

# Karnedaggr Vale

A one-page CORE adventure

## Character Creation

The party consists of 3-6 level 6 CORE characters.

The adventurers are a group of wandering mercenaries who offer their services to villages and local authorities, specializing in monster-hunting. They've spent some time in the noxious sweet pine forests of Hooldoughargh, and have now walked up into cooler mountain valleys for some fresh air.

## 1 - Bouldersburg

At a valley intersection, near a crystal-clear stream, the party finds a notice board. Prominent is a notice: "Goblin pest threat in Bouldersburg. Must be removed. Good pay."

The road to Bouldersburg was once wide, but now only a footpath is practicable; the rest is overgrown or eroded by the nearby stream.

## Gundar

By the late evening, Bouldersburg comes into view: low stone houses, overlooked by the proud church tower.

The ealdorsman, a feisty brown-bearded dwarf called Gundar, welcomes the adventurers. He explains that a tribe of goblins has come and made a home for itself in the abandoned Karnedaggr fortress, further up the valley along the old High Road. He simply wants them gone, and is willing to pay up to 30 gold for the task.

He also offers his straw-covered outhouse (a former pigsty) as shelter to spend the night.

## Out for Blood

In the early hours of the night, a woman screams, and shutters slam shut.

Seven **stirges** are flying into the village. The woman swiftly finds refuge, and a round into the battle two villagers with crossbows start helping out.

The villagers are thankful if the party helped fight off the pests, but do not offer any payment for this.

## 2 - Karnedaggr Gate

Formerly a proud compound, located so it blocks off the entire vale in a spot where it gets tighter, Karnedaggr Gate is now mostly ruins. The towers are no taller than the walls, and the walls themselves are in part reduced to piles of rubble. The gate doors themselves are long gone.

## Tribe Bigmouth

The local inhabitants are 12 **goblins**. They are wary of visitors and want them gone.

The party can find out, either through diplomacy or at the GM's discretion, that Tribe Bigmouth actually fled its old lair because a fierce monster took it for its own.

The goblins promise to leave Karnedaggr and return to their old hideout if the current occupier is removed.

## 3 - Spikemaw Cave

The goblins' cave is located even farther up the vale, on a slope near the pass. It consists of two dark openings, one large and one smaller and harder to access, in the stone face.

## The Caves

The large entrance leads into a small network of tight corridors and elongated cave spaces. These are inhabited by several **kobold warriors** (goblin stats), though they prefer to hide and try to surround and ambush the party.

Notable caves include a stinky, rag-filled sleeping area, a small cave with a few rotting mountain goat corpses, and a deep hole used as a latrine.

The boss cave is located at the end of the tunnel network, close to the smaller entrance.

## Boss Fight

The kobolds' leader is a **spike-drake**: a fierce four-legged beast with sharp spikes on its back and front legs.

When the fight starts, it alerts any remaining kobolds from the tunnel network to come and help it.

## Monsters

### Stirge

HP 2, AC 4. Fly 8.

+2, darkvision 12.

Attack: x1 suck (DC 4 AGT, 1d2. Target is blinded, disadv. on attacks, attacks to it deal equal damage to target. DC 4 STR to remove.)

### Goblin / Kobold-Warrior

HP 5, AC 4. Move 6.

+1, AGT +2, Stealth +4, darkvision 12.

Attack: x1 scimitar (+1, 1d4), or x1 shortbow (+1, 6/24, 1d4)

**Pack Tactics.** +1 to attack roll if ally attacks target.

### Spike-Drake

HP 10, AC 4. Move 7.

+3, STR +5, blindsight 3.

Attack: x1 bite (+3, 1d6. DC 5 STR or flung 2 sq away, prone, and 1 extra dmg)

**Spike Defense.** On hit: attack (+3, 1d6)