haunted warren

PCs find a ghost town of Rabbit-folk continually reliving the day of their massacre. If PCs learn to control the ghosts, they might lift the curse by helping the Rabbit-folk fight off the attackers.

the curse

- Long ago the Rabbit-folk were slaughtered in a horrific attack they are cursed to relive daily. Ghosts aren't aware they're dead, weaving baskets and harvesting vegetables in a ruined village. They see the world as it once existed.
- PCs won't immediately know **the Rabbit-folk are ghosts**. They appear alive and substantial, until touched. **Children can perceive and interact with PCs**, while adults cannot.
- The **ghosts relive their last day on a loop** that resets every midnight. When the sun rises they wake up and go about their day. Every afternoon the town is attacked by ghost soldiers. See *The Massacre*.
- The **curse will be lifted when the ghost Rabbit-folk defeat their attackers**. Being pacifists, they have few weapons and no experience fighting, so aren't able to defeat the soldiers on their own. PCs will need to figure out how to help. See *The Raven Shrine*.

interacting with the villagers

First, get the PCs to care for the villagers. Have Clover and other children be enthusiastic to see adventurers. Adults won't believe the PCs exist.

the first Rabbit-folk encounter

- A child, Clover, hops from hiding ***"Oh my! Look at you!"*** He looks PCs up and down. ***"You're dressed like... um... What even are you??"***
- Clover is thrilled to talk to strangers, especially Rabbit-folk or non-humans. He asks tons of questions, excited by the idea of "adventurers."
- He goes a bit somber, ***"How goes the famine?"***
- Clover says that humans have been suffering from famine. His village has had prosperous crops. ***"So they don't want our crops no more?"***
- He is called away by his mother. ***"But mama, we have visitors!"*** She looks toward PCs, but just shakes her head. ***"Come, Clover!"***

the Raven shrine

- An ancient shrine dedicated to a Raven god stands in the center of the village. See **Standing Stones**.
- **If a PC touches one of the shrine stones**, their body freezes and their mind enters the closest ghost, seeing through the ghost's eyes and acting as them. From that perspective, the village looks as it did in the past. They have the **physical stats of a villager**, but retain **the PC's mental stats** and abilities. By **using this ability, the PCs can interact with past** villagers and items. They can help the ghosts in the battle against the attackers. The effect ends at midnight or when the villager they control dies.
- The villagers are unaware of the shrine's power.

the massacre

After PCs get to know the villagers, a caravan of ghost soldiers rides into town

- The town goes quiet as a caravan of human Soldiers call the Villagers to the town center.
- The Leader reads from a scroll, ***"Due to the devastating famine that plagues our land, it has been decreed that all available sustenance be redistributed. Turn over all your crops now. Any resistance shall be considered treason."***
- The town elder Buckthorne gently says ***"But if you take all of our harvest, we will starve."***
- The Leader smiles, turning to a Soldier, ***"There. That's all the resistance we need. Go ahead."***
- The **Soldier steps toward Buckthorne and cleaves him in half**. The remaining **Soldiers immediately attack** with swords and bows. Chaos reigns as the Villagers try to defend themselves, but without weapons or experience, they are quickly defeated. Those who run are tracked down.
- **Clover calls to the PCs for help**, but they are unable to intercede, and can only watch as arrows kill him.
- Soldiers drag the bodies back to a closed wagon where the **sound of a butcher's cleaver** can be heard dismembering them for food.

the village

- Present: The modern day village is in ruins, having not been upkept for at least decades. Some of the roofs are caved in. The Rabbit-folk still act as if it is a functional village.
- Past: **PCs who control ghosts see the village as it was**: vibrant and well-maintained, with happy villagers.

Elder Buckthorne's home

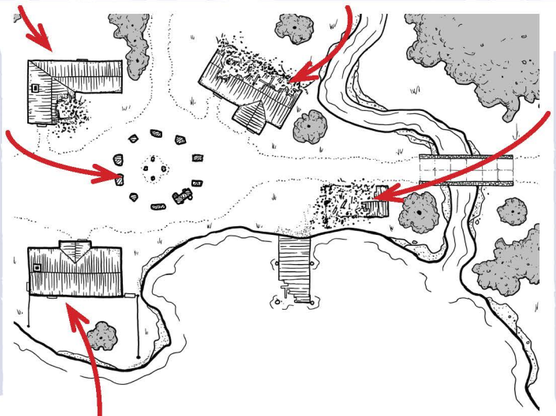
- Present: A massive, dusty oak table. **Empty hooks** above a cold broken hearth.
- Past: **Above the hearth is a shield** painted with a leaping hare under a crescent moon.
- A short sword is strapped under the table. It is maintained and sharp in the past.

Healer Sorrel's home

- Present: A desecrated altar sits in a corner. Smashed cheap jewelry is scattered around the floor.
- Past: An altar is covered in raven feathers and trinkets. A sturdy quarterstaff rests against the wall.
- Past: One "trinket" is a **Raven holy symbol**. It casts cure wounds upon wearer when reaching 0 hp (1/day).

standing stones

- Standing stones are engraved with several animals.
- The center stones are engraved with ravens. The eyes seem to follow PCs.
- Detect Magic shows a soft Enchantment aura on the stones. The aura swells when a ghost walks near.



Clover's home

- Present: Frayed and brittle Baskets of varying sizes fill this home. **A dull rusted knife** lies discarded in the corner.
- Past: Many woven baskets line the walls.
- Past: Inside one basket is a wood flute.
- Past: Another basket holds a sharp carving knife.

Gardener Juniper's home

- Present: **Empty hooks** line one wall. The back yard overgrown with weeds.
- Past: Hoes and shovels hang from the walls.
- Past: The garden has many possible spell components or potion ingredients.

other homes

- There are many homes not shown on the map. Some include:

Resident	Present	Past
Thistle & Bramble	Snapped bits of string	Makeshift sling
Hazel & Willow	Broken metal circlets	Chain Armor
Fern	Shattered crystal	Spell Focus
Alder & Daisy	Large metal plate	Makeshift shield
Marigold & Ivy	Brittle paper scraps	Protection scroll

breaking the curse

- **If the attackers are not defeated**, each evening they get drunk and start a spit roast, dining on Rabbit-folk.
- **If the attackers are defeated**, the ghosts' souls are freed. They realize what has happened and see the PCs. They thank them and reveal the Raven holy symbol had been thrown in the river and is buried under rocks.

non-player characters

Name	Race	Description
Clover	Rabbit-folk	Young, tall ears, soft brown fur, bright, mischievous eyes, joyous, curious, rascally
Villager	Rabbit-folk	Soft brown or grey fur, patches of white, focused on community, peaceful
Leader	Human	Middle-aged, short grey hair, regal armor, piercing dark eyes, calculating, ruthless
Soldier	Human	Young, full suit of chain mail, battle-numbed, cold and unwavering gaze



how to use

QuarterShots adventures are designed to run with little to no prep. To make that easier, we've included a 5e **combat prep sheet for Haunted Warren**. At the top of the following page is a Quick Reference table containing the most important stats, followed by Stat Blocks containing more details, including **notes for combat strategy** or flavor.

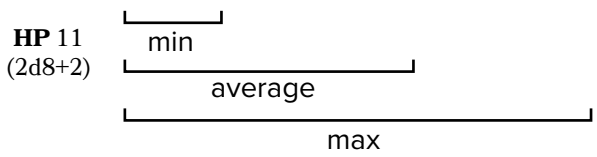
Like the adventure, **everything here is meant to be modified** as needed. Nothing should be considered sacrosanct. Change whatever you like to fit your game.

At a minimum, you'll want to modify these encounters to approximate the difficulty level you are providing for your players. **Increasing/decreasing the number** of creatures, **modifying bonuses** and **adjusting hit points** (HP) are quick ways to do this.

In the Stat Blocks, a creature's HP is shown as the average followed by the dice formula. While many GMs just use average HP, or roll for random, **for combat balance** you'll probably want to **estimate an appropriate HP between the min and max** possible.

In the Quick Reference tables, **HP is represented as tickboxes** so you can *mathlessly* check off damage taken. They are presented in groups of 5 HP, with up to 20 HP per line.

Name	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
(2) Bandits	13	+1	30	Scimitar Shortbow	+3	5 80/320	**4** (1d6+1) **5** (1d8+1)	1 2	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐

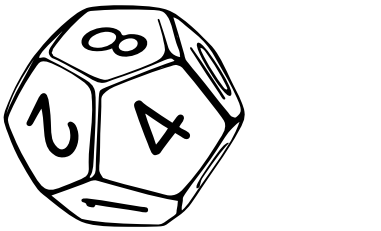


The darkest tickboxes represent the **minimum possible HP.**

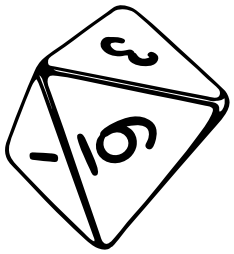
The darkest and medium together represent the **average HP**.

If all the tickboxes are used, you'll get the **maximum possible HP**.

If you're a novice GM, getting combat right can be stressful. Just take your time, and don't worry if you get something wrong. Most of the time you'll be the only one who notices anyway. Really, the only important thing is that **you and your players have fun!**







haunted warren

QuarterShots
woodlands & waterfalls

5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
Clover	11	+1	30	Improvised	+0	5	**1**		☐☐☐☐☐ ☐☐☐
(12) Soldier	16	+1	30	Longsword Long Bow	+4	5 150/600	**6** (1d10+1) **5** (1d8+1)	1 2 3 4 5 6 7 8 9 10 11 12	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐
The Butcher	18	+1	20	(2x) Cleaver Bonus Cleaver*	+8	5	**9** (1d6+6)/ **12** (2d6+6)*		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

5e stat blocks

Rabbit-folk

AC 11 **HP** 4 (1d8) **SPD** 35 Humanoid Medium

STR	9	**-1**
DEX	12	**+1**
CON	10	
INT	10	
WIS	12	**+1**
CHA	12	**+1**

Note: If possessed, they gain the mental stats and abilities of the PC.

If not possessed, they mostly run away from attackers and hide unsuccessfully.

ACTIONS

Improvised Melee	**+0**	5	**1** bludge

Soldiers

AC 16 chain **HP** 16 (3d8+3) **SPD** 30 Humanoid Medium

STR	11	
DEX	12	**+1**
CON	12	**+1**
INT	8	**-1**
WIS	10	
CHA	8	**-1**

Battle-Numbed: Immune to fear, intimidation and morale effects. Fights until death.

Note: Leader stays in rear, giving orders. When the first soldier is killed, he runs away.

ACTIONS

Longsword Melee	**+4**	5	**6** (1d10+1) slash
Longbow Ranged	**+4**	150/600	**5** (1d8+1) pierce

The Butcher

AC 18 Furs **HP** 48 (8d8+16) **SPD** 20 climb 30 Beast Medium

STR	18	**+4**
DEX	12	**+1**
CON	18	**+4**
INT	5	**-3**
WIS	11	
CHA	5	**-3**

Note: The Butcher stays in his wagon for the first 3 rounds of combat.

Then, if PCs are winning, he exits and advances with two huge cleavers.

Otherwise, he gets bored and falls asleep.

ACTIONS (Multiattack: 2x Cleavers)

Cleaver Melee	**+8**	5	**9** (1d6+6) bludge

BONUS ACTION

Blood-crazed	If damaged since his last turn, Bonus Action Double Cleaver attack at **12** (2d6+6) damage.

For a VTT ready map or more adventures:

DeckandDiceGames.com

"Haunted Warren" is an adventure from
QuarterShots: Woodlands & Waterfalls

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