



A GRAVE NIGHT ON THE BORDERLANDS

AN OSR ADVENTURE
BY LUKE E. DODD

The old cemetery outside the hamlet of Cold Field is rarely visited nowadays... But grave-robbing has recently been discovered there! Who would dig up the long dead? And what has become of the bodies?!

TOMBSTONE GENERATOR



d6	NAME (O/I)
1	Adelhard/Alwin
2	Gunthar/Elda
3	Helvig/Inga
4	Jaromir/Zoya
5	Rorik/Wendelin
6	Milos/Dinka

d6	FLAVOR
1	...SON OF...
2	...DAUGHTER OF...
3	...BELOVED FATHER
4	...BELOVED MOTHER
5	...THE YOUNGER
6	...THE ELDER

Daytime visits are either deathly quiet, or dominated by noisy cicadas.
Night time visits are either unnervingly still, or dominated by whistling winds.
Abruptly shift these conditions to ratchet up the tension!!!

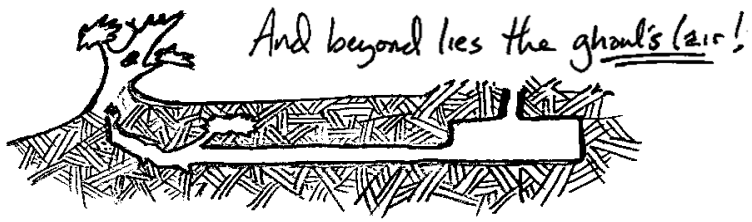
About a dozen headstones are spread across the hilltop. Some have been desecrated!
Likely a ghost haunts the grounds. Does the spirit hold a clue as to which of the deceased has developed an unholy appetite?



That lonesome old tree sure is spooky, isn't it?
By daylight a vulture watches the party.
After nightfall, a colony of ravenous bats will exit!



Careful investigation of the rotting roots reveal a tight passage towards the mausoleum. If the party ventures into the fetid tunnels they encounter worm horrors!



And beyond lies the ghoul's lair!

The mausoleum has become home to a ghostly creature. Perhaps the sarcophagus



Lid is askew? While the corpse is missing, golden trinkets remain.
An inky man at the base of the casket descends into the bowels of the world!