

A REGULATIONS CODEX ADVENTURE

# The Valley of Karaccia



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# The Valley of Karaccia

Echo Falls

Brink

Brinkwood

Fallflow River

Nefford

Gorgewater Lake

Southshore

Stonedurn Grove

Corkorran River

N

One hex equals 4 miles



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## Introduction

*RC1: The Valley of Karaccia* is a classic RPG campaign, first of the **Regulations Codex** line of products from Mithgarth Entertainment. This campaign can easily be played with any OSR game system, but is written with a certain *encyclopedia of Rules* in mind. GMs using that particular version of the rules will find the least amount of discrepancies between the mechanics and numbers presented here and those used at their table.

This module gives a brief overview of the eponymous valley, setting up the general location of the modules *RC2: The Brinkwood Thicket*, *RC3: Trouble in Southshore*, and *RC4: Knaves of Nefford*. Additionally, *The Valley of Karaccia* introduces players to the setting with two adventures, *The Crimson Caverns* and *The Relic of Fallsbarrow*.

The adventures in Karaccia (kuh-RACK-see-uh) are meant for the basic level of play, i.e. focusing on dungeon exploration. However, wandering monster tables for the wilderness are provided for GMs who wish to expand on the adventures in the region and let their players roam free instead of being confined to just the dungeons. Once the adventures presented in the valley have been completed characters will be ready to leave Karaccia and explore the realm at large, having reached an "expert" level of play.

### Using This Module

*The Valley of Karaccia* and the other modules set in the valley are perfect for starting a new OSR-style campaign. The early adventures are simple enough that players new to OSR play (or RPGs in general) can enjoy them without too much frustration while learning the ins and outs of the game, and the later adventures begin to grow more challenging while still giving the characters a relatively safe place to adventure in.

However, though the adventures may be written with the novice *player* in mind, the text presented is intended for experienced GMs who know how to use a module as raw

material to forge their own great tales with. You'll find no advice on how to run encounters, how to expand areas, what to do when your players are crazy murder-hobos and go way off the path, nor any other hand-holding here.

Though the realm of Imlar in which Karaccia is located may be further detailed, the valley is small enough that it could easily be placed in the mountains of a GM's preferred game world (it would fit nicely in the western section of the mountains that form the northern border of a certain grand duchy, for example) with minimal tweaking. Of course GMs can also run the campaign as-is, and then expand upon the realm of Imlar themselves as their players explore past the confines of Karaccia.

### Adventure Synopsis

Responding to a flier promising payment for kobold heads, the party gathers in the town of Brink. From there, they set out on an expedition to the Crimson Caverns, a known kobold lair. After proving their mettle, the PCs will be hired by the Church of Erm to recover a needed artifact from Fallsbarrow.

### The Valley of Karaccia

The Valley of Karaccia is a pleasant mountain basin, enclosed almost completely by sheer granite walls reaching half a mile into the sky. The basin is surrounded by impassable mountains, the only egress being a passage in the southeast where the basin slopes up to meet hills.

Two rivers enter the valley. The first, Fallflow River, drops in over the Echo Falls near the town of Brink in the northwest. Corkorran River meanders in through the hills to the southeast. The town of Nefford is situated where the two rivers meet, and from there they flow southwest to Gorgewater Lake. The Corkorran continues south from Gorgewater Lake, passing into the mountains where it continues on underground for some way.

Humans account for 60% of the population, halflings 20%, and dwarves and elves 10% each. The humans are gathered in the three

towns of Brink, Southshore, and Nefford. The towns of Brink and Southshore are both ecclesiarchies – they are run by the head clerics of their churches. Nefford is technically run by a democratically elected town council, but in effect is run by the two powerful merchant families of Barleyfellow and Blackgrove.

Halflings live in hamlets which dot the grasslands between the Fallflow River and the Gorgewater Lake. Dwarves live in small clan settlements dug throughout the eastern hills. The elves are scattered about the two forests, though most are in Stonedurn Grove to the south.

The Humans of Karaccia are generally friendly folk, more curious of outsiders than wary. The halflings are similar, if not more amiable. The dwarves, while not disagreeable, tend to keep to themselves. You'll often find dwarves working with the other races – trading, adventuring, etc. – but will rarely find them at festivities and social gatherings. The elves tend to come off as cold and emotionless, but can open up warmly to those who have proven themselves to be good, honest folk in the elves' eyes.

The climate is temperate, and the mountains keep the valley sheltered from much extreme weather. Springs are wet and warm, Summers mild (rarely reaching above 90 degrees) and dry, Autumn is cool and dry, and Winter stays generally dry, though there are gentle snowfalls through most of Coldmonth.

The year is comprised of 12 months, each with 28 days. They are, from the beginning of the year, Newmonth, Fathermonth, Thawmonth, Flowermonth, Birthmonth, Clearmonth, Sunmonth, Firemonth, Ambermonth, Squashmonth, Darkmonth, and Coldmonth. The months are broken into four weeks of seven days. The days are named Sunday, Moonday, Waterday, Windday, Earthday, Fireday, and Restday. Months always begin on Sundays. The current year is 268 PS (Post Sceleris), measured by when King Henry Elmson of Imlar slew the foul dragon Sceleris. This adventure will begin on Moonday, the 16<sup>th</sup> of of Flowermonth.

## The Church of Erm

The predominate by far (~99%) religion of the realm is the Church of Erm. The church worships the “goddess” Erm, who is in fact an Immortal of the Sphere of Matter named I’renhellem. She created the realm of Imlar as a microcosm of the world she came from when she was mortal, and occasionally presents herself as Erm to her followers who worship her as their Blessed Mother and Creator of All Life.

The church believes that all acts against life are sins; abuse, assault, torture, murder, and the like are all considered to be delivered upon the goddess in addition to the victim, and as such are especially heinous. Punishments are swift and harsh. It believes that all life should be celebrated and cared for, as life is a direct and powerful gift from the Blessed Mother. However, it also believes that the evil races and creatures (beasts like kobolds and orcs, dragons, and the like) are a mockery of the Creator of All Life, and should be snuffed out. Above all the church reviles undead, and will always seek to destroy them when encountered.

## Characters

It is recommended that human characters choose Brink as their hometown, as having ties to the town will give them motivation for the events of *The Relic of Fallsbarrow*. Demihumans should be from the valley, but the exact location isn’t important.

Once the players have gotten their characters ready, give them Handout #1 and read the text in the “Starting the Adventure” section aloud.

## The Town of Brink

Located just east of the Karaccian Falls, the small town of Brink is a lawful farming community of some 2,000 folks run by Father Stevyn Coldmante, head cleric of the Church of Erm. Father Coldmante is an aging man in his late 60s who is generally kind-mannered and dresses simply. He has taken a young cleric named Ariabelle Rosefall under his wing to groom her to take over as head of the town’s church



when he retires. Both Stevyn and Ariabelle are loved by the community.

**Father Stevyn Coldmante, 10<sup>th</sup> level Cleric** AC: 9 hp: 29 MV: 120’ (40’) Att: mace Dmg: 1d6 SA: C14 ML: 10 AL: L Str: 9 Int: 14 Wis: 18 Dex: 10 Con: 8 Cha: 14

The center of town hosts a handful of business, but most of the population is actually spread out among homesteads located mostly south of the river. There are a few goat ranchers who live in the grassy hills northwest of town, however, and three halfling hamlets within four miles to the southeast consider themselves part of Brink as well.

Assault, murder, slander, tithe avoidance, and theft are all illegal. Most are sentenced with jail time and/or fines, though murder almost always results in public hanging.

People who claim Brink as their home must pay 10% of their income

to the church. This is collected on the 1<sup>st</sup> of Thawmonth, Clearmonth, Ambermonth, and Coldmonth.

It is illegal to carry edged weapons into the center of town. Weapons must be checked in at the church, where a receipt for items will be given. There is no fee to keep weapons at the church while in town.

Laws are enforced by the town guard, which is led by Brother Alecks Goldenfoot (a 4th-level Fighter), in charge of a group of six 1st-level fighters and four 1st-level clerics.

**1. The Church of Erm.** The largest building in town, the church doubles as the town hall. All important happenings in Brink are centered on the church. In addition to Father Coldmante and Ariabelle, the church houses the four clerics of the town guard, and 6 normal men who serve as acolytes.

Father Stevyn will cast healing spells for a cost of 100gp per level of

the spell. He will remove curses for 500gp. He will only cast Raise Dead on those he believes to be worthy of it, and in addition to the base fee of 500gp charges 1,000gp per level of the character being raised.

**2. Boatwright.** Grollen Humbleweaver, an elderly human man, sells simple river rafts (5' x 12') for 75gp.

**3. Horse Seller.** Joris and Yoland Shin, a married human couple, sell riding horses for 200gp. A riding horse can carry up to 3,000cn of weight and still move at their normal rate. From 3,001cn to 6,000cn, the horse will move half its rate. They can't carry more than 6,000cn.

A saddle and bridle is 50gp and weights 300cn. Saddlebags cost 10gp, weigh 100cn, and can carry 800cn.

When determining encumbrance for a riding horse, don't forget to take the weight of the character riding it into account as well, not just items carried.

**4. Inn – The Obedient Squirrel.** A three story inn and tavern run by Warmund Marinus, a middle-aged human male.

Ale	1ep	Soup	1sp
Beer	1sp	Stew	1ep
Wine	1ep	Fowl	1gp
Mead	1gp	Mutton	2gp
Cheese	1sp	Room	1gp/night

**5. Leathercrafter.** Audra Windsir, a human female in her 20s, sells leather armor for 50gp.

**6. Potions.** Aelynthi, a male elf, keeps a small selection of potions in stock. He has 1d4 of each for sale at any given time.

He will also identify unlabeled potions for a cost of 75gp.

Bug Repellent	100
Defense (+1)	250
Healing	250
Luck	300

**7. Provisions.** Two different general stores are in town, they usually have the same stock.

Backpack	10gp	Sack, small	2gp
Flask of oil	2gp	Sack, large	4gp
Hammer	2gp	Thief Tools	50gp
Spikes (12)	2gp	Tinder box	5gp
Lantern	20gp	Torches (6)	1gp
Mirror	10gp	Waterskin	3gp
Std. rations	10gp	10' Pole	2gp
50' Rope	2gp		

**8. Resale Items.** Two different stores in town buy and sell used items. Any items for sale in other shops (except potions) are here for ¾ price. Items can be sold here for ½ their price at other shops. However, any used weapons will break on an attack roll of a 1, and any armor will break if hit with an attack roll of a 20.

**9. Scribe.** Tanta Hopesinger, an elderly female halfling, can translate texts, write letters, and provide other duties of that sort (though she can't make any sense of the text on the scroll found in Fallsbarrow).

**10. Smith (General).** Two smiths in town provide items like nails, horseshoes, spikes, and other similar mundane items to other shops and merchants, as well as directly to townsfolk.

**11. Tailor.** Illunqii, a beautiful elven woman, provides plain clothes for 1gp, and middle-class clothes for 10gp.

**12. Tools.** Three different merchants sell a variety of mundane tools (farming, gardening, ranching, and other equipment) to the townsfolk.

**13. Weapons.** The merchant closest to the church, Nikodemus Sanford, sells the following.

Blackjack	8gp	Staff	8gp
Club	5gp	Sling	5gp
Mace	10gp	Warhammer	15gp

The other weapon merchant, Kralmuk Underbrewer (a male dwarf), sells the following:

Arrows (20)	10gp
Arrow, silver tipped (1)	10gp
Axe, battle	15gp
Axe, hand	10gp
Bow, long	100gp
Bow, short	50gp
Crossbow	100gp
Dagger	5gp
Dagger, silver	75gp
Quarrel (30)	20gp
Shield	20gp
Sword, normal	20gp
Sword, short	15gp
Sword, two-handed	40gp

### Starting The Adventure

When you're ready to begin play, start by reading the following to the players:

The lunch at The Obedient Squirrel was surprisingly good. Jella, the barmaid, said that the goat for the stew had just been slaughtered that morning.

While you dined, the lot of you came to realize you were all about to embark on a common quest: collecting the head of Irrug, a kobold trying to establish a tribe in the nearby Crimson Caverns. Gerran Hillfall, a local braggart, came in to brag that he and his fellows were off to slay the creature as you were finishing up your meals. By the time you were able to grab your gear and set off, Gerran gained a half hour head start. Hopefully there will still be glory enough left for you!

The travel to the caverns is a roughly two mile hike after crossing the river by ferry. There's no path, but occasionally along the way you spot signs of Gerran and his friends' having recently passed though.

After two hours of difficult hiking through wooded and rocky terrain, the trees break and in the clearing you see the mouth of the Crimson Caverns.

## The Crimson Caverns

A large crystal slowly throbs with blood-red light in the lower portion of these caves. Streaks of light, like veins of precious metal, pulse along with the crystal throughout the entire complex, lending the caverns their name. The crystal has a unique property: living creatures who die within the caverns have a 1 in 6 chance of rising as a zombie in 1d4 turns. Zombies created in this manner do not come back once killed. Wandering monsters are 1d4+1 **kobolds**, checked every other turn.

### 1.

Three bodies; they are Gerran and his friends. Gerran rises as a **zombie** to attack.

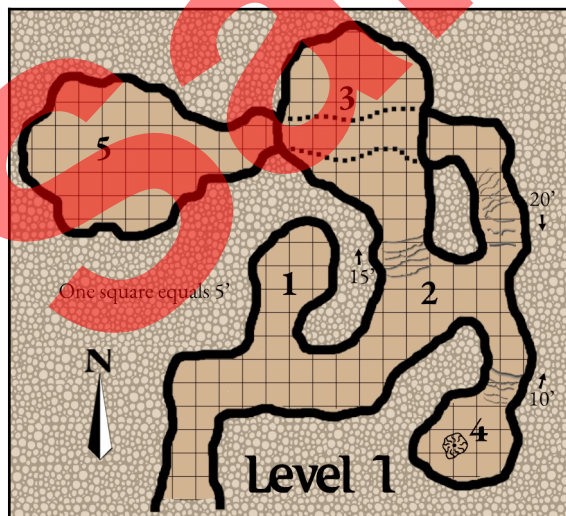
AC: 5 HD: 2 (M) MV: 90' (30')  
Att: dagger Dmg: 1d4  
SA: F1 ML: 12 Int: 1 AL: C XP: 20  
Hit Points: 13

Between them they have 2 short swords, 1 dagger, 1 set of chain mail, 6 torches, 50' of rope, a tinderbox, two full water skins, 20gp, and 60ep.

### 2.

Four **kobolds** anticipating more adventurers will surprise the PCs on a 1-4. One will flee to warn those in room 5.

AC: 7 HD: 1/2 (S) MV: 90' (30')  
Att: dagger Dmg: 1d4  
SA: NM ML: 6 Int: 9 AL: C XP: 5  
Hit Points: 2, 2, 1, 1



Each carries 2d8cp in addition to their spears.

### 3.

There are at least one hundred heads and skulls on spikes here; 20% chance that a PC recognizes or knows one (or more) of them.

A platinum bracelet worth 1,500gp can be found after two turns of searching.

### 4.

A sinkhole drops 60' down to the next level. There is a rope ladder of kobold make going down the hole, but it can only support the weight of a small creature and will break if used by a dwarf, elf, or human after they've made it 20' down; roll 1d4 to determine the height at which the ladder breaks in tens of feet.

### 5.

Pallets for sleeping made of filthy rags and straw are scattered about. Six **kobolds** defend this lair and the three females and 10 young (non-combatants) here.

AC: 7 HD: 1/2 (S) MV: 90' (30')  
Att: spear Dmg: 1d6  
SA: NM ML: 6 Int: 9 AL: C XP: 5  
Hit Points: 4, 3, 3, 2, 1, 1

10gp, 600ep, and 30sp can be found among the pallets after three turns of searching.



### 6.

Bones from a few different creatures litter the floor beneath the drop here. Otherwise this area is empty.

### 7.

A patch of yellow striped, sweet smelling mushrooms cover the floor of most of this cavern. If eaten within five minutes of being picked, they grant the ability to breathe underwater for 1d3 turns.

The kobolds avoid this area because they don't like the smell of the mushrooms.

### 8.

Another patch of mushrooms grow in this room, these white with red and purple spots. Hiding among them is a **giant crab spider**. Saves against its poison gain a +2.

AC: 7 HD: 2\* (M) MV: 120' (40')  
Att: bite Dmg: 1d8+poison  
SA: F1 ML: 7 Int: 0 AL: N XP: 25  
Hit Points: 9

### 9.

Scrawled in common on the west wall: **GRAK SLEW A CREATURE HERE!**

### 10.

Two **kobolds** are in here trying to break into a locked chest.

AC: 7 HD: 1/2 (S) MV: 90' (30')  
Att: spear Dmg: 1d4  
SA: NM ML: 6 Int: 9 AL: C XP: 5  
Hit Points: 3, 2

The chest contains 300pp and two *Potions of Healing*.

### 11.

From a large pile of bones near the southwest wall, four **skeletons** animate and attack.

AC: 7 HD: 1 (M) MV: 60' (20')  
Att: spear Dmg: 1d6  
SA: F1 ML: 12 Int: 1 AL: C XP: 20  
Hit Points: 8, 8, 6, 4

Hidden among the remaining bones is a gem worth 750gp.

## 12.

A **giant toad** makes its lair here. It isn't hungry and won't attack unless the PCs get too close.

AC: 7 HD: 2+2 (M) MV: 90' (30')  
Att: 1 bite Dmg: 1d4+1  
SA: Fl ML: 6 Int: 2 AL: N XP: 25  
Hit Points: 9

## 13.

The **kobold chieftain** Irrug and his **kobold bodyguards** can be found in this small cavern. The guards have a morale of 8 as long as the chieftain is alive.

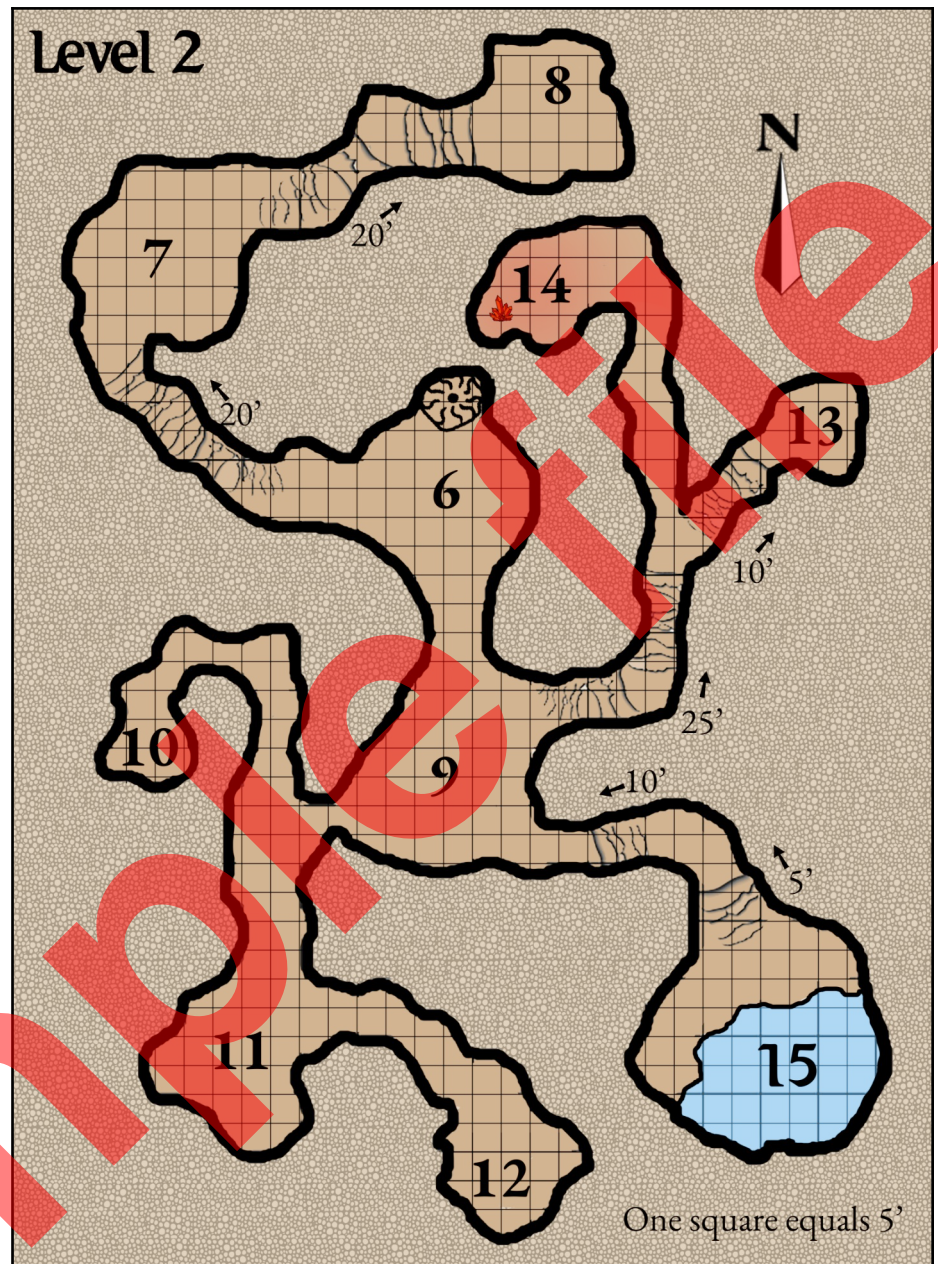
AC: 7 HD: ½ (S) MV: 90' (30')  
Att: spear Dmg: 1d6  
SA: NM ML: 6 (8) Int: 9 AL: C XP: 5  
Hit Points: 9 (chieftain), 6, 6, 6, 6

The chieftain wears a gold necklace with a ruby pendant worth 300gp, and the guards each have 2d6ep in their belt pouches.



## 14.

In the far western portion of this room, a four foot tall red crystal juts up from the ground. Any creature touching it must make a Save vs. Death or take 2d4 points of damage. If this kills a creature, it rises as a zombie within one minute of dying. It can't be destroyed.



## 15.

This pool is home to a **giant crab**.

AC: 2 HD: 3 (L) MV: 60' (20')  
Att: 2 pincers Dmg: 2d6/2d6  
SA: F2 ML: 7 Int: 2 AL: N XP: 35  
Hit Points: 15

In the center of the pool, under 10' of water, is a locked iron chest that is rusted shut. It contains 2,500gp, 1,700sp, a *Potion of Gaseous Form*, three *Potions of Healing*, and a *Potion of Poison* (3d6, save for half).

## Wrapping Things Up

If the PCs bring the head of Irrug back to Father Coldmantle, he'll reward them each with 100gp and a *Potion of Healing*. Additionally they should each be awarded 250 experience points.

Allow the PCs a few days to rest and relax in town after they return before continuing with the next adventure.

## Brink's Countryside

If you'd like to expand the adventures and have your players explore the countryside as they travel to and from sites, you can roll for random encounters. A check should be made on the way to a dungeon, and on the way back, with encounters happening on a 1. During the day roll 1d6; if it's night time roll 1d12.

Though generally safe, Karaccia is still mostly wild and rough terrain. Trails and farmland are 2/3 movement, grasslands 1/2, and hills and forests limit movement to 1/3.

### The Brinkwood

- 1d4+1 Bandits
- 1d4+2 Goblins
- 1 Black bear
- 1d4 Giant Wood Spiders
- 1d4 Giant Hunting Spider
- 1d6+2 Kobolds
- 1 Killer Tree
- 1d6+2 Kobolds
- 2d4 Stirges
- 2d4+1 Goblins

### Hills

- 1d3 Giant Ants
- 1d6 Bandits
- 1 Black bear
- 1d4+1 Goblins
- 1d6+1 Kobolds
- 1d4+1 Goblins
- 2d4+1 Goblins
- 2d4 Giant Fire Beetles
- 1d4+2 Berserkers
- 1d3 Ogres

### Grasslands

- Amber Iris
- 1d10x10 Wild Horses
- 1d6 Giant Bees
- 1d3 Giant Eagles
- 1d3 Giant Hawk
- 1d8 Pit Vipers
- 2d6 Robber Flies
- Traveling trader (human)
- Traveling trader (halfling)
- 1d4+1 Wild cats

### Amber Iris

**AC:** 9 **HD:** ½ (S) **MV:** 0'  
**Att:** spray **Dmg:** Special  
**SA:** NM **ML:** 12 **Int:** 0 **AL:** N **XP:** 6

This large, beautiful, deep yellow flower sprays a 40' x 40' cloud of pollen if a creature gets within 10' of it. Any individual within the area must make a saving vs. spells or fall fast asleep for 4d4 turns. The flower can spray a fresh burst every 3d4 rounds.

### Bandit

**AC:** 6 **HD:** 1 (M) **MV:** 90' (30')  
**Att:** weapon **Dmg:** weapon  
**SA:** T1 **ML:** 8 **Int:** 11 **AL:** C **XP:** 10

### Berserker

**AC:** 7 **HD:** 1+1\* (M) **MV:** 120' (40')  
**Att:** weapon **Dmg:** weapon  
**SA:** F1 **ML:** 12 **Int:** 9 **AL:** N **XP:** 19

### Black Bear

**AC:** 6 **HD:** 4 (L) **MV:** 120' (40')  
**Att:** 2 claws/1 bite **Dmg:** 1d3/1d3/1d6  
**SA:** F2 **ML:** 7 **Int:** 2 **AL:** N **XP:** 75

### Giant Ant

**AC:** 3 **HD:** 4\* (M) **MV:** 180' (60')  
**Att:** mandibles **Dmg:** 2d6  
**SA:** F2 **ML:** 7 **Int:** 1 **AL:** N **XP:** 125

### Giant Bee

**AC:** 7 **HD:** ½ (S) **MV:** 150' (50')  
**Att:** sting **Dmg:** 1d3+special  
**SA:** NM **ML:** 6 **Int:** 9 **AL:** C **XP:** 5

If a giant bee attack hits, the bee dies, but the creature stung must make a saving throw vs. poison or die. The stinger will work its way into the victim, inflicting 1 point of damage per round unless a character spends a round pulling it out.

### Giant Eagle

**AC:** 5 **HD:** 4+2 (M) **MV:** 390' (130')  
**Att:** 2 claws/1 bite **Dmg:** 1d6/1d6/1d10  
**SA:** F4 **ML:** 9 **Int:** 10 **AL:** N **XP:** 125

### Giant Fire Beetle

**AC:** 4 **HD:** 1+2 (S) **MV:** 120' (40')  
**Att:** bite **Dmg:** 2d4  
**SA:** F1 **ML:** 7 **Int:** 0 **AL:** N **XP:** 15

### Giant Hawk

**AC:** 6 **HD:** 3+3 (M) **MV:** 450' (150')  
**Att:** talons **Dmg:** 1d6  
**SA:** F2 **ML:** 8 **Int:** 3 **AL:** N **XP:** 50

### Giant Hunting Spider

**AC:** 8 **HD:** 2 (M) **MV:** 120' (40')  
**Att:** bite **Dmg:** 1d6  
**SA:** F2 **ML:** 7 **Int:** 0 **AL:** N **XP:** 20

### Giant Wood Spider

**AC:** 6 **HD:** 1+3\* (S) **MV:** 120' (40')  
**Att:** bite **Dmg:** 1d6+poison  
**SA:** F1 **ML:** 8 **Int:** 2 **AL:** N **XP:** 19

These spiders hide in waiting for their prey, and surprise on a 1-4. Their poison (+2 to save) causes 1d8 damage and makes the victim sluggish (half movement) for 2d4+2 rounds.

### Goblin

**AC:** 6 **HD:** 1-1 (S) **MV:** 90' (30')  
**Att:** weapon **Dmg:** weapon  
**SA:** NM **ML:** 7 **Int:** 9 **AL:** C **XP:** 5



### Horse

**AC:** 7 **HD:** 2 (L) **MV:** 240' (80')  
**Att:** 2 hooves **Dmg:** 1d4/1d4  
**SA:** F1 **ML:** 7 **Int:** 2 **AL:** N **XP:** 20



### Killer Tree

AC: 5 HD: 6 (L) MV: 0'  
Att: 4 limbs/1 mouth Dmg: 0/3d6  
SA: F3 ML: 12 Int: 1 AL: N XP: 275

Some of the branches on the killer tree are tentacles which can reach out 20' to grab victims and drag them to its mouth. These branches have 1 Hit Die, and an attack against one that causes at least 5 points of damage severs it. If a victim isn't cut free, they are dragged to the mouth on the round after being hit for an automatic 3d6 points of damage.

### Kobold

AC: 7 HD: 1/2 (S) MV: 90' (30')  
Att: weapon Dmg: weapon  
SA: NM ML: 6 Int: 9 AL: C XP: 5

### Ogre

AC: 5 HD: 4+1 (L) MV: 90' (30')  
Att: weapon Dmg: weapon+2  
SA: F4 ML: 10 Int: 6 AL: C XP: 125

### Pit Viper

AC: 6 HD: 2\* (M) MV: 90' (30')  
Att: bite Dmg: 1d4+poison  
SA: F2 ML: 7 Int: 2 AL: N XP: 25

### Robber Fly

AC: 6 HD: 2 (S) MV: 90' (30') fly 180' (60')  
Att: bite Dmg: 1d8  
SA: F1 ML: 8 Int: 0 AL: N XP: 20

### Stirge

AC: 7 HD: 1\* (S) MV: 30' (10') fly 180' (60')  
Att: beak Dmg: 1d3/round  
SA: F2 ML: 9 Int: 1 AL: N XP: 13

### Wildcat

AC: 5 HD: 1 (S) MV: 150' (50')  
Att: 2 claw/1 bite Dmg: 1/1/1d3  
SA: NM ML: 7 Int: 2 AL: N XP: 10



## The Relic of Fallsbarrow

One evening while the party is having dinner at The Obedient Squirrel, Father Stevyn bursts into the common room hysterically weeping. He informs all of the townsfolk present that Ariabelle has been stricken with a horrible curse, and will die within the week.

If pressed for more details, Stevyn explains that Ariabelle had gone to explore some ruins in the mountains just outside of Karaccia and stumbled across an artifact that spread corruption into her soul just from looking at the accursed thing. Even his great magic has proven ineffective against the taint.

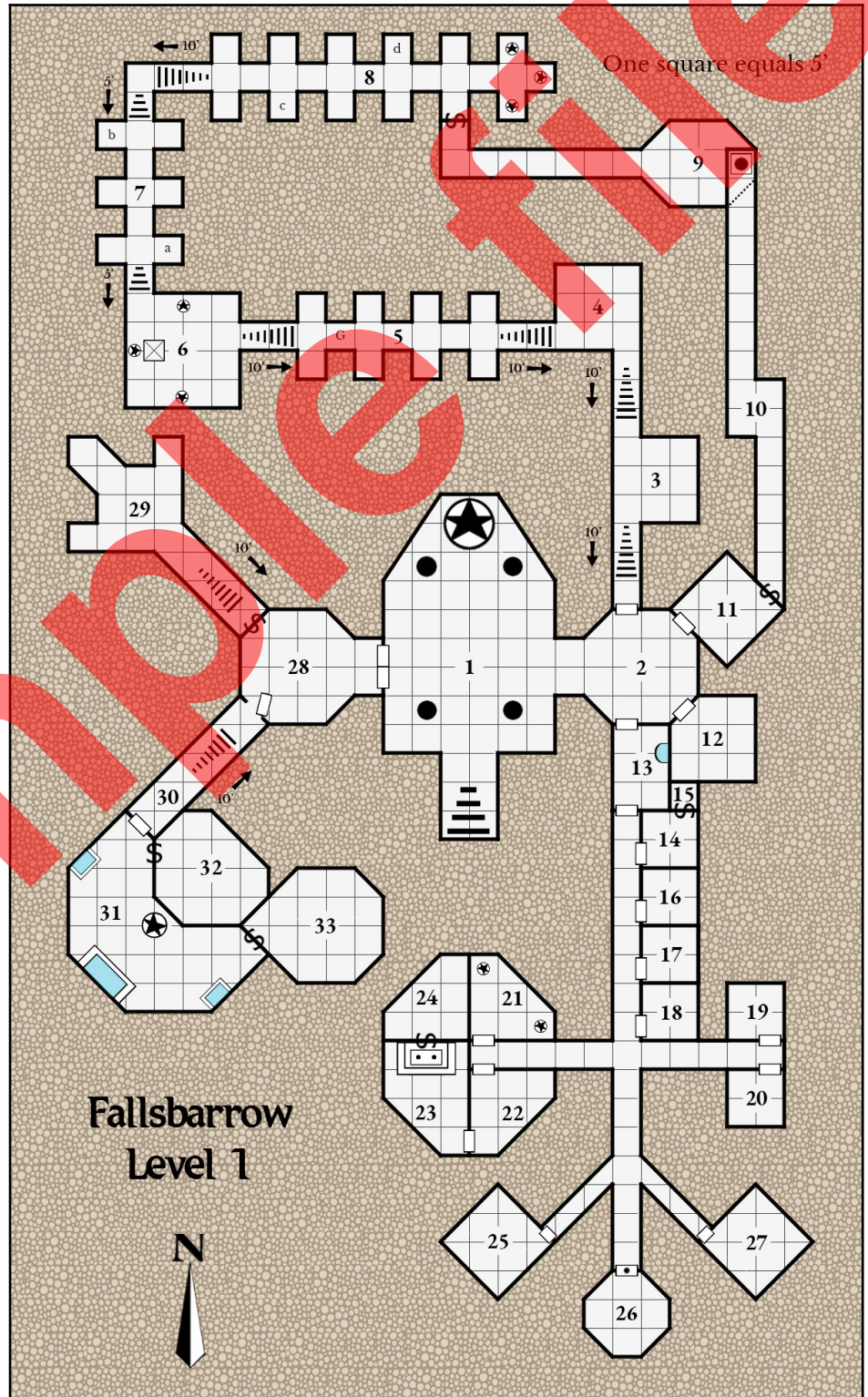
Two days will pass after this initial exchange. Father Coldmantle will then approach the party with an air of hope about him, and reveals that he believes he has found a way to save Ariabelle's life. Stevyn explains that long ago, the Church incorporated the worship of a goddess of death, Sra'ha, in their funerary rites. An ancient tomb called Fallsbarrow was constructed during that time. Over 100 years ago, any worship of Sra'ha was outlawed, so Fallsbarrow was sealed and fell out of use.

Father Coldmantle has come across a text that details a relic of the Church that was sealed in the tomb, rumored to be capable of clearing any evil or malady regardless of its strength or source. Explaining the Church forbids him from entering a temple of Sra'ha, he implores the party to seek out this relic before Ariabelle succumbs to her affliction.

If the party doesn't offer to take the job for free, Stevyn will offer a reward of 250gp per party member. If the PCs try and raise the reward, roll 2d6 and add the Charisma modifier from the most charismatic party member. On an 8 or lower, Father Coldmantle will become incredibly offended and seek out another group for the undertaking. On a 9 or higher he will stand firm at 250. If the party presses he'll lose his temper and demand they leave his presence, and he will seek out another group. This will, of course, end this adventure. Assuming the party agrees to help, they'll set out west towards Fallsbarrow the same day.

The entrance to the crypts is located a bit over two miles west of town amidst rolling, grassy hills. A once proud yet simple mausoleum, 20' wide by 40' deep, stands mostly in ruins completely overtaken by weeds and wild flowers. Towards the rear of the structure are stairs that lead down 100' into the darkness.

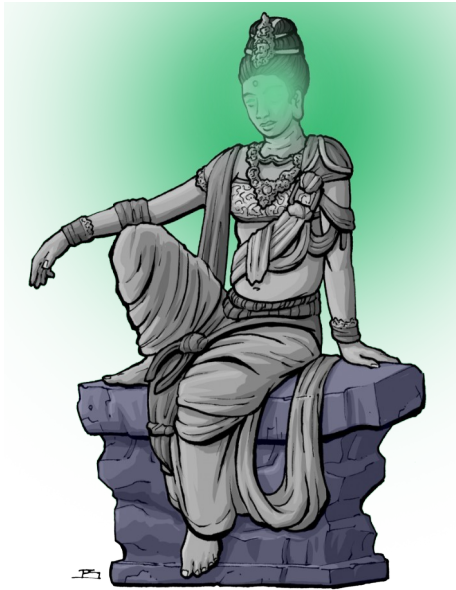
Most ceilings are about 12', unless otherwise noted. Hallways arch to a height of 10' in the center. Also unless noted, the interior of Fallsbarrow is pitch black, as it's over thirty yards underground. There are no wandering monsters on the first level.



1.

The ceiling vaults to a height of 30' here. The four massive pillars are made of lapis lazuli and are capped with ornate capitals made of silver.

The northern section is dominated by a 25' tall statue of Sra'ha with eyes made of green jewels. One glows, the other does not. The glowing gem is impossible to remove. The other comes out easily, and is made of glass.



2.

The walls here are covered in old, crumbling frescoes depicting the ancient burial rites.

3.

Two **ghouls** sitting on the floor rise to attack. Any successful attack from a ghoul on a creature of ogre size or smaller forces the target (unless it is an elf) to make a save vs. paralysis or become paralyzed for 2d4 turns.

AC: 6 HD: 2\* (M) MV: 90' (30')

Att: 2 claw/1 bite

Dmg: 1d3/1d3/1d3+special

SA: F2 ML: 9 Int: 3 AL: C XP: 25

Hit Points: 13, 12

**Burial Niches:** Four on the north wall, six on the east, four on the south; 2,000gp, 1,000sp.

4.

**Burial niches:** Six on the east wall, six on the north, four on the west. A gem in a niche on the north wall is **trapped**; spikes shoot up from the floor in front of it when it is removed causing 1d6 damage. It is worth 500gp.

5.

The hallway here is exceptionally clean. A **gelatinous cube** blocks any egress to the west. It surprises on 1-4.

AC: 8 HD: 4\* (L) MV: 60' (20')

Att: 1 Dmg: 2d4+special

SA: F2 ML: 12 Int: 0 AL: N XP: 125

Each niche along the hallway contains a sarcophagus, all empty.

6.

Three proud statues of past town patriarchs stand in this room. The old floor in front of the westernmost statue gives way if more than 100 pounds is placed on it, causing a 10' fall.

Each statue holds a mace made of pure gold, worth 200gp each. These can't be sold in Brink, of course, as they are considered relics of the church.

7.

Each niche contains a sarcophagus, and within each is a **zombie**.

AC: 8 HD: 2 (M) MV: 90' (30')

Att: mace Dmg: 1d6

SA: F1 ML: 12 Int: 1 AL: C XP: 20

Hit Points: 13, 13, 11, 10, 9, 4

The niche marked "a" contains a ring worth 150gp; "b" contains 600sp and a *Potion of Healing*.

8.

The two statues in the north and south are made of green marble, and are of previous patriarchs of the church. The eastern statue is made of crystal and depicts the goddess Erm. All other niches contain sarcophagi. Opening any of them causes the **living statue** of Erm to attack.

AC: 4 HD: 3 (M) MV: 90' (30')

Att: 2 Dmg: 1d6/1d6

SA: F3 ML: 11 Int: 7 AL: L XP: 35

Hit Points: 19

The niche marked "c" contains two *Potions of Healing* and a *Potion of Antidote (All Poisons)*. The niche marked "d" contains a locked metal box, **trapped** with a **poisoned needle** (save or die in 1d4 turns), which contains 500pp.

9.

An ornate sarcophagus along the eastern wall is illuminated by a beam of white light. The source is a *Continual Light* spell cast on a glass ball set in the ceiling of the hallway 60' above; a 5' diameter shaft runs between the hallway and this chamber.

The remains inside of the sarcophagus are covered in a patch of **yellow mold**. Opening the lid causes the mold to release spores; anyone standing next to it will take 1d6 points of damage and must save vs. death ray or choke to death in 6 rounds.

Once the mold is cleared (fire damage to kill it; it has 11 hit points), inside the sarcophagus can be found a quiver with 20 *Arrows +1*, a *Sword +1*, and a *Rod of Health*.

10.

Glowing glyphs encircle this room, illuminating the place with a soft orange glow; it is a simple prayer to Sra'ha.

11.

**Burial niches:** Six on the northwest wall, six on the southeast. They contain no treasure.

12.

Two **skeletons** clamber out to attack from each wall.

AC: 7 HD: 1 (M) MV: 60' (20')

Att: claw Dmg: 1d4

SA: F1 ML: 12 Int: 1 AL: C XP: 20

Hit Points: 6, 6, 5, 5, 4, 1

**Burial niches:** Four on the north wall, six on the east, four on the south.

13.

The walls are covered in beautiful frescoes of the afterlife. Once per person per day, drinking from this fountain will heal all lost hit points.

14.

Two **zombies**, one in each northern corner.

AC: 8 HD: 2 (M) MV: 90' (30')  
Att: mace Dmg: 1d6  
SA: F1 ML: 12 Int: 1 AL: C XP: 20  
Hit Points: 11, 7

**Burial niches:** Four in the east wall; 75gp, 700ep, 300sp.

15.

A locked chest contains 5,000gp, four *Potions of Healing*, and a *Dagger +1, +2 vs. Skeletons*.

16.

A **skeleton** climbs out of each of the burial niches in the east wall.

AC: 7 HD: 1 (M) MV: 60' (20')  
Att: short sword Dmg: 1d6  
SA: F1 ML: 12 Int: 1 AL: C XP: 20  
Hit Points: 5, 5, 3, 2

**Burial niches:** Four on the east wall; 30ep.

17-18-19.

**Burial niches:** Four on the east wall (and four on the north, four on the west in 19). They contain no treasure.

20.

Three **zombies** sitting with their backs along the southern wall.

AC: 8 HD: 2 (M) MV: 90' (30')  
Att: mace Dmg: 1d6  
SA: F1 ML: 12 Int: 1 AL: C XP: 20  
Hit Points: 13, 10, 9

**Burial niches:** Four on the east wall, four on the south, four on the west; 250gp

21.

Two patriarchal statues flank a wall pocked with niches. Each round for three rounds, three **skeletons** climb out to attack.

AC: 7 HD: 1 (M) MV: 60' (20')  
Att: club Dmg: 1d4  
SA: F1 ML: 12 Int: 1 AL: C XP: 20  
Hit Points: 8, 8, 8, 7, 5, 5, 4, 4, 2

**Burial niches:** 15pp, 50gp, 200sp, two *Potions of Healing*, and one *Potion of Poison*.

22.

Old moth-eaten ceremonial robes hang from pegs in the north wall. Candles, spoiled incense, and crumbling prayer books can be found in a cabinets along the southeast wall. A lone **skeleton** clad in full yet rusted suit armor and clutching a poleaxe sits in a chair on the west wall. It animates and attacks if the door to 23 is opened.

AC: 0 HD: 1 (M) MV: 60' (20')  
Att: poleaxe Dmg: 1d10  
SA: F1 ML: 12 Int: 1 AL: C XP: 20  
Hit Points: 8

23.

A beautiful altar crafted out of rose quartz stands against the north wall. Two platinum candlesticks are set atop it, worth 500gp each. Hanging on the wall behind the altar is a magnificent tapestry with an intricate and beautifully woven image of Sra'ha, her eyes crafted of two emeralds sewn into the tapestry (each worth 250gp). Both emit a soft glow, which fades if they are removed from the tapestry. She stands before a throng of worshipers performing a blood ritual in her honor.

Close examination of the altar with a good light source reveals the presence of blood here and there; obviously the altar was cleaned (if not thoroughly) between uses.

Behind the tapestry, the seam of the secret door is obvious. However, it only opens if blood is spilled (even a drop) on the altar.

24.

A time-worn yet fine maroon velvet carpet covers the middle of this room, with a large matching pillow lying in its center. Upon the pillow is a pearl necklace worth 3,000gp, a gold medallion with the image of Sra'ha embossed on it worth 4,000gp, an ornate gold and ivory scroll case worth 1,500gp, and lying next to the pillow is a *Shield +1*. Inside the scroll case is Handout #2 and Handout #3.

25.

Eight **skeletons** animate from a large pile of bones in the southwest corner and attack

AC: 7 HD: 1 (M) MV: 60' (20')  
Att: spear Dmg: 1d6  
SA: F1 ML: 12 Int: 1 AL: C XP: 20  
Hit Points: 8, 8, 7, 4, 4, 4, 2, 3

**Burial niches:** Four on the northeast wall, six on the northwest, six on the southwest, and six on the southeast; 250gp, 600sp, two gems worth 75gp each, and one *Potion of Healing*

26.

The door to this room is locked. Sitting on a stone throne along the southern wall is the **zombie** of a priest of Sra'ha, armed with a cursed *Mace +1, -2 vs. Undead* and wearing ornate plate mail. It animates when the room is entered, as do four **skeletons**.

AC: 3 HD: 2 (M) MV: 90' (30')  
Att: mace Dmg: 1d6  
SA: F1 ML: 12 Int: 1 AL: C XP: 20  
Hit Points: 16

AC: 7 HD: 1 (M) MV: 60' (20')  
Att: sword Dmg: 1d8  
SA: F1 ML: 12 Int: 1 AL: C XP: 20  
Hit Points: 8, 3, 1, 1

**Burial niches:** Two in the northwest wall, two in the west wall, two in the east wall, and two in the northeast wall; 20pp, 300gp, 150sp.

## 27.

**Burial niches:** Four in the northwest wall, six in the southwest, six in the southeast, and six in the northeast. They contain no treasure.

## 28.

The walls of this room are covered in mosaics depicting the old burial rites. A group of six **zombies** lurch to attack as soon as the double doors are opened, gaining surprise on 1-4. Sounds of battle in here will attract the two **ghouls** from room 28.

AC: 8 HD: 2 (M) MV: 90' (30')  
Att: spear Dmg: 1d6  
SA: F1 ML: 12 Int: 1 AL: C XP: 20  
Hit Points: 12, 12, 7, 6, 6, 2

AC: 6 HD: 2\* (M) MV: 90' (30')  
Att: 2 claw/1 bite  
Dmg: 1d3/1d3/1d3+special  
SA: F2 ML: 9 Int: 3 AL: C XP: 25  
Hit Points: 8, 4

## 29.

Bones litter the floor here, and all the burial niches in all three wings of this chamber have been ransacked. There is nothing of value to be found.

## 30.

The door to this hallway is ajar.

## 31.

A large statue of Erm dominates this oddly shaped chamber. Directly across from the statue is a 12' wide pool filled with surprisingly clear and refreshing water. To each side of the large pool are smaller fonts, both filled with murky water.

Tapestries hang on the walls behind and to the sides of the statue, each a scene showing mankind receiving blessings from the goddess.

The seam of the eastern-most secret door is noticeable, as there's a faint green light coming from the other side. If the tapestry covering the western-most secret door is moved, light can be seen coming from it as well though it is white instead of green.

A small button is located in the bottom right (as one is facing it) of each of the smaller pools. Pressing the button in the eastern pool opens the western secret door, and pressing the button in the western pool opens the eastern secret door.

## 32.

A lone sarcophagus stands in the center of this room. The ceiling domes up to 18' in the center, in which a glass ball with *Continual Light* cast upon it is affixed.

The sarcophagus is **trapped**; it is filled with poisonous gas. On a successful check, a thief can discern that it's trapped by noticing a discoloration around the seam of the lid that denotes the presence of the gas, which can then be avoided by the covering of one's mouth and nose with a rag or something similar. Any character in the room who doesn't have their airways protected when the lid is opened will take 3d6 points of damage, with a save vs. poison halving that.

Inside, buried with the remains of a past patriarch, is a suit of *Chain Mail +1*, a *Ring of Protection*, and a scroll with the cleric spells *Remove Curse*, *Cure Serious Wounds*, and *Raise Dead*.

## 33.

A lone sarcophagus stands in the center of this room. The ceiling, the center of which is a chartreuse color, domes up to 18' in the center, in which a glass ball with *Continual Light* cast upon it is affixed.

The green section of ceiling isn't paint, but instead a **green slime**. As soon as a PC gets next to the sarcophagus, the slime drops on them.

AC: N/A HD: 2\*\* (L) MV: 3' (1')  
Att: 1 Dmg: Special  
SA: F1 ML: 7 Int: 0 AL: N XP: 30  
Hit Points: 8

Green slimes can only be harmed by cold or fire. It instantly dissolves cloth and leather, and wood and metal in 6 rounds. Once in contact with flesh, it sticks and turns the flesh into green slime. It can't be scraped off, but can be burnt off or

treated with a *Cure Disease* spell. If not removed, it will turn the victim into a green slime in 1d4+6 rounds after contact. Burning does half damage to the victim, and half to the slime.

The patriarch interred within was buried with a platinum necklace worth 2,500gp.

## Nothing Here Helps?

Even if they find and explore every room on this level, the PCs obviously find nothing that will help Ariabelle. They will, however, have found a scroll and a map pointing them towards a cavern known as "Stranglehole."

They'll most likely contact Father Coldmantle to see if he can shed any light on the scrolls they found, however it is possible that the characters try to find Stranglehole on their own using the map as guidance. This is completely possible, though searching for the location without help takes 1d6+4 days before the characters successfully locate it, whereas getting directions for Stevyn will lead the characters straight there.

Additionally, if they go to the priest for advice they'll gain information about the cavern which will help them in their quest there.

Father Coldmantle explains that the caverns were named as such because of the terrible vines that grown all down the sinkhole which serves as the caverns' entrance. The plants are carnivorous, and have a tendency to grab and clutch at creatures that traverse the length of the shaft. He was unaware that there was anything hidden by the Church there, but has always warned young adventurers from going there, as the vines can be deadly.

