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# Book Title

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DOLOR SET AMET





# Haggash's Secret

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After a long day on the road, weary travelers look for anywhere to sit and have a meal and rest for the night. Setting up camp yet again and eating MRE's yet again was starting to get old, the well travelled road offered promise of a better evening.

We were young then, and what we lacked in experience, we made up for in foolish recklessness and ideals. The town's name was Haggish - Not a pleasant sounding name, but then it was not much of a town. Haggish was a small town that you would have passed on

your journey while driving down the backroads. Blink and it was gone. You never really made a mental note of it, you passed through and forgot about it.

I suppose that we should have been suspicious when we heard the name. But that was from a time long past. Before the



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## FROM A TIME PAST

This Adventure is a direct conversion of the Haggish Secret from the TSR book “A hero’s Tale” that was released for 1st edition of D&D. the only thing I take credit for is the conversion to Morrow Project. I have changed a lot to make it more Morrow Project friendly, but the whole base idea and story is still intact.

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war when you could take a Sunday drive on the back roads on a summers day without a care in the world. Those days are long gone now.

## DIRECTORS NOTES

Haggish Secret is a direct conversion of one of the very first D&D adventures. this works great for an adventure between two places as a one shot. you should be able to finish this in a single 4 hour session, maybe 2 if your players complain or argue a lot. Feel free to scale up the opponents if your team tries the brute force approach. This adventure can be completed with finesse and very few shots fired. Change the setting and details all you want, but the mood and mystery needs to be kept intact. Much of the adventure depends on the players natural curiosity. If they get stuck, give

them a bone or reveal a clue to keep them moving forward.

Even reveal to one player the history of the morning star chapel and the legend of the bandit treasure horde that is hidden somewhere within.

## BACKGROUND

One hundred and 10 years ago a man named Durham built a tiny chapel off of the remains of the main road behind a hill. This was to be a secluded place of contemplation and study for those that worshipped the god of light. Durham was interested in aiding all that wanted to be shapers of goodness and help mankind, and was uninterested in the petty squabbles that erupted between different faiths that survived the war. He felt there



was room for all beliefs as long as good triumphed over evil and mankind's best interests were maintained.

Surprisingly enough, his beliefs were not popular. Many religious and group leaders around the area were unwilling to talk to or aid those of other faiths or groups. No leaders religious or otherwise ever came to the chapel. He helped many destitute, sick, and common folk in his life. Rumors of his magical power of healing did spread but few believed. One rumor was that he was a pre-war doctor that had supplies hidden that others did not, but being many decades past, the possibility was laughed off by most.

After Durham's death, the chapel started to decay until it was found by a group of thieves that made it their lair. Attacking travelers on the road and causing trouble across the area. A group eventually evicted and chased out the thieves and decided to stay and live there, even turning it back into a church. As time passed Haggish grew up around the Chapel becoming home to farmers and copper miners working in the hills.

Even after more than 100 years and all these occupants the Morning Star

Chapel has a secret. Buried underneath it, within it's very foundation is a Morrow Project MARS Cache.

## CURRENT EVENTS

A man several hundred miles away named Maxwell, heard of stories of a man in a small stone church that could heal those that were dead and perform miracles. and he could defend his church from the largest army all by himself. He started to document the stories and gather all the information he could from travelers and gossip. he spent years traveling from town to town trying to locate this place getting more information. Maxwell knew that this place held something that would make him powerful or rich. Probably both, and he had to have it.

He finally located the town and the chapel, and built a team of hired thieves to sneak into town and made their way to the chapel. Once inside they captured the people inside and now they are searching the building for it's secrets.

The thieves are paid mercenaries, 10 of them in total that are posing as monks. They are all wearing drab brown robes with hoods to cover their faces. If ap-



proached they try to relate but stay silent gesturing or pointing that they have taken a vow of silence. they try very hard to not let anyone see their faces.

There are 7 regular grunts, they know nothing and are there just for muscle if trouble breaks out. Three are very well trained and very well armed mercenaries that are promised a cut of the profits. And we have Maxwell. Maxwell is very smart, super genius level. He is well trained in weapons but is not strong so

hand to hand is not his way. he is very agile and fast, part of what has kept him alive. The danger with Maxwell is that he is not easily tricked and he trusts nobody and will react violently without warning. He will set deadly traps if he thinks he is being watched or if trouble is near. he has no loyalty to any of the other mercenaries and sees their deaths as a means to an end.





Haggish is located just off of the remains of a major roadway and is built up around the chapel. Most of the homes are slipshod made from scavenged materials although a couple of log cabins with a thatched roof exist. All are poorly built and single room tiny homes. there is two working farms adjacent the village. Most travelers ignore this place as they have nothing to trade and have no place for strangers to stay. The towns 50 current residents are either too poor to move or to stubborn, long tales of how there are riches of technology from the past hidden in the forests, but almost nothing has ever been recovered. Many of the scavengers of the town are determined to stick it out until they are rich. None of them are.

The People of the town are quick to talk but slow to action. when the bandits came to town word spread quickly that suspicious looking strangers were about town but nobody did anything about it. The closest thing the town has to a constable is the self appointed mayor who is more of a joke to the village than anything else. He tries to dress in pre war clothing that can be found and has his home filled with useless pre war junk. He has shelves full of books that he cannot read, but will pretend to read them.

He is absolutely insane, but the townsfolk find him harmless and an entertaining way to confuse strangers.

The most serious thing to ever happen to the town has been packs of wolves and the rare raider party that end up trying to trash the town when they discover there is nothing of value to take.

**The Boon Inn** - The inn is the remains of a gas station that was built upon to add a common area and a few small rooms that offer little to no privacy. but it's a place to stop for something to eat and drink as well as get out of the rain or cold.

The Inn serves mostly a venison stew with some local wine and beer available. The owner "Tal" has only his daughter Assa and son Ommos to help him, his wife died in childbirth when his son was born. They do have some chickens out back as well as a pair of goats. Eggs are available as well as some Goat cheese that Tal has been making. They are not armed in any way except for an Axe and a couple of handmade knives used for cutting meat.

Tal knows of the stories about the Chapel and will gladly share it. He also knows



about the strangers that have been here for the past month. He has Met Maxwell but does not know him by name, he only remembers, “There was this smart fella that was asking a lot of questions.”

The Mailmen make the Boon Inn a regular stop at least every 2 months.

When the team stops there will be 1D6-3 (round up) townsfolk here. If asked about supplies Tal will point the team at the Dreabs place.

**Dreabs Place** - This is the only place that even resembles any kind of a store. They have shelves of nearly everything here as the Dreabs are hoarders but understand that they can get what they want by trading. They love to gossip and will talk about the strangers in town as well as everyone else. Stephen and his wife Mary live here, both are in their late 40's and Mary is mute. Stephan has severe cataracts that are easily seen by the team as his eyes are milky. So his vision is very poor but he knows where everything is. He basically trades anything useful that the scavengers find for general supplies such as axes, hatchets, food, rope, etc.. He loves copper items as his wife makes jewelry with them and

the glass beads that she makes out of scavenged glass.

Stephen has the most interaction with the strangers and will describe them fully. They have traded a lot for food and other supplies but with items that he has never seen before. If pressed Stephen on two or more successes will produce an item like a M4 rifle that is in very poor shape with a broken charging handle or a beat up but functional walkie talkie. Both of these came from the “strangers” and are obviously well used and not just found items.

**Rest of the town** - The rest of the residents are random people barely making a living. They hunt, farm, and scavenge. many of the scavengers are insane but brag of finding a cache of immense value of pre war items but they are keeping it hidden and untouched for safe keeping. During the day most can be found doing normal life duties like chopping fire wood, etc... Stories of HUGE BEASTS that roam the woods are thrown about whenever any stranger talks about looking for their own claim. 10 foot tall bears that walk on their hind legs without a sound that are looking to eat anyone, and stories of a large beast that looks like



a badger but is relentless and will attack anything (Mutated wolverine) is fast and has razor sharp claws and teeth. This wolverine is real, or was real 10 years ago. It has been dead for a long time.

**THE CHAPEL** - The chapel is a building that is built from stacked field stones with a mortar. it is about 60 feet by 20 feet and actually has several rooms.

There are no windows except at the ends and very high up.

At the main front entrance it has a small vestibule that enters to a wall and then two doorways to the left and right that enter the main hall. The entrance has a bench covered in so much wax that it looks like decades have passed of candles burned there.

The main hall is 20 foot by 20 foot with a wooden ceiling. there are rows of benches and a single pulpit to the front. with a tapestry hanging. behind the tapestry is a doorway opening to a hall that exits out the rear of the building with two rooms to each side. One a sleeping

quarters and the other an office/ storage place.

when the team arrives they will hear digging and arguing going on inside. when they knock or try to enter the digging sounds stop and 2 men in robes will come to the door. one man will speak and will do anything he can to convince the visitors that everything is fine and they need to come back later as there is a special prayer in progress that must not be interrupted.

If the players do get past him, there are two more men hidden in the vestibule waiting to strike.

All three are armed with Pistols, Axes, and knives. The pistols are well used 357 magnum revolvers with an E10 damage. One has a 44 magnum at E12. They do know how rare ammo is so they will only shoot if they need to. These 4 do not have rifles.

Inside the hall is 6 of the rest all with very worn AK47 rifles with 3D6 rounds each after the firefight. They have an advantage as they are spread out and covering the doorways.

Maxwell is in the sleeping quarters. He is armed with 3 fragmentation grenades,



and a very well cared for AK47 and a pump action sawed off 12ga shotgun. He can rig a frag grenade to act as a booby-trap on the doors. He is very paranoid and will not take chances to risk his life. The door to the room he is in is already boobytrapped and he will fire upon anyone that opens the door. After combat he will have 3d6 7.62 rounds, 1d6 shotgun shells, and no grenades left. he will use every single one to try and escape. Maxwell will not be taken alive and will do what he can to escape. because he is trapped in the room he will fight to the bitter end trying to be as lethal as possible.

Once combat starts and a shot is fired, all of the men including maxwell will be alerted and ready. The men in the hall will have an advantage on the team if they just walk in.

Once combat is over and the team does any searching they will discover on a search roll of 6 successes all at once or cumulative that there is a small square wooden door under the tattered rug directly behind the pulpit. opening the wooden door gives access to a crawl space. where the team will find a pit lined with rock that goes down about 8 feet and ends at a metal hatch. This is the top of the Supply Cache. the telltale

slot is covered with a wooden box laid there to keep debris out. everything is very dirty as if nobody has been here for a decade or more.

Inside the cache is mostly empty and stinks. Lots of crates bearing the marks of a MARS team and identifying what was inside. Lots of medical supplies, and heavy weapons as well as many spent Laser rifle packs and one cases that held 2 Laser weapons, both of the rifles are in the cases disassembled. What is left is medical supplies, several disassembled M16A4 rifles in various conditions, parts missing from all of them as if someone was trying to keep guns working well beyond their lifespan, several spent M74 LAW launchers, 1 case of colored marking smoke grenades, 1 case tactical white smoke grenades(24), 1 partial case of flash-bang grenades (12 left) after clearing they will find a mummified body sitting in a chair in front of a small table wearing a brown cloak and a tattered morrow project uniform. in his hands is a bible and next to him several candles that have burned down to the ground. His hair is wispy, long and grey. around his neck is a chain with dog tags and a Morrow Project access card.



They have found Lt. Wes Jones Morrow Project MARS special forces.

Any medical inspection they will find that he died of old age but did have several injuries. The cane next to him suggested that he had trouble walking.

In the bible margins his diary can be found. the bible was open to revelations, and the following was written after the last passage with the pencil in his hand.

“We destroyed it all and killed many, but I have spent the rest of my life to re-ignite the light in the world through kindness and teaching. I can not bring back those that I have killed, nor my friends that I watched die. I can not trust my weapons in the hands of others so I have destroyed them. I can feel the end is near so I will spend my last days here locked forever inside.”

On a search they will find the focus optics from the laser rifle smashed on the floor next to the body and a small crudely forged hammer as well as several smashed firing pins and disassembled bolts from the rifles.

One thing they will find in the bible is a set of numbers written in ink near the beginning on a folded paper map of the area. the map is very dirty and well used,

it wants to fall apart at the folds. it is a military tactical map section ripped out of a larger map.

These are frequencies and times with a code, if the team figures these out, they will find and access the remaining satellite in the sky they can use. it's optics are damaged and can only give them overall weather information it can no longer zoom in to deliver tactical views.

There are also 4 sets of numbers with 3 of them crossed out. These are actually geo locations.