

INTO THE FOREST OF NIGHT

HOT START

The party has been hired by the Bleeding Pontiff of Deal to escort a wagon of supplies and funds to the village of Hend's Rest in the Forest of Night. One day out from their destination they are set upon by mangy-looking brigands who covet their cargo!

SCENES

Forest Ambush: Ragged bandits (equal in number to the party) demand their cargo. They will not actually fight unless attacked and might run even then. Use this to introduce the party to morale checks and instinct. They are desperate villagers from Hend's Rest.

Delivery to the Temple: Deliver the cargo to Custodian Hastwick and the Temple of the Bleeding Good. Hastwick invites the party to dinner. For ~50 sp each he hires them to shake down Farmer Shallot for tribute.

The Shakedown: The party confronts Shallot about withholding tribute, and they either get him to pay or hear his side of the story.

The Mob: If the shakedown goes poorly, Shallot and a mob of 15 farmers and 4 dogs will try to evict the Custodian and the party by force.

Investigating the Temple: The party looks for the missing funds.

Nightcrawler's Castle: The party must find the nightcrawler's castle and procure the treasure from within.

SECRETS AND CLUES

A sorcerer-king called The Nightcrawler once ruled the forest of night. He shaped strange beings of sinew and straw.

The Nightcrawler and Hend the Hero killed each other. The church of the Bleeding God erected a temple at the site of their battle.

Hend's squire's line was named perpetual custodians. Custodian Hastwick is the 25th to hold the title.

Custodian Hastwick has been embezzling tithes. He has been hiding tithes away in the Nightcrawler's castle. Because of this no improvements to the village are made.

Creatures guard the nightcrawler's castle.

They are made of wicker and steel.

Custodian Hastwick has an amulet that protects him from the creatures. It was originally the Nightcrawler's, and it has been passed down the Custodial Line.

Farmers are refusing to pay tithes. Led by Farmer Shallot, 18 families are withholding due to the temple no longer putting its tithes to good use.

Farmer Shallot's daughter is sick. Rose has Hardlung. She can be treated with a DC 9 medicine check.

LOCATIONS

Hend's Rest. A tired village that exists mostly to serve pilgrims to the Temple.

The Temple: This is the spot where Hend the Hero slew the Nightcrawler. There is a fountain of blood in the center, and the walls have murals depicting that saga. While dry and warm, it is shabby now.

The Nightcrawler's Castle. A ruined pile of black spires. The Worm-eating-itself symbol of the Sorcerer-lord can be found.

NPCs

Custodian Hastwick. An educated and calm man. He hates his hereditary job and plans to flee and live off the stolen tithes.

Shed. An acolyte of the temple. He is servile, but true in his faith. He knows of Hastwick's plan but isn't opposed, as he wants the position for himself.

Farmer Shallot. A raging asshole who is withholding tribute for good reason. His attitude towards the party will soften if the party helps his daughter.

REWARDS

Hastick's Hoard. 900 sp of treasure in coins and other valuables. 14 Encumbrance.

The Cargo: 250 sp worth of supplies and 100 sp cash. Requires a wagon to transport.

AUXILIARY STUFF

MONSTERS

| Name | HD | AC | Atk. | Dmg. | Shock | Move | ML | Inst | Skill | Save |
|-----------|----|-----|-------|---|-------|------|----|------|-------|------|
| Brigands | 1 | 12a | +2 | Wpn | Wpn | 30' | 7 | 5 | +1 | 15+ |
| | | | | <i><u>Spear:</u></i> Thrown 30/60 | 1d6 | 2/13 | | | | |
| | | | | <i><u>Sling:</u></i> Range 50/100 | 1d6 | - | SR | | | |
| Castle | | | | | | | | | | |
| Creatures | 2 | 14 | +4 x2 | 1d4 | 1/13 | 30' | 11 | 4 | +1 | 14+ |
| | | | | <i>Coiled Sinew:</i> The creature can leap its entire movement rate. | | | | | | |
| Commoners | 1 | 10 | +0 | 1d6 | 1/13 | 30' | 7 | 5 | +1 | 15+ |
| Gentry | 1 | 10 | +1 | 1d4 | 1/15 | 30' | 7 | 5 | +2 | 15+ |
| Guard Dog | 1 | 14 | +1 | 1s4 | 1/13 | 40' | 7 | 6 | +1 | 15+ |

MONSTER DESCRIPTIONS

Brigands: These are starving peasants from Hend's Rest. They care for their lives more than the treasure.

Castle Creatures: These wicker creatures are man-shaped with scythes for hands. They attack all they find in the castle but will not leave its bounds. There are party/2 total.

Commoners: The peasants of Hend's Rest. If armed, they use farming implements and torches. Their morale is +2 higher if they are in a mob.

Gentry: This statline is useful for Hastwick but can be used for any educated professional.

Dog: The guard dogs used by the townsfolk of Hend's rest and can be used for wolves in a pinch.