Escape From The Valley of the Blood Moon

An Unchained Worlds oneshot adventure.

Introduction

You hail from the village of the Somi, a people whose ancestors abandoned their wicked city to settle the fertile valley you now call home.

Legend tells of a Blood Moon which swells with the rage of the forest spirits and devours anyone who tills the soil or fells trees.

Tonight the fires dim and the valley swarms with points of crimson light. The Blood Moon rises. You have enough time to snatch up your most prized possession before you join the village's exodus through the very same tunnels that your ancestors used to find the valley. Escape.
Survive.
Save your people.

Ten things all Somi know

1. Metal leeches the soul, which is what filled the wicked city with monsters.
2. Needlebeaks are useful for their feathers, meat, and eggs, but can also be ridden short distances.
3. Wood nails last longer if you cover them in sap.
4. Nature spirits are green when happy, blue when sad, red when angry.
5. The monsters in the tunnels are a good source of bone and shell.
6. When a baby first speaks, they are given a namestone matching engraved with their first word. This protects them from evil.
7. The second moon shimmers because it is jealous of the first
8. A fire at night keeps the trees nearby from wandering.
9. To make a deadly sword, use a sharp stone to carve a club roughly flat. Burn and carve slots, then use sap to stick a sharpened blackstone inside each.
10. Singing and dancing can calm angry nature spirits.

Entrance
- Red motes dancing in from entrance
- Giant Metal Vault Door (Can be manually shut, but not opened)
- Wind moving upwards towards the northern wall(Secret tunnel to redeye village)
- Western tunnel with 15ft chasm(plank bridge on other side)
- Eastern tunnel with no obstructions

Skeleton Battlefield
- Stone floor with stalagmites and stalagtites
- Skeletons(grey uniforms, "Bury us or perish!", rise if angered)
- Pile of supply crates(lost tech rifles, ammo)
- Chasm to North

Redeye Bear
- Glowing red eyes
- Red collar with name "Winertow"
- Awakened "How dare you intrude!" "I won't let you hurt them!"
- Gore pile with mining helms, pickaxes, 4d6 coins

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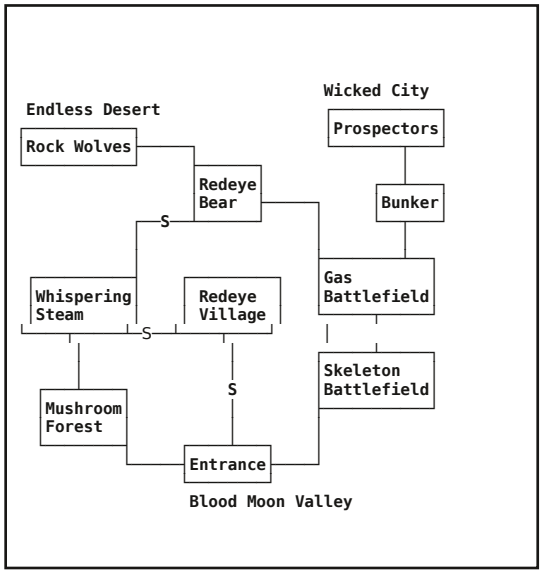
Bunker
- Decontamination airlock
- AI named Altron
- "I've been here for 213 years."
- "My pantries were raided, but you are welcome to what you find."
- "Please, take me with you to the wicked city of Titania. Plug me into the street."
- Airlock pumps air out if party refuses. "One last chance, fleshies."
- Robot body, surfaces from case if attacked (three hearts)

Blood-corrupt Monster Table (2 in 6 chance)

Animal(D6)	Adjective(D6)	Weapon(D6)	Stats
1. Mouse *	1. Muscular	1. Heads	*: D6 HP
2. Snake *	2. Toxic	2. Fangs	**: 2d6 HP
3. Coyote *	3. Burning	3. Claws	***: 4d6 HP
4. Deer **	4. Leaping	4. Tentacles	AC: 10
5. Cougar **	5. Spined	5. Hands	Attack +2
6. Bear ***	6. Sticky	6. Mouths	D6 damage



Mushroom Forest
- Blue Glowshrooms(edible light source)
- Fat isopods(Friendly, edible, curl into ball)
- Spores(Make CON/MGT checks while in room, three failures results in unconsciousness)

Whispering Steam
- Steam extinguishes flames
- Puddles of boiling water (Check or damage if navigating in dark)
- Hidden doors to NE and SE (check to find each corner)
- CON/MGT check or hallucination
1. Someone else's biggest secret
2. Someone else's biggest fear
3. Someone else's biggest hope
4. Leave body
5. Preminition(Hint of another room)
6. Random whispers that persist until they leave cave

Skeleton Battlefield
- Stone floor with stalagmites and stalagtites
- Skeletons(grey uniforms, "Bury us or perish!", rise if angered)
- Pile of supply crates(lost tech rifles, ammo)
- Chasm to North

Gas Battlefield
- Skeletons (Grey/White uniforms, gas masks, rifles)
- Each side says "Bury us, not them, or perish!"
- Crashed hovertank offgassing toxic fumes (Check or damage)
- Vent for hovertank is visible and can be closed

Redeye Village

Perimeter guards
- 4 men (red, blue, grey, white uniforms)
- Sword, Blaster, Rifle, spear
- Initially suspicious "Drop your weapons!"

Mushroom Farms
- Children with baskets
- Glowshrooms of all colors
- Fluffy white fungus for clothing
= Red and white food mushrooms

Den
- Underground stream
- Firepit with stone pots of mushroom stew
- Mushroom alcohol named Garr
- Beds of fluffy white fungus
- Pet isopods with collars

Welcome feast
- Garr, roast tentacle meat, mushroom stew
- Bone flute music and fireside dancing
- Recreational trip to whispering steam
- "The redeyes have, in all ages, come to the tunnels to escape those who think us demons. We live in the shadows."

Trial(After Welcome Feast)
1. People paralyed in sleep using mushroom spores
2. Party left un-paralyzed
3. Leader sadly explains "We need to know we can trust you to leave with knowledge of our existence. If you tell others, they may come to exterminate our kind. Prove we can trust you, or you may never leave."

Rock Wolf Den
- Rock wolves have stony spikes and skeletons
- 4 adults, 3 cubs
- Bone pile

Rock Wolf Stats
3d6 HP, 15 AC
Stone Jaws +2, D6 DMG

Prospectors
- Lost tech clothes(dyed hair, shiny fabric, piercings)
- Blasters
- "Where'd you get those antiques?"
- "We can take you back with us to Titania."