

THE SHRINE OF SRUUKOR



An adventure for four to six characters of levels 1-3
Compatible with the *Swords and Wizardry* rules

Written by Steve Gilman

THE SHRINE OF SRUUKOR

Sundered Chronicles Module SC1

A Swords and Wizardry module designed for four to six characters of level 1-3.

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Special thanks to my beautiful wife for all her love and support.

ADVENTURE BACKGROUND

Long ago, the region of Aranure was home to a flourishing, mostly human kingdom. This kingdom thrived and became wealthy due to the mining resources that were abundant throughout the region's hilly landscape. Aranure's capital city, Alrandar, was once a key center for trade amongst the neighboring nations.

In the shadows, many worshipped the demon lord Malak and joined his cult, and they built him shrines in underground complexes throughout the region. They prayed to their lord and asked him to bring his minions to Aranure to overthrow the king so that their leader could take his place. Malak's minions came and warred with the armies of Aranure.

The kingdom was victorious in the end, but not before losing almost everything. Aranure remains scattered and kingless. Not much remains of the old kingdom but the ruins of once great cities. Pilgrims have recently begun colonizing the region, rebuilding old villages in hopes of rekindling the industry that was once there.

ADVENTURE SUMMARY

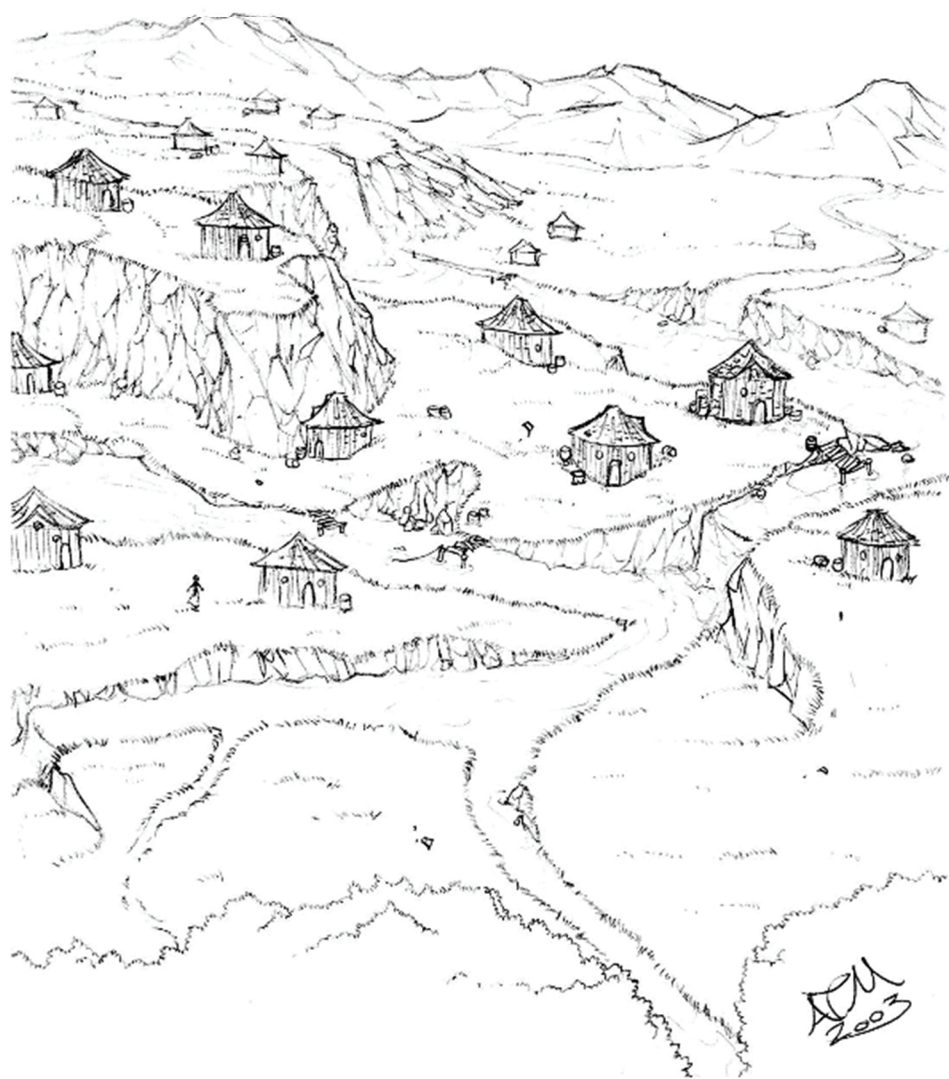
The Shrine of Sruukor is a short adventure set in the town of Rockcrest and its surrounding areas. In addition to details of the town's immediate vicinity, a short story arc pertaining to the actions of a goblin tribe are detailed.

The goblin tribe known as the Grikak tribe has been scouring the hills of Aranure looking for the Shrine of Sruukor. The shrine is said to have the power to infuse worshippers with the power of the Sruukor, one of the demon lord Malak's lieutenants. The Grikak tribe has found this shrine in an underground complex beneath the hills near Rockcrest.

The Grikak are using this shrine to attempt to transform themselves into nilbogs (These powerful, magically changed goblins are fully detailed in the Appendix). However, many of the goblins who have prayed at the shrine for its power have not transformed into nilbogs and have instead gone mad after communing with the raw powers of Chaos.

PART ONE: ROCKCREST

Rockcrest is a small, self-sufficient farming village in the hills of Aranure. In the times before Aranure's fall, Rockcrest was the first major stop along the road to Alrandar. Left in ruins after the war, Rockcrest was repopulated by pilgrims



over thirty years ago. Mostly farmers, the people of Rockcrest came to their new home searching for peace and an easier way of life. Until now, they had found what they were looking for.

Recently, some farmers have begun seeing small, dark humanoid creatures in the hills to the west of town; all the sightings have been after nightfall. One particular farmer, Ned, will let his curiosity get the best of him, and get himself captured by these goblins. This event is detailed later in the adventure in Part Two.

The town center of Rockcrest was built on the top of a hill. Here the PCs can find the local sheriff's office and prison, the town hall, a shop, and the local tavern "The Roc's Crest", which displays the image of a bird on a heraldic crest on its sign. While the village does not see enough travelers to warrant accommodations such as an inn, Holmad, the owner of The Roc's Crest, will agree to allow the PCs to sleep in his common room for a nominal fee.

At the town hall resides the mayor, a man named Tindure. His father was responsible for reestablishing the town, and after his death, Tindure found no complaints from the villagers when he stepped in as mayor. A rather stoic man, Tindure largely keeps to himself, but can be rather commanding should the need arise. Tindure has recently begun secret worship of Malak and provided the Grikak tribe with the location of the Shrine of Sruukor. None of the villagers suspect Tindure of foul play, but the PCs have an opportunity to gain information on his actions in Part Two.

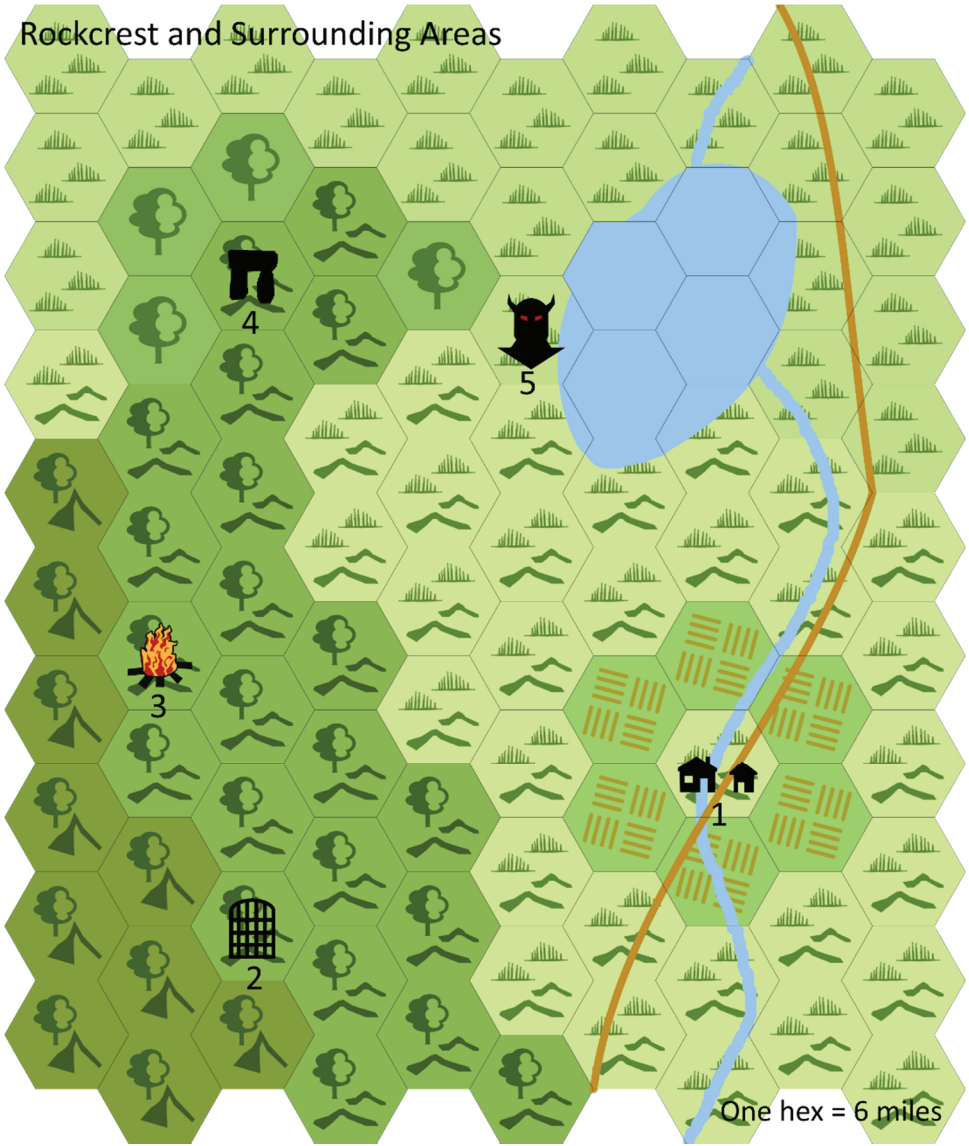
The local sheriff, Dankel, is also a local farmer. His boys tend his farm while he sees to his official duties. He can be found either at his office, which has an attached prison, or at his farm. Dankel was appointed sheriff by Tindure since he was one of the few farmers who knew his way around a sword.

Kelsam is the local shop owner and blacksmith. He sells and crafts mostly farm-related goods, but he is also responsible for keeping a small stock of arms should the need to assemble a militia arise. Equipment valued 15g and under may be available for PC purchase, at your discretion.

Farmland surrounds the town center. Dankel's farm can be found here, along with Ned's farm and Rilan's farm. Ned and Dea are husband and wife farmers that are mostly uninteresting, but they become important during the events in Part Two. Rilan was once a soldier, and has since retired. He wishes to be left alone, but if convinced will accompany the PCs. He knows a lot about the surrounding area and can also act as a guide.

Rilan: Wage: 2gp/day; HD 1; HP 5; AC 7[12] or 6[13] with shield; Atk 1 spear (1d6); Move 12; Save 17; CL/XP 1/15.

Rockcrest and Surrounding Areas



The areas around Rockcrest are described below. Some of these areas are only briefly described, allowing you to provide more detail as needed. Area 1 (Rockcrest) is described above, while Area 2 (The Shrine of Sruukor) is described in Part Two.

Random Encounters – Rockcrest Surrounding Areas

d20 Roll	Random Encounter
1-5	2d6 hobgoblins
6-12	3d6 goblins
13-16	1d6 wolves
17-18	1d3 zombies and 1d6 skeletons
19-20	1 bugbear

Area 1: Rockcrest

This area is detailed at the beginning of this part.

Area 2: The Shrine of Sruukor

This area is detailed in Part Two.

Area 3: Hunter Camp

As the forest gives way to a small clearing, your senses are overcome with the scent of rotting meat. Four crude tents surround a roaring campfire where a deer is cooking after being viciously skewered with a spear. The bodies of four humans lay about the camp site.

This camp was once the home of four hunters from Rockcrest. Several dead animals are here, once destined to be brought back to the village, but have since begun to rot, much like the corpses of the hunters who killed them. A group of hobgoblins attacked and killed the hunters, and have taken up camp at this location. They have been feeding off the quarry of the hunters and resting in their camp.

Hobgoblins (7): HD 1+1; AC 5 [14]; Atk 1 weapon (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None

Treasure: The hobgoblins have looted the camp and stacked all the valuables in a pile in one of the tents. There are 4 short bows, 38 arrows, 4 daggers, 2 ropes

50 feet in length, 10 days of trail rations, 12gp, and 5sp. There are also 4 intact tents here. On the hobgoblins, combined, are 7 battleaxes, 13gp, 8sp.

Area 4: Ancient Graveyard

Through the trees, you can see several large, stone buildings that have been weathered and broken through time. Many gravestones stick up from the undergrowth.

Long ago, this graveyard was a resting place for the early people of Aranure. Through many years of disuse, the graveyard has become overgrown, and something sinister has awoken the dead here. The skeletons here are of the long dead, but the zombies, with their flesh still intact, must have been more recent deaths.

Skeletons (3): HD 1; AC 8 [11] with shield 7 [12]; Atk 1 strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm spells

Zombies (2): HD 2; AC 8 [11] with shield 7 [12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm spells

Area 5: The Lost Ogre

Lomsh is a rather unintelligent ogre, even when compared to other ogres. He's the Grikak tribe's muscle, and, in his rush to catch up to his masters, he has found himself horribly lost. He's been wandering around this area for days. If the PCs encounter him near the lake, they might even hear him swearing at the water something about how this land is full of lakes.

Lomsh (Ogre): HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None

Treasure: In addition to Lomsh's large club, he has a couple items tucked away in a pouch: a silver necklace worth 38gp and a *potion of healing*.

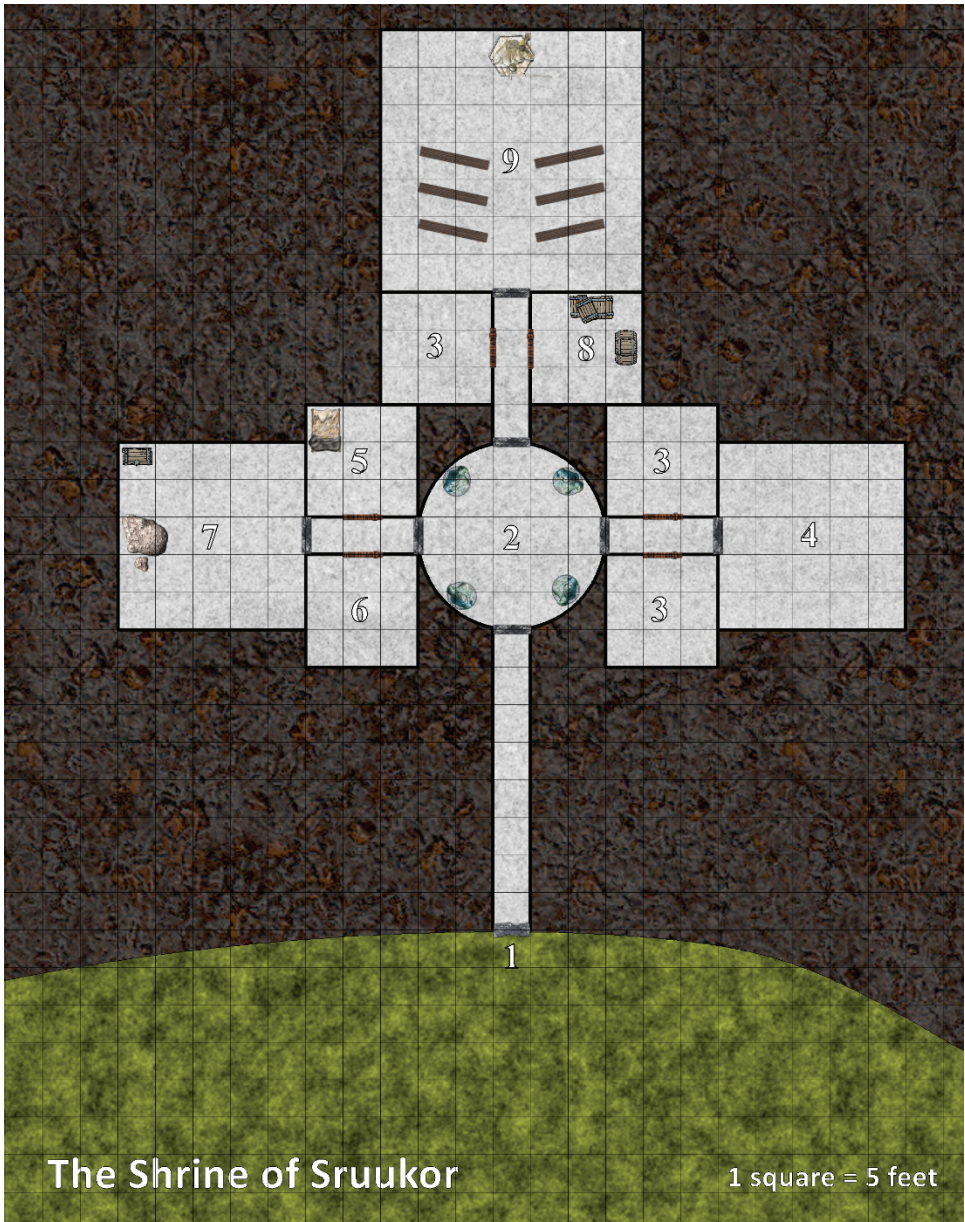
PART TWO: THE SHRINE OF SRUUKOR

This event occurs at a time of your choosing. This is typically when the PCs first arrive in Rockcrest, but you may wish to delay the event to provide the PCs an opportunity to explore the surrounding areas.

The village is bustling with excitement, and Dea is frantically speaking with Dankel outside the Sheriff’s Office. Her husband, Ned, has gone missing. He hasn’t returned home in two nights, and one night is odd for Ned. If pressed for information, Dea will begin sobbing and mention that her “idiot of a husband” had been visiting what he described as “an old mine” to the west of town. He’d been observing “short little monsters” going in and out, with more arriving over the span of the few nights he spied on them. Dea is certain her husband has been taken by these creatures or worse.

Dea can point the PCs in the general direction of the “mine” that her husband has been frequenting. If they inquire about being shown to the location, it’s suggested that Rilan would be the best in the village at navigating the surrounding areas – though he will take some convincing (payment helps) to take up the sword again.





Area 1: Entrance

At the base of a rather steep hill, you spot a worn, moss-covered stone door. The remnants of the foliage that was once hiding this door are strewn about the ground.

The entrance to the shrine's underground complex had been overgrown and hidden, but the Grikak tribe arrive here recently and cleared the way. If the PCs look around, they can see many signs of small creatures coming in and out of this door. Even more noticeable are the signs of large objects being dragged in through the doorway.

Area 2: Entry Hall

Four statues adorn this perfectly circular room. Each statue depicts a different humanoid creature, all of which stand brandishing weapons in a snarling battle stance.

The four statues are of a goblin, a hobgoblin, a bugbear, and an orc. There is an inscription beneath each statue that states "Sruukor bestows his power upon all of his beloved children."

Eight goblins and their giant rat pets stand guard here, 2 goblins and a rat at each door.

Goblins (8): HD 1d6 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight

Giant Rats (4): HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased

Area 3: Personal Chambers

These rooms were once the personal chambers for cultists at this shrine, but have more recently been filled with filthy pelts where the higher ranked goblins sleep.

Area 4: Goblin Commons

This room was once a dining hall, but all that remains of the old furniture is some rotted and broken wood. Filthy animal pelts litter the floor, which fills the room with a foul stench.

There are ten goblins here. Some are resting, but at least four of them are alert enough to respond quickly to the PCs entering the room.

Goblins (10): HD 1d6 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight

Treasure: The goblin weapons and armor are crude and not of value. A thorough ransacking of the room will turn up the following: a red garnet worth 59gp, a cracked peridot worth 1gp, and 4gp, 6sp, and 7cp.

Area 5: Cokak's Quarters

Like in area 3, this room was once the personal chambers for a cultist. However, this room has been cleaned up, at least by goblin standards. A crude bed has been constructed and covered with finer animal hides. This is the personal quarters of Cokak, the Grikak tribe's chieftain.

While Cokak keeps his valuables in his throne room in area 7, a search of this room will reveal a letter among some of Cokak's personal effects. The letter is from Tindure, Rockcrest's mayor, and provides details on the location of the shrine and an offer for open communication with the Grikak tribe. Tindure has been worshipping Malak in secret, and wishes for the children of Sruukor to thrive in this land once again.

Area 6: Prison

This room is filled with animal pelts much like area 3, but no goblins sleep here. It has instead been repurposed as a prison for the farmer Ned. The door to this room is not capable of locking, and the goblins felt no reason to barricade the door in any way, instead relying on the guards in area 2 to prevent Ned's escape.

Ned is mildly injured, but he can still walk. He's starving and thirsty, and he graciously accepts any nourishment provided to him. He is also very, very eager

to get out and get home. If asked why the goblins kept him alive, he's certain they spared him for the time being to make sure his flesh stayed fresh.

Area 7: Throne Room

A large, vaguely chair-shaped boulder has been dragged into this room and set up as what appears to be a makeshift throne, complete with furs and fine fabric. There is a large chest in the far-right corner of the room.

This is, in fact, the throne room for Cokak, chieftain of the Grikak. He saw the boulder on their way to the shrine, was amused by its chair-like shape, and insisted it be brought to the shrine to become his throne.

Cokak sits upon his throne, but he is not alone. His two hobgoblin bodyguards stand ready at his side, and four other goblins are in the room. Cokak reacts to the PCs with hostility, and he has very little to say beyond orders to kill the PCs. If the PCs wish to negotiate with Cokak, he is very hung up on the fact that the PCs would have had to have gotten through (and therefore killed) some of his brethren to get to the throne room.

Cokak (Goblin): HD 1+1; AC 5 [14]; Atk 1 weapon (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None

Hobgoblins (2): HD 1+1; AC 5 [14]; Atk 1 weapon (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None

Goblins (4): HD 1d6 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight

Treasure: Cokak is wearing a crude crown with a red garnet attached to it. If removed from the crown, the red garnet is worth 26gp. He's also holding a makeshift scepter – a stick with another red garnet lashed to it. This red garnet is worth 48gp.

This chest is locked, but is crude in construction and can easily be bashed open. Inside is 18gp, 332sp, 121cp, and *potion of healing*.

Area 8: Storage Room

This room has been repurposed by the Grikak into a storage room. They have stockpiled some stolen barrels of water and ale and some crates of cured meats.

Area 9: The Shrine of Sruukor

A large statue of a particularly angry looking orc stands at the far end of this large room. Six tree trunks have been dragged into the room and set up like pews in a church.

The goblins have spent great care in getting this room fixed up for proper worship of their lord. Here, they beg of Sruukor to bestow his might upon them. When the PCs enter this room, a congregation of goblins are present: seven goblins sit on the makeshift pews with three of their giant rat pets. They watch a goblin who is kneeling at the shrine.

As the PCs enter the room, dark energies flow from the shrine into the kneeling goblin and then spill out from him around the room. The spilling energies affect the three rats and three of the goblins.

The kneeling goblin has become a nilbog. Full details of this creature can be found in the appendix. The nilbog takes no damage from regular attacks, instead healing from them, to a total of twice its maximum hit points. He can only be damaged by the effects of a healing magic or potions. He also now emanates an aura of *confusion* out to 20 feet. This aura can affect the PCs as well as the goblins and rats.

The three goblins have been driven mad by the power of raw Chaos, and have become chaos goblins. You can also find full details of these creatures in the appendix. This transformation has provided them with a power to heal themselves for an amount equal to the damage they deal. The chaos goblins no longer see their tribe as allies regardless of if they are affected by the nilbog's *confusion*.

The rats have been empowered by the power of Chaos and have gained power similar to those of Wizard's Lab Rats, which are also fully detailed in the appendix. Anyone bitten by these rats has a 5% chance to gain the rat's new power for 1d6+1 turns.

Nilbog: HD 1d6 hp; AC 4 [15]; Atk 1 mace (1d6) or javelin (1d4); Move 9; Save 18; AL C; CL/XP 1/15; Special: damage reversal, aura of confusion

Chaos Goblin (3): HD 1d6 hp; AC 6 [13]; Atk 1 bite (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: Vicious healing, -1 to hit in sunlight

Goblins (4): HD 1d6 hp; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight

Giant Rat (Giant Strength): HD 1; AC 7 [12]; Atk bite (1d4); Move 12; Save 17; AL N; CL/XP 2/30; Special: +4 to hit, +1d8 damage

Giant Rat (Flying): HD 1; AC 7 [12]; Atk bite (1d4); Move 12; Save 17; AL N; CL/XP 2/30; Special: *flying*, per the spell

Giant Rat (Heroism): HD 1; AC 7 [12]; Atk bite (1d4); Move 12; Save 17; AL N; CL/XP 2/30; Special: +2 to hit and damage

CONCLUDING THE ADVENTURE

At the conclusion of the adventure, the PCs have defeated a tribe of goblins and saved a local town from being destroyed by them. There are a few loose ends the PCs may want to tie up before moving on.

If the PCs found the letter from Tindure, they will likely want to confront him. Tindure will deny writing the letter, but a search of his home (either by force or with Dankel) will reveal books and icons used for demon worship. If the villagers decide Tindure's fate, they decide to lock him away in the Rockcrest prison, but the PCs may have a different punishment in mind. Either way, Dankel is appointed mayor of Rockcrest.

The PCs may not want to leave the shrine intact. The villagers will insist on it being destroyed and the entryway to the complex collapsed if they have a chance to voice their opinion on the matter. The shrine itself is non-magical, and breaks just the same as any other stone statue.

There are other dangers in the areas surrounding Rockcrest, as detailed in Part One. Even if the PCs have already handled these areas, there are other enemies and more in need of aid in the other regions of Aranure!

APPENDIX: BESTIARY

Goblin, Redcap (Chaos Goblin)

Hit Dice: 1d6 hit points

Armor Class: 6 [13]

Attacks: 1 bite (1d6)

Saving Throw: 17

Special: Vicious healing, -1 to hit in sunlight

Move: 9

Alignment: Chaos

Number Encountered: 4d6

Challenge Level/XP: 1/15

Redcaps (or chaos goblins) are goblins driven mad by the insidious effects of raw Chaos, reducing them to a bestial state. Utterly devoid of empathy with any living creature, including ordinary goblins, redcaps delight in inflicting pain. Indeed, redcaps derive a strange form of sustenance from doing so. Any successful attack a redcap achieves heals it for an amount equal to the amount of damage it deals to its target. Worse yet, a redcap can double its total hit points in this manner. Thus, a undamaged redcap with 5 hit points who manages to deal 3 points of damage on its attack will now have 8 hit points and, assuming it continues to remain undamaged, can be “healed” for another 2 hit points before reaching its maximum potential hit points. Though thoroughly insane, redcaps work well with others of their kind, forming predatory packs that attack any creature they can find. Redcaps often take gruesome souvenirs of their victims, such as fingers, ears, and eyeballs, which they use to adorn themselves. Many also use the blood of their prey to dye their tattered clothing, including their hats, the practice of which gave these foul aberrations their common name.

Redcap Goblin (Chaos Goblin): HD 1d6 hp; AC 6[13]; Atk 1 bite (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: Vicious healing, -1 to hit in sunlight.

Nilbog

Hit Dice: 1d6

Armor Class: 4 [15]

Attack: 1 mace (1d6) or javelin (1d4)

Saving Throw: 18

Special: Damage reversal, aura of confusion

Move: 9

Alignment: Chaos

Challenge Level/XP: 1/15

The nilbog is a goblin afflicted with a strange space-time reversal disease known as nilbogism. The disease appears to occur when overly heavy use of magic strains the fabric of the space-time continuum and leads to some very strange localized events. The disease only affects goblins and is not transmitted by them. In appearance, nilbogs are indistinguishable from goblins.

A nilbog constantly emanates an aura of confusion in a 20-foot-radius. A creature in the area must succeed on a saving throw or be affected. When struck by any attack that would normally damage it, the nilbog actually gains hit points equal to the damage the attack would have otherwise dealt. A nilbog gains any extra hit points above its normal total as temporary hit points, though it can never have more than twice its normal hit points.

The nilbog can only be damaged through the use of curative magic and effects (cure light wounds and healing potions, for instance). Curative magic deals damage equal to the amount it would normally heal.

Nilbog: HD 1d6 hp; AC 4 [15]; Atk 1 mace (1d6) or javelin (1d4); Move 9; Save 18; AL C; CL/XP 1/15; Special: damage reversal, aura of confusion

Rat, Wizard's Lab

Hit Dice: 1

Armor Class: 7 [12]

Attacks: 1 bite (1d4)

Saving Throw: 17

Special: Magical effects

Move: 12

Alignment: Neutrality (if intelligent, any)

Number Encountered: 1d8

Challenge Level/XP: 2/30

Wizard's lab rats are giant rats that have been subjected to any number of strange scientific or magical experiments, and have acquired one of a variety of permanent conditions. To determine the condition of a given lab rat, roll once on the magical potion table in the rulebook, with the lab rat gaining the indicated effect as a permanent ability. Ignore poison potions (these rats would have died in the laboratory) and note that a healing potion indicates a number of hit points regenerated per turn. A character bitten by a lab rat has a 5% chance to gain the lab rat's condition for 1d6+1 turns. Any particular lab rat has a 20% chance of possessing human-like intelligence.

Wizard's Lab rats: HD 1; AC 7[12]; Atk 1 bite (1d4); Move: 12; Save 17; AL N; CL/XP 2/30; Special: Magical effects.

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THE SHRINE OF SRUUKOR

Long ago, the kingdom of Aranure was lost in a war against the minions of Malak, the demon lord of hate. Pilgrims have recently repopulated this land in hopes of finding peace and an easier way of life.

A farmer has gone missing from the village of Rockcrest, and heroes are needed to answer the call!

Written in celebration of *Swords and Wizardry* Appreciation Day 2015, this module is the first in a series of short adventure modules designed to be played either standalone or dropped into your existing campaign.

The Shrine of Sruukor is an adventure module for four to six characters of levels 1-3.



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