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Sacred Places

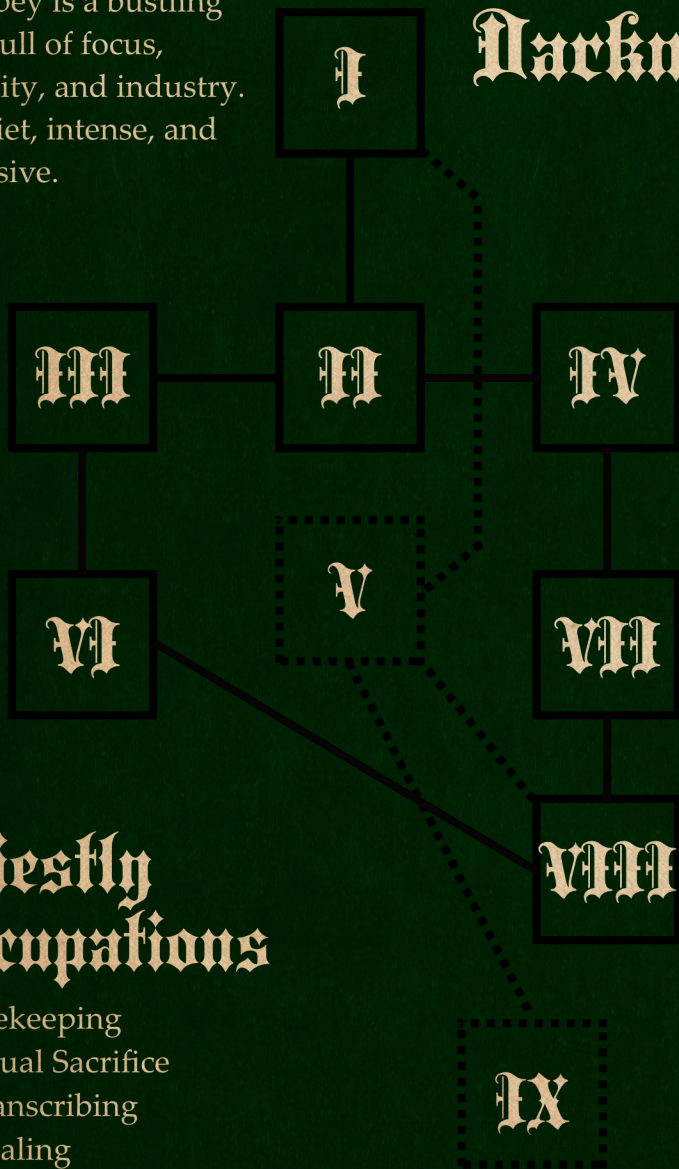


a **TOMBRAIDER** adventure

The Abbey

The abbey is a bustling place, full of focus, solemnity, and industry. It is quiet, intense, and oppressive.

Darkness
#0



Priestly Occupations

1. Beekeeping
2. Ritual Sacrifice
3. Transcribing
4. Healing
5. Inquisition
6. Political Manipulation

Hooks

- A parent of a missing child claims that strange rituals under the abbey are being conducted and has hired mercenaries to put a stop to it.
- The local Lord, Lady Johanna Vik, has promised that whomever slay the demon stalking the abbey priests will be handsomely rewarded.
-

A local abbey priest has been sneaking out to meet a peasant for moonlit trysts. The father of the peasant wants it stopped and will pay.



Smile
at the body,
hanging in the **wind**



The priests put him there
because he loved to **sin**

The gray-robed priests
of the red-deviled **goat**

know when you're bad
and

get you by the

THROAT

AQUITTANY NURSERY RHYME

Abbey/Forest Encounters

1. Highwaymen
2. Priest and entourage
3. Merchant
4. Forest Goatfolk
5. Wounded Knight
6. Local peasants

Wounded Knight

Lifeblood: 8

Attack: Advantage

Damage: 2d6, Brutal

Highwaymen

Lifeblood: 3

Attack: Standard

Damage: 1d6 (ranged or melee)

Forest Goatfolk

(Like standard Goatfolk, but they gain Advantage on tests to avoid detection in forests)



The Abbey

The abbey of the Order of the Red Goat is a spartan, stoic affair. Anyone is allowed entry to the main grounds, as well as the fields outside it (II), though if anyone tries to enter the cloister (VII) or the quarters (VIII), the monks will try to restrict them, even resorting to violence.

There is no treasure to find here, and nothing seems amiss.

The Fields

The fields where the monks keep their honey hives and crops are well-maintained and watched, and open to the local villagers.

A successful Grit Test will indicate that goatfolk have been present recently in the fields (hoof tracks, chaos talismans and more).

There is a 1-in-3 (1 or 2 on a d6) chance of Forest Goatfolk ambushing the characters.



The Apiary

While not entirely accurate (apiary refers to the actual beehives), the room the monks call the apiary is where the honey is processed and made, being left to steep, under the watchful eye of novice initiates to the order. Jars line the walls, filled with golden honey, as well as flavored varieties (berries, wild herbs, etc).

There is a wounded knight resting here and if anyone tries to take honey, the the knight and the initiates will stop them, with violence if necessary.

If stolen or taken, characters will discover that the honey has restorative properties (1d3 lifeblood restored when used as a salve).

IV The Chapel

The Chapel features the patron saint of the Order of the Red Goat in effigy, a massive hanging goat folk skeleton, with red paint slosed all over the skull.

Tapers, litanies and icons decorate the corpse.



V The Hidden altar

Below a secret door in the abbey courtyard (noticeable with a Grit test) is a hidden altar. This altar is covered in dried excrement, festooned with ornately carved goat horns, and overlaid with a decomposing corpse.

There is 1d3 treasure points of religious relics here, as well as a secret door that leads to The Goat God's abode (IX).

The Library VI

Here in the Library, old tomes and texts are carefully cataloged. The Librarian is an old decrepit robed figure who smells of vinegar, rotted paper, and old meat.

Behind the shelves are hidden ancient tomes of dark magic. Anyone who finds them can make a Courage resource check to read them. If they are successful, they gain Courage points to increase their attributes by, but always add +3 to the Darkness of any dungeon they enter.



The Cloister

The Cloister is where one of the darkest secrets of the abbey is kept.

A half-dozen cultists are confined here, their blood being drained and fed to a massive undead rot-oak (an undead treefolk).

These cultists are willing participants, believing their sacrifice will help to bring back Old Horned Goat God of the Black Forest and are carefully fed a rejuvenating mix of the honey and ritual herbs to sustain them as the rot-oak grows in strength.

The rot-oak can be slain or defeated with no combat, but there are $2d3+Darkness$ goatfolk in this room, guarding the cultists who feed their gods.



VI The Arch-Lector

Here is the private study and apartments of the head of the Abbey, the Arch-Lector. A powerful chaos magic user (Grit & Grift: Issue 0), the Arch-Lector guides the cultists of the abbey in their devotion to the Goat God.

The Arch-Lector has 2d3 Cultists and 1d3 goat folk with them at all times.





The Goat God's Abode IX

In here, deep under the abbey, a level below the secret altar, sits a massive mass of tangled flesh, vines, rotted wood, horns and antlers, and muscle.

This revolting and foul pile of flesh is the embryonic form of the Old Horned Goat God of the Black Forest.

The Old Horned Goat God is not fully awake, and as such, exists in a state between life and death. It cannot be slain, but if the Darkness in this dungeon is reduced to 0, the Old Horned Goat God will return to sleep and the cultists will have to start the quest all over again.

There are $2d3 + \text{Darkness}$ goatfolk here, along with $1d3$ cultists.



a
TOMB PUNK
adventure

Written and laid out by Alan Bahr
Art by Perplexing Ruins

Inspired by the layout of Moss Dripped Woods by
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