

FORGOTTEN TREASURE – By Woad Warrior (Euan)

An adventure for impoverished parties level 1-3

Background: A group of mighty adventurers slew the green dragon spawn of Mabinogion a week ago, the rejoicing in the neighbouring hundred of Melgeford and parish of Turney Beck was great. However soon after, thoughts of liberation and safety were drowned out by greed, for it was not long before someone noticed that among the heaps of coins dragged out of the old temple that was the dragon's lair there was not a single copper coin. It was Harl the tinker that put it together from overheard snippets, the fortune in gold, gems and jewellery that the adventurers had found made the prospect of transporting the equal piles of copper seem like more effort than it was worth. Out there on Suchnit Hill there is a fortune in peasant's coin sitting there with no dragon to guard it.

Our beloved Harl's expedition was very nearly successful too ... had it not been marred by treachery.

For Harl had forgotten perhaps amongst the joy of liberation from the dragon, that the people of Melgeford and Turney Beck were sword enemies beyond the grudges of the hoariest dwarf, with blood feuds that ran generations. Each community blamed the warriors from the other for Harl's demise and in both it rankled that the other community might take the coin that they believed to be rightfully theirs.

So great mobs of peasants descended on the old temple ruins, armed with hammer and pitchfork and determined to ensure that no other takes the coin they rightfully deserve.

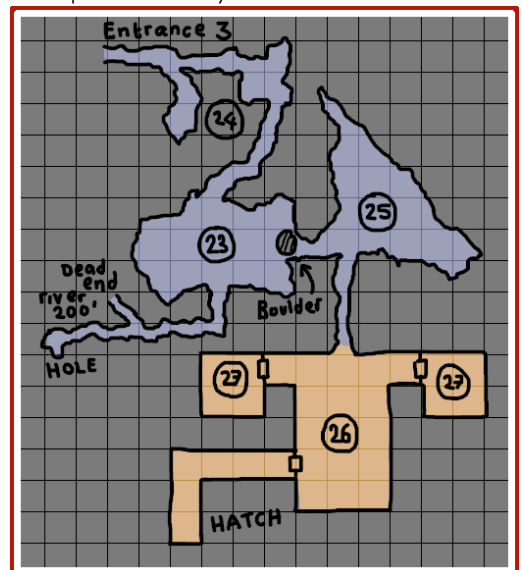
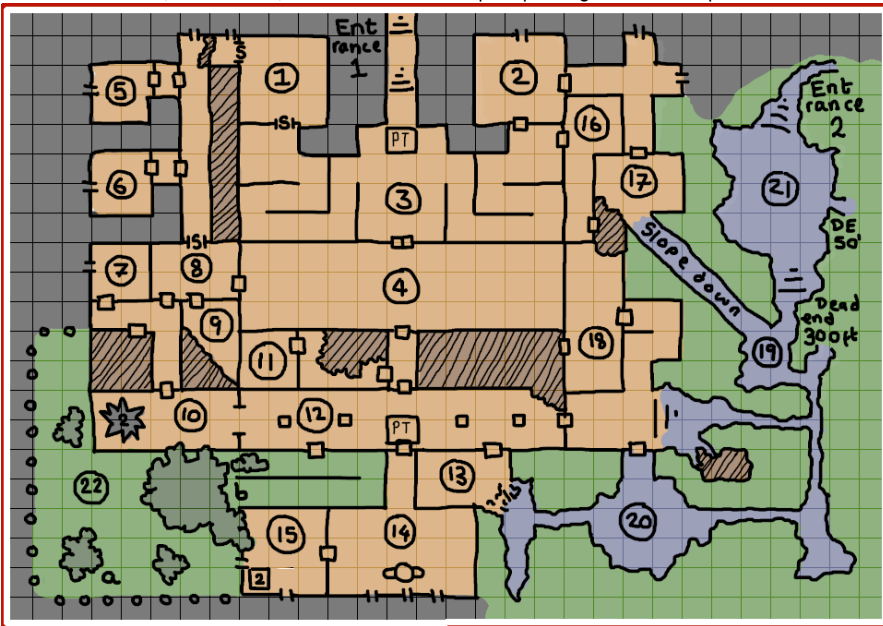
This adventure is centred around the feud between the two communities of Melgeford and Turney Beck, these are small collections of hamlets with just 100 families in each, the GM can use any reason for the grudge from racial enmities to sporting rivalries. This is a good opportunity for the GM to introduce some lore from their setting.

Key Factors

1. A lawyer named Titus from the nearby town of Kiln has realised the real treasure of the temple, an untapped Galena vein underneath. He has married a young sorceress named Portia and together they plan to exacerbate the conflict in order to disgrace the inattentive barons of Turney Beck and Melgeford (who care not a jot for the feud themselves) as well as place the community leaders under charm. The overall effect of this plan being a potential opportunity to buy the land from the viscount after the barons have proven incapable.
2. A timeline of events will play out, the GM may elect to start this timeline once the party comes in contact or from a set time from campaign start.

Day	Timeline Event
1	5 of Master Narhal's dogs are poisoned by Turney Beck's wise-woman Arietta's mushrooms and go rabid,
2	10 lappet-faced vultures arrive
3	A d tente as Min of Melgeford is given healing by a pair of shepherds from Turney Beck
4	Outrage as Melgeford Miller Dather assaults Turney Beckers with a 10' pole (secretly a result of Portia's charming)
4	12 giant fire beetles return. A party of Melgefordians go missing, blamed on Beckers (NPC party did it)
5	Reinforcements arrive from both communities, camps of d20+20 commoners outside of the temple
5	In retribution for the missing party Becker youths lead a livestock raid on Melgeford
6	An all-out brawl in [3], thankfully no deaths due to cooler heads
7	2 giant spiders arrive, make webs in [14&15]
9	The first real murder, a beloved old Becker named Ordwise
9	Arietta leads a public ceremony to pagan gods swearing a blood oath on behalf of the community to enact vengeance on Melgeford
12	Full on battle takes place in the dungeon with 9 deaths, from here on out remaining commoners in the dungeon will not roll morale every round as usual
20	The final battle ends the death toll at 21 including 2 teenagers and 5 women, the communities will now be at a near-constant state of hostility, Melgeford driven from the temple and all Turney Beck peasants affected with Greater Berserkergang from drinking the font at [11]
25	Warband of 19 syphilitic gnomes (as elves) led by a 15 shaman of Loviatar arrive, all non-classed commoners flee
33	A small raid on the actual village of Melgeford by unwashed berserking Turney Beck hoodlums
43	The Count arrives to put down unrest, likely grants Titus his wish.

3. A spirit of Lēogan (Loki) lingers in this temple, all doors are to be considered stuck when found and will re-stick themselves when unobserved
4. If adventurers of any renown (L4+) should attempt to loot this temple I suggest an abstraction of d6*500gp/day retrieved, however the baron will take interest, and offence, to those so near their peer pushing around their peasants and will arrive to object within d4 days.



Melgeford Steward (Leader) – Jasper Reeve – Duggart Head Catechist – Leois Dog Breeder – Narhald Miller – Dather Farmer – Min Farmwife – Gertrudh Baron – Varucus Nesatus	Statblocks Commoner: AC1 HD ½ ; AT 12+; Mor -2, Mv 40' Spears, daggers, clubs, slings at -1 dmg check morale every round unless leader present Footpad: AC 3, HD ½ ; AT 9+; Mor 0, Mv 40' Two daggers, shortbows, backstab for +d dmg Fyrdman: AC5; HD 1-1; AT 11+; Mor +1, Mv 30' Spear, sword, shield, chainmail from their lord	Magic Items <i>Staff of Mimicry +1</i> : attacks as a +1 staff, allows the user to speak with anyone's voice and when stood upright can be set to repeat a sentence every turn <i>Straw Hat of Feather Falling</i> : Casts feather fall immediately on falling 10' 5 times before disintegrating <i>Faerie Seed</i> : Enchants all plants within 280' of planting location as <i>Forest Enchantment</i>
Turney Beck Wise Woman (Leader) – Arietta Thief/Corrupt Reeve – Adan Houli Beloved Storyteller – Ordwise Baron – Carcidionus Morcanus	Lappet-faced Vulture: AC 3; HD 1+1; AT 2x9+; DMG d3/d3; Mor -1; Mv 150' Hunting Dog: AC 3; HD 1+1; AT 9+; DMG d4; Mor 0; Mv 60' Jasper insisted on cloth barding for them all Narhald's dogs are loyal with +1 MOR (13 CHA)	<i>Call of the Moor Ghost</i> : Cantrip; summons 4 Hen Harriers (Raptor Small); 1 turn to cast; can be given orders within when gazing at eyes within 2'; lawful creatures slain by the harriers rise as haunts within 24 hrs whereas chaotic creatures rise as harriers.
Others Lawyer from Kiln – Titus the Lawyer Titus' wife and sorceress – Portia Viscount – Ræus Lupiteus Agriculus		

Entrance 1: The main stair up the imposing cliff-side of Suchnit Hill, 600' of a 2-3' wide stone path that allows no carts. In rainy conditions characters with under 9 DEX must roll save vs paralysis at +4 to avoid slipping and taking d6 x d6 damage.

Entrance 2: A series of squeezes and crawls through the porous limestone sections of the hill. Requires keeping rats at bay with fire or receive d6 1-damage attacks from rat bites. A dwarf or character with proficiencies related to mining or smelting will recognise the telltale signs of Galena in the hill.

Entrance 3: A crack in the stonework between two buttress-like towers connected to the temple by wooden bridges, can be accessed by a 200ft rocky cliff.

1: Entered by a destroyed mosaic secret door reconstituted with planks; Flammable oil leaks out destroyed pipe; footpads (4) and a hood named Adan Houli sit around a campfire planning to take the lions share of the copper from their comrades in [3] (See wandering encounters). Stacked planks conceal secret door west

2: Splintered rotting dining tables; window overlooks dense forest canopy, Lappet faced vultures (8) here after Day 2

3: Wooden floor; many firepits; wood and bone carvings of Woden strapped to carts; Commoners (9) and Veteran shepherd (1) laughing and cooking stew; Commoners (9) are using rope and wedges to seal the doors to the room closed and the entrance open; witches (4 L1) (Allure, Word of Command) and Arietta the Old (witch L3) (Cure Moderate Injury, Dark Whisper) are sat in a circle quietly discussing plans to get past the "dragon ghost" in [12] while picking through a pile of human skeletons for petty jewellery. Mules (5) are tied up near the stairs. 10 pews (10gp, 1st each), 12 wooden/bone statues (50gp, 25st each), 6 skulls with 10gp in golden teeth and sacks containing 28,605 cp. Arietta has three scrolls of *Call of the Moor Ghost* and a rabbitskin pouch of magical fetishes with herbs that are effectively scrolls of *Infuriate Beast*, *Delay Disease* and *Counterspell*. At the top of the stairs is a 10' pit trap that already been triggered, piled 4' high are holy-water-covered pieces of skeletons, this will be quickly covered with a carpet by the witches if enemies approach.

4: The beams and vines from the collapsed roof here make visibility limited to 20ft; d4 of the giant rats (11) visible from entrance; Hidden in rubble are the corpses of 18 giant spiders, 3 wooden/bone statues (50gp, 25st each) and 9000cp.

5: Entering into the corridor outside will trigger a call of "is someone there, can you help me?" from this room, entering in the PC will see an old-looking raven sitting in the window which will magically seal the door and refuse to let any of them out until they voluntarily take a staff of mimicry +1, knowing that taking it will place them under a *quest* spell to re-establish the shrine of Lëogan (Loki) in Melgeförd and acquire at least 10 followers for it.

6: Entering this room will also yield a raven, this one only croaks but still seals the door, if the staff has not been taken it is transported in, if it has a straw hat of feather-falling with the same quest is given to another member of the party.

7: Smashed rubble tumbling down the slope below is all that remains of the window and bedroom this once was.

8: Earthenware statuettes of the gods with empty socketed eyes and smashed bellies, one appears to be hollow. Secret door behind stacked lice-infested thatch

9: 8 large copper and brass pots and basins (10gp each, 1 st) dented and scattered among collapsed roofing material (the ceiling is secure).

10: 5 mouldy ugly tapestries (now covered in dog faeces) piled in corner (4gp each, 1st) can be treated by experts to become worth 100gp each, double to a collector. Rabid hunting dogs (5) worry at the carcass of a giant spider, these dogs used to belong to Narhald of Melgeförd until Old Woman Arietta turned them mad with her herbs; Splintered and claw-marked hole in corner leads 15' down to "hole" in L2.

11: progress into this room requires wending through collapsed timber beams, lappet-faced vultures (2) are nesting here guarding their eggs; Drips from a statue mounted on the roof of the temple to a fountain that still flows, a statue of odin splays his hands around the basin, two dragon scales in the water; drinking from fountain grants *greater berserker* ability until bathing (+2 attack and damage, immune to fear, DR 1 from mundane sources) but also is inflicted with bleeding gums pox (spotted pox) from the dragon's taint, curing the pox also cures the berserking, but surviving it does not.

12: 4 heavy stone pillars covered in giant spider ichor; scattered corpses of 9 giant spiders; when approached within 25 feet an illusion will play of the southern door swinging open to reveal a ferocious green dragon that snarls and roars the words "Who comes here to die"; underneath where the dragon illusion would stand is a pressure plate that triggers a fire trap dealing 3d6 damage to anyone within 10ft of the "dragon" if they charge the illusory beast; hidden in

the rafters 12 earthenware statuettes of gods (5gp each, 1/6 st) and 3 lighter statuettes that are hollow and contain 50gp gems

13: south-east corner collapsed into limestone ditch filled with detritus rat nest; Ghost of Harl (Haunt) lingers awaiting burial and rest; Harl argues obstinately with a lone Melgefördian that he shouldn't have to give a reward for burial (such as the way to get into the dragon's lair) because he was a pious man. Noises, lights or disturbing the nest will awaken rat swarms (3x2HD) and a combined 10 turns excavating/searching will turn up 12 gp, 1456 sp and 172300 cp as well as Harl's silver wedding ring (15gp), ring of hallucination: telekinetic force (he'd just lift things up), plate armour (60gp, 6st) and halberd (7gp, 6st).

14: Bare stone walls; high large windows; 20ft statue of Woden with empty socket eyes and missing hands.

15: Bare stone walls; high large windows; empty armour stands; smashed statuettes; heavy hatch reveals a ladder 15' down to second level.

16: Collapsed roof, floor southern corridor slick with blood where a naked hobgoblin chief has clawed out his own eyes, anyone who sees the symbol of Loviatar on his forehead must save vs spells or contracts a random disease

17: Smashed barrels serve as tables; Hammock; Pots balanced on rubble next to northern door; Melgeförd fyrdmen (11) discuss an all out assault on the Turney Beckers in [3] and pet their hunting dogs.

18: Cellar; 50 wooden barrels contents tipped out mixing grain, wine, rotten cured meat and apples in a mouldering mix on the floor, 20 dead hobgoblins lie in the corner being feasted on by 7 giant centipedes; 18 spears (36gp, 18st); 2 mangled short swords; 20 leather armours (240gp, 60st) and 17 shields (102gp, 17st); one of the goblins had its teeth removed.

19: Giant rat nest filled with 32 burned giant rat corpses (including young); 2 in 6 a lappet-faced vulture is dragging one away.

20: Forward group of adventurous Melgeförd women (8) celebrate the defeat of a giant fire beetle, one of them, Gertruth, is 20xp away from L1 fighter.

21: Limestone cavern, many sacks with torches, lanterns, pickaxes, 10' poles, rations, pitons and other miscellaneous adventuring gear; commoners (16), fyrdmen (11), catechists of the Lawful god Sol Invictus (2) and the reeve Duggart recuperate in an exaggerated military manner, maintaining a stern watch for intruders from the temple. The Catechists holy symbols are worth 50gp each; the equipment rented from the butler if sold would fetch another 30gp, the group have recovered 5 10' stone statues of woden (400gp 300st each) and neat piles totalling 15000cp.

22: Overgrown orchard that seems to precariously slope down towards the cliff, travel through here is at half movement, at the southern side there are two ropes that can be thrown down to the trees below the hill, this is the access point used by the Kickbladder Circle adventuring company.

22a: A petty earth elemental shaped like a toad is trapped in a nettle patch by a fallen statue, he dislikes the Turney Beckers, claiming they give tribute to a group of gnomes that broke a covenant with the spirit of a great hill nearby. If well received and freed, the elemental will grant the party one faerie seed.

22b: 30 strix carcasses littering the ground of this collapsed section of church have attracted the attention of giant rats (7) and a rat swarm (1HD); these rats are hiding around the corner from one particularly overgrown strix, this strix has 7 hp (18 con) and does d3+2 damage with its attack and blood drain (18 str), in the adjacent bush are 14 strix eggs, being from such prominent stock they are worth twice the normal value at 22gp each (1/6 st total).

23: Claw-excavated limestone cavern, unfinished; large boulder blocks the passage in to [25], moving it would require a dungeon bashing check at -8 and triggers a collapse of stone within 10ft dealing 5d6 damage, characters with relevant proficiencies such as land surveying and mountaineering can detect this.

24: limestone walls; windblown leaves on the floor; charmed shepherds (10) guard the camp of Titus the Lawyer and Portia the prestidigitator who will be present every other night. The camp contains their 2 luxury travel hammocks (10gp, 1st each), 30 days iron rations and a cask of rum that is half empty. If present Titus and Portia will listen for sounds of people entering the second layer and attempt to charm them to further their schemes.

25: 4 huge open chests (22gp each, 5st each) and an open lockbox with a needle trap (130gp, 1st); 386215 cp with 21 sp mixed in lies semi-submerged in a large hoard; the corpse of Mabinogion (very old green dragon) lies rotting in the corner, those that come in contact with the dragon corpse risk attack by d6 of the 25 rot grubs that infest the corpse.

26: 60 carved square gravestones tile the floor, beneath them are skeletons with 2gp in their eye sockets and d6 sp and d100cp in ring-money.

27: Graves of worthy heroes, thoroughly desecrated; the heroes dismembered limbs (d2) (d4 HD zombie) still attempt to gain some dignity by killing intruders.

Wandering Peasants/Monsters

1: Footpads (4) all armoured in leather carrying dirks. The leader, a hood named Adan Houli, has AC 4 due to his swashbuckling proficiency and 16 dex. They each carry d4 small sacks of 100 copper pieces. After day 3 Adan carries 4 silver wedding bands worth 10, 6, 5 and 5 gp each and has a dagger worth 15gp. In a copper urn (2gp, 1/6 st) they carry a potion of giant control and a potion of supreme valiance, the latter they will use if threatened.

Ruffians from Turney Beck roaming the temple have found success in looting copper and relics as the others have, but have found the mugging of Melgefördians and adventurers to be an even more profitable endeavour.

2: A party led by master Narhald of Melgeförd lugs furniture through the halls. Farmers (10), veterans (2) Narhald (1st level venturer) and Narhald's hunting dogs (6) will react to honest looking folk at +1, though willing to let loose the dogs on anyone strange or hostile looking on a neutral reaction or lower. The party are lugging along 4 long pews that are worth 10gp each and weigh 5st

3: The Copper Mad King (Level 6 Shaman) and his hog (stuffed as common boar) wander the halls looking for defilers of this temple, which he claims to be dedicated to 'Disolic, the god of copper', the man has lost his mind from multiple resurrections and so cannot cast spells but his totem animal remains loyal. The king will open his first combat by throwing a small glass bead that is the equivalent of a *blinding flash* spell at the party's spellcasters, he uses a dagger.

4: An overgrown strix found in [24b]

5: Titus the Lawyer and Portia the Prestidigitator will attempt a *charm person* on the strongest looking PC, hiding behind their charmed shepherds (7) if any hostile action is made and fleeing to the nearest group of peasants with tales of the murderous adventurers, who will swarm to defend their charmed brethren.

6: A wannabe adventuring party called the Kickbladder Circle are stalking the temple looking to loot it before the amateurs get there first. They will relish the chance to attack commoners and other adventurers alike, will pretend to ally with anyone on a neutral or better reaction.

Hyilant – F2, AC6, HP 13, Dmg d6+3, AL Chaotic; battle axe, chainmail, shield, 24 gp, dagger, 560 cp

Euhert Son – F1, AC4, HP 5, Dmg d6+1, AL Neutral; 7' spear, mace, ringmail, large round shield, 15gp

Timeon of Jormangandr – C1, AC5, HP 5, Dmg d6, AL Chaotic; mace, scale armour, shield, 13gp, scroll of *cause major injury*, holy prayer

Veinar the Vapid – T3, AC 3, HP 13, Dmg d4+1, AL Neutral; sling, sling bullets +1 x4, leather armour, oil of ooze

When first encountered each will have lost d4 HP, Timeon will have *Shimmer* active for 4 more turns, Veinar *ogre strength* and the party will be carrying the corpses of a Mage and a Fighter wearing 1000gp golden trim armour, the party will not attack unless they are sure to win in this instance.