

# THE LOST LUSH:

EXTRACTING A CAROUSING FOOL  
BEFORE HE OBLITERATES  
PEACE, PROSPERITY, & BASIC HUMAN DECENCY

An Advanced Old School Adventure for 2-4  
Characters of 1<sup>st</sup> to 3<sup>rd</sup> Level

By

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THE HIBERNACULUM

Very loosely inspired by

Stephen J. Grodzicki's

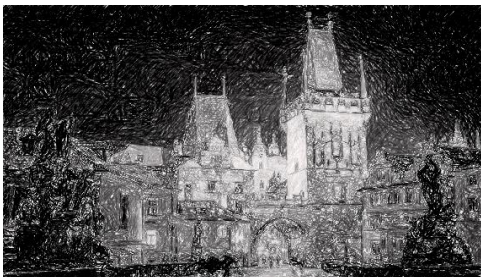
Revelry in Northgate  
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## FOR THE DM: HOW TO RUN THIS ADVENTURE

0. Skim-read, modified old-school Adv. rules in mind.  
Note that 1 silver Groschen=1 gold piece.
1. Read or summarize the BACKGROUND for Players.
2. Have Players choose a character from the CHARACTER APPENDIX or use those they have brought with them, with any needful adaptations. Every PC can automatically speak the dominant foreign language of the nobility and colonists. Being able to speak the native language, **Krajanština**, brings bonuses in this game.
3. Players should make plans to **find and return** the drunken loose cannon **Baron Hanswurst** to his wife in the upscale Little Quarter for a reward before the Duke's visit in 3 days.
4. The dangerous-for-outsiders **Vodníkov** neighborhood is THE place to search- amid ethnic, linguistic, and class tension.
5. For each place in this neighborhood visited, roll on **TABLE A: WANDERERS** and then **TABLE B: IS HANSWURST HERE?** Finally, on leaving each place or every hour/6 turns roll on **TABLE C: WHAT HAS HANSWURST DONE NOW?** to find out the latest stupid thing the Baron has done to offend local sensibilities.
6. Note that **+ bonuses or – penalties accrue** from each **PC's actions** as well as **Hanswurst's offensive blunders** "off stage" and **cumulatively modify** subsequent die rolls for **TABLES A and B**.
7. At the end of the adventure, compute experience gained in a particular way detailed in the **EXPERIENCE APPENDIX**.



## BACKGROUND FOR PLAYERS

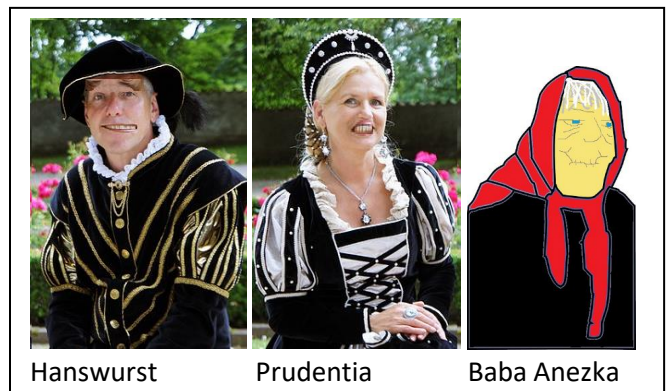
The Golden City, the Golden Threshold, the Mother of Cities, the City of 3333 Silver Rooftops, has seen better centuries. For generations, the beloved royal capital city has been a capital of nothing. Ravaged and impoverished by war, humiliated by **slumming wealthy tourists**, colonized by more and more **Schwab settlers** who see no reason to learn the native tongue, **Krajanština**.

Part of the problem, not the solution, is wealthy, arrogant, drunk, incontinent, monolingual new landlord **Baron Hanswurst** von Possenreisser. He has gone on another **bender** in his favorite **slumming district** near the river: **Vodníkov**. This quarter is even more violent, more lawless, more unsafe than usual for wealthy foreign colonists. Rumors abound of a rakish nobleman insulting the poor and hungry natives by walking around the neighborhood wearing **high-heeled shoes made entirely out of bread**.

**Baroness Prudentia** von Possenreisser, as prudent as her name implies, wants him quietly retrieved and sobered up before **Duke von Spießburg** makes his scheduled visit to their townhouse in the up-and-coming Little Quarter neighborhood in **3 days**.

She will pay **1000 silver Groschen** for the safe return of Baron Hanswurst on the first day, **500** for his return on the second, or **250** on the third day.

Among other reasons to want him back, Baroness Prudentia is worried that Hanswurst's offensive drunken hijinks will set off hopeless **open revolt** in the city. She holds the widely-held belief that **bloody retaliation for revolt** would **kill thousands of native townsfolk**. It's an open secret in the city that Prudentia's grandmother, **Baba Anezka**, is a native.

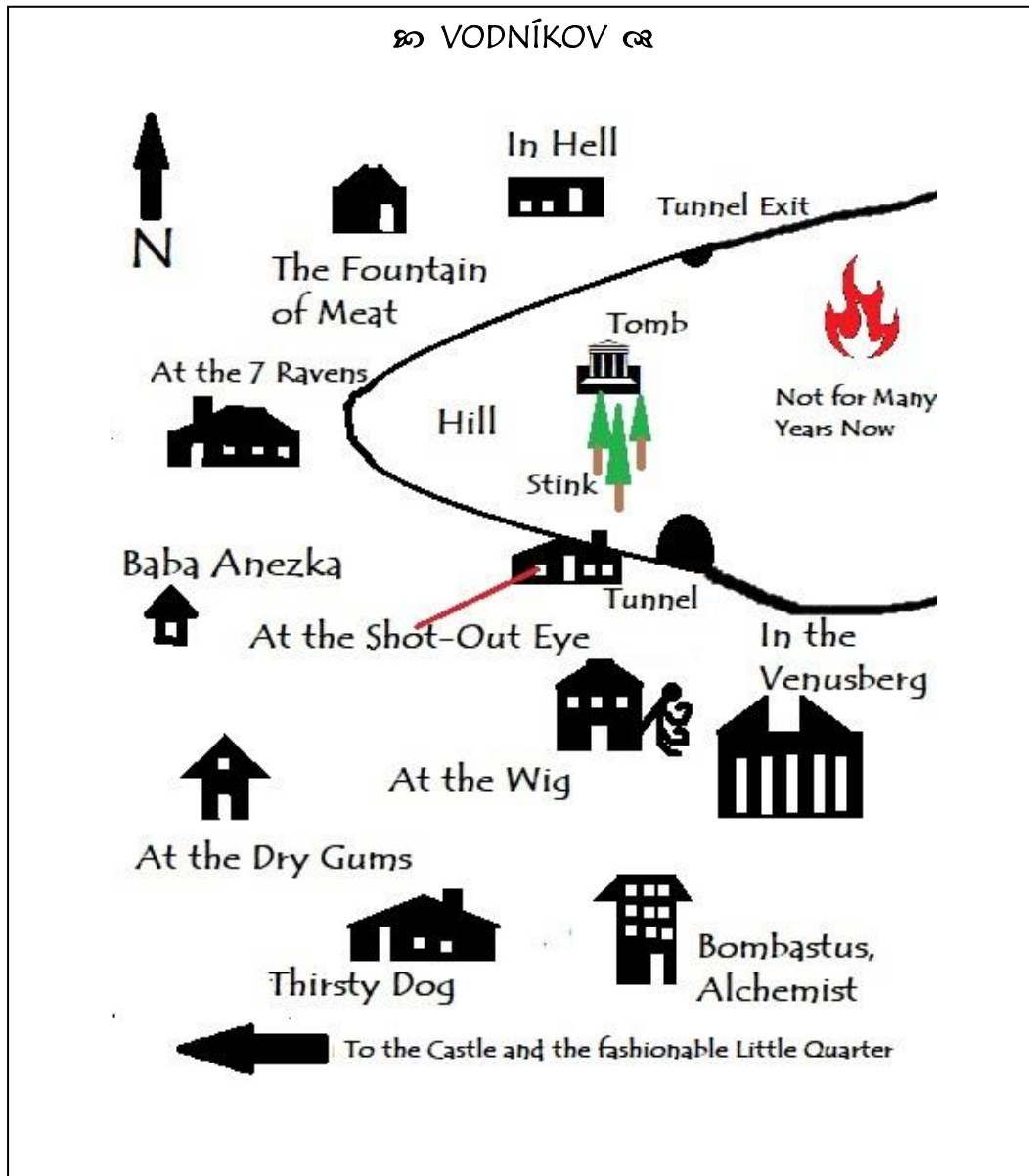


Hanswurst

Prudentia

Baba Anezka

Players can roll a d12 or (recommended) use this VODNÍKOV MAP to choose which locations to search



## PROCESS FOR PARTY ENTERING OR STAYING IN EACH LOCATION

PCs **choose location** from map to enter, then DM **summarizes description**, does 5- step process:

1. Consult the **CUMULATIVE BONUS/PENALTY CHART** and note the PC Party's most recent **CUMULATIVE BONUS/PENALTY SCORE**.
2. Party rolls on **TABLE A: WANDERERS**, modified by **BONUS/PENALTY SCORE**. Party reacts to the encounter. This may add to, or subtract from, **CUMULATIVE B/P SCORE**.
3. Party rolls on **TABLE B: IS HANSWURST HERE?** which is affected by the **C. B/P SCORE**. If they find him, no need to go on to #4.
4. + 20% cumulative chance per **round of drinks** that Party will have to **stay** in location 8 hours/1 night from drink-induced nausea, etc.
5. After the party **stays 1 hour/6 turns** in the location, or **leaves the location**, DM rolls on **TABLE C: WHAT HAS HANSWURST DONE NOW?** The Baron's actions affect the atmosphere in the neighborhood, which affects the Party's **CUMULATIVE BONUS/PENALTY SCORE**. Staying? **Skip step 3** until Party changes location.

## PLACES IN VODNÍKOV NEIGHBORHOOD

Bartenders will have 1-8 silver Groschen on their persons. Each customer at better pubs will have the same. Customers at dive bars will each have 0-3. Proprietors' cashboxes will have from 2-24 Groschen, unless noted otherwise. Players can roll d12 or choose locations to visit from the VODNÍKOV MAP.

Just about every place sells beer and wine. Unless noted, proprietors want to hear **Krajanština**: "Pivo prosím" gets **beer for 1 Groschen**; "Vino prosím" gets **wine for 2 Groschen**.

In addition to annoying most people in Vodníkov, asking **Schwab-wise** for "Bier" and "Wein" incurs prices of **20 Groschen** and **50 Groschen**, respectively.

1. BABA ANEZKA'S HOVEL –Respected elder **Anezka** brews and sells **hooch** in her hovel. 1 silver Groschen for the spirit in a special flask which is her trademark.

She will ply reasonably friendly visitors with great soup, try to sell her hooch and talk a lot.

She resents her **granddaughter the Baroness** living in a palace while she, ignored, lives in her old hovel.

She disdains her **grandson-in-law the Baron**, because of his foolish carousing, lack of trying to speak **Krajanština**.

- **Listening to her** and/or **exchanging presents** with her offers a permanent + 2 to CUMULATIVE BONUS SCORE – word gets around that the **Party is friendly with her**.
- Being seen **publicly carrying** her distinctive hooch flasks confers a + 1 to CUMULATIVE BONUS SCORE.
- Giving a Vodníkov native one of her hooch flasks as a **gift** or **bribe** will earn + 3 bonus on CUMULATIVE BONUS SCORE.

2. U SEDMI HAVRANŮ- "AT THE SEVEN RAVENS" – Amidst the everyday patrons of this sad, seedy bar is a hissing cabal of 4 future wizards (**Magic Users – Level 3, hp 7, hp 5, hp 9, hp 4**) arguing quietly about income. Also: a musician is playing, but there is no dancing. A barfly is requesting the **same sad song** again and again.

3. U VYSTRĚLENÝHO OKA – "AT THE SHOT-OUT EYE" – The **latrines** have upholstered **leather pads** which weary drinkers can rest their heads against. A happy, drunk regular will ask someone in the Party what he (or she) thinks of that. If the PC gives a positive or amused response, +1 to the CUMULATIVE BONUS/PENALTY SCORE.

4. U PARUKY – "AT THE WIG" – Bedraggled, soggy wig hangs on stick over the door on the outside of the building. The main floor is a drably-furnished lonely pub with a burly **bartender** sweeping floor (**Fighter 2, hp 15, quarterstaff, dagger, sword under bar**).

Loud thumping, crashes, music, and laughter come from upstairs. Attempting to go upstairs incites bartender to bar the way with heavy, quarterstaff-like broom handle.

Convincing bartender Party is tolerant or family or bribing him will gain admittance to upper floor, where 31 men, half of them wearing wigs and dresses, are enjoying a raucous improv **drag hootenanny (10 Fighters, Level 1, hp 4-8 each, daggers, swords; 5 Thieves, Level 1, hp 4 each, daggers; 6 Clerics, Level 1,**

hp 5 each, clubs, and the remainder Level 0 normal men, hp 1-6 each, swords, daggers, clubs). People also wield a variety of drums, wind instruments, stringed instruments, castanets.

The songs have clever improvised lyrics satirizing plutocratic and religious hypocrisy, Schwab colonists, fancy ladies, bread-as-footwear. There are a lot of puns between “**Schwab**” (the ethnic group bossing the city around) and “**Šváb**” (cockroach).

- Gain a permanent + 3 to CUMULATIVE BONUS SCORE from talking with the men/singing along.

5. U SUCHÝ DÁSNĚ – “AT THE DRY GUMS” - Lots of **dogs** hopping up on the benches. Roll d20 under the Charisma of highest-charisma PC in the Party and the dogs (and their owners) like your Party a little. +1 to CUMULATIVE BONUS/PENALTY SCORE. Otherwise -2 penalty.

6. V PEKLE – “IN HELL” – Damp, dim, packed-dirt floor basement **bordello**. Drunk men sit on old barrels, try to convince the working women to climb up on the barrels with them, or retire to sordid closets. **4 women** work here (**Thief 2, hp 6, hp 5, hp 7, hp 3, daggers**) as well as **two men** wearing leather armor (**Thief 1, hp 4, dagger, and Fighter 2, hp 8, sword, club**). 50% chance the drinks are drugged; drinkers can be robbed, killed.

7. ŽÍZNIVÝ PES – “THE THIRSTY DOG” – Angry drunk atmosphere here. Before rolling on TABLE A: THE WANDERERS for this location, apply a one-time penalty of -5 to the CUMULATIVE BONUS/PENALTY SCORE. Calling out or singing “**Sorry!**” **4 times** in a row to attackers in this place will somehow calm them down.

8. HOUSE OF BOMBASTUS THE ALCHEMIST – **Bombastus (Level 3 Magic-User, hp 8, + 1 silver dagger, darts, no armor, spirit-raising ring** – see below) will tell you openly he is disliked because: 1. He is a Schwab, 2. He can speak **Krajanština** but doesn’t 3. He earns money through mysterious means 4. He pollutes the neighborhood with **lost ghosts** in the wake of his experiments.

He mitigates the neighbors’ dislike this way: they can knock on his door at all hours and **buy the liquor** he distills for **2 silver Groschen per bottle**.

For **500 Groschen**, once per night, using his **magic ring**, he can **raise a millenia-old spirit** to answer questions such as: Where is Baron Hanswurst? See **#20, TABLE B**.

The spirit is 50% likely to attack as a **shadow** after giving a true answer.

**AC 7, HD 3+3, AT: 1 chill touch, Dmg: 2-5**, each hit also drains one point of **strength**; victims reduced to zero die and rise as a shadow controlled by its killer. Immune to cold-based attacks; other usual undead immunities. Can only be hit by blessed, silver-treated or magic weapons. Not easily seen except in bright light – full daylight, *continual light* spells, etc.

729 silver Groschen are hidden in a lead box under the upstairs bedroom floorboards. The usual alchemistic bric-a-brac around the house.

9. PRAMEN MASO – “THE SPRING OF MEAT” – Appalling mural on inside wall depicts the name of this tavern. Patrons pay **1/2 Groschen (5 copper Halíře)** for the privilege of putting their mouths up to a hole in the mural to receive newly ground meat. When people’s mouths aren’t up to it, the proprietor also stuffs intestines with the output of his meat grinder behind the wall. The usual alcohol and snacks are also for sale.

10. VE VENUSBERGU – “In Venus’s Mount” -Lurid, ornate décor trying to be Classical and classy. Manners are still rough; working women brazen. Once Party is drinking their **own drinks (2 Groschen beer or wine)** the women **hold out empty glasses** to the Party. Business model: House wants women to **get customers to buy** them **100 Groschen** drinks. Customers can refuse to buy, but **EVERYONE will be appalled** if customers **pour** some of **their own drinks** into the women’s glasses- Penalty of -3 on BONUS/PENALTY SCORE.



11. LONG SCARY TUNNEL THROUGH HILL— A centuries-old tunnel dug through the hill, atop which is the hated tyrant “Divine Shrub’s” mausoleum (Location #12).

When the check is made on TABLE A: WANDERERS for this location, ignore any ethnic **Schwab** results; they are **afraid to enter this tunnel**.

In the dankest middle of the tunnel is St. Vlasta’s statue, illuminated by a miraculous lamp. People find they cannot continue on unless they read aloud one of the **national shibboleth tongue-twisters** of Krajanština on the wall.

If at least one Player **sincerely tries**, patriotic but kind St. Vlasta will let the PC Party through.

“Strč prst skrz krk!”

(“Stick your finger across your throat!”)

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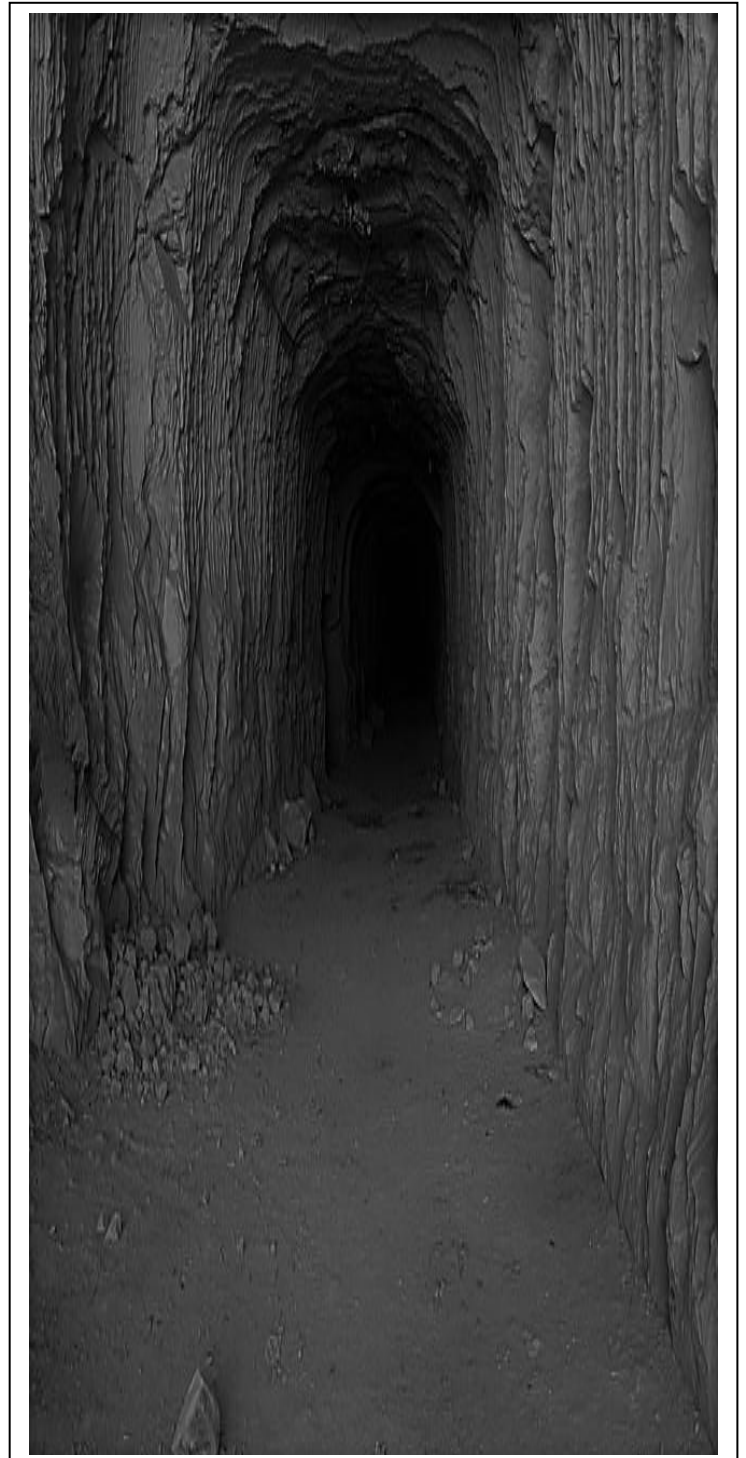
“Pan kaplan v kapli plakal.”

(“The Chaplain cried in the chapel.”)

+++

“Vlk zmrzl, zhltl hrst zrn.”

(“The wolf froze, he swallowed a handful of grains.”)



## 12. THE TOMB OF THE SHRUB OF THE GODS -

Generations upon generations ago, high on this grassy hill above Vodník, the **pagan ancestors** of the townsfolk lit **balefires** on what was then **sacred ground** to the nation.

A decade ago a tall **tomb** was built here to enshrine the remains of a brutal petty **tyrant**, a stooge of the foreign occupiers: a man whose name means “**Shrub of the Gods.**”

Now 7 restless, **bored** young **tradesmen** and **women** from Vodník (**Level Zero, hp 1-6 each, walking staves, punch awls, industrial hammers, daggers**) are drinking atop the hill.

Check the Party’s **CUMULATIVE BONUS SCORE** or DM choice (maybe party can return here with the young locals **AFTER** Baron Hanswurst is found):

For a **SCORE 10** and under:

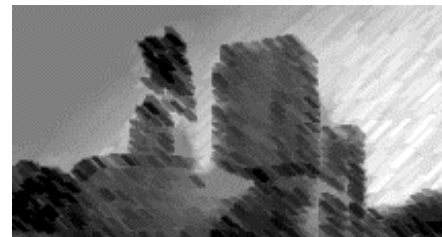
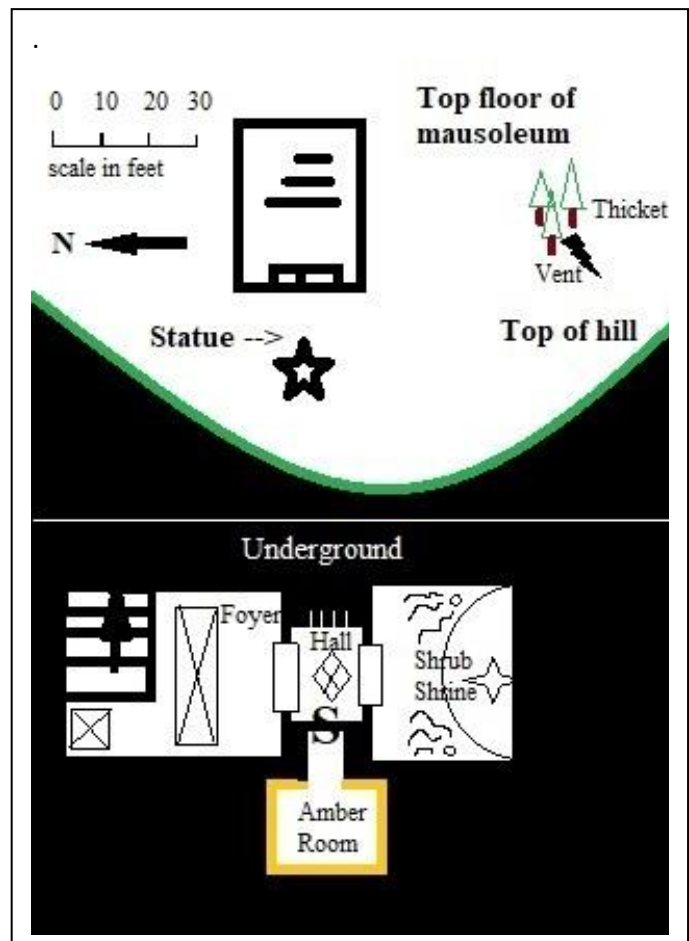
- the group will try to **sacrifice** a Schwab or collaborator to the pagan gods in a new-lit **balefire**.
- This could be a PC or Baron Hanswurst.

For a **SCORE** between 11 and 20:

- The bored tradespeople can be convinced to just **vandalize** the hated tyrant’s tomb exterior.

For a **SCORE** above 21:

- The group will try to **break into** the tomb of the hated “Shrub”, in order to **loot** it.
- They say that the grave tunnels down into the hill as far as the mausoleum towers up.
- On the deepest level is, allegedly, a **room** made of priceless panels of relief-carved **amber**.
- The body of the “Divine Shrub” is rumored to have rotted away entirely except for a **shriveled hand**, which confers on its possessor eldritch but corrupting (in all senses of the word) powers.
- They will be happy to split the proceeds with the Party if the Party helps them.



By PatrikPaprika at commons.wikimedia.org


### TOMB AREA DESCRIPTIONS

**TOMB ENTRANCE-** Towering locked, sealed bronze doors with reliefs of the “masterful” doings of the “Divine Shrub” – Mocking speech balloon graffiti undermines the reliefs’ message. Inside, a wide stairway goes down.

Hidden in a **THICKET** of trees and undergrowth elsewhere atop the hill is a stony irregular crack, a **VENT**, too small to admit a human being and extremely difficult and time-consuming to dig out. Stinking fumes seep out.

## FOYER

Underground, at the bottom of the wide stairway. Murals boast of the deceased's great deeds, show dissidents crushed. Inscription: "HALL OF SORROWS" on South wall opposite stairs. Coin on NW floor. Unnatural-looking luminous face in mid-SE floor.

Traps are  on the map. Detect via usual thief methods, or by any Player figuring them out from the PICTURE APPENDIX.

Weight on the broad areas marked with an X on the map make floor tiles give way to **30-foot-deep spiked pits**. 3-18 damage to those who fall and 2-8 additional damage from the spikes.

## HALL

Past the heavy, airtight, sealed slab door, the air is stale and reeks of noxious earth-gases.

DM's choice: Party can detect the map's diamond X-marked **trap** via usual thief means, or from Players looking at the **lettered lion-headed marble knobs** in the PICTURE APPENDIX. **East wall** has **dart-sized holes**.

The map's diamond with the X on it is the **marble knobs** on the floor which do nothing but hide a **pressure plate** which triggers the **dart trap**. Roll this as a HD 1 attack for 1-4 damage vs. the first 4 Party members as they step on pressure plate, maybe to "puzzle" the knobs.

A **secret door** in the **west wall**, detected in the usual thief way or via Players looking at the PICTURE APPENDIX, leads to the AMBER ROOM.

## THE AMBER ROOM

Eight glorious, internally-luminous, intricately-carved **panels of amber** ½-inch thick extend from the floor to near the ceiling of this room. Sitting at the exact center of the room for 24 hours **removes curses** and **heals** 1-4 hp of damage. Each intact panel is worth **500 silver Groschen**. Reassembling the entire chamber makes it worth **5,000 Groschen**.

Extraordinarily skilled workers are needed to remove and reinstall this elsewhere – it's easy to shatter the panels and render their healing powers non-existent. Roll d20 +10 under character's DEX for unlikely success in removing the panels.

## THE SHRUB SHRINE

Heavy slab door from the HALL is airtight sealed and locked. Dead, rotting rats and bugs lie around floor.

**Noxious fumes** (wiggly lines on map) originating deep in the earth spew from grates (circles on map). Pipe openings in the ceiling snake through to rents in the bedrock of the hill and finally emerge in a stand of trees atop the hill. People standing among those trees can smell the stench of the gas.

When the SHRUB SHRINE door is opened, the room is nearly completely filled with reeking invisible **gas**. Unless characters find some means to disperse the gas (prob. takes 3 turns/30 minutes), they will collapse unconscious in 1 segment (6 seconds) standing in the doorway, HALL or in the room. Unless hauled outside within 1 round (1 minute), the keeled-over character will lose half his or her INT. Unless pulled to safety within 2 rounds (2 minutes), the character dies.

Atop a nearly ceiling-high semi-circular dais sits the last unrotten piece of the tyrant Duke whose name means "Divine Shrub": his shriveled, discolored left hand and forearm.

The fingers can be bent into gestures. A "**Thumbs-Up**" gesture grants a **single wish**, once in a lifetime to the wielder. A "**pointing**" gesture allows the wielder once in a lifetime to pronounce a "**Todesurteil**" or "**Death Sentence**" of 20-200 points of damage vs. a living creature within 60 feet.

The dead hand of the tyrant **curse the wielder**. He or she must hold it continuously until/if **remove curse** is applied. The wielder loses 1 point of CHA and 1 point of WIS every hour/6 turns until 3 is reached. The wielder becomes paranoid, especially vs. Krajany, and agoraphobic.

When **remove curse** is applied or the hand is forcibly taken away from the wielder and burned, it will explode to do 3-18 damage to everyone in a 20-foot radius hemisphere or sphere, depending on place of detonation.

CUMULATIVE BONUSES AND PENALTIES CHART

Killing a **well-liked local**, not in self-defense- 15

Killing a **well-liked local**, in self-defense- 8

Treating people at a location like they are **perps in a police raid** – 7

Rude or abusive to **Kabourek the Vodník** - 5

**Standing** as a big **indecisive group** at the entrance to a location, afraid to ask: “Is this place free?” and sit among several tables mostly occupied by locals – 4

**Not even trying** to speak **Krajanština** – 3

Violation of tradition immemorial and good manners: **Pouring** drinks from **one glass into another** – 3

Not buying anything in a new location - 2

Buying drinks for selves then not really drinking - 1

Killing a **not-particularly well-liked local** – 1

+++++

**Friendly drunkenness** + 1 (but – 2 to-hit combat rolls)

**Round of drinks** the Party buys (**for themselves**) + 1

(Note also +25% cumulative chance of having to stay in one place 8 hours/1 night per round of drinks Party imbibes)

PC seen **publicly carrying Anezka’s hooch flasks** +1

Ordering beer or wine in **Krajanština: “Pivo, prosím!”** or **“Víno, prosím!”** RESPEKT! + 2

Each **drink** bought for an appropriate **NPC** + 2

Giving a **misc. gift** or **bribe** appropriately to NPC + 2

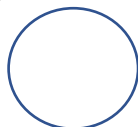
Permanent boost to score after **listening** to **Anezka** + 2

Giving a Vodníkov native one of **Anezka’s hooch flasks** as a **gift** or **bribe** + 3

Talked/sang w/**drag hootenanny** participants + 3

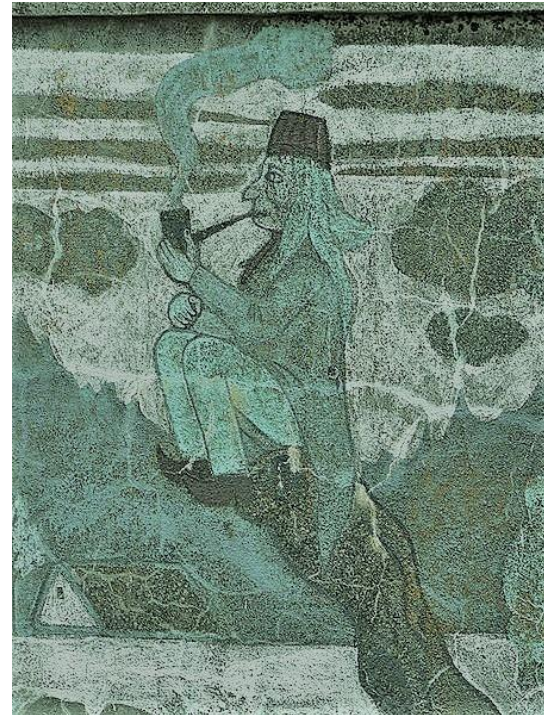
Befriending **Kabourek the Vodník** + 5

Circle each negative or positive number (in pencil) – Add them up to make **TOTAL BONUS/PENALTY SCORE =** (Write in pencil- this will change a lot)



NEVER pour from one glass into another!

(Picture remixed from GourmetChefen vs. Republica - Pixabay.com)



Kabourek the Vodník

(Drawn by Anna Kratochvílová – Released to Public Domain via Wikipedia)

## TABLE A: WANDERERS

Poor folks carry 0-3 Groschen; rich have 3-18.

1. Revolt broke out, provoking a devastating reaction. Schwab soldiery from out of town came in to **light fires and burn Vodník to the ground**. Roll under DEX for each PC to escape the district without injury, otherwise hurt for 1-6 damage and stuck. Need to re-roll vs. DEX, risk injury, until escape.
2. **The Empire REALLY Strikes Back!** Revolt of Vodník has provoked a brutal reaction. **House-to-house attacks** on everyone that moves – even ethnic Schwab residents. **100-400 level zero frenzied ruffians**; hp 2-8, equal chance for chainmail, leather, or no armor; clubs, torches, swords, spears, axes.
3. **The Empire Strikes Back!** Ruthless response to news of rebellion in Vodník... It's like from Sergei Eisenstein's *Alexander Nevsky*: **50 mounted and plate-armored Level 4 knights** with elaborate metal headgear **charge down the streets**, strike down anyone; indoors is safe
4. **Angry mob (10-100 level zero people, hp 1-6, torches, pitchforks, axes)** surrounds location, **chants** for **object of their anger** to emerge: "Send 'im out! Bread loaves on his feet or not!" "Šváb! Šváb! Šváb!" ("Cockroach! Cockroach! Cockroach!")
5. **Old Slavic Revolution!** Vodník is revolting - more so than usual. Groups of **6-36 Level Zero** Krajany and Krajanky (male and female locals) are mobbing the streets singing challenges in Krajanština. After milling around near home, they plan to march on the Castle. They carry agricultural flails, pitchforks, maces, rakes, staves, axes, clubs, pickaxes, blacksmith's hammers, sickles. Hp 1-6 each.
6. **Devotees of the Death God** – Whispered among publicans, now bursting into the Party's location: The impotent rage of these oppressed Krajan patriots has driven them to eat human BBQ in a pagan rite and transformed them into vicious attackers of Schwab colonists – and everyone else: (**AC: like leather + shield, HD 2, #AT: 3, DMG: 1-3/1-3/1-6, hp 12 each, spec. attacks: touch causes paralysis**)
7. **Apparition with a Message** – Appears any time of day, disappears after 1 message – Intangible skeleton with drum-taut rotting skin over it and entrails trailing out – dropping bits - Messages (which might not yet be true): "Our Quarter is harboring a man who desecrates life-giving bread on his feet!" "A Schwab noble is in rough custody, screaming." "Balefires are being lit on the hill for a sacrifice"
8. **Nine Beggars Begging** – Shuffling, hobbling from person to person in location, **Level Zero, hp 1-4, hidden daggers, one can unscrew his gnarly pegleg, throws to another to wield as a wicked club.**
9. **Pickpocket Invasion** – Eight scrawny **Level 1 thieves, (leather, hp 1-2 each)** swarm the location, cause commotion, snatch bags, quick-snatch from pockets, or grab weapons, then try to quickly escape. Each PC can roll under their DEX to delay one long enough for combat or another action. PC rolls under their STR = thief is caught in PC's grasp. Thief rolls under 8, he/she breaks free and tries to run away. Repeat process with each PC vs. thief if desired.
10. **Severe Yobs** – Severely drunk, violence-prone, loud, young local men with distinctive "butcher-cut" haircut bellow variations of "SLAVIA!", "SLAVIAAAA!", "SLAAAAVIA!" at intervals. **3-9 Level Zero boys, hp 2-6, leather, clubs, daggers, chains, weaponized boots, cobbler shop hammers.**
11. **"Horse-Manes"** – Rebellious craftsmen and musicians love freedom, Krajan culture, and long hair. Like no-nonsense hippies or bikers. Will fight if provoked, but mostly want to drink, relax, play music in pubs. **3-12 Level Zero men, leather or no armor, daggers, clubs, whips.**

12. **Just Drinkers** – **3-12 Level Zero locals, hp 1-6, no armor, daggers, staves** can be riled up, calmed down by appropriate manipulation.
13. **More Drinkers** – As above. What do they want? DRINK! When do they want it? NOW!
14. **Dice, Dice, Baby!** - 2-4 sodden gamblers play **Kostky** AKA Winner-Take-All Cee-Lo (see Wikipedia.org) To join, PCs put bet in pot.
15. **Same as 14.** Rules w/**3 six-sided dice**: 1-2-3=Autolose, 4-5-6=Win the pot. When two players each roll two dice w/same number and a 3<sup>rd</sup> die with a different number, the higher 3<sup>rd</sup> number wins. 1-1-5 beats 5-5-3, for example.
16. **Velvet Hero**- Not wearing velvet, but applying a “soft power” approach, a CHA 13, INT 16 stylin’ young philosopher/poet **Václav** sings in pubs advocating for his people’s human rights. Wants entire city to march peacefully on the Castle and jangle 1000 keys to demand the release of unjustly jailed Krajan prisoners. Anything less than 90% of Vodníkovi marching will provoke bloody reaction. His idea is centuries ahead of its time.
- Befriending him/buying him a drink adds +1 to Party’s CUMULATIVE BONUS SCORE.

Level Zero, hp 3.

17. **Kabourek the Vodník** – Green-skinned, weed-haired millenia-old folk-patron and namesake of Vodníkovi. Emerges from his underwater home in the river occasionally to visit pubs, drink beer, talk, enjoy music.

Everyone knows: Not a fan of Schwab colonists or poor manners. On a d20 roll over their DEX, can pull a person up to 10 feet from riverbank into the water to get humorously wet or to drown. D30 over target’s DEX in the river to drown them. Keeps souls in jars underwater.

If location is not a pub, he is en route to one. If location is a pub, he is annoyed that the distracted barkeep is not bringing his customary

beer and foot-soaking bowl of river water as fast as he’d like.

- **Befriending the vodník**, e.g. through speeding the beer and bowl, earns the Party + 5 to CUMULATIVE BONUS SCORE.
18. **Bribe Gift Merchants** – Traveling pairs of saleswomen wearing a uniform of a round fur hats with a long feather and leather coats– **Level Zero, hp 4 each, daggers**. Selling bouquets of 3 carnations, birchbark boxes of candy, silver rings, silver necklaces, silver piccolos, silver daggers, mirrors, combs, a vampire-killing kit, bottles of foreign liquor for 3 silver Groschen each. Giving Vodníkovi locals a money bribe might offend, but giving gifts is customary and is also done between actual friends.
19. **Schwab Infestation** – Slumming Schwab **petty aristocrats** (Seven **Level Zero** noblemen & noblewomen, **hp 1-6 each**, fancy **leather armor**, silk fashions based on **lederhosen, swords, daggers**) and their long-suffering **servant (ex-Fighter Level 2, hp 12, leather, hand axe, whip)** are being held to a tiresome stand-off because locals keep saying: “Nerozumím!” (“I don’t understand you”)
- Bonus of + 3 to CUMULATIVE BONUS SCORE can accrue from Party publicly convincing/compelling Schwab snobs to learn a few **Krajanština** phrases like “**Pivo, prosím!**”

20. **BBQ Party**- These 10 Old Sacred Revivalists see the Church as a foreign imposition and want to get back to their long-forgotten pagan roots. GOAL: cleanse their ancestors’ sacred hill of the taint of the “Shrub” and **catalyze the revolution by sacrificing a Schwab** in a beacon-like **balearfire**, visible to rebel cells through the city.

**HANSWURST IS THAT UNLUCKY SCHWAB!**

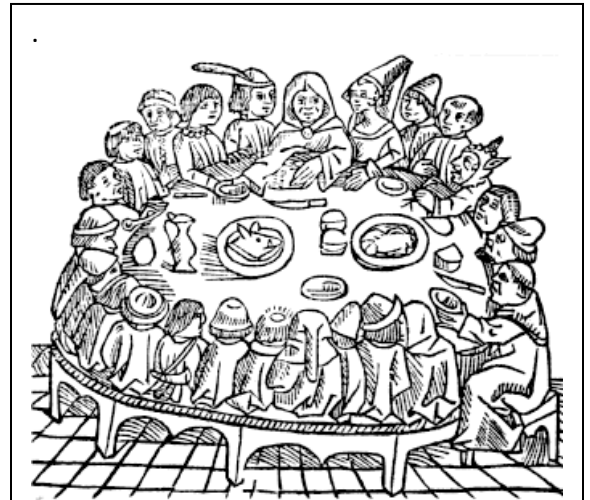
Group argues vehemently about tactics, morality, trying to spirit Hanswurst away from this location to the Tomb Hill under an old wool blanket. Hanswurst is still very drunk, emits occasional howls from under the blanket.

**Level Zero, hp 1-6, no armor, clubs, daggers**

## TABLE B: IS HANSWURST HERE?

1. Wanderers or in-location people are physically or verbally hostile – They don't say anything about Baron Hanswurst.
2. Everyone is too riled up to talk to the Party.
3. Everyone stares at the Party, won't answer.
4. Everyone here says: "Nerozumím," which means they "don't understand" even if Party is speaking Krajanština.
5. No evidence that Hanswurst is now here, or was here.
6. People say they might have seen someone matching his description, but he's long gone.
7. People say they are sure they saw someone with his description here a while ago.
8. People remember a loudmouth Šváb here a few hours earlier.
9. People remember a loudmouth Šváb who insulted a woman outside this location a few hours earlier.
10. People remember an incontinent Šváb nobleman who urinated indoors in front of everyone about 2 hours earlier.
11. People remember a Šváb nobleman from an hour ago who tore off a woman's kerchief, blew his nose on it, and mashed it back into place on her head.
12. People remember a pompous, drunken Šváb noble comparing everyone's heads to different foodstuffs an hour ago.
13. People remember talking nonsense with a drunken Šváb noble an hour ago.
14. The proprietor found a fancy shoe an hour ago; people say Baron Hanswurst lost it, left shoeless about that time.
15. On the floor: A shred of ripped fancy clothing.
16. Under a bench: A shred of ripped fancy clothing with a still-red, still-wet bloodstain.
17. A person complains of being insulted here by Hanswurst thirty minutes ago.
18. A person says Hanswurst was here 15 minutes ago, very drunk, but impressed people by kindly inquiring how his grandmother-in-law **Baba Anezka**, a neighborhood favorite, was getting on.
19. Hanswurst is STILL HERE – RIGHT NOW! He's trying to sit on something and is breaking it.

20. Stifled screams and thumping. 10 neo-patriot neo-pagans (**Level Zero, hp 1-6, no armor, clubs, daggers**) have dragged Hanswurst off upstairs or outside (whichever makes sense) and are going to BBQ him on the Tomb Hill in their own revival of an ancient local pagan rite.



All pics on this page are VERY pub. domain

### TABLE C: JUST WHAT HAS HANSWURST DONE NOW?

Roll on this table every time the Party leaves a location or after 1 hour/6 turns of staying in one place.

Because gossip travels like wildfire, the Party can hear the exact nature of the Baron's gaffes, but nobody is sure where Hanswurst is now. Each blunder puts an additional – 1 penalty on the Party's CUMULATIVE BONUS/PENALTY SCORE, even though they didn't commit these stupidities. See the table for any exceptions. Cross each blunder off as it occurs. Alternatively, 20 can be the Players' chance to invent their own blunder for Baron Hanswurst.

1. Lost his shoes, drunkenly put his feet into loaves of bread to wear as shoes. Offensively resembles urban legend.
2. Gambled and lost, ran out without paying.
3. Urinated into tank of fish being raised for tavern food.
4. Running around wearing a shirt, but no pants.
5. Slapped a female pub owner.
6. Urinated on the shoes of a prominent member of organized crime.
7. Yelled "Look at me! I'm defenestrating MYSELF!" while jumping out of a brothel window without paying. Famous and storied Krajan method of killing: **defenestration** – being pushed out windows.
8. Bellowed dirty sea shanties in the language of the oppressor.
9. Joke-ordered people to kneel to him since he is Duke "Divine Shrub" (who is NOT popular in local history)
10. Mused aloud that he wished his pure Krajan grandmother-in-law Anezka would speak a REAL language.
11. Defecated like a small child in the street and asked a local woman to "wipe his bum-bum."
12. Climbed on a local's roof. Broke it.
13. Punched the chicken of a neighborhood resident.
14. Opened the donation chute of a neighborhood saint's shrine; vomited into it.

15. Offended immemorial traditional manners by poking at the full moon with his sword.
16. Poured beer from one glass to the other – a terrible affront to local sensibilities.
17. Somehow found antique hat of the late, hated Duke "Divine Shrub's" Black Guards, is wearing it jauntily.
18. Ongoing monologue comparing people to foods.
19. Insulted **Kabourek the Vodnik**, supernatural namesake of the neighborhood.
20. Inquired after **Baba Anezka's** health (+ 3 to Party's CUMULATIVE BONUS/PENALTY SCORE)



## EXPERIENCE APPENDIX

How to award experience in this adventure? This is not a killfest in a dungeon, wherein PCs are expected to earn experience from killing monsters. Consonant with the rough-and-ready nature of the neighborhood, the people of Vodnikov can tolerate killing by outsiders, especially in self-defense, but it would be sad to have to kill anyone in the city if this can be avoided. Killing well-liked locals hurts the Party's reputation, too.

There need to be additional sources of XP. **Silver Groschen** (which **equal gold pieces** exactly) are one source of XP, but the adventure doesn't really have that many income sources except if PCs get paid for finding **Baron Hanswurst**, break into the **Hill Tomb**, **gamble**, or **loot** just about everyone they encounter.

Recommended: Give PCs credit for smart **problem-solving** by Players. For example, after saving Hanswurst from the BBQ Party, they might stifle his drunken howlings in transit to safety by discreetly putting a *sleep* spell on him. They might offer to re-administer the spell for Prudentia if he isn't sober by the time the Duke arrives. They might offer to do paid baby-sitting of the Baron until he dries out and is presentable in a sound-proof, escape-proof part of the von Possenreisser palace.

Suggested general guidelines:

1. 50 XP for something easy, 100 XP for something medium-difficult, 200 XP for something very difficult.
2. Bonus of 100 XP for something that increases general peace (due to major difficulty, moral reasons aside)
3. Bonus of 50 XP for zero killing (again, morality aside)

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Downloadable separately: Cover background image is Pieter Brueghel the Elder – The Fight Between Carnival and Lent, public domain from Wikimedia Commons

I made the maps with Microsoft Word, Photos, Paint.

DISCLAIMERS: This is a complete work of fiction. Nobody was harmed in the making of this. The 1990s Prague pubs alluded to in the text did not exist in the Middle Ages and many do not exist now. Appreciate Czech and other world cultures (including Austrian and German cultures). Enjoy responsibly.



Illustrating potential unpleasantness at **Bombastus the Alchemist's** place is this 1910? untitled work by phenomenal Czech artist **Josef Váchal** (1884-1969)  
Cleaned/posted by Aeron Alfrey  
[MonsterBrains.blogspot.com](http://MonsterBrains.blogspot.com)

EXTENDING THE ADVENTURE – Players can finish this in one game night. Depending on how they roll, they might encounter the **BBQ party** and **Hanswurst** in mere minutes. Ways to extend:

-Party has to **smuggle** Hanswurst past 2 checks for TABLE A: Wanderers en route to **Prudentia** in the Little Quarter.

-**Commotion** outside. Roll **d10** on TABLE A. Party can try to barricade/fortify location, enlist location's people for mutual aid, take chances outside, escape fire.

-Party can send a message to Prudentia: "We have Hanswurst, but the \$ isn't enough"; They can hold him for **ransom**, give cut to locals, or hold him vs. **social change** for locals. Must beware possible **reprisals**, TABLE A **Wanderers** – check each 1 hr./6 turns.

-NPCs spill rumor of Area #12: **TOMB OF SHRUB OF THE GODS**, his **hand**, **AMBER ROOM**, etc.

-**Pub-crawling** purely for picaresque pleasure.

### INSPIRATION

Inspired by a review of Stephen J. Grodzicki's **Revelry in Northgate** from Low Fantasy Gaming, which I read on Bryce Lynch's **Tenfootpole.org**.

**Revelry in Northgate** can be seen here:

<http://www.drivethrurpg.com/product/232395/Adventure-Framework-25-Revelry-in-Northgate>

Bryce, Anonymous, Aaron Fairbrook/Merciless Merchants, and Edgewise provided thought-provoking inspiration for adventure mechanics (which I probably followed in a pretty strange, cumbersome way.)

Aaron Fairbrook/The Merciless Merchants:

<http://www.rpgnow.com/browse/pub/11180/The-Merciless-Merchants>

Edgewise/Artifacts and Relics:

<http://artifactsandrelics.blogspot.com/>

For the fun atmosphere of the Vodník Map, I tried to channel the spirit of (living) artist Tony Dowler:

Tonydowler.com

### CZECHISM

In addition to changing the mechanics, I wanted to infuse this adventure with some of the awesomeness of Czechia, Czech history, pub culture.

In addition to having fun playing or reading this, I hope people gain an appreciation for the people, the places, and the history of my favorite country in the world.

Beyond my partial Czech descent through my grandmother, I visited Prague in 1991, and lived from 1994-1998 in the Krč, Dejvice, Vinohrady, Petřiny, and Nusle neighborhoods.

### DISCLAIMER

It's pretty clear that the Schwaben/ Šváby are supposed to be the ethnic Germans who colonized the Czech Lands from the Middle Ages until very recently, and many of whom brutally terrorized Czechs (and Jewish people and many others) in the Occupation and in World War II.

Note also that NOBODY should be hated for what DNA or culture they come from, and that individuals in every group can be true heroes and can be absolutely hateful pigdogs.

Not surprisingly, some Czechs were not pure in their behavior, viz. František Jedermann. Note also the Lety camp near Písek.

In summary: This booklet does NOT endorse racism!

Also, Germans and children of Germans, please don't be offended at my fictional UNSINN! I wrote this way for dramatic purposes and building conflict in the adventure and setting, NOT to show any actually-held insulting opinions vs. a heritage which is ALSO part of my family. *And* I studied German in Schwäbisch Hall!

And yes, real alcoholism is not funny: see [www.aa.org](http://www.aa.org)

### HISTORY IN A NUTSHELL

Pagan Slavs migrated, became the early pagan Czechs. They were probably not as blood- (or BBQ-) thirsty as I made their descendants for dramatic reasons. Czechs became Christian. German settlers were invited in, gave towns and industry a boost. In 1620, at the Battle of White Mountain, Catholic German-speakers won, Protestant Czech-speakers lost. Austria/the Hapsburg Empire dominated and colonized. Written Czech was suppressed and almost died. From the late 1800s to a fever pitch just before WWI, the National Revival movement, secretly at first, then openly, reconstructed the language, promoted the culture and art. Czechoslovakia (Czechs + Slovaks and others) had its own independent democratic government after WWI, until the Nazis threatened, dismembered, and occupied it on the eve of WWII. WWII, then Communism, then non-violent Velvet Revolution in 1989. Czechoslovakia split peacefully into Czech Republic and Slovakia.

## THE KEY TO ALLUSIONS

I mashed all these allusions to details from different eras of Czech history into my late Medieval period setting.

If anyone's brains are itching, or they are inspired to go back to the source material and engineer something for their own campaigns, read below:

**Amber Room** – Priceless artwork commissioned by Frederick I of Prussia in 1701; his son gave it to Peter the Great of Russia. Invading Germans in WWII stole it and brought it back to Germany. It has been missing since. Lurid rumors said the Nazis hid it in tunnels deep beneath Vítkov Hill in Prague.

**"Divine Shrub"** – Klement Gottwald – "God-Forest" is his last name in German. Communist President of Czechoslovakia from Coup of 1948 until 1953. Died after the stress and uncertainty of Stalin's funeral. Voted "Worst Czech" in 2005 Czech TV poll. Defiled Tomb of Unknown Soldier with remains, trying to make cult.

**Hand of the "Divine Shrub"** – Besides a certain famous lich's hand, I was inspired by stories of Czech Communist attempts at Lenin-like veneration of Klement Gottwald's embalmed corpse in the National Monument at Vítkov. According to rumors, the embalming was botched and only a few discolored body parts remained, which were cremated. Family didn't want the ashes. These, and other Communist leaders' ashes, are now in a common grave in a cemetery in Prague.

**Pubs**- All based on pubs I visited in the 1990s. Many closed, but my world-fave, At the Shot-Out Eye, is still going strong with its Hussite Wars cartoons and grit. U Paruky is based on a great, probably now-defunct place called Borsolino. Supposedly Nick Cave got in a fight visiting Thirsty Dog and wrote a song about it.

**Velvet Hero** = Václav Havel (1936-2011.) He made his friends' dissident rock band the start of a human rights struggle that eventually steamrolled into the successful, non-violent Velvet Revolution of 1989 and led him to Prague Castle and government leadership. He asked Lou Reed's Velvet Underground to re-unite and play a command performance at the Castle. He appointed Frank Zappa as Honorary Minister of Culture.

## REAL-LIFE VÍTKOV MONUMENT CROSS SECTION (Thank you ČTK, Czech Press Agency)

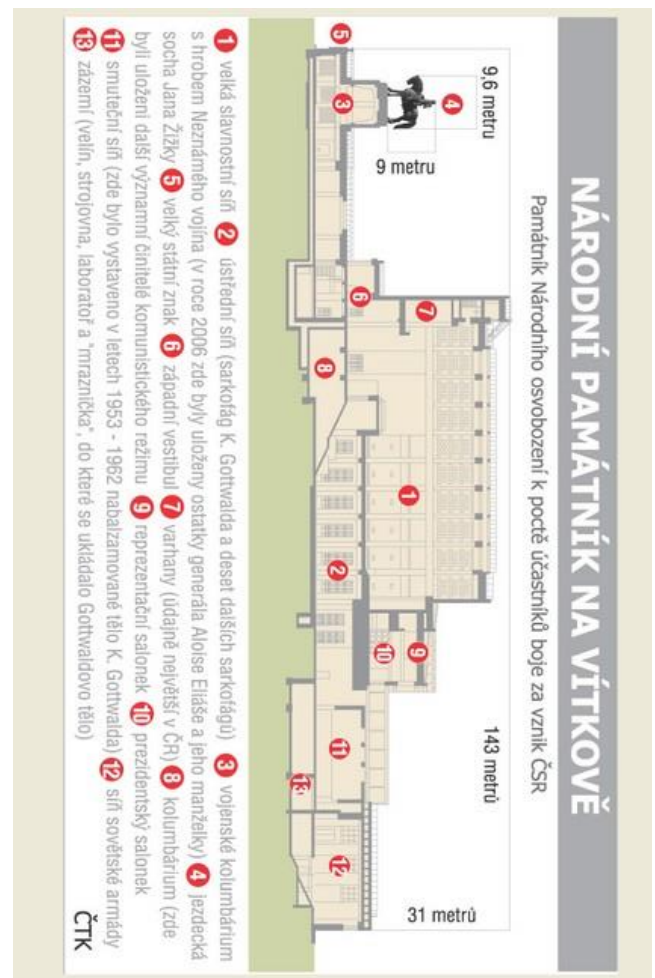
Well worth turning the page sideways! Including:

4. "The well-hung horse" – Huge, impressive equestrian (yes, it's a stallion) statue of blinded Hussite Wars general Jan Žižka;

11. "Sad Hall" – "Hall of Sorrows" – interment hall – Until politics changed & Gottwald rotted too much, this held his would-be Leninesque corpse

12. "Hall of the Soviet Army" – this was probably just a statue-and-plaque memorial to the 1945-1989 "fraternal" relationship between these Communist countries, but rumors report the Soviets maintained an elaborate nuclear war shelter and command HQ underneath the hill.

13. Machines and maintenance, incl. "mraznicka" – deep freezer



CHARACTER APPENDIX

DM can let Players bring their own characters (Coming from foreign cultures is OK – maybe they are foreign or even extradimensional mercenaries or refugees) or allow them to pick from this list to save on character generation time and hassle. Cut the pre-gens out in strips if desired. At DM’s discretion, Players can change these characters’ gender, name, and backstory, as long as they keep the stats. Also, every PC in this adventure, whether they come from Eberron or Newhon or Saskatchewan, gets “Schwabisch” language ability, the “Common” of this milieu, as a gimme. When Players finish generating or picking pre-gen characters, they pick items from Prudentia’s heap.

F	<b>Zdenka</b>	Th 2	HP 6	STR 9, INT 13, WIS 12, DEX 14, CON 13, CHA 9	Native of Vodník quarter, speaks Krajanština, as well as Schwabisch, opportunistic
Saves: Paralysis/Poison/Death Magic – 13, Petrification/Polym.-12, Rods/Staves/Wands: 14, Breath 16, Spells-15					
M	<b>Koloman</b>	C3	HP 7	STR 12, INT 12, WIS 15, DEX 5, CON 10, CHA 15	Persuasive missionary, teacher, raconteur; hates undead
Saves: Paralysis/Poison/Death Magic – 14, Petrification/Polym.-13, Rods/Staves/Wands: 11, Breath 15, Spells-12					
F	<b>Sieglinde</b>	MU 3	HP 9	STR 6, INT 16, WIS 9, DEX 10, CON 9, CHA 10	Discreet magic-user, immersed in intellectual pursuits, icy with people; has Spellbook with 1 <sup>st</sup> Level Spells: <i>Charm, Sleep, Dancing Lights, Mending</i> , 2 <sup>nd</sup> Level Spells: <i>Knock, Stinking Cloud, Rope Trick</i>
Saves: Paralysis/Poison/Death Magic – 14, Petrification/Polym.-13, Rods/Staves/Wands: 11, Breath 15, Spells-12					
M	<b>Rudiger</b>	F 1	HP 5	STR 14, INT 10, WIS 10, DEX 10, CON 11 CHA 12	Athletic, outgoing, likes friendly gambling
Saves: Paralysis/Poison/Death Magic – 16, Petrification/Polym.-17, Rods/Staves/Wands: 18, Breath 20, Spells-19					
F	<b>Adéla</b>	Th 1	HP 4	STR 8, INT 10, WIS 10, DEX 14, CON 12, CHA 15	Estranged from Krajan family; has spoken only Schwab, moved in Schwab circles for years; covers pain up with clever jokes
Saves: Paralysis/Poison/Death Magic – 13, Petrification/Polym.-12, Rods/Staves/Wands: 14, Breath 16, Spells-15					

Player Characters might want to get these gilded playing cards– See next page



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JUMBLED PILE OF USED STUFF TO TAKE

DM: Give each Player this list in turn. The **Baroness Prudentia** lets PCs pick through a **jumbled pile of used stuff** at her townhouse: “Those from whom I obtained these items will have no need of such things anymore.”

Player circles 5 items for his or her character, copies them onto his or her character sheet, passes the narrowed list to the next Player.

Selling these in pubs gets 1 Gros. per item whatever value (people don’t have big sums on hand, etc.)

Large bag	Large bag	Backpack	Backpack
Burlap sack	Bedroll	Leather armor	Chainmail
Short soft boots	Hooded cloak	Tall boots	Worn-through boots
<b>Schwab</b> -style shoes	Wool gambeson, hose	Foppish men’s clothes	Fancy women’s clothes
Worker’s clothing	<b>Krajan</b> -farmer-visiting-the-city men’s clothing	Women’s Brewery Guild uniform	Vaguely clerical robes
Anti-Vampire Kit in Leather Case (Counts as one item) – 2 stakes, small silver hammer, mirrored silver holy symbol, holy water in flask	Thumb-sized statue of smiling <b>Vodnik</b> , patron river spirit of Vodnikov neighborhood, in green local stone	Wolfsbane sprig	Silver dagger
Banned patriotic <b>Krajanština</b> language lesson book	A chicken and cage	3-six-sided bone dice, leather cup shaker	Gilded, imported cards for <b>Schwab</b> card game
Pickaxe	Silver holy water sprinkler/mace	Collapsible fishing pole	Gnarled staff
Quarterstaff	Hand Axe	Round metal shield	Short sword
Dagger	Walking stick/club	3 throwing darts	Bohemian Ear Spoon
Wool socks	Ornate gift bottle of alcoholic spirits	20 feet of rope	Holy card of St. Vlasta, patron saint of the <b>Krajan</b> people
Coin purse with 4 silver Groschen	Coin purse with 2 Groschen	3 Groschen with holes drilled in them, strung on leather cord necklace	Coin purse with 1 Gros.



St. Vlasta- by Tor Gjerde at Cards.Old.No



Vasil Vasilev- Medievalistics.com



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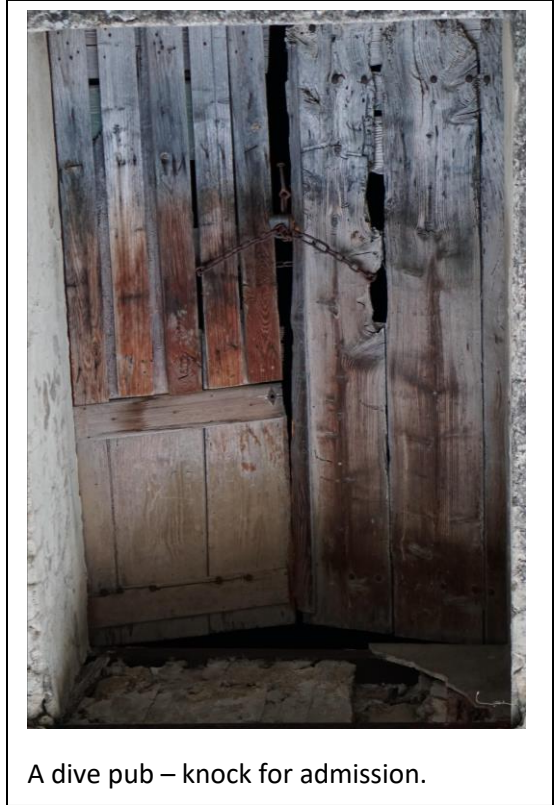


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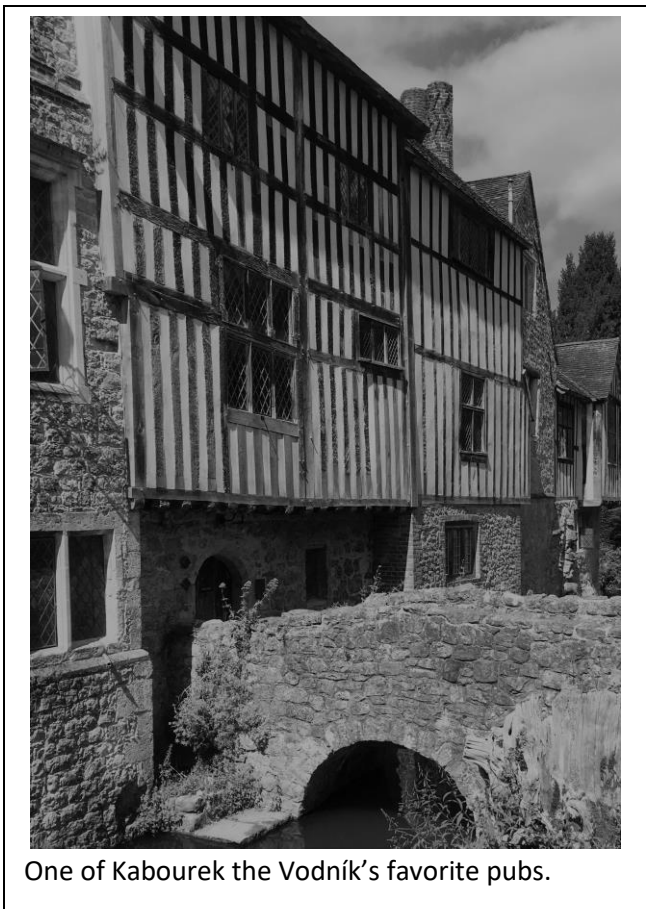
PICTURE APPENDIX



Baron Hanswurst    Baroness Prudentia    Baba Anezka



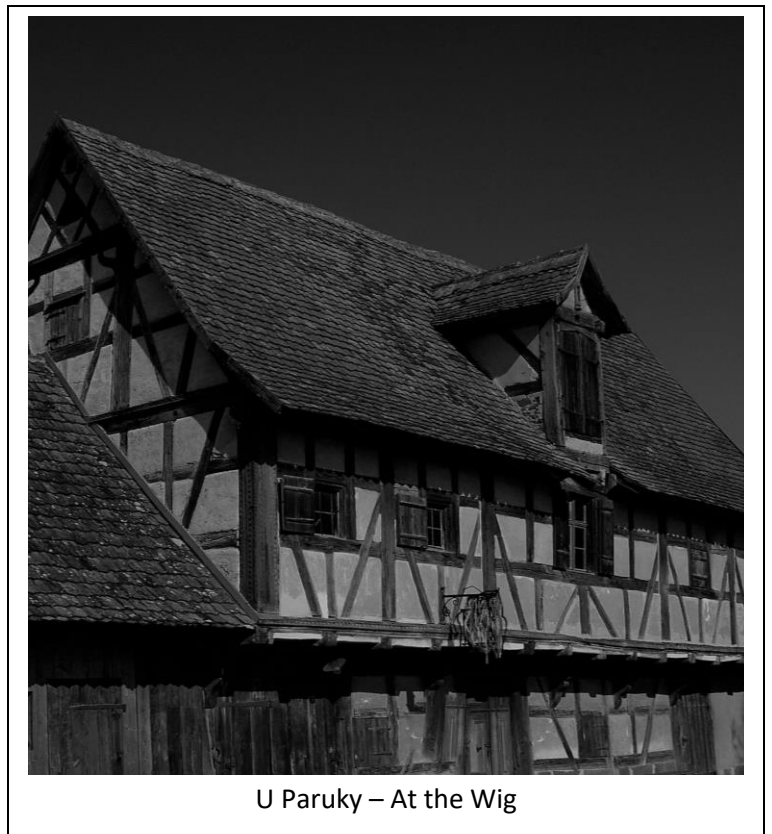
A dive pub – knock for admission.



One of Kabourek the Vodník's favorite pubs.



View near the Castle and Little Quarter.



U Paruky – At the Wig



The long, scary tunnel

“Strč prst skrz krk!”  
 (“Stick your finger across your  
throat!”)

+++

“Pan kaplan v kapli plakal.”  
 (“The Chaplain cried in the  
chapel.”)

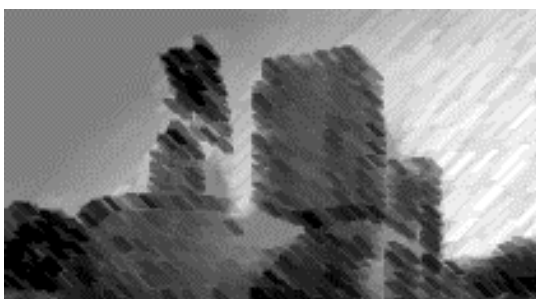
+++

“Vlk zmrzl, zhltl hrst zrn.”  
 (“The wolf froze, he swallowed  
a handful of grains.”)

St. Vlasta’s Shibboleths written on tunnel wall



RUDE!

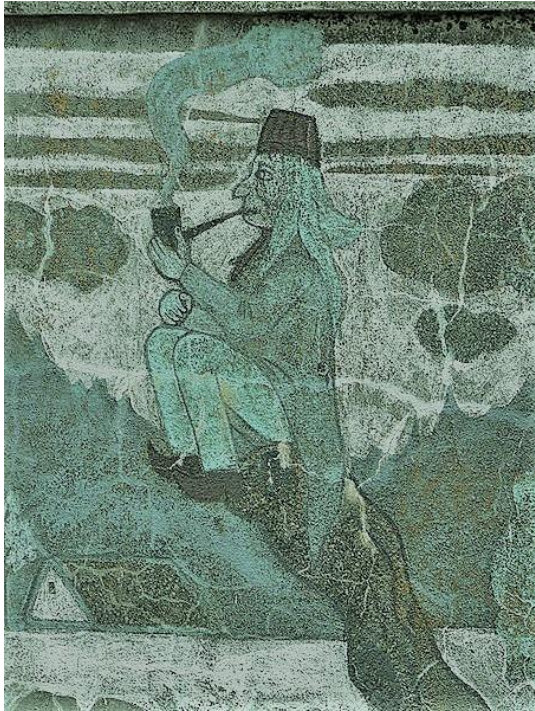


The Tomb at the top of the hill.



Venusberg scene: Girl, YOU talk to the Schwab!

PICTURE APPENDIX (Part III)



Kabourek the Vodník can't smoke or drink easily in his underwater home in the river, so visits the city from time to time.



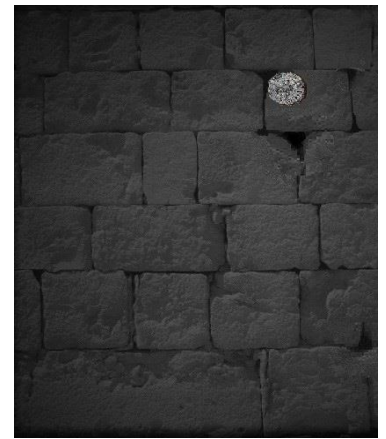
Creepy hall underground. West wall.



Creepy hall underground. East wall.



Across room, painted above heavy slab door: "Hall of Sorrows"



Coin on floor at bottom of stairs.



Faintly luminous face in the floor, southeast of bottom of stairs.



<- Lettered marble knobs on hall floor.