

# S3

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Swords & Wizardry™ game

## Mini-dungeon Module S3

# The Bandit's Bounty

by Matthew E Kline

**AN ADVENTURE FOR CHARACTER LEVELS 3-5**



***An elven bounty hunter is on the trail of a notorious bandit leader who's sealed himself up inside a specially designed stronghold. The elf is going to have to enlist some help if he has any hope of collecting the reward.***

***The Bandit's Bounty is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.***



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Writing, design, layout: Matthew E Kline

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# Dungeons of Dazegoneby

## Mini-Dungeon Module S3

# The Bandit's Bounty

An elven bounty hunter is on the trail of a notorious bandit leader who's sealed himself up inside a specially designed stronghold. The elf is going to have to enlist some help if he has any hope of collecting the reward. But the bandit leader isn't exactly a bandit leader and the elf isn't even an elf...

### About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, The Bandit's Bounty is designed for 4-6 adventurers of level 3-5. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at [www.swordsandwizadry.com](http://www.swordsandwizadry.com)

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

### About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand-new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

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### **Gamemaster's Eyes Only:**

Bargo Bristal's made himself some powerful enemies. Seems he was embezzling from the thieves guild he belonged to. And now a lot of unhappy people would like to see him die in some creative and messy way, a way that would send a message to anyone else thinking of doing the same. Underlined in red.

The problem is, Bargo's locked himself away in a vault-like lair, carved into the base of a cliff, a lair designed specifically for hiding out from the guild. The thief shrewdly invested some of his embezzled coin into its construction for just such an eventuality.

The thieves guild has hired a very special assassin to visit a very special death upon Bargo, but the assassin's having a hard time getting to him. He's discovered it's impossible to sneak into the 'safe house'. And it doesn't seem like Bargo's coming out anytime soon.

So, new plan. The assassin's looking for a group of adventurers he can dupe into helping him get to Bargo so he can carry out his mission, kill the thief, and collect his fee from the guild. And if he can slay a group of upstart heroes in the process, so much the better.

The assassin's now posing as an elven bounty hunter named Llewellen Skywind. He's posted notices of a reward for the capture of Bargo Bristal, 'notorious bandit leader' in several towns close to the thief's hiding place. The assassin's staying at the Amberlight, a two-story roadside inn midway between the towns. There he sits, waiting for a group of adventurers to take the bait.

### **Set Up**

The next time the group visits a town they spy a notice for a reward posted in a public place. The notice reads "Wanted for crimes against citizens of the realm: Notorious bandit leader Bargo Bristal! 10,000 gold in return for his capture." The words "Inquire with Llewellen Skywind at the Amberlight Inn" are scribbled across the bottom by a different hand.

The group can get direction to the inn by asking around. It sits along the road, just a few miles out of town.

### **A Note to the Gamemaster**

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

The group could be hired by a merchant seeking to retrieve an item stolen from him by Bargo. The party tracks the thief to his lair, running into Llewellen along the way. The bounty hunter suggests teaming up to the players; they get the merchant's stolen item and he gets Bargo. He may even offer to throw in a portion of the 10,000gp bounty...



## The Amberlight Inn

It's easy enough for the players to make their way to the Amberlight, a two-story tavern/inn sitting at the crossroads.

The players can make contact with Llewellyn Skywind by enquiring with the innkeeper or any of the staff. The elf is quickly fetched from his room while the players make themselves comfortable in the inn's tavern. Llewellyn soon arrives to greet the players, an adventurer's backpack slung over one shoulder.

Read or paraphrase the following:

Greeting's adventurers! The task which lies before us is not an easy one I'm afraid. My name is Llewellyn Skywind. I have tracked the dread bandit leader Bargo Bristol all the way from the walled city of Jewel, across countless miles, to a location which lies close to this very inn.

He's sealed himself up inside a mountain, along with a small group of men loyal to him, in a vault-like hideaway carved into the very rock. There he thinks he's safe from those looking to claim the 10,000 gold piece bounty for his arrest, though I dare say, it won't keep him safe from us.

Llewellyn explains that he camped out for several days, a safe distance away from the lair's entrance, to see if anyone emerged.

On the fourth night he witnessed a small group exit the stronghold through a secret door, several yards away from the entrance. Apparently, the group had gotten tired of whatever stored foods they had on hand, for they went into the nearby woods and soon returned with several rabbits which they cooked on a fire outside the secret entrance.

Llewellyn checked the secret door after the group went back inside, only to find it impossible to open. He knew the chances

of taking out the group before one of them retreated inside, sealed the secret door, and put the place on alert was unlikely. So he's looking for some help.

Llewellyn suggests approaching the bandit leader's stronghold at night, hoping the hunting party uses the secret door again. He proposes the group relax at the inn until dusk.

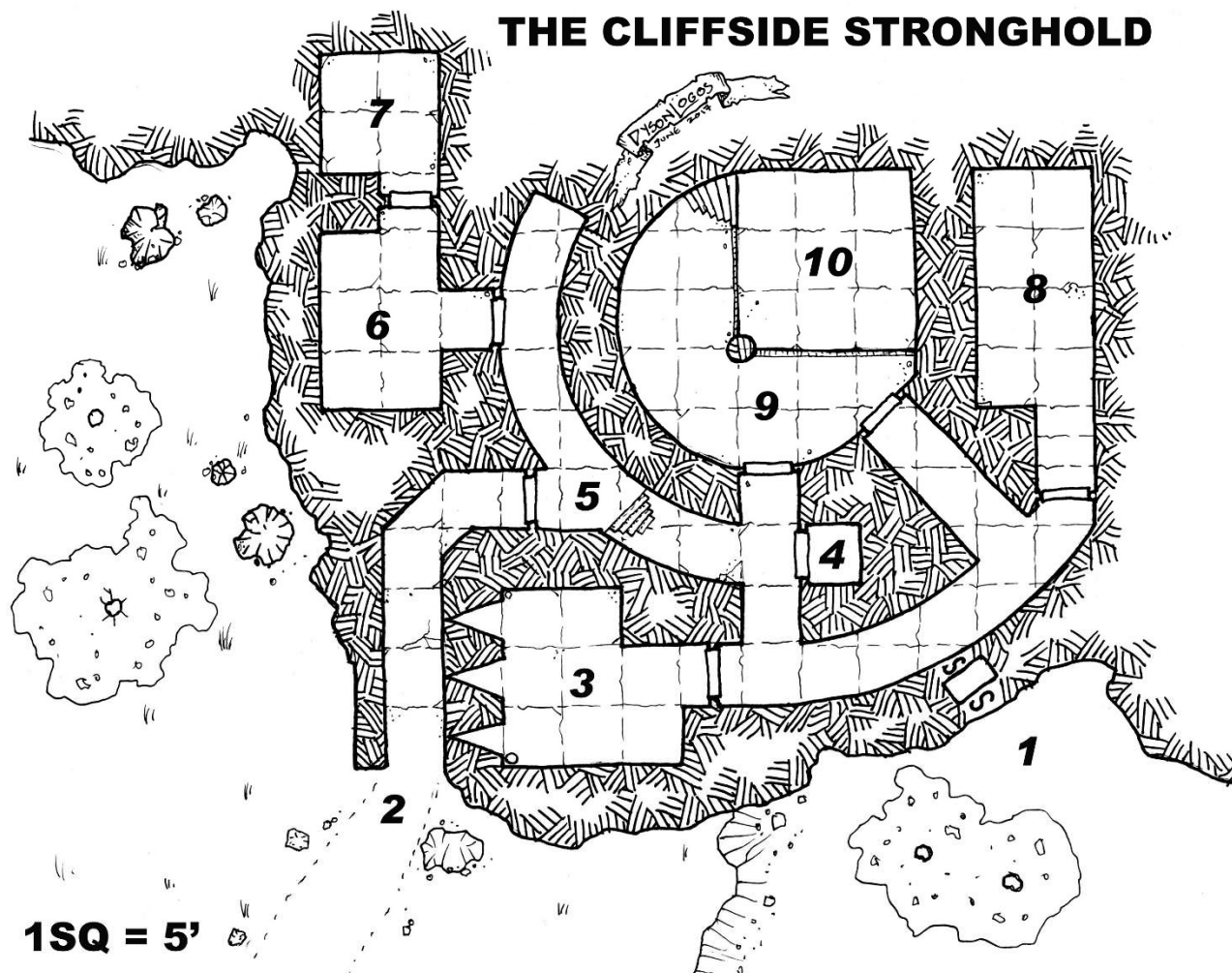
Llewellyn claims to be an elven ranger who grew fond of human cities and gave up most of his ranger-ing ways. He now makes a living as a bounty hunter. In actuality Llewellyn is a nazzer named Xixikazarex (see New Monsters) He's an assassin hired by a thieves guild working out of Jewel to track down Bargo and kill him. He plans on tricking the party into helping him 'capture' Bargo. Then once he's close enough he'll deliver a killing blow, possibly turning on the players as well. In reality, Bargo isn't a bandit leader either, just someone who's crossed the wrong guild.

Stats for Xixikazarex while in his elf disguise are presented below:



Llewellyn: HD 3+1; HP: 21; AC 5[14]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 10; Save 14; CL/XP 3/60; Special: None.





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### Key to the Stronghold

Llewellen leads the party about a mile through the woods behind the Amberlight Inn. Eventually they come across an old, half overgrown dirt path, which they follow for about another mile before coming to the base of a cliff.

Llewellen points to an entryway carved into the cliff face at ground level. He states that this opening leads to Bargo's Stronghold and that they'll find the bandit leader cowering somewhere inside. He'll also state that they shouldn't venture too close to the entrance, assuming that there's some sort of alarm.

Llewellen knows of the magic alarm boulder near the entrance, as well as the arrow slits in the hallway leading up to the stronghold's front door. He'll keep knowledge of these a secret unless he needs to dissuade a group insistent on inspecting the entrance. He assumes sharing too much information on the stronghold may make the party suspicious.

### 1. Cook Out

Llewellyn will attempt to lead the party down a gradual slop towards **Area 1**. There he'll point out a ring of stones

around the ashes of a campfire. He'll suggest taking cover in the bushes to the south west of the secret door and keeping watch to see if anyone emerges. The secret door is detectable by normal means however it can only be opened from the inside.

Four of the mercenaries hired by Bargo as guards, two rangers and two fighters, have been using this side exit in secret each night. They've grown tired of the stockpiled rations and have taken to setting snares to trap small game. At nightfall the two rangers will move to the east to check their snares while the two fighters remain behind to get their cookfire started. During their time outside, the secret door is wedged open by a stone they keep nearby for this purpose.

Llewellen will suggest attacking the two fighters remaining behind, then hunt down the two rangers who've gone off to check the snares or lie in wait for their return.

When the mercenaries are attacked, their main goal will be to get back inside the base, seal up the entrance, and put the place on alert. If the players decide to enter the base and seal the exit, locking the rangers outside instead of dealing with them, the rangers will likely spot signs of trouble upon their return and move to **Area 2** to set off the boulder alarm.

## 2. Entryway



A boulder standing close to the entrance has been enchanted. If anyone passes within 10' of it a bell in **Area 3** will ring, alerting the mercenaries there to their presence.

A five-foot-wide passage has been neatly carved out of the surrounding rock. It runs back into the cliff face about 25' where it angles to the left.



Three concealed arrow slits run along the east wall of the passage. They're designed to look like natural cracks in the stone. Dwarves have a 1-in-6 chance to notice them automatically and a 4-in-6 chance to find them if actively searching the walls of the passage.

If the party insists on heading in the front door, they'll set off the alarm which will alert the mercenaries in **Area 3** and prevent them from exiting the base through the secret door that night. Llewellen will become annoyed at this, stating that they'll have to try again in a few days after the bandits have relaxed their guard. If the party insists on proceeding Llewellen will accompany them, at a safe distance.

If the mercenary guards at **Area 3** have been alerted to the group's presence, they will fire arrows at them as they pass in front of the arrow slits along the east wall. The mercenaries will wait until the lead character passes in front of the slit furthest north before opening fire, hoping to catch as much of the group in their line of sight as possible before alerting them to the danger.

The magically reinforced iron door at the end of the corridor is designed to lock and unlock from the inside. Opening it without the *magic key* from **Area 7**, or someone on the inside, is an almost impossible task (A resourceful or persistent party may be able to find a way through, at the GM's discretion.)

Chances are the players will encounter this area on their way out, in which case the hallway's description should be modified.

### 3. Guardroom

The door to this room is stone. It can be locked from the inside however its usually unlocked when the stronghold is not on alert. If locked it takes three successful 'open door' checks to force it open.

Two sets of two tiered bunks run along the wall to the south. Arrow slits line the western wall. A large silver bell hangs on a wrought iron hook mounted to the wall in the southwest corner.

There are normally 6 mercenaries stationed here as guards. The bell in the southeast corner is magically linked to the boulder alarm in **Area 2**. If the alarm is triggered three rangers move to fire through the arrow slits in the west wall while the remaining ranger and two fighters move to **Area 5** on the off chance someone makes it through the door.

There's a good possibility that two of the fighters and two of the rangers have been encountered in **Area 1**. If this is the case there will only be two rangers here, expecting the others to eventually return with some leftovers for them.

A table sits in the northeast corner surrounded by four chairs.



Human Mercenary Fighter (2): HD 4; HP 24,21; AC 5[14]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 4/120; Special: 4th level Fighter skills. Gear: Long sword x2.

Human Mercenary Ranger (4): HD 4; HP 21,16,15,14; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 4/120; Special: 4th level Ranger skills. Long sword x4, short bow x4, arrows x80.



A large wooden chest sits beneath the table in the northeast corner of the room. It contains the following: 80 arrows tied with string into bundles of 20 each, 30 packs of iron rations, a worn deck of playing cards, and 3 *potions of healing*.

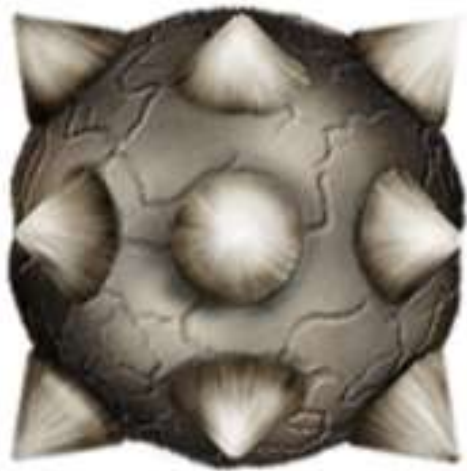
The silver bell on the wrought iron hook in the corner is well crafted and covered in magic runes (worth 175gp.) It works in conjunction with the boulder alarm near the entrance and holds no magic on its own.

### 4. Trapped Door



The door here looks exactly like other stone doors found in this stronghold. Any force exerted upon it will cause it to slide up into the ceiling (unlike other stone doors in this stronghold.)

Opening the door here causes it to release a 5' wide spiked stone ball. The ball will roll northeast to the hallway's far end then roll back towards **Area 4** turn south and roll along the curving southeast corridor to **Area 8** before returning to its original spot in **Area 4**, barreling over anyone it encounters along the way. The ball moves at a rate of 10' and deals 3d6 damage to anyone it bowls over. A struck character can save vs. Dragon's Breath. If successful they take half damage.



Characters in front of the door when the ball is released can make a successful save vs. Dragon's Breath to avoid taking damage altogether by diving into the corridor to the left or right of the ball's path. Other characters can attempt to run back to the door at **Area 5** to try to get out of the ball's path.

Once the spike ball returns to its original position the door will drop resetting the trap.

## 5. Front Door

The door here is iron and magically reinforced. There's a series of catches that can be operated to unlock it from the inside.



The stairs here are magically trapped to trigger the spike ball in **Area 4** when weight is placed on the bottom step. It will have no effect if the ball is already in motion, however if the trap's been reset stepping here will trigger it again. A thief can detect the trap as normal however they won't be able to disarm it without some way of dispelling the magic. Once

detected the step can easily be avoided.

## 6. Barracks

The door to this room is stone. It can be locked from the inside however its usually unlocked when the stronghold is not on alert. If locked it takes three successful 'open door' checks to force it open.

Three sets of double bunks line the west wall of this room. A table with 4 chairs around it stands in the southeast corner.

Four mercenaries will be here either sleeping or engaged in a game of dice at the table in the corner, depending upon the time of day. If the spike ball trap is triggered there's a 60% chance they'll hear it and move into the hallway to investigate, once it's safe of course.

There are three wooden footlockers here, one at the foot of each bunk. The lockers contain several changes of clothes for the mercenaries as well as clean blankets for the bunks.



Human Mercenary Fighter (3): HD 4; HP 24,20,19; AC 5[14]; Atk 1 weapon (1d8); Move 12; Save 11; CL/XP 4/120; Special: 4th level Fighter skills. Gear: Long sword x2.

Human Mercenary Cleric: HD 4; HP 18; AC 5[14]; Atk 1 weapon (1d6+1); Move 12; Save 12; CL/XP 4/120; Special: 4<sup>th</sup> level Cleric skills, spells. Gear: +1 *Heavy Mace*, silver holy symbol.



As noted above the cleric is armed with a +1 *Heavy Mace*.

If a dice game is in progress a pair of copper dice (worth 10cp) along with 200gp can be found sitting on the corner table. Otherwise the gold can be found, divided almost evenly in 4 small coin pouches, each hidden beneath 4 of the bunk's mattresses (one of these will contain the copper dice.)

## 7. Mercenary Leader

The door to this room is stone. It can be locked from the inside however its usually unlocked. If locked it takes three successful 'open door' checks to force it open.

A comfortable looking bed sits in the northwest corner of this 10'x10' room. A small writing desk stands against the north wall.

The leader of the mercenaries, a magic-user named Logana, resides here. During a brief period of his life, he traveled with a small party of adventurers, who at one point managed to rescue a litter of blink dog pups from a group of bugbears. He managed to train the blink dogs and now uses them as guard dogs. One of the dogs can be found with him while the rest are guarding Bargo in **Area 9**.

Sounds of combat in **Area 6** will cause Logana and his blink dog companion to investigate in 1 round.

A signed contract between Bargo and Logana, hiring the Watchful Eye mercenary group to serve as Bargo's guards in exchange for 100gp per day 'meals included!', lies on top of the writing desk. Up until now Llewellen had been trying to convince the party that the mercenaries were Bargo the bandit

leader's bandits, that he had surrounded himself with those most loyal to him. If confronted with the contract the elf will just shrug, adding "I guess he couldn't find anyone loyal enough..."



Logana (Human Mercenary Magic-User): HD 4; HP 16; AC 8[11]; Atk 1 weapon (1d4+1); Move 12; Save 12; CL/XP 4/120; Special: 4<sup>th</sup> level Wizard skills. Memorized spells: magic missile x2, shield, mirror image, web. Gear: +1 dagger, +1 ring of protection.

Blink Dog: HD 4; HP 17; AC 5[14]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 4/120; Special: Teleport.



As stated above, Logana possesses a +1 dagger and a +1 ring of protection.

A drawer in the writing desk contains the following: 20 gems worth 50gp each in a small pouch, and a *magic key*. Touching this key to either of the doors to **Area 9** will cause the touched door to magically unlock and open.



A wooden chest beneath the bed holds several changes of clothes for Logana, under which can be found a sack containing 1,200gp.

The doors can easily be opened from the inside by working a simple standard latch.

## 8. Storeroom

This 10' x 20' room holds supplies for the stronghold. Wooden shelves line the west wall holding a variety of food stuff. Several crates and barrels are stacked along the east wall.

The shelves against the west wall are loaded down with wax encased cheeses, bags of nuts and hardtack, packs of iron and trail rations (36 each), wooden plates and mugs, and two dozen folded blankets.

There are twelve barrels, stacked in two tiers of six, and six crates stacked in two rows of three, lining the east wall. The barrels contain spring water (x6), a low-quality mead (x2), dried meat (x2), and dried fish (x2). The eight crates contain the following: Crate #1- Empty. Crate #2- 24 flasks of oil packed in straw. Crate #3- 12 blankets. crate #4- 120 arrows in 6 bundles of 20 each, 60 light crossbow bolts in 3 bundles of 20 each, 1 light crossbow. Crate #5- Half full. 24 trail rations, 12 iron rations. Crate #6- 24 torches in 4 bundles of six each, 6 hooded lanterns, six flint & steel.

## 9. Kennel



The two doors to this area are identical to the door at the front entrance, comprised of thick iron and magically reinforced. Getting in without the *magic key* from **Area 7** should be a nearly impossible (if not impossible) task. Touching the key to either door will cause the door to unlock and open.

The northeast section of this circular room contains a raised stone platform lined with a 3' tall wooden wall. The remaining three-fourths of the room is populated by a menacing pack of snarling dogs.

The ceiling of this room is 20' high. The raised area starts 5' above the floor. A short flight of stairs to the north allow access to the overlook (**Area 10**.)

The remaining blink hounds from Logana's trained pack can be found here, posted as guards to protect Bargo from intruders.

Bargo will fire his crossbow over the wall at targets not directly engaged in melee combat with the dogs. He'll spend most of the time ducked down behind the 3' wall, popping up occasionally to fire, then ducking down again. Attacks made against Bargo while he's ducked down suffer a -4 penalty to hit. Attacks made against him while he's popped up suffer a -2 to hit. Likewise, since he takes little time to aim before ducking down again, Bargo's attacks suffer a -2 penalty to hit.

If a player states that they're going to hold their attack and wait for Bargo to popup from behind the wall will suffer no penalty to their attack provided that they haven't been attacked during that round and Bargo pops up at the same spot as his last attack.



Blink Dogs (4): HD 4; HP 20, 17, 15, 13; AC 5[14]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 4/120; Special: Teleport.

## 10. Overlook

This area seems as though it would be more likely encountered in a castle or noble's estate. Fine linens adorn a four-post bed sitting against the east wall. A wardrobe and chest of drawers stand against the north wall. A sturdy oak table with a single chair sits in the southwest corner. The floor is almost entirely covered by a well-worn rug.

Bargo spends the majority of his time holed up in this room, pacing, relying on Logana and his mercenaries to keep the place secure. Logana visits him from time to time, just to give a quick 'everything's still fine' report.

When the players arrive Bargo will assume them to be sent by the thieves guild. He'll call out a variety of derogatory remarks labeling them as such while firing at them over the low wall with his crossbow.

Bargo has *dice of monster summoning* in his possession (see New Magic), another item stolen from the guild. He'll use these as a last line of defense, knowing he can only use them once per day. If the battle turns against him, he'll roll them on the small oak table in the corner.



Bargo (Human Thief): HD 4; HP 20; AC 7[12]; Atk 1 crossbow (1d4+1) long sword (1d8+1); Move 12; Save 11; CL/XP CL/XP 4/120; Special: 4<sup>th</sup> level Thief skills. Gear: Light crossbow, 20 light bolts, +1 *longsword*, *dice of monster summoning*.



As stated above Bargo possesses a +1 *longsword* and *dice of monster summoning*. He also wears a silver ring bearing a symbol which marks him as a member of his thieves guild (worth 35gp)

The wardrobe contains several expensive looking jackets, vests, and shirts. Two bundles of 10 light crossbow bolts stick out of a pair of boots standing on the floor of the wardrobe.

The first three drawers of the four-drawer chest of drawers are filled with expensive looking clothes as well. The bottom drawer is topped by a pull-out wooden tray holding six bottles of a high-quality wine and a pair of crystal glasses (20gp each). Two wine bottles are empty but the remaining 4 are worth 55gp each.

Below the pull-out tray lies what remains of Bargo's 'liquid assets': 3 sacks containing 1,000gp each, and a silver coffer (worth 100gp) containing 12 necklaces of varied design (1d20x 10gp to determine the value of each.)



## Wrapping Up

Llewellen, will aggressively attack Bargo, apparently forgetting the bounty was for the bandit leader taken alive. He'll pull his attacks if reminded by the party, however if Bargo attempts to use the dice, he'll shout a warning to the party, using their fear of an unknown magic item to ramp up the attack.

If combat with the blink dogs in **Area 9** lasts for more than two rounds, the dogs will begin to focus their attacks on Llewellen, sensing something's not right about the elf.

If Llewellen takes enough damage to reduce his hit points to zero he reverts to his true form, which should come to a shock to all present. Bargo however had heard rumors of the guild employing strange creatures as assassins, so this would only cement in his mind the fact that the group is with the guild, and possibly all disguised.

The party could realize they were being used and attempt to cease hostilities with Bargo and his mercenaries. Peace with the mercenaries (along with the blink dogs) would be difficult to accomplish, considering by this point the players have probably taken part in killing several of their members. Bargo however may be willing to bargain, fearing for his life after the 'unmasking' of his would-be assassin. He will however require a great deal of convincing that the party isn't a bunch of disguised killers. Of course, he could be suspicious of any remaining mercenaries being assassins in disguise as well.

If the party manages to capture Bargo alive while Xixikazarex is still disguised as Llewellen, the nazzerskein will wait until an opportune chance to kill Bargo (and possibly the rest of the party as well) and escape. This opportune chance could come before leaving the stronghold, on the way back to Amberlight, or after returning to the inn. The possibility becomes greater if the party insists on questioning Bargo, since his story of

embezzling from the thieves guild doesn't match the 'bandit leader' description on the bounty poster.

If the group makes it back to the inn Llewellen will claim that he needs to send a message to the nearest constabulary who will meet them at the inn, deliver the 10,000gp reward, and take Bargo into custody. Llewellen will then hand a note to a runner, which is actually a message informing the thieves guild that Bargo has been dealt with, then suggest that the group relax in the inn's tavern and wait, even offering to pay for rooms for the night, depending upon the time of day. Llewellen will then wait for the ideal time at the inn to strike, making sure there's at least one witness to see him shift back into Xixikazarex before killing Bargo and fleeing. It's important that there be someone present to witness the thieves guild's retribution, carried out by this unnatural assassin, for the right message to be sent: this is the consequence for crossing the guild.

Regardless of how things play out, Llewellen's backpack will be left behind and found to contain, a bottle of ink, a trio of quills, and a half dozen rolled up wanted posters identical to the one the group first spotted in town, though without the words "Inquire with Llewellen Skywind at the Amberlight Inn" scrawled across the bottom. There will also be a contract outlining the terms of the assassination of "ex-guild member Bargo Bristol over the embezzlement of 100,000gp in coin, treasure, and assorted items of note from the guild" in exchange for a 10,000gp payment upon completion. This contract will be taken along with Llewellen/Xixikazarex if he successfully escaped. Along with Bargo's guild ring (with ring finger) to serve as proof the deed was done.

After evidence of his embezzlement was discovered Bargo spent a good deal of the coin, treasure, and assorted items of note on the construction of his stronghold and hiring the mercenaries.

## Continuing the Adventure

Here are some suggestions for further adventures:

✕ If Xixikazarex gets away chances are the party will want to track him down. He'll change to his human form to travel back to the thieves guild, making finding him before he makes it to the sanctuary of the guild difficult. If one of the blink dogs survived the encounter, it's possible the dog may have the creature's scent...

✕ In a twisted bit of logic, the guild decides that the party now owes them for the valuables embezzled by Bargo.

✕ An adventuring group, dedicated to the hunting of shape changers, believes that one of the party is a nazzerskein. The only way to convince them that this isn't the case, unfortunately, is to reduce the suspected party member's hit points to zero.

✕ The *dice of monster summoning* begin to malfunction, summoning creatures hostile to the party each time a spell is cast within 10' of them.

✕ After hearing a terribly distorted rumor a thief on the run from a different guild contacts the party seeking protection.

✕ One of the necklaces retrieved from **Area 10** is cursed. The next person who touches the necklace will be unable to rid themselves of it until its returned to its rightful owner. Its wrongful owner suffers a -1 penalty to all saving throws.

✕ Depending on how things played out the party may decide they have a right to collect on the contract between the guild and Xixikazarex. The group may find this difficult without some sort of proof (Like Bargo's ring, or maybe the stolen *dice of monster summoning*. And they'll want to know what happened to their assassin...



## NEW MAGIC

### Dice of Monster Summoning

This pair of jade dice bears a different magic rune on each of their six sides as opposed to the pips or numbers found on standard dice.

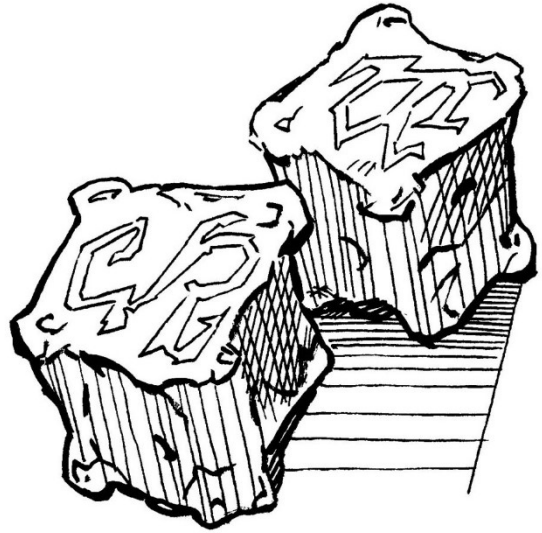
Once per day the owner can roll these dice to summon up a monster or monsters as per the *monster summoning I* and *monster summoning II* spells described in the *Swords & Wizardry* core rule book.

To determine the result of the in-game roll, first roll one six-sided die then roll a second. If the result of the two rolls is not a pair a monster is summoned as per the *monster summoning I* spell. If the result is a pair a monster is summoned as per the *monster summoning II* spell.

| Roll 1d6 | Monster Summoned       |
|----------|------------------------|
| 1        | 1d6 Giant Rats         |
| 2        | 1d6 Dwarves (Goblins)  |
| 3        | 1d3 Elves (Hobgoblins) |
| 4        | 1d6 Kobolds            |
| 5        | 1d3 Orcs               |
| 6        | 1d3 Skeletons          |
| 1,1      | 1d2 Hobgoblins         |
| 2,2      | 1d2 Zombies            |
| 3,3      | 1d2 Gnolls             |
| 4,4      | 1d2 Bugbears           |
| 5,5      | 1d6 Orcs               |
| 6,6      | 1d6 Skeletons          |

Summoned monsters appear in one round near the owner. They serve the owner of the dice for six round or until they've been defeated.

A cursed version of the dice also exists. Each time the cursed version is used there's a cumulative 10% chance they'll explode, triggering three times and summoning three batches of monsters hostile towards the owner and their allies.



## NEW MONSTERS

### Nazzerskein

Some believe these creatures to demons or denizens of some sort of elemental plane of ooze. Others claim that they're created when a gelatinous cube feeds on too many humanoid creatures, resulting on portion of the cube splitting off and becoming a sentient being.

In its natural form a nazzerskein is a humanoid shaped ooze sporting four whip-like tentacles, two from each shoulder. If so inclined, it can twist two of these tentacles into an arm-like limb ending in two long 'fingers'. It can then use these fingers to manipulate objects or grip weapons.

While in its true form, once per day, it can will a successful strike with a tentacle to cause weakness in its target. The target must make a successful save vs. poison or else lose half their strength for 2d6 turns.

Nazzerskeins have the ability to shift their form, taking on the appearance of a man-sized humanoid. They can look like a

human, elf, orc, etc. These forms always take on roughly the same height and mass. Furthermore, when a nazzerskein takes on the appearance of a humanoid creature the features it mimics will be the same each time. In other words when a nazzerskein appears as an elf it will be as the same elf. This ability does not function the same as a doppelganger's where the creature is mimicking a specific person, rather it becomes its own person, a unique human, elf or orc, assuming the same features each time. The features assumed do vary from nazzerskein to nazzerskein.

While disguised the nazzerskein has the stats of a 3<sup>rd</sup> level version of whatever creature it's mimicking. If this assumed



form ever reaches 0 hit points it will revert back to its true form with 1d8+1 hit points remaining.

**Nazzerskein:** HD 4; AC 5[14]; Atk 2 tentacles (1d4 damage), or 1 weapon (1d8) Move 8; Save 14; CL/XP 5/240; Special: Mimicry, cause weakness once per day, bludgeoning weapons deal half damage.

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