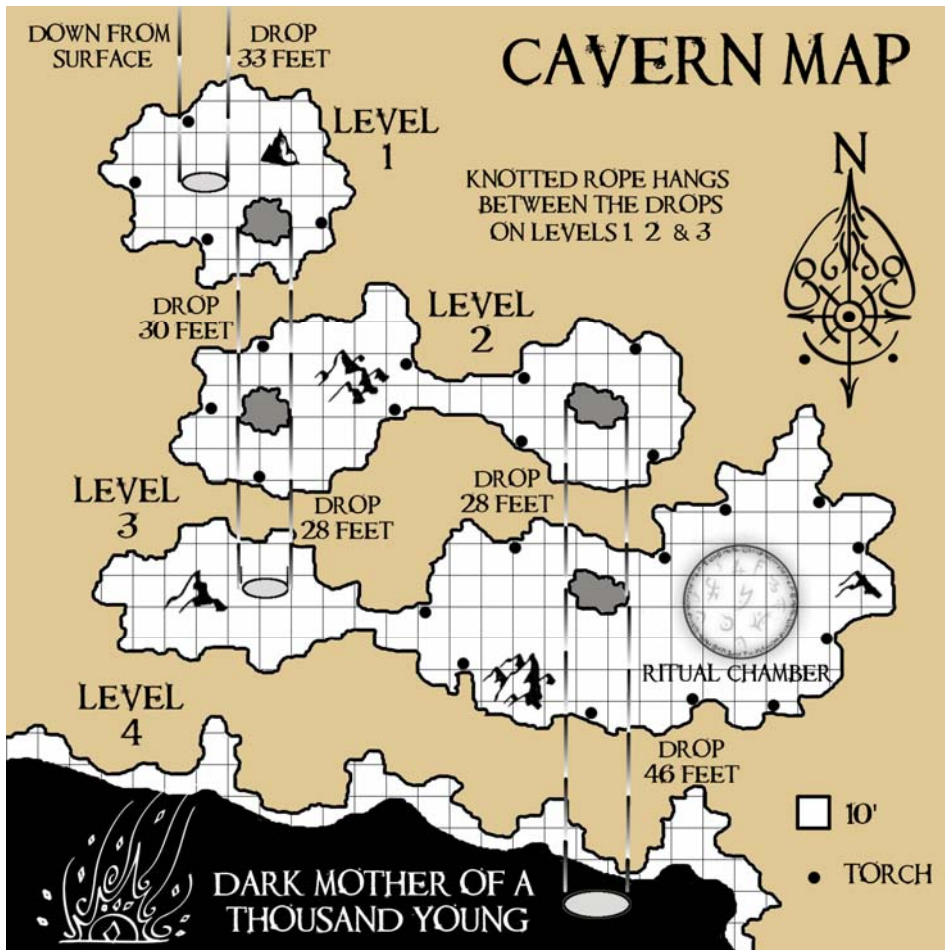


# RAID ON BLACK GOAT WOOD

A sanity bending Sword & Sorcery adventure designed for use with any old school fantasy RPG

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"They were flutes, I tell you. Mad piping! The music was mesmerizing... It echoed from all around. Enticing us to come closer, come deeper into the wood. If I hadn't grabbed that girl and spurred my horse on when I did we would have been doomed! I am sure of it!"

-- Statement of a local road warden

## RUMORS

- 1) Shadowy folk skulk about in the old forest.
- 2) Nonsense! Lies, all lies! (F)
- 3) Horned devils, I tell ye! I know what I saw!
- 4) Men and women have gone missing from all of the surrounding villages.
- 5) If you hear music while traveling through the old forest, you had better run for your life!
- 6) Some say all this is the work of evil Druids! (F)
- 7) Animals avoid the place and the plants have become twisted and malformed!
- 8) I hear tell other sinkholes have been found. (?)
- 9) That hole is a hell-mouth! Takes ye straight to the infernal bowls of the Abyss! (F)
- 10) A girl was pulled from the wood, and people are whispering that she came back seeded with child...

## RANDOM ENCOUNTERS

(Check Every Turn / 2 in 6 Chance)

### Outside the Sinkhole:

- 1) Escaped Prisoner
- 2) Shrieker (1-4)
- 3) Green Slime (1-6)
- 4) Dark Satyr (1-4)
- 5) Rot Grub (6-60)
- 6) Violet Fungi (1-4)
- 7) Ochre Jelly (1-2)
- 8) Dark Satyr (1-6)
- 9) Assassin Vine
- 10) Brown Mold
- 11) Shambling Mound
- 12) Dark Satyr (1-8)

### Inside the Sinkhole:

- 1) Dark Satyr (1-4)
- 2) Prisoner (1-8)
- 3) Yellow Mold
- 4) Dark Satyr (1-6)
- 5) Grell (1-2)
- 6) Grey Ooze (1-3)
- 7) Dark Satyr (1-6)
- 8) Gibbering Moulder
- 9) Grick
- 10) Dark Satyr (1-8)
- 11) Otyugh
- 12) Black Pudding

## ADVENTURE NOTES

- **Setup:** A gaping sinkhole has emerged in the old wood. The vegetation in the surrounding area has changed, and there are no animals to be seen. An unusual amount of mushrooms, molds and fungi now grow upon everything within a two-hundred yard radius of the hole. A foul stench lingers in the area. During the day eerie flute music can be heard playing, and chanting at night.
- **The Horrible Truth:** The sinkhole in the old wood is in fact the birthing chamber for a *minor* manifestation of Shub-Niggurath (Dark Mother of a Thousand Young). The hole leads down to a cave system that runs four levels deep and the birthing chamber is in the very bottom level where the Dark Mother resides. The Dark Satyrs are members of her insidious cult.
- **Tone:** This adventure is for all intents and purposes a Weird Tale, and it is up to the GM to convey a sense of eldritch horror, mystery and dread. The players should never feel safe or comfortable as the events in the game unfold.
- **Goals:** Survive!/Unlock the mystery behind the sinkhole/Help prisoners escape/Kill the Dark Mother's young/If possible, seal off the cavern system
- **Random Encounters:** Begin rolling for these as soon as the adventuring party is within the fungal radius of the sinkhole.
- **The Dark Mother of a Thousand Young:** This vile entity is of enormous proportions and takes up the entirety of **Cave Level 4**. The presence of the Dark Mother herself has caused the surrounding area of the old forest to mutate into a mockery of what it once was. She is also the source for all monsters encountered within the caverns. There is no chance the adventurers will be able to defeat her. At best they may be able to devise a way to seal her off, and hopefully her young as well. Her very presence acts as a *Symbol of Fear*, *Insanity* or *Hopelessness* (equal chance for each). Each round of being within 60' of the Dark Mother warrants a saving throw. Seeing her is worse! (-4 to saves)
- **Dark Satyrs:** Statistically treat as a normal satyr, but this variety is the direct offspring of the Dark Mother, and is ultimately twisted and evil. Physically, they are more goatish than their counterparts, and have thick coarse black fur. Their goal is to copulate with the local women, and enslave the men. They will use *Charm* to entice women, and *Fear* to subjugate the men.
- **The Birthing Process:** Male prisoners are ritually sacrificed to the Dark Mother by allowing her to consume them while they are still alive. Once consumed they will be transformed (takes d6 days) into Dark Satyrs and emerge devoted members of her cult. Also, monsters are spawned from her periodically, moving about the various levels of the cave complex by use of cracks and fissures.

- **Prisoners:** When a prisoner is encountered there is a 50/50 chance they are either a male or female. Male prisoners will try to escape if freed (75%) or join the fight (25%). Female prisoners will most likely be under the influence of *Charm* (75%), and if not will *always* try to escape if freed.

- **Misc.:** The cult uses knotted rope to climb between the various cave levels.

## ADVENTURE LOCALES

- **The Opening of the Dark Mother's Womb:** A random encounter roll is required upon discovering the hole. The mouth of this hole is approximately 15' wide. If an adventurer wishes to descend down into the depths of this vile pit it will be hard not to be noticed. Also, they will need to save vs. *Poison* to avoid becoming sick, suffering from nausea and stomach cramping due to the intensely noxious smell. (Effects = *Ray of Enfeeblement*/5<sup>th</sup> level caster)
- **Cave Level 1:** Top of the cave system. A random encounter should be rolled immediately upon entering the cave. There is a hole leading down to Level 2. Miscellany taken from prisoners can be found here. Randomly roll on standard treasure charts to determine contents of the stockpile. Remember, this is the only such area in this adventure. *Do not be afraid to be generous.*
- **Cave Level 2:** Second level of the cave system. A random encounter should be rolled immediately upon the character's entrance. This cavern acts as the main **Prisoner Hold** for the cult. When found, prisoners will be bound and gagged. There are two holes leading down to Level 3. (see *Adventure Notes* for more information on Prisoners)
- **Cave Level 3:** This cavern acts as the **Ritual Chamber** for the cult. The adventurers are met with a scene of Dark Satyrs and imprisoned women enthralled in a mass ritualized orgy (20+1d10 Dark Satyrs/20+1d10 women). There is a large hole leading down to Level 4. Characters should witness the Dark Satyr cultists flinging several male prisoners down the hole and into the clutches of the Dark Mother. The western cave holds barrels of wine and crates of food.
- **Cave Level 4:** Here lies the **Birthing Chamber** of the Dark Mother. The characters should witness the "birth" of Dark Satyrs upon first sight. Her form is entirely amorphous, and always in a state of flux. Mouths, eyes, limbs, tentacles and monsters constantly emerge and submerge from the gelatinous mass. Any being coming within 60' of the Dark Mother risks being grappled and immediately consumed, and also is subject to her dark influence (see *Adventure Notes* on the Dark Mother). She will even attempt to reach through the hole that leads up to Level 3 to grab anyone or anything she can.