

TWO
HOUR
TALES



COMPATIBLE WITH
**DCC
RPG**

THE VILLAGE OF DEATH



A nautical adventure for
3-6 first level characters.
Dungeon Crawl Classics
Time: 2-3 hours

Quick
Crawls

THE VILLAGE OF DEATH

SEASON OF THE SEA-WITCH PART I

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INTRODUCTION

This is a Quick Crawl adventure for nautical DCC campaigns. It assumes the PCs have, or are crewed on, a ship. Need that to happen? Check out *Sinking the Stercorarius* and the StS Expansion Pack from 2 Old Guys Games which includes *Behold! The Aethernauts Rise!* available on [DTRPG](https://www.dtrpg.com/), and 2OGGames.com/shop or check out the shorter, simpler [Let's Be Bad Guys: Pirates](#).

Playtesting: I also ran this as PCs came from inland and it worked quite well. The PCs come upon the fire from the road on the west side of the map when they were expecting a vibrant coastal community.

THE STORY

While on watch a PC spots a constant stream of smoke rising from over the horizon. It takes some time for the ship to get near the island and a crew to go ashore. When they do, they find an empty village, undead, and oh so much more danger.

THE QUEST

Survive the town and the enemies that show up while there.

Judge Info: The main enemies will wait until the PCs are in the village to attack their ship and any remaining crew unless they run aground which triggers the attack earlier. This gives the PCs time to engage with the social and exploration pillars of the game and a chance to hear the combat and respond.

SCENE 1 SMOKE TO STARBOARD!

It's early morning and the sun is just cresting the eastern horizon. But a ship at sea never sleeps. You are getting ready for your duty watch. As sleepy-eyed sailors head for their hammocks you take up your duty stations around the ship.

Lingo for Landlubbers: Crow's Nest, the lookout point on the upper area of the main mast on a ship. Starboard, right when facing forward on a ship. Port, left when facing forward.

Whoever is stationed in the crow's nest will be the first to spot the smoke with a Luck check. If they fail, give another PC on deck a Luck check to see if they notice the darkening of the horizon to the west. If the PCs are experienced sailors, you might trade INT for Luck checks if that gives a better chance of spotting the smoke. INT check DC 12 to figure out that some-

thing is on fire given the steady stream of smoke.

Crow's Nest: Succeed a check by 5+ to see that there are some sort of structures on the horizon. Fail either by 5+ and they guess it's a burning ship that's in trouble.

After 10 minutes the island crests the horizon for those on deck, it's roughly 4 square miles of land with a few rocky outlying isles. The smoke is coming from the coast. With a spyglass, a PC would be able to see that there are structures on fire if they didn't know already.

APPROACHING THE TOWN.

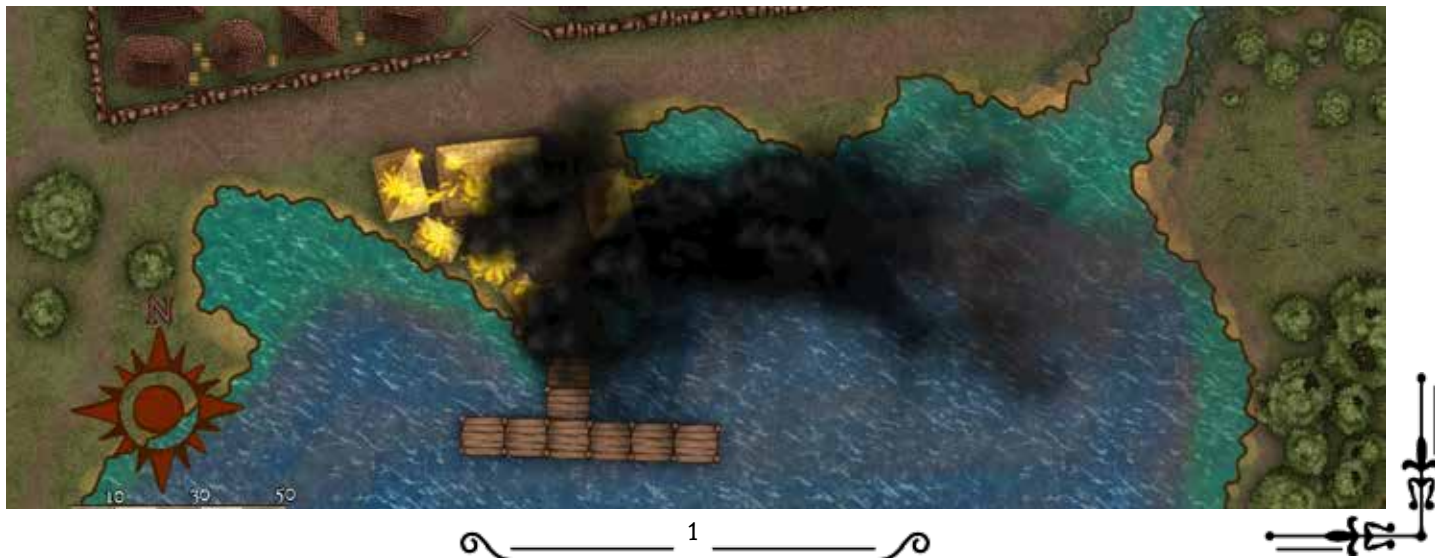
Approaching the island, you see a town nestled on the sheltered northern shore of a small cove. Warehouses near the docks are a raging fire and the source of the smoke. Behind the hazy wall of smoke there is a town palisade. Nearby, a river runs into the small bay. The area is heavily wooded and impenetrable to the eye. Remnants of several ships rise above the water's surface.

Anchoring in the cove and taking a pinnacle to shore would be the most prudent course of action. Seasoned sailors would know this with a simple INT check DC 10. Let all awake PCs roll. If over half succeed, suggest the full crew should be awakened and on high alert. If over half fail, the ship runs aground in the cove requiring 2 hours of game time to get it towed back out into open water. Everyone is exhausted and have -2 to all ability rolls and attacks until they rest. If the ship runs aground, go to Scene 3 as they work to free it. If they are passengers, the Captain puts them ashore to investigate while the crew frees the ship.

Lingo for Landlubbers: Pinnacle, a type of smaller boat kept on a ship to ferry officers, crew, passengers and cargo between the ship and shore or other ships. May be rowed or sailed.

The docks are abandoned, and the wind is blowing to the east (right) so the smoke and flames are not endangering the palisade or town. The warehouses are a lost cause at this point. A wide road separates the town from the dockside warehouses. An INT check DC 15 notices that the frames of the warehouses are ready to collapse. Succeed by 5+ to realize it was all recently burnt before. Fail by 5+ and take a large breath of smoke that forces one to cough loudly for 1d4 rounds. The town gate stands ajar.

Judge Info: It's a trap!



SCENE 2 THE QUIET IS DEAFENING

Aside from the roar of the raging dockside warehouse fire, the town is eerily silent. The quiet of the village is unnatural. Birds sing in the distance but none do so from within the village palisade even though there are trees within. A smoky haze hangs over the entire village giving it an otherworldly feel where shadows move and vision is limited. In the distance you hear a creaking and the occasional sound of wood on wood banging and a cold wind blows occasionally.

Inside the palisade all is eerily calm and quiet. It looks as if it were abandoned over a week ago. An INT check DC 13 will find spots of dried blood, knocked over barrels and dropped implements of daily life as signs of a struggle. If a PC succeeds the check by 5+ they will find more recent footprints in the dirt but cannot follow them as they are wind blown.

Gathered here is an outline of the major buildings. Add an occasional shuffling sound, something falling over, the creaking of a sign or the well bucket banging against the frame. Anything that builds an eerie feeling for the players.

The skeletons in the village can be placed wherever they will have the most effect on your party. Roll 1d6 for each any time the PCs make a noise that would carry across the village (like coughing from inhaling smoke earlier). On a 6 they notice the direction of the noise and try to get there. If a skeleton is inside a building, have them scratch at the wall closest to the sound as if trying to claw out. Give the PCs an INT check DC 13 to hear it when they pass close by, DC 16 to pinpoint it.

EVENTS OF INTEREST

While the PCs are in the village investigating, ships slip from their hiding places and block off the cove (unless they already attacked because of the PCs' ship running aground). They aim to kill anyone living so that they may sweep up the newly dead and increase their ranks at the Sea Witch's command. That means they don't try to directly sink the ship as they want to add it and its crew to their armada. However, Judge's discretion might see them sink it, stranding the PCs on the island.

PEOPLE OF INTEREST

No bodies are found in the village. However, there are animated skeletons in the mill and the storehouse. Several others wander the corners of the village. Their only goal is to kill and make more fodder for their master. They were killed and raised by the Aura of Undeath and are in service to the Sea Witch (below). Placement is Judge's discretion.

Playtesting: *I used a well-maintained home as a trap to lead PCs looking for loot into meeting with a couple skeletons. I never used the word skeleton or zombie to keep an air of horror mystery. I described them as dessicated or emaciated in dark areas, but when they were seen in light the full description below was used. These creatures are invisible to infravision as they are the same temperature as surrounding areas. This allowed them to get very close to PCs and attack before being truly seen (Luck or INT check DC 15 to notice movement or hear something). See Reference Cards.*

Skeletons (6): Init +0; ATK Claw +0 melee (1d3); AC 9; HP 4; MV 30'; Act 1d20; SP undead, half damage from piercing and slashing weapons, immune to certain effects and poison; SV Fort +0, Ref +0, Will +0, AL C. See DCC core rulebook page 427 for customization options. Most of these are dead villagers in tattered, bloody and torn clothing. Flesh still clings to them under the clothes, but exposed areas are just bones. If inspected after being defeated, it appears flesh was torn from the bones accompanied by bite marks.

The skeletons in town are there to distract anyone who shows up long enough for the Armada to arrive. The enemies have done this before. They have used this village several times in the past, hence the already burned timber frames of the dock warehouses.

PLACES OF INTEREST

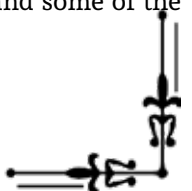
Outlined here are just buildings of interest. The rest of the buildings are in slight disrepair with well-made, but aging, floors and roofs. Some smaller house might have dirt floors, others might have central fire pits instead of stone hearths. Signs of life should appear to have had their day interrupted by something without giving away what that may have been. This helps keep the sense of mystery. Ultimately, the PCs will find out what it was when the Undead Armada attacks.

If they have already attacked then one might expand this scene to include whatever is required.

The Common Hall – This large building is where the villagers would come to discuss their day, celebrate, and gather together for warmth in the cold, harsh winters. The large hearth in the center of the hall would normally have a well-tended fire. Currently, it is filled with cold coals and ash. The hall is devoid of life and the larders are gathering dust and mold. The rooms speak of life disrupted and whatever was in hand dropped on the spot. Partially eaten food, rotted fruit, a blanket with needle and thread still attached as if it were being patched. A loft area contains a bed with blanket on the floor and a sole boot missing its mate.

The Blacksmith– The forge in the village smithy is cool to the touch, which means it has not been tended for over a week. Items within are mostly farming pieces (scythes, rakes, shovels, plows...) there is some scrap metal and basic parts for weapons but only shoddy short swords and rough-made daggers (all are -1d damage). An iron bar, partly melted, rests within the forge, cloth wrapped around its end, a hammer lies on the floor, forgotten. Several empty spots on the wall racks show some implements or weapons to be missing.

The Mill – A river runs near the town with a large water wheel in it. It creaks slowly in the river's current. Inside there is grain that has been pulverized to flour. Bags of grain and flour sit nearby, some opened as if they were being filled or examined. Water has dripped in from above and some of the grain is moldy and fallen grains are beginning to sprout on the floor. A large scoop of flour lies spread across the floor from millstone to bag. Numerous footprints are found here, and some of the flour is discolored a ruddy brown.



The River - The 15-foot-wide river runs near the eastern side of the village. It is outside of the palisade that encircles the town. The water wheel for the mill is powered by a man-made cut in the river that runs next to the palisade. The top of the wheel is 5' below the palisade. An axle runs through the palisade to the mill. The wheel is disengaged from the axle and creaks as it turns in the current.

Storehouse - This large building is storage for the village supplies. Things are haphazardly piled within and make for a precarious place to wander, let alone fight in. The walkways are winding and some piles may topple over (1 on a d5). It is cool and dark within, a few rays of sunlight shine on falling dust and aging supplies. A fight in this cramped space would be rather difficult. It's the perfect place for the dead to ambush the living. (Hence why we put a skeleton here.)

ITEMS OF INTEREST

Hack copper and silver worth 6d12 cp and 5d8 sp spread out across the village like a hidden floor cache in the well-maintained house, in the ashes of the forge or tucked under the village leader's chair in the Common Hall.

Rough but usable short swords, daggers, clubs, and bows can be found in the village (melee -1d damage, bows -15' range).

Food stuffs like grains, flour, preserved vegetables, cured meats, fresh vegetables in the fields, dried herbs by the pound. Some may be molded or spoiled (30% chance).

SCENE 3 THE UNDEAD ARMADA

The ship's bell rings out with a steady, rapid sound (ding, ding ding, ding... ding, ding, ding, ding). You all know that it means battle stations. The ship must be under attack from someone, or something...

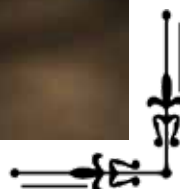
The ship is under attack, and soon the PCs will be as well. This scene plays out based on where the PCs are. This fraction of the Undead Armada is tasked with making new recruits then returning to their master when full. The lead ship is The Reanimator.

The Reanimator - Ghoul Captain who is magically tethered to the ship, 18 skeletons, 2 undead gunners, 6 cannon per side, 18 Lurchers, and 10 Flesheaters (2 packs of 5) [See Creature Cards for Stats]

The ship radiates an Aura of Undeath to 60' from its wooden figurehead, tortured person frozen in agony with mouth wide and arms raised. The dead have a 50% chance to reanimate each round they are within this aura. Players would be unaware of this unless some sort of magic detection were used. Large harpoon guns fore and aft are meant to penetrate an enemy ship hull and drag it toward the Aura of Undeath so that its dead will rise and fight the remaining crew. This also prevents the ship from sinking due to cannon fire so that the undead crew can board.

The Undead Armada is in service of The Sea Witch, a powerful lich whose island is said to ride the waves. It is a launching platform for invasion, pillaging and domination. None who have seen it have lived to speak of it. However, stories abound among the superstitious sailors.

Strategy. *The Reanimator* is a small, fast ship and can pull up to the dock after 6 skeletons, half of its Lurchers and half of its Flesheaters attack the party's ship. Any crew on the ship while the party is in the village will need to fight for their lives. The



ghoul captain will not leave the ship and keeps 6 skeletons and the 2 gunners behind so that the ship can leave quickly. When the ship pulls up to the dock it puts all other troops to shore (remaining Skeletons, Lurchers and Flesheaters).

Preservation of *The Reanimator* and some crew is priority over killing everyone. Any dead that are raised by the Aura of Undeath and not on board *The Reanimator* will attack the PCs. The Undead Armada knows it can always come back later to reclaim newly dead or remaining undead. If the PCs are in town when the ship is attacked, it is possible that they will be attacked by those who were friends and crew on their own ship earlier in the day.

If the Party played through *Behold! The Aethernauts Rise!* and are on the *Macronectes*, add two other ships to the mix. This balances out the *Macronectes'* different movement. For more on that see the [Sinking the Stercorarius Expansion Pack](#).

- *The Life Bringer* - Ghoul Captain who is magically tethered to the ship, 24 skeletons, 4 gunners, 8 cannon per side, 3d8 Lurchers, 2d6+2 Flesheaters (5 in a pack or split evenly across 2-3 packs)
- *The Life Taker* - Ghoul Captain who is magically tethered to the ship, 24 skeletons, 6 gunners, 12 cannon per side, 3d8 Lurchers, 2d6+2 Flesheaters (5 in a pack or split evenly across 2-3 packs)

Both ships have an Aura of Undeath like *The Reanimator*.

The Undead ships can fire consecutive rounds while reloading previously fired cannon. Each round, no ship can fire more than twice the number of gunners. Gunners are divided equally per side but can shift sides and fire 1 cannon that round. Quick naval combat rules are supplied below, or feel free to use any other system you like. The rules provided make for quick action. Looking for more complete naval combat rules see our [Rules of Engagement](#).

Playtesting: I used a second ship when the PCs were just passengers on a ship. One to land forces and harry them, one to attack the ship itself. The Captain sent them ashore to investigate while the crew freed the ship from running aground. While in town, the ship is attacked and when the PCs get back to the palisade and gate, the Reanimator has docked and undead are streaming out of the fire toward the town.

SHIP COMBAT

If the PCs make it back to the ship, it's not sinking and the whole crew is not dead, it's possible they get it underway and can commence a naval battle, flee, or both. The PCs might also arrive and help fight off the undead to get the ship underway. Ship-to-ship combat can be time consuming and will definitely draw things out to beyond 3 hours.

Playtesting: I had the attack happen off screen and the PCs dealt with The Reanimator's undead to get off the island and return to their ship. I usually had the PCs return to the ship just in time to help clear the undead from the decks and get the ship underway. If you go this route have the Undead Armada trail after them for a day and then be lost over the horizon.

CHRISTOPHOR'S QUICK CANNON COMBAT

The gunner makes an AGI DC 14 check for each shot. If they pass, the shot hits a ship, if they pass by 5 or more, they hit the ship at the waterline. A hit kills 1d3 enemy crew. On a natural 1 they kill 1d3+2 enemy crew. Six shots below the waterline and the ship is sinking, six shots above the water line and the mast shatters stopping the ship, unless it has other propulsion means. Reloading cannon takes three rounds each and requires a crew of 4. Crew cannot do anything but reload the cannon during those rounds. (Cannon reloading is not extremely realistic, it's a fantasy game so we make allowances in the name of fun!).

Christophor's Quick Combat Maneuvers

To keep things simple, make opposed piloting (AGI or INT) checks for ships. Rolling 5+ higher than an enemy gives an advantageous position. If one ship achieves that, they get a +3 to the cannon checks as they are not under hard cannon fire from the other ship.

Judge's Notes on Patrons and the Larger Picture

Pelagia, Goddess of the Sea, and Umwansh, Father of the Waves, are battling the Sea Witch. They see the Sea Witch collecting dead on the high seas as theft of sacrifices depriving them of warriors in their eternal struggle against the other elements. The Undead Armada seeks to grow its numbers in service to the Sea Witch. For what end goal, none know, yet.

Playtesting: Clerics of either of these patrons might be extremely lucky and Invoke their Patron to great effect, up to and including sinking an Undead Armada ship (as happened in playtesting).

WRAPPING UP THE ADVENTURE

Have the crew tell the PCs stories about the Sea Witch, Undead Armada, and the Witch's ever-moving island base in hushed tones while making superstitious signs to keep from being cursed.

Award 5XP to each survivor.

Treasure: The Undead Armada fight with tattered clothing and armor and salt-encrusted, rusty weapons. They leave nothing of use behind. Most items of value are in the town section of the adventure, along with fresh water from the nearby stream.

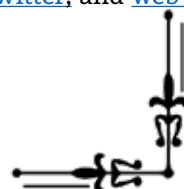
FURTHER ADVENTURES!

Do the PCs still have a ship? A crew? Is it enough to get underway? If not, they might have to find a way to crew up the ship.

The Party may move inland in hopes of finding stragglers or refugees from this village to crew up their ship and perhaps set sail to get revenge on the Undead Armada.

Or, they might try to go and sink the enemies. Plus, who's this Sea Witch and what's their deal? Wouldn't the PCs love to get their hands on a moving island?!

The Season of the Sea Witch has just begun, stay tuned to the [2 Old Guys Games publisher page on DTRPG](#), [Twitter](#), and [web-site](#) for details.



SKELETON

Reanimated bones in tattered clothes. Quicker than they appear and equally dangerous. Don't underestimate them as they were raised with a purpose, to kill the living.

Most of these are dead villagers in tattered, bloody and torn clothing. Bits of flesh still cling to them in areas under the clothes, but in exposed areas they are just bones.

Skeleton: Init +0; ATK Claw +0 melee (1d3); AC 9; HP 4; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0, AL C. See DCC core rulebook page 427 for some customization options.

Strategy: The skeletons in town are there to distract anyone who shows up long enough for something else to happen. The enemies have done this sort of thing before. In fact, they have used this village several times for it. The skeletons will try to kill anyone they come across and delay them long enough for the Undead armada to arrive.

UNDEAD GUNNER

In life they were sailors, or pirates, sailing the high seas. They used black powder cannon to pummel prizes into submission for plundering or fending off those who would do so. Now, they serve the Undead Armada and do the same thing, only the plunder is dead bodies to grow the armada. They aim to disable ships, not sink them, so that they may be boarded and the Aura of Undeath can raise the newly slain.

Init +1; Atk axe +2 melee (1d8+2); AC 11; HD

2d4; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will +0.

Strategy: The undead gunners guide the cannons on the Undead Armada ships. As such, they do not leave the ship. They guide four zombies each on loading and aiming the cannons. The gunners themselves fire the cannons while the crews load another. If enemies board the ship they send their loading crews to fight them off.

FLESHEATER

These voracious undead are the shock troops of the Undead Armada. Stronger than the skeleton foot soldiers who are the front line troops, they form small packs that are sent out to create new skeleton warriors by killing the living and stripping the flesh from their bones. They move like primates and use their elongated arms to help propel them. They have an insatiable craving for human flesh and can smell a living human up to 60' away.

Flesheater: Init +1; Atk bite +3 melee (1d6 plus paralysis) or claw +1 melee (1d5+1); AC 13; HD 3d6; MV 35'; Act 1d20; SP immune to sleep and poison, bite paralysis Fort DC 14; SV Fort +2, Ref +1, Will +0; AL C.

Strategy: These are let loose into the village to hunt in small packs of 3-5. They aim to kill any living humanoid they see when they hunt. They will fight without mercy until destroyed. A PC that drops unconscious will see these fall upon them to begin stripping the flesh from them, ensuring they are dead, to rise as new skeleton warriors when they are touched by the Aura of Undeath.

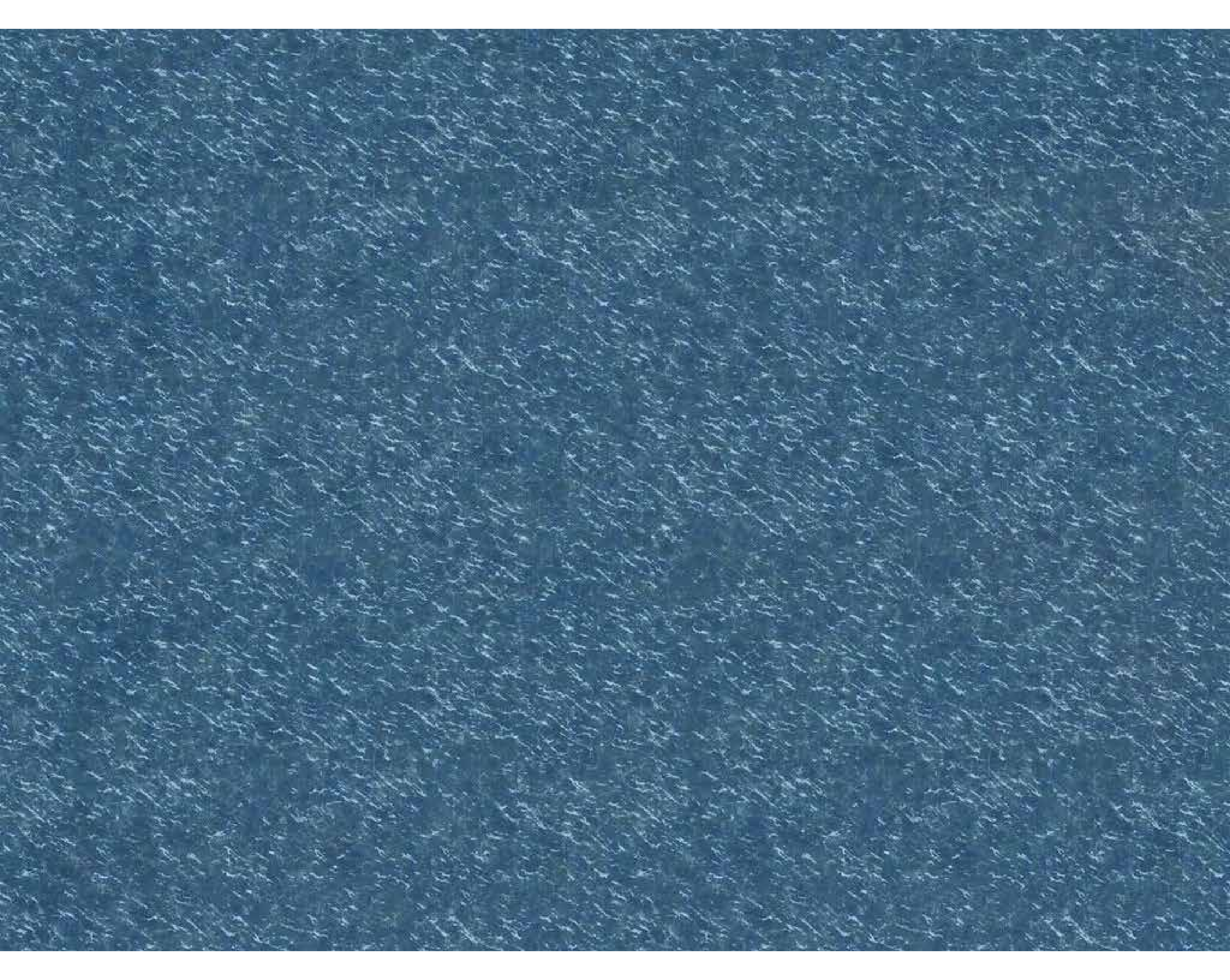
LURCHER

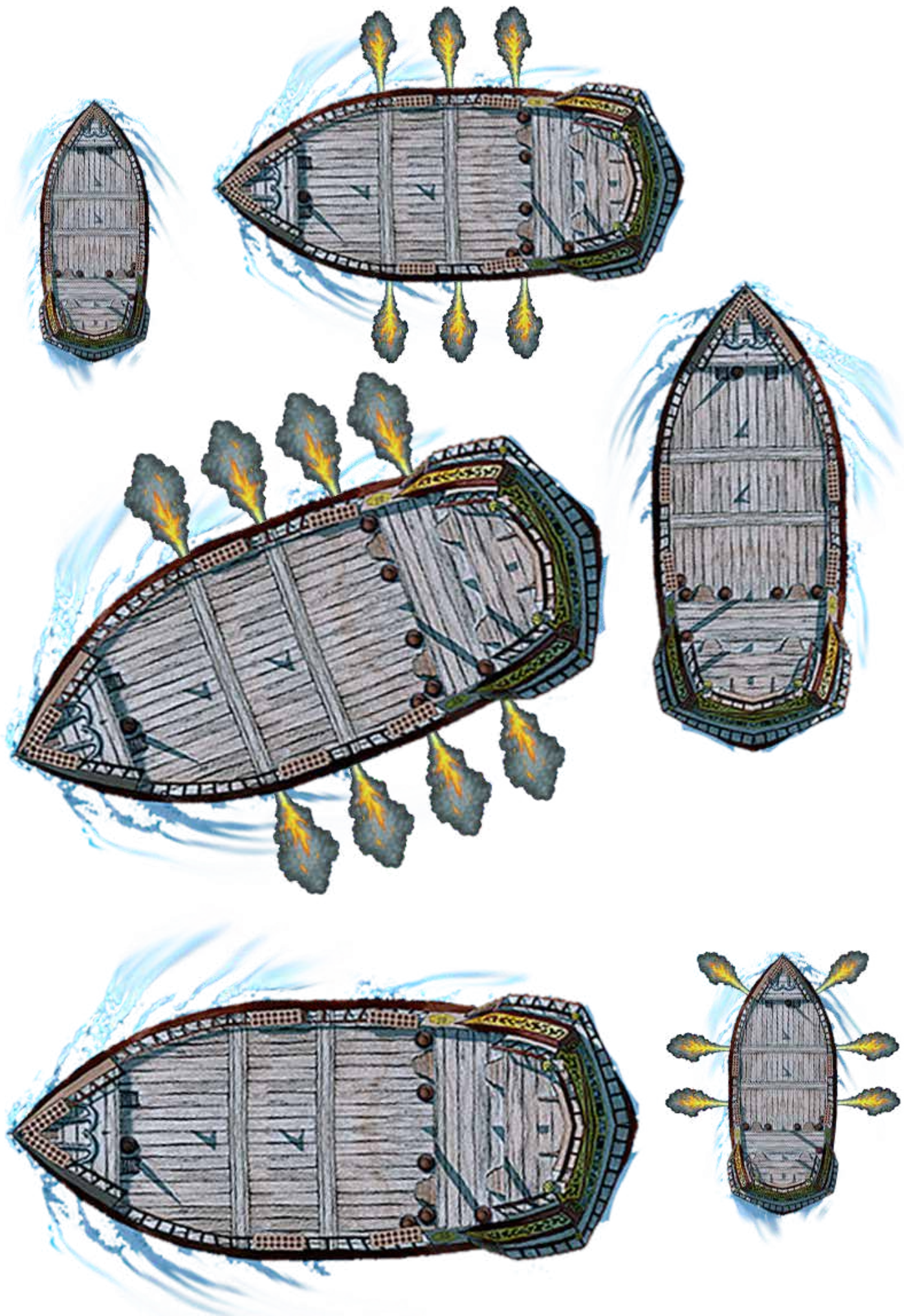
These zombies are unable to think for themselves. The Sea Witch gives over control to Undead Gunners who guide their actions. If their gunner is destroyed they will continue doing whatever their last command was until they can do it no longer. Hulking masses of reanimated flesh that exist only to serve. They will also set foot on land to attack the living.

Zombie: Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; MV 20'; Act 1d20; SP un-dead; SV Fort +4, Ref -4, Will +2; AL C.

Strategy: The zombies are at the command of the Undead Gunners. As such they do whatever they are commanded to do by them until they can no longer do that action. They are strong but slow and make perfect cannon loading crews.









SAILORS



SKELETON



FLESHEASTER

GUNNER



LURCHER



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