of a local aristocrat. He has a secret obsession with his winter wolf (the Hunter Beast) in a cave two miles out of town. Pontair hates being thought of as a bastard or a “phoney.”

Pontair wants to be respected. He does not want outsiders sticking their noses where it does not belong in “his” town.





## **SONNIA**

the baker's wife suspected the butcher's daughter, Belle, had been ploughing her husband Miklos the baker. Sonia did kill Belle (secret) late one night thinking the young woman had been with Miklos. Three weeks ago, the town was out that night, celebrating a new lunar cycle when Belle and Miklos the baker, were rumored to have been together. Sonia caught Belle gazing into the well and gave her a jealous shove to her death. Belle's body is still in the well.

\*She will admit that she killed Belle, but only after some evidence is brought against (a second or third interrogation) her--or to distance herself from the death of Kiko, the gypsy boy and her husband, Miklos the baker.

Sonia wants her dead husband back—perhaps she is asking around about bringing him back. She does not want to be discovered as a murderer.

## **RASTURN IV**

is the local baron in the northwest province of Nerovia. Rasturn doesn't show himself publicly. Rumor has it that Pontair the sheriff is the baron's illegitimate son. This NPC can be the villain behind this adventure or a benevolent patron of the party's exploits. The choice is up to the referee and the players. In other words, the sheriff may have inherited his sadistic tendencies from the baron or manifested them independently through shame of being a bastard.



## **TAMWELL EGATZ**

is the local blacksmith. Tamwell is an austere, yet reliable member of the Brynmawr community. The armorer rarely speaks, but when he does it generally concerns guarding his time and his blacksmith shop. Few known blacksmiths in the land of Nerovia are quite as detail oriented or able to carve and inlay metal like Tamwell of Brynmawr. "Money" Monroe works for Tamwell completing the furrier work and tending the general store supply. The smith shop serves as a local general store also.

Tamwell serves as a master smith in all things of martial crafts in Nerovia.



## VANDERFEL

(2nd Level Vigil), the roughian city guard, garners drinking money regularly from policing vagrants. He can be seen lighting the street torches at night. In fact, it's rare to see ole Verderfell without his custom 10' pole. Vanderfel is sheriff Pontair's underling. Their friendship regularly stays any complaints regarding treatment of folk that he, "roughs up for justice—for God's sake—order ain't free." On the other hand, Vanderfel takes his meager authority seriously. Vanderfel wants to be recognized for his "work." He does not allow anyone else to "police" his beat and will violently go to the defense of locals that he routinely extorts.



## TERRANCE FRANCO-LAWRENCE

(4th Level MU) is a local apothecary and undertaker. Terrence is an insufferable man that goes on about something he calls "germs" and "colonies" of "invisible" creatures. He is a Frenchman and so a foreigner. Anytime the doctor leaves his shop he wears a plague mask. Children are afraid of Terrance and describe him as an evil "stork" that steals babies. He is sometimes called during troubled pregnancies. Terrance rarely delivers good news.

The plague doc wants to understand medicine through death. He does not want anyone to know about his unorthodox [necromantic] experiments.

# MISSING/DEAD NPCs



With the recent death of the baker--to start off the adventure--Miklos counts as the third missing local in the past three weeks. This is felt throughout Brynmawr. Now folks will be quick to come up with their connections. The current social climate is suspicious, especially to strangers.

Sonnia, the baker's jealous wife, murdered the butcher's daughter Belle Tahenvar. Whether she was having an affair with Miklos the baker is anyone's guess. Belle was a witch. Belle was a consort of Kiko, the Gypsy boy—which was forbidden, and had garnered the (secret) jealous affection of Pontair, the sheriff.

The hunter beast murdered Kiko, the gypsy boy and Belle's secret lover. Evidence of his murder can be found in the Hunter Beast Cave. Kiko had wanted Belle. He did not want any harm to come to Belle—despite her dark practices.

Miklos, the Baker and notorious philanderer died of a heart attack. His demise

took place in the Exiled Wench Inn, after a long night of being “over served,” which started this adventure.

Appendix A is dramatis personae summarizing the NPCs in table format. Further, the table is numbered to randomize town encounters and to differentiate between major and minor NPCs, if needed.

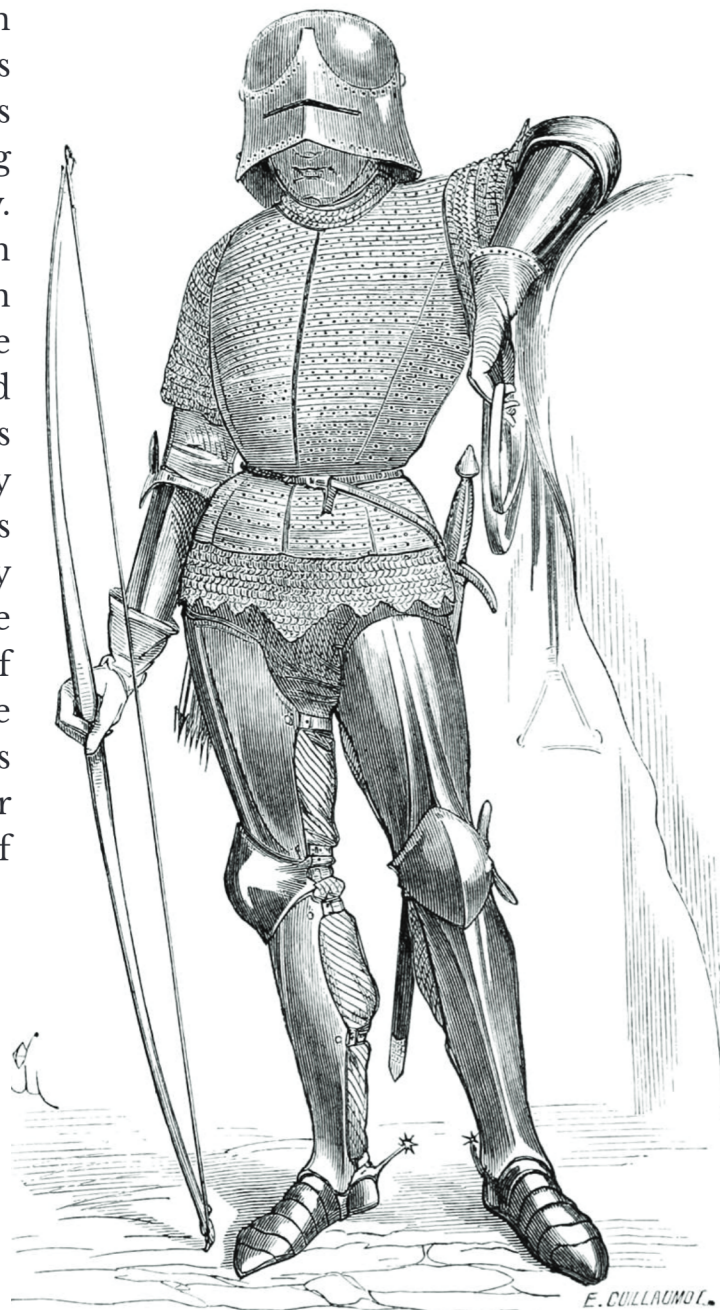




# RUMORS AND HOOKS



Brynmawr is full of characters at every turn. As reticent as this town may seem to outsiders initially, nothing happens without someone piping on about it eventually. Everyone has seen something even if often it only exists for the sake of conversation and story (false tales). It has been raining constantly for a couple of weeks and folks are constantly being soaked to the bone. Below is a list of rumors that the PCs are likely to come across in the tavern, town, or any other number of interactions during play.



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## Word Around Town

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### \*Rumors (1d20)

**1.** *The city of Ner is the center of the land. The stories of Ner resemble a city of mazes with tall buildings and secrets as twisted as the alleyways. Although few people in the city know or care about the likes of us up here in Brynmawr. (True)*

**2.** *Agoston, the local gravedigger unearthed an ornate but small safe box the other day. He hasn't figured out how to open it, but won't let anyone else try, either. The lockbox contains a key that goes to a grave in the catacombs of the local church. (Hint and key to area 6 in the Little Church on the Hill, p. 42)*

**3.** *An eerie beast (the Hunter Beast) roams the surrounding woods at night. The beast's eyes glow a faint but deep red color.*

**4.** *Drinking a poison surely meant for someone else, the baker, named Miklos, was poisoned in the tavern. (False; murder mystery)*

**5.** *Recently (past three weeks if pressed) the butcher's daughter has gone missing. While townsfolk claim she*



*was a victim of the beast in the woods, the butcher gives everyone a suspicious stare—especially the town's young men. (Belle's body can be found at the bottom of the well)*

**6.** *Folks have mysteriously been getting sick as of late. There is a 20% chance of being poisoned (1d8 damage, Save negates) by the local water for the past two weeks.*

**7.** *Monroe the horse trader is auctioning off Tin Brooks, a clever and magnificent steed. His former owner Bueller, a luckless merchant, lost him in*

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a dice game. (Potential gambling/mini game opportunities for PCs)

**8.** Pound for pound, the most valuable treasure in town is not silver, but the cache of saffron and other exotic constituents hidden in the apothecary shop. (Adventure hook for a specialist/street urchin in the group with loose morals)



**9.** An eerie beast (the Hunter Beast) roams the surrounding woods at night. The beast's eyes glow a faint but deep blue color. (Adventure location if tracked)

**10.** Rumor has it that a group has split off from the church. The reasons behind the split are shrouded in subterfuge. (Elm; The Underchurch, Referee's Pamphlet, p. 13)

**11.** Several folks have seen Sonnia standing and gazing at the town's well as of late. (Murder mystery; see adventure site)

**12.** Recent rains flooded the local catacombs beneath the local church; strange things are floating to the surface. (Adventure location)

**13.** The bullying city watchman, Vanderfel has been extorting money, increasingly more violently, from the Roma lately. (Role playing opportunity; encounter stats in Appendix B)

**14.** Findley spring feeds the local well. Folks have been afraid of the well after dark recently. People report seeing a ghost there. If the characters climb down the well (adventure site), there is a small cave system down there. Not far into the cave, at the bottom of the well, is the body of Belle Tahenvar, the butcher's daughter.

**15.** An eerie beast (the Hunter

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*Beast) roams the surrounding woods at night. The beast's eyes glow a faint but deep green color. (Encounter/location)*

**16.** *The hamlet sheriff becomes violently enraged if anyone accuses him of having gypsy blood. This is especially the case late at night after he has had his drink. (Roleplaying/encounter; stats are found in Appendix B)*

**17.** *The hermit Demitri is said to live among the great bears of Brynmaur Forest. Everyone suspects that the foresters or trappers will someday bring his mauled body to town. Nobody knows this territory better than old Demitri. (Adventure/roleplaying encounter)*

**18.** *Evidence of witchcraft and/or cult activity has been found in a local grove outside of town. Rumor has it that bull's remains were found arranged in some ritual manner. "I'm sure the old hunter in the tower is on the case." (Elm Lerosa)*

**19.** *A Roma boy named Kiko is missing and was rumored to be fooling around with Belle, the missing butcher's daughter. (Kiko was killed by the beast and whose remains can be found in the beast lair)*

**20.** *The church has been coming down on accusations of witchcraft since rumors of plague have been circulating as of late. (Roleplaying encounter)*



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## Random Wilderness Encounters

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Random Encounters: 1 in 12 chance during the day; 1 in 6 chance during the night. If so, then roll a 1d12 on the encounter list below. Not all of the encounters are combat oriented. Some encounters are both opportunities for good or ill. A few of the encounters are descriptive and meant for constructing a sense of foreboding but also to offer story opportunities that emerge from play. Random encounter statistics can be found in Appendix B.

Overland travel in the mountains is 8-12 miles per day. There is a 2 in 6 chance of losing direction when traveling in the wilderness. If lost, roll a d6 to determine which direction on the hex map the party meanders. Foraging for food is a 1 in 6 chance of gathering enough food for 1d6 human-sized beings. Hunting requires dedicated time and a 1 in 6 chance to encounter an animal suitable for eating. Random encounters apply

1. *A fog rolls in*
2. *Giant spider*
3. *1d4 humans who have a look of hunger about them...*
4. *1d6 dire wolves*
5. *The party senses that they are being watched*
6. *Roma hunting/trapping band*
7. *Northern Bear*
8. *1d8 bandits that have little reserve for life and instigate a fight, especially if there are any women in the party.*
9. *Werebear\* (if killed he reverts to the hermit Demitri)*
10. *1d6 dire wolves (omen)*
11. *Site of a blood ritual with (bull) cadaver bits spread about...witch rumor.*
12. *The Hunter Beast \*(outside of its cave).*

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**1.** A fog rolls through the area the party is in. The referee should roll an Ability Check for Wisdom for someone to notice the culminating fog. If the party fails then everyone should take a save versus poison (save at an 8 or better). The effect of this save is not immediately apparent. This poison induces the player that failed the save to dream. Below is a list of (d4) four dreams that the affected player(s) may experience:

1. The character has a vicious nightmare of being mauled by a wild beast of some kind. The referee should write down who has this dream and must make a Wisdom check if/when this character faces the Hunter Beast in this adventure. If the ability check is failed the PC cannot act 1d4-Wisdom bonus rounds.

2. The character has an erotic dream about one of the NPCs in town at the referee's discretion (this decision will make the most sense after a session or two in your story). From this point on this character is eager to include or exclude this NPC as the adventure unfolds. A Wisdom check will be required by the PC to interact with the noted NPC.

3. One of the PCs has a dream that reveals one of the other party members secrets (see Player's Pamphlet, p.6 for more information).

4. The PC dreams of talking with and running with a pack of wolves. Nothing is learned or gained, but the character has never felt more at home or part of something like this before.

## **2. GIANT SPIDER**

AC 14 | HD 4 | DMG bite 1d8 |  
Morale 10

A spider as large as a horse eloquently ambles toward the party. On a natural 18 or higher, it injects venom for an additional 1d8; save versus Poison negates. Mark on the map where this encounter occurs, with a successful Wisdom Ability Check can find the nest, where there are 1d4 more spiders. With a successful search skill check can recover 2,500 sp worth of coin from kills.

**3.** 1d4 humans attempt to hustle the party. This encounter can take place anytime the referee wants to introduce the band of bandits to the party. This encounter can be as hostile or as story driven as you make

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it. While these brigands can serve as travelling rogues, this encounter can also be traveling Roma willing to impart some wisdom concerning spirits, hauntings, illicit substances, or even early in-game henchmen (Roma are motivated by money, they will balk at the notion of a written contract).

**4.** 1d6 dire wolves can be encountered, after having killed a deer and are still frenzied. If the party kills more than half of the wolves present, they make a morale check. If the morale check fails, the wolves run away. They can be tracked to their den.

#### **DIRE WOLF**

AC 14 | HD 3 | DMG 1d8 |  
Morale 8

**5.** The party senses that they are being watched. Wisdom ability checks can be made to assert this notion, but not to prove anything one way or the other. The party is being watched, but by a fairly powerful adversary that will not make an appearance until you begin to expand the sandbox (Appendix C). In fact, this encounter is here to suggest a mysterious force of foreboding—what depends on the direction of each adventure—iterate this encounter in a memorable way.

**6.** Roma hunting/trapping band. This encounter is made up for coming across 5 hunters out in the forest trapping. The party can either escalate the encounter to hostile or garner information. Choosing the latter, the trappers can offer information about the land and add some destinations to the player's area map that include, the beast's lair, Pandora's grave (with a warning), and/or the ancient tower used by the church for stargazing in the front range of the mountains.

#### **7. NORTHERN BEAR**

AC 15 | HD 7 | DMG 2 claws/1  
bite 2d4/2d4/2d6 | Morale 8

Movement for Northern Bears are per turn 60' / per round 20'. These bears make up a significant living for several of the town's trappers and hunters. Bears are ferocious and any encounter with them is lethal. Most are better served running from these predators least chance of being prey themselves.

**8.** 1d8 Bandits ambush the party. This can be a fairly lethal encounter. The bandits are not stupid and will wait until the situation favors them (i.e. ambush). They use longbows and will surprise the party in the forest if at all possible. It is feasible to parlay with the bandits—After

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all, they seek valuables. Players can track survivors to their hideout with a successful bushcraft skill check (800 sp).

**9.** A werebear ambles about some nights, especially during full moons. During the day, however, this encounter is with the hermit Demitri. Demitri is a quiet and reserved older gentleman. If the party attacks the werebear, he fights fiercely. The party may contract lycanthropy. Otherwise Demitri knows a lot about the region. He has existed around here as long as most can remember. Demitri can talk about the ancient Roman cult of Mithras, Pandora's Grave, and the wizards who moved to the area over a century ago. These wizards helped a group of clerics seal a death cult away in the mountains—Demitri is a shaman who wants to live out his life in Ravenwood, then protect the area from destructive forces in the afterlife, if possible. He does not want anyone (specifically lycanthropes) hunted, be they lawful or chaotic.

#### **DEMITRI, THE WEREBEAR**

AC 16 | HD 6 | 2 claws/1 \*bite  
2d4/2d4/2d8 | Morale 10, in  
his lair 11 | AI Neutral

*\*If bitten, save vs disease (Lycanthropy,*

*Referee Pamphlet, p. 17). It is possible to track the werebear to his den located about 4 miles northeast of town (see adventure site Werebear's Abode).*

**10.** 1d6 dire wolves may be perceived stalking the party. These wolves are intentionally keeping their distance, but remain vigilant. This encounter may be used for a number of reasons rather than just combat. Mystics often see encounters with wolves as omen.

#### **DIRE WOLF**

AC 14 | HD 3 | DMG 1d8 |  
Morale 8

**11.** The party stumbles upon a grove, which from this point will be marked on the area map when this encounter is rolled, wherein the carnage of animal sacrifice has taken place in several seasons past. If characters are persistent or creatively insightful, they deduce that the animal seems to have been a bull. With careful investigation, Belle's Torq can be found, Finn the butcher can confirm it was his daughter's—she was a witch.

**12.** The Hunter Beast is a Winter wolf and may be found in the surrounding area when this encounter is rolled. The beast

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has been outfitted with a suit of intimidating armor. The wolf looks even larger than it is with glowing bluish green eyes illuminating a drool slickened and bloodied maw. The party cannot surprise the beast if encountered in the wilderness. Winter Wolf coat is worth 5,000 sp.

### **THE HUNTER BEAST**

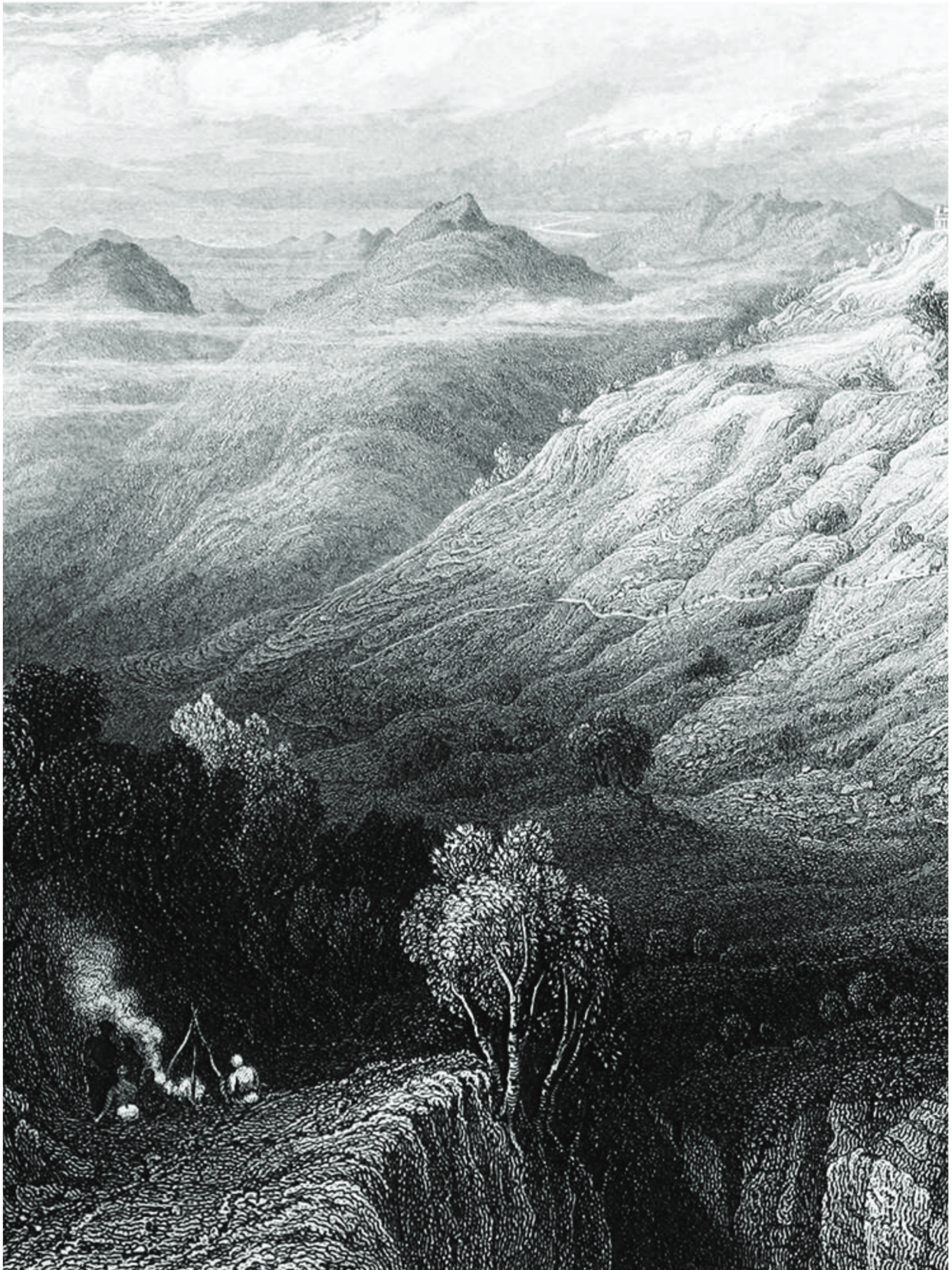
AC 15 | HD 6 | DMG 2d4 |

Morale 9

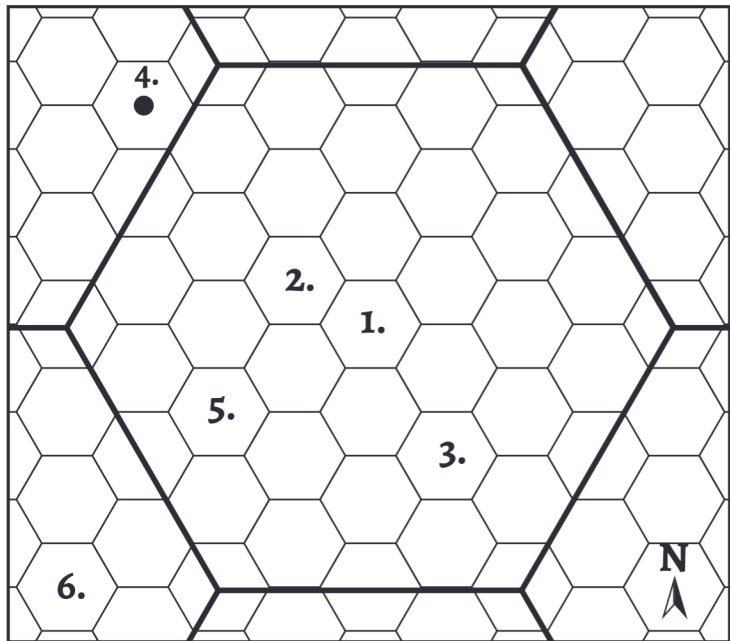
SA Frost BW 4d6, save for  
1/2 DMG

The beast will retreat when reduced to 50% of its hit points if encountered out of the hunter beast abode. If injured, then the party may track the beast to its cave with a successful Wisdom Ability Check, but chances of becoming lost. Pontair, the sheriff, cares for the hunter beast. He keeps the beast in a cave outside of town (see area map). While he may genuinely love the creature, the beast also makes certain that the town clings to Pontair and needs his “services.”





# ADVENTURE SITES

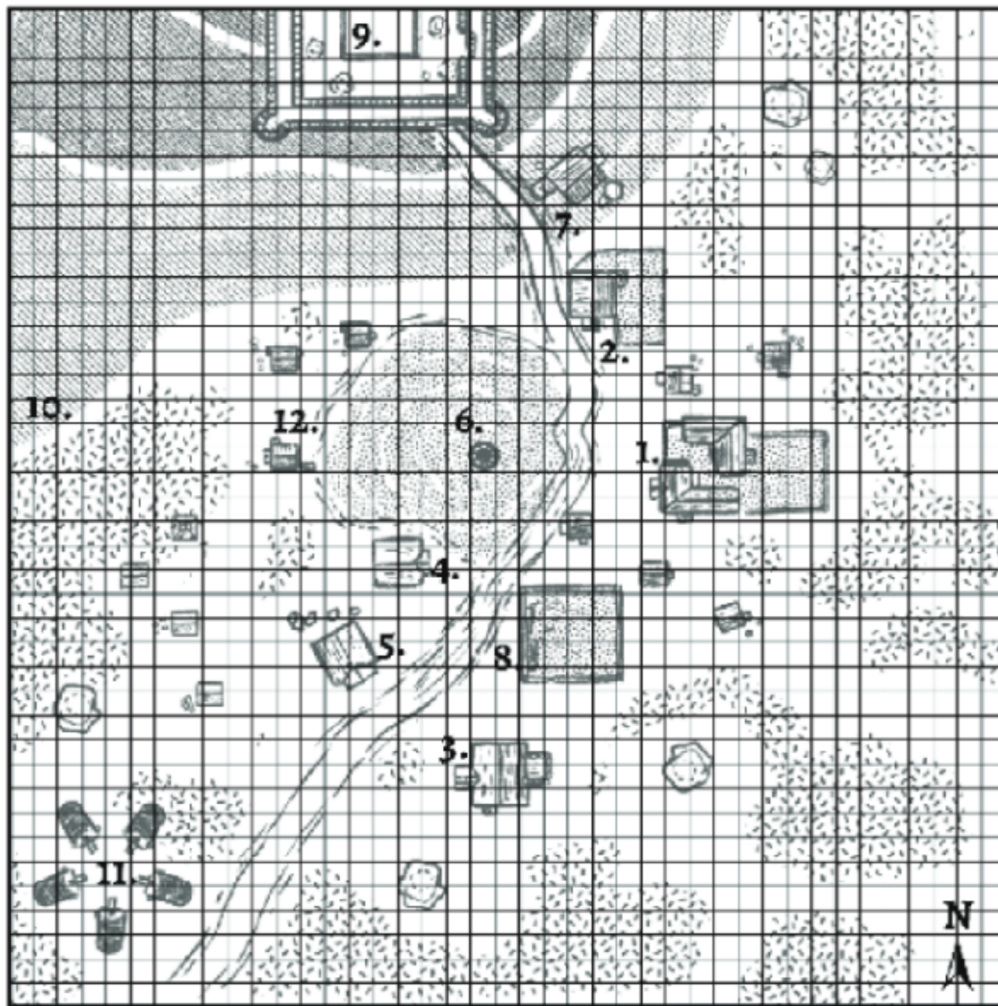


1 mile for small Hex, 6 miles for large Hex

## Area Map surrounding town

This map represents a six-mile section of the upper portion of Ravenwood Forest containing the town Brynmawr, a town map that corresponds to NPCs, and the following four adventure sites. Plus two potential sites described to expand the sandbox for improvisation, place a classic module, or ignore altogether.

1. Brynmawr
  - Town well
  - Dire rat nest
2. Chapel
3. Hunter Beast Cave
4. Werebear's Den
5. Elm Perov's Manor
6. Pandora's Grave



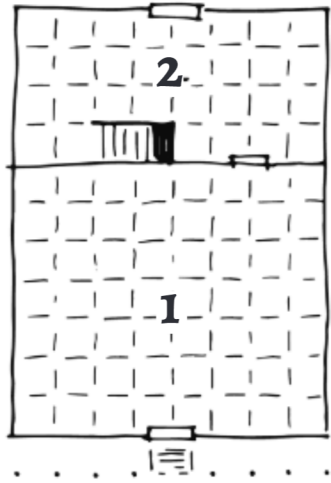
Square - 20'

## TOWN MAP OF BRYNMAWR

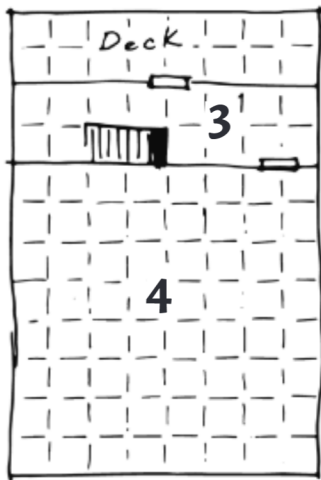
The town of Brynmawr is a rustic village in the 17th century of Eastern Europe. There are places, however, for folk to entertain themselves, summer cottages for the aristocrats of Nerovia, Brynmawr is a premium-hunting destination. More than a century ago, Brynmawr was little more than a trading post for trackers and trappers in the mountains. Today, it seems a bastion of secrets.

1. Exiled Wench Tavern
2. Butcher's shop/home
3. Jail/Sheriff's office
4. Fortune Teller/herbalist
5. Mortar & Pestle/undertaker/doctor
6. The Town Well
7. Blacksmith
8. General Store/stables
9. Baron's Keep
10. Path to Chapel
11. Gypsy Camp
12. Baker's shop

GROUND FLOOR



2ND FLOOR



**SHOP/HOME**

This is a general layout of a one or two-story building. Use this layout for any encounters other than the maps specified in town.

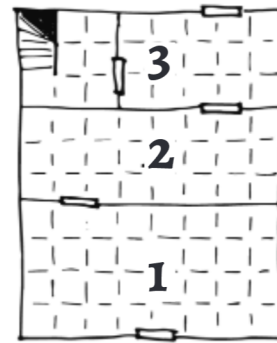
- 1. Entrance room/shop
- 2. Backroom with stairs if a two level building
- 3. Upstairs back room with deck
- 4. Main room upstairs

**THE MORTAL AND PESTLE**

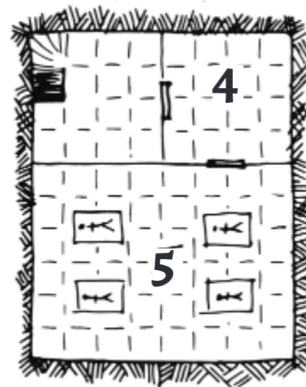
This is a single story store and dwelling. This map will denote a trapped treasure trove (room 3) of merchandise. There is a rumor that corresponds with this site, in case there is a thief in the party interested in lifting expensive things from Terrence the apothecary.

The interior smells thick of incense. The shop is a mixture of tinctures and tonics, which include cure light wounds potions that cost 100 sp, which heal 1d6+4.

GROUND FLOOR



BASEMENT



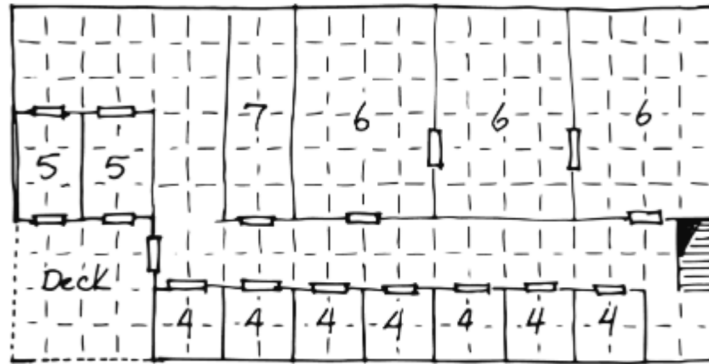


Terrence Franco-Lawrence, the apothecary's belongings are a collection of esoteric writings concerning a cabal of three warlocks that rooted in a rural and secretive area on the edge of civilization more than a century ago. Further, these warlocks helped the church seal away a death cult. Secretly this lore brought Terrence Franco to Brynmawr years ago in pursuit of employing necromancy to unravel medical mysteries as a plague doctor. The details to this mythos will vary.

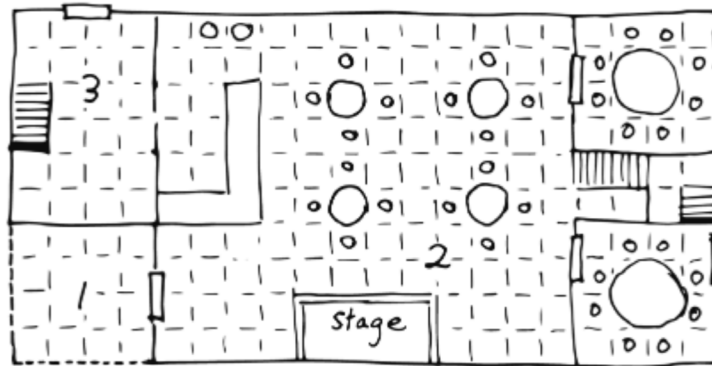
1. Shop
2. Backroom containing surplus material and supplies (bottles, bits, and baubles).
3. Living space contains a trapped floorboard safe that contains Terrance's treasure trove (5,000). The box is locked and Terrence carries the key on his person. The trap is a, "sprung needle trap" requiring a Poison Save or die.
4. Cellar storage contains more boxes of flora and fauna for alchemy.
5. Necromancy laboratory consists of two large slabs with cadavers on them at various stages of dissection (one likely being Miklos the baker). If searched, parts and bits of several creatures can be procured from here.



2ND FLOOR



GROUND FLOOR



**INN OF THE EXILED WENCH AND TAVERN**

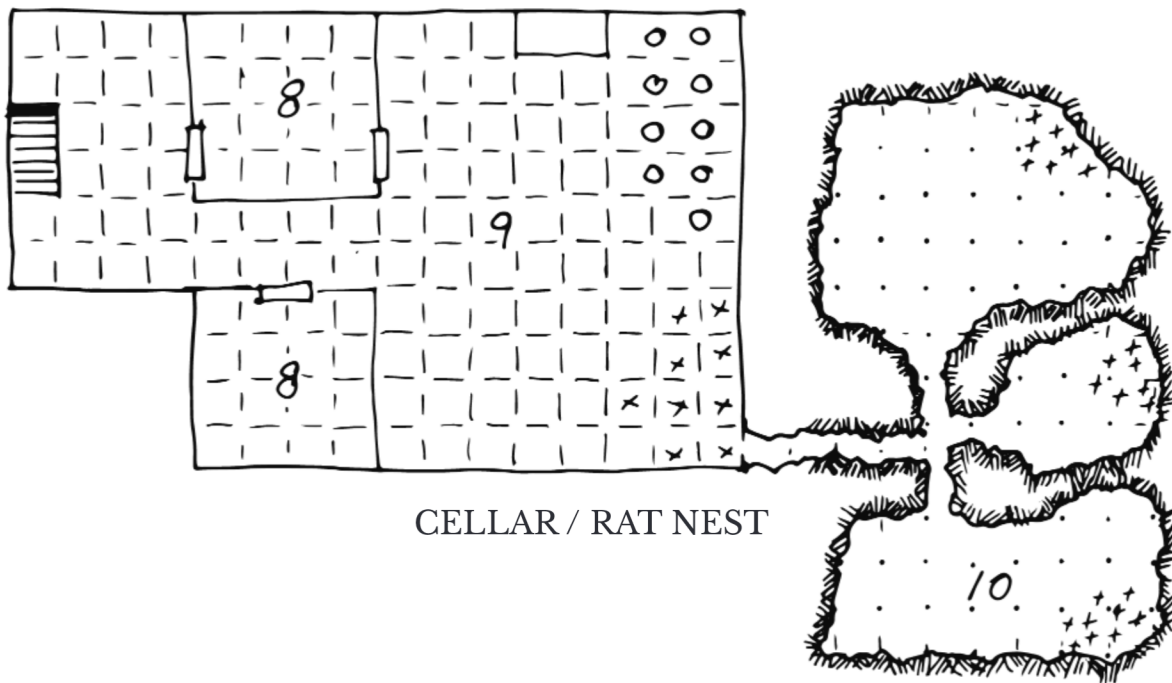
This Two Story building serves as the village pub and central public house/town hall, etc. The large two-story building has an old stone foundation and fairly well kept wooden upper structure. The thatched roof could use some care. The most noticeable part of the Inn is the sign under the modest name-sake, "Live Entertainment."

1. Front porch is an over-built and heavily used entrance that functions during winter as a vestibule. In the summer, many bawdy jokes are thrown from the second-story deck

of late night escapades.

2. Main bar room is the room where all the magic happens. Nightly entertainment can be found here. On any given evening roll on the table below to see what the night's entertainment is at the Exiled Wench (1d6):\*\*\*

1. Amateur Boxing night
2. Beauty contest
3. Ignatius "Live!"
4. Ignatius "Live!"
5. Roma band, on which nights Ignatius gets drunk and heckles
6. Belly dancer who swallows swords and juggles (Roma thief).



CELLAR / RAT NEST

3. The Kitchen at the Exiled Wench is in constant use. Access to the cellar can be found in the back.

4. These are single bedrooms rented by the night, hour or by the week.

5. Suites are larger rooms for rent with access to the deck.

6. Grace's space consists of where Ignatius and Grace live, but are rarely found here that they are not working around the tavern. Hospitality never ends.

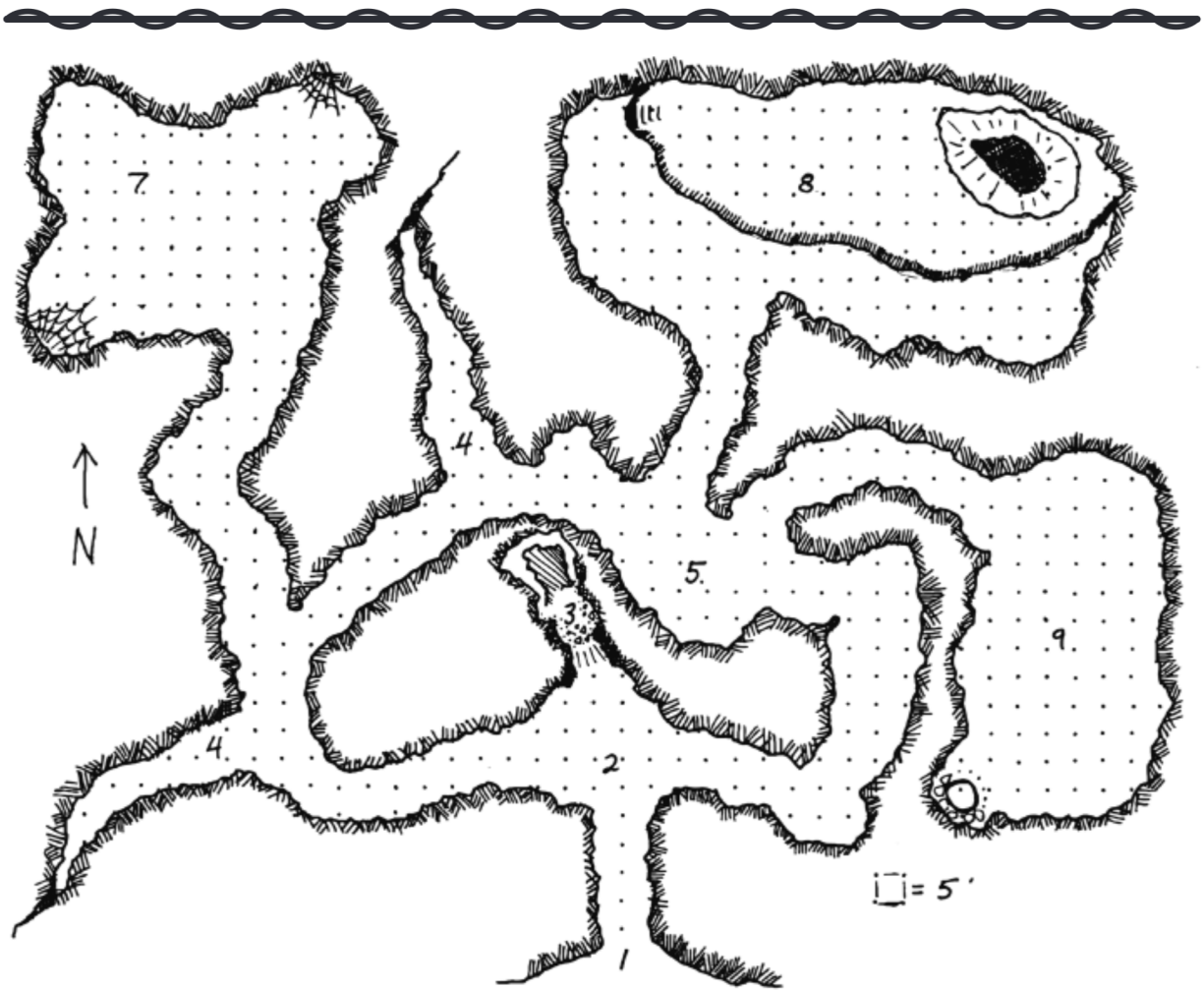
7. Linen closet.

8. Basement/Cellar storage is where the food and perishables are stored. On a successful search skill check a giant rat (see below) can be found.

9. Wine/barrel cellar contains all the alcohol in the tavern that is

not behind the bar. This room is a legend to all the youngsters and winos in town. "Although," as Grace will sometimes interrupt, "that cellar has a worse issue than fantasies of drunken escapades. There are vermin, "the size of a cat and Ignatius is too lazy to do anything about them." A successful search of the debris will yield 1d10 sp.

10. Dire rat nest is a small tunnel that small and medium sized characters can squeeze into. Medium sized PCs suffer a disadvantage -d3 to hit penalty in the tunnels. Each area contains 1d3 Giant Rats (AC 12; HD 1/2; 1d3 damage; SA disease, afraid of fire, attacking in water; see Appendix B). A successful search will yield the remains of the Tavern cat and/or 1d100 sp.



## HUNTER BEAST'S CAVE

Two miles southeast of town lays the hunter beast's lair. The cave complex is of medium length but leads to a rather well outfitted hideout of Pontair, the sheriff. This cavern will challenge players with traps and a couple of encounters to navigate. Evidence can also be discovered concerning remains of missing persons. In addition to Kiko, the gypsy boy, evidence of at least a dozen other victims over the years is carelessly discarded in the deepest section of the cave. If the characters investigate,

1d4\*100 sp of gypsy jewelry is found. Another area reveals a dark secret about the sheriff and a shrine to Belle, the late butcher's daughter.

1. Entrance to the cave can be found south and east from the town of Brynmawr. The walk is ominous. There is no specific path, but regular travel can be tracked. For each hex traveled, there is a 2 in 6 chance of becoming lost. A successful bushcraft save can negate getting lost. If lost, roll a d6 to determine which direction on the hex map the party travels. Once

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the cave is found, the entrance sits up a short incline and is about 15' wide. The smell of dried leaves and earth quickly overwhelm the air.

2. This tunnel begins to open up, with the floor continuing to fall deeper; the ceiling opens up to 15 or 20'. The cave splits into three paths. The path directly to the north continues to give way to steep break down. If explored, make a dexterity ability check. If failed, the character falls and slides into a pit. The other two paths circle around toward the north, while gradually going deeper into the earth.

3. A 40' pit gives way after a steep pitch of break down, made up of rock and cave debris. Allow a character that has fallen down the slope to make a strength ability check. If failed, the PC falls down the pit doing 4d6 damage. If survived, make a Save versus Paralyze or have spinal injury.

4. The pinch is a passage that slowly closes in to being too small to squeeze through. Be mindful of lighting resources and allow the party to get stuck, with failed ability checks. Then roll 2d6 on turns that "the pinch" debacle drains from the character's light source.

5. Grand hall of passages opens up to a 40' ceiling facilitating the faint ability to create an echo, if the sound is sharp and loud enough initially. The floor is fairly easy to navigate with the occasional rock or stalagmites

protruding from the ground.

6. This 60' corridor begins to show signs of spider webs. If the party is not being stealthy, 1d3 giant spiders attack on turn 3 in this section of the cave.

7. A spider den opens up to a multi-leveled section of the cave. Each nook is covered in spider webs. 6 spiders attack the party on turn 3 once reaching this section of the cave. Searching this room will reveal 1000 sp worth of scavenged treasure.

\*\*Hunter beast's lair is a two-tiered rather large room. The floor is fairly well worn and smooth. There is a 15' pit in the northeast part of this area. The hunter beast cannot be surprised here and fights to the death. Part of Kiko's dismembered body can be found and identified if searched.

### **THE HUNTER BEAST**

AC 15 | HD 6 | DMG 2d4 |  
Morale 9, SA Frost BW  
4d6, save for 1/2 DMG

9.\*Pontair's shrine area has a room trap at the threshold of the tunnel and the room. There is a trip wire that if triggered (or not found) fires a crossbow (1d6 damage) upon entering this room. If searched, this room reveals an obsessive altar to Belle Tahenvar. There are locks of her hair, scraps of cloth, and in the center of the altar is a handkerchief, presumably one of Belle's, if smelled

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make a saving throw versus magic or be charmed for 1d6 turns. The shrine is encircled with candles of various usage.

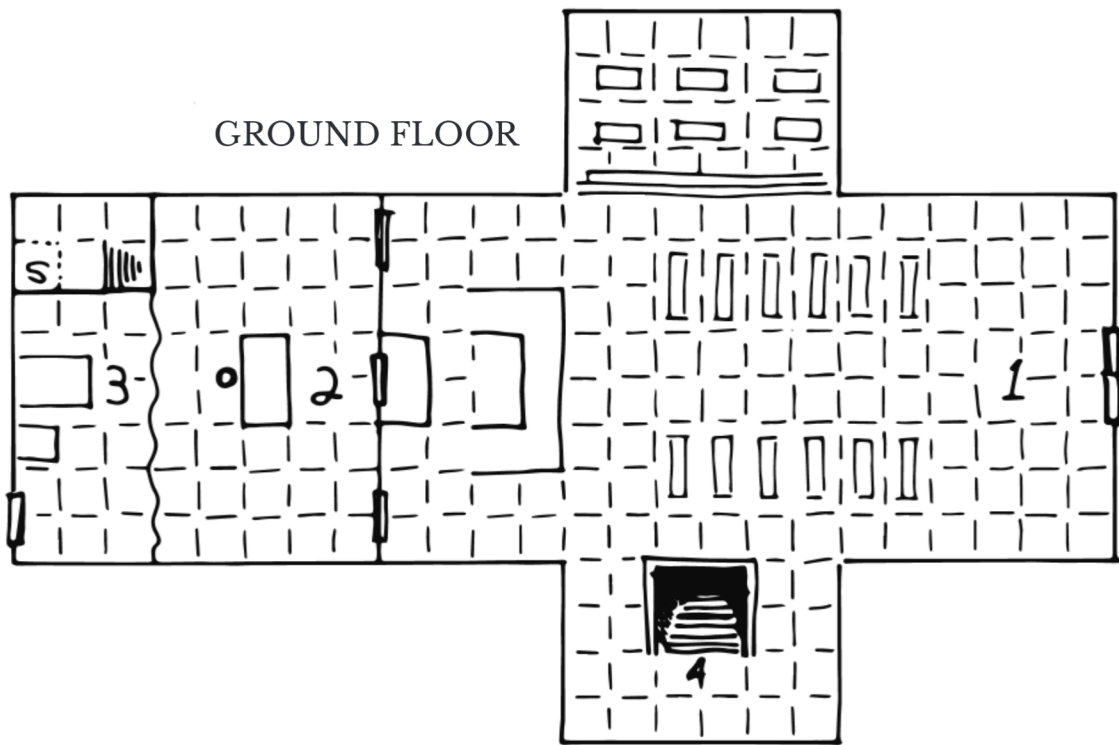
**PONTAIR THE SHERIFF VIGIL LVL 4**  
AC 15 | HD 5 | DMG 1d8 | Morale 8

If encountered at night, he gains -2 to his dexterity and saving throws due to drink. Morale increases to 10.

\* If Pontair the sheriff is still alive, there is a 4 in 6 chance that he surprises the party within 1d4 turns of either: 1.) Killing the hunter beast or 2.) Discovering the shrine in area 9. Pontair fights to the death in the Hunter Beast's den. Evidence of his "evil" must be produced for the party to not be charged with the sheriff's murder.







## LITTLE CHURCH ON THE HILL

The church is located just shy of a mile out of town to the northeast. This little chapel has existed since the early 12th century. The catacombs were crafted centuries past on top of ancient ruins—originally these efforts were to consecrate the ground that pagans had used in ancient times. Horus has taken care of the property for the last thirty years.

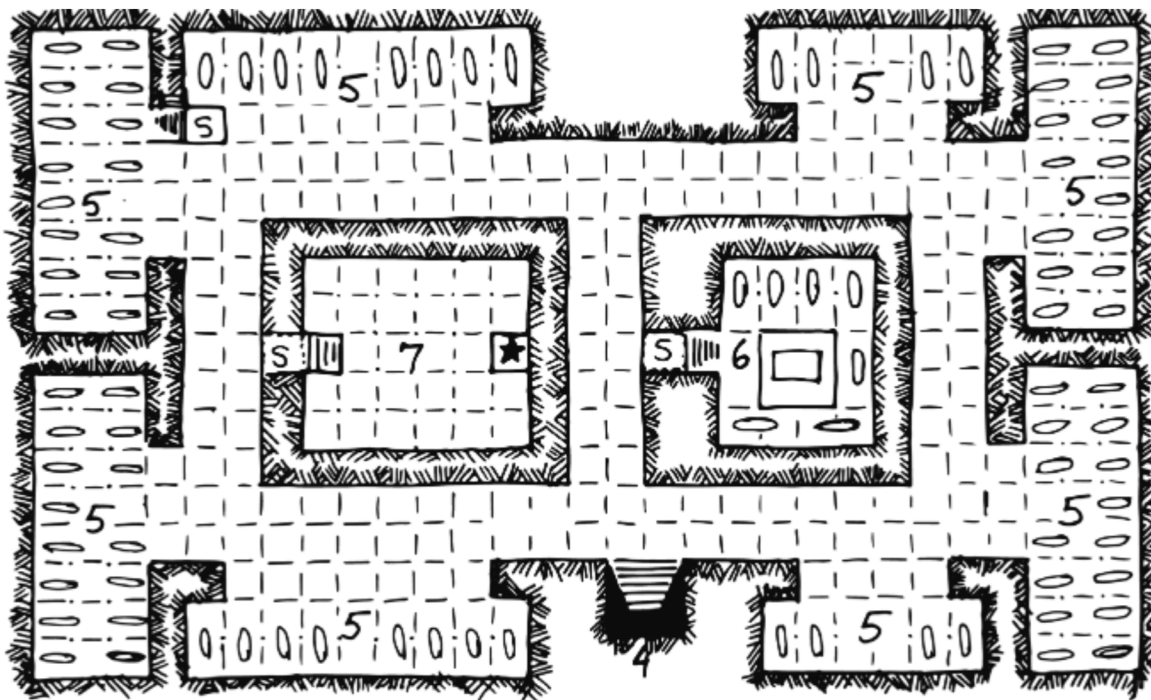
The church itself is a sturdy but old structure that is only large enough for a single sanctuary and monastic quarters in the back where Horus lives. The catacombs beneath the church are surprisingly big. Only Horus, Madame

Crawlonni, and the late Belle Tahenvar currently know about the ancient shrine of Mithras that exists below the catacombs. While Horus carries out his duty and charge of spiritual care for the residents of Brynmawr, he also secretly worships Mithras, a cult long forgotten by the current people of this land. Both Madame Crawlonni and Belle Tahenvar secretly belonged to the cult of Mithras to facilitate their use of magic. A Demon Bull Wraith protects the church catacombs. In addition to the guardian Bull, a more powerful evil resides undisturbed.

The primary threat of the catacombs is the Demon Bull Wraith (see room 7 for stats). Every turn that the party is in the catacombs without Horus or a pendant of Mithras on the party, there is a 1 in 6



## CATACOMBS



chance that the party will encounter the Demon Bull Wraith.

1. Sanctuary in the church houses six rows of benches, choir boxes on the north side of the room, and the pulpit from which Father Horus conducts sermons. The reliquary is the most valuable object (5,000 sp) in the chapel. Although the village would come after anyone that pillaged their church. The stained glass depicts the coming of age of the messiah at various phases of his life. Those paying particular attention will note that there are three recurring angel/demon-like figures throughout the stained-glass proverbs.

2. Horus' office is Spartan in decoration, having only religious symbols, relics and artifacts adorning most of the building, but certainly in his office. There is a

closet wherein he keeps his robes and regalia. There is a large brightly dyed red curtain hung across the partition to his living area.

3. Living quarters are also very bare and utilitarian. Upon searching the room, players may discover a worn crucifix and prayer beads under the pillow on the bed. In addition there are two worn bibles on the bedside table and candles all over the room. There is a secret door in the northwest corner of the room that leads down to the catacombs.

4. Main stairs into the catacombs are decoratively hewn of stone surrounding a beautifully crafted set of steps that descend into the catacombs beneath the chapel. Once down the steps the catacombs are dark, but can be lit by torches in sconces lining the main

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passages. These main passages are 10' x 10' stone hallways. The air is dry and slightly acrid tinged with sage. There seems to be sporadic flow of air down here.

5. Each alcove is a graveyard of curated skeletons and burial sites. If searched, there is a 40% chance that a small fetish (consider connecting a PC secret to this object), coin or sentimental objects can be found in any of these rooms. In addition the searching players can find signs of flooding and recent disruption to the graves.

6. Ancient Sarcophagus is a secret burial dating back to Rome. In order to find this sarcophagus, characters have to search for the secret door. In addition, this door is magically locked with the spell Wizard Lock (OSE, RT, p.83), which requires either a Knock or Dispel Magic spell to unlock. This crypt has never been disturbed. If the lid of the tomb is opened, a Spectre attacks the party. Separately a locked treasure chest, in the eastern corner, contains ancient jewelry in pristine condition worth 10,000 sp. The key that Argoston, the gravedigger has recently found unlocks this chest.

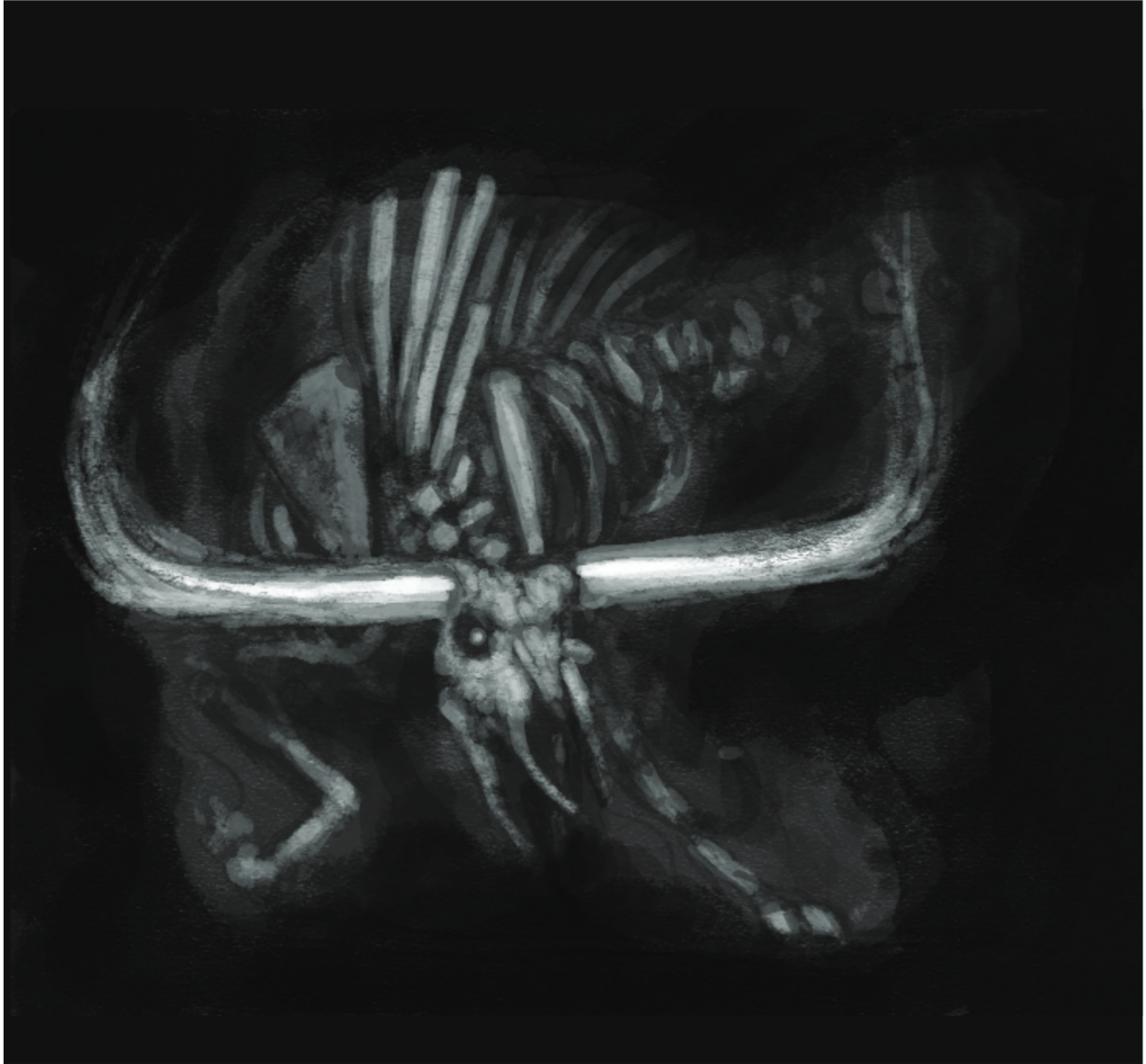
### **SPECTRE**

AC 17 | HD 6 | DMG 1d8+SA  
| Morale 11

*Undead: Make no noise, until they attack. Immune to effects that affect living creatures (i.e. poison). Immune to magical control such as charm, hold, sleep, etc. Mundane damage*

*immunity: Can only be harmed by magical attacks. Energy drain, if hit by an attack, the character loses two levels of experience. At level 0 the PC dies.*





7. The Shrine of Mithras is covered in murals that depict the conquering of the Dacian people by Rome in 105 AD. The Dacians swore blood curses and death hexes across the land. The Demon Bull that protects these halls [primarily the ancient sarcophagus] will not harm any group with a pendant of Mithras.

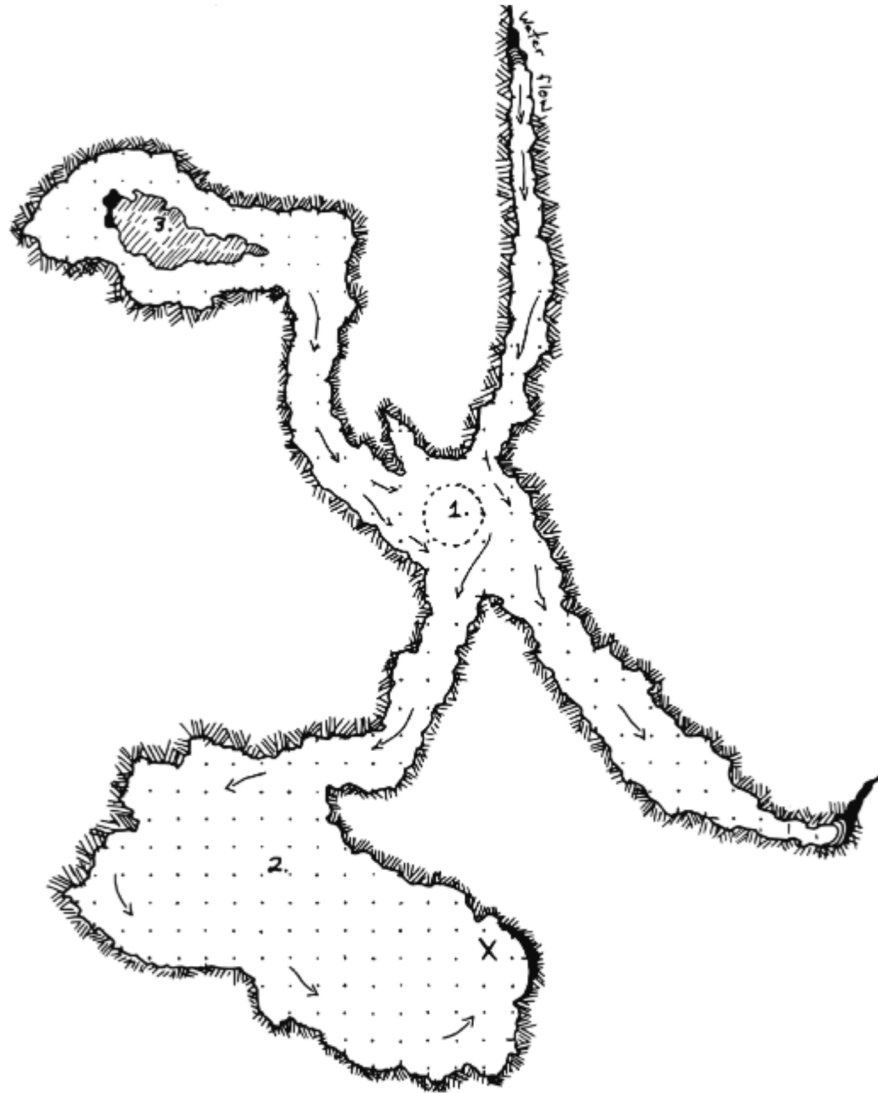
### **DEMON BULL WRAITH**

AC 16 | HD 4 | DMG 1d6+-  
SA | Morale 10

*Trample, +4 bonus to its attack rolls if the victim is medium-sized or smaller.*

*If trampled, PCs can be gored and SA, Energy Drain applies.*

*SA: Energy Drain, if hit by an attack, the character loses one level of experience.*



## TOWN WELL

\*If explored at night the party will not encounter a ghost, as rumored. They may, however, see Sonnia the baker's wife staring at the well. The well is in town, in which Belle's body is found (area 2), and perhaps the reason for the ghost sightings around the well. She has been dead for three weeks. If the body is searched the party finds a pendant of Mithras.

1. The well is 35' deep. Falling will

cause  $3d6 + 3$  damage. Characters who decide to search the well can use rope to descend to the bottom. Water flows from the north and is fed by an underground spring. The water is about 3' deep in the well at any time. With recent rains, more detritus can be seen in the vicinity of where the bucket is usually hoisted. If searched, characters may find  $1d20 \times 10$  copper pieces per turn.

2. Belle's bloated and decomposing

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body can be found in this area. It is difficult terrain, so movement is cut in half and dexterity ability checks are made with disadvantage (-d3).

Belle Tahenvar's body lays rotting in the town well. If searched, she has a Pendant of Mithras on her neck. She is bloated, blue, and coming apart from dissolving into fish food. If the characters coordinate a way to get her out of the well, Finn will pay the party 500 sp for their effort and for closure.

3. Traveling northwest in the well some 50' feet will open up into a round room with a deeper pool of water. A giant frog (mythos refers to this demon frog as Illigoth's Folly) will attack characters exploring this area. The water is over 6' deep, so characters with heavy armor could easily slip and drown, especially if dragged into deep water by the Frog's Sticky Tongue.

### **FROG, GIANT**

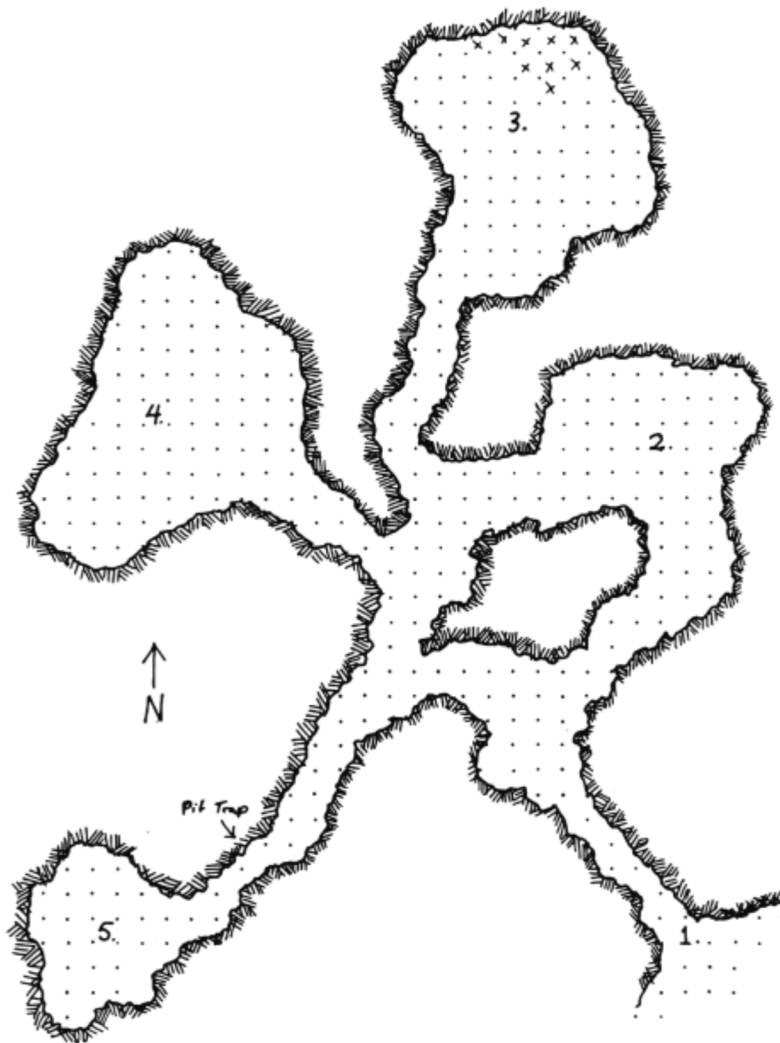
AC12 | HD 5 (24 hp) | Bite  
DMG 1d6 | SA; Morale 11

Surprise: On a 1-3, in forest or dark dungeons, due to camouflage.

Sticky Tongue: Attack up to 15' away. On a hit, (up to medium) target is dragged to the mouth and bitten.

Swallow whole: Natural 20 indicates that the target is swallowed. Inside the frog's belly: suffer 1d6 damage per round, until the frog is killed; may attack with sharp weapons at -4 to hit; body digested in 6 turns after death.





## WEREBEAR'S ABODE

Demitri the hermit is the werebear of Ravenwood. This den can be found or tracked some 4 miles northeast of Brynmawr.

1. Entrance to the cave seems fairly normal access to an underground den. The opening goes about 40' back into the hill. Eventually the path gives way to a fork, one path north and one path southwest.

2. Tracks! This area forms an intersection of four different passages. 2d4 Cave Locust

attacks the party in this room.

### CAVE LOCUST

AC 15 | HD 2 | Bite DMG 1d2  
Jump d4; Morale 11

*Shriek: If attacked or frightened, shriek to warn others (20% attracting Dimitri or Giant Centipedes).*

3. A room of refuse. This area is strewn with animal parts and a virtual bone yard of years of food and digestion. There is nothing of value to be found.

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4. Demitri's den is a comfortable and warm hole in the ground. The werebear has a functioning library of philosophy and history. If searched, the characters can find three books of note, *Demonology* by King James I, published in 1597; *The Consolation of Philosophy* by Boethius in Greek approx. 500 AD; *The Prince in Italian* by Niccolo Machiavelli, published in 1513. These books are rare in this part of the world and would bring 1500 sp each from a priest, aristocrat, or Elm Lerosa (NPC).

**WEREBEAR, DIMITRI**

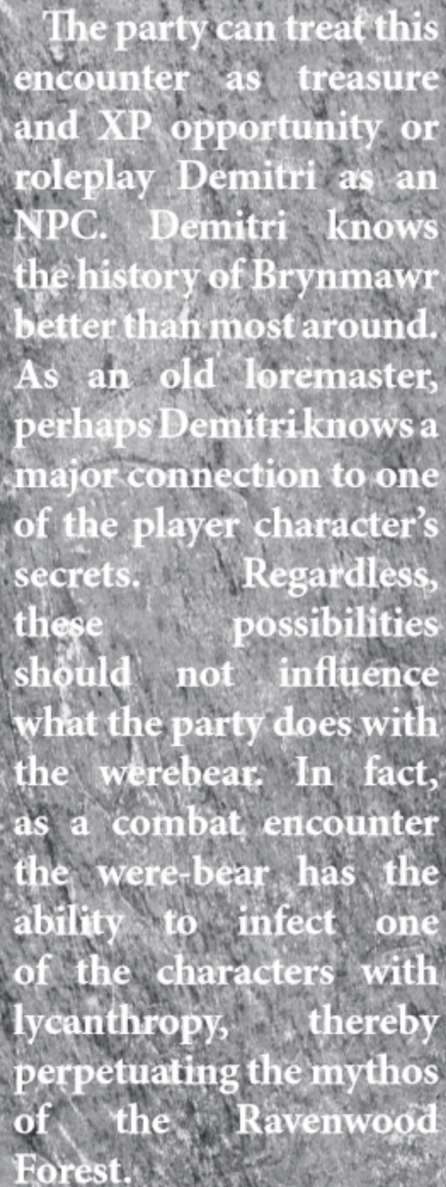
AC 16 | HD 6 | 2 claws / 1 \*bite,  
DMG 2d4/2d4/2d8 Jump d4;  
Morale 10, (11 in lair) Saves  
F6, AI Neutral

\*If bitten, save vs disease (Lycanthrope, Referee's Pamphlet, p. 17).

5. Centipede nest occupies this southern room in the Werebear's Abode. There is a pit trap, 10' deep with spikes (1d6 + 3 DMG) in the hallway toward the centipede area. If this trap is triggered, Demitri cannot be surprised. 1' long centipedes that dwell in the south of this area, however, may surprise the party.

**CENTIPEDE, GIANT**

AC 10 | HD ½ | Bite DMG 1d2  
Jump d4; Morale 11  
*Save vs. Poison or become horribly sick for 1d10 days, no physical activity and can only move half speed.*



The party can treat this encounter as treasure and XP opportunity or roleplay Demitri as an NPC. Demitri knows the history of Brynmawr better than most around. As an old loremaster, perhaps Demitri knows a major connection to one of the player character's secrets. Regardless, these possibilities should not influence what the party does with the werebear. In fact, as a combat encounter the were-bear has the ability to infect one of the characters with lycanthropy, thereby perpetuating the mythos of the Ravenwood Forest.

# ADVENTURE CONCLUSION

1. Murder mystery (Miklos the baker is a red herring) of Belle & Kiko. The baker died of a heart attack. The jealous wife of the baker, Sonnia, murdered Belle three weeks prior to the start of the adventure. Arresting Sonnia with evidence of the crime requires a confession, morale check (9). While investigating the murder of Belle, Pontair the sheriff arrested and tortured to death Kiko the gypsy boy, secretly Belle's forbidden beaux.

If the PCs uncover this complicated series of events award them 2000 xp each.

2. Hunter Beast is a winter wolf that is being kept by Pontair, the sheriff a couple of miles outside of town in a cave. The beast is responsible for a number of disappearances over the past four or five years. Pontair feels that the beast helps him, "keep the peace" and "get to the bottom of something," when work requires something done as sheriff.

Depending on how the PCs deal with Pontair and the hunter

beast, they are worth 2500 xp (plus the value of the winter wolf coat and treasure recovered) to split between the party.

3. Poisoned well (Belle's corpse) causes a 20% chance of Poison (1d8 damage) Save negates, until the PCs discover and remove Belle's bloated corpse from the well. This event is considered in the XP from the murder mystery, but worth 300 xp to each player if task is carried out with some decorum.

4. The Priest's growing madness and the catacombs under the church are an optional area and dungeon depending on the curiosity of the players and the referee. The only magical item in this adventure is cursed and located on the priest. While Horus is slowly going mad, the town's people still revere him. There is a slim possibility of a savvy party to investigate his secrets and allow him the opportunity to repent—or not.

Appendix D hosts several options through which to expand the adventure.

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# Appendix A: Dramatis Personae

## Major NPCs 40% Town Encounter (d10 roll)

NPC	Location	Desire	Fear
1. Belle Tahenvar	Bottom of the Well	Vengeance	Discovered as a witch
2. Elm Lerosa Perov lvl 9 Investigator	Elm's Home	Evidence of Necromancy	Help/Partners of any kind
3. Finn Tahenvar	Butcher Shop	Find Belle	Discover the truth about Belle
4. Grace Koszalo	The Exiled Wench	Security away from Brynmawr	Ignatius to know her want(s)
5. Ignatius Koszalo	The Exiled Wench	To be Revered	Losing Grace
6. Kiko	In the cave of the Hunter Beast	Belle	Harm to Belle
7. Madame Crawlanni lvl 5 Magic User	Fortune Teller's	Protect Pontair	Any more Roma killed
8. Pontair Sherrif, lvl 4 Vigil	Town by day/The Exiled Wench at night	Respect at any cost	Discovery that he keeps the Hunter Beast
9. Sonnia	The Bakery	Her Husband back	Discovered as a murderer
10. Terrance Apothecary/Undertaker	Undertaker's	Appreciation	Discovered as a Necromancer

## 60% Town Encounter (d5 roll)

1. Agoston the Gravedigger	Town Chapel	Be a good man	Discovered as a thief
2. Karsci	Elm's Home	To Serve Elm	Starting to drink again
3. Monroe	Stable	To Gamble	To be told what to do
4. Vanderfel Deputy, lvl 2 Vigil	Patrolling	Bring the weak to heal	Public Humiliation
5. Tamwell Egatz	The Smithy	Making good steel	Disruption of work

# Appendix B: Encounter Statistics

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HD = Hit Dice (d8 for hit points), to-hit bonus, and level of fighter saving throws

SA = Special Ability

SV = Saving throw

BW = Breath Weapon Saving Throw

MV = Movement is 120' per turn/40' per round unless noted or encumbered

## **BANDIT, NORMAL**

AC 14 | HD 1 | DMG 1d4 | Morale 6

### **BOSS**

AC 115 | HD 2 | DMG 1d6 | Morale 8

## **BEAR, CAVE**

AC 15 | HD 7 | DMG 2d4/2d4/2d6 | Mor. 10  
Terrain: Hill, Mountain, Woods.

## **CRAWLER SCAVENGER**

AC 12 | HD 3 | SV or 1 HP | Morale 9  
Save vs. paralyze or 1 hit point of DMG for each tentacle (x6) Paralysis lasts for 2d4 turns. Victim will be eaten in 3 turns if paralyzed unless the Crawler is attacked.

## **HORUS THE HAGGARD CL LVL 4**

AC 12 | HD 7 | DMG 1d6+3 | Morale 9  
Uses Crop of Corpses (magic item) during combat, Adv. to attack. Spells include: first and second level cleric lists. Possesses a pendent of Mithras.

## **MADAME CRAWLONNI MU LVL 5**

AC 11 | HD 5 | DMG 1d4 | Morale 8  
Spells include: Detect magic; Identify; Summon; Speak with animals; ESP; Phantasmal Psychedelia (if attacked, projects Demon Bull Wraith). Possesses a pendent of Mithras.

## **PONTAIR THE SHERIFF VL LVL 4**

AC 15 | HD 5 | DMG 1d8 | Morale 8  
If encountered at night, he gains -2 to his dexterity and saving throws due to drink. Morale increases to 10.

## **RAT NORMAL**

AC 12 | 1HP | DMG 1d3 | Morale 5 | Disease

### **GIANT**

AC 14 | HD ½ | DMG 1d6 | Morale 8 | Disease  
SA: Disease, bite has 1 in 20 chance infecting the target (Save versus poison) The disease has a 1 in 4 chance of being deadly (die in 1d6 days); Afraid of fire, rats will flee fire unless forced to fight; Attacking in water, rats may attack in water without penalties; excellent swimmers.

## **SPIDER, GIANT**

AC 14 | HD 4 | DMG 1d8 | Morale 10  
SA Poison

On a natural 18 or higher, it injects venom for 1d8; Poison SV negates. Terrain: Caverns, ruins.

## **VANDERFEL THE DEPUTY VL LVL 2**

AC 14 | HD 2 | DMG 1d6 | Morale 7

## **WEREBEAR**

AC 16 | HD 6 | 2 claws/1 \*bite 2d4/2d4/2d8 | Morale 7

\*If bitten, save vs disease (Lycanthrope, Reference Pamphlet, p. 19 & 20) Morale is 11 in Lair.

## **WOLF, DIRE**

AC 14 | HD 3 | DMG 1d8 | Morale 8

### **WINTER**

AC 15 | HD 6 | DMG 2d4 | Morale 9  
SA Frost BW 4d6

## Appendix C: Magic Item

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### Crop of the Corpus

This ceremonial whip is an artifact of mysterious evil and can be found either on Horus the priest at night or in the catacombs under the church. The key that Agoston the gravedigger dug up (in a box) unlocks the shrine of Mithras in the catacombs under the church. Originally constructed from the pieces of a brutally murdered prisoner. The crop has changed hands and been rebuilt many times over being worshipped and coveted over the centuries. The handle is constructed of a crudely hewn femur. The blood stained handle is wrapped with what looks like hair and strips of fetid and crudely tanned flesh. The visceral ligaments

that make up the crop itself has a particularly dark character that plays the center role in its origin which is a cursed implement of flagellation—all those who possess the crop become unnaturally attached over time with every morsel of flesh that feeds the item.

Item effects:

The crop of the corpus (Advantage to attack/1d6+d3 damage) is a cursed sentient artifact that over time drives its wielder toward the alignment of chaos. Every week the PC is in possession of the Crop of the Corpus must make Wisdom Ability Check. If failed, roll on the madness chart (Referee Pamphlet, p. 18).



## Appendix D: Expanding the Sandbox

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Baron Rasturn's Keep is the chateau of an old mage. Few people other than staff ever see the inside of this edifice. Built as an imposing tower, the gardens are kept up with tremendous old growth trees surrounding the property. It is rumored that the Baron is kin to one of the original mages in the Forest from over a century ago.

There are fragmented stories about three mages that moved to this vale. One of those stories concerned a concerted effort to seal away a death cult in the mountains which could be an opportunity for an adventure or dungeon.

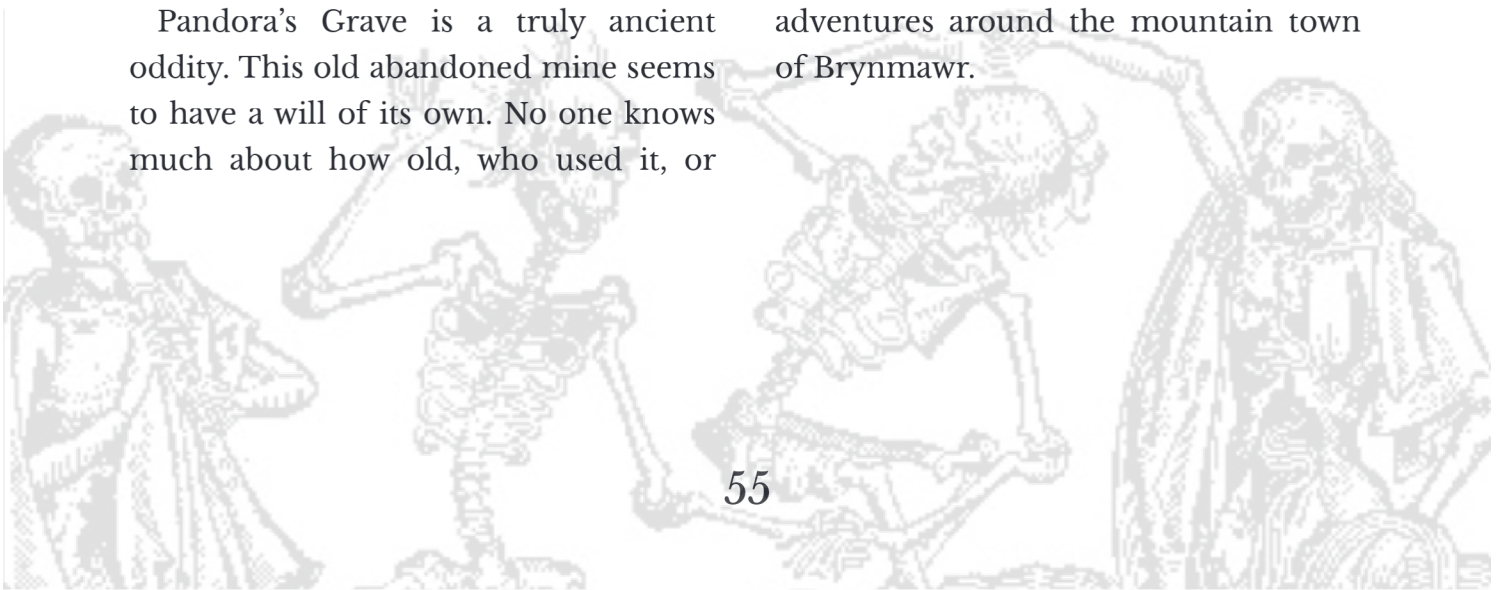
Elm Perov's Rundown Manor is a three-story villa that acts as a storage building of books, curiosities, and esoteric whatnots that only he understands. If the party goes to the basement they discover Grey Ooze and a collection of ancient necromancy text. With committed curiosity, a collection of heads sitting on shelves in liquid filled glass containers can be found.

Pandora's Grave is a truly ancient oddity. This old abandoned mine seems to have a will of its own. No one knows much about how old, who used it, or

really when it was used. Pandora's Grave, like many of the ancient ruins in this region, dates back to ancient Dacia 100 AD. People use this story as a wellspring for fairy tales both fantastic and horrific. Many of these tales include Roman (more recently Muslim) raids upon these lands to fuel xenophobic fears. Dozens of missing children, boogeyman, and bedtime stories have been passed down for untold generations surrounding Pandora's Grave. As a fairy tale, "the grave" may be more famous than anything else in this vale. But few folk actually know that it is a real place, or the horrors contained within.

A dungeon idea could be a randomly generated dungeon every time the adventurers enter Pandora's Grave. An example of this can be found in the 1st edition *Dungeon Master's Guide* (Gygax 1979, p. 169).

All of these adventure sites could be drawn up (or an opportunity to use a favorite module) and explored by the party if they choose to continue their adventures around the mountain town of Brynmawr.







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# III: TOOTH AND NAIL

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