

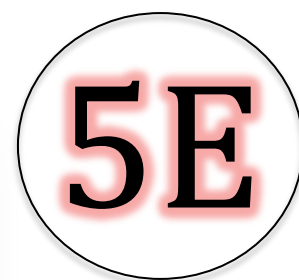


presents

# Scary Tales:

## Part 1

A secret woven into the fables of old has just  
**ripped and clawed** its way out of an imprisonment.  
And all that stands in the way of its freedom is you.



A unique module for  
Dungeons & Dragons'  
5<sup>th</sup> Edition

WRITTEN BY DEVON DODGE / CONTRIBUTOR: NEIL PASCALE

### **SPECIAL NOTE TO READERS – PLEASE READ!**

“Scary Tales” is written for the clients of Heroes B&B to enjoy as part of their ultimate gaming experience with us. Heroes B&B is a Twin Cities-based company that caters to gaming groups who wish to heighten their role-playing sessions. If you’re planning on spending a day or weekend playing with us as part of our special gaming experience, then **STOP right here!** We don’t want to spoil your fun by giving away all the plot twists that even Odin would find nerve-wracking.

If that’s not the case, then enjoy this adventure module that provides equal doses of role-play and combat, not to mention some unique gaming moments.

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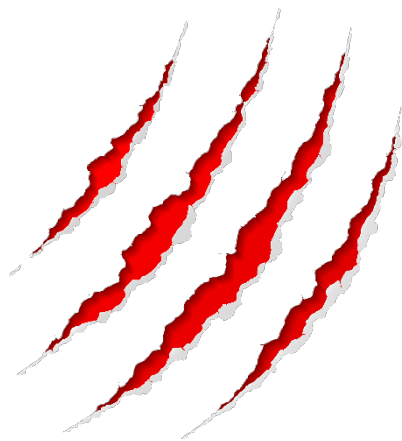
For monsters, we’ve either created them from common creature templates or make recommendations from one of our favorite publishers, Kobold Press.

All images/visuals were used from creative commons sites; we would like to thank these generous and talented artists for their work!

A final and potentially most important note: A big thank you to the groups and individuals throughout Minnesota and Wisconsin who game with us and encourage us to continue designing these unique D&D adventures. We can’t wait to enjoy this dark fantasy adventure with you and your group!



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## **ABOUT THE ADVENTURE**

Tales of grim creatures and foul places permeate the oral traditions of every region and realm. These tales are twisted horrors that haunt the dreams of adults and children of every race and creed. Grandparents and parents recite these tales around campfires, in front of hearths and at the bedside of young ones.

As children we first hear them before we entirely understand them. As a result, some accuse the reciters of these tales of being sadistic and cruel. “Why?” the tender-hearted who cringe at the sight of fear in the raptured children’s eyes ask, “why must you terrorize them so?”

The answer lies buried beyond memory, a secret woven deep inside these tellings of haunted tales.

If the tender-hearted even suspected the truth they would spend each night weaving these haunted tales for any who would listen. It is only when the tender-hearted follow through with their vows to not commit the perceived crimes of their parents, when they refuse to spin the tales of old, that the secret of the old tales’ power is revealed.

The secret is this – a year and a day after the last retelling of the fable a bond is broken and the terrible truth claws and rips its way from its prison of words and prose.

A year and a day is all it takes, and the helpless can only hope that a hero stands between them and the creature now escaped from the fables of old.

## **ADVENTURE OVERVIEW**

Here are special notes on the module:

- It is intended to take at least 6-8 hours to complete;
- It has been written to accommodate all Player-Character (PC) levels in 5<sup>th</sup> Edition Dungeons and Dragons. GMs will need to change creatures and conditions based on player levels;
- In some cases we have provided monster recommendations, including stats for a couple of homemade creatures, as well as where to find

others in different 5<sup>th</sup> Edition publications.

- Locations are loosely described in most parts of this module as Heroes B&B

gamers play 5<sup>th</sup> Edition D&D with a multimedia package of high-detailed maps and sound systems.

## **THE PLAYER-CHARACTERS**

**The Player-Characters are, perhaps unknowingly, members of the Twilight Watch.**

As such, they have a calling to seek out and destroy creatures or monsters that were once locked within nightmares and have now been unleashed. This calling starts with the mention of an unfamiliar fact – the name of an unknown creature or the location of an unknown village perhaps. As time progresses, this fact becomes increasingly mentioned in their company or simply, strangely, comes to mind. The mention

of this fact starts mysteriously, then advances in repetition to the point it becomes an annoyance. Then a constant irritation, like the worst itch they can't scratch. As such, the Player-Character eventually comes to a conclusion – they have to seek out this mystery or go insane thinking about it! Which is why this calling may be a benefit to their realm but possibly a source of irritation to them. This calling can happen anytime, anywhere.

## **SERIES FEATURE: THE BONDED**

For each session, one Player Character in a group will have a unique link or bond to a creature or monster that has been recently released from the imprisonment of a nightmare. This Player Character will be selected by the GMs (mostly at random).

The "Bonded" Player Character will have the following aspects:

- \* One feature of the creature or monster they're hunting. This feature will have physical and potentially mental benefits and challenges for the Player-Character. This feature is a requirement for the current adventure but will be optional for future sessions.

- \* Due to the bond with the creature/monster, this one player will be in the most danger as it will be hunted by the creature/monster, which is as aware of the bond as the player is. The danger of this bond will be unknown to Player-Characters until they fully experience it themselves;

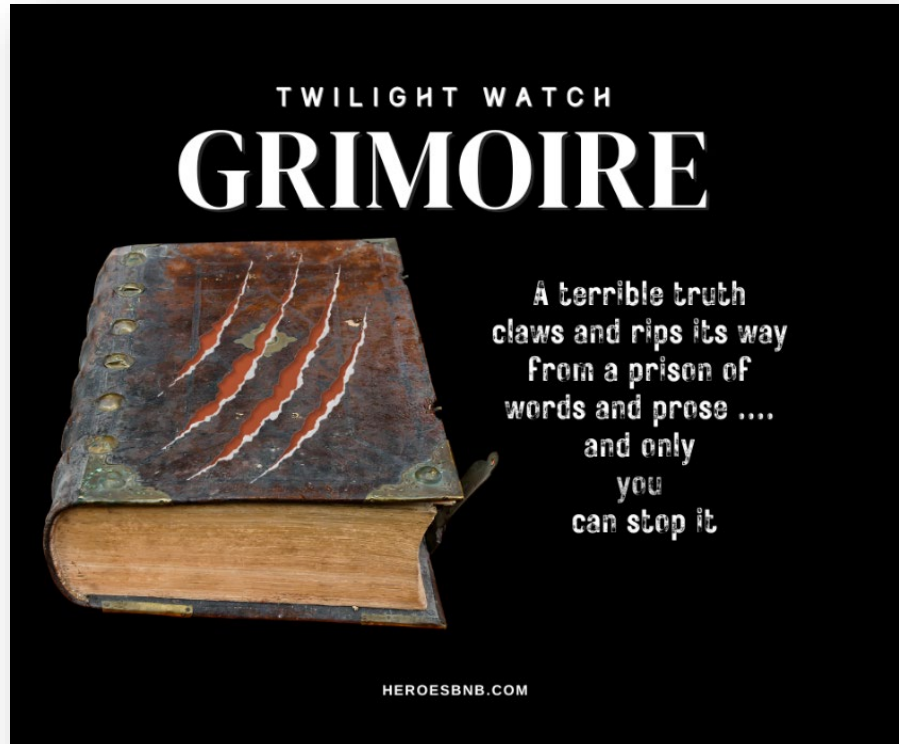
- \* The bond does not provide a homing mechanism, allowing the PC to find the creature/monster. It does, however, provide the player more insight on the creature/monster, and to some extent, what its abilities are.

## **SERIES TRAITS**

- \* **Twilight Watch Grimoire** \_ On a player's first calling, they are mysteriously gifted a grimoire, a leather-bound, moldy book. Upon delivery – it simply appears in their possession, without any

idea of how it came to be there - the book is blank. However, after each successful adventure, the book will begin to fill with pages of information on each discovered nightmare,

which has been slain by them and/or their group. Within this information is specific knowledge on a Nightmare's traits, which a Player-Character may choose to use for a future Scary Tales adventure. In such a case, only one creature trait may be used per long rest. The grimoire also provides one teleportation to a Nightmare-infected area once per new moon. This way the adventurer can participate in other quests.



**\* Nightmare Echoes \_**

Fear is a constant source of frustration for the Twilight Watch as the Unleashed Creature feeds not just upon your fear but those of the possibly dozens, if not hundreds, of children who have been seized from their sleep in terror, shaking violently. This fear is manifested in ever-increasing waves as a player nears the unleashed nightmare.

This grimoire appears mysteriously on a player's first calling.

**\* A Hero's Trinket \_** This is an ability for a

Player-Character to use a common item that in a particular moment can accomplish uncommon results. This common item is, strangely enough, found on a player's person, deep down in their pocket or in their backpack, all but forgotten since they picked it up so many days, weeks or years ago. They will remember this item in the moment that it can be best put to use. (Note: Player-Characters should feel free to be creative with these!)

## **ADVENTURE OUTLINE**

### **Prelude – The Accused**

This part will only be shared with the Bonded Player-Character, who will then relate as much information as they choose to the rest of the group when their role in the adventure begins.  
Activity: Discussion with GMs

### **Part One – Discovery**

Having followed their new calling, the players

arrive at the far northern village of Tuk-Tonrar. Here they meet with the elders to understand the reason for their calling – a horrible crime that has taken place within the village.

Activity: Roleplay

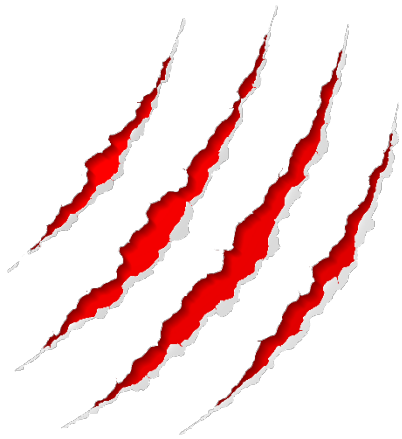
### **Part Two – Scene of the crime**

The players investigate an igloo and discover more questions than answers. There is,

however, an unnaturally straight trail discovered that perhaps could prove useful.  
Activity: Roleplay and combat

### Part Three – **The Hermit**

Upon their way to the scene of the crime, the PCs will encounter a hermit who offers clues to the calling, not to mention a direction toward prominent caves.  
Activity: Roleplay



### Part Four – **Tundra travel**

The players must overcome a challenging, three-day trek where the vast and frigid tundra could wind up affecting them on the journey's final and most important day.  
Activity: Role-play

### Part Five – **Cavern of Destiny**

The players find an old fisherman with a mysterious link to their calling.  
Activity: Role-play & Combat

## **PRELUDE: For the Bonded Player-Character Only**

It started a year and a day after the passing of your mother. Throughout that time, you resided in the small northern village of Tuk-Tonrar (pronounced Tuck-tawn-ra). What drew you here was the passing of your mother. So you dealt with the village and its elders in clearing up the affairs and business dealings your mother had with the village. Previous to this time, you had not visited or resided within Tuk-Tonrar.

The significance of the day – a year and a day after the passing of your mother - was perhaps not something you considered at the time for that evening, you closed your eyes and fell quickly into a deep slumber. The sleep, however, was not restful.

A nightmare immediately gripped you, one that felt far more real than anything you've experienced. Your body tensed. And then, in your nightmare, you heard the deep, booming crack of ice underfoot, followed by the scream of a friend being pulled under the ice.

The horror intensified as the sounds of panic – desperate fist-pounding from under a now solid sheet of ice – resonated from where your friend had been moments ago.

More cracks and pops of unsettled ice underneath ....

Then you awoke and sat straight up in bed, breathing heavily. And having felt perspiration

on your brow, you wiped it off with your palm only to find your sweat cold, sticky and .... red.

This wasn't sweat, you quickly realized. It was a thin layer of reddish slime.

Something you've never seen or heard of before. But something that was found throughout your dwelling as villagers began appearing. Villagers, who having spotted the red slime on you and throughout your dwelling, asked, "What have you done?"

## **PART ONE: Discovery**

The Player-Characters will likely meet each other on the road, likely several days before arriving at their final but mysterious destination. The players will recognize others who share similar situations – they are new to the town they first see each other in, they ask a lot of questions and they have rampant anxiety and spasm in agitation when the name of their destination is spoken.

Once this newly created group joins forces, they will, in a matter of days, reach their destination - the village of Tuk-Tonrar (pronounced Tuck-tawn-ra), a frigid northern village in the midst of winter. Here the sun does not shine for several months, and the lands are cast in a seemingly endless twilight. The village houses, dotting a sparsely forested tundra, appear somewhat like igloos, but with wood and stone mixed into the ice. Many of the houses are barricaded and a spiked wooden wall has been erected around the perimeter of the village. The wall appears newly built.

When the PCs arrive, the village appears all but deserted before a villager is finally spotted. The villager, an older female named Nova, will approach the PCs asking, "Are you the blessing we've prayed for?"

You were jailed, immediately, being accused of the hideous murders of three villagers.

Trapped in a cell in the cold, left to dream of more horrors of the tundra.

**Out of Character Question for the Bonded Player** – Let the GMs know if your character would have a positive or negative relationship with the village's elders and why. (This does not have to be in-depth)

The villagers have sought help from their gods in reaction to a recent, horrible crime and the resulting belief that a monster now threatens their lives.

Nova will ask the players to approach the elders for perhaps their adventuring skills could aid the village. The elders will be meeting the following day with the village to speak to the recent, disturbing violence.

The following day the PCs will be brought to the village's largest structure, a large, circular building where the elders meet. Inside the building the town villagers will be seated in a circle around three elders, who sit on a raised platform in the middle of the building.

The elders consist of:

- Amaraq: A guarded but friendly old man with long white hair, a round face creased with wrinkles, and piercing grey eyes. Amaraq is the oldest man in the town. His words will move the rest of the elders to release the imprisoned Bonded Player-Character and give him a chance to prove his innocence;
- Lanaada: Amaraq's first wife. She is a dark-skinned woman half a dozen years

younger than Amaraq in appearance, with the constant air of a ruffled hen. She will argue anything Amaraq puts forth, but grudgingly will cede his wisdom on the case of letting the Bonded Player-Character go;

- Finnea: A blind, friendly old woman who stays quiet most of the time except to offer encouragement when people aren't getting along.

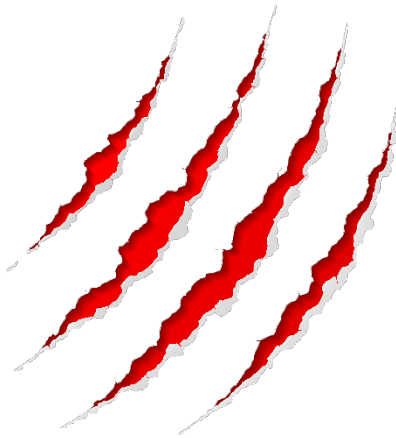
The elders will ask the Player-Characters to participate in deliberations – a family member of a former, long-time villager is believed to have recently killed a family. The killing was savage but also somewhat mysterious. The players will hear from the Elder Amaraq about what was seen and then, depending on the elders' thoughts, possibly hear from the condemned one (the Bonded player), who was placed in jail but maintains their innocence. The elders will seek thoughts from the outsiders

(the player-characters) about this event but will have the final say on what course the village takes.

The following is known about the crime:

- \* a family of three, the Geelas, is believed to have been murdered;
- \* villagers heard screams in the middle of the night and when they got there, they saw the remains of one person torn in half, and no sign of the others;
- \* no beast was seen, but one villager, a man named Iga, will swear he saw someone – likely the Bonded player! - walking swiftly off in to the tundra dragging a sled.

In the end, the elders will concede to having the outsiders – the Player-Characters – and the Bonded player investigate the scene of the crime, so long as the Bonded player remains restrained. One of the elders also will go with the group.



## PART TWO: Scene of the Crime

The site of the violence is a small igloo 200 feet from the town. The dwelling once housed a family of three, now believed to be dead and/or missing.

According to the elders, this igloo has remained untouched since the event happened three

months prior (this is about the same time the adventurers left their respective towns).

The thin layer of red slime that was found on the Bonded Player-Character will be clearly evident on most surfaces in the igloo.

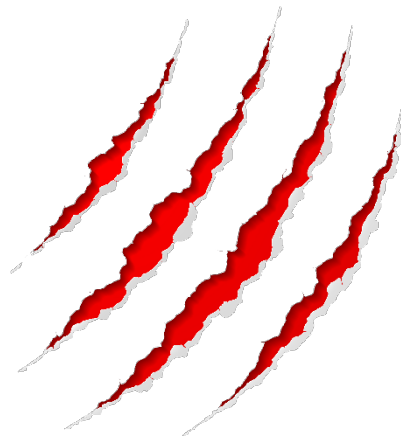


Little remains in the hut save for the smashed frames of two beds, a large and a small. The remains of a fire pit lay scattered around the room amidst the frozen blood and slime. What once was a shelf against the wall is now in pieces, along with all of the clay-ware that was once sitting neatly stacked on it. A few crushed children's toys can be seen as well. A pottery wheel, broken in the midst of a project, is now half embedded in the wall as it was thrown with some force.

Investigation of the site also will produce the following:

- \* Half of the body of a man lies face down in the snow. Disturbing the body to examine will immediately trigger the attack of the undead spirits of the family, cursed by the brutality of their deaths to haunt the home until laid to rest;

- \* On a DC15, players will see barely visible cracks in the ice located under the hut. These are now sealed over. However it is apparent that at one time the ice bulged upward,



### **PART THREE: The Hermit**

Mi'luh (pronounced My-La) the Lonesome is, as his name implies, the sole occupant of the hut the Player-Characters see well outside of the village.

indicating whatever caused the destruction came from under the ice.

- \* On a DC 14, a Player-Character will find a sled track leading north out of town. Along with the sled track are bootprints. A Survival check over 18 will reveal the tracks are unnaturally evenly spaced and that the sled itself is pulled in an unnaturally straight, unwavering line. This line will abruptly stop in the middle of the tundra 2 miles distant from town, with similar cracks to those in the house being found on a DC 15 investigation.

From this point the party is able to see some way off a small plume of smoke rising from a hut.

Mi'luh wears a hide of the Glacier Bear, a shaggy-haired, smaller bear that if a PC does a Nature check (DC15) on reveals to be an extinct species. Whatever the Nature check, the PCs likely would have never seen this type of hide before. It doesn't have the traditional thick fur

of a bear but longer, twisted black hair. (If asked, Mi'luh will insist 'there are more of them there varmints (Glacial Bears) then you think!'")

Mi'luh doesn't mind the PCs' presence but believes Old Lady Bad Luck is sittin' on his chest, "suffocatin' me like an overly fond badger." His favorite ice cavern to go fishing and hunting in during the winter is no longer useable thanks to some creature that has left a slough of corpses and cracked up all the ice in the cavern. Mi'luh also found the body of a killer whale near the cavern, torn up by massive claws and teeth. "Mighty funny red slime on'nit too. And around the cavern to boot!"

Also Mi'luh's curse extends to the lack of oil for his lamp – there's a shortage in the village! (which isn't true) – and to boot, "me boot fell apart. Damn near split in half like a tree felled from lightning!"

Inviting the Player-Characters to join him by a campfire, Mi'luh will remember his mother once taught him a song to make old Old Lady Bad Luck go way. "Now," he'll say, "you there – pointing to a Player-Character – you have to start it by saying the same thing three times in a row. That's Kuk, Kuk, Kuk. Everytime I point to ya, ya say that, got it? Let's try it ...

Kuk Kuk Kuk .... was that a sound?

Kuk Kuk Kuk .... if it is, you've been found

Kuk Kuk Kuk .... underfoot is a pound, pound,  
pound

Kuk Kuk kuk ... don't bother with no frown

Kuk kuk kuk ... for your life is forfeit, you're about to drown.

Before the PCs leave the hut, the old hermit will warn the party of making noise on the ice due to the danger of the whales that will come up from the depths. He will also point them in the direction of the caves.

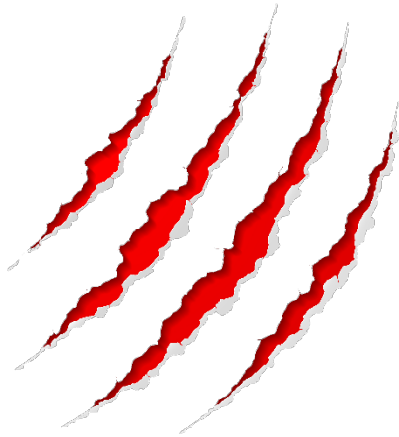
### **Later Development – ON FIRST DAY OF TRAVEL**

Halfway through the journey to the cavern, the Player-Characters will find Mi'luh's frozen remains with a scrawled drawing clutched in his hand. Barely legible is an image of a four-legged creature standing upon a jagged piece of ice. The creature has oversized claws, sharp, elongated teeth and a body that appears foreign in shape – nothing like a bear or a wolf. The drawing – very much like a child's drawing – also shows a human of some sort swinging a sword that appears on fire.

The deceased Mi'luh will have two items on him – a small container filled with oil and basic but essential fire-making tools.

If villagers are asked about this individual, they will not know of him.

The truth: Mi'luh was the first victim of the A-Mi-Kuk and has manifested with the return of the creature from its prison. If the players return to this location at any point they will find the hut fell victim to the attack of the a-mi-kuk and Mi'luh is no longer there.



## PART FOUR: Tundra Travel

Finding the cavern won't be hard, given the group has the directions from Mi'luh. But it does take three hard days of traveling away from the village in horribly frigid conditions on the tundra.

As the group progresses, the wintry conditions will vary, from light, intermittent snowfall to blizzard conditions. As this transpires, there are times when the players' sight and perhaps hearing will be limited to mere inches in front of them, thus what they encounter will be shared only with the closest party member vs. the entire party. (GM note: Have players roll a d6 and divide up the group by thirds. Then determine if the actions of the pair merit an Advantage on the upcoming Survival check.)

There are three events that will influence in what condition the players reach the cavern. After the players understand these issues and can role-play them, they will be asked to role a Survival check. The check will determine in what condition they approach the final phase.

Here are the three events that impact that Survival check:

1 \_ Movement a short ways off catches your attention, a small animal perhaps. Always in search of food, you investigate, hoping for an

easy meal. As you just leave the sight of the group, a snow white fox appears as though it has materialized from the snow. Its eyes narrow as it regards you with undisguised suspicion. (GM note: Unbeknownst to the characters, the fox is a snow spirit. Hostile actions will cause it to flee; any offering or kindness will be met with a blessing of warmth.)

2 \_ Scouting a short ways ahead of the party, not even 100 feet away, a wind kicks up so suddenly and severely that the characters are blinded. The wind howls so fiercely that calling out is impossible. What do you do? (GM note: Any action short of dropping down and waiting out the squall will result in lost party members and a search that takes valuable time and results in hazardous exposure to the elements)

3 \_ An expanse of broken ice and small icebergs half a mile long opens in front of the party's path toward a distant tunnel. The way across - between the small icebergs - does not appear to be particularly steady. A promising way around can be seen but it would add miles to the journey. Short of flying several hundred feet above the expanse, there is no way to cross without potentially suffering possible attacks from beasts below the water, or slipping into the icy waters. What do you do?

Once the players reach the end of this strenuous, three-day journey, they should make a Survival check to determine how they are faring. (GM note: Features such as cold resistance, spell use, stated preparations and their role-play in the recent tundra events could give advantage on the roll.)

Here are Survival DCs and what happens to players who roll those numbers:

\* 5 and under - 3 levels of exhaustion, half hit points, and half class resources (spells/features);

\* 6-10: 2 levels of exhaustion, missing ¼ hp, and ¼ class resources used (spells/features);

\* 11-15: 1 level of exhaustion;

\* 16-plus - No negative effects

## PART FIVE: Cavern of Destiny

After navigating the dangerous tundra, the Player-Characters will come upon a Wurmtunnel. It is through these tunnels that they're able to reach the cavern the hermit Mi'luh spoke of.

The Wurmtunnel is in some places as small as 10 feet across and in others, 50 feet high and hundreds of feet across. The tunnels appear to have once been bored to a glassy smoothness and are now covered in magnificent, crystalline ice structures that refract light in a way that oftentimes is dazzling. This wurmtunnel winds and twists and climbs and descends in unfathomable patterns, almost immediately giving the sense of being lost.

As the tunnels widen into yet another expansive cavern, a small plume of smoke catches your eye. A closer look reveals a single old man hunched over the ice. There are numerous objects around him, including a tent, a bench, several strung-up fish and a variety of weathered tools.

The old fisherman, named Uppisak (pronounced Oop-E-sock), is immediately suspicious of the outsiders (the players) but will warm to them if they mention Mi'luh.

This wide cavern has a thick ice floor, which has a number of small holes, evidently created by the fisherman.

The old man – actually a “puppet” of the A-Mi-Kuk creature - will appear normal but for frosty eyes and patches of ice on his skin.

Once he warms to the PCs, he will offer them gifts he says will help them on their journey. These gifts will be baubles that give their bearer one instance of “lucky” and will break after used. If taken, they will give the A-Mi-Kuk advantage on his attacks against that creature.

Uppisak's comments on Mi'luh:

\* “The hermit? Yes, I like that one. A bit rough around the edges, ya know, but soft as butter once you get to the meat of the man, ya know?”

\* “Very approachable too. Not as loud as some of those others ...”

The old man also will claim he is a prisoner of the creature and that it has gone back to the village to kill again.

When the party begins to leave the cavern, the A-Mi-Kuk will attack either the smallest party member, the last party member to leave, or the closest party member to the puppet that has a bauble. The old man will join the fight.

**GM Encounter Notes:** Two important notes about this encounter:

1 \_ The old man is a puppet from an ice version of the Vine-lord (Tomb of Beasts, pg. 402) with the following changes: “Green strider” becomes ice strider and gains movement through ice. “Root mind” becomes “frozen mind” and it gains the same benefits in its ice cavern. “Spore sacs” becomes “Frost pockets” within the ice that when broken and inhaled allow ice to grow

within the creature to create a puppet. The old man is considered an elemental rather than plant. The creature and puppet are immune to cold and vulnerable to fire.

2 \_ The A-Mi-Kuk will reduce a Player-Character 1 hp but go no lower until the condition to kill it is met.



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