

# The Bloodhunt

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## Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 6 characters.

"The first gift is hunger.  
It is His blessing.  
It is our call to bring death.  
The second gift is death.  
Death proves our strength.  
Death purges our fear.  
The third gift is fear.  
We fear that we will fail him.  
We fear the onset of hunger."

The creatures that serve the dark lords of this existence are foul and atrocious creatures. Giving up their souls for the sake of power, passion or belief. But those creatures created by such beings - oh they are far worse.

## A request for aid

### Entering Farlock



As the party passes through the large walls that indicate the start of Farlock they gaze around the small walled village. The people here go about their lives seemingly content to live in the sun and amongst the fields suited to livestock and crop growth. The village had a bit of everything that

people could expect a village of its size could. A small Inn, a few stores selling general supplies, a blacksmith that primarily deals with equipment and materials for the farmers and houses. However what they didn't expect was a large gathering in the middle of the village as several coffins were being wheeled out of town. Approaching the gathering the party could hear that the deceased, all young men of the village, were brutally slaughtered just outside the gate only the night before. Apparently the bodies were so mangled and torn up that they had sealed the coffins to not upset the relatives or the villagers. When the party asked what happened here everyone shrugged and claimed a wild animal attack, but those who spoke were hastily shushed by another in the crowd.

"They won't speak about it to outsiders," a voice said from behind, quietly as the party stood perplexed about the encounter. "They either don't know or don't believe what happened. But I can help. If you can help my brother he can tell you exactly what happened to those boys. He knows, he was there. The only survivor of the beast. My name is Salis, my family is village nobility, well we are nobles living in this village. We can pay for your time if you can help?"

### NPC's:

- Salis Loreain
- Toby Loreain
- Carline Loreain

### Social Encounter: Talking to the witness:

Creature: NPCs

#### Map - N/A

If the party agrees to help Salis then she will take them to a grand looking house, grand for a village house that is. She takes them to see her brother, Toby, who is in a gloomy room (curtains are almost fully closed) and he sits in bed. He is sitting there rocking backwards and forward muttering and staring in the corner of the room.

*If asked Toby will repeat that he witnessed a beast fight as if it was cornered. Strike with dagger like weapons at the village boys in such ferocity that he could only hear its screaming roar. Then its allies, beasts of the plains, came and started to devour the corpses before the villagers rushed out and scared them off.*

Toby doesn't like the visitors but Salis calms him down, she explains that since the attack he hasn't been the same. At this point Toby starts to rock again and mutters *"The first gift is hunger. It is His blessing.*

*It is our call to bring death.*

*The second gift is death.*

*Death proves our strength.*

*Death purges our fear.*

*The third gift is fear.*

*We fear that we will fail him.*

*We fear the onset of hunger."*

*Salis fears that her brother has become possessed or suffered a magical attack from the beast - She explains that she is a priestess to Selune in training and so has some knowledge in such things, but not how to identify it or remove it.*

*Before the party can probe further, Carline appears and removes them from the room. She explains her daughter is overreacting and that Toby is just recovering from the shock. She thanks them for their time, hands out a bag of gold pieces (5gp per party member) and advises them that the local inn has vacancies, good food and great drinks.*

*If anyone wants to roll a religion or Lore check (DC15) they identify it as a reference to one of the demon lords, Yeenoghu. or if someone is a Tiefling or can speak Abyssal they get a +2 bonus to the roll.*

## Attack on Farlock

Going to the inn the party is eventually approached by Salis again. She apologises for her mother but insists that something is not right with her brother. She claims he lays awake at night and laughs before abruptly falling back to sleep. She asks that they consider helping again and in the morning they could check her brother. She will be able to pay them 50gp for their trouble.

A moment later the sounds of screaming can be heard from outside as the door opens and Carline, and a few other people, rush in. "Salis! Salis! Oh there you are sweet girl. Quick, we must make haste. I have a wagon out front, we must be off dear."

"What's happening mother? I was just asking our new friends here about their adventures. They are highly capable and surely they could help Toby?" Salis began before she was roughly dragged away from the table.

"There is nothing wrong with Toby, he waits in the wagon. Quickly now Salis, they will be here soon. We must leave."

As she is dragged away the party can hear her asking "who?" but she quickly left the inn.

The party follow her out the door and are greeted by chaos. The village is on fire, great gaps lay in the wall where fire has burnt away the wooden structure. The maniacal laughter of gnolls and hyenas flood the senses as they witness a few people being butchered in front of them.

## NPC's:

- Salis Loreain
- Toby Loreain
- Carline Loreain

## Encounter: Gnolls in Farlock:

Creature: 2 Gnolls, 2 Hyenas, 1 Giant Hyena - wave 1.

Several more Gnolls and Hyena - Wave 2+

### Map - N/A

The gnolls will rush forward, they have advantage on the initiative roll and if they get above 15 they get a surprise round on the party.

After the combat the party sees Salis call them, a wagon is nearby where she is quickly hauled into the seat before Carline urges the driver to leave. Salis calls for them and screams "Head to the river! The rift fort!" before she is lost in the chaos.

The party now needs to search for a wagon, a horse or something to take them out of the

village or their own horses if they rode in on them. If they stay and fight, Gnolls attack them in groups of 2 or 3. With 1 or two Hyena's attacking at the same time (4 creatures per encounter). But it quickly becomes apparent that they won't stop being attacked. If they find a wagon it has a map of the local area in a little compartment.

If they go back to their own horses a stablehand offers them a map in exchange for him being taken from the village. If they agree then as they approach one of the gates out the stablehand is shot with a long shafted arrow and falls from the Saddle, dead. Hyenas quickly runs up to devour the boy as the party rides out. The party can attempt to prevent the body from being eaten if they want to fight another wave of gnolls and hyenas.

## Flight from Farlock

### Leaving the town



This part of the encounter plays like a long lasting Chase. The party can decide to race ahead to the Rift Fort or can go to the other villages.

The attacks come from the right and top of the map. Farlock and Mulbek being first. If the party head towards Mulbek after a day they are attacked by the raiders coming from Mulbek

down. But a party with keen eyes would see the smoke and should be able to escape.

Each day of travel another Village burns and the fort is a 2 days straight ride. If the party go to one of the other villages (Yarnwerth or Filtburr) they can save the village with early warning, but they can only save one. If they try to save both then they are attacked when going to the second one.

Each day the party sees the Bloodhunt scouting or raiding party and the party can choose to try and outrun or they can fight/ambush. If they ambush or fight then they don't get ambushed at night.

When they get to the Rift Fort the bridge is drawn and blocked - they are trapped. With a bunch of villagers who are stranded on this side of the gate (many more if they saved a town, and they would be recognised as the saviours if they did save any).

At dusk they are attacked once more but the leader.

### NPC's:

- Varied

### Encounter: Raiders:

Creature: 8 Gnolls, 4 Hyena, 2 Giant Hyena

#### **Map - 319ThFlFrTBl - 1 - Roadside ambush**

The Gnolls engage with ranged weapons for 1 round then charge in. The Hyenas charge in as fast as they can (dash) to get into melee while the Giant Hyenas will follow behind but wont dash in. If they can engage turn 1 they will, otherwise they will engage in melee combat round 2.

### Encounter: Scouting party:

Creature: 6 Gnom Stalkers, 8 Hyena, 2 Giant Hyena

#### **Map - 319ThFlFrTBl - 1 - Roadside ambush**

The Gnom stalkers will sneak up, using the Hyenas as a trap or a distraction before launching a volley of arrows. The Gnom Stalkers

won't engage in melee willingly and will retreat then shoot. If they shoot 5 times they run out of arrows and will reluctantly go into melee. The Hyena's will act as bait, as instructed by the Scouts.

If the Scouting party is ambushed and not engaged directly (or they are observed before deciding) it appears as if it's only Hyenas. The Gnoll Scouts are always stealthy.

### Encounter: The Lead Party:

Creature: 2 Gnolls, 3 Gnoll Scouts, 2 Hyena, 1 Giant Hyena, 2 Gnoll called to Yeenoghu  
Map - N/A

The Gnolls and Gnoll Called to Yeenoghu will charge in with Hyenas. Scouts will try and surprise and shoot their targets from hidden spots. The two Gnoll Called to Yeenoghu won't fight next to each other and if they do they will squabble, giving disadvantage to each other for 1 round before one will move to a different engagement.

## Lore & NPCs

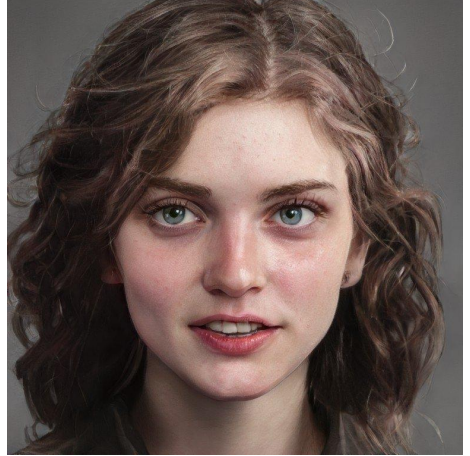
### Toby Loreain



Toby has always been a bit different. Instead of helping in the shop, or with dinner or cleaning he would be outside cutting open rats and birds. Blood and visceral gore always intrigued Toby and eventually one day he was attacked by other kids in the village. He wasn't the same after when the

village elders protected the bullies. He shrunk into himself and started to grow more and more distant. Having nightmares of uncontained violence that eventually he used to seek out instead of dread. Now he mutters to things that no one else can see in the dark. Communicating with the shadows and the things no one else can see.

### Salis Loreain



Now Salis is the older sister to Toby and has always looked out for her little brother. However she has grown increasingly worried about her brother as his dreams and nature becomes darker. She sought out the adventurers who ventured into her village to help her brother, convinced that some dark power had corrupted him. Little did she know how close she was to the truth.

She studies to be a priestess of Selune and has sworn to protect the innocent who dwell under the Moonmaiden's light. But her studies were cut short when her mother asked her to come back to tend to her brother. However, she has a fellow priestess in a village a few days' ride away and there she hopes to seek answers.



## Carline Loreain



As the head of the house Loreain, after her husband disappeared, Carline was the last of a noble line that lived in Farlock, a village at the edge of the Rift. The Rift was a large series of canyons and ravines that separated the plains from the more civilised lands. As the only noble family left in this village she used her reputation to get the best for her children. However, this ostracised them which caused issues for her son and daughter. Rumours swelled around what happened with her husband. They ranged from affairs or leaving Carline due to her abrasive personality. Some say that she covered up his death or even was the cause of it. Nothing was even proven and when she was asked or questioned she would get visibly upset.

### Lore: The Call

As Toby walked through the streets of Farlock he listened to the noises and chatter of those in the village. How he hated the noises of the village at night. A tug at his consciousness drew him to the gate heading out of town. A gathering of boys, young men from the village stood there kicking a small bundled figure on the ground. The sounds of yelping could be heard and instantly Toby felt sick.

Rushing forward he tried to push past the young men, getting a glimpse at the hyena cub who was being set upon by the young men.

"What do you want?!" one of them shouted as he turned to face Toby who was trying to stop them. "Oh, it's the weird young lord. Here to save another freak!" the young man yelled as he turned and shoved Toby. "What are you doing so far away from your mother? Don't you know it's dangerous out?" another asked as he kicked the cub again.

"Leave it alone." Toby mumbled as he felt a sharp pain cut through his mind. "The other one, it doesn't like it when you do that."

The boys roared with laughter "The other one? There is just us little lord. We can do what we like. Say, if you care about this freak so much why don't try and save it?" The first of the punches came fast and hard. Toby fell to the ground as the kicks rained down upon him as the boys above him laughed like manic Hyenas. A broiling rage and anger brewed from within. Bubbling over his fear of pain and his desire to escape what was happening he went to stand at the same moment a yip of laughter rang from behind the group.

A giant hyena lunged forward and dragged one of the boys to the ground. The screaming that rang out snapped something in Toby and he rose to his feet, drawing a dagger from the belt of one of the boys and he stabbed. After a few moments he realised that his throat was the one that was raw from screaming. The boys lay silent on the ground and the giant hyena hovered near the corpses he left at his feet.

Shaking, he looked at the faces of the families in the village. The destruction he had wrought, the chaos it would cause the village and he smiled. Their perfect little world. The pressure in his head eased and he felt calm. He looked at the Hyena and felt kinship, like he had become one of the hunters of the blood pack. Yes this rang true, the blood pack removing a stubborn stain of these civilised murderers.

The Hyena picked up the cub, dead - killed by the boys and ate it. Moving closer to Toby its voice spoke in his head.

"The first gift is hunger.  
It is His blessing.

It is our call to bring death.  
The second gift is death.  
Death proves our strength.  
Death purges our fear.  
The third gift is fear.  
We fear that we will fail him.  
We fear the onset of hunger."

Like a cascade of cold calming water his mind reeled from the shock of the words. This was a gift, the hunger for the death of these boys. It pleased the pressure in his head and the voice that tugged at the corner of his mind.

"The first gift is hunger..." he began reciting as he walked back towards the village, the first torch lights of concerned villagers rushing towards him.

"What happened boy? Toby. What happened?" one man asked as he gripped his arm.

"A monster killed them... Mad, ferocious and intent on their death..." he said, his voice shaking with lust-masked as sorrow.

## **Lore: The Escape from Farlock**

"I never imagined such rage, such unbridled bloodshed. We were lucky to escape when we did" the old woman said as she looked backwards at the fires. Clutching at the bundles of belongings she managed to rescue from the village before fleeing she felt a pang of guilt. It was the right decision to leave those outsiders without a wagon, they would slow down the raiders, the beasts from the forest. When they were done with those adventurers they wouldn't be able to catch up with them.

"I am sure they are fine." she smiled, lying, as she patted her daughter's hand who sat next to her.

"They were strong. The beast-men would not be able to kill them. I told them we would meet them at the next village." she reassured. She had no qualms about lying to those around her, it had become a talent over the years.

"The first gift is hunger... It is His blessing." her son muttered next to her. A dim boy who had never really accomplished much.

"What was that dear?" she asked, wrapping a blanket around him.

"It is our call to bring death..." he muttered as he stared at the fires in fascination. "The second gift is death. Death proves our strength. Death purges our fear." he muttered as he began to rock.

"Mother, Toby's not well is he..." Salis asked, her worry for her brother mingled with fear and disgust. Nothing infuriated her more.

"Have some compassion, Salis. Your brother watched his friends be slaughtered at the gate. It's a miracle that he survived and thought to warn us." she snarled, clutching her son tightly.

"The third gift is fear... We fear that we will fail him. We fear the onset of hunger." Toby continued, staring into the fires unable to look away as the towering beast-men pillaged, killed and destroyed the village he had grown up in.

## Maps

### **319ThFlFrTBl - 1 - Roadside ambush**



Either set up as an ambush for the encroaching enemies or if the party doesn't escape quickly enough attacks on a guaranteed occurrence. This hilly ambush site next to some trees and bushes for cover makes quick work for the attackers in an early advantage. Remnants of a camp from the fleeing villagers of Farlock can be seen but it's really the simplistic nature of the map that is its strength.



### 319ThFlFrTBl - 2 - Map of Villages near the Rift (players)



Now the map the party gets shows a few towns nearby. Yarnwerth on the way out of the area, Mulbek and Filthurra being nearby. Trees line the roads and they are well worn from years of travel, but beware of what lies in the forest and in the grass next to the road as there are a few beasts to this week's encounter.

This map is to be provided to the players, but the DM can 'upgrade it' with a simple overlay of the in-game effects of the raiding parties that are launching their attack on the area.

### 319ThFlFrTBl - 3 - Map of Villages near the Rift (players)



This shows the buildings being ripped apart and burnt. Walls crumbled and all the towns butchered. However the keep, the destination that the party should travel to (we hope) remains strong. A final bastion of civilization while the bloodhunt is on.

The attacks come from the right and top of the map. Farlock and Mulbek being first. If the party head towards Mulbek after a day they are attacked by the raiders coming from Mulbek down. But a party with keen eyes would see the smoke and should be able to escape.

# Monsters

## Adventure Encounters

These stat blocks relate directly to the progression of the adventure (and will likely be encountered in order of them laid out below).

### Hyena

#### HYENA

Medium beast, unaligned

**Armor Class** 11

**Hit Points** 5 (1d8 + 1)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

**Pack Tactics.** The hyena has advantage on an attack roll against a creature if at least one of the hyena's allies is within 5 ft. of the creature and the ally isn't incapacitated.

#### ACTIONS

**Bite.** Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

### Giant Hyena.

#### GIANT HYENA

Large beast, unaligned

**Armor Class** 12

**Hit Points** 45 (6d10 + 12)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

**Rampage.** When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

### Gnoll

#### GNOLL

Medium humanoid (gnoll), chaotic evil

**Armor Class** 15 (hide armor, shield)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Gnoll

**Challenge** 1/2 (100 XP)

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

### Gnoll Stalker

#### GNOLL STALKER

Small humanoid (gnoll), chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 17 (5d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	10 (+0)	6 (-2)	7 (-2)

**Skills** Survival +0

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Gnoll

**Challenge** 1/2 (100 XP)

**Surprise strike.** If the gnoll stalker surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 3 (1d6) damage from the attack.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.



## Gnoll Called to Yeenoghu

### GNOLL CALLED TO YEEENOGHU

*Large humanoid (gnoll), chaotic evil*

**Armor Class** 15 (chain shirt)

**Hit Points** 67 (9d10 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	9 (-1)

**Skills** Athletics +5, Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Gnoll

**Challenge** 3 (700 XP)

**Staggering Attacks.** If the gnoll attacks two creatures in the same turn, as a bonus action the gnoll can push the two creatures 5ft towards each other. If they enter the same space they must make a DC 13 Strength saving throw or be knocked prone.

**Pack Tactics.** The gnoll has advantage on its attack rolls against a target if at least one of the gnoll's allies is within 5 feet of the target and the ally isn't incapacitated.

### ACTIONS

**Multiattack.** The gnoll makes one bite attack and two battleaxe attacks.

**Battleaxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used in two hands.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.