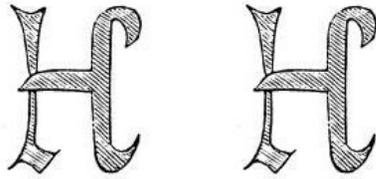


## THE HARRINGTON HARROWING

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When last we met, our heroes explored the ruined **temple of Meatbolio**, killed some **rivals**, and flushed the place of heretic **pastafans**.

One of those rivals was **Al Harrington**, a knight, and son of one of Hirot's seven thegns. **Hal** Harrington has convinced the Jarl of the need for justice. He, and the entire Harrington clan, will play executioner.

First, they set up a **meeting** at the Wolf-Spear between **Val** and the party. She offers them a job: search the **putrid caverns** below the village for a spellbook. It's a trap. There's no spellbook, but it's true the putrid caverns -- read '**sewers**' -- are dangerous. The Harringtons hope the party will descend and be killed by the **creatures** within. Thugs **ambush** any survivors when they emerge, and try to **steal** the party's weapons and valuables. When the party seeks rest, the whole **Harrington clan** calls them out and **attacks**. They seek the deaths of all responsible for **Al's murder**. Any survivors of the assault are **gifted the Inn** itself by Bull and Morgan, who flee the village. The **Jarl**, and the six remaining thegns, are pissed.

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### THE HARRINGTON CLAN

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One of the most privileged families in Hirot, Hal Harrington was among the seven thegns who, with the Jarl, once doubted your capacity to slay the demonic Hound.

- Hal**, the patriarch, is **militaristic, proud, stern**. *"You have sullied this family's noble line, you insolent cutthroats. Al's death is on your hands."*
- Sal**, his wife, is **creepy, wicked, mad with grief**. *"Hee hee, I knew this would happen, I knew this would happen, hee hee..."*
- Mal**, their eldest, is **stoic, violent, unyielding**. *"You psycho killers."*
- Val**, Al's twin, is **calculating, ruthless, guilt-stricken**. *"You murdered my twin brother. You. Ignorant, filthy peasants. You cut him down like so much wheat. It's my fault he died out there. If I'd only been with him. I can't change the course of history, yet, but after what you did to Al, I'll turn you all to dust."*
- Cal**, their youngest, is **pouty, zealous, timid**. *"One must eat what one hath cooked. Such is the Mighty Orzo's Law."*
- Pal**, the dog, is **ferocious, loyal, obedient**. *"Arf."*
- Gal**, Sal's cat familiar, is **unfriendly, skittish, defensive**.

### MEETING THE SORCERESS

**Celicia Rusk**, apprentice, lost a spell book in the river, saw it flow under the village, into the putrid caverns. The stench down there gives her the vapours, but the book should be easy for the PCs to find. She only needs a single page from it, in fact -- the rest is yours. She'll agree to just about any additional reward the PCs want, to the point that her story's credibility becomes strained. If asked, her wizardly master is Alphonso the Twin. If pressed further, the one page she needs is the spell she must cast to graduate. Celicia is of course **Val Harrington** in disguise.

**INT13** to spot **Miss Violet**, a **rival** who fled when Al was killed, ducking out during the meeting.

If the PCs refuse to go to the caverns, good on them. Run a one page dungeon to your satisfaction, then if you want, the Harringtons can attack.

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**PUTRID CAVERNS** *d6 b/w rooms for effect; describe close, eerie, dank atmosphere*

#### 1. Filthifri and the Tunnel Mouth

A cloistered valley centred on a pool of sludge, fed by a tunnel mouth set into the earth. Strewn about, jutting up from the muck, shiny insect parts like thigh bones. **Filthifri** is a gaunt, lithe, humanoid creature, with slimy, blubbery skin and stringy hair. He reclines in a gentle flow of green waste. He's got a ratty parasol and a couple of rattan chairs for taking rays. He's friendly enough, insisting PCs take the chairs -- he'll stand, it's fine -- but he's suspicious and fearful of humans, preferring to address demihumans. Filthifri "keeps his **nummies**" in the tunnels, so he doesn't want the PCs to go inside. He's vulnerable to **tears**, and the idea that he's hated by the people of Hirot is enough to make him weep.

#### 2. The Drowning Woman

Rectangular chamber, rusted, crumbling iron walkway along length of a reservoir of brackish water. A **drowning woman** thrashes, calling for help. **W12** or the illusion is convincing -- really it's a **trashcrab** angling for a meal. **2d6 crocwretches** scuttle about and avoid her. Get too close and suffer surprise round. At the bottom of the reservoir, you spot some bones and a rusted **lockbox**. **AG13** to pick; inside, a **wand** of neutralize disease (p 277) with 2d6+2 charges remaining. The wand was made by **Giulio Argus Mawu**, an intelligent unicorn, and meant to be strapped to a horn. Years after Mawu's death, the wand eventually fell into the hands of one **Oread Danief**, whose bones rest at the bottom of the reservoir.

Then, a three-way split. Go north (**Rm 3**, uncanny squelching), south (**Rm 4**, no sound), or east (**Rm 5**, crocwretches chittering).

#### 3. Stone Wall

Spacious stone room, two walls caved in w/ refuse and trash. Drip-drip in multiple puddles, maddeningly arrhythmic. A **statue** pressed against the far wall, as though peering through a hole. Decaying bedroll nearby. Slick, **grub-like creatures** crawling all over the statue. The grubs are **embarrassites**. Stalk-eyed, gurgling, antiseptic flavour. They prefer PCs to statues. Anyone approaching within 10' must save **W10** or share their PC's greatest shame. Statue's a **petrified elf** (Crazylip?)-- Wildeye, do you know him? Whatever he's looking at is horrific. **F15** or petrified. There's a **secret** crawlspace to **Rm7** above the western wall, **INT16** to spot.

#### 4. Look Above You

Slick tunnels, receding noise. Then, a metal door, with a heavy bar across it. Crude **inscription** on the floor in non-trivially foreign language. Tr: "Look above you," in reference to the **hammer** trap that will swing down if the bar (3+ PCs to lift) is removed. **R15** for those 3+ or die; springboard off another PC, giving them -2, to get +2. Inside the room, a mossy chair on a dais, and a chest w/ a poison needle **trap** in the lock. **INT15** to spot, **AGI20** to pick. Within, a translucent flute. (It belongs to the Harold, minor god of long-form improv. While playing, you can walk without rest.)

#### 5. Sewerwhale's Miasmic Grave

Vast circular chamber. A sickening miasma rises up from the bloated corpse of an enormous, rotting **sewerwhale**. **F5** to resist its toxic effects. The whale's mostly bone and gristle, having been picked over by **3d6+3 crocwretches**. They'll get angry if the PCs approach the whale. They can **feed** for a round to restore 1HD. Within the whale's gut is a **halfling skeleton** with a **gold** and ruby amulet -- Nebbiolo, ever seen something like this in your homeland? (Dolcetto?; amulet: d100gp)

Then, a two-way split. Silence through west door, near the whale (**Rm 6**). Distant water churning through south door, away from it (**Rm 7**).

#### 6. Trashcrab Octagon

60' octagonal chamber, filled with water. Bridge long since rotted away. **STR5**/turn, half-speed to swim. A mated **pair of trashcrabs** duking it out with **d6+3 crocwretches**. **Cloacum sanguis** infests the water. The melee is **indiscriminant**; crabs and crocs won't hesitate to invite the party if they get close. Door to **Rm 8** in west wall, an agonizing ways away in this churning chaos.

#### 7. Village of the Toxic Quartini

Long room, a few **cracks** near ceiling teasing the outdoors, stagnant puddles, buzzing flies. Sulfur and wet wood. **25 Quartini** live here, under their priest and master, **Big Boy**. Half-dozen house-like **structures** of rotting timber, kelp, and mud. Quartini can climb these to be roughly level with humans. An eight-foot **crow's nest**/ceremonial dais in the centre of the village. Anyone ever heard of these fellows? **Big Boy** carries a +1 sword that **ensures its wielder will never drown** (as dagger for a creature larger than 2' tall). The Quartini's leader is the same as his fellows, only bigger and fatter. There's a door in the south wall to **Rm 8**.

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#### 8. Pipekeeper's Cell

Tiny, dank room. Rotting cot, shreds of faded magazines. A few oxidized coins on the floor. A sodden mop full of festering worms. Big bushels of reeds caked in black grit. A totally obvious crawlspace to **Rm 3**. A **ladder** to the surface leads to **Rm 9**.

#### 9. Shadowy Alley

**INT15** for the first four PCs out of the trap door, or surprise. **4 grapplers and 4 pick-pockets** emerge from the shadows. Phil, Bobo, you recognize one of these guys? Once **4 PCs** have had gear stolen, they try to flee. If captured, they'll admit they work for one of the thegns. Under torture, they'll name names.

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**Next**, the PCs will likely wish to return to the **Inn**. If they do, the Harringtons arrive just behind them. If they don't, they're awoken in the night to the Harrington **horn**.

#### THE HARROWING

Back at the Wolf-Spear, before the PCs can rest, a **horn** sounds outside. **Hal Harrington**, on horseback, with his **entire family**, demands satisfaction. They have up to **10 footmen** at their sides (whomever survived **Rm 9**, if visited, plus two). On behalf of the Jarl, Hal declares the PCs **guilty** of the death of his **son Al**. The patrons have one minute to emerge unharmed. The PCs are **sentenced** to death. The PCs may **convince** d4 drunkards to stick around and fight for them. **Morgan Haverson**, too, will stand with the PCs to defend her home. Judge, let there be plentiful make-shift weapons about at d4 and d6. Let soldiers' deaths mean loot's recovered. **Mal** and **Pal** advance head-on, striking the weak first, as retainers set up ladders to the first floor. **Hal** follows behind his son, with **Val** at his side. **Cal** leads **Sal** up the ladders to flank, pacifying ranged opposition. **Gal** slinks about. If the PCs win, **Bull Haverson** returns to Hirot and gifts the PCs the **Wolf-Spear Inn**, as-is. He and **Morgan**, if she lives, venture north, chasing rumours of a mad lab. Further, the PCs have earned the ire of the six remaining thanes, and their **Jarl**.

#### HARRINGTON SOLDIERS

Hal: Shalleel, Shmax  
Cal: Tret, Voam  
Mal: Feakriker, Myn  
Val: Krouiloo, Taff  
Sal: Inuph, Aeraet

#### WOLF-SPEAR DRUNKARDS

Hippolyta Birdwhistle  
Bertram Digworthy  
Ursula Slee  
Percival Westergren

#### HARRINGTON GEAR

**Hal**: studded leather armour with Harrington crest 1d100gp, steel longsword d20gp, finely-detailed shortbow d20+2gp  
**Sal**: home-spun dress of rotten silk  
**Mal**: banded mail 5d100gp, shield with Harrington crest 2d20gp, scimitar d20gp, javelin d3gp  
**Val**: tailored dress of practical cut d20gp, dagger with Harrington pommel 2d6gp, magical focus (any ideas?) 2d20gp  
**Cal**: studded leather armour with Harrington crest d100gp, cudgel d6gp, sling d4gp  
**Pal**: doggy scale mail with the Harrington crest 2d100gp  
**Grappler**: scale mail d100gp, short sword d10+1gp, blackjack d6gp  
**Pick-pocket**: leather armour 2d20gp, club d6gp, blackjack d6gp

#### D6 DISEASES

[**1.the moaning lonelies**: victim moans and screams in sleep, impossible for others to get decent rest; **2.moonshingles**: slurred speech, perpetual dizziness so you appear drunk, though you feel perfectly capable; **3.wax fountain**: ears overflow with wax, ruining hearing; **4.dungeon drowsies**: unshakeable exhaustion, -2 to all rolls, yawn when speaking; **5.murphy's gums**: gums bleed while speaking; magic nigh impossible; **6.crowwretch crust**: unbearable to wear armour on crusty, flaky skin]

## THE HARRINGTON STATS -- DCC RPG

**Hal** (as king): Init +0; Atk longsword +4 melee (1d8) or bow +4 missile fire (1d6); AC 13; HD 2d8; MV 30'; Act 1d20; SP rally; SV Fort +1, Ref +2, Will +4; AL L; ML 10. When in the **presence** of Hal, all loyal Harringtons receive a +1 bonus to all saves v. fear or charms and may re-roll one failed **morale** check per day.

**Sal** (as witch): Init -2; Atk claw -2 melee (1d4-1) or curse (DC 16 Will save; see below) or spell; AC 9; HD 3d6; MV 20'; Act 1d20; SP **familiar, curse, spellcasting** (+8 spell check [*sleep* p155; *ray of enfeeblement* p190; *paralysis* p264; *second sight* p267]); SV Fort +4, Ref +0, Will +8; AL N; ML 8.

Sal can issue a curse as an attack action. **W16** to resist the **Curse of Solar Sight**, caused by a touch of the eyes and the following verse: For death of Al, I take your sight \ No less deserved, get more ye might \ When sun is high, so burn yer eyes \ Ye taker of mine Al's last life. Your eyes burn in any light stronger than torchlight.

**Mal** (as bandit hero): Init +4; Atk scimitar +4 melee (1d8+2) or javelin +5 missile fire (1d6); AC 17; HD 2d8; MV 20'; Act 1d20; SV Fort +3, Ref +3, Will +1; AL L; ML 10. A stoic fighter, follower of orders. Well armoured w/ **shield**, hence his high AC.

**Val** (as magician): Init +0; Atk dagger -1 melee (1d4-1) or harmful spell (2d4, 30', no save, 3/day); AC 10; HD 3d4; MV 30'; Act 1d20; SP **prestidigitation, harmful spell 2d4** 3/day; SV Fort +1, Ref +1, Will +4; AL L; ML 11. Val can target any weapon within 30', **W12** or weapon vanishes. This **illusion** fades after 1d6+1 rounds; the victim believes it absolutely. Val casts **three harmful spells** a day; feels like dust clogging your nose, your eyes, your throat, stinging, scraping bare your skin, for **2d4** harm to any target within 30' (no save).

**Cal** (as friar): Init +0; Atk cudgel +3 melee (1d4+1) or sling +3 missile fire (1d4) or harmful spell (1d8+2, 100', **W13** for half, 3/day); AC 13; HD 3d8; MV 30'; Act 1d20; SP **healing touch 1d4** 2/day, **harmful spell 1d8+2** 3/day, 100', **W13** for half, **turn unholy** 3/day, **W13** or turned; SV Fort +2, Ref +1, Will +4; AL L; ML 9.

**Turn**: held at bay, unable to approach within 20' of **Cal**. Such foes can still make ranged attacks. **The Mighty Orzo** demands his glutenous revenge.

**Pal**, loyal fighting dog: Init +6; Atk bite +3 melee (1d3 plus grapple); AC 14; HD 1d8; MV 40'; Act 1d20; SP **grapple +2** (latches onto target and automatically **halves the penalty** for firing into melee for any allied Harringtons); SV Fort +4, Ref +4, Will -1; AL L; ML 8.

**Gal**, cat familiar: Init as **Sal**; Atk claw +2 melee (1d3); AC 14; 2hp; MV 20'; AL N.

**Grappler**: Init +0; Atk short sword +1 melee (1d6), blackjack +1 melee (1d3); AC 14; HD 1d8; MV 25'; Act 1d20; SP **grapple +3**; SV Fort +1, Ref +1, Will +0; AL L; ML 8. **Grapple**: opposed roll, best of Str or Agi.

**Pick-pocket**: Init -2; Atk club -1 melee (1d4-1), blackjack -1 melee (1d3); AC 12; HD 1d6; MV 30'; Act 1d20; SP **steal**; SV Fort -1, Ref -2, Will 0; AL C; ML 6.

**Steal**: target save **R14; R20** if grappled. If failure, roll under **Luck**. Succeed: you choose one item to lose. Failure: the judge chooses.

## FIENDS OF THE PUTRID CAVERNS -- DCC RPG

**Filthifri**: Init -3; Atk bite +5 melee (3d4); AC 17; HD 3d8; MV 40' or climb 20'; Act 1d20; SP camouflage +10; SV Fort +2, Ref -2, Will -2; AL N; ML 7.

Foul stench. Slick slime affords **cold immunity**, and weapons seem to slough off. Weak to **tears**; his own and others'. Humanophobic.

**Crocwretch**: Init +1; Atk bite +2 melee (1d3 plus disease); AC 13; HD 3d8; MV jump 80', fly 30', swim 20'; Act 1d20; SP **disease, F14** or contract [*1: the moaning lonelies; 2: moonshingles; 3: wax fountain; 4: murphy's gums; 5: dungeon drowsies; 6: crocwretch crust*]; SV Fort +2, Ref +0, Will -3; AL N; ML 8.

Disgusting vermin, a cross of **cockroach, cricket, and crocodile**. Scaly, segmented bodies, jutting, angular legs, wiggling antennae, empty, reflective eyes. Voracious and stupid.

**Embarrassite**: Init (always last); Atk pseudopod +4 melee (1d4); AC 10; HD 1d8 per 5' square; MV 5', climb 5'; Act 1d20 per 5' square; SP half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N.v

**Trashcrab**: Init +0; Atk claw +4 melee (1d6); AC 21; HD 2d8; MV 20' or swim 40'; Act 1d20; SP illusion, grapple +5; SV Fort +5, Ref +0, Will +0; AL C; ML 11.

**W12** or see a convincing **illusion** of drowning woman screaming for help. Grapples those who investigate. Escape or be pulled underwater. -1d6 STA/round while drowning. Ragged, **revolting crab**. Human sized. Composed of rotting cloth, clumps of hair, tangled driftwood, mouldering rope, burnt torches, fishing nets, etc.

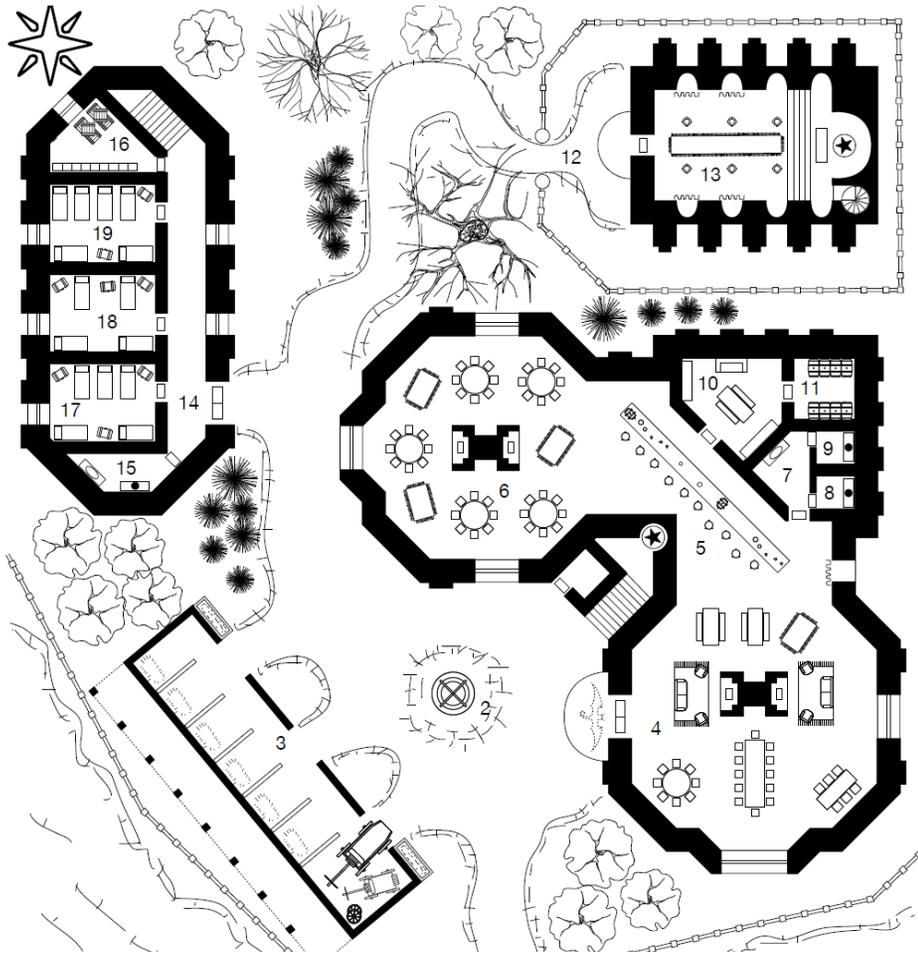
**Cloacum Sanguis**: Init (always last); Atk swarming bite +5 melee (1 plus disease [pipeworm]); AC 9; HD 4d8; MV 40' or climb 20'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, **disease** [pipeworm] (**F5** or additional 1d3 damage); SV Fort +2, Ref +4, Will -2; AL N; ML 12.

Tiny, **mindless tubes** that suck blood.

**Toxic Quartino**: Init +2; Atk javelin +4 ranged (1d6), natural blowgun +4 ranged (1d3 plus poison); AC 10; HD 1d3; MV 20'; Act 1d20; SP **poison, F5** or 1d3; SV Fort +0, Ref +1, Will -1; AL L; ML 10.

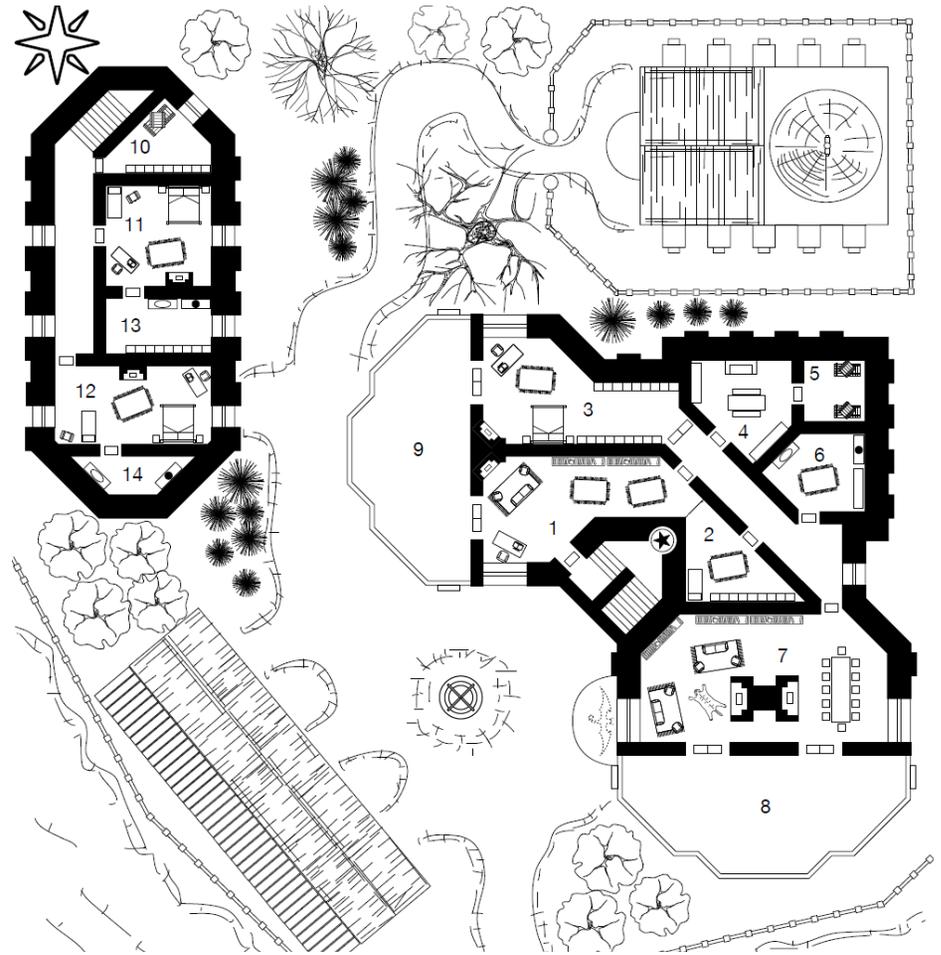
**Spherical head**, supported on a long, thin neck. 2' tall, with green, scaly skin. Subsistence lifestyle, hunting crocs and licking lichen. Immune to embarrassites. Distrust and disallow **intruders**; dislike Filthifri.





The Wolf-Spear Inn, **ground floor.**

- |                |                      |
|----------------|----------------------|
| 1 Gate         | 10 Kitchen           |
| 2 Well         | 11 Larder            |
| 3 Stables      | 12 Chapel gate       |
| 4 Parlour      | 13 Chapel of _____   |
| 5 Taproom      | 14 Dormitory hallway |
| 6 Dining Room  | 15 Bathroom          |
| 7 Water Closet | 16 Storage           |
| 8-9 Shitholes  | 17-19 Common rooms   |



The Wolf-Spear Inn, **first floor.**

- |                  |                    |
|------------------|--------------------|
| 1 Parlour        | 6 Water Closet     |
| 2 Bedroom        | 7 Dining Room      |
| 3 Master Bedroom | 8-9 Balcony        |
| 4 Kitchen        | 10 Storage         |
| 5 Larder         | 11-12 Bedroom      |
|                  | 13-14 Water Closet |