The Demon Baboon of Porters Crown

by Tim Shorts

CURRENT SITUATION

The Hamlet of Porters Crown brushes against the outer edge of the Komor Forest, to warn and defend against the various creatures and people that emerge. The weekly reports have ceased. The party is charged to investigate, assess, and report. Sir Kellington offers a modest monetary reward and a two potions, healing and invisibility.

GM NOTES

There are a total of 20 baboons, not including the detailed baboons. They attack in packs. The number of baboons should equal the numbers within the party. Track the baboon carnage, when 20 are eliminated, the party can deal with the demon baboon.

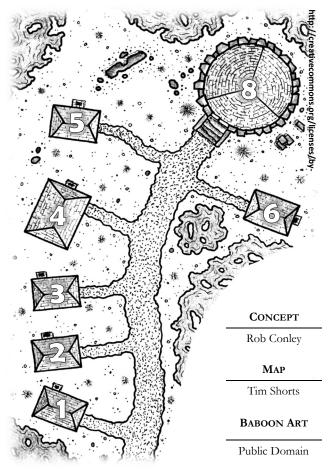
APPROACHING PORTERS CROWN

The road curves through fields that have not been tended to in weeks. There are loud noises of screeching and strange noises. When the party scouts or enters Porters Crown they're attacked by baboons in the trees. They surprise on a 1 in 6 chance. They do not retreat from battle.

HAMLET OF PORTERS CROWN

While the party is exploring Porters Crown other baboon packs charge out of the woods to attack. The GM can chose to use a 2 in 6 chance (each turn) another pack attacks. Or have them attack at times that would best serve the adventure.

- 1: The door to this home is bashed in. Inside are five corpses in pieces. Two adults and three children. The contents of the home are destroyed. A search will find a pouch with 70sp and a silver ring with a three opal setting (100sp) on a finger that was bitten off.
- 2: The door is secure. The roof has heavy damage. A dead baboon hangs from a roof support beam. Two arrows are buried deep in its chest. Inside is Kimberley and her two children. She is a skilled archer. She and her children have been without food for two days and sick from drinking from the trough. If Kimberley hears people talking she shouts for help. She asks for food for her children. She doesn't know what happened or why. She was tending to her garden two weeks ago, heard a crack of thunder near the Shrine of St. Bastion (8) then the baboons charged through Porters Crown killing everyone they saw.
- **3:** Two dead baboons lie outside this home. A man dressed in leather armor is missing his arm. Nearby his arm still holds a war hammer. Inside are the bodies of his two children. Hidden in a



wardrobe is the youngest, Samantha. She has survived by eating scraps of food she's found around the house. If saved, she doesn't speak. She just stares. If Kimberley has been saved she takes Samantha. The hammer is magical. It increases the wielder's Strength by 1 (max of 18) and does an additional +1 to damage.

- **4:** Within the home are seven baboons. It is obvious that the baboons are here due to the sounds and the smell of rotten food and feces. They've been eating pieces of the corpses. They attack on sight. There is nothing of value left in this home.
- 5: The home is sealed, but a section of the roof is blackened by a recent fire around the chimney. There are three baboon corpses outside the home. Each corpse corresponds with a small hole in

the wall. Wallic is inside. He died from infections he suffered from baboon bites. His spear lies across his chest. There is a backpack filled with adventuring equipment. Under his cot is a strongbox with 255sp, a onyx (100sp), and elven boots.

- **6:** The north wall is torn down. There are six baboon bodies laying outside. This was Riley and Petula's home. Mages. They held off the baboons for a short time before being overwhelmed. Their bodies were torn apart and eaten. Both their spellbooks are in the debris. Both spellbooks contain four 1st level spells, two second level spells and one third level spell. There is a hidden compartment below a floorboard that contains a magically locked strongbox with 111sp, scrolls of *Web* and *Light*, and a Wand of Trap Detection (2 charges).
- 7: An ancient monolith with faded runic etchings. There are flowers, plates of food, and small bottles filled with ale. Despite the chaotic nature of Porters Crown, these remain untouched.
- 8: Loud baboon screeches and noises echo out of the tower. The doors are open, hanging off their hinges. Within are six baboons and a demon baboon. Nearly double the size of the others, blue fur, jagged horns the erupt from its back, arms and the center of its head. It has no eyes. Its horns, hands and mouth are covered in blood. A priest hangs from a ceiling beam by a rope tied around a broken leg. The priest coughs and blood sprays. The demon baboon shoves him causing him to scream out in pain as he swings. The baboon can speak. It was summoned by priest by confusing the words in a midsummer ceremony. If the demon baboon is killed the remaining baboons flee.

If Parson Pittar is saved he reports he performed a midsummer rite in front of the monolith and the runes flashed and he was knocked to the ground and drug here by the demon baboon. He heard the fighting outside, but was helpless. The demon baboon said something that terrified Pittar. "Priest, you've done me a favor and I grant you your life. That is until my master arrives."

