

DUNGEON CRAWL CLASSICS

SOUL SPRING HOLLOW

#83A: A LEVEL 0 ADVENTURE
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SOUR SPRING HOLLOW

A Zero-level Funnel Adventure

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Sour Spring Hollow is a zero-level funnel adventure for use with *Dungeon Crawl Classics* RPG. It is written specifically for the judge wishing to begin a new campaign set in the Shudder Mountains and is intended for use with six players running three to four zero-level PCs each. The adventure can be adjusted to accommodate as few as four players and as many as eight simply by increasing or decreasing the power and number of the creatures encountered within.

The adventure sees the party transported to a shunned vale that was once home to a sinister clan of witches, conjure men, and evil-doers. There, the PCs discover they're trapped outside of normal time and space and must decipher clues to banish a lingering evil and return to their normal world. Many are likely to fall by the wayside, but the surviving characters will be ready for further exploits in the Shudder Mountains.

BACKGROUND

The Hobb clan was a family of conjure-men and witches that lived deep in the backwoods of the Shudder Mountains in a secluded vale known as Sour Spring Hollow. Isolated from their neighbors, the Hobbs clan, led by their patriarch Byard Hobb and his three boys, practiced their dark arts, venerating spirits best left untroubled by mortal men. It was widely known that the Hobbs could witch wells dry, lay a death curse on those who crossed them, and inflict other troubles on the Shudfolk. Greatly feared, the clan was avoided by all.

Twenty years back, Shuyr Rilla, a lay cleric of the Sovereign, took it upon herself to test her faith against the Hobb's evil. With only her hawthorn walking stick and her holy symbol to aid her, Shuyr Rilla set off for Sour Spring Hollow, determined to cast the coven out of the mountains.

Arriving at the Hobb's farm, Shuyr Rilla denounced the family, quoting scripture and brandishing her holy symbol at the assembled witches. The force of her words stung the foul kin, but they swiftly overpowered her, bound her limbs, broke her walking cane, and cast her holy symbol into the spring. Gleefully, the backwoods witches hauled the struggling cleric up to the top of their corn field, lashing her to a scarecrow before slitting her wrists and ankles. As Shuyr Rilla's blood streamed into the hungry earth beneath her, she called out one final time for her god to cast out the Hobbs and their evil from the mountains.

Denied her holy symbol and plagued with guilt over letting it be stripped from her, Shuyr Rilla's exorcism was not completely successful—although it did achieve a portion of her intent. Her divine invocation cast both the Hobb clan and their farm outside of physical reality, stranding it in an adjacent pocket dimensional space. Her dying words cursed

the Hobbs to an existence as restless phantoms, imprisoned in a scrape of time and space outside the real world. Both the Hobbs and a metaphysical reflection of their farm have remained trapped there ever since.

Since the casting out of the Hobb witches, Sour Spring Hollow has been avoided by most of the Shudfolk. Recently, however, witch liquor brewers sought out the hollow, hoping to tap into any lingering magic that might exist in the Hobb's spring to make their enchanted drink. Several jugs of their witch liquor have been distributed to decadent buyers in the flatlands, but one jug inadvertently ended up amongst the potables intended for consumption at a Shudfolk wedding the PCs are attending!

During the celebration, the witch liquor jug makes its rounds amongst the unsuspecting party-goers. All who sample from the receptacle awake the following morning in the pocket dimension, drawn there by the mystical link between the witch brew and Sour Hollow's spring. There, they find themselves imprisoned with the phantoms of the dead witches and other foul things. These castaways must find the means to complete Shuyr Rilla's banishing and return back to their rightful home in the physical world.

THE Hobb FARM

The farm and surrounding hollow fill a small extra dimensional pocket located adjacent to the physical world. At first glance, it is identical to Sour Spring Hollow at the time of the Hobbs' banishment. Four log cabins surround a common yard in the midst of dense forest. A steep hillside rises from the forest to the west.

The sky over the hollow is sickly yellow in color and bears only a few scant clouds. All the vegetation in and around the farm is parched as if in the grip of a prolonged drought. The air is hot and still without even the slightest hint of a breeze. The cabins are mostly intact, but weathered: their wood turned gray with age and the whitewashed clay chinking is cracked and dirty.

The cabins are built on the same general floor plan common to the Shudfolk (use the "Typical Shudfolk Farm" cabin interior map from DCC #83 *The Chained Coffin* if necessary). Each building contains two rooms, with one area serving as a common living area and kitchen, and the second utilized as a bedroom. A loft for sleeping and/or storage, and accessible by a ladder, is located beneath the roof and above the bedroom. The cabins' interiors are dusty, filthy, and ill-maintained, and contain an array of typical household goods and furnishings. Each cabin description below also gives a list of possibly useful items and weapons that can be found inside. If the PCs specifically seek an object not listed but one that has a reasonable chance to be inside a farm house, the judge

can let the PC make a Luck check to determine if the item is present. For the purposes of time keeping, which is important with the Hobb phantoms' ongoing attacks (see Event One below), searching a cabin takes 2 turns if the party does a quick investigation and four turns if they search the inside top-to-bottom. As per *DCC RPG* p. 76, a combat lasts 1 turn.

Escape from the hollow is impossible by normal means. PCs leaving the farm to try their luck in the woods wander for 2d6 turns before emerging once more at the farm. It is likely they also encounter the Hobb phantoms (see below) while away from the flimsy security of the log cabins, possibly perishing amongst the darkened boles.

STARTING THE ADVENTURE

Sour Spring Hollow begins at a wedding, a joyous event celebrating the new union of two Shudfolk. Each of the players' zero-level characters is an invited guest of the bride and groom. Many of the Shudfolk are interrelated by blood or marriage and it's likely the PCs share family ties with the bride or groom (or both) and potentially each other.

Because the characters are attending a social function, the judge should limit the PCs as to what weapons and equipment they possess at the start of the adventure. Weapons are restricted to belt daggers and perhaps staves in the form of walking sticks. Each PC is allowed only trade goods and equipment that would be suitable to bring to a party, but if the player can come up with a good reason for having an unusual item with them ("I was going to loan this 10' of chain to Pa Coggins to help get that stump out."), the judge should allow it. Weapons will be of little use to the party initially, but they'll have the opportunity to scavenge arms once they arrive at the farm.

Once the party's gear is determined, read the following:

It was a glorious day in the mountains for a wedding. Ivy Newscombe made a stunning bride dressed in her granddame's white lace dress and Tum Dankers, despite a nervous sweat that puts a hog to shame, spoke of his love for his bride-to-be in a manner than made even the old ladies sigh. When Braar Gajers announced the couple husband and wife in the eyes of the Sovereign, a cheer went up that echoed clear across Hardscrabble Valley.

The party afterwards worked hard to outdo the wedding that came a'fore it. Jam Ranson and his three sons reeled out song after song on fiddle, fife, and drum as the guests whirled and stomped on the dance field. Grammy Hopyard gave the newlyweds a good luck quilt sewn from patches donated by all the families in the valley. Son Carver and Clim Wills worked hard dishing out heaps of food for the hungry guests and it wasn't too long before jugs of good, strong stump whiskey started making the rounds. In fact, that's where your current problem might have started.

Your last clear thought was taking a swig of particularly potent liquor from an odd-colored jug, a brew that burned hot on its way down and left the taste of ginger in the mouth. Now you find yourself lying face-down in starchy, stiff grass gone yellow from drought. The raucous sounds of the party are nowhere to be heard, and aside from a few groans that tell you you're not the only one suffering from hardy drink, the air is quiet and still. Raising your

head, you look about to find yourself in a common yard stretched out before four ramshackle-looking log cabins. Deep woods surround the clearing on three sides and a hillside holding terraced plots of dried, dusty corn rises up to the west. Several other people, their faces familiar from the wedding, lie splayed out on the ground around you, looking about with similar befuddled eyes.

Only the PCs are present in the yard. Through sheer happenstance, they were the only wedding guests to sample from the spiked jug and be brought here by the witch liquor's taint. Although they feel hung-over, their condition has no debilitating effects—they're in enough trouble already.

Allow the PCs a few moments to get their bearings and to try and reconstruct the events that led them here. If they compare their experiences at the wedding, they'll deduce that each of them drank from a maroon clay jug holding a potent liquor. The judge should describe the surrounding cabins at this point, perhaps sketching a quick map, as the party's about the need to know the locations of possible bastions of safety. When the PCs start to split up or head towards the cabins, Event One occurs.

EVENT ONE: THE PHANTOMS



The uneasy spirits of the Hobb clan are trapped in *Sour Spring Hollow*, hungry and hateful. They observe the PCs for a few moments, intrigued by their arrival, before hunger overwhelms curiosity and they pounce. Read the following:

The still air is broken by a peculiar bird cry sounding from the dark forest. A shrill call of "Rack-kak-kak-kaw, rack-kak-kak-kaw" echoes across the clearing followed immediately by the sound of winds rushing through the boles. Strangely, the leaves stand unmoving on their branches. Moments later, intangible figures, swirling like mist, slither from the trees toward you. Pairs of burning green eyes filled with hate, glare at you like emerald cinders.

The phantoms rush amongst the PCs, attacking those with the worst Luck first. The judge should describe any fatalities occurring during this initial attack with grim details, describing how a slain PC's flesh dries out and cracks like corn husks in a drought, his blood flowing into his slayer and making the phantom momentarily visible.

Hobb Phantoms (6): Init +4; Atk death grasp +1 melee (1d5); AC 12; HD 1d8; hp 4 each; MV fly 40'; Act 1d20; SP immune to normal weapons; SV Fort +2, Ref +3, Will +3; AL C.

The Hobb phantoms are translucent, bilious patches of mist assuming vaguely humanoid shapes. A pair of brilliant green eyes peers from their otherwise blank visages. They consume the blood of their victims, making their true forms, that of rustic, evil-seeming Shudfolk, visible for a few moments. These un-dead phantoms are immune to normal weapons, but are injured by silver and hawthorn implements. Although the Devil's Thorn sigil (see area 1-2 and sidebar below) served the witches well in life, it repels them in death and they cannot enter a building protected by that sign.

The phantoms attack for three rounds, slaying as many PCs as possible. They don't pursue characters who flee into the cabins (yet), but will circle the buildings briefly, howling and laughing before slinking back into the trees.

The phantoms continue to plague the party throughout their time in the dimensional space, returning with 1d4+1 of their number every 1d6+1 turns. The Hobbs were a large clan and any phantoms destroyed are replaced by other ghostly kinfolk. The phantoms' arrival is always heralded by the weird bird cry, giving the PCs one round of warning before the Hobbs' restless spirits descend upon them. On subsequent attacks, the phantoms will enter areas 1-4 and 1-5 to attack the party, but cannot enter area 1-2 and will not go into area 1-1. They leave the defense of the spring cave in area 1-7 to the deadfall, but if it is slain and the party attempts to hide in the cavern, the phantoms descend the well to attack.

EVENT TWO: THE DOLLS



This event is ongoing throughout the adventure, starting once the first PC dies. Soon after each death, the party discovers a corn-husk doll propped on a dusty shelf, porch stair, or other innocuous location. These dolls are the creations of Thistle Hobb's (the daughter from area 1-5) restless spirit and are potentially lethal later in the adventure. When first found, read the following:

A crude doll fashioned from dried corn husks, twine, and corn silk sits seemingly forgotten here. Measuring 8" tall, the doll's rustic form seems to suggest the appearance of [insert slain PC's name] down to the deceased's clothes and hair color. Unlike the rest of the surroundings, the doll is clean and dust-free, hinting at recent manufacture.

The judge must keep track of the fate of these dolls, as any that are destroyed won't plague the party later, while those PCs carrying them will be the first to be attacked when they animate.

Once the PCs acquire Shuyr Rilla's holy symbol from the well and begin moving through the corn field (area 1-8), each doll becomes possessed by a fragment of Hobb undead energy and they attack the party. Although relatively weak, they band together to kill one or more PCs in turn, using their numbers to overwhelm their victim.

Animated Corn Husk Doll (equal to # of slain PCs): Init -3; Atk slashing corn husk limbs +0 melee (1 point of damage); AC 8; HD 1d3; hp 2 each; MV 10' (but see SP); Act 1d20; SP sudden appearance (doll can instantaneously appear adjacent to or even on an opponent for maximum terror), immune to mind-affecting magic, fire inflicts double damage; SV Fort -3, Ref +1, Will -2; AL C.

The corn husk dolls slice their victims with stiff, sharp limbs, using their sudden appearance movement power to manifest around their enemies if left behind. Those carried by a PC automatically surprise their bearer, gaining a free round to attack. A PC carrying a number of these dolls when they animate is in grave danger.

Area 1-1—The Gardinel: *A decayed-looking cabin lacking a porch stands at this point overlooking the yard. A pair of shuttered windows flank an open doorway leading into the gloomy interior. The split shake roof and chinked log walls hold a slight green tinge as if moss clings to the exterior.*

This "building" was once Byard Hobb's witch's gardinel, conjured up by black magic. Since the casting out of the farm

and Byard's transformation into a restless phantom, the gardinel has devolved into its more primitive form—a mindless, carnivorous plant that mimics a log cabin to catch its prey. PCs trapped inside the plant are doomed.

Gardinel (1): Init -3; Atk tongue tendril +8 melee (grapple); AC 10; HD 20d12; hp 130; MV none; Act 1d20; SP camouflage, digestive juices (DC 15 Fort save each round or suffer 4d8 damage), immune to most mind-affecting spells, *fire resistance* (as if spellcheck 20), fails all Reflex saves; SV Fort +16, Ref -, Will -5; AL N.

During the phantoms' initial attack it is possible some of the PCs rush to the gardinel, mistaking it for safe refuge. These unlucky souls flee directly into the plant and it closes its "door" behind them before flooding its stomach with digestive juices. Zero-level PCs are certainly killed immediately and devoured.

If the entire group of PCs decides to seek shelter in the gardinel, the adventure could come to an abrupt end. In this case, allow the first 1d4+1 PCs to enter the gardinel before it closes its mouth, leaving the rest of the party outside while it digests the unlucky. The PCs that avoid this fate can seek shelter elsewhere, but may have to survive another round of phantom attacks to reach safety.

Area 1-2—Oza's Cabin: *A slant-roofed log cabin with rough-formed porch looks upon the yard from this place. The roof is saddle-backed with age and the shake roof shingles are split and cracked, but it otherwise seems intact. A hewn-wood door blocks entrance, its exterior face marred by a weird glyph in fading paint.*

This cabin was home to Oza, oldest of Byard Hobb's sons and the second-most powerful conjure man in the clan. Oza regularly dealt with dark spirits in the backwoods and protected his home with an old symbol known as the Devil's Thorn (see sidebar). This special glyph warded off restless spirits during Oza's life, but now stymies the Hobb clan. None of the phantoms can enter this cabin, making it the safest place for the PCs to seek shelter during the initial attack and as they explore the farm.

In the woodpile beside the hearth is a hawthorn walking stick broken in two. It has been sanded smooth and is easily distinguished from the other gathered kindling (DC 5 Intelligence check to notice). While not magical, hawthorn has power against restless spirits and both of the broken pieces inflict damage on the phantoms as clubs. A successful DC 10 Intelligence check allows a PC to recall the purported occult properties of hawthorn wood. The walking stick was owned by Shuyr Rilla and broken by the Hobbs when she was captured. It was meant for the fire, but the casting out occurred before it could be burned.

Useful/Interesting Items in area 1-2

- Hatchet (as hand axe)
- Frying pan (as club)
- 1d6 Knives (as daggers)
- Clothing
- Lantern and 3 flasks of oil
- Herbs, salt, and corn meal
- 2 hoes and a shovel (as staff)
- Firewood (as club)

Area 1-3—Burying Ground: *A number of chiseled stones and rotting posts protrude from the dry soil and rank grass here. The ground is uneven with several oblong depressions in the earth indicating the presence of ancient graves.*

The Hobbs buried their dead in this neglected patch of ground. Although the depressions in the ground are a natural side effect of the rotted caskets below, the party need not know this and wild speculation is encouraged. The real danger here is the trio of extremely hungry earth hounds who've been denied a meal since the hollow's casting out and survive only due to the magical nature of the place. The earth hounds ravenously attack any living creatures entering the burying ground, bursting from the earth to surprise the party.

Earth Hound (3): Init +2; Atk tusks +2 melee (1d5) or bite +1 melee (1d4); AC 11; HD 1d6; hp 3; MV 30', burrow 10'; Act 1d20; SP keen nose (+10 to detect hidden creatures and can smell dead bodies from 300' away); SV Fort +2, Ref +2, Will +1; AL N.

An inspection of the grave markers discovers most are unadorned and bear only the weatherworn names of long-dead Hobb kin. One wooden marker, however, is inscribed with a faded carving of a Devil's Thorn. This marker affects the Hobb phantoms and can be wielded as a club or brandished at the un-dead spirits to drive them away. If used in this manner, the wielder may turn un-holy as a cleric, but uses a d16+Personality modifier to determine success.

Area 1-4—Esco's Cabin: *A cabin in a state of ongoing collapse stands away from the rest. Holes pierce its roof and one of its walls leans ominously, bringing to mind a cringing dog awaiting the next blow. Lacking shutters, ratty, badly tanned hides cover the windows facing the yard and a crumbling stone stoop leads to its closed front door.*

This cabin was home to Esco Hobb, third son of Byard Hobb and a slob even by the backwoods clan's standards. Pallid light shining through the holes in the roof provide illumination, making its interior the brightest of all the cabins.

If the party has not yet encountered the earth hounds in area 1-3 when they enter this cabin, the ghoulish animals smell the PCs next door and seek them out. The party hears scraping coming from beneath the cabin's floorboards and the earth hounds burst through the rotting timbers to attack the following round. This encounter does not occur if the earth hounds have been slain.

On a shelf in the main bedroom is a leather-bound book, its cover stained with sweat and blood, and a tattered ribbon sewn to the binding as a bookmark. The book's title, *The Wayward Companion*, is written on the cover in worn gilt lettering. This witch book contains the formula for a random 1st level wizard's spell, the spell *patron bond*, and two grama-ree rituals (see *The Chained Coffin Companion*, page 6) of the judge's choosing.

Useful/Interesting Items in area 1-4

- 50' rope
- Short bow and 12 arrows
- 1d4 Knives (as daggers)
- Clothing
- Lantern and 2 flasks of oil
- Dried meat and pickled vegetables in crockery jars
- Tarot deck
- 1 sp, 8 cp
- Firewood (as club)

Area 1-5—Burel's Cabin: *Another weather-beaten log cabin occupies this end of the common yard. A roofed porch spans the front of the cabin, granting some protection against the sun and the rain. The front door hangs askew on a single hinge and a crudely-fashioned child's rocking horse stands beside the short flight of log steps leading to the portico.*

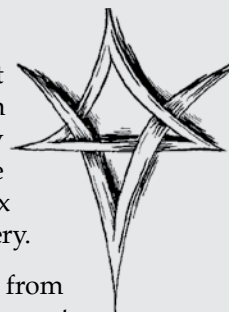
The loft of this cabin was the bedroom of Thistle Hobb, Burel's 6-year-old daughter. The pitched ceiling of the loft is covered with childish pictures drawn in colored clay dust, mud, and (unsettlingly) blood. In addition to crude illustrations of various black magic rites conducted by the Hobbs, there is

THE DEVIL'S THORN

The symbol known in the Shudders as "The Devil's Thorn" is a series of five intersecting lines that form a vaguely dagger-shaped sigil (see illustration). According to mountain lore, the Devil's Thorn is a bit of backwoods grama-ree that provides protection against evil spirits and it is commonly found carved on talismans worn by the superstitious. Like most Shudfolk magic, it provides true protection only when drawn by a master of grama-ree. The Devil's Thorn functions similarly to a hex sign (see *The Chained Coffin Companion*, p. 7), but is a product of grama-ree and not Hsaalian sorcery.

The Devil's Thorn painted on the door of Ozra's Cabin (area 1-2) prevents the Hobb phantoms from entering the building, but only so long as the door is closed and attached to the cabin. Once the party deduces the defense capability of the symbol, they may be inclined to remove the door and carry the Thorn-inscribed portal with them as a shield. Unfortunately, the door-drawn Devil's Thorn grants no supernatural protection when removed from the cabin proper. In fact, removing the door allows the phantoms to freely enter area 1-2 until the door is reattached and closed once more.

In addition to being drawn to protect a structure, a Devil's Thorn can be inscribed on a smaller object, making the item an effective defense that can be carried about. The old grave post (see area 1-3) adorned with the Devil's Thorn is an example of the Thorn's power when decorating an item.





a series of pictures showing the arrival of Shuyr Rilla to the farm and her subsequent capture, the breaking of her walking stick, Byard Hobb throwing her holy symbol down the well, and her death as a sacrificial victim tied to the scarecrow pole at the top of the corn field. The PCs may find these illustration useful in determining the way to escape the pocket dimension and return home before they fall victim to the phantoms.

Useful/Interesting Items in area 1-5

- Hatchet (as hand axe)
- Crossbow and 12 quarrels
- 1d5 Knives (as daggers)
- Clothing
- Lantern and 4 flasks of oil
- Corn meal and dried meat
- Clay jug of liquor (normal alcohol)
- Out-of-tune fiddle
- Firewood (as club)

Area 1-6—The Well: A low wall of fieldstones mortared together with cracked clay indicates the presence of a well at this location. The well is a simple affair lacking roof, cover, or winch, and stands open to the fallow sky. A tin bucket with a severed strand of rope lies beside it.

The well's wall is 3' high and in poor condition. Pushing hard against the stones cause the clay mortar to crumble, pitching the rocks down the shaft. The well shaft measures 20' long and pierces the ceiling of the spring cave below (total distance of 30' to water's surface). The rope tied to the bucket is only 1' long and the bucket has holes, making it useless for drawing water.

Area 1-7—Spring Cave: The quiet murmur of flowing water echoes in this limestone cave. The pool of clear water fills most of the cavern, flowing out of the space through a narrow point at the east end. A raised, irregular patch of stone is littered with dried branches and other debris, seemingly washed here by floods and long-ago rains.

A natural spring flows up from the ground, eroding the surrounding rock to form this cave. Once the spring was known as "Sweet Spring" but the name changed to "Sour Spring"

after the Hobbs took possession of the hollow, tainting the place with their presence.

The mass of branches and debris is inhabited by one of the Hobb's life force and can manifest as a 7' tall humanoid-shaped monstrosity known as a deadfall. The deadfall defends the spring cave against intruders seeking to recover the holy symbol cast here long ago. As a physical creature, the deadfall is subject to harm by normal weapons, but some types are more effective than others.

Deadfall (1): Init +1; Atk slashing branches +2 melee (1d6); AC 12; HD 3d8; hp 14; MV 30'; Act 1d20; SP blunt and piercing weapons inflict half damage; slashing weapons cause double damage; SV Fort +3, Ref +4, Will +1; AL N.

The spring pool is 4' deep and contains a thin layer of sand, stones, and other debris on the bottom. Buried in the sand is Shuyr Rilla's silver holy symbol. Locating it requires a DC 5 Intelligence check and 1 turn of searching. The symbol is worth 10 gp, but is far more valuable if returned to its owner (see area 1-8).

Area 1-8—Corn Fields: Five terraces are carved into the steep hillside and reinforced with fallen logs against erosion. Like a ladder, these plots ascend some 30' feet up the embankment. Each plot is filled with dense stands of tired-looking corn stalks, their ears shriveled and their husks like parchment from long drought. A ragged looking scarecrow peers over the heads of the dried stalks at the uppermost tier, looking down on the farm like a forgotten god.

Like many Shudfolk, the Hobbs relied on their corn crop as their staple food. Unlike their distant neighbors, however, the witches watered their fields with the blood of innocents, binding these sacrifices to the scarecrow post and letting their blood into the soil. It was here that Shuyr Rilla met her death and called down the exorcism that cast the hollow out of place. Her bones lie at the base of the scarecrow at the topmost field.

The hill is steep and PCs suffer a -5' move penalty as they scale the embankment. Although the corn is parched and dry, firebug PCs attempting to set the field ablaze discover the stalks burn poorly, producing only lambent green flames that quickly extinguish without doing damage to the crops. If climbing the terraces before they acquire the holy symbol in area 1-7, the party reaches the top without incident. If they have found the discarded symbol, however, the phantoms sense the end may soon be upon them and animate the corn husk dolls (see Event Two). These magical terrors strike as the PCs begin their ascent, using the dried corn and their sudden appearance movement ability to strike with surprise. The dolls gain a +10 bonus to hide attempts while in the corn field. They continue to attack the PCs until all are destroyed.

PCs reaching the topmost plot find the scarecrow to be a collection of bloodstained rags and ropes tied to a 10' high post. A Golgotha of old bones litter the ground beneath the post, stained with age and half-buried in the dry ground. One skeleton, although dried and dirty, seems more recent than the rest. These are the remains of Shuyr Rilla. Her clerical vestments are torn and bloodstained, but recognizable

as religious garb, and one of her bony hands is raised aloft, its fingers half-curved as if grasping for something. Should the PCs place her holy symbol in her hand, her exorcism is completed, bringing about its full effect.

Returning the holy symbol to Shuyr Rilla causes a blast of thunder to echo across the hollow. Rain-laden thunderheads appear in the yellow sky above and cleansing rain pours down from the heavens. As the rain falls, the PCs see that the cabins, well, and corn stalks begin to dissolve into nothingness, washed away by the divine-born rain. The Hobb phantoms, seeing their existence at an end, make one final foray against the PCs. Six of the phantoms race towards the PCs, attempting to slay them before they succumb to the exorcism. If the PCs can survive three rounds of combat, the Hobb phantoms ultimately are washed away, vanishing as if dipped in acid. The party has triumphed over the un-dead spirits!

CONCLUDING THE ADVENTURE

When the last Hobb phantom is exorcised, either by being destroyed by the party or cleansed by the rain, the PCs find themselves back in the physical world. Read the following:

The rains wash away the last of the accursed farm, leaving you standing in a verdant glen under a stormy sky. The smell of fresh rain and clean forest fills the air as a cool breeze rustles the green leaves in the trees. Looking about you, you spy the ruins of several tumbled log homes now overgrown with kudzu. The terraced fields are muddy and filled with newly-sprouted stalks of corn. There is no sign of the foul phantoms who so recently plagued you. At last, you are home.

The surviving PCs should have enough experience points to advance to 1st level following their adventure on the Hobb farm. They've survived just the first of many terrors and wonders awaiting them in the Shudder Mountains, and their experiences in the pocket dimension will serve them well as they explore the pine-haunted hills and hollows of the backwoods.

Depending on how the judge wishes to proceed, he can begin the next phase of the campaign by playing through the party's journey from Sour Spring Hollow to safe ground or skip ahead to a time where the PCs are now trained and equipped, and ready for their next sojourn into the Shudder Mountains. The party's next adventure might see them searching for the witch liquor bootleggers whose wares sent them to the Hobb farm (either to learn their secrets or extract revenge) or perhaps using the magics found in *The Wayward Companion* to contact a patron who will inevitably have tasks for his new servants to perform. Regardless of where their adventures lead, a wealth of excitement, horror, and danger awaits the party in a *Dungeon Crawl Classics RPG* campaign set in the Shudder Mountains!

APPENDIX: SHUDDER MOUNTAIN OCCUPATIONS



Life in the Shudder Mountains is rustic and the residents are largely self-reliant. As such, PCs starting in the backwoods have access to a limited variety of occupations. A judge beginning a Shudder Mountain campaign should have each PC roll on the following table to determine his zero-level occupation.

Roll	Occupation	Trained Weapon	Trade Goods
01	Astrologer	Staff	Oil, 1 flask
02	Blacksmith	Hammer (as club)	Steel tongs
03	Bounty hunter	Longsword	Hide armor
04	Butcher	Cleaver (as axe)	Side of pork
05-06	Carpenter	Hammer (as club)	Wood, 10 lbs.
07	Cobbler	Awl (as dagger)	Shoehorn
08	Deputy constable	Longsword	Steel helmet
09-10	Dwarven blacksmith [#]	Hammer (as club)	Iron, 10 lbs.
11-15	Dwarven prospector [#]	Pick (as club)	Lantern
16-18	Dwarven stonemason [#]	Hammer	Fine stone, 10 lbs.
19-21	Elven forester [#]	Staff	Herbs, 1 lb.
22-25	Elven musician [#]	Dagger	Flute
26-28	Elven sage [#]	Dagger	Parchment and quill pen
29-46	Farmer	Pitchfork (as spear)	Hen
47-49	Halfling brewer [#]	Dagger	Barrel
50-54	Halfling farmer [#]	Pitchfork (as spear)	Hen
55-56	Halfling trader [#]	Short sword	20 sp
57	Healer	Club	Holy water, 1 oz.
58-59	Herbalist	Club	Herbs, 1 lb.
60-61	Herder	Staff	Herding dog
62-65	Hunter	Shortbow	Deer pelt
66	Lay clergy	Staff	Holy water, 1 oz.
67-68	Merchant	Dagger	4 gp, 14 sp, 27 cp
69-70	Miller/baker	Club	Flour, 1 lb.
71-74	Musician	Dagger	Fiddle
75-76	Orphan	Club	Rag doll
77	Ostler	Staff	Bridle
78	Outlaw	Short sword	Leather armor
79-81	Potter	Club	Clay, 1 lb.
82-84	Prospector	Shovel (as staff)	Sifting basket
85	Rope maker	Knife (as dagger)	Rope, 100'
86	Smuggler/bootlegger	Sling	Waterproof sack
87-88	Tanner	Staff	Cow hide
89	Wainwright	Club	Pushcart
90	Witch's apprentice	Dagger	Black grimoire
91-92	Witch liquor bootlegger's assistant	Club	Clay jug
93-96	Woodcutter	Handaxe	Bundle of wood
97-00	Woodworker	Chisel (as dagger)	Wood, 10 lbs.

[#] If the judge wishes to run a strictly human PC campaign, simply remove the racial description of these occupations (e.g. "Halfling brewer" becomes "Brewer").

HOBBS FARM

