

THE SECRET OF LUPO GRACE

A S&W ONE SHOT ADVENTURE

Introduction: The small village of Lupo Grace is in the northern wilderness of the Mosswater region near the Bloodberry Forest. The villagers of Lupo Grace are foresters and hunters who sell their products to other large towns across the region. A thriving economy keeps the village busy for the majority of the year. Recently though the village has not sent any of its representatives to the markets to peddle their products. You and your group travel to Lupo Grace to check the welfare of its occupants.

A SHORT ADVENTURE FOR FOUR TO FIVE LEVEL 3-4 CHARACTERS

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THE SECRET OF LUPO GRACE

The children play in the forest, hiding and chasing each other all day. Once they enter early adulthood, they chase their own selves trying to control the beast inside.

—Jann Heisweiser, *Sage of Mapleledge* (deceased)

Background Information

Lupo Grace is a tiny village on the northern outskirts of the region known as **Mosswater**. The **Bloodberry Forest** runs through the area where the villagers harvest the abundant timber.

Adventurers Beginning

The party of adventurers are sent to check the welfare of the village after none of their people show up at the merchants market.

They are about two hours from the village when they come upon bandits robbing a merchant wagon.

Old Ivywent Road

The party comes around a bend in the road and observes a merchant wagon just off the roadway. The wagon has been wrecked and forced off the roadway. They observe four humans ransacking the wagon and one interrogating a human female. A male is slumped over the reins of the wagon and appears unconscious or dead.

As the party approaches, the bandits tell them to go on and not interfere in their business. For it means death to interfere with the **Hounds of Herlithford**.

If the party elects to fight the bandits, the female runs to the back of the wagon and reappears on the 2nd or 3rd round. She gets a surprise advantage attack on the strongest appearing party member.

She laughs manically at the party telling them they should've kept going.

When the battle gets close to the end, she “magically” disappears via invisibility and either runs off or takes one of the party member's horses and escapes.

If the party searches the wreckage, they discover a locked and trapped wooden chest. Inside are shipping documents in scroll tubes. They indicate the last few months of sales of **Lupo Grace** products.

TRAP: Fire Hand: once the chest is opened, a magic hand of fire reaches out and grabs the person, causing **3 (1d6)** fire damage, and disappears after grabbing the target.

The documents have no meaning to the party. There is no treasure inside the chest.

If the party elects to take the documents, it may help once they arrive in **Lupo Grace**.

ENCOUNTER: 4 BANDITS & 1 BANDIT LEADER

Lupo Grace

Lupo Grace is a small village. As the party enters the open south gate, it is eerily quiet in the afternoon hours. A few female villagers appear to hurry to the nearest buildings as they see the party's arrival.

A rather large-built Human male comes out of *building #3* and greets the party. He is jovial and appears to be somewhat inebriated. He introduces himself as **Hasvar Jastle**, the council leader.

He downplays any questions about potential problems going on in the village. He states things are very productive as most of the older boys and younger men are in the forest at a logging camp harvesting timber.

If the party insists going to the camp that afternoon, he convinces the party to wait until morning and he will escort them to the camp. He offers food, drink, and lodging for the night so they will be refreshed for the journey on the next morning.

The party will most definitely notice the lack of the younger men and older boys as the afternoon progresses. They observe a few younger male children with the females but mostly girls still in the village.

The adult females try and avoid any direct contact with the party as they scurry their children into homes.

Hasvar and the older men escort the party to *building #7* and help them settle in for the evening. He tells them to freshen up and come to *building #3* for dinner and refreshments.

Fire Blaze Tavern (Bldg #3)

The party enters to a crowd of all of the village's older men who are drinking and seem to be in the middle of a merry old time. There are no females here at the present. If questioned about the lack of females, they say the women prefer to stay home and tend to the children.

Hasvar offers a large pitcher of what he brags is the best ale in the North. He calls it the **Firestream Ale** and brags about making it himself.

If anyone drinks a cup, they will need to make a SAVE. On a failed save, the imbiber feels very inebriated and suffers -2 to all rolls for eight hours.

Anyone that consumes two or more drinks and fails a SAVE will fall asleep and are unconscious for 1D6 turns.

After about an hour at the tavern, a loud scream comes from outside somewhere in the village.

The party exits to investigate and see a woman standing in the middle of the street near building #1 and she is surrounded by a group of young men and two large humanoid figures. Upon closer inspection, the two larger humanoids appear to have canine features.

Secret No More

The party observes a group of 1d6+2 of the younger men of the village armed with axes and two werewolves trying to take a younger male child from the woman.

The young men are under an enchantment from the werewolves and will serve them to their death or subdued to unconsciousness. Or the death of the werewolves where they will then fall into a deep sleep for 1d6 turns.

ENCOUNTER: VILLAGE MEN 1D6+2
WEREWOLVES 2

Hasvar and the older men do not get involved for either side and in fact encourage the party to stay out of the business of the village. That any attempt to intervene will cause their deaths and potential deaths of the villagers along with any future repercussions.

If the party is successful in defeating the werewolves, **Hasvar** explains a few weeks back a stranger came into town inquiring about an old Druid temple in the forest. Some of the older men knew of the location and gave the stranger directions to the temple.

They invited the stranger to stay the night and while celebrating in the tavern, the stranger transformed into a werewolf and explained that he and his pack were moving into the area and that in exchange for the young men, older male teens of the village at certain intervals the y would spare the other villagers. He explained they needed labor for excavating the old druid temple.

So every few nights, the werewolves would come and take some of the younger men and older teen boys with them.

GM NOTES:

The female leader and the main party of bandits are basically a “red herring” for the adventure. But feel free to use them as you like.

The shipping documents may also be used at your discretion in the story line.

The old Druid temple in the forest could lead to a new adventure and follow-up to this one. The party will discover the area being excavated but since the werewolves did not return from the village with the young men, it is abandoned as the other werewolves have fled to prepare their revenge. It is unknown what the werewolves are trying to locate. Take this site and explore it as you wish.

These are not the “standard” werewolves and they are able to transform at will between human and canine forms at any time.

Also make sure the party has either silvered or magical weapons for usage.

Bandit

Hit Dice: 1
Armor Class: 7 [12]
Hit Points: 4 (avg)
Attacks: Weapon (1d8)
Saving Throw: 17
Special: None
Move: 12
Alignment: Chaos
Challenge Level: 1
XP: 15

Bandit Leader

Hit Dice: 3
Armor Class: 5 [14]
Hit Points: 12 (avg)
Attacks: Weapon (1d8)
Saving Throw: 16
Special: Ring of Invisibility, Bracers of Protection (+1)
Move: 12
Alignment: Chaos
Challenge Level: 3
XP: 60

Villager

Hit Dice: 1
Armor Class: 9 [10]
Hit Points: 4 (avg)
Attacks: Weapon (1d6)
Saving Throw: 18
Special: None
Move: 12
Alignment: Any
Challenge Level: B
XP: 10

Werewolf

Hit Dice: 4
Armor Class: 5 [14]
Hit Points: 16 (avg)
Attacks: Bite (2d4)
Saving Throw: 13
Special: Lycanthropy, hit by only magic or silvered weapons
Move: 12
Alignment: Usually Chaos
Challenge Level: 5
XP: 240

Village Map Key

Buildings 1, 2, 5, 6, 8, 9, 10, 11, 12, 13, 14 are houses of the village residents and add any NPC's as you wish if the party engages any of them. Remember though the houses will mostly consist of the the women and younger children only. The men seem to congregate around the tavern.

Building 3 is the **Fire Blaze Tavern** owned by **Hasvar** and his wife **Grienella**. They have no children. She is at the tavern assisting in cooking and cleaning but refers any questions to **Hasvar**. She tries to stay busy behind the bar and the kitchen area.

Building 4 is the **Village Market Center** where all business transactions are made. The director is **Grop Nastly**, an older Human male who comes across as “forgetful” and goes into stories of how things used to be when the village was first built.

Building 7 is the **Flintcross Trading Post** and owned by a late middle-aged Human named **Fredlyn “Flint” Cross**. He is very moody and appears to be worried about something, he attributes it to the season and less travelers purchasing items from him causing less profits.

He is actually worried about his son who was recently taken by the werewolves.

Map created by Matt Jackson (msjx.org)
<http://www.msjx.org/2020/03/coronacon-map-1.html>

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