

THE CURSE OF BUCKTHORN VALLEY



THE CURSE OF BUCKTHORN VALLEY

An adventure for a group of 3-5 level 1 characters.

Text and Art:
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OSR Compatability:
This adventure is written for Relics & Ruins but it should be easy to run with any other retro clone if thats your wish.

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ISBN: 978-1-71664-908-0

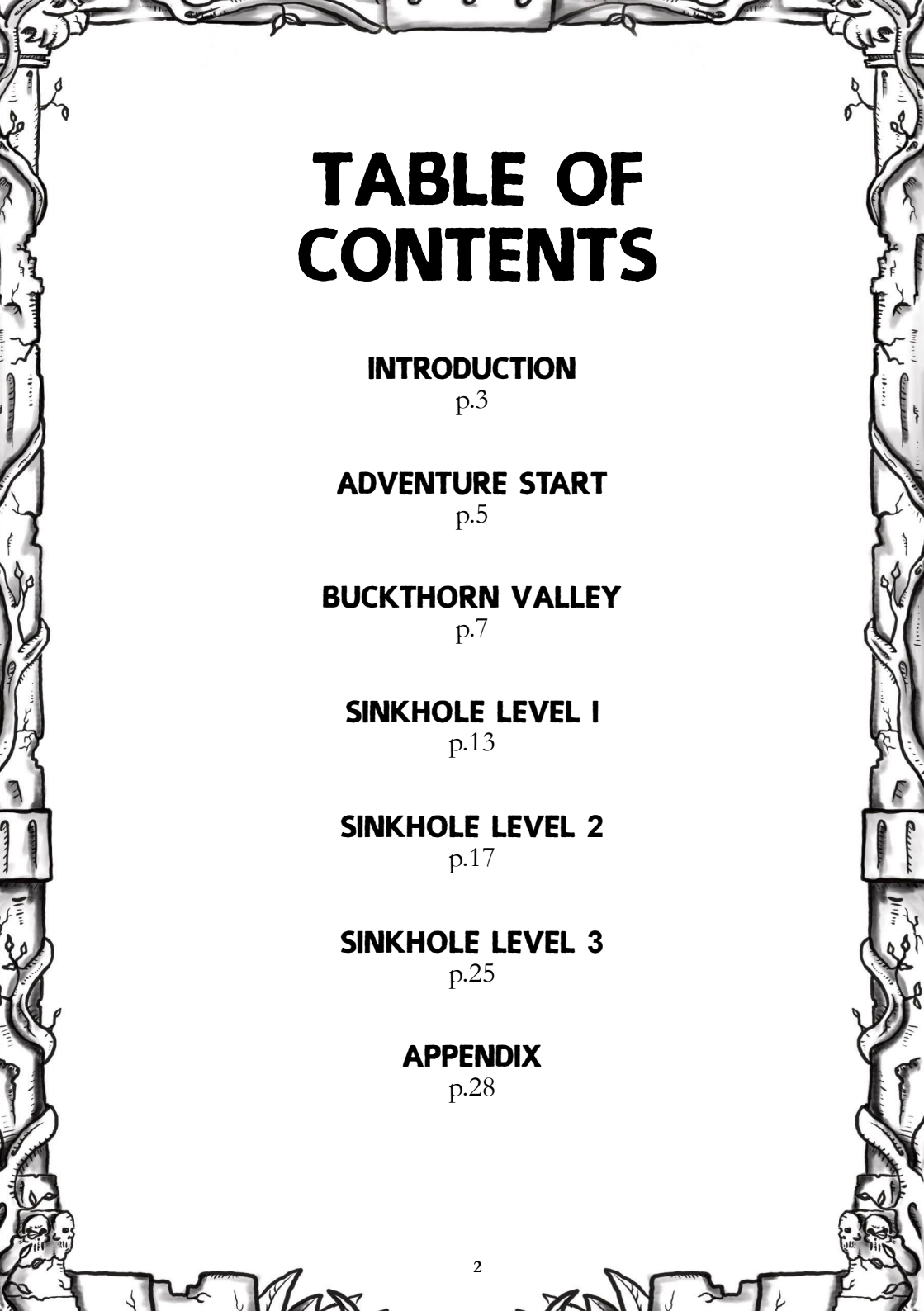


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SYNOPSIS

People in Buckthorn Valley are randomly getting mutated, a phenomena that has become known as the Curse of Buckthorn Valley.

When farmers discover a cave there is suspicion that this place somehow is connected to the curse.

Brave adventurers are called upon to search the strange caves and, if possible, put an end to the curse once and for all.

BACKGROUND

A long time ago

Some 1000 years ago a dangerous relic was hidden in a secure vault deep under the ground of Buckthorn Valley.

The relic, the Chalice of Exaltation, was the centerpiece of a cult. Once given to the cult by the demon Nagremka.

Anyone who drinks water from the chalice immediately mutates to resemble the demon.

Eventually the cult was defeated by the Sisters of Daybreak, a group of warrior nuns devoted to the god Hiratotep. They couldn't destroy the chalice, it's demonic powers being too great, instead they decided to hide it so that it would never again see the light of day. They constructed an underground vault for this purpose.

The Curse of Buckthorn Valley

Ten years ago an underground stream reached one of the vaults walls, eroding

it to the point where it finally broke. As water flowed through the room it reached the chalice and thus got poisoned by Nagremkas demonic influence.

The poisoned water reached the river and through the river the wells of Buckthorn Valley.

Soon random people became mutated, causing panic and terror.

The Sinkhole

In present time, just a few days before the start of the adventure, a sinkhole appears on a field in the valley. Mutated moles are spotted by the sinkholes entrance. Could this hole, these caves, be connected to the curse?

Abbreviations

PC: Player Character

NPC: Non Player Character

GP, SP: Gold penny, silver penny

THE MUTATION CURSE

Drinking directly from the Chalice of Exaltation automatically grants a mutation.

However, since the chalice can only poison one cup at the time, drinking water from the river is relatively safe. But if you're out of luck you might still get poisoned. This also includes drinking ale or wine that have been brewed on water from the valley.

No one is aware that the curse comes from the water, the Narrator should try

to keep this secret, until the players figure it out themselves.

Whenever a PC drinks liquid from the valley there's a **1 in d6 risk of him or her being poisoned**. A poisoned character must make a Wisdom Save or become mutated.

The mutation is not instant but usually happens within an hour after drinking.

Any mutation comes with a permanent -1 to Charisma, down to the minimum of -2.

If a creature or person receives 3 or more mutations his or her mind is lost and s/he is now a minion of the demon Nagremka. If this happens to a PC it's time for the player to roll up a new character.

ID8	MUTATION
1	Grows antennas from the skull. Can't wear a helmet.
2	d4 fingers are turned into claws. Unarmored attacks now do 1d4+1 damage.
3	Grows a set of extra arms, the new arms look insectlike and end in claws (no extra hands). Gives +1 to initiative rolls.
4	Eyes are covered with skin, a new multifaceted eye appears instead in the person's forehead.
5	Slimy mandibles grow out by the person's mouth.
6	The skin is covered by shell-like matter. Granting +1 to AC.
7	All teeth fall out. A day or two later shark-like teeth grow out instead. Grants the ability to do bite attacks for 1d6 damage.
8	1d4 extra eyes appear on random locations of the body. Grants +1 to initiative rolls unless the new eyes are covered up.

ADVENTURE START

THE QUEEN'S QUEST

The Queen could order the army to have a look inside the sinkhole but since this is likely to be a suicide mission it's better, from a diplomatic standpoint, to have adventurers do the excavating.

This letter is posted on almost every wall in the city, it's impossible to miss (the letter is available as **handout #1** in the back of the book).

Adventurers wanted.

A sinkhole has appeared on a field just east of Gislövs Bridge. We have reason to believe that this hole could be connected to the mysterious events that have troubled our valley.

I call upon you, brave people of Buckthorn Valley, to excavate the caves.

Your reward will match your effort and findings.

Queen Sigrid II

There is no use trying to contact the Queen to haggle about the reward sum. If trying to do so the PCs will be told, by one of the notaries or servants at the fort, that one does not haggle with the Queen and that, if gaining the favor of the Queen, they will not be disappointed.

The actual reward for completing the adventure can be set by the Narrator, depending on how successful the mission is. Fully ending the curse

should be rewarded greatly, with property in the city and fancy titles.

THE NAGREMKA CULT

This adventure can be played as a straightforward *fetch quest* where the PCs delve into the dungeon and save the day. Some Narrators might however want to complicate the story further by involving the Nagremka Cult. This is a suggestion on how to do that.

Present Day Nagremka Cult

What's left of the cult now resides on the remote island Brokken to the south. They've been searching for the Chalice of Exaltation since it was hidden. When they heard rumors about the Curse of Buckthorn Valley they immediately sent an agent, the magic user Agnes Drogg to investigate and try to locate the chalice.

She's pretending to be a traveling scholar and stays at the Old Tower Inn in Skeinge Fort.

Suggested Involvement

You can use what you see fit from these suggestions or modify the chain of events entirely according to what suits your game.

The Scholar

The PC's are contacted by a scholar (Agnes Drogg) who is interested in any

relics found in the caves. She claims she can help them interpret text and images (she actually can).

If asked about the Sisters of Daybreak she'll tell them that they were a pious order of nuns following Hiratotep, but she'll struggle to hide her contempt against them.

If asked about a chalice she gets excited, but claims that she knows nothing about it. She'll ask if she might have a look at it before the PCs turn it over to the Queen, this way she hopes to be able to snatch it.

Thugs

If the PCs are suspicious towards Agnes and wont report to her they might get attacked by thugs while spending time in a settlement.

The thugs will push them to hand over treasures, trying to hurt them if they don't.

Thief in the night

A thief enters one of the PCs rooms at night going through his or her stuff. If caught the thief will eventually admit that he was hired by a woman to look for relics from the sinkhole. He doesn't know Agnes real name but will admit that he was supposed to meet with her outside the Bait & Hook Bar the following morning.

Final Confrontation

If the PC's have the chalice and are heading for the fort to hand it over to the Queen they get intercepted by Agnes Drogg and d6 hired thugs. She'll give them an offer: 1000gp for the chalice or death.

Aftermath

If Anges gets the chalice she'll head for Brokken where the cult will use its powers to raise an army of mutants. The PCs will have to travel there and stop them (possibly a lengthy adventure in itself).



Agnes Drogg

HD: 3

AC: 11

Move: 30

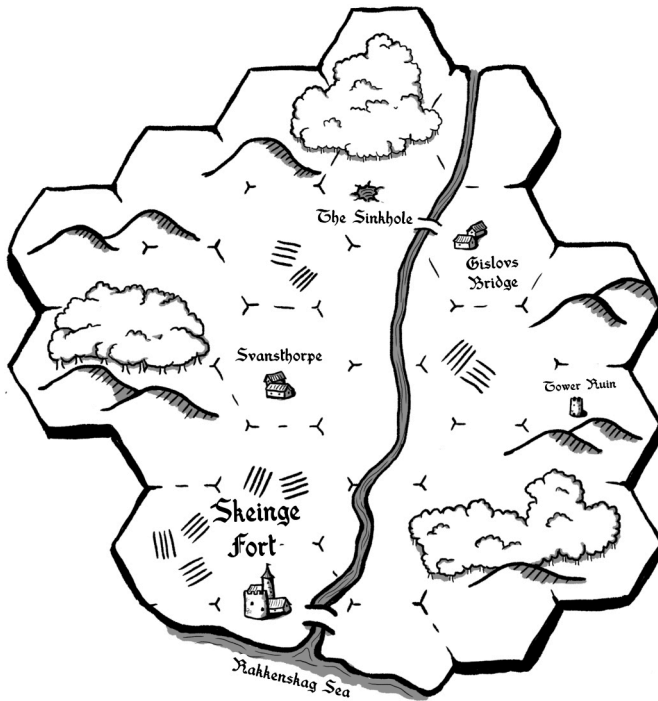
Attack: 1 staff (1d4 damage)

Spells:

- Protection From Chaos (1)
- Invisibility (1)
- Hold Person (1)
- Lightning Bolt (1)

XP: 300

BUCKTHORN VALLEY



LIFE IN THE VALLEY

The valley has been a peaceful place for many generations. Both sides of the Grikibyrr River are scattered by farms and birch forests. Wherever you are in the valley you can always see the towers of Skeinge Fort.

The people of the valley were known to be welcoming and nice folk but since the curse the mood in the valley has changed and there is a constant sense of fear and doom among the population. That's understandable as at any time you, or one of your loved ones, might turn into a monster.

FOOD AND DRINK

The name Buckthorn Valley comes from the fact that buckthorn, indeed, grows wildly and in abundance all over the valley. The berries are widely used in cooking, with popular dishes such as venison in buck-sauce, buckthorn-stuffed salmon, and last but not least buckthorn pie.

TRAVEL

Traveling the valley is usually very safe. A random encounter happens on 1 in d6, roll every time the PCs enter a new hex - unless the hex is occupied by a dungeon or settlement.

One hexagon on the map is roughly 6 miles to cross and counts as *rural* when calculating travel time.

1D6	ENCOUNTER
1	Shepherd with flock of sheep. The shepherd is convinced that one of the PCs owes him 2sp and wont stop going on about it.
2	Mutated villager seeking solitude. He is a tennager named Pierre and he's heartbroken since the girl he fancies won't talk to him anymore since he grew antlers.
3	A woman named Thilda who claims she's a traveling minstrel. However, that's just a poor disguise as she's actually a thief. She carries a lute but she can't play anything, she'll come up with excuses not to. If she's permitted to travel with the PCs, she'll rob them blind - first chance she gets!
4	A small group of drunk farmers heading for the Svansthorpe festival. The festival took place about a month ago.
5	An old man muttering about "the end of days".
6	City Watch from Skeinge Fort. If the PCs are not from the area they guards will consider them suspicious.

SKEINGE FORT

An old city with narrow cobblestone streets and half-timbered houses. For the longest time the city has been prosperous, due to the harbour and the good farmlands of the valley. This can be seen in the well built homes and picturesque squares.

Over the last couple of years however plenty of residents have left the city, in order to escape the curse. Today almost every street has one or two abandoned houses, as a sad reminder of what once was.

FRACTIONS

The Hallborgs

The current ruler of Skeinge Fort is Queen Sigrid Hallborg. She hasn't been seen in years and the rumor is that she has been affected by the curse. This rumor is indeed true, strange insectoid shells cover her face and arms. She is hiding in the high tower of the fort and manages communication through her sister Jorga.

The Queens main worry is to end the curse and, if possible, reverse her own mutation.

The Morkgaard Family

A century ago the Morkgaards ruled Buckthorn Valley. Now they are spreading rumors that the curse is caused by the Hallborgs and that it can be stopped only by putting a Morkgaard on the throne.



SKEINGE FORT CITY KEY

1. The Fort

Home to **Queen Sigrid II**.

The fort is old and built with thick stones. The tower is by far the highest building in the valley.

The fort is home to the members of the court but also contains barracks for the city watch and the garrison.

2. Old Tower Inn

A decent inn with comfortable rooms. The building is very old and is said to predate Skeinge Fort itself. The inn has been run by the Romke family for many generations and they take great pride in its good reputation. The current owner is a polite gentleman named **Allbjorn Romke**.

Premium Room (per night): 2 gp

Standard Room (per night): 8 sp

3. Buckthorn Tavern

If you want to feast on the local delicacies then this is the place to go. Known to serve the best buckthorn pie and buckthorn-stuffed salmon you can get anywhere. The owner, **Lady Nedda Brax**, was affected by the curse and now has a big multifaceted eye in the middle of her face. She refuses to be ashamed of this and greets customers like she normally would. The tavern has lost a lot of popularity because of this. The food is still excellent though.

Buckthorn-stuffed Salmon: 8sp

Buckthorn Pie: 6sp

Venison in buck-sauce: 7sp

4. Temple

A temple to Jorm and Galdra, surrounded by a park. The main cleric is **Landa Gerde**, a pious priest who believes the curse will be lifted by adequate praying and repentance.

Religion

You can replace Jorm and Galdra with deities from your favourite campaign setting if you want to.

Jorm

The caretaker of the lands, often the main deity for farmers. Depicted as a sheep herder with a staff.

Galdra

God of righteousness and order. Often depicted as an armoured woman.

The two gods form a symbol of the duality of nature and civilization. They are often worshipped in tandem.

5. Bait & Hook Bar

The most popular place among sailors and fishermen. A good place to get involved in a bar fight. Owned by Lupus Tram, a former “merchant” with an eyepatch.

6. Lighthouse

A 40 ft. high stone lighthouse guides ships to the Skeinge harbour.

7. The Market

The market square is usually filled with peddlers and farmers selling all sorts of herbs, food and equipment.

In the center of the square is a big (10 ft. high) stone face from some ancient statue. The erosion makes it impossible to say whom it once depicted, the general guess is that it depicts the god Jorm.

8. Flying Axes

Throwing axes is a popular sport in all of Buckthorn Valley. In this range you can either bet on contestants or join the competition yourself. The current champion is a lady named **Gina Stenne**. She’s a jolly character, especially when she’s had a few (most of the time). She’s missing a few fingers due to “axe accidents”.

SVANSTHORPE

About 500 residents live in this village. There is usually a market on the cobbled square and if you’re looking for a place to eat and stay **The**

Roasted Rooster offers modest rooms for 3sp/night.

GISLOVS BRIDGE

Right next to Grikibyr River lies the town of Gilslovs Bridge.

The town has a quarry and specializes in stone cutting and masonry - the reason why you’ll find many well built stone houses in the village.

The Hungry Boar is a good place to eat and drink.

The Old Oak is an inn that’s built in and around a gigantic hollow oak. The taproom is placed within the actual oak. The rooms are nice, 5sp/night.

By the square you’ll find a temple and the townhouse.

The mayor **Tom Ravenhall** is suspicious towards anyone who doesn’t speak the local dialect (“outsiders” with his words). He will pay adventurers 100gp to get rid of the bandits residing in the old tower to the southeast (see Tower Ruin).

TOWER RUIN

This tower is ancient, it's actually a twin to the tower that houses the Old Tower Inn in Skeinge Fort, but since this tower has been left to ruin it's in poor condition.

There's **5 people** currently living in the tower. They all share the same story: getting mutated by the curse, being feared, bullied and pushed away from their villages.

All rumors about them being bandits and murderers are false, they just want to be left alone.

They will defend themselves if they're attacked but will meet anyone with respect who approaches in a friendly manner.

Option: use the Mutation Table on page 4 to generate random mutations for the mutated villagers. Roll 1-2 times per villager.

Mutated Villager

HD: 1

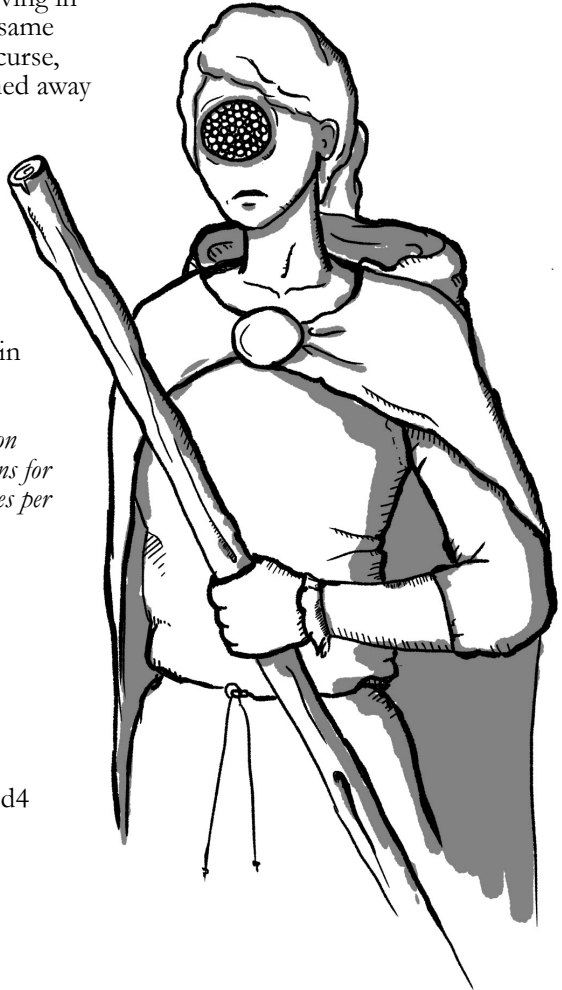
AC: 11

Move: 30

Attack: 1 club or pitchfork (1d4 damage)

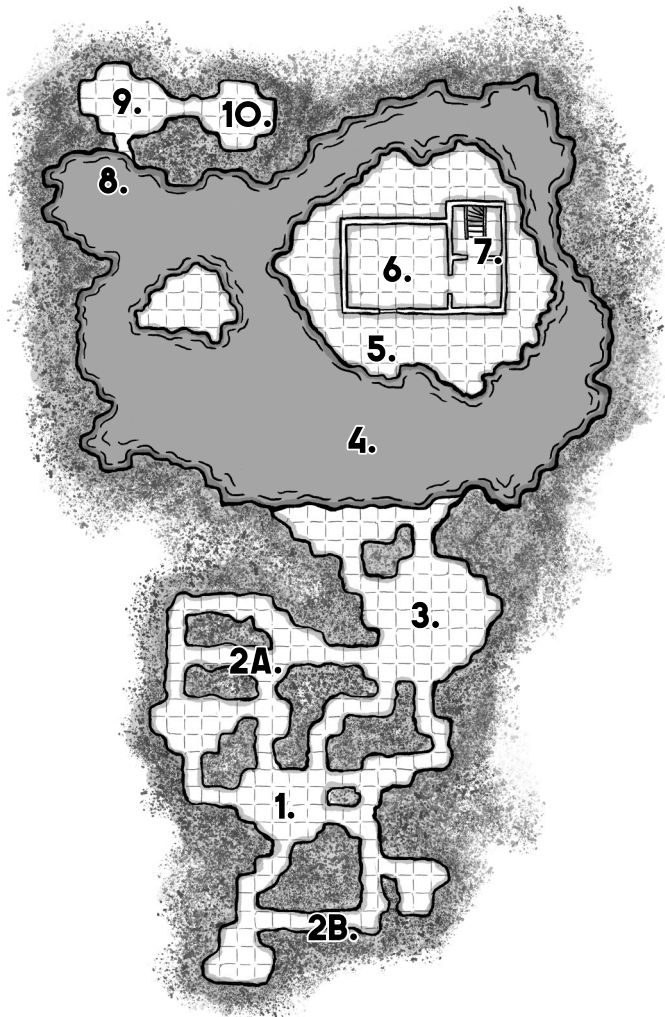
Special: None

XP: 15



THE SINKHOLE

LEVEL I THE LAKE



One square = 5 ft.

LEVEL I - THE LAKE

A group of mutated moles have been digging tunnels, getting too close to the surface. Eventually causing the ground to collapse, resulting in a sinkhole.

1. The Sinkhole

The hole is about 15 ft. (5 m) wide and deep. With a rope it's easy to descend. It's possible to climb down without rope with an easy Dexterity Skill Check (hard if wearing heavy armor). Slipping and falling causes 1d4 damage.

Anyone standing on the bottom will notice tunnels leading in all directions from the hole. The tunnels look like they've been dug by some sort of animal and they're about 5 ft. (1.5 m) tall.

2a-b. Mole Tunnels

All these tunnels are dug by the mutated moles. They're all dark, moist and empty.

As the PCs enter the tunnels they hear vague scraping sounds.

At some point, at the Narrator's discretion, the PC's are surrounded and ambushed by **1d6 + 3 Mutated Moles**.

Mutated Mole (1d6 + 3)

The mutation has caused the moles to grow much larger than normal moles, they are now roughly 2 ft. (60 cm) tall.

HD: 0 (3hp each)

AC: 9

Move: 15

Attack: 1 Bite or Claw (1d4 damage)

XP: 10

3. Nest of the Alpha Mole

The alpha mole resides in this room. It is larger and meaner than the rest.

There's a pile of bones in a corner, coming from the mutant moles prey. Scattered among the bones are 20 sp. On a skeletal hand there's a gold ring with the Hiratotep sign engraved on it (a bird flying in front of the sun). It's worth 10 gp.

If the PC's head straight for this room from the sinkhole there's a risk that they get ambushed by the mutated moles while they're fighting the alpha mole.

Alpha Mole (1)

Bigger and meaner.

HD: 1

CL: 1

AC: 11

Move: 20

Attack: 2 Bite or Claw (1d6 damage)

XP: 20



4. The Lake

A huge water filled cave, the water appears to be glowing in a green hue due to a luminescent algae. The entire cave is lit by the luminescent water.

Standing on the shore to the lake it's possible to make out the island and the ruin (#5 on the map). It's also possible to make out that there could be a raft placed on the shore of the island.

It's harmless to swim in the water but, if someone decides to do so, the Narrator should take pains to make the person believe it's not. Letting the person hear how something ripples the surface just near, rolling dice and so on.

5. The Island

There's an ancient raft lying by the shore. It's fragile but will take a small group of people over the water if they are careful.



6. The Ruin

This stone house was once built by the Sisters of Daybreak as they were working on the vault. The main use was to haul rocks and equipment down to the caverns below. Today the rough stone walls tell nothing of their origins.

The door to the ruin is rotten to a point where it'll fall apart from the lightest touch.

The big room (#6 on the map) was used as storage and sleeping quarters for the nuns. Today it's empty, wet and dark.

If someone searches the room thoroughly (Wisdom Skill Check) it's possible to find a loose stone in the floor. Beneath the stone there's a diary. The book is moldy and falling apart except for a few pieces that are still readable (see handout #2 in the back of the book).

This is the readable parts:

...proud to be part of this holy mission for the Lady Hiratotep, we Sisters of Daybreak stand together for Her against the darkness...

...tired so tired lifting rocks from early morning til dawn but we can't give up. The cursed thing must never see the light of day again...

... soon ready to leave this hellhole. Let's hope no one ever needs to walk these cursed halls again...

As the PCs enter the ruin they'll hear noises from outside. It's a group of **1d6+2 Predator Toads** that's been waiting to ambush them, now crawling up from the lake to make their attack.

Predator Toad (1d6+2)

HD: 1

AC: 11

Move: 20

Attack: 1 Bite or Claw (1d6 damage)

Special: None

XP: 15

7. The Stairs

Old wet stairs lead downwards. Descending the stairs feels like you're walking forever before eventually reaching the bottom.

8. Hidden Entrance

The entrance is covered by hanging moss making it impossible to spot unless thoroughly probing the wall.

9. Predator Toad Nest

1d6 Predator Toads dwell in this wet cave.

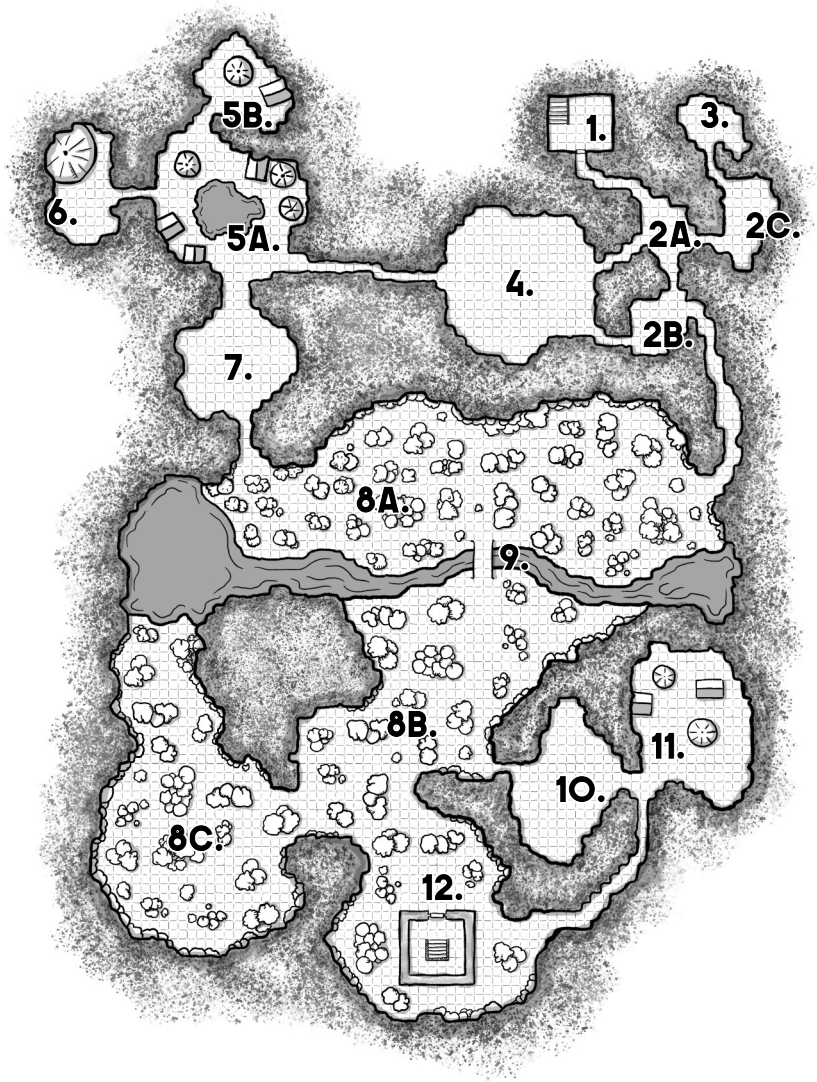
10. Toads Hoard

For some reason the toads are hoarding treasures and they keep their hoard in this room.

There are 2 x bloodstones (50 gp), a moonstone (50 gp), some silver cutlery (5 gp), a silver plate (2 gp) and a +1 dagger (300 gp).

LEVEL 2

THE MUSHROOM FOREST



One square = 5 ft.

LEVEL 2 – THE FOREST

This level is mostly made up of a great mushroom forest. A tribe of kobolds are residing in the forest. Lately the tribe has been torn apart by conflict as some of the tribe members have started to worship a new god, the God-Snake-Fish-Thing living beneath the forbidden vault. This new cult has set up a camp where they keep kidnapped members of the kobold tribe, planning to use them as sacrifice.

1. The Stairwell

The long winding stairs end up here (from room #7 on level 1). The room is empty and smells like a tomb.

The door is made of stone, it's heavy to push open but is neither locked or trapped.

A small inscription, hidden under a thin layer of moss, says:

“Nothing but Darkness Dwells in these caves. Return to where Her Eye can grace you.”

Her Eye:

This is referring to the deity Hiratotep. The sun is often referred to as *her eye* among devotees.

2(a,b,c). Spider Tunnels

The tunnels leading to the stairwell are home to a bunch of large and vicious spiders.

There are **4 Vicious Spiders** in the tunnels. They attack as the PC's enter room #2c, trying to surprise them.

Vicious Spider (4)

The spiders are roughly the same size as a large cat. They are green with red stripes, looking very venomous.

HD: 1

AC: 11

Attack: 1 Bite (1d4-2 damage and venom)

Special: Venom, Constitution Save or take 1d4 extra damage.

XP: 15

3. The Spider Lair

This cave is filled with sticky webs. Two dead kobolds are tangled up in cocoons.

Hidden under layers of web is a kobold necklace (2 gp), a small uncut diamond (150 gp) and a potion of Cure Light Wounds.

The room is home to the **Mother of Vicious Spiders**.

Mother of Vicious Spiders (1)

She's large as a dog. Dark green with red stripes. Purple goo is dripping from her mouth.

HD: 2

AC: 11

Attack: 1 Bite (1d4 damage and venom)

Special: Venom, Constitution Save or take 1d4 extra damage. A person dying from the venom does so in terrible pain as s/he vomits up his or her own intestines.

XP: 35

4. Moss Filled Cave

Green moss is everywhere in this cave. The kobolds generally avoid coming here, as it serves as a hunting ground for the Vicious Spiders, but sometimes they do as the moss is both edible and nutritious.

As the PC's enter the room there's a 1-3 on d6 chance that a kobold named **Karagga** is here collecting moss.

The PCs can roll an Intelligence Skill Check to try to understand the kobolds language and dialect. If they make the test they wont need to make another test when meeting other kobolds in the caves.

Karagga is suspicious and scared, she'll invite the PCs to her village (room #5).

5 (a-b). Kobold Village

A few little houses and tents are home to about 40 kobolds.

In the middle of the village is a spring with clear fresh water. The water comes from an underground stream that is not connected to the ground water, making it perfectly safe to drink.

This well is the reason why the kobold tribe is spared from mutations.

Unless the PC's are hostile the kobolds will take them to their leader Qexenakk (room #6).

It's possible to trade rations and simple tools with the kobolds but they have no interest in money.

Kobold Villager (30)

Lizard-like little humanoids.

HD: 0 (1d4 hp)

AC: 11

Move: 30

Attack: 1 club or tool (1d6-2 damage)

XP: 10

Random Kobold Villager Table

1D6	NAME	DESCRIPTION
1	Zekbi	Old, blind with just one tooth. Happy.
2	Virr	Jungster, jumps up and down.
3	Tarka	Huntress. Bitter brooding type.
4	Genax	Fisher. Has a hook made out of fishbone as nose piercing.
5	Rakks	Very careful and suspicious towards strangers.
6	Toruggu	Priest. Believes the PC's are saviours sent "from above".

6. Kobold Town Hall

The tribe is led by chieftain **Qexenakk**. She awaits the PCs in the town hall along with **her chosen warriors**.

The town hall is built in stone. The inside is filled with simple tables and chairs standing in front of a throne built from bones.

There's a big painting on the stone wall behind the throne. It was left there by the Sisters of Daybreak, the last "ground dwellers" to visit the caves a long time ago.

The image depicts a black chalice, around the chalice there's a battle between mutated demonic creatures and what looks to be warrior nuns.

If asked, Qexenakk will tell the PCs the story about the nuns. That they visited the caves many lifetimes ago to build a vault in the mushroom forest, in order to hide an evil artifact. This vault is now home to the God-Snake-Fish-Thing.

If the PCs are friendly she'll ask them to rescue the kidnapped kobolds held by the Cult of the God-Snake-Fish-Thing (room #11). She'll offer them a bag filled with gold nuggets (worth 200gp) for the job.

If/when the PCs return with the kidnapped villagers a big feast will be held here. With stew made from fish, mushrooms and moss. Tasting just like you imagine.

Qexenakk

Rough looking kobold chieftain.

HD: 2

AC: 13

Move: 30

Attack: 1 sword (1d6 damage)

XP: 30

Kobold Warriors (3)

Armored warriors.

HD: 1

AC: 14

Move: 30

Attack: 1 sword (1d6 damage)

XP: 15

7. Guard Post

A simple makeshift palisade is built here and protected by **4 Kobold Warriors**.

If the PCs are friendly they'll be let through.

8 (a-b-c). The Mushroom Forest

Entering this enormous cave the PCs are met with an extraordinary sight. Small luminescent mushrooms are growing on the high ceiling making it look like a night sky filled with purple stars.

Beneath the mushroom sky stands a mushroom forest, looming mushrooms of all shapes and colors. Bats flying across the mushroom sky like flocks of birds.

If someone is foolish enough to try and eat a mushroom from the forest use the table on the following page.

Random Mushroom Table

Optional: roll 2-3 times and combine the results.

1D10	DESCRIPTION	EFFECT (IF INGESTED)
1	Red and mushy	Tastes bitter but is nutritious and filling.
2	Green with pink dots.	Makes you see things that aren't there for d20 minutes.
3	Blue, faintly glowing.	You immediately shit your pants.
4	Purple and dry.	Heals d4 hp but makes you dizzy for d20 minutes (Disadvantage on all Skill Checks).
5	White with red dots.	Makes you forget the last 2 hours.
6	Brown with black stripes.	Poisonous, Constitution Save or loose d4 hp.
7	Dark green and mushy	Parasitic. Starts growing on your skin 24 hours after ingestion. Smells really bad. An affected PC may roll a Constitution Save every new day to get rid of it.
8	Asymmetrical pattern in yellow and pink.	Blinded for t10 minutes (Disadvantage on all Skill Checks including attacks).
9	Pink and glossy.	Heals 1 hp per eaten piece as long as you don't eat more than 5 (every 24 hours). That will make you vomit, losing all 5 hp you just gained plus 2, so 7 hp total!
10	Grey and soggy.	Makes you alert and awake for 1d10 minutes (Advantage on all Skill Checks including attacks).



The forest is home to several beasts and monsters. Random encounters happen on 1-2 on d6, roll every Turn.

Random Encounter Table

1D8	ENCOUNTER
1	Vicious Spiders (d4) (see page 18)
2	Giant Rats (d4)
3	Mushroom Monkey (d4)
4	Aggressive Bat Swarm (1)
5	Predator Slug(d6)
6	Big Predator Slug (1)
7	Kobold Hunters (d4)
8	Kobold Cultist Raiders (d6)

Giant Rats

A rat the size of a cat.

HD: 1

AC: 12

Move: 20

Attack: Bite (d4 damage)

Special: The rats are diseased on 1 on d6. A bitten PC must make a Constitution Save or become infected.

An infected PC becomes feverish the following night immediately losing d4 hp. He or she continues to lose d4 hp every new day until magically healed or treated by the kobolds (who know the cure).

XP: 15

Mushroom Monkey

A special species of underground monkeys. They have no eyes and lack fur, their skin is light grey and looks almost transparent.

They'll try to steal the PC's equipment and will scurry off as soon as they manage to grab something.

HD: 1

AC: 13

Move: 35

Attack: Bite or claw (1d6 damage)

Special: They steal your stuff!

XP: 15

Aggressive Bat Swarm

A swarm of angry blood sucking bats!

HD: 2

AC: 12

Move: 40

Attack: many tiny bites (1d6 damage)

Special: Invulnerable to piercing damage like arrows or swords. Very scared of fire though and will flee if someone waves a torch at them.

XP: 30

Predator Slug

Big squishy slug with sharp teeth.

HD: 1

AC: 11

Move: 10

Attack: Bite (1d6 damage)

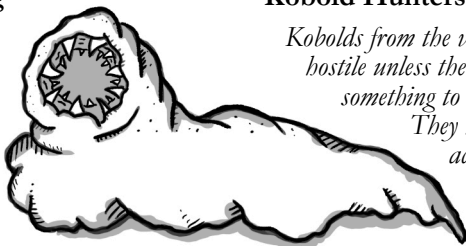
Special: None

XP: 20

Big Predator Slug

Giant slug, big as a dog. Mouth full of sharp teeth.

When killed it bursts into a slimy puddle. Things in its belly that it hasn't been able to digest are now visible among the slime on the ground.



Treasure in slugs belly
(Roll two times and combine results)

1d6	TREASURE
1	Nothing
2	Potion of Cure Light Wounds
3	Gold necklace (worth 50 gp)
4	Chainmail
5	Helmet with a skull in it.
6	Box containing 1d100 gp.

HD: 3

AC: 12

Move: 10

Attack: Bite (1d6 damage)

Special: If it successfully bites someone it is now stuck to that person, sucking blood. Every round the PC is allowed a Strength Save to shake off the thing or lose 1d6 hp (the slug won't need to roll for another attack while stuck).

XP: 60

Kobold Hunters

Kobolds from the village in room #5. Not hostile unless the PC's have already done something to offend the tribe.

They will ask the PC's to accompany them to their chieftain Qexenakke unless the PC's haven't already met with her.

HD: 1

AC: 11

Move: 30

Attack: 1 sword or bow (1d6 damage)

XP: 15

Kobold Cultist Raiders

Mutated kobolds wearing robes that they have painted a fish like symbol on with red color. They are raiders from the cult residing in room #11.

Unless the PCs are themselves mutated they are very hostile and probably attack.

HD: 1

AC: 11

Move: 30

Attack: 1 sword or bow (1d6 damage)

XP: 15

9. Stone Bridge

This bridge was originally built by the Sisters of Daybreak, it looks ancient.

There's a 1 in d6 risk that a battle is ongoing here as the PC's first approach. The battle is between d6

Kobold Warriors (from Qexenakks tribe) and d6 **Kobold Cultist Raiders**.

10. Cult Guard Post

The room is guarded by **6 Kobold Cultist Guards**.

Kobold Cultist Guard (6)

HD: 1

AC: 13

Move: 30

Attack: 1 sword or bow (1d6 damage)

XP: 20

11. Kobold Cult Camp

A small village made out of makeshift sheds. All over the place the red fish symbol is painted (the symbol of the God-Snake-Fish-Thing).

In a small cage sits 4 chained and terrified kobolds (from Qexenakks tribe), waiting to be sacrificed.

In the camp are **4 Kobold Cultists** and the cult leader **Brakkenhugg**.

In the unlikely event that the PC's are here as visitors they will meet with the cult leader Brakkenhugg. He acts manic and is very excited about the coming sacrifice to the God-Snake-Fish-Thing. He'll invite the PC to join in the sacrifice but first he will offer them "holy water". This water is directly from the lake beneath the sunken temple (room #4 level 3) and mutates a person on 1-4 in d6, Constitution Save is permitted.

Brakkenhugg

He has several mutations, sharp sharklike rows of teeth and several eyes in places where eyes should not be.

HD: 2

AC: 11

Move: 30

Attack: 1 mace (1d6 damage)

Special: 2 x Curse (spell)

XP: 40

Kobold Cultists

HD: 1

AC: 11

Move: 30

Attack: 1 Club (1d6 damage)

XP: 15

12. Vault Entrance

In the midst of the mushroom forest, overgrown with moss and mushrooms stands an ancient vault. It has the appearance of a forgotten mausoleum.

Over the entrance is a stone relief of a sun with a bird flying in front of it, the holy symbol of the deity Hiratotep.

The door is massive and made from stone. It has been pushed open (by the cultist kobolds).

The door has an inscription:

This door is made to be forever closed. Great evil rests below. Don't enter here, for your own sake and for the sake of everyone.

Inside, wet and slippery stairs are leading down to level 3.

LEVEL 3 THE FORBIDDEN VAULT



One square = 5 ft.

1. Stairwell

The stairs from level 2 end here. It's a simple stone room with no ornaments or signs except for the inscription on the door:

One last friendly warning.

The door is unlocked.

2. The Gallery

The Sisters of Daybreak constructed this room as a warning to whomever entered. In the event that someone found the vault without knowledge of the Chalice of Exaltation and the evil it represents.

There are four murals on the walls and they are supposed to be read from left to right.

The first mural:

A demon, looking like a terrible centipede, handing over a chalice to a group of humans in black robes.

The second mural:

A person drinking from the chalice and transforming, growing insect-like arms from his back. Behind the person stands other humans, already transformed.

The third mural:

A great battle between mutated humans and warrior nuns.

The fourth mural:

Nuns building an underground vault, digging and dragging stone blocks. The chalice is depicted with a dark aura, locked inside the vault.

The door in the far end of the room has an inscription:

Now you know why this place must remain shut. There will be no more warnings.

3. Ruined Trap Room

This room was once a trap. The floor was rigged with spikes that would shoot up and nail anyone who stepped on the plates.

One plate was still active when the kobold cultists entered not that long ago. The spikes are still sticking up from the floor skewering a decaying kobold corpse. Other plates are cracked and reveal the once deadly mechanism beneath.

The far end of the room is completely collapsed. Among the rubble it's possible to make out pieces of the door that once led to room #6. The door's inscription is still readable:

Pass through and meet the wrath of the warden.

A stream runs straight through the room, coming from room #4 and flowing into the cliff, eventually pouring down cracks too small to enter.

4. Lair of the God-Fish-Snake-Thing

An eel lived in the stream that flowed into these cursed chambers. It made its home in this cave.

Over the years it has been drinking and breathing the cursed water, constantly mutating, growing and getting stronger. The demon Nagremka fully controls this evil

monstrosity and it will do everything to prevent anyone from reaching the chalice.

God-Fish-Snake-Thing

Giant eel with insect-like claws. It's about 10 ft. (3m) tall and has dark blue scaled skin. Black ichor is dripping from its mouth.



HD: 4

AC: 12

Move: 30

Attack: 1 bite or claw (1d6 damage)

Special:

Nagremkas Spit. Once every d4 rounds the God-Fish-Snake-Thing spits black ichor at a target. The target must make a Wisdom Save or become insane, the person remains insane until he or she makes a Wisdom Save (roll every round).

While insane the person will drink as much water as s/he can, while laughing uncontrollably. Drinking water from room #4 has a 1-4 on d6 chance of causing a mutation, Constitution Save is permitted.

XP: 250

5. The Chalice of Exaltation

In the center of this room, sunken in the stream stands a stone coffin. As the water pours through the coffin the water gets coloured in a dark hue. The water is not deep, about 4 ft. (1.2 m)

The lid of the stone coffin can be pushed aside with a simple Strength Skill Check.

Inside the water filled coffin sits the Chalice of Exaltation. It's a heavy thing made out of black rock, with inset red gems.

It's literally oozing evil making any goodhearted person feel uneasy in its presence.

Taking the chalice out of the water is effectively stopping the curse. The water is no longer becoming stained as it flows through the coffin.

6. The Guardian

This room is completely collapsed. It was once guarded by a powerful golem, placed here by the Sisters of Daybreak. All that is left of the golem is its hand, sticking out from beneath the rubble.

It's holding a magical longsword named Hiratoteps Finger.

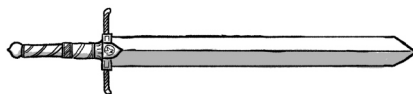
Hiratoteps Finger

Damage: 1d8+1

To Hit: +1

Special:

1d4 extra damage to demon spawn, cultists and minions.



APPENDIX

HANDOUT #1

Adventurers wanted.

A sinkhole has appeared on a field just east of Gislövs Bridge. We have reason to believe that this hole could be connected to the mysterious events that have troubled our valley.

I call upon you, brave people of Buckthorn Valley, to excavate the caves.

Your reward will match your effort and findings.

Queen Sigrid II



HANDOUT #2

proud to be part of this holy mission
for the Lady Hiratoto, we Sisters of
Daybreak stand together for Her
against the darkness

tired so tired lifting rocks from
early morning til dawn but we
can't give up. The cursed thing must
never see the light of day again

soon ready to leave this hellhole.
Let's hope no one ever needs to
walk these cursed halls again

