

# Guests For Dinner

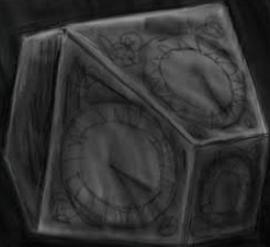
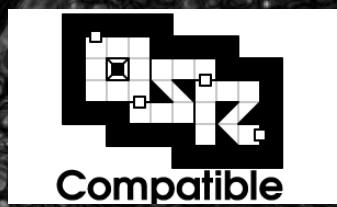
An adventure for level 0-2 characters



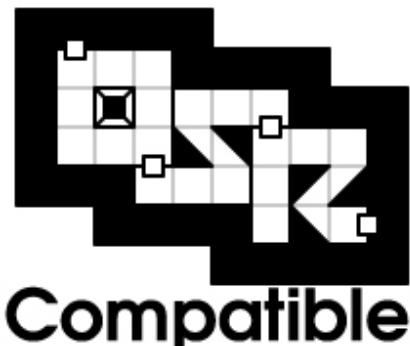
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SOUTHEA



This module is OSR Compatible and can be used with any old school RPG or modern clones. It was designed with the classic version of the game in mind but with minimal changes can be used with original or advanced rules or their clones.

Encounters are listed in the following format:

**Orcs (4) – AC 6 (13), HD 1, #AT 1 Sword, D 1D6**

Armour Class is given both descending and ascending values, with ascending values in parentheses. An unarmored character is AC 9 (10) and chainmail gives AC 5 (14).

Unless specified, all encountered creatures and men are assumed to have the same movement rates as normal men and to use the same saving throws as a fighter of the same level as their hit dice.



## Adventure Background

Lord Pontus Vazzo is a member of the Cult of Zru, a cult that honour their demon god through eating human flesh.

In the woods that lies adjacent to his estate he found ancient catacombs where he has built a secret temple of Zru. His acolytes captures travellers and beggars, people that no one will miss, and bring them back to the secret tunnels. There they are held captive and are eaten piece by piece over a couple of weeks.

Zru have awarded Vazzo special abilities and he is not quite human any longer. He spends more and more time in the catacombs and his demand for human flesh grows even stronger.

## Synopsis

While in the forest the group of PCs accidentally fall through the ground and end up in a natural cave connected to the

catacombs. There's no way of climbing up again so they will have to find their way out, through the old tunnels now used as a Zru temple by Lord Vazzo and his acolytes.

## Where?

You can place this anywhere you want in any campaign setting you see fit. It is however written for the Nadallh campaign setting and it takes place in the small kingdom Sylikel in Rakkenskag, near a village named Poxtorv just north of Fort Tego.

*For more info on the Nadallh Campaign setting visit [nadallh.blogspot.com](http://nadallh.blogspot.com)*



### Lavvos Tradehouse

This tradehouse sells tools and food. Rumour is that the owner Lavvo have an affair with the tavern keepers wife. But who listens to such gossip?!

### Chapel of Mol

This is a humble chapel run by Father Jonas, a lvl 3 cleric.

### The Drunken Peasant Inn

This inn got it's name from the fact that it's commonly used by drunken peasants. The owner is a timid little man named Olin.

### Jennys Smithy

Jenny mostly crafts horse shoes but she knows how to repair armour and weapons if you ask her. In her younger days she was a smith in the kings army.





## Character funnel

You can run this as a normal 1st level adventure for 4-6 players but you can also choose to play it as a character funnel.

To do that each player rolls 2-3 0-level characters each. You should have about 8-10 characters in total.

Pick race as you normally would but don't choose any class. Instead roll the profession table to the right and see what profession the character have and what equipment he or she starts with.

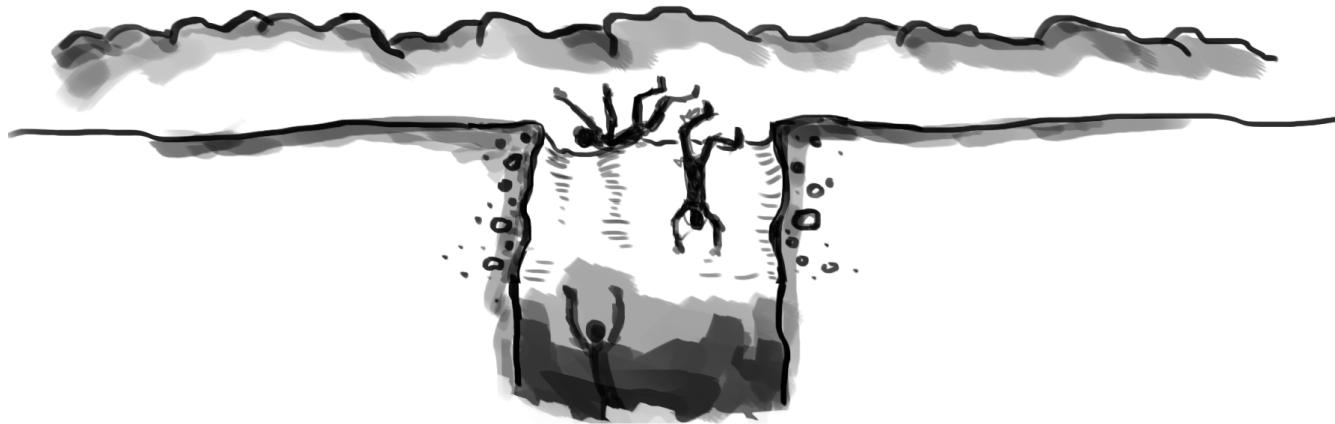
All characters have 1D4 HP.

The surviving characters become 1st level after finishing the adventure and get a new HP according to the class they choose. Their starting gear and wealth will be the amount of treasure they collect during this adventure.

Assume 1D4 damage for all weapon like equipment the characters start with.

## Profession Table

1D10	Profession	Equipment
1	Sheep herder	Staff
2	Cook	Chefs Knife
3	Woodsman	Handaxe
4	Tailor	Scissors
5	Farmer	Ten foot pole
6	Herbalist	Scythe
7	Sailor	Rope (20f)
8	Mason	Hammer
9	Groom	Broom
10	Gambler	A set of dice



## Hooks

There are many reasons why the PCs would walk through the woods near Vazzos estate.

Here's a few:

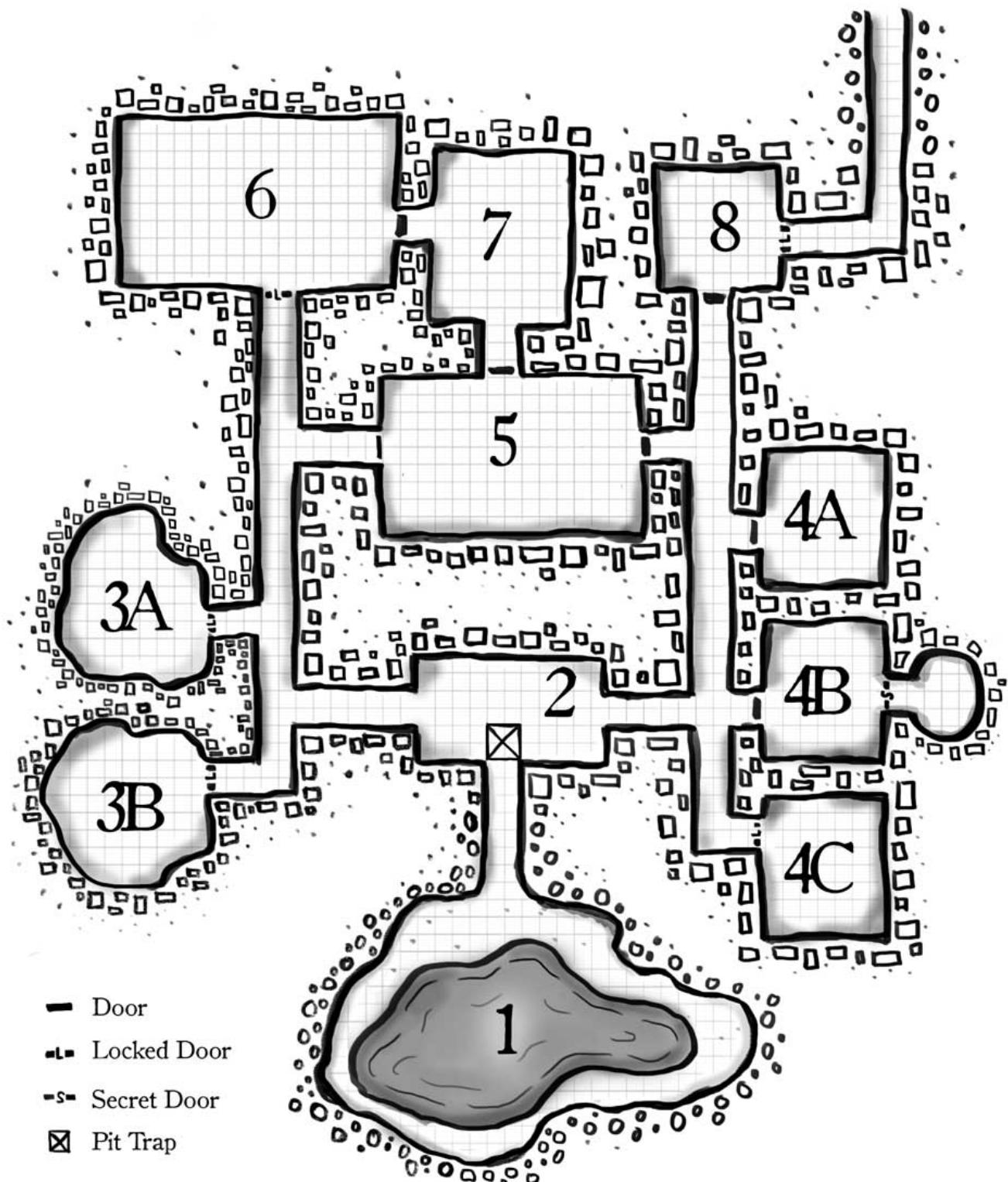
1. They're poaching
2. They're searching for some runaway sheep
3. They're gathering berries for the summer festival
4. They are searching for a group travelling minstrels gone missing.

## Adventure start

Walking through the woods the group enter a glade and as they cross it they hear a sudden rumble. Before they know it the ground disappears from under their feet and they tumble through the air down into the underdark.

They eventually land in a pool of cold black water. The sky just a small circle of light high above them. And yet, the nightmare have only just begun.

# Vazzos Secret Catacombs





## Random Encounters

Roll for random encounters every 4 rounds. An encounter occurs on a 1-2 on a D6. There are 8 Acolytes, 6 zombies and 4 zombie dogs in total so the PCs can never encounter more than that in total throughout the dungeon. The acolytes and zombies mentioned in the room descriptions are not included.

### Random Encounter Table

1D6	Encounter
1-3	1D4 Acolytes
4-5	1D4 Zombies
6	1D6 Zombie Dogs

### 1. The Well

This is where the PCs land after falling through the ground. The water is dark and really cold. It's very deep so there is no use trying to dive to the bottom.

The room is a natural cave but in one wall a crude doorway has been cut out and there is light coming through from the hallway.

### 2. The Hallway

This room is empty and dirty. The walls are ancient, impossible to say who originally built them and why.

On the floor are plenty of tracks leading to and from the well since the cult uses the well as their water reserve.

In the northwest corner is a lever that controls the pit trap by the room entrance. The lever is clearly visible and could give a heads up to the players before they enter the room. If someone steps on the pit trap and the lever has not been pulled this person has to save or fall 8f onto sharpened poles for 1D6 damage.

### Acolyte (8) – AC 9 (10), HD 1

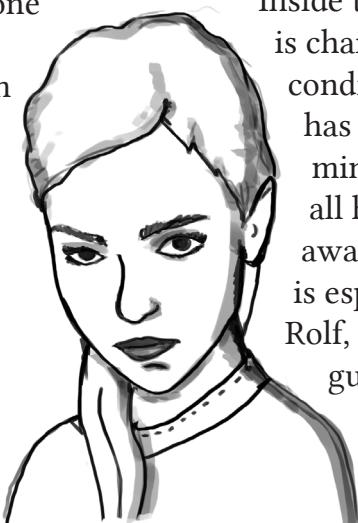
#AT 1 Club, D 1D4

Spells: one acolyte per encounter have the ability to cast Charm Person once

### Zombies(6) - AC 8 (11), HD 1, #AT 2 Claws and teeth, D 1D4

Special: immune to Sleep and Charm spells

### Zombie Dog(4) - AC 6 (13), HD 2, #AT 1 Bite, D 1D6



**Dina Brax**

### 3A. Prison Cell

This room is guarded by an acolyte who has the keys to the two prison cells as well as all the manacles inside of the cells. He is dozing on a chair, not quite sleeping.

Inside the cell the minstrel Dina Brax is chained to the wall. She is in good condition except for the fact that she has witnessed the death of her whole minstrel group. Originally they were all held in the cell and were then taken away one by one to be slaughtered. She is especially worried for her brother Rolf, he was taken four days ago. The guards have been making jokes to her about how tasty he has been, she desperately hopes they're lying.

There is plenty of food in the cell since Vazzo likes his prisoners well fed.

### Acolyte Guard(1) – AC 9 (10), HD 1, #AT 1 Club, D 1D6



### 3B. Prison Cell

Some of the zombies Vazzo uses as patrolling guards are becoming too rotten and have left stinking trails in his library. He now keeps them locked up in here until he can decide what to do with them.

If the PC's search the dirty straw on the floor they find an old satchel with 40gp and a healing potion left by some long lost adventurer.

**Rotten Zombies(1D4)** - AC 9 (10), HD 1, #AT 2 Claws and teeth, D 1D4

Special: immune to Sleep and Charm spells. If they touch you the stink won't come off until you've had a long bath.

### 4A. Scriptorium

The room is sparsely furnished with wooden benches and desks. Three acolytes sits here transcribing ancient Zru manuscripts. One of the acolytes is Vazzo's right hand man Marco,



he is a big man and he's got the key to room 4C on him. In the acolytes pockets are 2D6 x 10 gp in total.

**Marco(1)** - AC 7 (12), HD 2, #AT 1 Mace, D 1D6  
Spell: Charm(1)

**Acolyte (2)** - AC 9 (10), HD 1, #AT 1 Club, D 1D4

#### 4B. Altar room

In this room stands a grand statue of Zru, it is a common motive of Zru looking like a four legged ant gaping towards the ceiling. If someone studies the statue closer they might discover that there is dried blood around the statue's mouth. If human blood is poured into the mouth of the statue the secret door in the back of the room will open. Inside the secret chamber is a crate with three vials of blood, treated with dark Zru magic. Drinking one heals 1D6+1 HP.



#### 4C. Storeroom

This is where the cult stores things they've looted from their captives. It's sorted into a few coffins and shelves.

The first coffin contains 150gp, 210sp and 54cp, the other a leather bag and two golden tooth worth 2gp each. On the shelves there are a silver dagger, a dusty straw hat and two bottles of excellent Namradk wine worth 50gp each.

#### 5. The Library

This room is furnished with a nice table and chairs, along the walls are bookshelves containing all sorts of books though mostly forbidden ones about demonology. A lot of them are new and transcribed to common in the scriptorium in room 4A.

On a chair Ann-Magreth sits, dressed in a nice dress and wearing lots of makeup. If the PCs are from Poxtorv they will immediately recognise her as the village beauty that went missing a few years back. A perceptive PC will notice that she have a small bald spot on the side of her head, from the lobotomy. She was taken by Vazzo and lobotomized so that he can discuss literature with her in this secret library. She's not much of a talker these days but then Vazzo likes to do the talking anyway.

She will tell the PCs nothing of use. She talks about the summer sky and asks if they are going to the summer festival. She giggles at things they say as if it was a really good joke.

#### 6. The Dinner Room

This room has luxurious red draperies on the walls and in its centre stands a large oak table. On a gilded chair sits Vazzo himself enjoying a cup of good wine with a plate in front of him with what looks like a nice pork chop, although it's in fact a piece of Rolfs Braxs loin. On the table a cat is purring slowly on a velvet cushion. It's however not really a cat but a Minor Zru Abomination, a monster created by feeding a cat human flesh blessed by a Zru priest.

Vazzo greets the PCs with a smile and asks if they are hungry. If the group questions him he will braggingly tell them about his operation and even try to persuade them to join as acolytes. If they're not interested he will eventually go to attack. As he stands up two insectoid legs fold out from behind his back and his jaw unhinge like on a snake. The cat rises as well and it's back opens up to reveal a monstrous gape full of pointy teeth.

On Vazzo they'll find the key to the locked



door in room 8 and a pouch with 120gp and two gold rings worth 200gp each.

**Lord Pontus Vazzo (1)** – AC 5 (14), HD 3, #AT 2 Insectoid limbs, D 1D6  
Spells: Sleep(1), Charm(1)

**Minor Zru Abomination (1)** - AC 6(13), HD 2, #AT 1 Acid spit 1D6 or Bite 1D4

## 7. The Kitchen

This room functions as both kitchen and slaughter house. On a table lies Rolf Brax, he is missing both arms and both legs but by some twisted magic he still lives. The chef is also present, a portly man named Dan Skorsein. If a PC is from Poxtorv or knows the area she will know that this man usually works at the tavern. Dan will try to make excuses but will attack if they don't let him go. If they do let him go he will run off to warn and fetch guarding acolytes.

When Dan is taken care of Rolf will ask the PC's to put an end to his miserable existence. Searching the room you'll find pots, pans and some exotic spice that is worth 75gp.

**Dan Skorsein(1)** – AC 8 (11), HD 3, #AT 1 cleaver, D 1D6

## 8. The Hall

In this room is a sturdy locked door and some coffins where the acolytes change clothes from everyday clothes to acolyte chemise. If the PC's manage to get the key from Vazzo in room 6 it will open the locked door which leads to a tunnel that Vazzo has had made. The tunnels end in a secret door in Vazzos estate. Vazzos estate guards know nothing of this secret door and Vazzos secret Cult and they will probably believe the PC's story. Especially if they themselves enter the secret tunnels and have a look for themselves.



**Minor Zru  
Abomination**



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