

A ONE SHOT FOR: CONAN
ADVENTURES IN AN AGE
UNDREAMED OF



WEBS OF AEGIUM

By ComplexGM
ver 1.0

SYNOPSIS:

The characters are swayed into helping discover why the people in the village of Aegium are mysteriously disappearing in the middle of the night. What they uncover is a nefarious plot by the followers of a cult of Zath, the spider god.

Can the brave heroes defeat the Priestess Dacacia, before she turns the entire village into mindless servants and recovers the lost arachnid scepter of Toth Rammen or is all lost?

Credits

Writing and layout - Larry@ComplexGM.com

Cover Art - ©Jeshields

Interior Art -

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- FORWARD

This started out as a One Hour Prep one shot for a twitch stream. I am working on making these a little more professional for download and a fun adventure for your players. Hopefully, this small adventure will be a great introduction to your players to the amazing world of Conan and the Hyborian Age. Please feel free to use this adventure and share it with your friends. In the future, I may update this document to include pre-generated characters but I feel that part of the fun of the 2d20 Conan series is the life path style character creation it offers.

Inside you will find an adventure full of harrowing encounters, vile sorcery, and as many tropes as I could shove into its pages. Have fun and prepare yourselves for adventure!

-Larry, the ComplexGM



- STORY HOOK

As with all great adventures, this starts in a Tavern.

Your group has recently found themselves in the Capital of Zamora, Shadizar on the Road of Kings at the Cat's Paw.

While carousing after their latest deeds and reveling in their newfound gold a stranger approaches them.

"My name is Yanko and I am in need of the assistance of people such as yourselves. You have the look of desperate mercenaries that are in need of more coin."

The man speaking is old and frail. If the characters look or threaten him in any way he casually waves them off and continues with his speech.

"I am offering 2 gold to any able-bodied and brave soul who would aid me and those of my village and an additional 3 gold to every man, woman, or sword-wielding brat who can survive the foul demons that plague my people."

If the characters accept this man on his offer (which no one in their right mind would pass up 5 gold) He will direct them to the town of

Aegium just half a days ride toward the mountains east of Yezud.

"Each night for the past week, we awaken and several of our people are gone. We have found no trace of them in our search and are seeking assistance now from those with a hand in this sort of game."

The characters may also negotiate with Yanko, a society check (d2) will garner them 1 additional gold piece with each additional success granting one additional gold (This is party gold not individual).

- TRAVELLING TO AEGIUM

The characters find themselves on the road to Yezud, one of the major towns in Zamora. After completion of this section give the Characters a chance to buy additional supplies with their latest wealth.

Along the path that serves as a road to your destination, you spot a fallen tree. A successful Observation, Survival, or Warfare check (d2) will determine that this tree is not naturally fallen and is probably a trap. Just as it dawns on the characters that this is not what it seems, five Bandits jump from cover in the bushes.

If any character made the above check then none of them suffer from surprise.

The bandits want nothing more than the gold and weapons of the characters. Of course, the bandits are probably outmatched and in a poor negotiating position. The bandits are loyal to each other and will only retreat if it is the last man standing.

After dispatching the bandits the characters find themselves further down the road and camping for the second night the day before they reach Yezud. If they had an easy time with the bandits they will encounter a pack of wolves (4 minions and an Alpha) sneaking upon them in the night.

If they had a harder time with the encounter they will encounter some freak weather that will leave them unrested and suffering a point of fatigue.

Rules Reference:

Bandits - Page 312, Conan 2d20 Core

Wolves - Page 333, Conan 2d20 Core

Alpha Wolf - Page 333, Conan 2d20 Core

Groups- Page 306, Conan 2d20 Core

Fatigue - Page 79, Conan 2d20 Core

After the characters arrive in Yezud, they may continue and spend no time here. If they do decide to buy items or carouse. Have each make a Society (d3) check any that fail will lose a single Gold piece but gain a small amber stone with a spider trapped inside attached to a copper chain as they are talked into its "Protective" properties from the various vendors and con man around the town.



-ARRIVAL AT AEGIUM

The players arrive at Aegium in the early morning hours of the third day. There is a general feeling of despair and dread in the air as the players are almost accosted by other villagers seeking their aid. The village elders are running around trying to quell the chaos that has overtaken their homes.

They come upon a wailing woman at the village well and discover that her children Shak and Domi have gone missing in the night along with several other villagers. She implores the characters to find and rescue her children and the others.

The characters may make an Observation or Survival (d2) check to find a variety of tracks around the city. These footprints include two sets of booted human footprints, several sets of bare footprints, and several smaller impressions on the ground. All of these footprints lead off to the east toward the mountain range in the distance.

Asking the villagers for information will gain the characters the following:

- ▶ The ones taken vanish in the middle of the night when others are sleeping.
- ▶ The animals kept nearby in the pens are always spooked after the occurrences.
- ▶ No noises are made during the kidnappings.

Asking about Yanko, the villager that found them in the tavern. The characters will learn that he is one of the village elders. Recently promoted to the position after a long-standing member of the council of elders disappeared.

The villagers are poor and do not have any gold outside of what they have gathered together to pay the Characters their wage for this particular deed.

Possible Villager Names: Iphas, Bamon, Girn, Sude, Shiwan, Osaru, Sonn, Yuling, Leventa.

-THE CAVES OF AMON RAMMON

The characters following the tracks will find themselves at the mouth of a cave an Observation or Lore check (d3) will inform the characters that this entrance is not natural but has aged and faded with the passing of many centuries perhaps millennium.

Upon entering the caves the first thing the Characters will notice is that there is a faint wavy glow as if a light fabric was waving in front of a lamp all around them and an eerie feeling of something moving and watching them. A light source brought near any of the walls will reveal hundreds of tiny spiders crawling along webs made of silk and that silk covering a phosphorescent mold.

The next thing they notice is a faint chanting from somewhere ahead of them along with the cacophony of a dozen voices wailing in agony together. This seems to be coming from ahead of them and slightly to the right.

See the map next page for locations:

1. Entrance

In the entrance area it is thick with cobwebs and the stench of decaying meat. All along the floor are an uncountable number of spiders and their eggs. Ready to hatch at a moments notice.

2- Ritual Room

In this area the players will encounter the following: 4 Cultist performing a vile ritual on some of the villagers from Aegium.

3- Cultist Bedding Chamber

There are 3 cultist here sleeping on ratty and torn bed rolls. They can be take by surprise!

5- Grand Chamber of Amon Rammon

There is a blood filled cauldron in the center of the room and the children that were abducted from Aegium are hung from the ceiling

of this room encased in spider webs.

At the far corner of the room is a stone sarcophagus that hold the skeletal remains of what you can only assume is Toth Ramman.

In this room lairs a giant spider awaiting to feast on it's next meal!

6 - Throne Room

Here Dacacia Priestess of Zath and leader of the local cult. She will speak to the players telling them of their futile attempts to stop them and their goal.

If they attack her during her grand speech, then four additional guards will appear the next round.

7- Mysterious Pool

There is a stagnant pool of water resting in the middle of this room. Inside the water is a pair of glowing objects small and round. If the players search this they find: ?????

G- Guards!

How will the players get past this?

Rules Reference:

Cultist - Page 313

Cultist Guards - Page 317

Giant Spider - Page 331

Varmin, Venomous Swarm - Page 332

Ghouls (minion) - Page 338

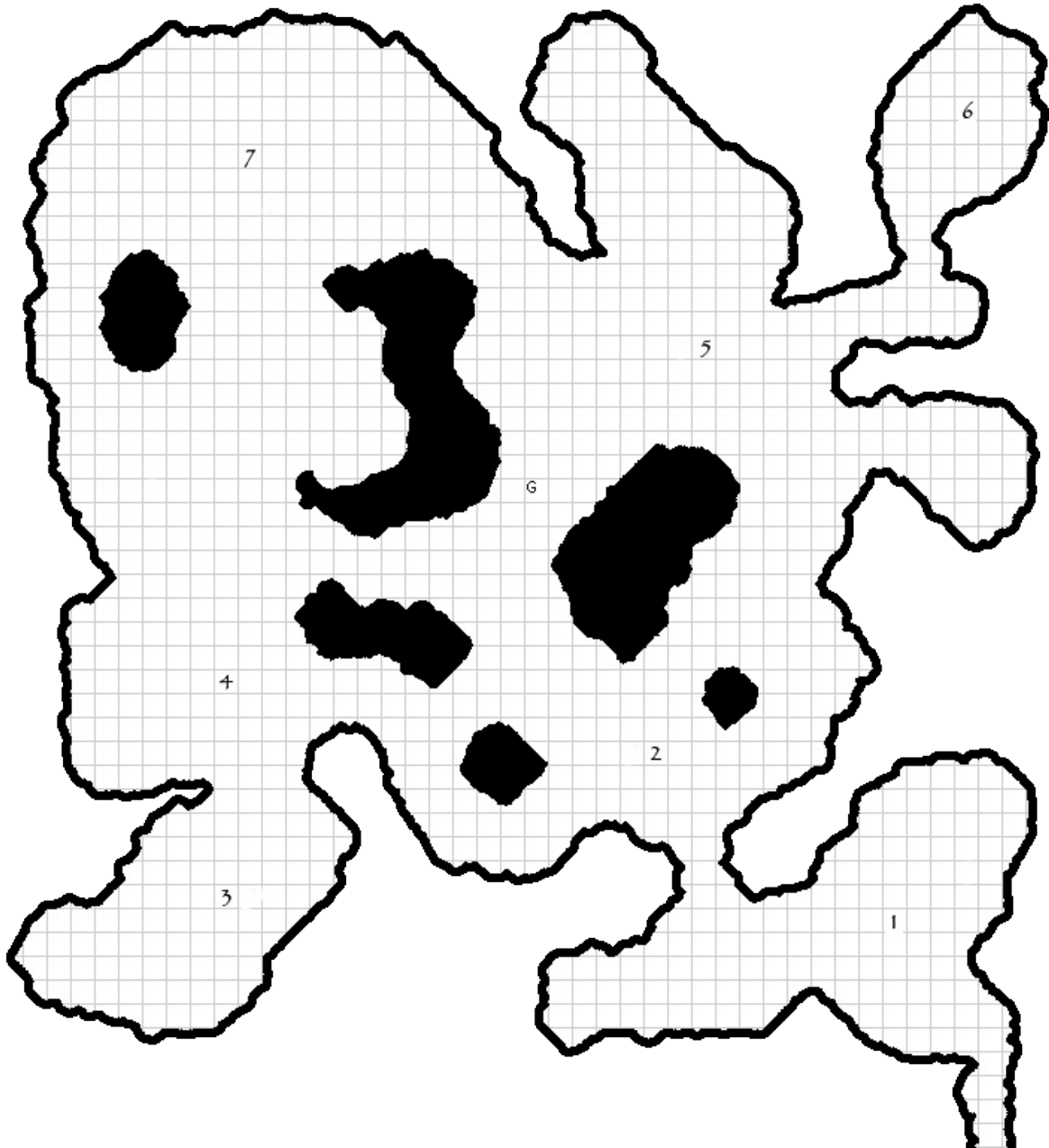
Dacacia - Cult Leader stats, Page 314

Design Notes:

I have left a lot of this open for the Game Master to flesh out during play. For instance giving Dacacia a scepter that deals additonal damage and poisons?

Perhaps the spiders swarm the characters at some point. Maybe the villagers are all now Ghouls and unredeemable.

What exactly are the glowing objects in the water? Maybe ensorcelled gems, but again I leave that to your imagination!



THE CAVES OF AMON RAMMON

1 - Entrance

2 - Ritual Hall

3 - Cultist Room

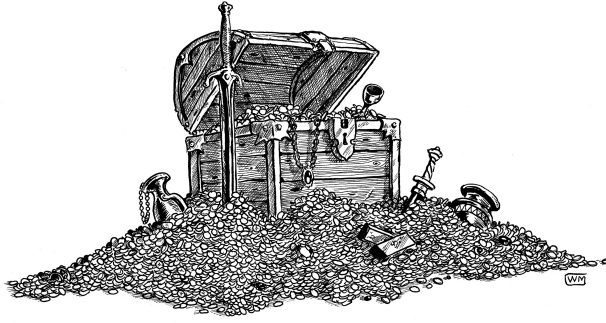
4 - Hallway of Webs

5 - Grand Chamber

6 - Throne Room

7 - Mysterious Pool

G - Stationary Guards



-WRAPPING UP THE ADVENTURE AND ADDITIONAL THOUGHTS.

Characters should be awarded between 100 and 300 experience and the gold promised to them from the Village.

Additional arms and armor may be granted to the players during the scenes inside the Caves of Amon Rammon. Also, I would suggest that Amon Rammon's Sarcophogous hold an additional 3 gold per player.

Of course this story can lead to further investigation into the Spider Cults of Zath or maybe it leads nowhere at all. That is all up to you and your players to discover in their following adventures.

Until our next encounter. Stay Safe. Play-Well and above all else, Have Fun!