

# HUNCK'S HOBBY

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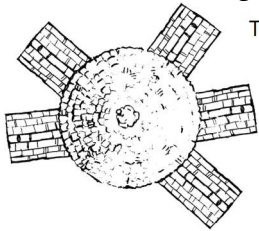
## ENCOUNTER: CAMP #1

*"Two roads diverge in the wood, and I—  
I took the one less traveled by,  
But I wish I didn't."*

Exhaustion has set in followed shortly by the setting sun. If only there was shelter nearby...

### THE CAMP

**open front cabins, covered firepit, roast pig, 2 gnomes**



Two gnomes occupy one of the cabins. One gnome is surely and stares at the players.

In the center is a pig on a spit roasting over

an open flame.

### SEARCHING

A bag is found in the bushes. It is filled with dirty clothes.

Scratches on the trunk of a tree 3½ feet (1 metre) from the ground

If the party searches the surrounding area they find that the vegetation is extremely thick and nearly impassable.

A tall hemlock has the name Maisry scratched into the trunk three times.

Three skeletons adorned in once-serviceable leather are discovered underneath a fir tree. Cut marks can be seen in the bones.

While near the tree line surrounding the camp a pair of eyes illuminated by the camp fire are focused on a character. Any movement towards them and they disappear and are replaced by the

sound of brush being rustled. This is Hunck's friend Wuz. The players don't want to meet Wuz.

A fresh footprint is found in moist soil.

### MEETING HUNCK



**manager, elderly, crude**

"Well hello there. M'names Hunck but you can call me Hunck. Ya must be lookin' fer largin'."

"Nearby is a river you can water yer horses. It's also used for bathing and washing dishes. It's real private, nuttin ta fuss about."

"Youse just in time, weez cookin' pig. She's so beautiful I almost raw dogged her before I got back!" [giggle snort]

"Grab a seat! Youse won't get no troll slobber here."

### HOSTILE HUNCK

If threatened Hunck will blow a cloud of hallucinogenic spores from a pouch inside his cheek. Everyone within 5 feet (1.5 metres) will become confused. Hunck will then begin blowing a whistle to alert Wuz while running away into the closest thick brush. If the players capture Hunck he is a common human.

### HUNCK'S CABIN

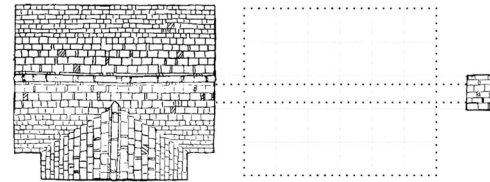
**wood fence, garden, desk, ledger, lamp, fireplace, stairs, archway, east door, rain spout**

There is a desk with a ledger containing guest names. Some of the names are underlined.

To the north is an archway that leads to a kitchen along with a staircase that leads up to the second floor. The east wall has a closed door and to the west is a fireplace.

### FIREPLACE carvings, potpourri

On top of the hearth are several carvings and a small bowl of potpourri. The carvings are of simple figures in sitting or crouched positions.



Within the fireplace is a small pile of ashes and a partially burned log that is no longer lit. If the fireplace is searched the players will notice it is designed to burn unusually hot. Five steel coat buttons of an unusual design can be found in the ashes.

### STORAGE CLOSET broom, dust pan, rags, secret door

There is a secret door on the east wall that can be opened by pulling down the rain spout outside to the right of the entrance. When the door is opened the spout returns to the up position. The secret door, which slides open, can be forced open but will be difficult due to the lack of anything to hold on to.

### SECRET ROOM moisture proof suit, spiral staircase down

This 5 foot (1.5 metre) square room has a spiral staircase leading down 10 feet (3 metres). On the north wall hangs a full body otter skin suit and a scone holding a torch.

### THE SLITHERS

#### dark, bridge

At the bottom of the spiral staircase is a dug out chamber with a dirt bridge traversing the centre. There is no illumination in this chamber. If the

party crosses the bridge they will immediately be greeted with moans and screams of the cavern's inhabitants.

In this chamber are 52 former residents of the free city of Esir Hold. They were all the unfortunate dinner guests of the Vore. What remains are the faces of terrified women and men. Merchants, farmers, guards. Their screams and pleas are no more than whispers from their voiceless mouths. A few others are more audible, begging to see their families. This morbid chorus is accompanied by knawed bones trying to crawl their way to rescue; disturbingly fresh faces desperately try to reach the party.

If anyone donned the otter suit they will be safe from the disease that will spread from the "residents". All other party members will be infected if scratched. This minor, but pernicious, disease that will not heal naturally and must be cured.

There is an exit at the end of the bridge in the east wall.

### RAINBOW ROOM

A short 5 foot (1 metre) square hall leads to a 5 foot (1 metre) wide shaft. The odor creeping from the darkness below is nearly intolerable. On the north wall is a and empty scone.

Dangling in the middle of the shaft is a crude harness with stirrups. It is attached by chains to all sides of the shaft 7 feet (2 metres) above.

Carved on the east side of the shaft are the words "LET IT RAIN".

If an intrepid party member dares to investigate the bottom, nothing short of severe illness will be the reward, along with a ring featuring a royal insignia. If the otter suit is worn the sickness is diminished considerably. **R**

