

# Little Devils

A Short Adventure for 3-6 Characters Level 0-1  
Suitable for Play with Paper, Pencil, and OSR Rulesets  
Written By Edward Lockhart



Violent Media

# About this Adventure...

This is a single page adventure, more or less...

Most everything you might need to run this for your group is found on the following page.

After that you'll find a couple of pages where everything is stated up in handy little blocks, meant to be printed out, cut up, and used to make running this bewildering, hollow hill full of ridiculous little ass-hats easier for you to deal with. You the GM, of course, the players shouldn't have an easy time. (Unless they just set the whole thing on fire and walk away; which they probably should do, but it's not too likely that they will.)

The stats included are for Old School Games making use of Ascending Armor Class and the Silver Standard. If you use descending AC subtract the given AC from 20, in case you didn't already know that.

If you use them new-fangled "story game" systems, then everything you'll need is probably on the following page.

No names have been included for the village, people, or places because I'm assuming you'd just have to change them to match the specifics of your campaign setting anyway. If that's not the case, then you'll find two tables of names to the right, one of fairly normal sounding fantasy names and the other full of over the top fantasy-type names. When in doubt as to what to name a village, call it Hogwallow or maybe Mudwattle.

For more RPG stuff, check out the Violent Media Blog @ [violentmediarpg.blogspot.com](http://violentmediarpg.blogspot.com).

## Normal Sounding Fantasy Names

Male First Names	Female First Names	Last Names
Willem	Elizabeth	Smythe
Tim	Grace	Westfall
Wesley	Susan	Martin
Howard	Gwen	Longfellow
Arthur	Annette	Woods
Bruce	Mary	Carter
James	Ashley	Wallace
Charles	Gillian	Jennings
Geoffrey	Heather	Reeves
Donald	Jennifer	Robins

## Over the Top Fantasy Names

Thim or Thima

Brondium or Brondane

Celodonna or Celodaen

Xandrosk or Xandalia

Svelten or Svela

Twill or Muslin

Cleodon or Clayadon

Landren or Landra

Breskia or Brisk

Coren or Zoren

Gordrana or Faeldrana



# Little Devils

This adventure should be suitable for almost any FRPG set from faux 1100s to faux 1700s.

There have been strange occurrences in and around the village. Livestock has begun to disappear at a prodigious rate, and strange devils cavort in wooded glades. Last night, three young men were seen heading into the forest and haven't been heard from since.

Three mothers desperately want their boys back. Several local farmers want the cattle rustling to end. The local priest has a feeling that the demons might just be real, physical entities, needing put to the sword. The best part is all parties are willing to pay to get what they want and half up front at that! Enter your friendly, neighborhood grave-robbing-scumbags and murder-hobos, AKA adventurers.

**In the Village** - The three mothers are wives of well-to-do, traveling merchants. They will pay handsomely (100-200 silver pieces per PC) for any expedition. If the PCs ask around, the three young men are considered by pretty much everyone to be spoiled assholes.

The local farmers are able to pay in the form of four young Swamp Ponies: a local breed of smallish, but especially hardy horses known for sure footing in bad terrain.

The local priest can only pay in blessings and good wishes, but he does know the woods very well. He suspects the trouble emanates from an old, pagan burial mound to the north, deep in the wilds. (Doesn't it always?)

Other locals know there are bandits operating out of the far eastern edge of the woods, near a well-traveled stretch of road. Some few claim to have seen red-skinned, goat-footed devils a'caterwauling through the forest.

## 1d6 "Devil" Woods Encounters

- 1 Pleasant Jaunt through the Woods: Just birds and squirrels here...
- 2 3 Boys, bruised, covered in ink, and heading home. Talking of Demons.
- 3 2d6 Bandits ½ Armed with bows or pistols and ½ armed with backwords. (Each have 1d4 sp + basic supplies.)

4-6 A \*Ploy by 2 Random Little Devils

\*Ploy- One Little Devil sits in the middle of the path, holding his hoof and crying inconsolably. Another sit's above him, on a branch, waiting to drop a basket of stinging scorpions on the PCs.

The Little Devils are sort of anti-cherubs. They look like chubby little boys with pinkish-red skin, horns, vestigial batwings, and goat legs. The annoying things are capable of speech (mostly profanity and insults). Their sturdy legs can leap 10'. They spit (see below), bite, & kick, but prefer impractical and outlandish "battle tactics". Also, the little shits can consume amazing amounts of raw meat.

## Random Little Devil Chart

2d4	Spit Attack	"Hair"/Horns
2	Hallucinogen (contact, mild visual distortions)	Mohawk of Branches
3	Spit (just spit, harmless but annoying)	Goat-horns
4	Fire (fire damage [duh], might ignite stuff)	Ram-horns
5	Black Ink (for blinding enemies or graffiti)	Bone-spikes
6	Grease (slip 'n fall and/or drop stuff)	Bald
7	Acid (might keep burning for a bit)	Bull-horns
8	Color Ink (when slain births 2 random devils)	Bone-spikes

**The Burial Mound** - A horrible cacophony can be heard within its dim inner vault. A veritable forest of trip wires lays before the open entrance. If the PC's pause out front, a swinging-log trap will arc towards them. The log is ridden by three wah-hoo-ing Ink devils.

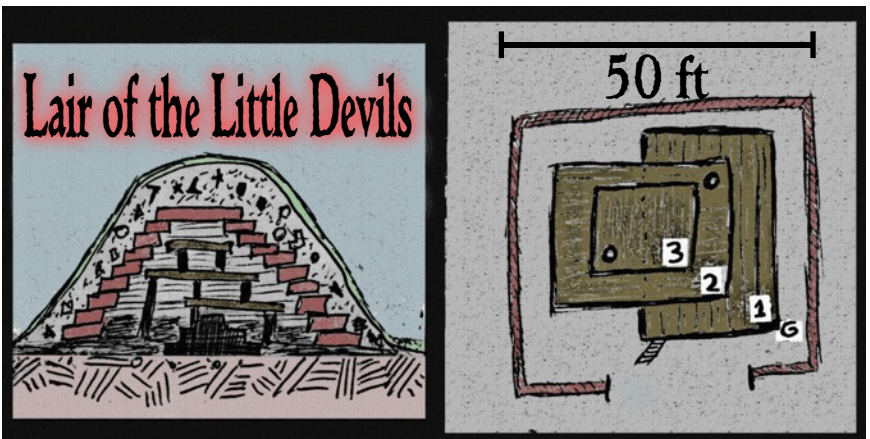
A fixed ladder leads from the ground to level 1. The other levels are reached via knotted ropes dropped through holes in the floor.

**Ground** - A packed earth floor, littered in trash and animal bones, "guarded" by 3 Fire, 3 Ink, 3 Acid, and 1 Spit Devils.

**Level 1** - On rickety scaffolding, there are 3 small chests filled with random shiny things (also vomit and trash) & two ½ empty whiskey jugs. All "guarded" by 3 Ink, 3 Grease, and 1 Color Ink Devils.

**Level 2** - 3 Hallucinogen Devils are making a horrible racket with a few instruments, preventing all verbal communication in the vault. 1 Grease & 1 Fire Devils messily devour a pair of dead sheep.

**Level 3** - 4 Ink and 3 Spit Devils (wielding bear-traps tied to sticks) guard a statue of an open hand. All fingers have broken off, save for the thumb and middle finger. A long crack runs down the palm, glowing with a faint, pinkish light. If not destroyed, the statue will continue birthing 2 random Devils every hour. Nobody wants that.



### Ink Devil

- 2 HP AC 13 BAB 0
  - 1 Attack: Kick d3, Bite\* 1, Ram\*\* 1d4, or Spit Special.
  - Successful Spit Attack Blinds For 3 rounds. -4. Can be wiped free in 1 round.
  - Movement 30' / rnd.
- \*When Grappled  
\*\*Must Charge at least 6ft

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### Fire Devil

- 2 HP AC 13 BAB 0
  - 1 Attack: Kick d3, Bite\* 1, Ram\*\* 1d4, or Spit Special.
  - Successful Spit Attack 1d2 Fire Damage, Save or Catch fire.
  - Movement 30' / rnd.
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  - 1 Attack: Kick d3, Bite\* 1, Ram\*\* 1d4, or Spit Special.
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\*\*Must Charge at least 6ft

### Grease Devil

- 2 HP AC 13 BAB 0
  - 1 Attack: Kick d3, Bite\* 1, or Spit Special.
  - Successful Spit Attack, Save or Fall Prone/ Drop Item.
  - Movement 30' / rnd.
- \*When Grappled

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- 2 HP AC 13 BAB 0
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  - Successful Spit Attack, Save or Fall Prone/ Drop Item.
  - Movement 30' / rnd.
- \*When Grappled

### Spit Devil

- 2 HP AC 13 BAB 0
  - 1 Attack: Kick d3, Bite\* 1, or Ram\*\* 1d4.
  - Movement 30' / rnd.
- \*When Grappled  
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<p><b><u>Acid Devil</u></b></p> <ul style="list-style-type: none"> <li>• 2 HP AC 13 BAB 0</li> <li>• 1 Attack: Kick d3, Bite* 1, Ram** 1d4, or Spit Special.</li> <li>• Successful Spit Attack 1d3 Damage, 1 less Damage each round afterwards.</li> <li>• Movement 30' / rnd.</li> </ul> <p>*When Grappled **Must Charge at least 6ft</p>	<p><b><u>Acid Devil</u></b></p> <ul style="list-style-type: none"> <li>• 2 HP AC 13 BAB 0</li> <li>• 1 Attack: Kick d3, Bite* 1, Ram** 1d4, or Spit Special.</li> <li>• Successful Spit Attack 1d3 Damage, 1 less Damage each round afterwards.</li> <li>• Movement 30' / rnd.</li> </ul> <p>*When Grappled **Must Charge at least 6ft</p>	<p><b><u>Acid Devil</u></b></p> <ul style="list-style-type: none"> <li>• 2 HP AC 13 BAB 0</li> <li>• 1 Attack: Kick d3, Bite* 1, Ram** 1d4, or Spit Special.</li> <li>• Successful Spit Attack 1d3 Damage, 1 less Damage each round afterwards.</li> <li>• Movement 30' / rnd.</li> </ul> <p>*When Grappled **Must Charge at least 6ft</p>	<p><b><u>Acid Devil</u></b></p> <ul style="list-style-type: none"> <li>• 2 HP AC 13 BAB 0</li> <li>• 1 Attack: Kick d3, Bite* 1, Ram** 1d4, or Spit Special.</li> <li>• Successful Spit Attack 1d3 Damage, 1 less Damage each round afterwards.</li> <li>• Movement 30' / rnd.</li> </ul> <p>*When Grappled **Must Charge at least 6ft</p>
<p><b><u>Hallucinogen Devil</u></b></p> <ul style="list-style-type: none"> <li>• 2 HP AC 13 BAB 0</li> <li>• 1 Attack: Kick d3, Bite* 1, or Spit Special.</li> <li>• Spit Attack, Save or -1 to all actions due to visual distortions 1d4 rounds. Only duration is cumulative.</li> <li>• Movement 30' / rnd.</li> </ul> <p>*When Grappled</p>	<p><b><u>Hallucinogen Devil</u></b></p> <ul style="list-style-type: none"> <li>• 2 HP AC 13 BAB 0</li> <li>• 1 Attack: Kick d3, Bite* 1, or Spit Special.</li> <li>• Spit Attack, Save or -1 to all actions due to visual distortions 1d4 rounds. Only duration is cumulative.</li> <li>• Movement 30' / rnd.</li> </ul> <p>*When Grappled</p>	<p><b><u>Color Ink Devil</u></b></p> <ul style="list-style-type: none"> <li>• 2 HP AC 13 BAB 0</li> <li>• 1 Attack: Kick d3, Bite* 1, Ram** 1d4, or Spit Special.</li> <li>• Successful Spit Attack Blinds For 3 rounds. -4. Can be wiped free in 1 round.</li> <li>• Movement 30' / rnd.</li> </ul> <p>*When Grappled **Must Charge at least 6ft</p>	<p><b><u>Color Ink Devil</u></b></p> <ul style="list-style-type: none"> <li>• 2 HP AC 13 BAB 0</li> <li>• 1 Attack: Kick d3, Bite* 1, Ram** 1d4, or Spit Special.</li> <li>• Successful Spit Attack Blinds For 3 rounds. -4. Can be wiped free in 1 round.</li> <li>• Movement 30' / rnd.</li> </ul> <p>*When Grappled **Must Charge at least 6ft</p>
<p><b><u>Shiny Things</u></b></p> <ul style="list-style-type: none"> <li>• 2 Decorative Brass Lanterns (12 sp)</li> <li>• 67 Silver Coins</li> <li>• Bronze Candle Stick (5 sp)</li> <li>• Tarnished Silver Snuff Box (20 sp)</li> <li>• Silver and Brass Syringe (37 sp if a buyer can be found)</li> <li>• Shiny Rocks &amp; Pyrite</li> </ul>	<p><b><u>Bear Trap Sticks</u></b></p> <ul style="list-style-type: none"> <li>• Successful Attack Deals 1d6 Damage and causes one random limb to be useless until trap is removed. Damage roll: 1 Right Arm, 2 Left Arm, 3-4 Left Leg, 5-6 Right Leg.</li> <li>• Requires two free hands and 6+ STR to remove a trap.</li> </ul>	<p><b><u>Pistol/Bow Bandit</u></b></p> <ul style="list-style-type: none"> <li>• 4 HP AC 12 BAB 1</li> <li>• 1 Attack Bow 1d6 or Pistol 1d8 , Club 1d4</li> <li>• Movement 40'</li> </ul>	<p><b><u>Pistol/Bow Bandit</u></b></p> <ul style="list-style-type: none"> <li>• 4 HP AC 12 BAB 1</li> <li>• 1 Attack Bow 1d6 or Pistol 1d8 , Club 1d4</li> <li>• Movement 40'</li> </ul>
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Note that this adventure was originally submitted in a slightly different format to the [One Page Dungeon Contest](#).