

bestiary most foul

Cave Eel

HD 1 AD 11 ATT 1 Bite 1d4, 1 Spit 1d4 **ML 8 SP 30'**

Acid Spit requires a save to resist an extra 1d4 acid burn damage. Cave Eels are six-foot-long, territorial apex predators that traditionally feed on subterranean lizards, fishes, and amphibians. Their transparent skin reveals writhing innards. They spit sizzling acid from special glands in their toothy maws to weaken prey and help dissolve it. No treasure.

Giant Rat

HD 1 AD 12 ATT 2 Bite 1d6 **ML 5 SP 30'**

A massive rodent fattened on an entire colony of cropgrubs. Giant Rats are more clever than given credit for, and prefer to flee rather than fight. If cornered, they are ferocious, snapping biters. Their pelts are worth 1cp each.

Baby Rat Swarm

HD 2 AD 10 ATT 1 Bite 1d4 **ML 5 SP 30'**

Pestilential creatures; filthy bites require a save to resist extra 1d4 necrotic damage. No treasure.

Hellish Imp

HD 2 AD 14 ATT 1 Stabbing Tail 1d6 **ML 9 SP 30'**

These minor demons are violent, pustulent, cratered, pockmarked hellspawn who exist to do dark deeds at the bidding of demonologists and devils. They gurgle in darkspeech and sick phonetic mockeries of human languages. They attack with spear-pointed tails and burp noxious gas amidst fits of wild-eyed laughter. Each imp has 1d8 copper coins minted by a kingdom in Hell.

The Wych

HD 4 AD 12 ATT 1 Dagger 1d4 **ML 10 SP 30'**

The Wych is maddened by hate, grief, and isolation. She has vowed fealty to a devil in exchange for vengeance against her jailers and has spent decades gaining the strength to do so. She is a wizened, leathery, emaciated creature. Her hands are gnarled and bony, stripped of skin and nails, leaving only scarred digging claws from years of tunneling by hand. Her eyes are sensitive to light. The Wych has 1 *spellbook* (Grasp of the Damned) which reeks of brimstone and is warm to the touch, and 1d4 *spell scrolls* from Table 666. She will use these scrolls if fought; any that survive are treasure. The Wych has a wavy *hellbronze dagger* worth 2000cp; it does +1 damage to magical creatures and can bind a pact with fae or demonic beings.

appendices and other dark sorcery

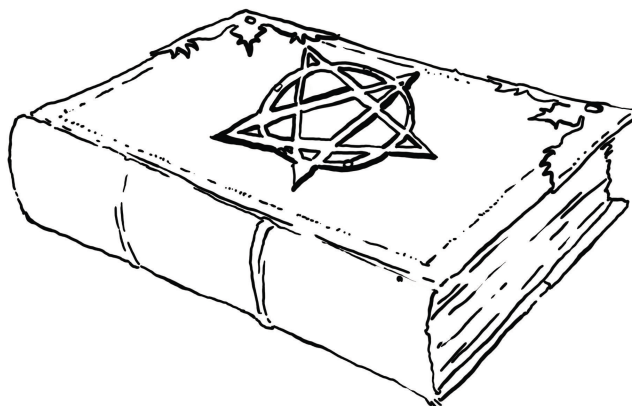
This tiny mini-adventure site is an afternoon diversion on my only day off this week. It's imperfect. Hack it to pieces; it's CC BY-NC 4.0 and free to the public. Please don't use it for evil.

Credits and thanks:

Ben Milton (questingblog.com) for producing the fun, hackable Knave RPG with a CC BY 4.0 license so I could make this broadly compatible with ease.

Nate Treme (natetreme.com) for letting me filch some stats from his lovely Knave Bestiary only to mangle them enough they became unrecognizable.

Michael Lombardi (patreon.com/pentola) for endless positivity and assistance at all times. I didn't use any Pentola material; he's just the best.



Spellbook: Grasp of the Damned

An unholy tome gifted to the Wych by her dark patron through the flaming portal to hell deep in the caverns of the Wychbarrow, bound in human leather and clad with hellbronze fixtures. Its pages are inscribed with burgundy ink made from coals from the dark pits.

The caster performs a melee attack roll on behalf of a smoky, claw-like apparition, from which emanates a sickly shade of light. A successful strike results in the target taking 2d8 damage as the unholy hand passes through them. The target may save for half damage.

Table 666: Spell Scrolls of the Wych

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|---|---|
| 1 | <i>Demoniac Lash</i> - Scourge a foe with a whip of spectral thorns for 1d10 damage; save halves. |
| 2 | <i>Revolting Burst</i> - Projectile vomit vile filth in a straight line; foes take 1d4 acid damage on failed saves. |
| 3 | <i>Smoke Form</i> - Target becomes living smoke; treat as incorporeal for 1d4 turns. |
| 4 | <i>Blight Shroud</i> - Any in melee contact at the end of a round save or take 1d6 damage. |
| 5 | <i>Witchweb</i> - Festoon an area with sticky webbing vulnerable only to flame. Creatures in the area of effect take 1d4 turns to escape. |
| 6 | <i>Wither</i> - Target saves or loses 1d4 STR for 1d12 days. Save to halve loss and duration. |
| 7 | <i>Hellskin</i> - Caster temporarily doubles their current and maximum HP; lasts for one hour or until dispelled. |
| 8 | <i>Pact of Bone</i> - Caster breaks one bone to cause a target's skeleton to calcify solid and petrify them for 1d8 turns. |

descent into the wychbarrow



Several decades ago, when children fell ill and crops failed, fearful villagers burned practitioners of dark arts, banished those of insufficient faith, and dug the wychbarrow to confine the suspicious.

A rocky, cavernous chamber below the loamy forest hillocks beyond town, the wychbarrow was the prison of accused enchantresses and demonologists. Chained in manacles secured to stones within, they were told those with clean souls would be delivered to the gods and those who truly cavorted with devils would surely be released by their dark patrons. They were left to die, trapped beneath a massive stone monolith covering the entrance.

In the years since, the wychbarrow has faded further and further from living memory, becoming a folkloric home to boogeymen and tall tales to keep youngsters obedient.

At least, that was the case.

Until the children started to go missing.

**an old-school adventure site
by Dungeons & Possums**

The Wychbarrow

1. Entrance

Rough-hewn stone steps covered in soil and slick lichens. Smell of compost is thick in the air here. An antechamber terminates in a heavy oak door.

2. Prison

A broad, round room carved by shovel and pickaxe from stone and clay. Countless insects scatter from torchlight. Lining the walls are nine massive stones with iron manacles dangling, rusted, from each. **Eight skeletons**, crusted by the passage of time and filth, have been picked clean by mice and other vermin.

One stone lacks a skeleton of its own, but the bones are just scattered enough here to make that hard to tell without careful inspection.

Investigation will reveal scrape marks around this stone that indicate it can be shifted sideways as a **secret door**. Leads to **#3 Tunnel**.

Tugging too hard at any of the manacles, or trying to forcibly move any of the boulders, will cause a telltale rumbling. Continued efforts will cause a collapse of the floor. Save or take 1d4 damage and **land in #4 Sinkhole**.

3. Passageway

Amateur, sloping clay ramps twist downward into the earth. The temperature raises as it goes. Insects crunch underfoot.

Halfway down, the floor becomes extremely slick wet clay; take action or slide uncontrollably. At the bottom of the slope, the floor opens into a chasm filled with razor-sharp quartz (1d6 dmg).

A small tunnel barely large enough to wriggle through at waist height is present just after this trap; this leads to **#5 Abandoned Cropgrub Nest**.

The main shaft continues on, levels out, and **leads to #6 Cursed Shrine**.

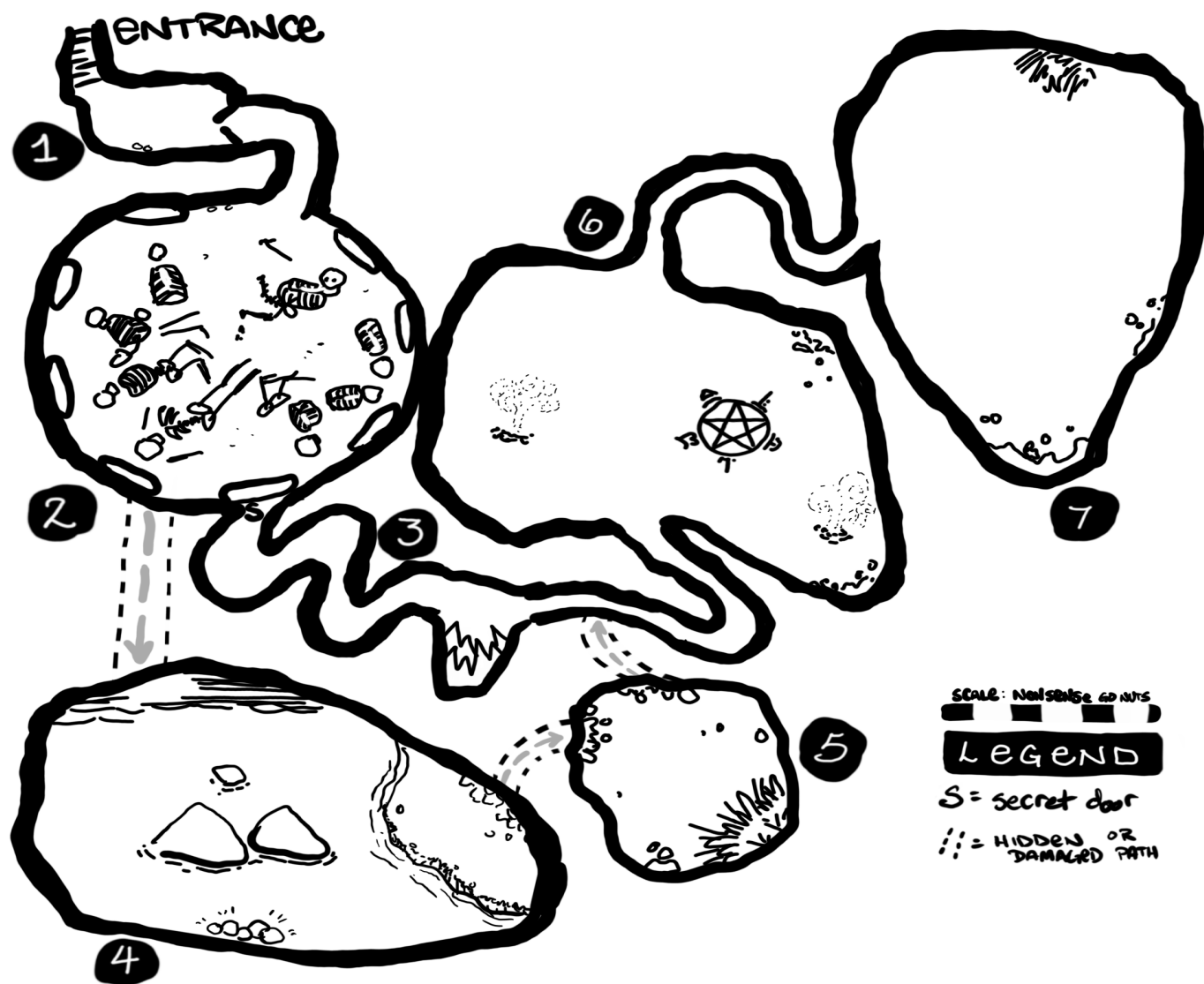
4. Sinkhole

Large limestone chamber full of cold waist-deep water; smells of petrichor. Beneath the water are **1d12 luminous pearls** worth 1000cp each. **Five (1d8) highly aggressive Cave Eels** attack here, and will continue to do so as long as their waters are disturbed. Every ten minutes spent in the water will cause **1d4 more Cave Eels** to wriggle in and attack.

Fallen boulders create an awkward pathway to dry ground. The walls are riddled with rodent holes that breathe warm, humid air into the sinkhole. The clay here is weak, and can be broken through to **#5 Abandoned Cropgrub Nest**.

5. Abandoned Cropgrub Nest

Once home to the bane of farmers; now cleared out by a very fat **Giant Rat and her many babies**. They sniff the air hungrily and cower with their mother. The air is heavy with urine. The rats are skittish and would rather flee than fight, but they are swayed by especially delicious foodstuffs and might follow those who provide a bounty. Large rathole can be transited on hands and knees, and leads to **#3 Passageway**.



6. Cursed Shrine

Humid, natural cavern. Steam geysers smell of sulfur and break through the floor with small fissures here and there.

Central, an ankle-deep circular depression, where the stone has been scraped with rocks and bones until intricate ritual markings decorate a pentagram. In the circle is a nearly lifeless child being bled dry, draining into channels cut in the ritual circle. **Eight malnourished children**, shackled in manacles of encorcelled roots and twigs, dangle limply along the walls in a perverted echo of the scene in the prison above.

Five Hellish Imps cavort feverishly here, celebrating their progress. Their ritual gains intensity as the child bleeds out. If left alone, they will bleed the children one by one.

If interrupted in any way, they will do battle and one will attempt to sound an alarm, rousing **three more Hellish Imps** from the passages beyond this room.

7. The Lair of the Wych

Unfinished chamber dug by hand. In one corner, a flaming hole in the floor from which the screams of damned souls escape; **a direct portal to hell**. On the clay walls are crude drawings - imprisoned women, witch burnings - and names of town magistrates from decades before with their family trees painstakingly listed and some struck through.

In the middle of the room, **the Wych**, maddened, murmurs to herself and her dark patrons. She plans to awaken an ancient devil who will scald the earth with hellfire, beginning with the village nearby; the culmination of her plot for revenge.

If somehow reasoned with, she will likely throw herself into her hellish portal and it will close. If provoked, she will fight to the death, invoking her dark master to provide aid. In this chamber are several ritual instruments including a **wavy dagger made of hellbronze**.