

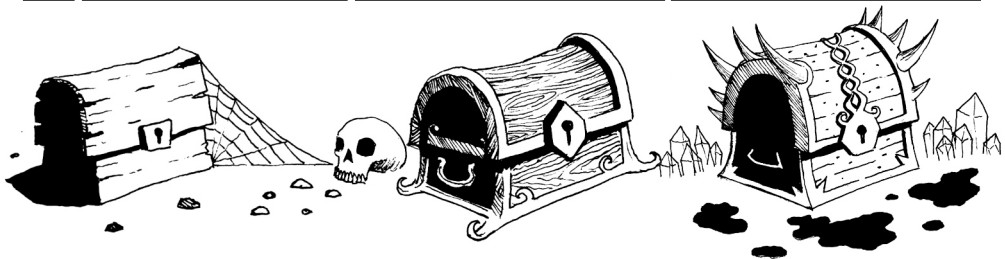
THE HAUNTED HAMLET



& Other Hexes

Random Treasure

	Basic	Advanced	Rare
1	Fine paper 100gp	Arcane ring +1 spell slot	Heavy ancient silver elf king's throne 10000 gp
2	Silver scissors 40gp	Bag of small gems 3500gp	Jade coffin of necromancy
3	Fancy soaps 50gp	Rare portrait of the Rust King 5000gp	A royal pardon of all crimes 15,000gp
4	Bag of air dry clay	Lute of sorrow 2500gp	Shell boots of waterwalk
5	3 Poisoned darts	Air sprite in a jar 3000gp	Evil bat god statue 8000gp
6	Pully system 100gp	Troll bone marrow 850 gp	Clockwork warrior 5000gp
7	Silver compass 300gp	Rare bottle of port 700gp	Deed to a fort and 100 acres of land 30,000gp
8	Bottle of strong acid	Magical lock & key 2000gp	Portal ritual instructions
9	Bag of gold dust 150gp	Bag of blue pigment 600gp	Giant cut alexandrite gem (skull sized) 6000gp
10	+2 Magic arrows (3)	Chime of silence (5 uses)	Bottle of lightning 5000gp
11	Scroll of Wall of Ice	Expert lockpicks +10%	Anti-magic acid vial: desolves magic items
12	Ornate scales 350 gp	+2 Magical Meroite Sword	Dragon egg (priceless)
13	4x Aristocrat outfits 300gp	Magical rock of voices: Records conversations	Cloak of shadows + 20% hide in shadows
14	Jewelled cutlery 500gp	Ghost in a jar 5000 gp	Vampire ashes 10000gp
15	Rare quill collection - 250gp	Rare wine recipe 500gp	Wizard spellbook 1D6+1 random spells
16	Ancient coin 200gp	Scroll of mass fly 3000gp	Wand of teleport (2 uses)
17	Barrel of black powder	Banner of fear: Enemies take -1 to moral saves	Ammolite tree seeds from the underdark 10,000 gp
18	Gold arrowheads 100gp	Book of leaves + 2 wisdom	Saint's skull 10000gp
19	Aged bottle of port 300gp	Ruby necklace +3 hp	Magical neverending spool of rope 3500gp
20	Cursed screeching amulet -2 AC -2 HP: Makes loud noises at inopportune times	Cursed ring of hate: Changes all NPC and creature alignments towards player to hostile	Cursed bag of holding: Appears to work at first but sends valuable items to an evil wizard and returns back cheap copies



Random Weather Conditions

	Basic Weather	Extreme Weather	Natural Disasters
1	Heavy rain	Drought 2D4 weeks	Flash flood for weeks, crops destroyed
2	Sunny	Blizzard 1D6 days	Landslide, roads impassable
3	Windy	Hailstorm	Magical blight wipes out most crops
4	Frost	Thunderstorm	Hurricane 1D3 days, towns destroyed
5	Cold Mist	Wildfires 1D6 days	Volcanic eruptions & earthquakes
6	Overcast	Magical dust storm	Magical eclipse, total darkness 5 months

Random Day Encounters Seeds

- 1 Swarms of relentless blood beetles emerge from deep underground and blacken out the sun. They will return back underground in 3 days; players will die from blood loss before then unless they can find protection.
- 2 An underground network of pixies targets the players for looting. They lure players to a beautiful campsite where pollen from magical flowers will put them in a deep slumber. The pixies will steal all items of value and sell them to elves.
- 3 A sword with a fox pommel is lodged in a boulder in a clearing. The sword cannot be pulled out but can be chiseled out. This +2 sword binds itself to its owner and requires them to tell one significant lie to their friends every day, or it will turn to molten metal and burn them for 3D6 damage. Only tell this to the player it binds to.
- 4 A travelling merchant covered in cloaks and wearing a smiling mask offers the players a rare treasure in exchange for taking the gaze of a powerful enemy off the merchant and onto themselves. If the bargain is struck, the treasure is revealed to be a spellbook containing a fragment of Maloc the Red's soul (an evil sorcerer who controls a red dragon). The spellbook contains 4 random wizard spells.
- 5 A stone circle in a wood. If players step inside, wood elves will activate its spell, trapping players inside. They will rain down arrows unless players agree to hand over all magic items. The magic barrier will shatter if it takes 40 points of damage.
- 6 40 dwarf children covered in ash stagger along a road. The last surviving members of the Iron Heart Clan. A dragon broke into their parents' mines and massacred them. They need help on the dangerous road to the emerald mines: 4 days travel.
- 7 One of the player's siblings is spotted running away from a wolf. This is actually a pair of ghosts luring players into the Haunted Hamlet.
- 8 A soldier of Lord Scorpion approaches the players, offering them lands & treasure if they travel to the monster town of Orgul and poison its leaders (see back cover).
- 9 Players find a group of murdered gnomes in chains in a ditch with gold dust on their hands (they escaped from the gold mines hex).
- 10 A sad, drunken bard smashing his lute on the road, tells the players that his fellow adventurers had already left the inn when he awoke (See the Ladder Inn Hex).

Random Night Encounters Seeds

- 1 When players set up camp for the night, all their metal objects are repelled slightly by the ground. If players dig they find a broken metal war golum that still has a magnetic field. If this news leaks, surrounding lords will battle to claim it.
- 2 A tree in the distance glows faintly. Long grey hair grows from its branches instead of leaves, and a single black apple hangs from the highest branch. Anyone who eats it will gain +2 wisdom and the ability to comprehend most languages.
- 3 During a downpour, in the distance, a group of four halflings with lanterns run screaming from a giant serpent. If assisted they will give the players two basic treasures & a coin that proves the players are now friends of the Featherfoot Clan.
- 4 You see a single candle in a window in the distance. A magical tower that only appears after dark. Inside is a crying gnome infant with flowers for hair. It was sent here because the Unseelie Court is searching for the child and wants it dead.
- 5 Multiple nights in a row, players overhear voices under the ground of their camp, whispering cryptic preparations to one another about some horrible plot. Only a few random words can be discerned each time. This is followed by nightmares of screaming. A shadow who materializes people's fears is behind this; whatever players speculate the plot is becomes a reality in two weeks.
- 6 Players are awoken to loud chimes and bells. Four gnomes pass with a wagon singing about the night market. If players follow them, there is a market of woodland creatures in a clearing nearby. For sale: colored long-lasting candles 10gp, Speak with Animal scroll 150gp, healing moss bandages, Elven wine, blackberry pies, jars of fairy dust (fly; one use) 250gp, magic seeds, floating lanterns, honey apples, potions of luck and 3 random advanced treasures at half price.
- 7 Prompt the players to invent nightmares about someone or something they have killed. One of the relatives of someone the players killed has been stalking them, and will attack in vengeance for the death of their loved one the next night.
- 8 A sorceress of the Blue Order is traveling on her horse through the night to meet with the Queen of Sands. She asks to chop off one of the players' hands or fate says great misfortune will befall the land (roll three times on the natural disaster table).

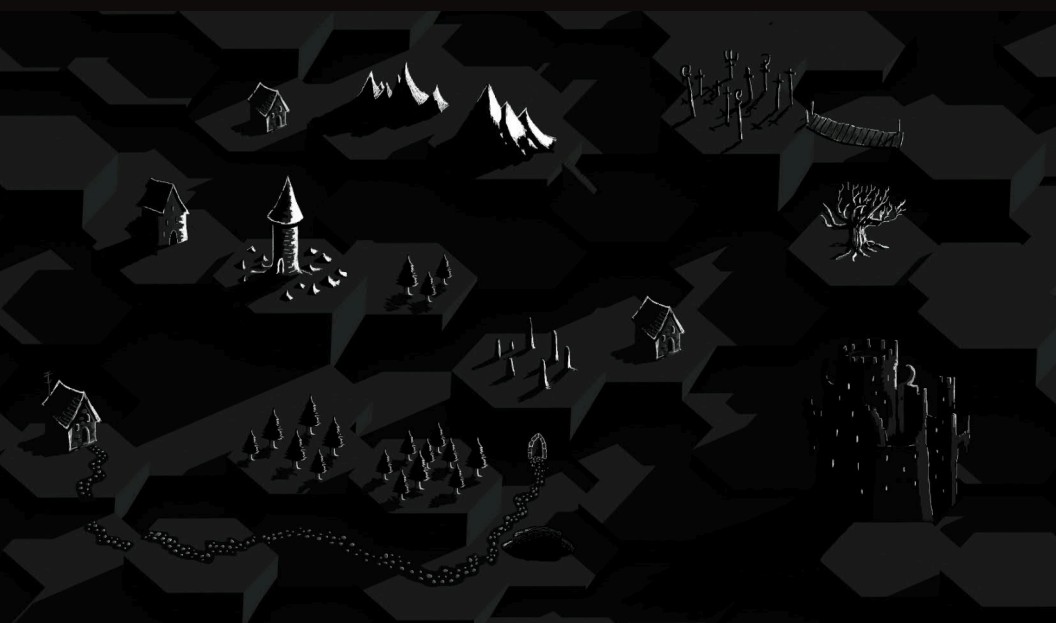
Intro

This zine contains four location scenarios for use with pen and paper roleplaying games. The locations focus on gameable content and being easy to use at the table. The locations are not connected to one another and can be sprinkled onto your campaign map however you like, or run as one-shots. This zine is made for old school essentials rule system but can easily be converted to many other ttrpg systems.

Play Style

You should run these locations in whatever play style you prefer, but they were originally designed for an old school style of play where the following points are assumed to be true:

1. Players will be setting their own goals rather than following a narrative that has been planned out for them very strictly by the Game Master.
2. Players receive very little or no experience points from killing monsters, instead gaining experience from finding treasure, making discoveries or completing objectives they create for themselves or that they accept from NPCs.
3. Monsters will not be balanced to player level, but the GM will communicate to players a rough idea of how safe or dangerous different areas are through NPCs.
4. Wherever it would add more interest, players and the Game Master will interact and describe game play to each other instead of rolling die checks.
5. The game is dangerous; player death is very possible and healing is very limited.
6. There is a focus on resource management; resources are being tracked by the Game Master and players and there are consequences for running out.
7. Players coming up with clever and creative solutions to problems is encouraged and rewarded. Meta-gaming and roleplaying are both encouraged.



The Haunted Hamlet and Other Hexes- By Lazy Litch

Editing by Tansy. Thanks to: all my backers, my covid pod, the MAMR people, LF_OSР and KYA for all the support as well as all the people at Necrotic Gnome for creating OSE



The Upper Mines

- 1. The stairs** to enter the mine are guarded at all times by two soldiers who must approve all comings and goings. If there is a violation, they will ring a bell, alerting all the other soldiers to prepare for battle.
- 2. The upper plateau:** Eight soldiers act as task masters here for fifteen mole people who lived underground before the mine was dug. They load and carry gold-bearing rock in baskets on their backs up the stairs, where it is taken by soldiers in wheelbarrows to the refinery.
- 3.** The mole people live in an ancient cave system here. This system was originally dug out by the antkin who live below. Intricate low relief carvings of a mythology story carved by the ant people covers the walls. It depicts many different insect gods and the life cycle of an antkin from hatching to death. The mole people have their **kitchen and living quarters** in this room. They survive entirely off the rations of water, grains and vegetables given to them by the soldiers. Two passages branch off this common room.
- 4.** This ancient chamber has been repurposed by the mole people as a **sleeping quarters**. The mole people have no leaders and make all decisions through very long meetings. They initially tried to rebel against the soldiers when the mine was dug out a year ago, but most of them were slain. There are 40 mole people including 10 infants. They are fearful of the gnomes below creating trouble.
- 5.** This **huge chamber** used to be the temple of the antkin and is built with incredible skill. The mole people managed to hide some weapons in secret alcoves in here (5 daggers and 5 short swords, 2 healing potions).
- 6.** An **elevator** here controlled by a crank raises and lowers two large crates to the lower levels of the mines. Used to transport rock. It is **currently broken**.
- 7.** A **locked door** to a secret shaft that leads to a trap door in the fort.
- 8.** This **stairway** leads to the lower levels (key 11); guarded at all times.
- 9.** This single working **elevator** is operated by the mole people to receive 50% of new gold-bearing rock. One task master oversees this elevator at all times.
- 10.** 50% of the rock from the lower mines is transported over this bridge.

The Lower Mines

- 11. Stairway 8** from the upper mines leads down here.
- 12.** Rocks on the wall of the mine can be **climbed** here to the upper levels.
- 13. Subterranean gnomes** live here since before the mine was constructed. They have now become enslaved by the soldiers and transport rock that is lifted by the cranes from below into the elevator and to the bridge. The gnomes live in a **simple cavern system lit by candlelight**. There are twenty gnomes, including five infants. Trust amongst the gnomes has been eroded by the soldiers. Some want to revolt and others want to increase their status. One gnome is secretly collecting twigs that fall from the magic tree and turning them into wands of knock and magic missile and stashing these in a crack in a wall. So far he has made three wands and he can make 1 wand per week.
- 14.** Gold-bearing **rock is stored in this room** and carried up the ladder to be brought across the bridge.
- 15. Two cranes** operated by the gnomes are overseen by the soldiers here, which transport all the gold-bearing rock from the antkin mines below to be transported in the elevator and up the ladder to the upper mines. **A strange tree** that glows with blue light in the dark grows between the cranes. Everyone is too fearful of its magic to chop it down.
- 16. An outpost** was built by the soldiers here and four guards are stationed at all times. They act as task managers and monitor the lives of the gnomes to make sure there are no plans of revolt. Gnomes who perform well are given extra rations, better jobs and more days off.
- 17. Stairs** lead to the antkin mines below.



The Antkin Mines

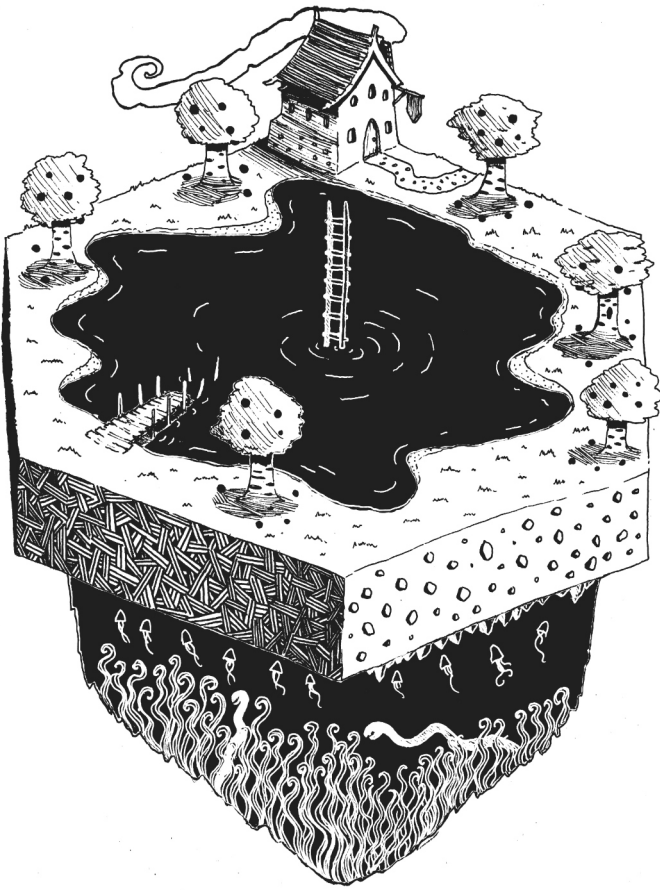
- 1. These stairs** have been enchanted by a wizard working for Lord Bleak, so an alarm will sound if any antkin tries to climb them. This will trigger the soldiers at the outpost above to call for re-enforcements and order the gnomes to prevent the antkin from coming up. They will begin open firing on antkin climbing the stairs with their longbows, ultimately triggering an explosive magical ruin if they are overwhelmed which will destroy the stairs.
- 2. The antkin** have been confined to this level. They were the original dwellers centuries before the gnomes or mole people moved in. They lost large numbers fighting to stop Lord Bleak's army from taking control and only forty remain. The antkin **live in three separate colonies**, each with a different queen. For centuries there were four colonies and the loss of one in the battle has disrupted the antkin's society. Two crates from the cranes above must be loaded around the clock with mined rock. The antkin primarily eat a fungus that grows in abundance under the ground. But since the mine has been opened, sunlight is damaging the fungal networks and food is scarce.
- 3.** The antkin are digging stairs here to the lower mines as part of a guerrilla war campaign against the soldier occupation. They will use this secret stair to try and persuade some of the gnomes to join their struggle.
- 4.** One of the primary gold mines that the antkin work shifts around the clock to meet the demands of the soldiers. If demand is not kept up with, then the soldiers will descend the stairs in force and beat the antkin or take prisoners who will be executed if production does not increase.
- 5.** Another of the primary gold mines the antkin work. A stash of improvised weapons made from rock and exoskeleton are being stockpiled in here.

The Overdark

- 7.** Once a sacred entrance and exit from the underdark, this site has fallen into disrepair. Magical fungal trees grow up from the underdark to the surface here. They glow a faint blue at night and emit a chimelike noise. Ancient pillars with strange runes and purple veins crawling on them are dotted around an archway made from blue rock with a staircase descending into rubble. The antkin think it's dangerous to disturb this magical site and will try and prevent players from coming down this far.
- 8.** This ancient magical pool of water used to be occupied by a representative of the unseelie court who would adjudicate those traveling to or from the underdark. It lies empty now. One rare treasure can be found at the bottom of the pool of black water.
- 9.** This entrance to the underdark either caved in or was filled in long ago. Players can remove the stones with three days' labour to open the entrance again, although antkin will attack them with projectiles if they persist at this.

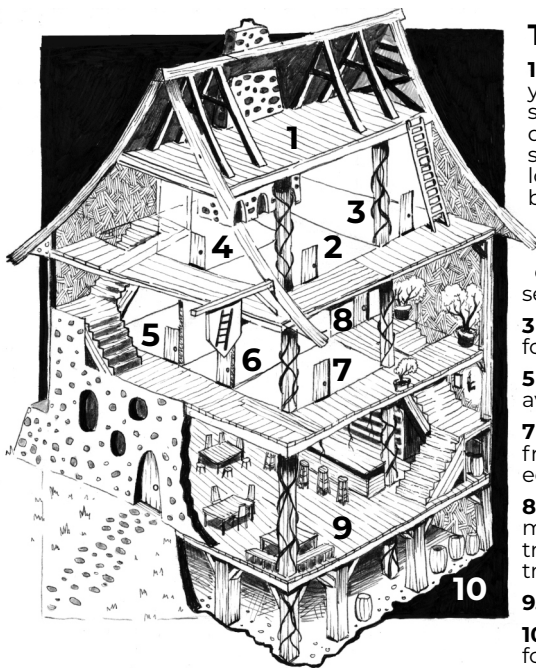
Timeline of Events (by week)		Hooks	
1	A mole person is executed for not working hard enough	1	Players are captured and made to work the mines
2	A Gnome sabotages the bridge, triggering higher security	2	Players hired as soldiers to prevent a revolt in the mines
3	A sickness breaks out in the soldier camp; active guards are reduced	3	Players are hired by a rival of Lord Bleak to sabotage the mines
4	Lord Bleak sends 10 extra soldiers, and two wizards for security	4	Players are antkin and must stage a revolution
5	The rest of the antkin's fungal food crop fails and they revolt	5	Players hired to break a criminal out of the mines





The Ladder Inn

Once upon a time, a man sat beside a lake and a voice called to him from the waters, "Rest your weary feet in the shallows, traveller." The man felt a deep sense of relaxation and was compelled to wade into the water to get closer to the voice. Once ankle deep, the voice spoke again, "There used to be many like you who would pass this way and swim in my waters and eat the fruit from my trees, but now nobody has passed this way for years. Tell me why that is." The man explained that a trading route that used to pass this way had been diverted long ago. The voice then spoke again, "If you build an Inn on the edge of my waters I will make you rich beyond measure." So the man built an Inn under instruction from the strange voice. It also asked him to build a very long ladder, which took a whole year to complete, and then lower it into the lake. Traders now come to the Ladder Inn and drink the cider made there from the fruit which grows on the trees. Guests at the inn become very curious about the ladder that rises out of the lake. Rumors abound of treasure at the bottom of the ladder. As the night wears on, guests become more brash and brave with drink. A stranger appears just at these times, offering a potion of water breathing for sale at a cheap price. Those who descend the ladder are never seen again. Guests whose memories are foggy from the strange drink forget about their friends and head on their way. The innkeeper then finds gold wash ashore the next night. This cycle has been repeating itself for many years. The entity at the bottom of the lake is collecting people and keeping them alive through fell magic. It seeks to "help" them through a program it has designed for self improvement. None of the participants have yet graduated the program and been allowed to ascend the ladder. Missing persons posters are quickly torn down and burned.



The Ladder Inn

1 The attic: Unknown to the Inn staff, a young halfling beggar named Fingle is secretly living up here. He sneaks downstairs at night to feed off scraps, and steals valuables, storing them behind a loose stone in the chimney stack (3 random basic treasures).

2 An elderly gnome named Sasha lives in this room, investigating the disappearance of her son Ralf who was last seen here. The staff want her to leave.

3 and **4** are luxury empty rooms available for 10 gp a night each.

5 and **6** are economy empty rooms available for 5 gp a night each.

7 A knight named Darren is recovering from a terrible curse here. His shouts of pain echo intermittently throughout the inn.

8 The Innkeeper's room. Secured with a magical lock and alarm. Inside is a horde of treasure: 3 basic treasures, 2 advanced treasures, 1 rare treasure and 8000 gp.

9. The Tavern and Kitchens

10. The basement: Barrels of alcohols and food stored here. It is accessed by a trap door on the tavern floor. Seaweed grows from the damp earth up the timbers

Food	Cost
Bowl of bear stew	30 gp
Spicy salamander salad	45 gp
Slice of red fruit pie	2 gp
Loaf of dwarven ironbread	10 gp
Very unusual cheeses platter	25 gp
Roasted giant bat	45 gp
Fresh fried lake fish	5 gp
Wolf meat from goblin town	2 gp

Drink	Cost
Red fruit Cider	1 gp
Freeze distilled Redjack	5 gp
1 Glass lucky botanical gin (re-roll one die roll this night)	60 gp
Burrow beer	10 gp
Spiced pumpkin wine	15 gp
Pixies port	20 gp



The Stranger

A shady figure with perpetually wet, greasy hair who drinks in the corner. He waits until an adventurer expresses intent to descend the ladder, and then approaches them. He says he came upon a crate of water breathing potions "in a pile of trash beside a wizard's tower." He will provide all who seek to descend the ladder with these potions (which last for 1 hour) if they agree to give him 20% of any treasure they find down there. The stranger is actually a construct given to the Innkeeper by the voice from the lake. He is composed of seaweed internals and needs to stay damp or he will dry out. He can shed his skin and slither away in seaweed form if threatened.



The Innkeeper

The Innkeeper is known by the name he has given himself: "Francesco the magnificent." Seeing himself as a visionary and pioneer, he is highly driven to fame and success.

When the voice in the lake called to him, he saw it as an opportunity to advance in life. He has taken to worshipping the symbol of the ladder as a metaphor for advancement in life. Francesco ruthlessly runs the Inn to profit from the poor souls who descend the ladder. He always has an eye for ways to improve the Inn, and will talk to adventurers at length about their ambitions. He sees those around him as resources to be utilized for self-advancement.

Timetable of Happenings at the Inn

Day 1 Workers arrive and construction begins on a new gambling room for the Inn. A large shipment of luxury supplies arrive driven on caravan by Dwarves who brag about how well the Innkeep pays. Staff at the Inn are overly friendly. Someone puts up a missing persons poster.

Day 2 The missing persons poster is gone. A party of stylish adventurers arrives at the Inn. They turn their noses up at the player characters and refuse to break bread with them. They are "The Crimson Cloaks" and all wear a red uniform they commissioned for themselves. Scarlet the thief, Rouge the witch, Tsvuku the Paladin and Ruby the cleric. They are full of glares and will bar fight if provoked. That night they get drunk and descend the ladder, never to appear again.

Day 3 4 idiotic guards in plate armour are hired to help guard the Innkeep's excessive riches. They are very insecure and quick to temper.

Day 4 Construction on the game room is completed and folk from miles around flock to participate in a night of gambling. More adventurers arrive: "The Blue Ravens" who descend the ladder that night among the festive chaos. That night the Innkeep collects riches from the lakeshore. Room prices are set to increase dramatically the next day.

Day 5 Craftspeople arrive to carve ornate patterns into the woodwork of the Inn, and upgrade the decor. A tailor also arrives to create luxurious uniforms for all the Inn staff. A shady 'security wizard' is hired.

Day 6 The Innkeep and Stranger work to move the players on at this point if they will not descend the ladder, since they know too much. They will dramatically increase prices for them, making it impossible for them to afford to stay. Sasha from room 2 will disappear.

Day 7 If the players stay, the Stranger will slip sleeping potion into the players' drinks and ship them far away on a wagon. If the players return, the Stranger will attempt to capture them with a wand of immobilization, trapping them in a net before the magic wears off, and lower them into the lake in the net with a pulley system.

Ladder Rumors

- 1 They say there is a huge horde of treasure at the base of the ladder
- 2 They say one day the ladder fell from the sky, into the lake
- 3 Once during a storm I saw a little white hand holding onto the ladder but it went back in the water
- 4 They say the ladder descends all the way into the center of the earth and to the home of the ancient ones
- 5 Many adventurers stay at the Inn, but none of them have ever been brave enough to descend the ladder
- 6 Red flashing lights glow at night in the water around the ladder

If players...

Then this will happen

Steal from the Inn

The Stranger will track the players and steal the valuables back at night using an invisibility potion

Bring attention to disappearances

Will be told a red herring of kidnappings in the woods by some strange cult (see the Hat Cults Hideout Hex)

Confront the Stranger

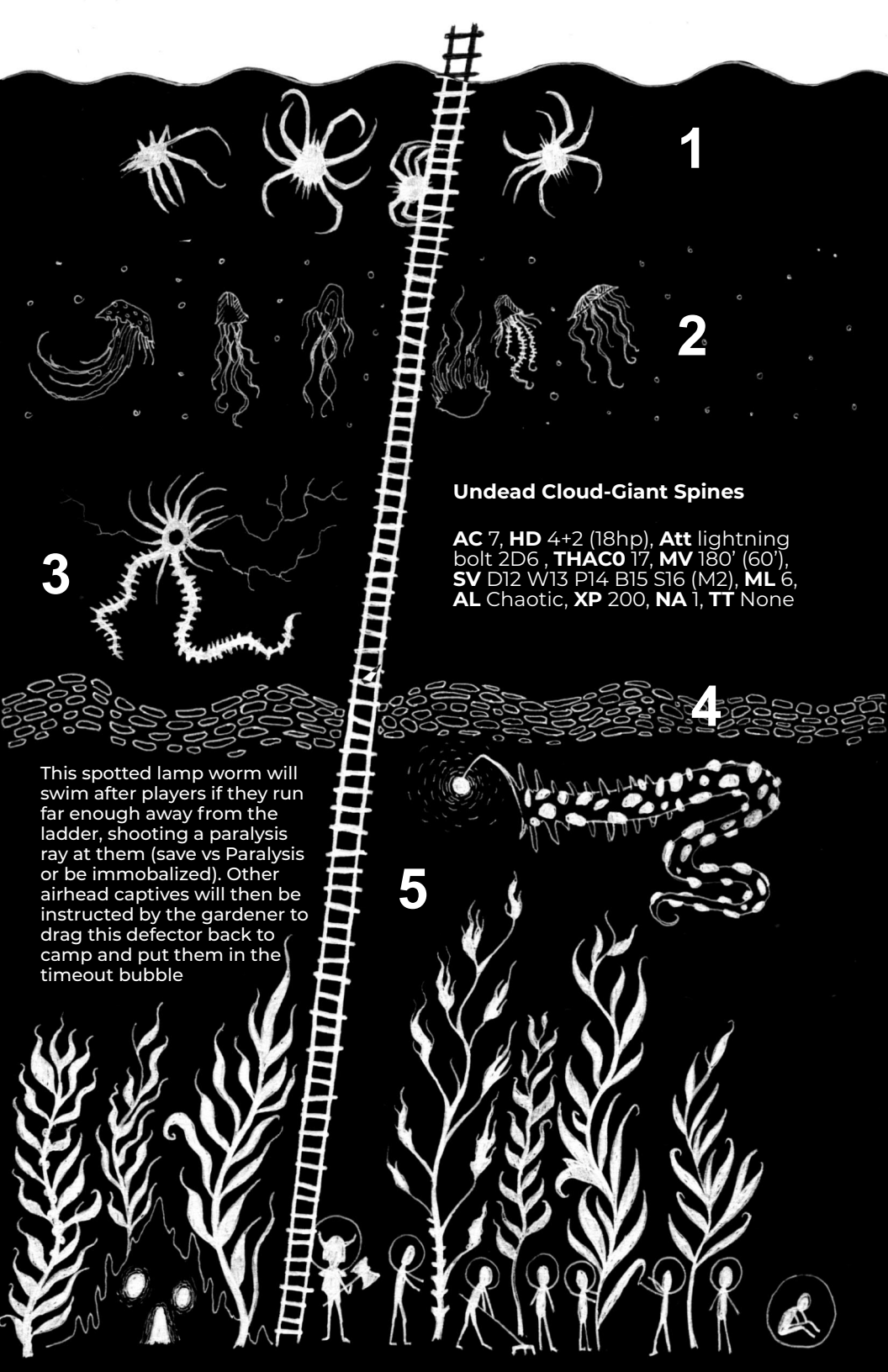
He will try and run or fight, and will injure himself, exposing his seaweed insides. The Innkeeper will pretend to be shocked. The Stranger will jump into the lake.

Follow the owner

They will find him whistling a tune while picking gold from seaweed on the lakeshore. If confronted he will run.

Lasso the ladder

The top of the ladder will bend and snap off, outraging everyone and getting the players banned from the Inn



1

2

3

4

5

Undead Cloud-Giant Spines

AC 7, **HD** 4+2 (18hp), **Att** lightning bolt 2D6, **THACO** 17, **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (M2), **ML** 6, **AL** Chaotic, **XP** 200, **NA** 1, **TT** None

This spotted lamp worm will swim after players if they run far enough away from the ladder, shooting a paralysis ray at them (save vs Paralysis or be immobilized). Other airhead captives will then be instructed by the gardener to drag this defector back to camp and put them in the timeout bubble



1. *"The waters seem to become murky very quickly, but you can make out some movement on the ladder below."*

Four huge, ancient, albino spider crabs lurk here. They fear bright lights. They are actually the four children of the dread king, an ancient ruler long dead, stolen by the king's rivals and transformed into crabs. The only way to reverse the curse is to restore their father's tomb, which is in ruins nearby in the woods. The crabs cannot speak but will desperately attempt to sign this to the players. The crabs each only have 1 hit point and will flee from danger. If the ruin is restored, the crabs will be transformed into four elderly royals wearing finery and will give the players one rare treasure. Thanking the players, they will then seal themselves in the tomb to prevent his evil spirit being released.

2. *"The waters become colder and very dark here, but you see many small red lights moving in the black water below which look like a galaxy."*

Red, glowing mind control jellyfish here will let players pass by, but will attempt to control anyone climbing back up the ladder. Characters must roll a save vs spells or be compelled down the ladder.

3. *"Colder again, the water turns a greenish hue and you hear a great prolonged boom echo below and bolts of white energy crackling."*

Two storm giants died on the shores of the lake long ago and decomposed over time. But the seaweedmancer below wrapped its leaves around their spines when they sunk to the lake bed, and re-animated them. The two spines, now fused together, swim like an eel. Great thunderclaps and lightning spring forth from the spines, residue of their storm giant magic. This creature will kill anyone attempting to escape, but will let those descending the ladder pass.

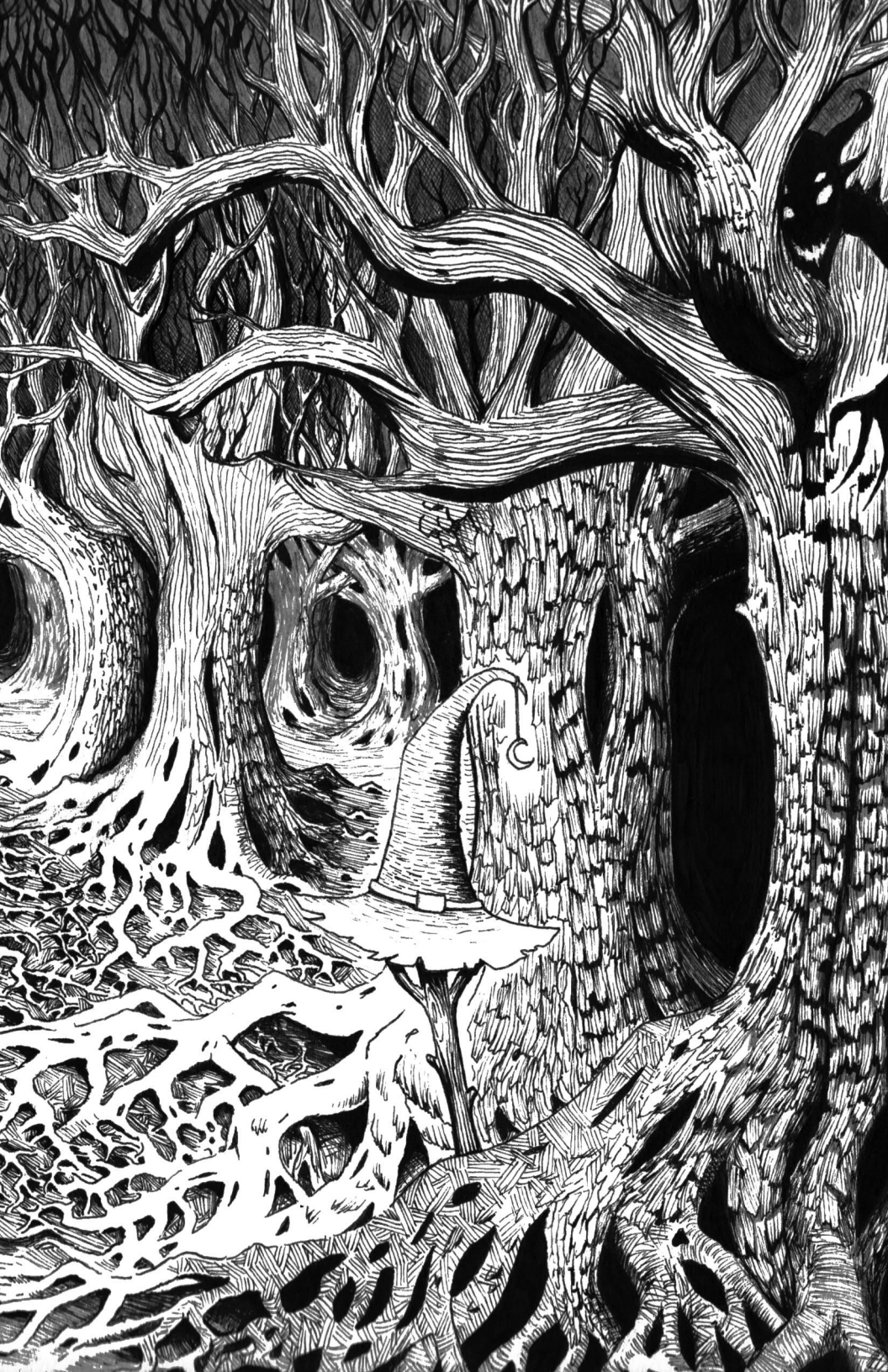
4. *"A layer of thick membrane separates the greenish level of water from the inky black below. Looking through it is like looking through thick ice. There is some light below moving around but it's distorted and blurry."*

Once characters claw their way through this thick membrane, it seals over and becomes very difficult to break from below.

5. *"The ladder descends through inky water and a forest of huge tree-like seaweed plants, to the lakebed, where you see a small coral house with light emitting from the doorway and windows. Many humanoid figures with air bubbles around their heads move around the lakebed below. To your left, a spotlight shines on you from a gigantic spotted worm swimming in the inky water. You hear a calming voice in your heads, "Welcome home my friends."*

The seaweed here is all the same intelligent organism with the same root system. It is lonely and needs to feel needed so it lures creatures down here for company. It communicates through telepathy with a calming voice. Those it traps are not sure where the voice comes from. It doesn't want them to realize it is the seaweed, in fear that they will attack its roots and escape. It thus pretends to live in the coral house, but put a magical barrier around it so nobody can go inside and find it empty. There are 15 trapped adventurers, all who descended the ladder in search of gold after drinking in the Ladder Inn. They are kept alive with air bubbles on their heads and by eating underwater crops they grow. They must hug the seaweed trees frequently, as the plants emit air when squeezed which refills the air bubbles. They call the voice "the Gardener" and follow its commands. The Gardener instructs those trapped here that if they complete its program, they will eventually gain enough ranks to climb the ladder to freedom again. Those who misbehave or fall behind on chores are put into the timeout bubble by the others. Nobody has yet been allowed to leave. One adventurer, referred to as "the Warden," guards the ladder with a battleaxe. If freed, the adventurers will burn the Ladder Inn to the ground and find a horde of treasures in the innkeeper's room.







The Hat Cult's Hideout

Three weeks ago, an apprentice stole a powerful fusion device and a number of magical hats from a wizard he was studying under. He brought the device to an abandoned cave in a wood, frustrated that the wizard never used the device anyway. He began combining random animals he found out of curiosity, thinking it probably helps the animals. Who wants to be just one thing anyway? He recruited some others from a local town who were interested to come and live in the cave and practice magic.

Each new member gets one of the magical hats upon initiation. There are now 10 members, and with endless curiosity they combine different creatures in the device. They see themselves as visionaries at ground zero, ushering in a new age where people will finally be happy and complete as fusion beings. Nothing excites the members more than ideas of new fusions, while the fusions they have already created are set loose in the woods and quickly forgotten about. It seems each creation is a bit of a disappointment once it's created and not as exciting as the initial idea was. This cycle has been continuing for weeks. Dangerous creatures are now leaking out of the woods and into surrounding villages, causing all kinds of problems.

Rumors

- 1 A farmer found a cat with spider legs in her barn
- 2 A traveller saw a 'frightfully evil' squirrel in the woods
- 3 A fisher saw a fish running away from the lake on legs
- 4 A gardener found a worm with eyes in his garden
- 5 Several villagers have gone missing recently
- 6 The local ranger was killed by a cat with a human face
- 7 A man is touring the countryside with a glowing chicken
- 8 Cattle have been found drained of all their blood
- 9 A number of teenagers have run away from home (the cultists' recruits). Their families distribute missing person flyers and form a support group that meets every week
- 10 A bard saw something in the wood that made her loose her voice and stop playing music

Random Magic Creature Generator

Type / Ability	Head	Body	Effect
1 Icy	Horse	Giant Snake	Frozen in place (SV: P)
2 Mutated	Owl	Giant Spider	Extra attack
3 Venomous	Lizard	Bear	2 damage for 1D6 rounds
4 Undead	Ant	Orc	Won't die until burned
5 Glowing	Eagle	Human	Regenerates hp 1 per min
6 Metallic	Lion	Centaur	+10 hp
7 Stretchy	Badger	Wolf	+10 ft reach
8 Unstable	Shark	Giant bat	50% chance of exploding
9 Shifting colors	Human	Ooze	+10 speed
10 Bloated	Goat	Troll	Acid splash when hit
11 Fire breathing	Deer	Giant Snail	10ft cone 1D12 damage
12 Merging	Wolf	Lizard	Combines with others

Template Stats for All Creatures

Use the following template for all random magical creatures, adding the effect from the generator.

AC 7, **HD** 2+2 (11hp), **Att** 1 × (1d6), **THACO** 17, **MV** 60, **SV** D12 W13 P14 B15 S16 (F1), **ML** 6, **AL** Neutral, **XP** 25, **NA** 1, **TT** None

The Hideout



Note - Before running this, you will want to generate 9 magical creatures as well as the magical hats for 6 cultists and the hats and items for 3 acolytes (see next two pages)

1. The cave entrance to the hideout deep in the forest has two recruit guards posted here at all times. The ground in the entrance is a mix of dirt and stones. All the stones have been enchanted with alarm spells that will trigger if players walk on them. The alarms sound like dragon roars, banshee screams and large church bells. If the guards get a chance, they will alert the rest of the cult that the players are approaching. The cult members from below will then rush to the cave entrance using it as a bottle neck and fight the players off. They will also release five random magical creatures to attack the players.

2. A cavern which is being used as a **kitchen and sleeping area**. This area is relatively well lit by light at the entrance of the cavern as well as the cooking fire and candles which are maintained. Players can find 2 months' rations here, 4 kitchen knives, bags of spices worth 100gp and a recipe book. Several carcasses of magical creatures are hung on hooks and a glowing stew containing some unknown meat simmers on the fire. Anyone who eats the stew will gain regeneration for 5 minutes at a rate of 1hp per minute. There is enough for three people to gain this effect before it's gone. A large yellow shark fin sits on the chopping board. Chattering can be heard coming from down the **stairs**; it seems to be a discussion about different kinds of wood and a faint blue light can be spotted in the darkness. Claw marks lead down **the ramp** into the darkness and no noise can be heard from here.

3. This cavern has been transformed into a **wand making room** by the cultists. They are growing magical woods in here, and have constructed a magical archway that emits a blue light and can be activated to create an icy barrier. The barrier will shatter after taking 40 points of damage. **Three cultists and one acolyte** are crafting wands here and discussing different kinds of wood. They will fire on the players, activate the barrier and escape down the ladder to warn the other cultists if they spot intruders.

4. This room is used as an area where the cultists force different magical creatures to fight to observe their abilities. The **door is reinforced steel** with barricades behind it. It has a viewing slot that can slide open. There is currently a mute rock golum locked in here. If released, it will attempt to escape without engaging in combat, which will draw 5 members of the cult after it in an attempt to recapture it.

5. This large cavern is used as a **recreation and party room** for the members of the cult. It is lit by a species of glowing green mushrooms that grow in abundance here. The place is littered with playing cards, cups, bottles and barrels of ale. A **chest in one corner** is filled with dice, juggling equipment, 2 basic treasures and 1 advanced treasure (see pg 1). A **sword in a stone** here fills those who touch it with such hopelessness that nobody has been able to pull it. It's been here since before the cult took up residence in the cavern. This +2 sword of sadness can only be pulled by those whose heart has stopped beating. There are **five recruits and three cultists partying loudly** in here. A ladder is used by these cultists if they need to escape to room 6.

6. This **huge cavern** is used by the cultists to store all the creatures they capture before they are fused. **Five huge, locked iron cages** have been built in here. The room is unlit and terrible **howls and roars** echo endlessly in the darkness. Three of the cages house normal creatures: one of them houses three trolls. Another houses five giant spiders and the last houses four wolves. If released, these creatures will attack the cultists. The other two cages house four fused creatures who will flee if freed.

7. This cavern is where the cult houses the **transformation device**: a massive metal pillar with red crystals protruding from it. Bolts of crackling energy intermittently leap from crystal to crystal. A ring of sticks with focalizer crystals is adjacent to the device. Any creatures inside the circle when the device's lever is pulled will be combined. If more than three creatures are in the ring at the same time, then the machine will explode for 2D6 damage. **Several desks** in this cavern are filled with scrolls and diaries with detailed notes on the experiments that have been conducted here. The **hat cult leader and two acolytes** dwell here, his hat now fused to his body, he speaks with a muffled voice. He will try and recruit the players to join the cult. Failing that, he will try and pay them off. Ultimately he will try and escape if players are not cooperating unless he and his cult members are very likely to win in a confrontation.



Hat Cult Leader

AC 2, HD 5 (20hp)
Att 1 × Quarterstaff (1d4)
THACO 16, MV 60' SV D9
W10 P12 B14 S12 (C5) ML 9,
AL C, XP 150, NA 1 TT F

Magic

- ◆ 1st Level: Detect Magic, Light, Hold Portal, Magic Missile, Ventriloquism
- ◆ 2nd Level: Wizard lock, Levitate, Locate Object
- ◆ Wand of Fireball (3 charges)
- ◆ Scroll of Phantasmal Force
- ◆ Magic hat grants: Dark Vision, See Invisibility and Infravision



New Recruit

AC 10, HD 1 (4hp),
Att 1 × dagger
(1d4), THACO 19,
MV 60', SV D11
W12 P14 B16 S15,
ML 6, AL C, XP 10,
NA 1d2, TT U

Wand of Magic
 Missile (5 uses)

Smoke Signal

Hat Cultist

AC 8, HD 2 (8hp),
Att 1 × dagger
(1d4), THACO 18,
MV 60', SV D11
W12 P14 B16 S15,
ML 7, AL C, XP 20,
NA 1d2, TT U

1 magic hat

2 Wands of Magic
 Missile (3 charges
 each)

1 Potion of Haste

Hat Acolyte

AC 7, HD 3 (12hp),
Att 1 × dagger
(1d4), THACO 17,
MV 60', SV D11
W12 P14 B16 S15,
ML 8, AL C, XP 50,
NA 1, TT U

1 magic hat

1 loyal magical
 creature

1 magical item

If players...	Then this will happen
Join the cult	PCs will be sent to capture increasingly dangerous monsters, eventually receiving their magical hat
Break the device	The cult will become depressed and disband
Are captured	Will be brought to the cave and prepared for fusion
Negotiate	The cult will agree to stop, but then secretly resume
Capture a cultist	The captive will tell the players everything
Kill the leader	The cult members will use a dark magic ritual to fuse him with a creature just before his essence fades. Then they will plan revenge on the players
Volunteer to be fused in the device	The player will be combined with one random creature and then will be released into the woods

Magical Headwear	Magical Items
1 Jester's hood of speed (+10ft)	1 Wand of fireball (5 charges)
2 Top hat of speak with animals	2 Scroll of clairvoyance
3 Arming cap of spider climb	3 Potion of healing (1D8+2)
4 Wool beret of webs	4 Staff of confusion
5 Tricorn of mirror image	5 Orb of wizard eye
6 Straw hat of flying	6 Ring of protection (+1 AC)
7 Felt hat of invisibility	7 Amulet of ventriloquism
8 Wimple of dispel magic	8 Skull of ESP

What's going on right now?

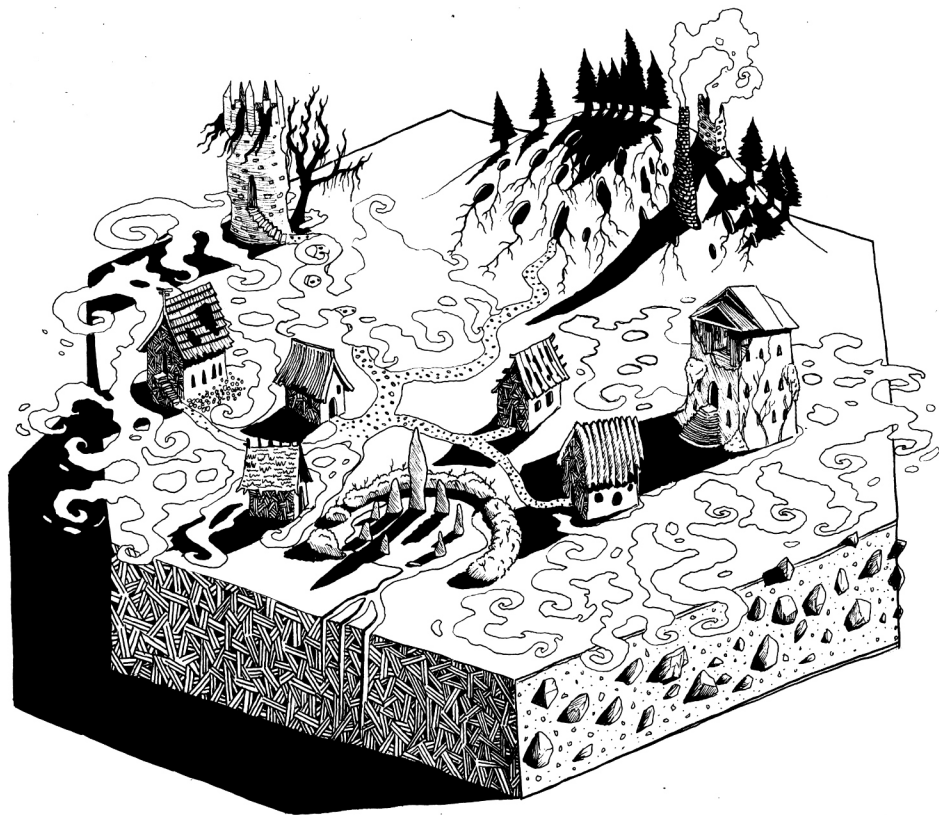
- 1 A cultist is receiving their initiation hat
- 2 A bear and a troll are being combined in the device
- 3 Two cultists are having a friendly argument about which creature combinations would be better
- 4 Cultists are capturing goblins and dragging them into the cave
- 5 Cultists are jousting on glowing lizard horses
- 6 Cultists are watching a humanoid owl perform a memory challenge and writing notes about its performance

Timeline of Events - The cult starts with 5 members

- Day 1 5 villagers go missing (used in experiments by the cult)
- Day 3 3 new cultists join and 1 former member receives their hat
- Day 6 A wagon delivering goods disappears (stolen by cult)
- Day 9 3 new cultists receive their hats and 2 new cultists join
- Day 12 An ogre and evil warlock are combined and on the loose
- Day 15 Venomous snake wolves decimate the local population
- Day 18 The cult captures a hydra, 2 members receive hats
- Day 21 The cult leader combines himself with the hydra







The Haunted Hamlet

Once upon a time, there was a town in a valley called Wovendale. It prospered for a time, but one day an evil spirit visited the four leaders of the town when they were holding a meeting. The spirit told them that great misfortune will befall the town unless one of them agrees to go with it and suffer a painful death. None of the leaders agreed. Instead they signed a contract with the spirit, sparing their own lives at the expenses of others. One by one villagers around them died in terrible accidents. The four leaders continued to live into old age before the ghosts of the villagers took revenge on them. All the buildings in the town rotted away except the houses and workplaces of the four leaders and the pond in the town center that is filled with the remains of the town folk. Each of the four ghosts blames another and has grown delusional to bury their own self-contempt.

Running This Scenario

If players enter the town, they will become trapped in its mists, unable to leave. Any attempts to run out of the valley through the mist will result in the players finding themselves back in town. As night slowly descends, the hateful ghosts here will become more active and attempt to orchestrate the players' deaths, trapping them here as ghosts forevermore. If the players figure out what happened in Wovendale and force the ghosts to confront their evil deeds, then the night will pass and the players will be able to move on. Use the timeline of events with an hourglass, marked candle, or timer as night approaches. Or you can use your judgement to roll a die every few rounds to see if it becomes darker. Alternatively, if players don't solve the mystery, a horde of undead villagers will crawl from the pond and attempt to drown the players. If players can defeat this horde of undead they can also escape.

Escaping the Hamlet

To escape the town, players must find the contract that the four village leaders signed with the evil spirit. Once the players force the four ghosts to confront what they have done with this evidence, the souls of the villagers in the pond will be released and the mists around the town will dissipate, allowing the players to leave. **However, the ghosts have ripped the contract into five pieces and hidden these pieces around the town.** Each piece looks like a ripped section of a scroll with shifting magical ink on it. They fuse together when they touch and when all five are fused, the ink settles and becomes readable.

The contract is made by one "Sluagh the drowned spirit and is signed by four people: Jasmine the wize, Thoran Ironheart, Friar Benjamin of the red order and Faren Kolpec, Lord of Wovendale. It states that their lives will be spared in exchange for letting Sluagh sacrifice all the villagers' lives.

Quick reference to steps players need to take to escape:

1. Find the piece of contract in the smith's house
2. Find the blue coins in the attic in the lord's house, and then use them to forge a key with the casting in the forge. Then use this key to open the vault in the basement of the town hall to find the piece of contract there
3. Find the piece of contract in the wizard's hat in the bottom of the tower
4. Find the chime shard in the priest's house and use it to fix the chime in the church, which will open the secret crawlspace in basement where a piece of contract is hidden in the priest's animated skull
5. Rip open the bellows in the forge to find the piece of contract

Timetable of Events

1 The sun rises, players can peacefully explore, crows can be heard in the fog and seen flying over the hamlet.

2 The sun is high in the sky, the temperature starts to drop

3 The sun becomes low in the sky, the fog thickens. Beautiful rays of sunlight shine through the trees.

4 The sun is setting, plants start to wither, traps become activated

5 Dusk falls, pass notes to all the players with random spooky happenings on them (see next pages), which you tell them their character notices. One of the notes should also instruct one player that they have been possessed by a dead villager. That player will no longer warn others of dangers they notice and will start to tell some believable lies that will create confusion in the party. This player will stop having a reflection in water. If players notice this, they can improvise an exorcism which will end the possession.

6 The twilight hour, if any of the players were wounded by any of the traps, their wounds start to fester and turn black now. All of the crows fly away and a terrible silence falls over the hamlet. The temperature drops again. The possessed player becomes sick.

7 Night descends, candles become aglow in the four houses.

8 A strong howling wind sweeps in and rain pours heavily, if the player is still possessed, their eyes start to glow green.

9 The rain turns to a thunderstorm and the rocks in the pond start glowing a dull green color and the water starts to boil.

10 25 undead villagers crawl out of the pond and attempt to capture players, drag them to the pond and drown them. If players defeat the villagers, they can leave the hamlet as the mist disperses during the sunrise.



The Priest's House

This cottage is **locked** and has no windows. The sounds of someone's sleeping breaths can be heard through the door. If the door is picked or forced open, there is nobody inside. It is minimal inside, a small straw bed and a single **wooden chest** on one side of the single room and a clay altar with an **ornate metal shard** on the other. The shard can be used to complete the holy chime in the church. Inside the chest are some **red robes** (the priest's old holy garb). Anyone who tries on the robes will be cursed with a vampiric thirst for blood: this player must drink 1hp of blood from someone (besides themselves) every time a new point is passed in the timeline of events. Attempting to remove the robes will result in them burning into the players flesh. **Trap:** a religious incense starts to burn, anyone inhaling it will become stricken with a necrotic disease that will slowly rot their flesh.



The Smith's House

This cottage is falling apart and creaks when the wind blows. Inside are **5 large wooden crates**. The **first** is filled with bones. The **second** is filled with human hair, but if players search to the bottom of the crate they find **one peice of the ripped Spirit contract**. The **third** crate opening results in a smokey figure flying out into the air, quickly descending down the chimney of the forge. The **fourth** crate contains a suit of old plate armour covered in dried blood. This armour can be worn normally and is not cursed. The **fifth** crate is filled with shriveled feet with horseshoes nailed to the soles. **Trap:** The smith's house will collapse on those inside, the ghosts attempting to impale the players on sharp, splintered wood containing large nails (2D6 damage if caught inside).



The Wizard's House

This cottage has a strange **humming noise** emitting from it. The inside is covered in black mould. A glowing **green orb** is the source of the noise and sits on a shelf with several scrolls (the orb powers up the generator in the wizard's tower). A hammock filled with rotten, unreadable books that all seem to have been about demons hangs from the ceiling. Thick cobwebs between various vials collect dust on an **alchemy lab** in the back. There are several potions here. If players attempt to cast the spells on the scrolls, the runes on them will glow and a loud bell noise will chime. This will speed up the setting of the sun - move the timeline of events forward one level. The unlabeled **potions** are red (poison 1D8 damage), blue (healing 1D6+2 hp) yellow (acid) purple (levitation 1D6 rounds). **Trap:** A beam falls, triggering a domino effect resulting in a potion explosion for 2D4 damage.



The Lord's House

This cottage is a bit **bigger** than the others. There are **two floors**. On the **bottom floor** is a pristinely preserved dining room with a meal of roast chicken and vegetables sitting hot as if freshly cooked. If players eat anything on the table they will see a vision of the town many years ago with many villagers happily eating at this table and a friendly lord serving them food. One guest at the table wearing a wizard's hat looks filled with contempt. A giant 20 ft **taxidermied snake** is hung from the ceiling. **Upstairs** in the attic are **five sacks of blue coins** (which can be melted in the forge to create the vault key). A **coffin** lies in the back of the attic. Inside is a skin creature that will awake if disturbed and will attempt to envelop players. **Trap:** the giant snake will come alive (see next pages for stats).



The Priest's Church

This church is a hollow shell of its former self. **Outside, a patch of black roses grow.** The Priest's ghost is bound to this space. His self-hatred has driven him to a state of deep resentment. Unable to come to terms with his actions, he will do everything in his power to stop the players from finding out the truth.

The church has two entrances for its two different, unconnected floors, both of which are locked and nailed shut. Players can alternatively climb into the upper floor through the roof.

1. The upper floor contains an altar covered in blue candles. Some rotten scriptures sit on dusty shelves. A broken chime hangs from the roof over

the altar. If players fix it with the shard from the priest's house and then ring it, a secret door will open to the basement. Scripture is scratched into the wall which reads *"you will know those who are innocent if their flower gardens grow"* the last word is scratched out, but players can find the passage in a rotten holy text inside; the word is "colorful." This signifies that the priest is not innocent as the flowers outside are black. A scroll of Cure Light Wounds is hidden under a floorboard in here.

2. The bottom floor is a prayer room filled with benches. A headless skeleton wearing red robes lies on one of the benches (the priest's body).

3. Inside the secret basement is a crawlspace that leads into a magical darkness that light cannot penetrate. At the end is the priest's skull, inside of which is **one piece of the ripped Spirit contract.** The priest will whisper to a player in the crawlspace, pretending to be a villager, warning them they will die if they go into the darkness. His skull will bite any fingers trying to pick it up.

Trap: The roses release spores that will put those who are near them to sleep until the next event level is triggered on the timetable.



The Wizard's Tower

What must have long ago been banners now flow as long ripped strands in the wind from atop this lone tower and from the branches of the leafless tree growing from its base.

The wizard's ghost is bound here. They are filled with regret but have buried it beneath elitist pride. This ghost feels conflicted about what happened to the town and their part in it and oscillates between helping or foiling the players.

The metal door to the tower is **locked** with magic and players will have to **climb the tree and open the trap door** at the top of the tower to enter.

There are three levels to the tower and a spiral stone staircase connecting them. The tree's bark feels more like skin than wood and it will bleed if cut.

The top level of the tower contains tables filled with large glass jars of preserved brains in a dark acidic vinegar-like liquid. If shattered, these brains will attempt to control player's minds to have them kill each other. Players must make a successful save vs spells every round or be controlled for that round.

The middle level contains the door entrance. A machine that looks like a copper still combined with a bellows is bolted to the wall here. This machine can be activated if players plug the green orb from the wizard's house into the corresponding hemispherical slot on the machine. Once the machine is powered up, it will splutter and a flash of light will shatter the orb. This is a time travel machine and will reset the timeline of events 1 level.

The lower basement level is filled with piles of moulding and rotten books. Players have to climb through the books to move around. Under the books, the wizard's skeleton can be found still wearing their hat (**inside the hat is one piece of the ripped Spirit contract.**) **Trap:** The tree will become animated and attempt to bludgeon to death anyone who climbs its branches.



The Smith's Forge

Inside a hollowed out hill, a dwarven smith used to craft great armours, weapons and horseshoes. His ghost now is bound to the hill, filled with shame about his actions. He withdraws from all contact, even from other ghosts.

Inside the hollow hill is a large forge filled with hanging roots from the trees growing above. The roots have begun to leak out of the window holes.

On the west side of the hollow lies a pile of plate armour in a pile of ash. If the players disturb this pile, 3 animated hollow armour warriors will awaken (see next page for stats). They will attempt to drive players out of the hollow but wont follow them.

On the east side of the hollow are two giant furnaces and a bellows. Embers burn forevermore here and smoke passes from each chimney in a circuit from one furnace to another. The smith's body is hidden inside one of the chimneys. If players attempt to climb the chimneys, a sudden roaring fire will scorch them for 1D4 damage for every round they stay inside. If players rip open the bellows they will find **one piece of the ripped Spirit contract**.

In the middle of the hollow are several stone castings for armours. One of them looks like it is for a complex key and has some blue metal residue. The key which can be forged by the players with this casting will open the vault in the town hall. However it will snap in the lock unless it's forged from the metal of the melted blue coins found in the lord's attic.

If the players have unleashed the **smokey figure from the smith's house**, it will possess the tree roots which will attack the players, making it impossible to move around in the hollow hill unless they chop down the trees, which will prevent the roots being possessed.



The Lord's Town Hall

The Lord of Wovendale once governed and held responsibility for the townsfolk from this hall. The only way for him to cope with letting all the villagers be killed was to delude himself into thinking it was the only option. Utterly convinced of his innocence, his ghost lingers here now.

The ruined hall has **three floors** and purple ivy climbs its walls and cracks the brickwork. The entrance leads to the second floor, but players can climb through windows to the first floor or climb the ivy to the third floor. The wooden staircase between the floors has rotten away.

The ground floor is empty except for a blue metal square built into the floor in one corner. It has a

small keyhole which cannot be picked. Acid will not eat through the blue metal. The floor around this ground vault can be broken if players spend a long time, revealing a cubic blue vault which can be lifted out of the ground with ropes. Players need to make a key using coins in the lord's house's attic as a metal in the smith's forge to open the vault. Inside is **one piece of the ripped Spirit contract**.

The second floor contains an ornate wooden table with the lord's skeleton lying on top. A message scrawled in blood on the walls reads "it was the wizard."

The top floor contains **three chests**, one with a basic treasure, one with an advanced treasure and one with a rare treasure.

Trap: Loose bricks will opportunistically be pushed onto the players heads from the lord's ghost. If the players are about to assemble all the Spirit contract parts together, the lord's ghost will appear as a cloaked, screeching phantom with blood pouring from his eyes and try and kill them (see next page for stats).

Horde of Skeletons - The souls of the villagers trapped in the pond. They have become sodden, decaying and brittle. They will try to drag and drown players in the pond. Five skeletons are strong enough together to grabble a player and drag them closer to the pond.

AC 7, **HD** 0 (1hp), **Att** 1 × claw (1 damage), **THACO** 19, **MV** 60' **SV** D12 W13 P14 B15 S16 (F1), **ML** 12, **AL** Chaotic, **XP** 2, **NA** 25,

Hollow Armour Warriors (will not leave the forge)

The smith's ghost convinced some villagers' souls he wasn't responsible and asked them to guard him. They possess suits of armour and guard the forge

AC 2, **HD** 3+2 (14hp), **Att** 1 × battleaxe (1d8), **THACO** 17, **MV** 50' **SV** D10 W11 P12 B13 S14 (F4), **ML** 12, **AL** Chaotic, **XP** 60, **NA** 3

Giant Animated Snake

The Lord's ghost possesses this giant serpent in a cunning manner. The snake will escape from players and hide, waiting for the perfect time to strike.

AC 5, **HD** 2+4 (12hp), **Att** 1 bite × (1d6 and save vs necrotic poison 1D2 damage per round until save is passed), **THACO** 15, **MV** 120', **SV** D12 W13 P14 B15 S16 (F1), **ML** 7, **AL** Chaotic, **XP** 40, **NA** 1

Skin Creature

The village bard is compelled even in death to continue acting, now existing as an animated skin suit and can only achieve this by enveloping a living person.

AC 4, **HD** 3+2 (13hp), **Att** 1 × envelop (save vs paralysis, failure results in being controlled by the skin) **THACO** 17, **MV** 60, **SV** D13 W14 P13 B16 S15 (B4), **ML** 9, **AL** Chaotic, **XP** 100, **NA** 1

Lord's Phantom (can only be damaged by magic & silver weapons)

Screeching and bloody, this phantom flies with great speed. He will try to prevent players from assembling the Spirit contract at all costs.

AC 2, **HD** 6 (24hp), **Att** 1 × touch (1d6 + drains one level from character, if all levels are lost they will turn into a wraith), **THACO** 15, **MV** fly 180', **SV** D11 W12 P11 B14 S12 (M6), **ML** 12, **AL** Chaotic, **XP** 200, **NA** 1, Spells; Hallucinatory Terrain, Wall of Ice

Random Spooky Happenings

- 1 You hear what sounds like a string of an instrument snapping
- 2 You hear a sawing noise coming from one of the houses
- 3 You hear a splash from the pond
- 4 You find a bloody iron spike
- 5 You hear footsteps running into the woods
- 6 You hear a door slam shut
- 7 You find a small box full of teeth
- 8 You find a note that reads "hide in the woods"
- 9 You find a book bound in human skin with drawings of different townsfolk inside; their faces are scratched out
- 10 You see watery footprints which eventually fade away

ORGUL



After the Dark Lord was defeated 5 years ago, a number of his minions chose to reform their ways and become pacifists. They formed a small settlement called Orgul and since then, others with violent backgrounds have flocked there to seek a new way of life. All folk are welcomed and can build a house here. The most common creatures are goblins, orcs, hobgoblins, ratkin and batkin. The leader of the town is a werewolf named Fáelad, who was previously a lieutenant in the Dark Lord's army.

Shops

1. Healer's house - An ex-cultist brews and sells 1 potion of healing per week for 120gp. Can perform a ritual to remove curses but needs 2500gp for rare materials to do it.

2. Fence's house - Will buy goods for 50% of market value.

3. Isaiah's tools - A blacksmith who beats old weapons into tools, free of charge

4. The Sheathed Sword - A quiet inn with several rooms (2gp per night). No alcohol is served here.

Noteable Inhabitants

1. Pain - An ex-trapmaker goblin who now builds wagons and wheelchairs

2. Butcher - A minotaur who thinks the monsters should find a new dark overlord and go back to their old violent ways

3. Skinner - An ex-torturer orc who helps other monsters deal with past trauma and violent outbursts

4. Boil - An ex-jailor ratkin who now runs art and music classes

A Series of Misfortune

Week 1 The town becomes haunted by a violent ghost

Week 2 A new evil overlord sends an ultimatum to the town to join him

Week 3 A local band of drunken trolls starts harassing the townfolk

Week 4 A traveling circus steals all the town's food and valuables

Week 5 The town is attacked by the knights of a holy order

Week 6 Butcher convinces the town to go work for a new evil overlord

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

Random NPC Generator

	Name	Objective	Occupation	Personality
1	Hwan	Searching for a home	Messenger	Professional, picky, judgemental often corrects others. Repressed.
2	Kallik	Find a cure for an illness	Free Miner	Caring, friendly, generous and very possessive and obsessive
3	Isabella	Spiritual achievement	Navigator	Driven, cultivated image, achievement orientated
4	Hugo	Pay off debts	Gravedigger	Morbid, negative, reactionary, dramatic and self absorbed
5	Ayamis	Becoming famous	Stonecarver	Detached, cerebral, robotic, secretive and anti social
6	Ivano	Self forgiveness	Solider	Suspicious, high strung, paranoid, chatty, dutiful.
7	Lisandra	Rebuilding reputation	Fortune teller	Busy and scattered, distractable and very spontaneous
8	Tahan	Righting a wrong	Spy	Confident, domineering, decisive, brash.
9	Kokumo	Overcoming addiction	Jester	Harmonous, reassuring, self erasing, stagnant
10	Egor	Self discovery	Book binder	Idealistic, well read, nihilistic, perceptive and innovative
11	Hassan	Caring for parents	Physician	People pleasing, helpful, prideful, irritable
12	Aiken	Building family legacy	Diplomat	Competitive, workaholic, charismatic and ruthless



Random Potions

- Red potion of deamons - You permanently grow a pair of horns and are now burned by holy water and cannot enter sacred sites
- Purple potion of Doppelganger - A copy of the player tears themselves away from them and runs away. This copy will try to kill the player in 1 year.
- Silver potion of animate golem - contains instructions to pour onto of a construct you have built. It will spring to life and do your bidding
- Green potion of cursed name - This potion curses those who drink it, so that if others hear their name spoken out loud they will attack them
- Golden potion of jailbreak - All doors within 60 open including secret doors
- Metalic potion of symetry - The next spell effect cast on you is also mirrored back on its caster
- Blue potion of astral restore - Your matter is temporarily disintegrated for 1 round. You then reform with full hp, curses removed and spells recovered
- Steaming yellow potion of insight - you learn secret knowledge about one subject, magical object, plant or one creature
- Clear potion of truth - you learn which choice is best of a set of options
- Multicolor potion of trades (3 uses) - the drinker gains 1 temporary level in a random class for 1 day

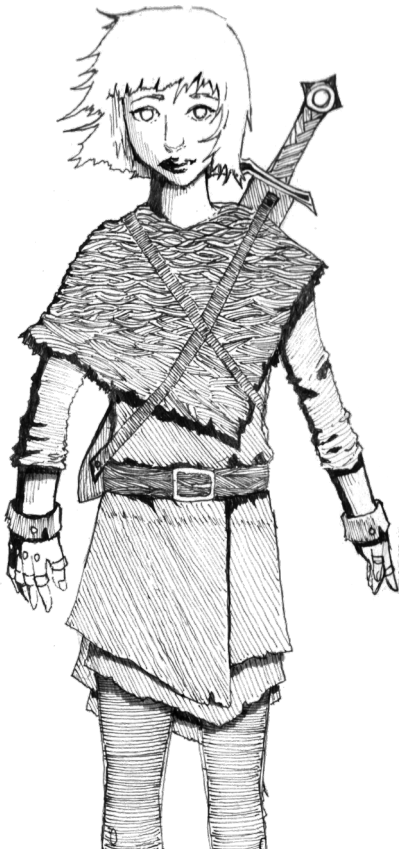
Red Friar

AC 7, HD 3 (14 hp) Att 1 × Dagger (1d4) THACO 19, MV 60' SV D11 W12 P14 B16 S15 (C3) ML 9, AL N

Magic

- ◆ 1st Level: Cure light wounds, Light, Resist cold
- ◆ 2nd Level: Resist fire
- ◆ 3rd Level: Fireball
- ◆ Orb: creates light and gives off heat. If smashed will release a wall of fire spell.

Friars of the red order must become hirelings as part of their spiritual path. Forsaken their names and burning all prior possessions they gather gold to fund the church of fire. This Friar is particularly professionally mannered and perfectionistic. He fears being useless and desires mastery.



Hirelings

Sania of Willow

AC 5, HD 2 (8 hp) Att 1 × Sword (1d6) THACO 19, MV 60' SV D13 W14 P13 B16 S15 (T3) ML 9, AL N

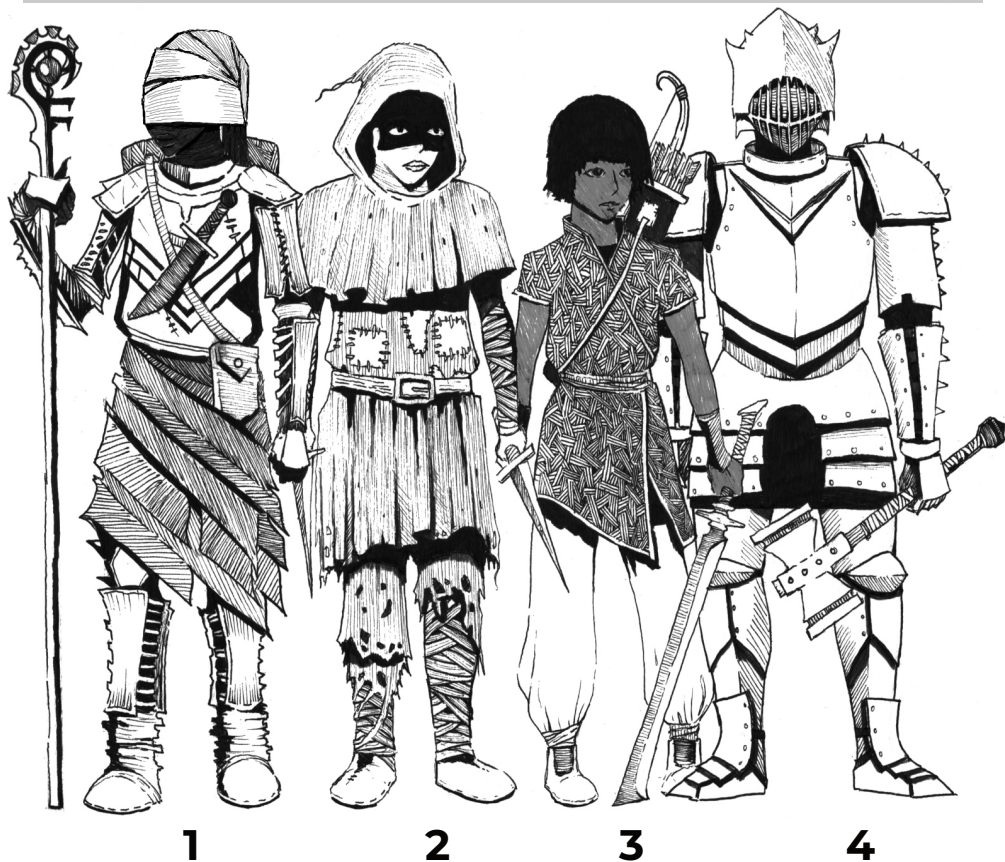
Skills & Items

- ◆ Level 2 Thief skills
- ◆ Lock picks, throwing daggers (3), healing potion (1D6+1), smoke bomb, crowbar

This young girl ran away from home because it was insufferably dull, in search of adventure. She is totally broke and desperately wants to join an adventuring party to fund her new vagrant lifestyle. Full of energy and upbeat, Sania has a foolhardy streak. She is motivated by a delusion of finding a giant treasure horde. She fears her plans not working out and having to return home empty handed.

The Spore Squad

This group of adventurers were captured by the Spore Lord and infected with a mind controlling fungus. They act out the Spore Lords commands to find treasure and magical items, as well as acts of sabotage on his enemies. They have burned down several towns and inoculated the ashes with spores, which will grow into an outpost for the Spore Lord. The adventurers never talk to the players and will try to clear out dungeons before them, or steal the players treasures.



1. Liona The Cleric

**AC 7, HD 3 (14 hp) Att 1 × Staff (1d4) THACO 19, MV 60' SV D11
W12 P14 B16 S15 (C3) AL N**

Magic & Items

- ◆ 1st Level: Cure light wounds, Detect magic
- ◆ 2nd Level: Speak with animals, Hold person
- ◆ Staff of Silence (5 uses)
- ◆ Scrolls: cure light wounds, locate object, remove curse

Before being captured by the spore lord, Liona was a blind priestess of the temple of ghosts. A death doula who had visions of the afterlife and helped to convince spirits stuck on the material realm to pass onto the afterlife.

2. Yakiv The Thief

AC 4, HD 3 (9 hp) Att 2 × Dagger (2d4) **THACO 19, MV 60' SV D13 W14 P13 B16 S15 (T3) AL N**

Traps & Tricks

- ◆ Trip wire alchemists fire bomb (2D6 damage)
- ◆ Bottles of grease
- ◆ Mini acid vials (placed inside locks to melt keys when people try and unlock them)
- ◆ Fake gold (to swap real gold with)

Hailing from the Ashlands, Yakiv was a member of the blue addar thieves guild. Sent on a mission to steal a giant lapis lazuli from a dwarven mine, Yakiv found the mine has been overgrown with fungi and was captured by the Spore Lords minions.

3. Sari The Fighter

AC 3, HD 3 (15 hp) Att +1 sword (1d6+1) or +1 shortbow (1D6+1) THACO 19, MV 60' SV D12 W13 P14 B15 S16 (F3) AL N

Equipment

- ◆ Two healing potions
- ◆ 3 ice arrows (+1D4 damage and save vs paralysis or be frozen for 1D4+1 rounds)

Sari was heading a military academy, training new warriors, when the facility was ambushed by fungi wizards. Her and her students suffered heavy casualties and lost the battle. Sari is the most resistant to the Spore Lords mind control and occasionally can speak a word or two freely.

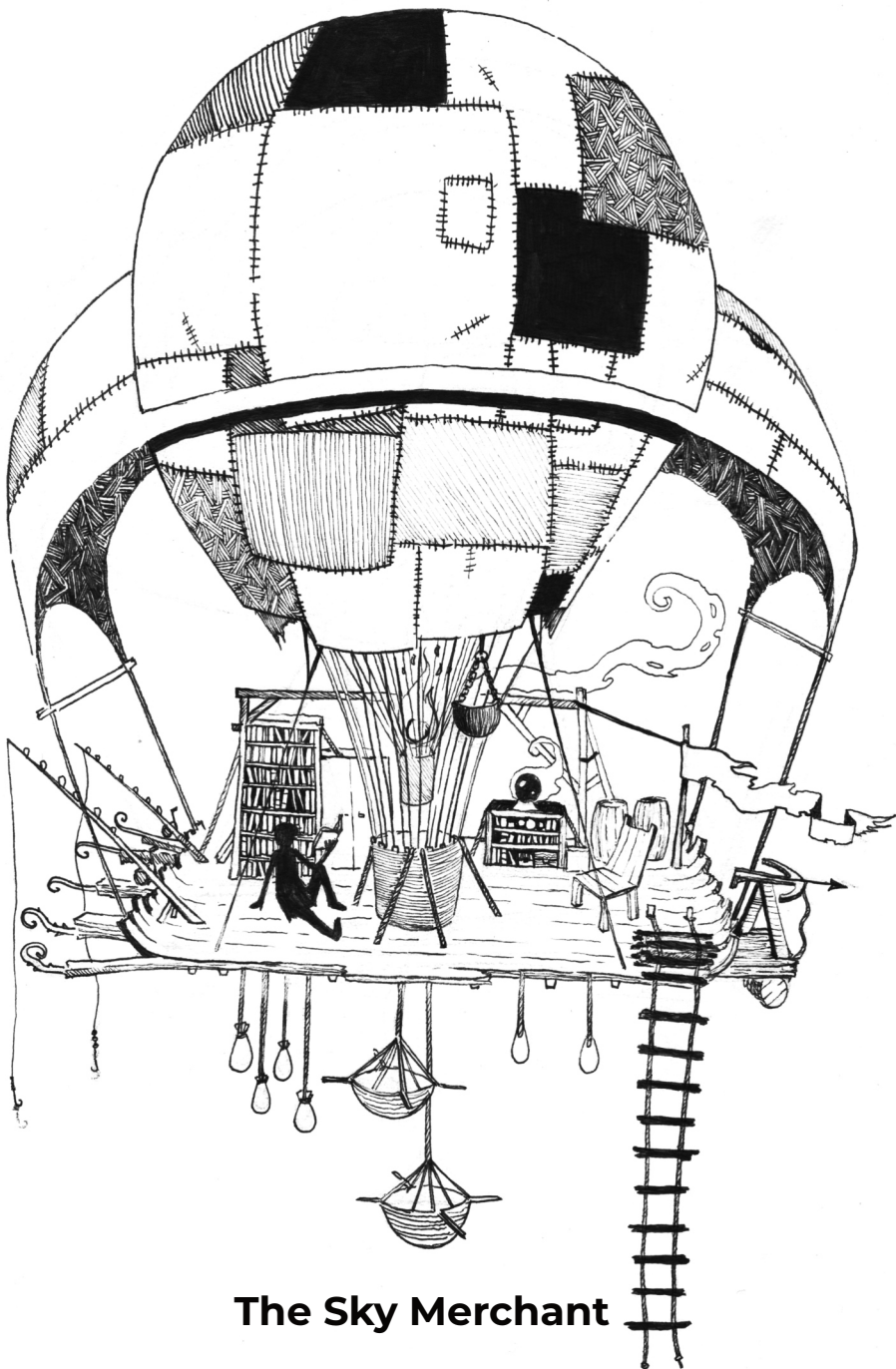
4. Ivo The Knight

AC 0, HD 3 (18 hp) Att +1 Hammer (1d8+2) THACO 19, MV 50' SV D12 W13 P14 B15 S16 (K3) AL L

Abilities

- ◆ Immune to fear effects and +2 to all allies within 10' on saving throws against fear
- ◆ +4 to savings throws against charm, illusions, hold spells, mind control
- ◆ Shatters opponents non magical weapon on a natural roll of 18-20

Ivo is pledged to the nameless house and was on a quest to defeat a rival knight in combat. But fell through one of the sinkholes the Lord of Spores created on the road.



The Sky Merchant

The Sky Merchant

Floating among the clouds, the sky merchant looks through her telescope to find customers below. When she spots someone she lowers her hot air balloon so its visible and then drops a long string with a cup on the end for communication. She will read out the wares for sale. Players must pay up front by putting their money in a basket that is dropped on a rope, and then their items will be lowered down to them on another large basket. The merchant adopted this lifestyle to avoid being ruled by any lords, avoid paying taxes and exist above the law as a rugged individualist.

The Sky Rig

The merchant has everything she needs up here to live comfortably, including 1 month food and water supplies, a small library of books, a magical orb that warns of incoming storms, a harpoon and several wands for defence and staffs of speed fixed to the platform that can be activated to make a speedy getaway if in trouble. There is also fishing rods which the merchant uses to gather more food without landing. She also has a system for catching water that runs down the tethers and uses a hanging pot beside the burner to cook meals.

Normal and blackmarket items

Vials of poison (3) - type III, save mod +4, 40% chance of detection, 1 round onset time, 35 hp damage. 700 gp each.

Crowbar - 20gp

Lockpicks masterwork + 10%

Disguise kit - 50 gp

Bottles of Oil (1 litre) - 10gp each

Lantern - 25gp

Grappling hook - 50gp

Rope (50') - 10gp

Silver daggers (3) - 25 gp each

Plate mail (AC 3) - 1000gp

Tower shield (-2 AC) - 400gp

Scale armour (AC 4) - 500gp

Crossbow and 30 bolts - 70gp

Empty vials - 10gp each

Magic Items

Vials of holy water (5) - 100gp each

Bottle of lightning (will result in a lightning attack to all those within 60ft when opened 2D8 damage) - 1500gp

Alchemists fire (1D6 fire damage in a 10ft radius were it is smashed) - 300gp each

Healing vial (1D4 hp) - five in stock, 500gp each

Healing potion (1D6+1 hp) - two in stock 1750gp each

Scroll of cure light wounds - 1500gp

Potion of mana (restores one spell slot) - 1000gp

Scroll of remove curse - 4000gp

Acid arrows - three in stock, 1D10+2 acid damage, 400gp each

Wistling alarm - a small teapot that will boil and make a high pitched noise when somebody passes within 40ft of it. It will break after three such boils, 1000gp

Bottle of shadows - will create a lightless 120ft dome for 1 hour were it is smashed, 700gp

Orb of safe passage - players are 20% less likely to have random encounters when camping at night - 4000gp



1. Heart String Knight

AC 0, **HD** 7 (40 hp) **Att** 1 × spine sword (1d8+2) **THACO** 14, **MV** 60'
SV D8 W9 P10 B10 S12 (K7) **AL** C

Magic & Items

- ◆ Immune to all fear, illusion, sleep, hold, charm and mind control spells
- ◆ Immune to cold
- ◆ Weak point: any attack that hits the beating heart inside the knights helmet will do triple damage
- ◆ Cannot cross running water wider than own diameter.
- ◆ Besides the beating heart, makes no noise before it attacks

Heart string knights form when renound knights die before completing long quests. Refusing to pass on to the other side, these powerful undead warriors are fueled by a left over sense of duty and honor. When players compete a quest, or kill a powerful villan or clear out a dungeon - a heart string knight will begin tracking them furious and distrougt that players completed its quest. The knight will become obsessed with the players and plan its revenge by setting a trap or attacking at an oportune time. Players might notice the sound of a loud heartbeat some nights before this happens around their campfire. Heart knights communicate in a slow wisper and are very sensitive. They quickly reframe anything said to them as a personal insults. They feel a great sense of incompetancy due to having failed to complete their quest. They can be convienced to join the players on a new quest, but it can be difficult to not insult them when working together on the new quest and end up in a duel to the death.

