

Near the Valley of the Unfortunate Dead

- A tortured traitor
- A kidnapped blood-wizard

The Night Crypt

- Inactive: a Misery was fulfilled here [6:1, the Last Day; the sun will never rise again]
- Imminent: the Berserkers are appearing
 - Zukuma, HP 13, Morale 9, roll d4 for weapon, hardened skin d2, attack twice, d10 to hit them
- Here now: Wickheads running from the forboding darkness
- Aland, HP 10, Morale 7, no armor, knife d4; 25% infected wound
- A blind hermit, rooted to the ground, spreading vile corruption

Some features

- A torch which burns for an immortal hour
- A bucket of scorpions, poised to fall
- Deafening storm
- Corpse plundering the crumbling remains of something useless

person for man slayer
long tangled hair
+ a scorpion

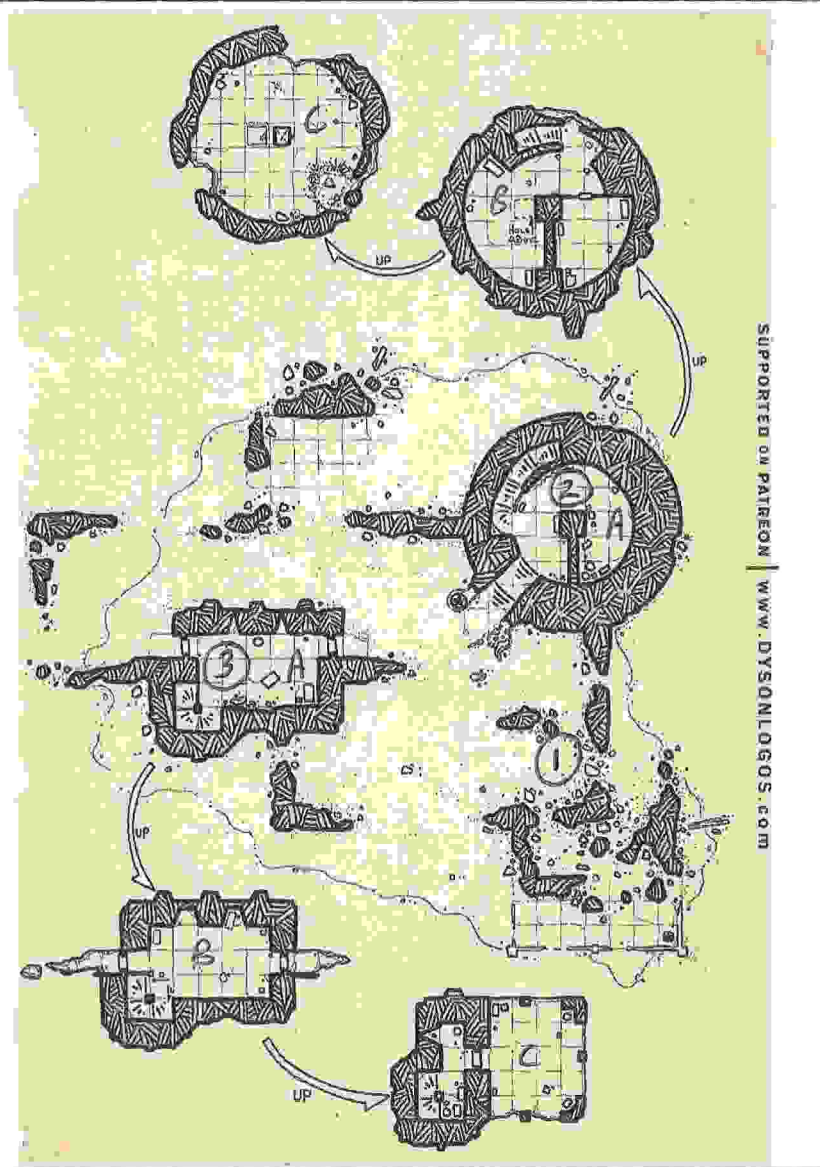
→ NE Gough
Verha

Gritter ①

③

②

②



1
Gritter

2 → Aland Morale

scorpion bucket
A shelves: rotting food
B sooty walls
C ugly, pointless & the inscriptions torch

3

A abyssal pits → Zukuma
B utterly silent
C full of blood (Gritter)