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The Purloined Pachyderm

by
Louis "sirlou" Kahn



A One-Shot Adventure
Compatible with Most Fantasy RPG systems
Recommended for 4-6 player characters of levels 2 to 4

Starry Knight Press

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Thanks: Many thanks to my wife for supporting my “flights of fantasy” and to Jacky Leung for organizing the charity bundle in honour of Wyatt Ferris.

DEDICATION

This adventure is dedicated to the memory of Master Wyatt Ferris, a wonderful young man, with whom I shared this fascinating hobby, gone too soon from this realm! It is also dedicated to his family who survive him. I hope his living on in this adventure provides them some comfort.

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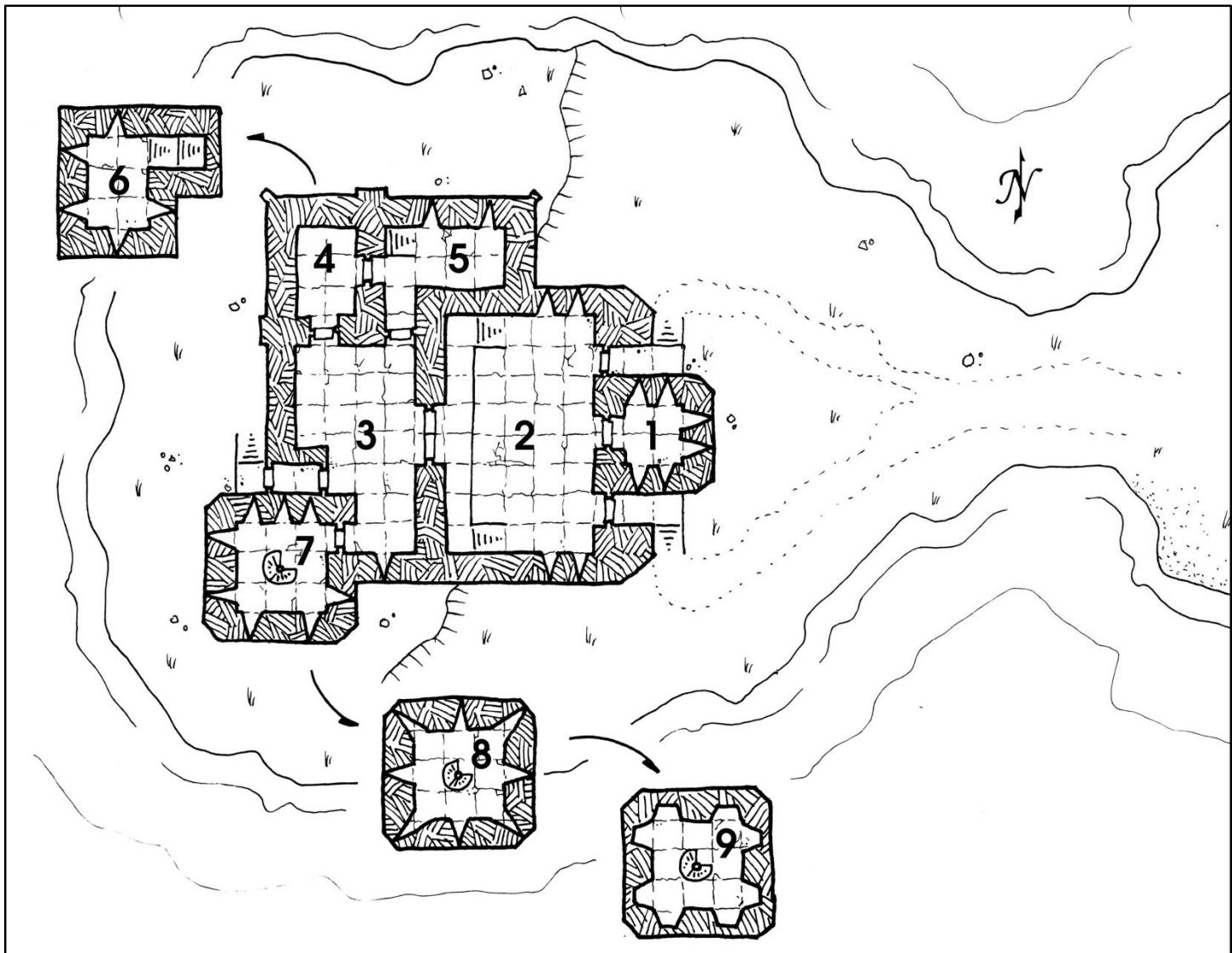
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MASTER WYATT FERRIS



THE EVIL MAGE'S KEEP



Scale: = 5 feet

PREFACE

Hello and welcome, adventurers and Game Masters! In your hands is a one-shot adventure I designed specifically for inclusion in the #PlayForWyatt movement which was begun to honor the life of fellow gamer **Wyatt Ferris**, whose young life was tragically ended far too soon. By including **Wyatt** in our adventures, GMs like me want to pay tribute to him and allow him to live on within the fantasy worlds he loved to play in.

The adventure was written to be generic enough in setting that it may be placed anywhere in the GM's campaign world. Any specifics noted in the adventure, such as the locale of the meeting with **Wyatt** or the towns or nations discussed, are specific to the author's published campaign, and are mentioned solely for ease of integrating the adventure into that campaign world, should the GM's game be located within my campaign setting.

Armour Class (AC) will be counted as descending, i.e. 10/9 to 0. To keep the adventure as system agnostic as possible, full stat blocks are not included so you may use the rulebook of your choice. We provide the number of combatants, AC, HD, hit points and damage/weapon statistics the first time a creature is encountered, and thereafter we only list the creature's HP and any change in the creature's damage/weapon type.

We hope you enjoy this one-shot adventure and that while playing it you spare a thought for **Wyatt Ferris**, his family, and all of those suffering with thoughts of self harm. Please reach out to those in need, let them know they are not alone!

Now tighten that sword belt, heft that shield, prepare those spells and get ready for adventure. It's time to recover the *purloined pachyderm*!

Louis "sirlou" Kahn
November 2017

INTRODUCTION: In this adventure your players will meet and help the ringmaster of the "Faire Fantastic", a charismatic young man named **Wyatt Ferris**.

This adventure takes place just north of the **village of Alburgh**, in the nation of **Alderburgh** (see Appendix A, Map of The Tvrnnr). The players have recently arrived at **Alburgh** after a long journey, only to find that a faire is in town!

After partaking of the faire's many wonders and enjoying themselves immensely, the party returns to their village inn after the faire closes that evening, for a few more drinks in the common room before turning in for the night.

As the night winds on, the party cannot help but notice that the young man sitting next to them, sullenly sipping his drink, is none other than the master of ceremonies for the faire itself! The young man's taciturn and forlorn look eventually peaks the party's interest and they inquire as to what is troubling him.

The young man introduces himself as **Wyatt**, and explains he is troubled because the prize attraction of his faire, a rare and exotic elephant named **Nellie**, has been stolen. He believes the beast was taken by a dastardly mage named **Rickard**. The man tried to force **Wyatt** to sell **Nellie** to him but **Wyatt** repeatedly refused the offer, as the evil mage told him he intended to kill the glorious beast and use the body for spell components and its head as a trophy! Rejected, the mage left the faire angry, but returned and was seen around the elephant's tent. When he left again the elephant had vanished! No one saw the elephant leave, either with the mage or on its own.

Wyatt is beside himself and pleads with the party to rescue his prized pachyderm, promising a special reward should they successfully return the elephant.

If the party agrees to help, **Wyatt** explains that after asking around he has learned the mage has a keep just a couple hours ride north of the village, and he describes how to get there. He asks the party to please bring the beast back safe and sound as soon as possible, and preferably before the next night's show!

PREPARING FOR ADVENTURE: Before you start this adventure, read through the module fully, so you have a good understanding of the situation at the mage's keep. This adventure will take place over the course of one evening as the players attempt to free the captured elephant from the clutches of the evil mage. Make sure to familiarize yourself with the party's foes so you may take full advantage of their abilities and skills in interacting with the party.

This module has been written to be compatible with most fantasy role playing games, including OSRIC, 1E and 2E game rules, and works best with a group of 4 to 6 player characters of 2nd to 4th level.

If the group's make-up deviates greatly from this, one way or the other, the GM may need to adjust the encounter difficulty, up or down, to match the needs of your players.

As noted above, this module is intended as a "one-shot" adventure and it may be placed anywhere in the GM's campaign world, and may be used anytime your players are travelling overnight from one location to another.

ADVENTURE HOOK: There are several reasons for the players to get involved in this adventure, and below are but a few means by which the GM might draw the party into the quest:

- **Bounty hunters:** The default hook involves **Wyatt** offering a reward to anyone who can rescue the elephant.
- **Battling evil:** This is a classic tale of law and order, good vs. evil, and assuming the party is composed of mostly good aligned characters, this may be all the incentive they need to take up the quest.
- **Revenge:** Perhaps a player character, such as a ranger or druid, has a moral compunction against beasts being wantonly killed as trophies and the player is seeking justice for these animals.

Whether you choose to use one of the above adventure hooks, or one of your own, you should briefly role-play the interaction with **Wyatt** and describe the situation to the players (e.g. "The mage's tower is located a couple hours ride north of town and **Wyatt** believes it is guarded by the mage and his mercenaries."). Once the players choose to answer **Wyatt's** plea the adventure begins!

TRAVEL TO THE KEEP: After your players have met with **Wyatt** and accepted his quest, they should have a good idea of what their task is, where they need to go, and the knowledge there are some foes seeking to stop them from rescuing the elephant.

Wyatt asks the party to leave immediately as time is of the essence. He gives the party a verbal description of the keep location and a crudely drawn map. The keep is easy to find, and after leaving town and heading north for a couple hours, the party sees the keep rising up out of the grasslands, with a large lake behind it.

THE EVIL MAGE'S KEEP: This dungeon consists of one ground level and several upstairs levels in two separate towers of the keep building. Each **gnoll guard** encountered has 2d6 gold coins.

1. GUARD ROOM: A narrow trail leads directly to the keep's entrance. The entrance has two doors into the main room. Guarding this entrance, at Area 1, is a group of **6 gnoll guards** (AC 5; HD 2, 12hp each; D 2d4, broadsword, or 1d6, longbow). They will attempt to engage the players with missile attacks through the arrow slits and then confront them in melee combat once the players enter Area 2.

2. MAIN HALL: This large room serves as the keep's main hall. There are **4 gnoll guards** (12hp each) here who will come to the aid of their fellows in the **guard room** or **barracks**, and attack any players who enter the hall. The guards are careful to avoid a pressure plate which lies in the center of the hall (the 10' area around the number "2" on the map). If a player steps in this area, they activate a **trap**, dropping a weighted net in that area, pinning anyone who fails a *saving throw vs petrifaction*.

3. BARRACKS/COMMON ROOM: As the party nears the door to this room, they hear what sounds like several barking dogs. This large room functions as the main living chamber for the **gnolls** who serve the evil mage. There are piles of furs used as beds along with crates and barrels strewn about being used as tables and chairs. A group of **6 gnoll guards** (12 hp each) is huddled around an open barrel of ale along the western wall. They are very drunk (-1 "to hit" and intellect/wisdom based saving throws) and playing a game of chance with dice.

There is a back door exit from the keep here. **2 gnoll guards** (12 hp each) are stationed just outside the door. If they hear the sounds of battle, they will come to assist their compatriots in this room.

4. KITCHEN/STOREROOM: This room functions as a food storage and preparation area, as well as a general store room. When the party enters they find a rotund human male, **The Cook** (AC 8, HD3, 16hp; D 1d6+1, meat cleaver +1) and his **2 half orc assistants** (AC 8, FTR 2; 14hp each; D 1d6, short sword). Each has 2d6 gp.

5. MAGE'S STUDY: This room is the mage's study and research area. It is filled with overflowing bookshelves, a wooden desk, and a large wooden table, strewn with parchments and books. Also sitting on the table is the mage's familiar, an **imp** (AC 2; HD 2+2, 14hp; D 1d4+poison). As soon as it heard the party entering the room it became *invisible*. It will watch the party for a moment, sizing them up, before leaping to attack a mage first, followed by a cleric of good, and then others.

6. MAGE'S BEDCHAMBER: The stairs from Area 5 lead up to this chamber, the mage's bedchamber. It is filled with comfortable furniture and there is a small fire in a brazier, glowing merrily and heating the room nicely. The evil mage **Rickard** (AC 2, bracer of AC 4, DEX bonus; MAGE 4; 13hp; D 1d6+2, *serpent staff (python)*; SA Spells, 3/2, GM's choice) is found here. If the party engaged in combat with his **imp** familiar the mage will be aware of their intrusion and be prepared for an attack. Otherwise he will be in bed, reading a treatise on demon summoning. He fights without quarter, but if things are going badly for him he will try to leap out of a window and use his *featherfall ring* to escape. He then rallys his remaining troops on the lower level to strike back at the party, or escape if they have all been slain by the heroes.

7. TOWER, OFFICER'S STATION: This is the lowest level of this circular tower, rising three stories high. There are **3 elite gnoll guards** (14 hp each), led by the commander of the keep's martial forces, a **flind** (AC 4, HD 2+3, 19hp; D 2d4+1, *flaming broadsword*). He has a set of keys at his waist which open the locks on the tower's doors.

8. TOWER, ZOMBIE ROOM: This chamber houses one of the mage's two special guard units: it is guarded by **5 zombies** (AC 8; HD 2, 14hp each; D 1d8) who attack anyone who enters the room, other than **Rickard**.

9. TOWER, VAULT ROOM: This top level chamber is the mage's vault room, where he stores his valuables. It is the home of the mage's top mercenary, an **ogre** (AC 5, HD 4+1, 26hp; D 1d10+1, *halberd +1*). He has 500gp and a 500gp gem. Once the **ogre** is defeated the party finds a chest with 2,000sp, 1,000gp, 100pp, a *wand of wonder*, and *potions of extra healing, gaseous form, and speed*.

In addition, in an ice chest on a shelf the party finds four small metallic canisters, roughly 6 inches in diameter and 6 inches high. They are labeled as follows: (1) **wererat**, (2) **harpy**, (3) **rust monster**, and (4) **elephant**. The lids have a see-through glass section, and if the party looks into a canister they will see what appears to be a frozen replica of the creature named on the label. A note inside the chest reads: "CAUTION! DO NOT THAW!"

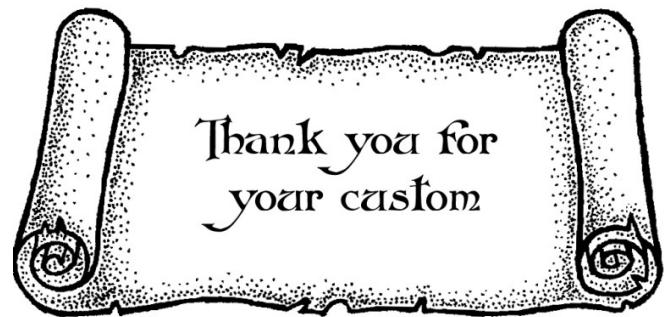
If the containers are opened, and left so for more than **one minute**, the creature inside will grow to its normal size and attack the party (except the elephant). Should the party reanimate the elephant they may have a tricky time getting it down the tower! Please refer to your game manual of choice for stats on these beasts, as needed.

CONCLUDING THE ADVENTURE: After the players have defeated the evil mage **Rickard**, his henchmen and the monstrous denizens of his keep, they may return to the village of **Alburgh** with the elephant. Upon their return to the village they find young **Wyatt** back at his tent at the faire grounds.

Once the elephant has been returned, **Wyatt** thanks the party profusely and tells them he will be eternally in their debt. He then provides their promised reward. **Wyatt** explains he has a *magical bag* he discovered in a far off land: the bag will allow a person to draw forth an item once a year. **Wyatt** reveals this is how he actually came to be in possession of the elephant! He has never travelled to its homeland, which is why he needed to get **Nellie** back as he would not be able to replace her!

Each player will be allowed to make one draw from the bag, refer to the chart in Appendix B for the result. **Wyatt** also tells the party if they cross paths with his traveling faire in the future he will allow them to make another draw from his magic bag, assuming a year has passed since the last visit.

After all the draws are done, **Wyatt** thanks the party again and, bringing forth a bottle, offers a toast to the heroes who returned the *purloined pachyderm*!



Thank you for purchasing this adventure and for helping carry on the memory of **Wyatt Ferris**. If you or someone you know is in crisis please know you are not alone. If there is a risk of self-harm, please contact the wonderful people at the **National Suicide Prevention Lifeline, 1-800-273-TALK (8255)**, who can help.

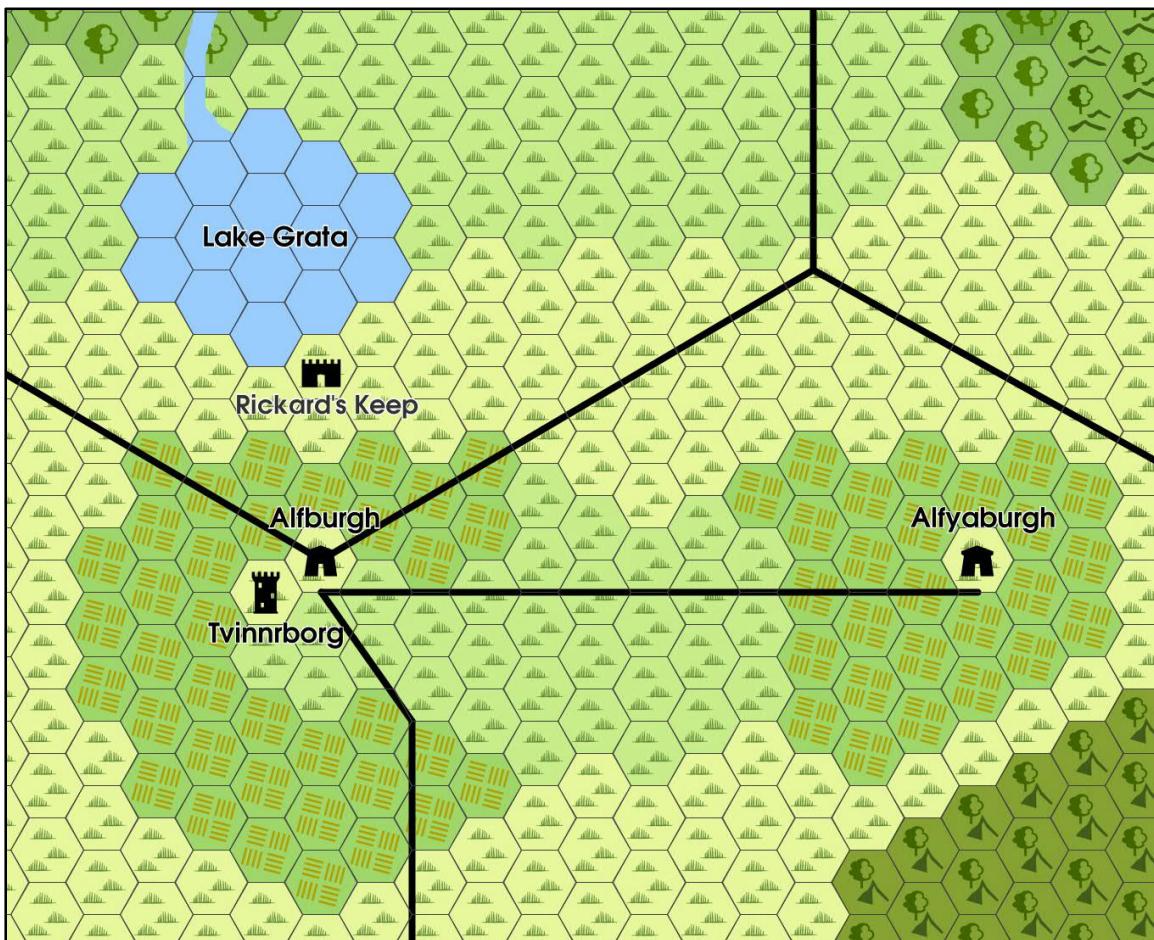
If you liked this adventure, I encourage you to peruse my store (starryknightpress.com) to find other exciting offerings I have for you and your players. Thank you, once again, on behalf of *Starry Knight Press*.

*Louis "sirlou" Kahn
November 2017*

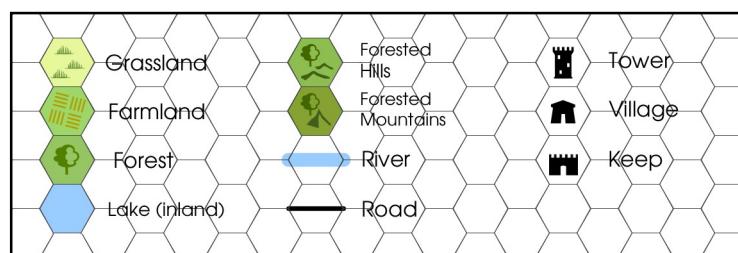
APPENDIX A: Map of The Twinnr

This map depicts the village of **Alfburgh**, where this adventure begins. It lies in the southern region of the **Alderburgh** valley. It is just west of the village of **Alfyaburgh**, and collectively the villages are known as **The Twinnr**, or **The Twins** in Common, as they are ruled by the fraternal twin siblings **Alf** and **Alfy**. The nearby fortification of **Tvinnrborg** provides protection for both communities. This area is under the protection and control of **Lady Leighla**, the older sibling and guardian of the twins, who dwells in her castle overlooking the village of **Alderburgh**. **Alderburgh** valley is also the location of the *Starry Knight Press* modules **S1 The Harquebusier** and **SK2 Scoundrel's Run**. The maps indicate geography, local settlements, defenses, and areas for further exploration. A map legend is included for reference: each hex equals 3 miles.

THE TVINNR



MAP LEGEND



APPENDIX B: The Magic Bag

Wyatt Ferris, master of ceremonies and owner of the “*Faire Fantastic*”, has a *magical bag* he discovered in a far off land which has quite a powerful enchantment on it. The bag will allow a person to draw forth one item once a year. The item may be anything from something grand (e.g. a *holy weapon*) to something mundane (e.g. a wooden spoon), and anything in-between!

If they complete the quest in this adventure and return **Wyatt’s** elephant **Nellie**, the players will be given the opportunity to make one draw from the bag. **Wyatt** also promises the players may draw from his bag again, should their paths cross. Use the chart below to determine the results every time a player attempts to use the bag, and have some fun with it!

Roll (d100)	Result
01	On this critical failure, the player is sucked into the bag and then cast into an alternate dimension. The effect on the player cannot be determined.
02-05	The player draws forth a <i>memory</i> , which may lead to a further adventure (GM to determine).
06-09	The player receives a <i>miscellaneous magical weapon</i> (GM to determine type).
10-13	Player pulls out a leather case with 1d4+1 random potions.
14-17	The player pulls out barbell. Upon lifting it their Strength is permanently increased by one point. Exceptional Strength is possible if the player is a fighter or fighter subclass.
18-21	The player receives a scroll, as follows (roll 1d6): 1-2 it is a treasure map to a dragon hoard, 3-4 a spell scroll (GM to determine type and number of spells), and 5-6 it is a protective scroll (GM to determine type).
22-25	The player draws forth a pouch with 1d20 gems (GM to determine type and monetary value).
26-29	The player pulls out a magical sword (GM to determine type).
30-33	The player receives a “ship in a bottle” kit. If they build the model their Dexterity is permanently increased by one point.
34-37	When the player removed their hand from the bag, there is a ring on one of their fingers, as follows (roll 1d6): 1-3 it is a valuable non-magical ring (GM to determine monetary value), and 4-6 it is a magical ring (GM to determine type).
38-41	The player pulls out a sack of feathers, if they are carefully searched one is found to be a <i>magic quill</i> which never runs out of ink, writes on any surface, and can be erased or be made permanent per the writer’s instruction.
42-45	The player draws forth a shield or item of magical armour, as follows (roll 1d6): 1-2 is a shield and 3-6 is a suit of armour (GM to determine type).
46-49	The player pulls out a jump rope. If they use the jump rope their Constitution is permanently increased by one point.
50-53	The player receives a <i>magical compass</i> which always points them towards Wyatt’s <i>Faire</i> .
54-57	The player draws forth a creature of some kind. The GM will determine the type of creature. If the creature is of animal intelligence or less, the player may try to tame or domesticate it. If it is a sentient creature, the GM should determine its reaction, as modified by the player’s Charisma score.
58-61	The player pulls out a gold mirror. Upon first viewing themselves in it their Charisma is permanently increased to 18.
62-65	The player draws forth a large leather journal with brass fittings. It appears bigger on the inside than the outer dimensions suggest. The journal records the player’s life, from their birth onward. It fills itself in every day, recording their story. This item may only be found once; if a player were to draw this again, the GM should replace it with a blank journal.
66-70	The player receives a magical aimed item, as follows (roll 1d6): 1-2 is a rod, 3-4 is a staff, and 5-6 is a wand (GM to determine type).
71-74	The player pulls out a treatise on logic. After reading it their Intelligence is permanently increased by one point.
75-78	The player draws 1d10 pieces of jewelry, as follows (roll 1d6): 1-2 costume jewelry of no value, and 3-6 valuable jewelry (GM to determine type and monetary value).
79-82	The player pulls out a <i>miscellaneous magical item</i> (GM to determine type).
83-87	The player draws forth a mundane item of everyday life, anything from a spoon to a wagon (GM to determine).
88-91	The player receives a treatise on philosophy entitled “ <i>Voyage Through The Cosmos</i> ”. After reading it their Wisdom is permanently increased by one point.
92-95	The player draws forth a banquet, enough to feed an army! The food and drink vanish at dawn.
96-99	The player pulls out a sack of coins, as follows: 5d100 each of copper, silver, electrum, gold and platinum coins.
100	On this critical success, the player draws forth a scroll which reads, “ <i>Congratulations! You have received One Wish</i> ”. The player has been granted one <i>wish</i> , per the mage spell. Once the wish is used the scroll vanishes.

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Acknowledgements: Map of The Twinn and Legend (p. 4) were created using Hexographer™ by Inkwell Ideas.

Artwork Attribution

Henriette Boldt: p. i (Wyatt Ferris)..

Daniel Walthall: p. 3 (scroll) and 7 (eyebeast).

Louis "sirlou" Kahn: cover and frontispiece (Starry Knight Press logo and "The Faire"); maps and legends (p. 4, Appendix B: Map of The Twinn and Legend).

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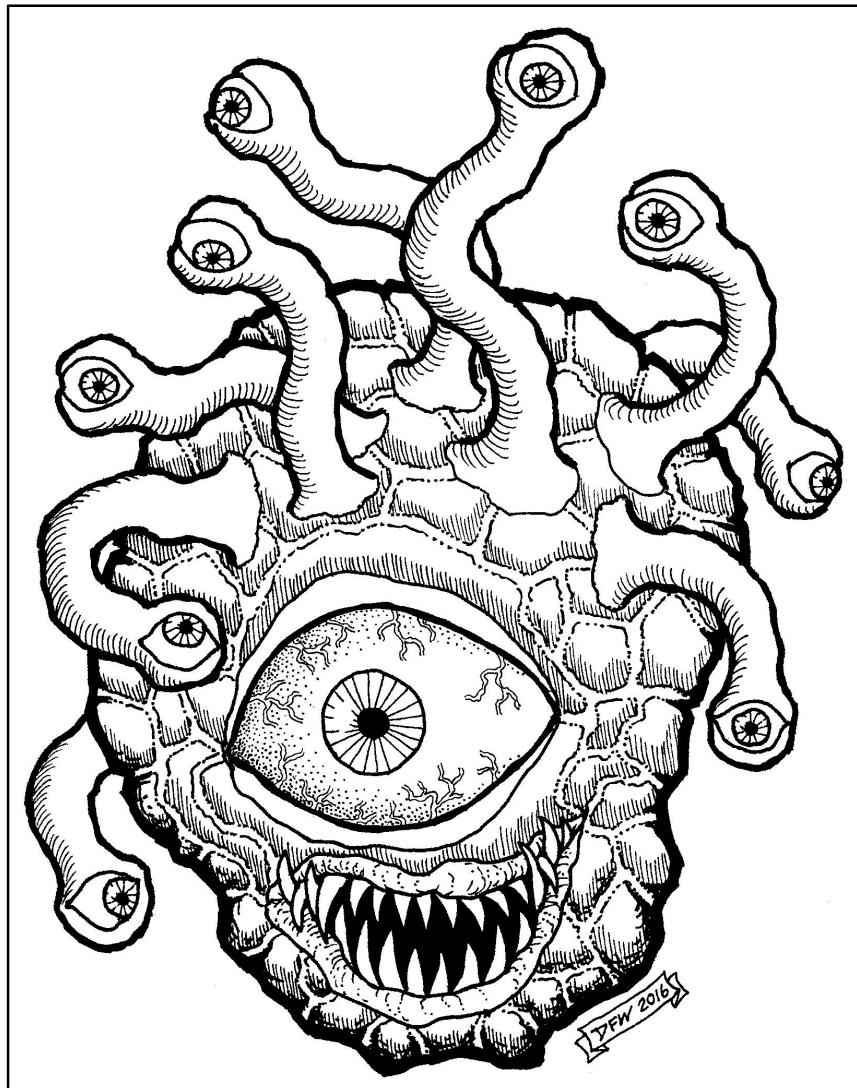
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The traveling faire's prized pachyderm has been stolen by an evil wizard!

He plans to kill and carve up the great beast for spell components!

Can you rescue the wondrous beast and save Wyatt's faire?

This supplement was written to honour the memory of a fellow gamer, lost far too soon to the scourge of self-harm. If you or someone you know is in crisis, please reach out for help: you are not alone and help is available. If you or anyone you know needs help, you can find it by reaching out to the National Suicide Prevention Lifeline at 1-800-273-TALK (8255).



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SR1 Zero Level Player Rules

SR2 The Anti-Paladin

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SO3 Wycked Summons

SO4 Wayward Maiden

S1 The Harquebusier

S2 Delver's Delights

S3 The Way O' The Fae

SCAI.1 Cavalier Attitude

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