

Cult of the Green Skull

A Basic Fantasy Role-Playing Game Adventure Series
For 2 to 8 Beginning Player Characters

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Introduction

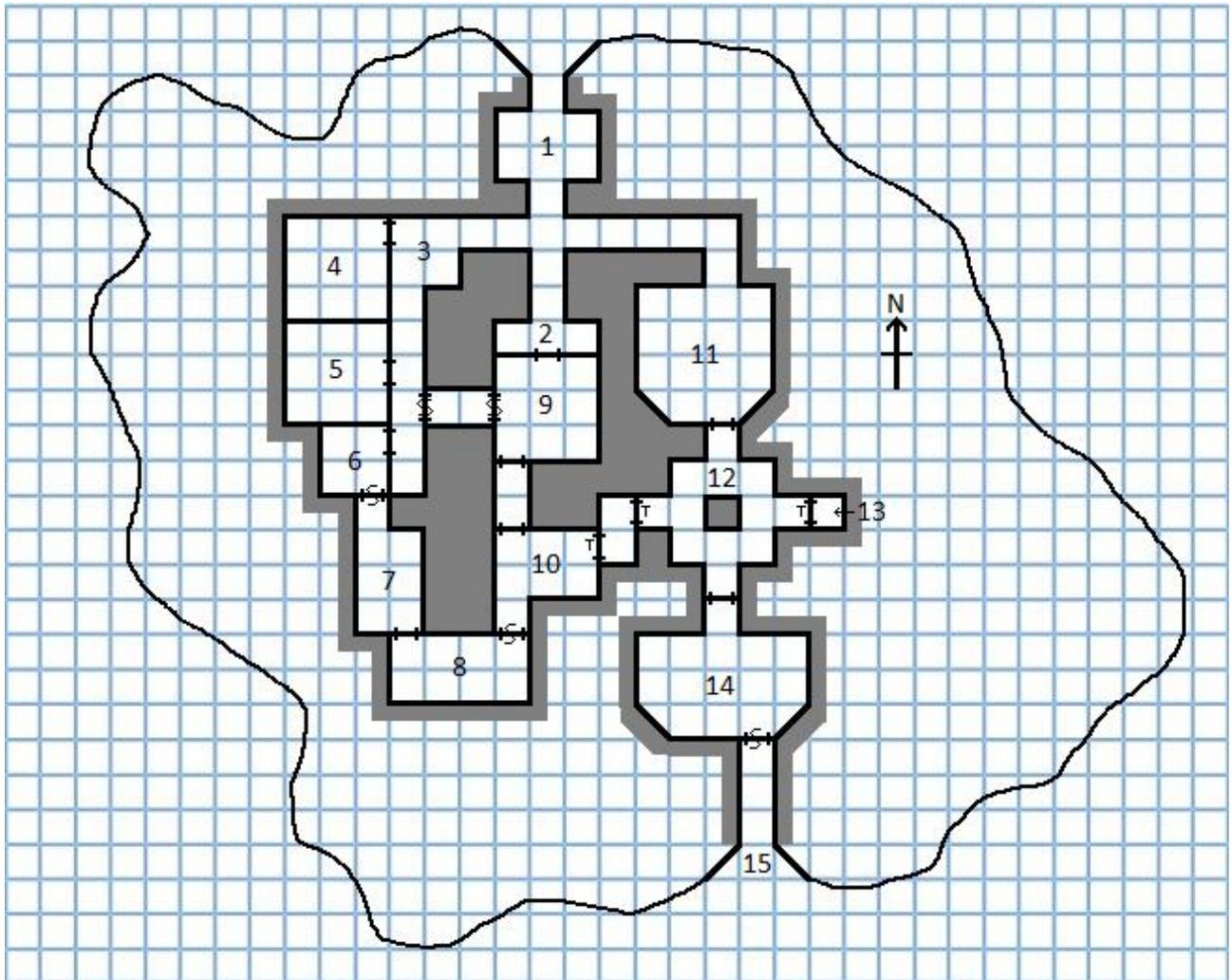
Rumors that a cult has been operating in the region have been around for a number of years, but few took the rumors seriously. However, with two children very recently having gone missing and mysterious unholy symbols bearing the image of a green skull appearing all over the village, the locals no longer believe the cult to be a mere rumor.

Calling on the players (method determined by GM), the mayor of the local village hires the party to seek out and destroy the cult, offering the

party a payment of 100 gp/party member for the safe return of the children (or their remains), as well as another 400 gp for proof of the cult's demise (the GM may determine what the mayor demands as proof, but examples may be the head of the evil cleric or simply the holy symbol used by the evil cleric). The mayor, however, stresses that the return of the children should be the party's first and absolute priority.

*If you might be a player in this adventure, **stop reading now!** Beyond this point lies information meant only for the Game Master's eyes!*

Adventure Key



Details

The cult worships a lesser demon of undeath and is headed by a Human Cleric and Elf Magic-User. They have ensorcelled a local tribe of goblins and found an ally in a local hunter-turned-werewolf. The reasons behind the alliance is left to the GM to decide.

After several hours searching, the party will locate the entrance to the cult's hideout. It isn't difficult to find due to the goblins not being too smart and having lit a campfire just outside it with slightly dampened wood, which causes a wispy pillar of smoke to rise to the clouds. Located several miles to the north of the village, the hideout is a former bandit warren carved into a hill and surrounded by copses of trees that provide adequate cover from all but the most prying of eyes.

Dungeon Level 1

ENTRANCE:

Outside the hideout proper, five goblins sit around a smoky fire. These goblins are engrossed with watching a small bird they are cooking; if the party wishes to, an ambush on the goblins would be easy as the goblins are unaware of all but the loudest noises at the moment. Each goblin is equipped with a dagger, wears poorly-made leather armor, and carries 1d6 sp in a small leather pouch.

5 Goblins: AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7, XP 10 ea.

HP 3 □□□
 2 □□
 3 □□□
 4 □□□□
 4 □□□□

1. COVERED ENTRY:

This area is roofed in branches and grasses. During daytime hours, one goblin can be located here on lookout. After dark two goblins stand watch. In any circumstance the goblin(s) in question fights with a spear and wears leathers. Each goblin carries 1d6 sp in a small leather pouch.

2 Goblins: AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7, XP 10 ea.

HP 3 □□□
 2 □□

2. SKULL HALL:

This hall has carvings of skulls and bones in the wall. Close examination reveals that the skulls are poorly-made and are in fact a recent addition, having only been made in recent weeks by bored goblins.

3. WEREWOLF HALL:

This area is patrolled by a young man who has recently been transformed into a werewolf. If encountered during daylight hours, he will attempt to convince the party that he is a captive who just escaped from a room down the hall and offers them a few gems he has back at his home for his safe return (a lie as he has no such gems). If encountered at night, he is transformed into his bestly form and attacks on sight. The werewolf carries no weapons or wears any armor but does carry 3d6 gp on his person.

1 Werewolf: AC 15, HD 4, #At 1 bite, Dam 2d4, Mv 60' Human Form 40', Sv F4, MI 8, XP 280

HP 14 □□□□□ □□□□□ □□□□□

4. BARRACKS ROOM:

Housing the majority of the goblins, this room reeks of filth and has stains on the walls and floor. A number of bunks can be found along the northern, western, and southern walls as well as a table in the middle of the room. At any given time there are ten goblins and a bugbear present being loud and rowdy. Each goblin fights with a dagger and wears poorly made leather armor. The bugbear fights with a scimitar and wears leather armor and uses a shield. All of the occupants carry 1d6 sp.

10 Goblins: AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7, XP 10 ea.

HP 4 □□□□
 3 □□□
 5 □□□□□
 6 □□□□□ □
 7 □□□□□ □□
 1 □
 3 □□□
 1 □
 5 □□□□□
 2 □□

1 Bugbear: AC 15, HD 3+1, #At 1 weapon, Dam 1d8+1 or by weapon, Mv 30', Sv F2, MI 9, XP 145

HP 12 □□□□□ □□□□□ □□

5. UNHOLY OOZE:

This room is a ghastly sight of bones, decaying flesh and more. Within is a necrotic ooze, a failed experiment by the Magic-User, as well as the Magic-User's three former apprentices (now made into skeletons). Inside the room is a more complete lab than the one found in the leader's room and has a large amount of equipment. If successfully removed and a buyer can be procured, the lab in total can sell for 1,000 gp. If sold piecemeal it sells for a total of 600 gp.

1 Necrotic Ooze: AC 12, HD 3*, #At 1 pseudopod, Dam 2d8, Mv 1', Sv F3, MI 12, XP 175

HP 10 □□□□□ □□□□□

3 Skeletons: AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 4 □□□□
 7 □□□□□ □□
 5 □□□□□

6. STOREROOM:

Filled with a number of barrels and crates, this room stores dried meats and vegetables for the goblins. The crates along the south wall also help hide a hidden door to the leader's room.

7. LEADER'S ROOM:

This room contains two cots and a small lab along the eastern wall. Two small chests can be found under the beds. One chest contains a **Potion of Healing**, the other a **Dagger +1**. Each chest also

contains 10 pp and 75 gp. Both are trapped with poison darts (save vs. Poison or die). The Magic-User can be found here at almost all-hours of the day.

Evil Elf: Elf Magic-User 3, AC 11, #At 1 or spell, Dam 1d4, Mv 40', MI 9, XP 145

INT 15 (+1), CHA 9

Spells: **read magic, protection from good, sleep, invisibility**

HP 10 □□□□□ □□□□□

8. SECRET TREASURY:

None but the Cleric and Magic-User are allowed in here. Having secretly been raiding the nearby roads for several months now, the cult has increased the wealth that was already present from the bandits that once lived here. There are four locked chests here. The first chest (poison dart trap; save vs. Poison or die) contains a **Chainmail +1**, 250 gp, 110 ep, 375 sp and 125 cp. The second chest contains 200 sp and two small gems worth 30 gp each. The third chest (poison dart trap; save vs. Poison or die) appears empty but has a false bottom to reveal two **Potions of Healing**, one **Potion of ESP**, and 20 ep. The fourth chest contains 800 cp.

9. ROOM OF CHAINS:

Chained up in the southeastern corner are the children. They are bruised and have several gashes on their arms and legs but are still quite alive. However, the room is currently occupied by a hobgoblin and eight goblins. Each goblin fights with dagger and wears poorly made leather armor and hold 1d6 sp. The hobgoblin fights with a great axe +1 and wears a simple coronet of silver with a large ruby in its center, worth a total of 200 gp.

1 Hobgoblin: AC 14, HD 1, #At 1 weapon, Dam 1d8 or by weapon, Mv 30', Sv F1, MI 8, XP 25

HP 7 □□□□□ □□

8 Goblins: AC 14, HD 1-1, #At 1 weapon, Dam 1d6 or by weapon, Mv 20', Sv F1, MI 7, XP 10 ea.

HP 6 □□□□□ □
 5 □□□□□
 5 □□□□□
 7 □□□□□ □□
 5 □□□□□
 4 □□□□□
 2 □□
 6 □□□□□ □

10. REFUSE HALL:

An area where the goblins and others have been dumping their refuse. The Cleric and Magic-User permit it since it keeps most people away from the hidden door in the south that leads to the secret treasury. The door along the eastern wall is trapped (portcullis; save vs. Death Ray, 3d6 damage).

11. ACOLYTE ROOM:

This room has a number of bunks along the western wall and has a number of acolytes who have been drawn into the cult. These acolytes are fairly weak-willed however, and may well flee rather than fight. Each acolyte has a dagger and wears no armor. There is a false stone that hides a hidden niche beneath one of the bunks and holds a pouch containing a small diamond worth 300 gp, a **Ring of Protection +1**, and 35 gp.

3 Acolytes: Human Magic-User 1, AC 12, #At 1, Dam 1d4, Mv 40', MI 9, XP 25 ea.

INT15 (+1), CHA 5 (-2)

Spells: **read magic, magic missile**

HP 4 □□□□
 4 □□□□
 2 □□

12. PILLAR HALL:

A large central pillar dominates this area and has vile and wicked poetry carved into it on all four sides. The eastern door is trapped (arrow trap; +1 attack, 1d6+1 damage). The western door is also trapped (portcullis; save vs. Death Ray, 3d6 damage).

13. TRAP ROOM:

This room is empty. Anyone who steps into it will trigger a pit trap (save vs. Death Ray or fall 30 feet and take 3d6 damage).

14. SANCTUM OF EVIL:

Filled with incense smoke and decorated with banners and unholy symbols, this room is where the Cleric leader of the cult resides. He is always accompanied by a zombie and two skeletons. The cleric wears a golden unholy symbol (worth 100 gp to a goodly-aligned church for disposal), has two **Potions of Healing** on his person, and fights with a **Mace +1** while wearing chainmail. He also has a coin purse containing 4d6 gp. If all of the incense is gathered from the room it will sell for 50 gp.

Evil Cleric: Human Cleric 4, AC 15, #AT 1 or spell, Dam 1d8+1, Mv 40', MI 9, XP 280

WIS 15 (+1), CHA 12

Spells: **hold person, detect good, darkness**

HP 16 □□□□□ □□□□□ □□□□□ □

2 Skeletons: AC 13, HD 1, #At 1, Dam 1d6 or by weapon, Mv 40', Sv F1, MI 12, XP 25 ea.

HP 4 □□□□
 6 □□□□□ □

1 Zombie: AC 12, HD 2, #At 1, Dam 1d8 or by weapon, Mv 20', Sv F2, MI 12, XP 75

HP 10 □□□□□ □□□□□

15. HIDDEN ESCAPE ROOM:

If the Cleric attempts to escape (he never surrenders), he runs through one of the banners to reveal a hidden escape route. The route is filled with cobwebs and dust but holds no dangers or treasure.

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