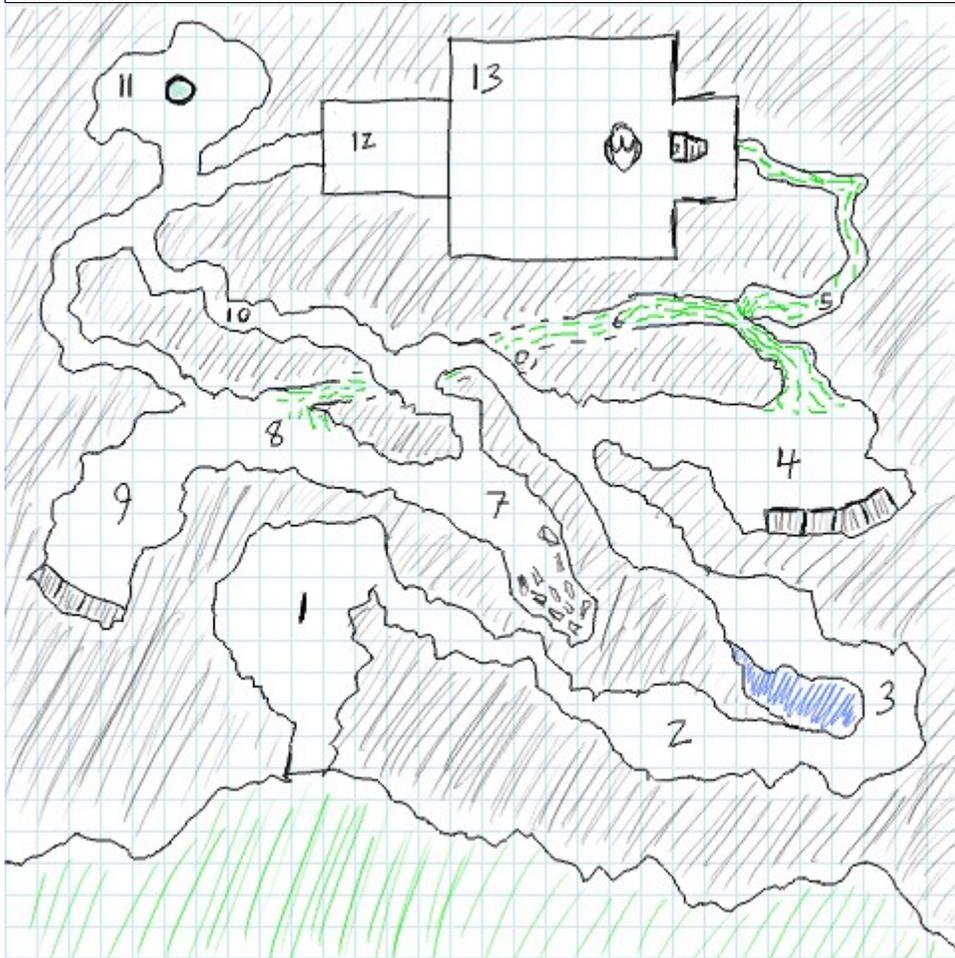


# Cave of the Hunted



## Premise

A cult of prey-worshiping gnolls have moved into a cave network and are abducting local wildlife and peasants for ritualistic hunting/ devouring for their demonic rabbit god.

## Wandering Monsters (d6)

1. The White Rabbit
2. The Hound (Rabbit Swarm if dead)
- 3-4. Gnoll Cultists
- 5-6. Swarm of Screaming Rabbits

## Sample Hook

There have been disappearances over the last few months. At first it was just livestock, but recently peasants have gone missing as well. Recently, however, one of the missing peasants was found outside of town, sewn into a wolf costume made out of genuine wolf skin and completely out of his mind with fear. He had strange red eyes and a valuable gem growing from his forehead, and his fear was so great that he lingered bedridden for a few days before dying of stress and starvation. In his insane rants, however, he made constant reference to a terrible cave and left hints as to its probable location.

Licensed under the Creative Commons.  
<http://creativecommons.org/licenses/by-sa/3.0/>  
by Otsplll

## Room Key

1. **Cave Entrance:** The party will be greeted by The White Rabbit, who disappear into the shadows before the party can approach. Near the back of the room are dozens of dead rabbits hanging on ropes from the ceiling. Despite being dead, they will kick and whine if any non-gnoll approaches them.
2. **Guard Shrews:** Giant Shrews inhabit the holes in the walls in this area. They will poke their heads out and hiss at anybody who approaches, any any who try to pass will be attacked unless the shrews are pacified. They are hungry, and will stop attacking after dragging one party member into their burrow or being fed in some other way.
3. **Cave Pond:** Empty, other than a pool of clear water. Dozens of dead non-decaying rabbits float at its bottom, looking upwards out of the pool.
4. **Bear Cage:** Four large cages line the wall. Within one of them is a Grizzly Bear with a wolf pelt spiked to its back. Moss coats the north-east part of the room, which leads to a passage heavily clogged with moss. If the party lingers too long The Hound will smell them and approach from 6.
5. **Secret Passage:** Hidden behind a drape of moss so thick it looks like part of the wall is a passage leading to a sliding panel secret door that leads to 13.
6. **Passage of The Hound:** A narrow and moist passage lined with such thick mos that vision is limited to 10'. It dips downwards, and then back up again. At its lowest point is the nest of The Hound, where The Hound spends most of its time. Unless it has already been encountered, it will be waiting there.
7. **Gnoll Camp:** Hammocks and furs and bad smells. Gnoll cultists are gathered here around a fire, chewing on things and debating theology.
8. **Empty:** The Hound may approach from 6 if the party lingers here too long. A mossy passage extends to the east.
9. **Prisoner Cells:** Three peasants sewn into wolf-skin costumes in cages. Somebody probably cares about them enough to pay for their rescue.
10. **Screaming Rabbits:** The passageway is lined with dead rabbits hung from stalagmites. If the party approaches they will scream and kick, alerting nearby monsters.
11. **Pool of the Hunt:** Contains a giant 10'-wide basin filled with a clear liquid and the corpses of well-preserved dead rabbits. If drunk from, the drinker must Save vs. Spell or be struck with magical fear for an hour. They will begin to run, and anything that witnesses their flight must Save vs. Spell or be overwhelmed with a desire to catch and eat the runner. If the drinker succumbs to the fear but survives they will grow a red topaz jewel in their forehead worth 1500gp and will gain 5ft to their base movement speed until the jewel is removed, in addition to gaining the red eyes of an albino rabbit.
12. **Rabbit Kennels:** Hundreds of rabbits trapped in kennels surrounding the walls. Will swarm and attempt to kill the PCs if released, but are not very powerful. They scream. Constantly.
13. **Congregation Room:** A great open room lit with torches. The focus of the room is a gigantic idol of The Hunted One being built on a great stone altar. The idol is made from the half-eaten corpses of hundred of creatures—rabbits, goblins, bears, humans, and even a displacer beast. The Gnoll Priest is here, standing on a raised platform behind a crude podium. If blood is spilled in the room or the topaz in the idol's forehead is touched the idol will awaken. The idol will begin to question the party as to if they are hunters or hunted, and if it judges them to be hunters it will attempt to devour them.

## Cast

- The White Rabbit:** An illusionary albino rabbit with a large red topaz stuck in its forehead. It will attempt to entice the party towards 13 to be devoured.
- The Hunted One:** The true form of The White Rabbit. A great idol to a demonic rabbit god made entirely out of corpses. Has a gigantic Red Topaz worth ~3000gp in its forehead. Leaps around and furiously kicks/bites randomly at anyone nearby.
- The Hound:** A summoned lesser demon. Built in the general shape of a white, soft-furred greyhound, but with the saber-toothed head of a horrible rabbit.
- Gnoll Priest:** A charismatic gnoll leader wearing tall pointy rabbit ears. Has a red topaz worth 1500gp growing out of his forehead. Speaks eloquent Common and is highly evangelical.
- Gnoll Cultists:** Bestial gnolls wearing long droopy rabbit ears. Frenzied by their religious convictions, they will fight to the bitter end.
- Swarm of Screaming Rabbits:** Will ignore the party, running past them. 50% chance they're chasing something from the Wandering Monsters table.