



THE CROOKED MILE

DON'T STOP UNTIL YOU REACH THE OTHER SIDE



Level Range: 1–3

Setting: Road, Ravine, Wilderness

Tags: Mystery, Survival, Supernatural



ADVENTURE HOOK

Travelers warn the party about the Crooked Mile — a narrow ravine where no one should stop until they reach the other side. About halfway through, they find an overturned wagon and an injured man trapped beneath it, calling for help. He is real, and he needs saving. But helping him means stopping... and something in the ravine is already watching.



WHAT'S GOING ON?

The Crooked Mile is haunted by the Still Men — restless spirits bound to the ravine since a long-forgotten tragedy. They do not hunt travelers who pass through. They hunt those who stop. An innocent traveler, Edrin Mallock, has been injured in a wagon wreck and is pinned beneath the wreckage. The party must decide whether to help him, leave him, or find another way to keep moving. If they stop, the Still Men begin to close in, turning a simple rescue into a desperate race to reach the far marker.



KEY LOCATIONS

1. **North Marker** — A weathered stone at the ravine's entrance, carved with a faded symbol. Travelers leave offerings and warnings here.
2. **The Ravine Road** — A narrow, winding path between steep cliffs. High walls block the view of the entrance and exit, and shadows linger even at midday.
3. **The Overturned Wagon** — A broken wagon lies across the road with a dead horse and scattered cargo. Edrin Mallock is trapped beneath it, injured but alive.
4. **The Cliffs** — The Still Men watch from above, appearing along the ridges and ledges. They never approach while directly observed, but they move closer when the party looks away.
5. **South Marker** — Another standing stone, older and more worn than the first. Reaching it ends the ravine's influence... for those who make it.
6. **Places the Dead Walk** — Small ledges, caves, and stone shelves where the Still Men gather as the encounter escalates.



THE CROOKED MILE

DON'T STOP UNTIL YOU REACH THE OTHER SIDE

ADVENTURE HOOK

Travelers warn the party about the Crooked Mile—a narrow ravine where no one should stop until they reach the other side. About halfway through, they find an overturned wagon and an injured man trapped beneath it, calling for help. He is real, and he needs saving. But helping him means stopping... and something in the ravine is already watching.

WHAT'S GOING ON?

The Crooked Mile is haunted by the Still Men—restless spirits bound to the ravine since a long-forgotten tragedy. They do not hunt travelers who pass through. They hunt those who stop.

An innocent traveler, Edrin Mallock, has been injured in a wagon wreck and is pinned beneath the wreckage. The party must decide whether to help him, leave him, or find another way to keep moving. If they stop, the Still Men begin to close in, turning a simple rescue into a desperate race to reach the far marker.

KEY LOCATIONS

1. **North Marker** — A weathered stone at the ravine's entrance, carved with a faded symbol. Travelers leave offerings and warnings here.
2. **The Ravine Road** — A narrow, winding path between steep cliffs. High walls block the view of the entrance and exit, and shadows linger even at midday.
3. **The Overturned Wagon** — A broken wagon lies across the road with a dead horse and scattered cargo. Edrin Mallock is trapped beneath it, injured but alive.
4. **The Cliffs** — The Still Men watch from above, appearing along the ridges and ledges. They never approach while directly observed, but they move closer when the party looks away.
5. **South Marker** — Another standing stone, older and more worn than the first. Reaching it ends the ravine's influence...
6. **Places the Dead Walk** — Small ledges, caves, and stone shelves where the Still Men gather as the encounter escalates.

TIMERS, TWISTS, & TERRORS

⌚ Countdown: The Still Men Close In

Once the party stops in the ravine, use this 6-step escalation. Increase the intensity every few minutes or after each notable action.

1. **The Watchers** — A single figure appears on a ridge, motionless.
2. **More Shapes** — 2–3 figures are now visible on the cliffs.
3. **Closer** — The figures are noticeably nearer when not observed.
4. **In the Road** — One or two appear on the path behind the party.
5. **Surrounding** — 3–6 figures begin to close in from multiple sides.
6. **Desperate** — The Still Men attack, trying to isolate and restrain characters. They will harry the party until they reach the south marker or drive them to flee deeper into the ravine.

NOTABLE NPCs OR MONSTERS

Shadowdark statistics are provided below.

EDRIN MALLOCK — Injured Traveler

AC 10, HP 6, MV near (cannot walk), AL N

A common merchant from Dawnbreeze. Edrin is trapped beneath the wagon and has a broken leg. He is frightened but grateful for help. He knows nothing of the Still Men beyond the local warnings. If rescued, he can be carried or placed on the wagon (with repairs) but cannot walk.

THE STILL MEN — LV 3 spirit (3–6)

AC 13, HP 16, ATK spectral touch +4 (1d6+2), MV near (climb), S +2, D +3, C +1, I -1, W +2, Ch -2, AL C

Silent Hunters: The Still Men move without sound and are hard to see in dim light. Characters must succeed on a DC 12 WIS check to notice one unless it is within near distance.

Choking Grasp: A creature hit by a spectral touch must succeed on a DC 12 CON check or be restrained (as vines) until the end of their next turn.

From the Cliffs: The Still Men can climb sheer surfaces and ignore difficult terrain.

Bound to the Ravine: The Still Men cannot leave the Crooked Mile. If they reach the north or south marker, they fade and cannot pursue beyond it.

NOTABLE LOOT / ODDITIES

- **Edrin's Ledger** — A merchant's ledger containing names of several nearby towns and a few interesting contacts. Could lead to future hooks.
- **Damaged Wagon** — Can be repaired with tools and time. Useful for transporting Edrin.
- **Scattered Cargo** — Provisions, trade goods, and 28 sp, 5 gp.
- **Old Coin** — A corroded silver coin from a long-dead military unit (worth 10 gp to collectors).
- **Carved Stones** — Small stone chips from the markers. Some travelers believe they offer protection (placebo... or maybe not).

TWISTS & DEVELOPMENT

- **The Innocent Traveler** — Edrin is not a trick. He is a real victim, and leaving him behind may have consequences later.
- **The True Reason** — The Still Men are the spirits of soldiers and travelers who were betrayed and left to die in the ravine a century ago. They now compel living travelers to share their fate.
- **Why They Move** — The Still Men only move when not directly observed. Characters who avert their eyes, turn their backs, or focus elsewhere notice them closer each time they look again.
- **A Way to End It?** — A careful search might reveal evidence of what happened here (old weapons, bones, a commander's signet ring). Restoring their remains or speaking a prayer at the south marker could finally give the Still Men peace.