

CRAWLING DEATH

Below the Dying Forest

Compatible with
**MICK
BORG**



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Below the Dying Forest

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What is Known

Do you dare enter the Dying Forest, where your own kin have been engulfed and swallowed alive? As early as you could speak, you called it the forest of the dead. And even then, only in a hushed tone. If you step foot inside, will anyone ever hear from you again? Or are those just fearful tales from the meek?

The creaky, rotting trees, devoid of color, that make up the Dying Forest lie between the Bergen Chrypt and the Valley of the Unfortunate Undead. At the far edges of the forest, on the outskirts of those regions, are entries into a cavernous tunnel system that can allow those who dare not travel through the trees to make their way beneath them.



change is constant

The depths below the Dying Forest constantly shift and change as Abyssal moves through the earth in search of fleshy goodness to satiate its hunger.

CUTTING INTO THE DIRT reveals fleshy musculature. The earth suckles its lifeforce from the roots of the trees above, magickally making the dirt, mud, and stone truly alive as it kills the forest overhead.

Long-dead magicks have fused this region with Abyssal's ancient, godlike essence. If an attack deals the earth more than 18 damage, the next corridor leads to the Mouth of Abyssal (room 30).

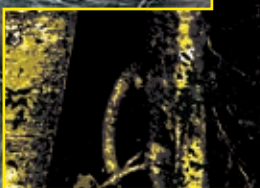
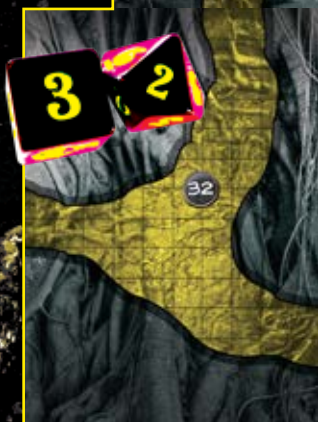
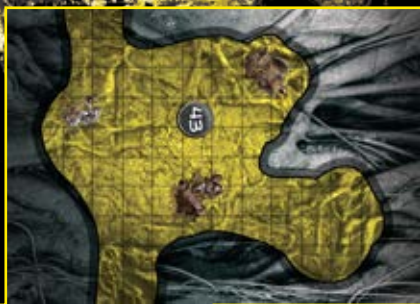
ever-shifting map

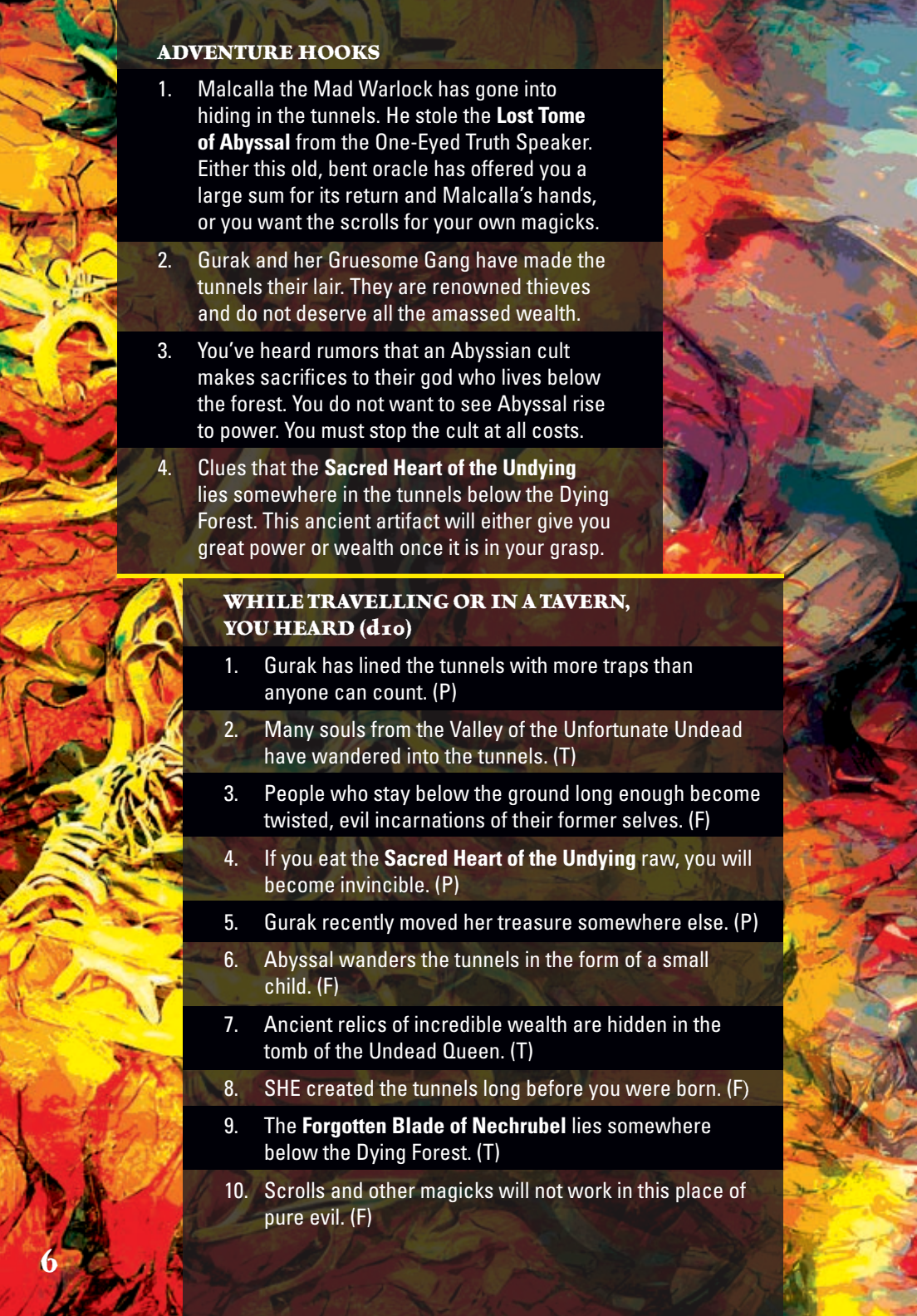
Start with a random room d6/d10. Roll them like percentile; treat 6 on the d6 as a zero. Reroll 56-59. Examples: 65, begin with room 5; 43, begin with room 43.



Continue with random rooms: d6/d10 for each corridor. Choose how the corridors connect. If the map circles back on itself, the elevation descends further under the surface.

Alternatively, you could use Atmar's Cardography: Below the Forest of the Dead. This module was created using that deck. You don't need it to play, but you can use it to randomly generate tunnels by shuffling the deck and dealing out the next room.





ADVENTURE HOOKS

1. Malcalla the Mad Warlock has gone into hiding in the tunnels. He stole the **Lost Tome of Abyssal** from the One-Eyed Truth Speaker. Either this old, bent oracle has offered you a large sum for its return and Malcalla's hands, or you want the scrolls for your own magicks.
2. Gurak and her Gruesome Gang have made the tunnels their lair. They are renowned thieves and do not deserve all the amassed wealth.
3. You've heard rumors that an Abyssian cult makes sacrifices to their god who lives below the forest. You do not want to see Abyssal rise to power. You must stop the cult at all costs.
4. Clues that the **Sacred Heart of the Undying** lies somewhere in the tunnels below the Dying Forest. This ancient artifact will either give you great power or wealth once it is in your grasp.

WHILE TRAVELLING OR IN A TAVERN, YOU HEARD (d10)

1. Gurak has lined the tunnels with more traps than anyone can count. (P)
2. Many souls from the Valley of the Unfortunate Undead have wandered into the tunnels. (T)
3. People who stay below the ground long enough become twisted, evil incarnations of their former selves. (F)
4. If you eat the **Sacred Heart of the Undying** raw, you will become invincible. (P)
5. Gurak recently moved her treasure somewhere else. (P)
6. Abyssal wanders the tunnels in the form of a small child. (F)
7. Ancient relics of incredible wealth are hidden in the tomb of the Undead Queen. (T)
8. SHE created the tunnels long before you were born. (F)
9. The **Forgotten Blade of Nechrubel** lies somewhere below the Dying Forest. (T)
10. Scrolls and other magicks will not work in this place of pure evil. (F)

What Lies Below: Factions

Abyssians are humanoid creatures from the darkest depths of the caverns far beneath the Dying Forest. Food grows scarce in the depths, causing the Abyssians to seek meat near the surface. None know how they learned surface dwellers' ways, but their teeth click and chatter as they spew human language, extending all S's with a hiss.

Gurak and her Gruesome Gang have recently claimed the tunnels below the Dying Forest as their territory. Having stolen from King Fathmu IX, they now have a sizable bounty on their heads. Gurak believes no one would risk their lives down below. Add gang members as needed when not listed in specific rooms.

Malcalla the Mad Warlock fled to the tunnels with the Lost Tome of Abyssal and a burning desire to master a ritual utilizing all of the scrolls from its pages. Ultimately, he wants to drain the trapped Abyssal's godlike powers, siphoning them into his own being. If given enough time, he will succeed. Malcalla has scattered and hidden the pages so no one else can use the scrolls. Each day, he visits one or more of the locations to continue his studies, making notes in his journal about the precise order and how to perform the final ritual.

If Left Unscathed

Given enough time, Malcalla will master the scrolls and harness Abyssal's powers, becoming an unstoppable warlock.

The Abyssian Cult will reach the surface, still hungry, and begin sprawling out across the land in all directions.



1. Pulsing Tunnels

Moist, damp air. Soft ground.

- **Root-lined** walls, ceiling, and floor.

CLOSER LOOK: test Presence DR12 to realize the walls are slowly expanding and contracting as though breathing.

2. Abandoned Camp

Musty, smells of burnt flesh.

- **Root-lined** walls, ceiling, and floor.
- **Scorched circle** in the center where a fire once burned.
- **Flattened earth** where d4 people once made this their camp.

DIG IN THE DIRT: test Presence DR12 to discover an item from the *No Use to the Dead* table (p. 47).



3. Covered Pit

Moist, damp air. Treacherous footing, ground covered in roots.

- **Root-lined** walls, ceiling, and floor.
- **Discolored roots** of purples and pinks at a crossroads where tunnels intersect.
- **Alcove** has a lantern lying on its side where someone dropped it as they fell into the pit.

PERILOUS PITFALL: test Agility DR14 or fall into the pit; the living vines recoil when stepped on.

IN THE PIT (d4):

1. Roots sharpened into spikes, d4 damage.
2. Undead remains of a PC's acquaintance with 21s and one item from the *No Use to the Dead* table (p. 47).
3. Random creature from Table B (p. 45). It is hungry.
4. Magick portal that teleports you to a room adjacent to room 30. If the PCs haven't visited room 30 yet, generate a random room and place the PC there, then connect it to room 30.



4. Large Open Area

Moist, air is filled with the stench of wet, sour fur.

- **Root-lined** walls, ceiling, and floor.
- **Random creature** from Table C (p. 45).

Sounds echo in this room and may travel through the connecting corridors.

5. Overgrown with Fungi

Humid, thick air smells of fruitful decay.

- **Coarse** sand-like dirt lines the floor.
- **Walls** lined with mushrooms growing atop dark mounds. **Test Presence DR14** to identify the mushrooms' side effects.
- **Beneath** lie the tunnels that Gurak and her gang tried digging into. Only rotting bits of Abyssal remain.

EATING THE MUSHROOMS

(d4, 3d6 doses can be harvested):

1. Heal d4 HP. If a PC consumes more than 2 doses, **test Toughness DR16** or have a fecal frenzy; -2 on Presence tests until resting.
2. Hallucinate d8 rounds. Everything and everyone looks rotting. Friends appear undead.
3. Paralyzed d10 rounds.
4. Tiny teeth. These mushrooms do not want to be eaten and bite for d2 damage. Each dose restores 1/2 HP.





6. Creeping Vines and Lost Goods

Rats scurry away at any sign of light. Cool and dry.

- **Root-lined** walls, ceiling, and floor.
- **Creeping Vines** (p. 39) wrap around barrels and attack any who try to remove them.

IN THE BARRELS (d4):

1. Grains
2. Sour mead
3. Putrid pickles
4. Rotten apples

7. Webbed Walls

Cool air blows down from above. Walls shimmer with small, beaded droplets glistening on large webbing.

- **Webbs** spun by a Cave Salazarite.
- **Hidden in plain sight:** one random scroll from Table D (p. 45) and the **Lost Tome of Abyssal** hidden separately behind some webbing. **Test Presence DR12** to find them. You still have to get through the webbing to retrieve them.

TOUCHING THE WEB: test Agility DR14 or become stuck. Each round, test Strength to break free. Start at DR12; each failure adds +1 DR. If the web is disturbed in any way, a Cave Salazarite (p. 37) will descend from above.

8. Large Open Area

Moist, air is filled with the stench of wet, sour fur.

- **Root-lined** walls, ceiling, and floor.
- **Random creature** from Table C (p. 45).

9. Heart of the Dead

Dry, cool, smells of rot.

- **Root-lined** walls, ceiling, and floor.
- **Creeping Vines** (p. 39) attack any who come within 5' of the edge of the room.
- **Random creature** from Table A (p. 45) blocks entrance to smaller alcove. If the PCs enter the alcove without slaying it, the creature shrieks and summons other nearby undead.

INSIDE THE ALCOVE: A small, solitary, rusty cage hangs from the roots above. Inside is the ever-beating heart of the Undead Queen. **Test Presence DR14** to recall tales of the Sacred Heart of the Undying and fables about the powers it possesses.



10. Large Open Chamber

Moist smell of wretched bile and feces.

- **Root-lined** walls, ceiling, and floor.
- **Random creatures** x2 from Table B (p. 45).

11. Defeated Undead

Dry, musty. Pile of bones.

- **Mound** of defeated undead fills the room.
- **Random items** x2 from Table G (p. 47) can be scavenged from the pile.

UNDER THE PILE: Near the bottom, a fallen hero's skeletal remains clutch a random scroll (p. 45). **Test Presence DR12** to notice it amongst all the other remains.





Undead Queen – Fleeshy
Reanimated from the
Sacred Heart of the Undying.
The queen's musculature
and flesh reform, rotted,
to her skeleton.

HP 33 Morale 11

No armor

Piercing bones d6

Special: Hail to the Queen. Calls 2d8 undead
from Table A (p. 45).
Within d4 rounds, they
arrive to surround and
protect the queen.



12. Fused Bone Sculpture

Cold, chilled breeze.

- **Massive** sculpture of the Undead Queen. Fused bones of a large six-legged, spined-backed beast sit atop a large stone tomb.
- **Inside the tomb**, the Amulet of Annihilation.

THE UNDEAD QUEEN: Once Abyssal's right hand, the Undead Queen challenged the trapped god's might in hopes of taking its place. Abyssal saw the queen's plot and stripped her powers by ripping her still-beating heart from her chest. Without the magick animating her bones, the Undead Queen reverted to a mere skeleton. If the *Sacred Heart of the Undying* is placed in her chest cavity, she will reanimate and rotted flesh will regrow over her now immobile bones.

If animated but undefeated, she retrieves and activates the Amulet of Annihilation in d8 minutes. See Death of Abyssal (page 31).

13. Resting Place

Dry, warm. Skeletal remains.

- **Entry** has root-lined walls, ceiling, and floor.
- **Elevated nook** holds three human skeletons. Each wears a mask crafted from the skull of another, larger beast.

BONE MASK: Disguises the wearer against the undead. **Test Presence DR8** to maneuver without repercussion.

14. Gurak's Encampment

Warm. Smells of cooked meat and burnt flesh.

- **Root-lined** walls, ceiling, and floor. **Test Presence DR12** to notice part of the root walls has been removed, revealing glistening musculature.
- **Campfire ring** has warm, still-glowing embers.
- **Bedrolls** riddled with holes and frayed strings are spread out close to the campfire ring.

GURAK & THE GANG: If Gurak has not been encountered, she and d4 of her gang are here at their encampment.

GANG MEMBERS: Trained by Gurak, they will sneak and surround a group. They usually prefer to steal and avoid bloodshed, but they are not even slightly opposed to it.

HP 7 Morale 6 Leather -d2
Sword d6 or shortsword d4

BURIED TREASURE: **test Presence DR14** to discover a recently dug hole under Gurak's bedroll. Inside is a jar containing a map to where she hid the majority of her treasures and a hand-drawn image of a beautiful, dark-haired woman.

The map leads to:

1. Somewhere in these tunnels
2. Outside Schleswig
3. East of the Bergen Chrypt
4. A day's travel south of Kergüs
5. South of Galgenbeck by two days
6. In Wästland, south of the Valley of the Unfortunate Undead

15. It's a Trap

Warm. Smells of cooked meat and burnt flesh coming from room 14.

- **Tripwires** on the floor lightly covered by dirt. **Test Presence DR14** to notice the wire. If pulled, the trap will engage.
- **Massive swinging axes** release from the ceiling if the PCs don't notice the tripwires. d8 initial damage, d6 on the backswing. Both axes have a 10' reach in either direction, threatening a 20'x40' total area.



Gurak

Well dressed, even if it is covered in a layer of dirt from the tunnels. Gurak is a short woman of muscular build. A diagonal scar across her face gives the impression she has lived through some serious shit. She will always try to talk her way out of most physical altercations.

HP 11 Morale 11

No armor

Shortsword d4 + poison (**test Toughness DR14** or spasm uncontrollably for d4 rounds, d2 damage each round.)

Special: Charming

Gurak may look fierce, but when she smiles, her charm begins to take hold. **Test Presence DR12** or become more at ease with Gurak.

Ring of the Illusionist:

When pushed, a pin on this ring pricks the wearer's finger, releasing a single droplet of blood and then teleporting them to a room they are thinking of within 100'.



16. Leftovers

Warm. Smells of spilled blood and fear.

- **Recent kill:** a mutilated creature being devoured by a random creature from Table B (p. 45).
- **Remains** can be scavenged (d4 meals).

17. Stone Circle

Cool air is filled with static electricity.

- **Stone circle** fills most of the room. In its center, a lonely page of paper (random scroll from Table D, p. 45) floats 5' off the ground. This can only be removed from outside the circle.
- **Magically freeze** any adventurer who steps inside the circle. They become paralyzed, unable to move.
- **Down they fall.** If the pillars are knocked down, the magicks cease to work.



18. Imprisoned

Musty, stinks of unclean sweat.

- **Bones** of assorted creatures and people scattered across the floor.
- **Prügl** chained to the root-woven wall. Very old, hungry, and irritable. Claims to know whispered secrets he heard while chained up.

HP 2 Morale 3 No armor

Fecal-lined fingernails d2

Imprisoned because he's (d4):

1. A former member of Gurak's gang. Caught stealing.
2. Malcalla's twin brother & apprentice. He knows too much, but Malcalla couldn't kill him.
3. Captured by Abyssal cult members but forgotten.
4. Self-imprisoned. Hopes to be sacrificed to Abyssal.



19. Frantically Lost

Musty, stinks of unclean sweat.

- **Bones** of assorted creatures scattered along the ground.
- **Man** crouched on the floor, trying to gnaw a few scraps of meat off the bones.

Horace Gurgleglatch

Filthy but well-dressed merchant who lost his way. Will pay handsomely to be escorted out of the tunnels. Will pay even more if the party helps find the remains of his wagon along the way (room 20).

HP 3 Morale 3 No armor

Horace is hiding that (d4, roll as many times as you'd like):

1. He wants to avoid Gurak at all costs. Gurak's gang destroyed his wagon after they caught Horace shorting the gang silver.
2. He came down to the tunnels to avoid a bounty on his head.
3. He is hunting the Lost Tome of Abyssal.
4. His scabbed-over injuries are healing as tree bark—the same texture as the trees in the Dying Forest.

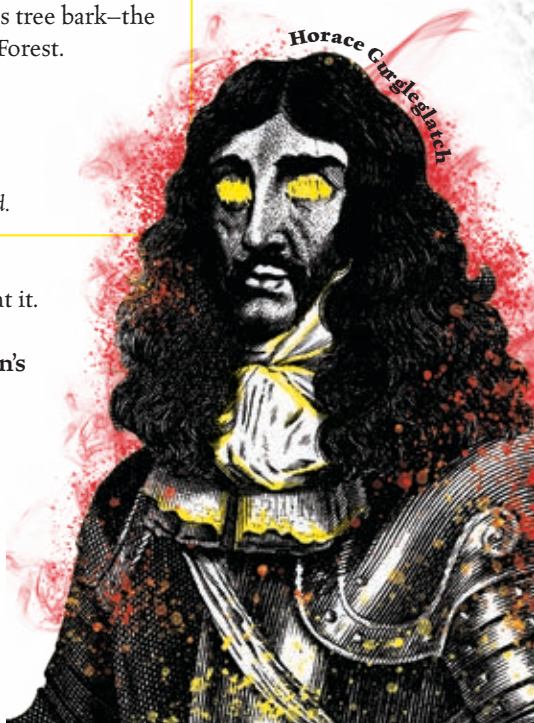
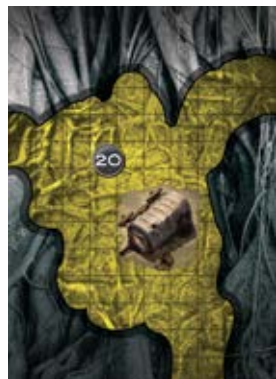
20. Overturned Wagon

Cool, dry, stinks of whatever the wagon once carried.

- **Busted Wagon** lying on its side.
Test Presence DR14 to repair and right it.

SCATTERED REMAINS of the wagon's supplies (d6):

1. Snake oil
2. Rotten vegetables
3. Jewelry (assorted values)
4. Meatman
5. Hats
6. Oddities





21. Infected Gang Member

Humid, stinks of despair.

- **Graft** tries to heal her infections using a portable laboratory. She is still a part of Gurak's gang, but she wanted solitude while remedying her situation.
- **Her infection:** roll on Table F (p. 46).

Graft

Dirty, irritable, not keen on strangers. Creating a concoction to heal herself.

HP 5 Morale 7 Knife d4 Shield -1; adorned with art of HER, one head chopped off



22. Sickening Stench

Warm, overpowering stench of decay.

- **Piles of the undead** lay slaughtered & demolished. Stacks upon stacks. Each round, **test Toughness DR12** to avoid violent retching. If failed more than once, reduce each ability by 1 for d4 hours.
- **Rot to riches.** Among the pile of corpses waits an assortment of wealth, should someone have the stomach to retrieve it. Every round a PC searches without puking, they gain an item from the No Use to the Dead Table G (p. 47).



23. Tunnels

Disorienting undulations.

- **Root-lined** walls, ceiling, and floor.
- **Disorienting movement.** The tunnel walls seem to inhale and exhale in a constant rhythm. **Test Toughness DR12** test or -1 Presence for the next room.

24. Contained Hunger

Cool, sounds of slight moans.

- **Trapped undead.** d2 from Table A (p. 45). Intestines strung out from the bodies, tied in knots around roots lining the walls. If a PC gets close, 50% chance the skeleton's hunger will strengthen them enough to break free.

25. Abandoned Camp

Damp, smells of distilled liquor and feces.

- **d2 ransacking Skuta(s)** (p. 43) sniff around the encampment's remains. They have forced their way through makeshift walls of broken roots that were hiding two alcoves.
- **Firepit** with warm embers.
- **Broken bottle of liquor** in one of the large alcoves.
- **Feces**, fresh and probably human, piled in the other alcove.

26. Sticky Webs

Cool, damp breeze flows from above.

- **Half-eaten bodies** are stuck, barely alive, to gigantic webbing lining the walls.
- **Desperate**, one of the trapped will whisper a secret if a PC is willing to get close enough to hear it.
- **Disturbing the webs** will cause a Cave Salazarite (p. 37) to descend.





27. Sinking Floor

Dry, stagnant, odor of roasted nuts lingers.

- **Quicksand** pit has been magically created in the center of the room. Only the room's edge and four random squares (d12) are safe. On any other square, **test Agility DR16** to avoid getting stuck. Once trapped, jagged roots wrap around the submerged flesh and splinter. **Test Toughness DR14** or become infected with the Bark on Table F (p. 46). **Test Strength DR14** to break free.
- **Secret door** opens when PCs stand on 2 safe spaces at the same time.

28. Hidden Room

Dry, stagnant, odor of roasted nuts lingers.

- **One random scroll** from Table D (p. 45) hidden in this alcove.

29. Malcalla's Lair

Hazy, smoke from burned leaves & dried herbs fills the room.

- **Cot** against the far wall, made from fabric attached to four femurs sharpened and driven into the ground. Under the cot is a journal with notes detailing both the rituals needed to bring Abyssal to its full form and how to transfer Abyssal's powers into another vessel. Jotted in the edges are theories on how Malcalla's twin brother wants to usurp his power.
- **Stew pot** of cooked slugs, chunks of moss, and bits of bark sits on a large root. A stained wooden spoon rests inside.

MALCALLA THE MAD WARLOCK



Hands rotted, stained completely black from tearing pages from the Lost Tome of Abyssal. He is old and weathered but spry. He always wears a slightly transparent, leathery cloak covered in unnatural-looking wrinkles and folds.

HP 18 Morale 14

Cloak of Abyssian skin -d4

Staff of the Sick d4 damage + special

Special: test Toughness DR14 or become sick with a random infection from Table F (p. 46).

Uses a scroll every other round.

Has memorized d4 scrolls from Table D (p. 45).

See Malcalla the Mad Warlock (p. 7).

30. Mouth of Abyssal

The foulest mouth-rot stench compounded by hundreds of decaying teeth.

The physical incarnation of a tormented god trapped beneath the planet's surface. It has an insatiable hunger and a desire to consume all whose power might strengthen it.

HP 66

Morale 12

**Shielded by
teeth** -d4

Bite d6 +
special

Abyssal has no
desire to die and will
disappear further
into the earth after
sustaining more than
33 damage.



Special: Swallow. Abyssal will tries to swallow any PC it bites. **Test Agility DR14** or fall farther into the darkness. Once consumed, d4 acidic damage each round. Any damage absorbed by armor renders it useless.

Snails pace: Barely moves, DR10 to hit.

Death breath fills the space. **Test Toughness DR14** or -1 Agility and Presence for d6 rounds.

Salivations
Every 3rd round,
coughs up d4
Abyssal Salivations
(page 34).

Captured 400s
Large tooth 80s
Medium tooth 60s
Small tooth 20s



31. Feeding Frenzy

Reeks of death and despair.

- **Roots** jut from the walls, impaling bodies barely clinging to life. Each alcove has d2 people trapped, each closer than the last to having their life force completely drained. **Test Presence DR12** to see their essence siphoned off by the roots.
- **Meat bags** are what the bodies have become. The PCs may be able to save them. Each will have at least one item from the *No Use to the Dead* Table G (p. 47).
- **Close encounter:** if PCs come in contact with one of the imprisoned, Creeping Vines (p. 39) attack from the walls, roof, and floor.

32. None Shall Pass

The stench of bodies unbathed for many months creeps through the corridors.

- **Toll keepers** block each passage that the PCs did not enter from. Separately, they require 2s per person who wishes to pass. The toll keepers will not let anyone through without collecting some form of fee. If one is attacked, the other will come to their aid.

Gurak assigned the twins **Brutus** and **Basil** to watch over these corridors. They are loyal to Gurak to a point. Each will gladly turn on their boss to save his own skin or his brother's. For the right amount of silver, they could be retained as muscle for hire.

Brutus

HP 7 Morale 8 Leather -d2

Knife d4 Sword d6

Basil

HP 9 Morale 6 Leather -d2

Flail d8 Iron knuckles d4

33. Abyssian Camp

Earthy odors of freshly dug dirt mix with iron.

- **Abyssians** (p. 35) totaling half the PCs' number have camped here. They will try to take the PCs alive as fresh meat to feed Abyssal.
- **Roots** twisted into oval-shaped nests the Abyssians sleep in.
- **Test Presence DR12** to detect **pictographs** etched into a large root. 14+ reveals a series of events: Abyssal being fed, magicks being cast, Abyssal rising from the ground as a giant worm-like creature.



34. Ritual Circle

Earthy odors, old stone embedded amongst roots.

- **Magick circle** formed of stone, entrenched in the ground. If a scroll is used inside, d4:
 1. Power backfires.
 2. Everyone in the room can now understand but not speak Ancient Abyssian.
 3. Caster has uncontrollable shits for d4 hours; -1 to all abilities during that time.
 4. Powers automatically succeed with no chance of an arcane catastrophe.



35. Creeping Vines

Earthy odors, moist and damp.

- **Tendrils** sprout from the walls and attack any who pass. Creeping Vines (p. 39) every 10'.
- **Destroying the vines reveals skeletal remains.** d2 bodies, roll on the No Use to the Dead Table G (p. 47).





36. Large Chamber

Cooler than the previous space.

- **Root-lined floor:** treacherous, -2 Agility tests.
- **Random creature** from Table C (p. 45).

37. Disoriented

Moist, damp air. Soft ground.

- **Loud argument:** two of Gurak's gang members deciding which way to go.

Arvant

HP 2 Morale 4 Shield -1

Shortsword d4

Waterskin and 3 days' worth of food

Random unclean scroll (MB p. 35)

10 silver

Vrakh

HP 4 Morale 6 No armor

Femur d4

Waterskin and 2 days' worth of food

Bear trap (DR14 to spot, d8 damage)

13 silver



38. Leftovers

Warm, overwhelmingly smells of rot and decay.

- **Partial carcass** of half-devoured Salazarite lifeless in the corner.
- **Salvage** the remains (d4):
 1. Broken pincer, use as knife (d4)
 2. Body of Abyssian inside, slight decomposition
 3. Meat, d6 meals' worth
 4. Exoskeleton shield (-1 damage)

39. Blood Pools

Rancid stench heavy with iron.

- **Pools of blood** slightly congealed at multiple locations.
- **Markings** of something dragged from one pool to the next.
- **No footprints** or trace of what bled out.

40. Lake Acid

Burning hisses fill the air, bubbles popping on the surface of the green lake.

- **Acid lake** burns anything that touches it. d6 damage per round. 18' deep at its center.
- **Creeping Vines** (p. 39) line the lake's edges.
- **Shadowy sword in the stone** at the lake's center. This is the *Forgotten Blade of Nechrubel* (p. 32). **Test Strength DR14** to remove it. Once pulled, the stone will begin to dissolve.

41. Abandoned Camp

Lingering stench of sweat and the odor of unclean bodies.

- **Remains of a camp** with signs of a struggle. d4 blankets with an equal number of random items from *No Use to the Dead Table G* (p. 47).

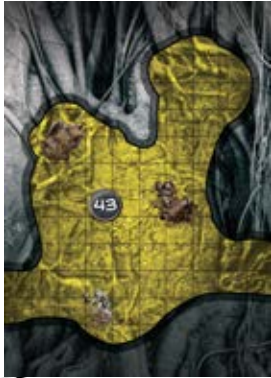




42. Long Dead

Musty smell, stagnant air.

- **Skeletal remains** are scattered around the ground.
Bone type (d4):
 1. Humans
 2. Abyssians
 3. Very large wolves
 4. Giant beetle



43. Long Forgotten

Musty smell, stagnant air.

- **Chest** overgrown with vines. Poisoned dart trap, **test Presence DR14** to detect, **Agility DR14** to disarm; d4 damage, **test Toughness DR14** or suffer -2 to all rolls for d4 hours. Random scroll from Table D (p. 45) inside, hidden under weathered letters (worth 100s) from Anthelia to Kaldor about a dark sword long forgotten to history.
- **Statues** of human-like beings sculpted from the darkest obsidian, implanted in the earth and overgrown with roots. 300s each.



44. Summoning Circle

Earthy odors, old stone embedded amongst roots.

- **Using Powers** summons d6 Abyssians.



45. Wall of Skulls

Cool, dry, slight hint of iron in the air.

- **Human skulls** are stacked blocking one corridor.
- **d2 Abyssians** stand in the center around large bowls formed of contorted vines.
 - They dip bone weapons in human blood.
 - Blood smeared across their faces, dripping into their mouths.
 - These Abyssians are **enraged** and will continue fighting for one additional round after being reduced to 0 HP.

46. Stone Serpent

Warm, stinks of wet fur.

- **Statue** of a large serpent encased in roots. Rats crawl about it, hissing at any who approach.
- **Crack** in the stone. **Test Presence DR14** to discover part of the stone has been chipped away; blood slowly drips out.

Inside the statue, rats gnaw a large serpent. If set free and not attacked, the serpent will accompany and aid the PCs until it can escape the tunnels.

Serpent

HP 22 Morale 7 Scales -d2

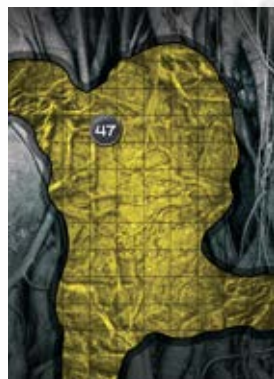
Bite d6

Special: Constrict. Once bitten, **test Agility DR12** or take d2 damage each round (bypasses armor). **Test Strength DR14** to break free.

47. Stuck in the Mud

Warm, wet ground, soft underfoot.

- **Muddy** footprints leave traces of the PCs' path.
- **d4 random undead** from Table A (p. 45).
- Mud may hinder movement.





48. Home Sunken Home

Steamy, warm, smells of stew.

- **Magickal wards** carved into the roots prevent Abyssal from entering the space. They also immobilize the roots here.
- **Small shack** covered in roots fills this area.
- **Simple wood interior.** Small table, bed, chest with one random scroll from Table D (p. 45) inside, pot of stew cooking over a fire pit.

Darga Guthrak

Looks human except for large patches of bark growing over his skin and sprouting small twigs. Lonely and longs for company. Desperate for knowledge of the outside world. If PCs eat with him, treat him well, and share tales for more than an hour, he will give them the scroll Malcalla has left here.

HP 8 Morale 12 Bark skin -d2

Shedding splinters: throws sharp pieces of bark; d4 damage and test Toughness DR14 or become infected with the Bark on Table F (p. 46).

49. Large Chamber

Cooler than the previous space.

- **Root-lined floor** is more treacherous: +2DR on Agility tests.
- **Random creature** from Table C (p. 45).

50/51. Conjoined Chambers

Warm, damp, stinks of bile.

- **Root-lined floor** worn almost smooth in a circle between the two rooms.
- **Stray light** breaks through the ceiling in small streams.
- **Random creature** from Table B (p. 45).

52. Sunken Circus

Damp smells of fresh soil.

- **Carts and wagons** suspended from the ceiling.
Test Presence DR12 to see the sign of Kerud's Circus painted on a wagon's side.
- **Skeletal remains** of caged creatures in one of the transports.
- **Ringmaster** hangs from one root formed into a makeshift noose. His clothes are fancy but tattered and torn. He has a whip (d2) and a silver locker (worth 20s) containing a sketch of Anthelia (MB p. 12).
- **Disentangling** the wagons and carts will require time. Once removed, **test Presence DR14** to uncover d4 of these items (d8):
 1. Money box containing 2d12s
 2. d6 throwing axes (d4)
 3. Scrying orb, 30s
 4. Cards of fortune
 5. Costume jewelry
 6. Jars of pickled oddities
 7. Small cheese wheel, untouched
 8. Fortune-telling teeth



53. Zombie Tiger

Stench of festering, rotted flesh lingers in the air.

- **Tiger** whose skin is torn and hanging off in places, exposing musculature around its one-eyed skull. Eating a freshly killed human; **test Agility DR14** to go unnoticed. The beast is always hungry and will eat whatever flesh it can find.

Zombie Tiger

HP 12 Morale – Partial hide -d2

Claw/bite d6 + special

Special: Zombified. Bitten PCs **test Toughness DR10** or die in d4 days. Upon death, they become a Zombie (MB p. 65).

Captured 50s





54. Lost in the Tunnels

Smoke with odor of burning wood.

- **Hargha** has made camp in the large alcove. She is searching for an heirloom ring (Ring of the Illusionist) stolen by Gurak's gang. She was once royalty, but Gurak tricked her into a false romance only to steal her wealth. Hargha's family cut her off and will not let her back into their grace until the ring is returned.

Hargha

HP 6 Morale 4 Leather -d2

Shortsword d4 Knife d4

4 days' rations

2 torches

Journal



55. Deeper Yet

Cold, eerie echoes far below.

- **Root-lined cracks** create an opening between the ground and far wall. Strange sounds not unlike howling reverberate from deep within the darkness below.
- **Down** into the opening, PCs can use roots to easily descend 50' before gusts of wind extinguish any unshielded natural light.

What lies even deeper is at the discretion of the GM.





Death of abyssal

Abyssal is older than the pages of any bound book in the lands, far more ancient than the corporeal husk it inhabits today. Even at 0 HP, Abyssal will not truly die. There are two possible ways to fully kill Abyssal:

- Use the **Amulet of Annihilation**.
- Perform all rituals from the **Lost Tome of Abyssal** to remove Abyssal's powers and then kill it.

Upon Abyssal's death, the musculature hidden inside the roots and earth withers in 2d12 rounds. The tunnels collapse, causing a massive sinkhole and pulling the Dying Forest down in the aftermath. Those who walk the *Valley of Unfortunate Undead* (MB p. 15) feel the ground trembling at their feet and begin to wander towards the forest.

A Misery comes to pass.



RELICS

FORGOTTEN BLADE OF NECHRUBEL

Many controversies surround this relic. Some believe that Nechrubel, when it took form and walked the land, wielded this sword. Last possessed by the Undead Queen, it was lost when Abyssal removed her heart.

d10; damages target and wielder. At 0 HP, the wielder **tests Toughness DR12** or becomes undead with full HP. Undead wielders regain no HP from resting, only the amount of damage from inflicting wounds with the sword. If lost or stolen, there is no way to recover HP.

BONE MASK

Carved from the skull of a long-dead creature or human, this mask allows the wearer to go unnoticed by the undead with a successful **DR8 Presence test**.

AMULET OF ANNIHILATION

The Undead Queen enslaved the most feared warlocks of her time, forcing them to create a relic powerful enough to decimate a god and absorb its powers. Whispers of the queen's schemes made their way to Abyssal, and the god intervened before the warlocks could deliver the amulet to her.

Test Presence DR16 to use the amulet, removing all god-like powers from the being it is focused on. On a failed test, a Misery occurs (MB p. 16).

If the amulet contains a god's powers, the wielder can use them but must test Toughness DR14 each time or permanently lose d2 HP.

LOST TOME OF ABYSSAL

A sacred text written by Abyssal, its pages have long been tattered and torn. Within this tome were all of the scrolls that allowed Abyssal to ascend from mere flesh to become a god-like being. It inhabited this form for many millennia before it was imprisoned underground. Now Malcalla has ripped the remaining pages from the tome's binding and displaced them throughout the tunnels and corridors below the Dying Forest. The tome's cover is a rare slice of basilisk hide rumored to have been taken from HER and never grown back. If the torn scrolls are replaced and the binding resealed, this antiquity could easily fetch 2,000s.

SACRED HEART OF THE UNDYING 600s

A beating human heart sits inside a rusted bird cage, forever glistening as though just ripped from the chest. If placed inside the bones of the Undead Queen (p. 12), she will animate and regrow musculature around her skeleton. If a PC eats at least one-fourth of the heart, they gain d10 max HP.





ABYSSAL SALIVATION

Spewed from Abyssal's phlegmy mouth, these humanoid wretches are what remain of the souls Abyssal once consumed.

HP 14 Morale – No armor
Life drain d6 damage + special
Special: Life suck. Regains HP equal to damage.

Vial of life-draining goo 6s

Lanky humanoids standing around 7' when fully erect but often hunched from spending long periods in smaller tunnels. They wield weapons not unlike humans' but made of sharpened bone or a reflective black stone. Abyssians' translucent skin shows their intricate musculature down to every tendon and fiber.

For thousands of years, the Abyssians have listened to human voices echoing into their chambers from far above. They learned the language and prepared to enter a world unlike that which they've always known.

Now a sect has approached the surface closer than any before them. They

ABYSSIAN



single-mindedly seek to unleash Abyssal from the magical shackles binding it and to bring food back to their people. If they encounter humans, they attempt to capture them and feed them to Abyssal in hopes of making their god stronger.

HP 9 Morale 10 No armor

Abyssian sword d12 + special or

Abyssian dagger d6 + special (both coated
Abyssal's blood)

Bite d4 **Claw** d6

Special: Abyssian's Way. Test Toughness
DR14 or become infected, with Abyssian's Way
on Table F (p. 46). If infected restore all HP.
2 doses per blade.

AMANTALIA

Mindless bringers of rot and decay. These rotted, fungi-covered roots absorb nutrients from decomposing prey.

HP 10 Morale -
Hardened exterior -d2
Claw d4 + special (can be a ranged attack)
Special: Decay. Test Toughness DR12 or the wound festers for d2 additional damage per day until healed.



Dead 4s
Cleaned
carapace 8s

Crawling along any surface in tunnels, caverns, or corridors, these leaping spider-like monstrosities fear no human. The sound of their scraping pincers will chill the toughest warriors to their bones.

HP 12 Morale 8
Exoskeleton -d6
Bite d6 **Pincers** d8 + special
Special: on an 8, break a bone for d4 additional damage.
Cavern leaper: jumps 50' vertically and 35' horizontally.

CHILAKA

Small insectoids that creep between the roots' cracks and crevices. They have anywhere from thirteen to sixty-six body segments, each with a pair of piercing legs that allow them to climb any surface.

HP 2 Morale 4 No armor
Bite d2 + special
Special: Acidic spit. Test
Toughness DR12 or d2
additional damage





CREEP ING VINES

HP 16*
Morale —
No armor

Grow rampant in the tunnels and entrap the living who dare wander within their reach.

Lash d4 + special
Special: Ensnare. Test Strength DR14 or become trapped. Test again each round to break free.
Feeding Abyssal: Once ensnared, the roots drain d2 HP to nourish the living earth. Ignores all defenses. If a PC reaches 0 HP while ensnared, they become one of the Rooted (page 41).

**Damaging Creeping Vines does not contribute to the 18 HP that will bring Abyssal (p. 4)*

GHOUL



These humans somehow found their way deeper into the abyss below the tunnels, where they saw things beyond explanation.

After clawing their way back up, their wretched bodies became twisted and contorted, their teeth long, sharp, and pointy. Now they lure others into the darkness below.

HP 6 Morale –
No armor

Bite d4 + special

Special: Into the Abyss.

Test Toughness DR12 or become infected with Into the Abyss on Table F (p. 46).



HP 8 Morale –
Barkskin -d2
Claw d4
Special: test
Toughness DR14
or become infected
with the Bark on
Table F (p. 46).

Once humans captured by Creeping Vines, their lives were ripped away and their being consumed. Now they walk the tunnels searching for others to help feed Abyssal.

GENTRIKEN

Aggressive and deadly oversized beetles who thirst for blood. They make their home in the tunnels below the Dying Forest.

HP 16 Morale 8 Carapace -d4 + special

Mandibles d8 Slam d6

Special: Chatter. The Gentriken's shell scrapes against itself and emits sharp, shrill noise that calls d4 additional Gentriken or undead.

Meat
85



SKUTA



Devilish fiends born of centuries-old dark magicks. The marriage of the flesh of beasts and the rocks once mined below the Bergen Chrypt, these carnivorous hellions hunger for more than what naturally inhabits the depths under the Dying Forest. They stand 10' when walking quadrupedally.

HP 32 Morale 10
Rocky exterior -d4
Bite d10 + special
horn d6
claws d8

Six eyes: Always watching, makes it more difficult to catch a Skuta off guard. All tests to sneak up on one +2DR.

Special: Bacterial bite. Test Toughness **DR14** or become infected with Dark Hunger on Table F (p. 46).

UNDEAD QUEEN

Fleshy

Reanimated from the Sacred Heart of the Undying. The queen's musculature and flesh reform, rotted, to her skeleton.

HP 33 Morale II

No armor

Piercing bones d6

Special: Hail to the Queen. Calls 2d8 undead from Table A (p. 45). Within d4 rounds, they arrive to surround and protect the queen.



Random Tables

Table A – Undead Creatures

1. Rooted
2. Ghoul
3. Skeleton (MB p. 62)
4. Zombie (MB p. 65)

Table B – Small/ Medium Creatures

1. Abyssal Salivation
2. Amantalia
3. Creeping Vines
4. Gentriken

Table C – Large Creatures

1. Cave Salazarite
2. Chilaka
3. Skuta
4. Skuta

Table D – Scrolls

Torn from the pages of the Lost Tome of Abyssal and scattered throughout the tunnels. When PCs uncover a scroll, roll d6 to determine which one is found. Reroll repeated results.

1. **Root Sculptor.** Bend and move roots, earth, and rocks for d4 rounds.
2. **The Taste.** For 8 rounds, heal HP equal to the damage the caster inflicts.
3. **Almighty.** Caster increases each Ability by d4 for d6 rounds. After, they are reduced by the same number for an equal period.
4. **Undead Minions.** d8 undead heed your words and do your bidding.
5. **The Binding.** Immobilize one creature for d10 minutes.
6. **Transference.** The caster transfers their mind into an immobile creature. If the creature moves, the caster misses the host; they now have no physical form, and their previous body is a dead husk.

TABLE E – RANDOM TRAPS

Gurak and her gang have made the tunnels more treacherous. Replace rooms' traps as desired.

1. **Blinding light:** test Toughness DR14 or be blinded for d6 rounds.
2. **Explosive mines:** Hidden under roots throughout the room. Test Agility DR14 or d8 damage to anyone within 15'.
3. **Snaring net:** Test Agility DR12 or be caught and hoisted to the ceiling.
4. **Covered pit:** Loose, cut roots cover a pit 15' in diameter and 20' deep. Test Presence DR16 to notice it, Agility DR12 to avoid falling in. At the bottom, d2 items from the No Use to the Dead table (p. 47).
5. **Oiled floor:** test Agility DR14 or slip and fall. If pursuing one of Gurak's gang, they light the oil on fire.
6. **Collapsing rocks:** A chest sits at the room's edge. If opened, a rope and pulley release rocks from a net overhead. Test Presence DR12 to see the rope, Agility DR14 to avoid the rocks. d8 damage to everyone within 20'.

TABLE F – INFECTIONS (D4)

1. **The Bark:** Injured skin regrows as tree bark. Armor tier 1 (-d2). If more than three-quarters HP regrow as bark, the PC becomes immobile. This can only be healed through magicks.
2. **Dark Hunger:** Eyes become overly sensitive to light. Bright sunlight causes d2 damage per hour and gives -2 on Presence tests. Infected PC's appetite can only be satiated by raw, uncooked meats.
3. **Abyssian's Way:** The infected have a direct connection to Abyssal and will not harm it while the disease courses through their veins. Cured when all HP are restored.
4. **Into the Abyss:** Something from deeper below calls. Those infected work their way towards the unspoken voices in their heads. If this infection is not cured by magickal means in d6 days, the PC becomes a Ghoul (p. 40).

TABLE NO USE TO D66 THE DEAD



11	2s from a long-forgotten society
12	3 hog ears, dried and salted
13	Rotten apple, infested with würrms
14	Love letter to someone with initials PN
15	Misshapen ball of undrying clay
16	Long, silver feather used as a quill, stained red at tip
21	Scrap of paper with the birth name of the One-Eyed Truth Speaker
22	Bag of rocks; when removed, float 2" above a surface
23	Vial of Cave Salazarite piss; sanitizes wounds, turns flesh neon green for d4 days
24	Chewing root; heals d4 HP, turns tongue black
25	Religious book about someone named Fatuma
26	Skull of a small cat, meows if not petted every d4 hours
31	Map of the Graven-Tosk, one grave circled
32	Small stone trinket of a two-headed basilisk. Whoever carries it gains one additional Omen.

33	Large egg, unbroken. Something is moving inside.
34	Feline figurine carved from garnet
35	Bag of 2d20s
36	A letter sealed with the stamp of King Fathmu IX
41	Herbal healing kit; restores d4 HP; 3 uses
42	Shield with a two-headed basilisk painted on it
43	Sword with lion head on the hilt (d12 damage)
44	Jar of tadpoles swimming frantically
45	Three petrified toenails of a long-dead giant
46	Envelope labeled "Magick Beans"; four teeth inside
51	Small book; iridescent wings pressed inside, labeled "fae"
52	Fireworks; explode in the shape of a dragon
53	Jar filled with cow intestines, still full of liquid bile
54	Maggot-covered rotten meat in an open paper satchel
55	Key with a string and tag. Tag has "Mausoleum" written on it.
56	Orb of semi-translucent glass, half-deteriorated snake head inside
61	Lucky cockatrice foot, dyed purple
62	Pipe shaped like tree root, pouch of vanilla-flavored tobacco
63	Small glass box with dung beetle and its ball
64	Sheep head, raw, mouth open, eyes cut and oozing
65	Jar of pickled eyeballs. They turn to follow whoever is looking at them.
66	Undead cat named Grunthar, hungry for flesh. If fed, it will be a loyal companion.

**Table H – Gurak’s Treasures (d20)
If found, roll 5x**

1. Silver vase (18s)
2. Pouch of d66s
3. d4 sapphires (100s each)
4. Handheld mirror inlaid with rare jewel (150s)
5. Inkwell of liquid silver (3s)
6. Painting of Anthelia in an ornate frame (320s)
7. Calendar of Nechrubel with notes jotted in the margins
8. Ring of King Fathmu VIII (80s)
9. One random unclean scroll (MB p. 35)
10. Medium azurite (8s)
11. Alexandrite, “JN” etched into it (666s)
12. Potion of the Fearless (+2 to any one ability for d4 rounds)
13. Bone Mask (p. 32)
14. 100s inside a hollowed-out book
15. Finely crafted wand with silver-inlaid handle (13s)
16. Heavy plate armor with a fanged skull painted on it (200s)
17. Skeleton key with a carven stone skull at the end (6s)
18. A letter sealed with the stamp of King Fathmu IX
19. Ornate silver tea set (66s)
20. One random sacred scroll (MB p. 35)

rooms for specific adventure hooks:

**Table I
Rooms with Scrolls**

1. Room 7
2. Room 11
3. Room 17
4. Room 28
5. Room 43
6. Room 48

**Table J
Rooms with
Gurak’s Gang**

1. Room 5
2. Room 14
3. Room 18
(possible
backstory)
4. Room 19
5. Room 21
6. Room 32
7. Room 37
8. Room 54

**Table K
Rooms with
Abyssians**

1. Room 18
2. Room 33
3. Room 34
4. Room 38
(possible remains)
5. Room 44
6. Room 45

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generating the crawl

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hooks

10 rumors

3 factions

12 creatures

npcs

6 scrolls

6 traps

5 relics

no use to the dead table

4 infections

treasure table



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