

# THE INADVERTENT WIZARD

An adventure for 4-6 characters levels 4-5

*Written by Richard Knopp*

*Original Artwork by Christina Crimarco*



A relaxing evening at the Virulent Flask leads to your next adventure when the locals take up a collection to hire some heroes. It seems an ugly beast with odd magical powers has been harassing travelers and they want the nuisance stopped.

**For use with 0e/1e/BX editions and compatible retro-clones of the best game ever known**

*Labyrinth Lord™ Copyright 2007-2009, Daniel Proctor. Author Daniel Proctor.*

*Swords & Wizardry, S&W, and Mythmere Games are trademarks of Matthew J. Finch, and I am not affiliated with Matthew J. Finch, Mythmere Games™, or Frog God Games*

*This product uses the OSRIC™ System (Old School System Reference and Index Compilation™). The OSRIC system text may be found at <http://www.knights-n-knaves.com/osric>. The OSRIC text is copyright of Stuart Marshall. "OSRIC" and "Old School Reference and Index Compilation," are trademarks of Matthew Finch and Stuart Marshall and may be used only in accordance with the OSRIC license. This product is not affiliated with Wizards of the Coast.*

# The Inadvertent Wizard

## for 4-6 characters of levels 4-5

For use with OD/1E & B/X Editions of the best game ever known and compatible Retro-Clones.

Written by Richard Kropp

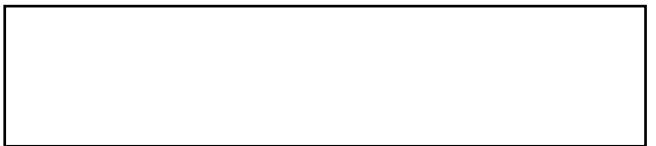
Original Artwork by Christina Crimarco

### NOTES FOR THE REFEREE

Thanks so much for purchasing this adventure! I hope your group enjoys this adventure for the story, artwork, action, trickery and humor it presents. Many of my fondest memories over the years are all the crazy funny things that happened playing RPGs. But I digress...

***Italicized print*** is to be read to the players.

You'll need to print this adventure out (or make photocopies) so that you can make notes and write in it. The empty text boxes are for you to record treasure that is present in "The Hole".



In the Appendix, you will find a list of treasure that you can place in "The Hole", the 12 room dungeon. You will also find the monster stats for OE (Swords & Wizardry), 1E (OSRIC), and B/X (Labyrinth Lord), and a player handout (map of Warrenton).

**Saves.** Certain situations may arise that require the characters to make a save vs DEXterity, or other attributes instead of a normal save. Simply roll d20. To succeed, you have to roll equal to or LESS than your attribute or you have failed the test.

**Hit Points.** As referee, I always preferred to roll my own hit points, especially because commercially produced

adventures always seem to "roll low". I'm encouraging you to roll the hit points – by not providing them. However, if you feel this slows play down, simply roll them ahead of time and record the results.

**Aggressive bad guys.** Ajitanda and Rex are unlike other bosses in most adventure modules. They are both very aggressive and will not passively wait in their lair for the PCs to come kill them. It's highly likely that one or both will be encountered as a wandering monster or at the bridge for a few rounds of combat before retreating to heal their wounds.

**My group may be too weak to take on a troll by themselves.** The PCs could be persuaded to speak to Ernst at The Virulent Flask about joining them for a grand adventure. Also, fighting both Ajitanda and Rex together at the bridge could prove catastrophic. Cautious players will find ways to deal with Ajitanda and Rex separately.

**You are the Referee.** Feel free to make changes to the adventure. For example, if you want to rename or alter the town to better fit your own campaign. Do so! The players are adventuring in your world – lay out the setting as YOU imagine it.

### Website Resources

All three of these are excellent choices (and free). Simply choose your "flavor" and run with it.

Labyrinth Lord

<http://www.goblinoidgames.com/labyrinthlord.html>

OSRIC

<http://www.knights-n-knaves.com/osric/>

Swords & Wizardry

<http://www.swordsandwizardry.com/>



## ADVENTURE BACKGROUND (REFEREE EYES ONLY)

Ajitanda, an unpredictably lucky troll, and his pet alligator gar, "Rex", are terrorizing travelers near the small village of Warrenton. Most notable of the items he has recently looted from passers-by, include a saddlebag containing some magic scrolls, a love letter, a shopping list, and some jewelry.

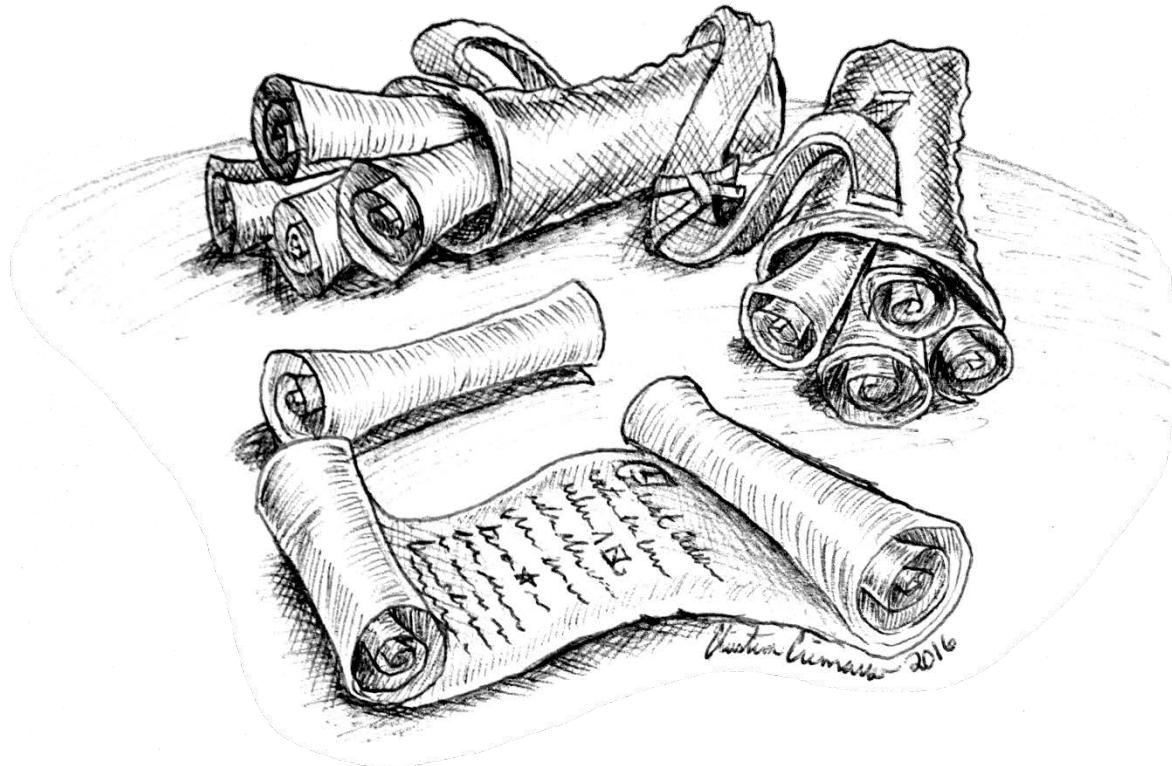
The story began a few weeks ago when Ajitanda had only caught one fish all morning in Jacks' Bayou and so he decided to hunt in the Noble Panther Woods. Not looking where he was stepping, he fell into a hole twenty feet down and broke his leg in the darkness below. After a half-hour or so of regeneration, he was back on his feet and explored the mysterious caverns around him. He first encountered a huge nest of hostile stirges. He killed dozens of the pests until he became bored and decided to explore elsewhere.

He happened upon an underground pond where he

discovered a unique magic helm. It's all that remains of a long ago victim of the swarm of stirges that had pursued their prey to the end. The helm enables the wearer to read and understand languages and magic. However, this helm is more powerful than other helms of this nature, allowing non-spellcasters to read and cast scrolls of any class spell (1st level spells only). Ajitanda liked the shiny helm. So he put it on and has worn it ever since. However, he does not realize that it's because of this helm that he can read.

While Ajitanda was admiring his new helm, a hungry, giant, alligator gar burst through the water and tried to eat him. The lone fish he caught earlier fell off his belt as he jumped back. He watched the alligator gar snatch the fish, snort some water at him and then sink slowly below the surface. Apparently, this was not just a simple cavern pool, but had a connecting tunnel to the bayou outside!





Ajitanda liked this exciting cave and decided to make it his new home, calling it "Hole in Land". But first he returned to the stirges and blocked the passageway with many stones until the stirges couldn't reach and harass him anymore.

For food, Ajitanda continued to rely on fishing with his rotted net along the banks of Jacks' Bayou. For good luck, he continued to feed some of his catch to his new friend, "Rex" the Alligator Gar. The terrible gar always snorted water at him as thanks.

Sometimes travelers that might want his stinky catch of fish for themselves tried to cross the nearby bridge. The first one that crossed was a wizard's apprentice riding on a small pony. The Alligator Gar splashed water with his tail and frightened the horse, causing the young mage to fall off. When he got to his feet and saw the huge, ugly fish below, he took off running down the Old Bayou Road to Warrenton.

The pony tasted delicious to Ajitanda and in the saddlebag, he found papers. He took the saddlebag over to a rock on the shore and carelessly unrolled one scroll – and discovered he could read! When he got to the end of the words, flashes of magic light screamed forward and struck several fish in the water. They floated to the surface momentarily before Rex gobbled them up and ceremoniously snorted water at Ajitanda. These were Magic Papers!

He draped the saddlebags around his neck and hid behind the bushes for the next traveler to come along. Maybe they would have more magic paper. Magic papers for Ajitanda...

## BEGINNING THE ADVENTURE

The PCs are assumed to be resting and recovering in the local inn after their latest adventure. Or maybe it's possible they came here seeking work or to spend some of that treasure that's been "burning holes in their pockets." Whatever the reasons, the adventurers find themselves seated around a table, waiting for their tankards to be refilled again...

*Seated around a table at the Virulent Flask waiting for the barmaids to come refill your tankards, Ernst Huber, the owner of this establishment approaches. Shaking an opened, medium sack partly filled with coins, "We're taking up a collection to kill the thieving beast. Care to pitch in? You could be the next victims after all." He shakes the bag again, rattling the coins inside, inviting you to spare some gold for a good cause. "Anything you can spare is helpful."*

If the PCs question Ernst or anyone else in Warrenton Village for that matter, there is a possibility they could hear rumors. Rumors often contain exaggerations and some are outright false. Whether or not a rumor is true is only known to the referee. The players will have to decide for themselves what information they receive is accurate or not. The players should have to do a bit of footwork to reveal most of these. For example, although there are about 20 people in the tavern, only 3-4 would have any new or useful information. The other rumors can be found by visiting the other locations in Warrenton and talking to people or questioning some NPCs they meet through the wandering encounter tables.

Ernst Huber cannot go himself, but he can relate that most of the trouble seems to occur around a bridge that crosses over Jacks' Bayou, about 2 miles west from town. Maybe they should start their investigation there.

Among the two-dozen or so others in the tavern, there are two that are also interested and listening in - Melchior Buessecke and Josef Klatt. They look and act as though they are a couple of levels higher than the PCs. But are actually much lower in experience and ability.



**Melchior and Josef**

*They peek into the bag for a moment before Ernst swats them back on the forehead. Impressed with the treasure in the sack, Melchior and Josef offer to go and boast that they are the best ones for the job. They boast about their accomplishments as Melchior lightly taps a tubular case hanging from his belt. He brags for all to hear that he has a disintegrate scroll just for such occasion.*

Ernst will ask the players if they are also interested in the job, but he will not allow them to look in the bag. If the players insist on peeking, they see various coins, gems, a couple of pieces of jewelry, and maybe dagger or something larger.

**If the PCs have accepted or show some interest by now,** Josef will finish his drink and go outside – to untie and chase off all the mounts down the street – except their own of course. Melchior will casually exit separately and both will ride westward on the Old Bayou Road, toward the bridge. They will not act unfriendly, but will not join or fight the PCs. If the PCs attempt to follow them, they will lose them in the Noble Panther Woods after a short chase. Most likely, the PCs will have to roam the streets of Warrenton for a few minutes to an hour to locate their mounts. If they wish, they could even wait to leave until the following morning so that they can buy some provisions and

collect more information from the local citizens (rumor table rolls). But that risks the chance that Josef and Melchior will complete the job first and collect the bounty for themselves!

**If the PCs are not quite interested yet**, then they are free to roam about town, get to know some of the citizens, and buy provisions, etc. After a few hours to a half a day or so, news will spread through the village that Josef and Melchior have not returned and are presumed dead. Ernst will again approach the party and offer them the reward that was collected, plus a large pearl worth 500gp if they will accept and finish the job. In addition, he will appeal for aid to any characters in the party that are lawful (good) alignment.

#### **Rumor Table (d12)**

- 1.** *The beast is a large fish nearly 20 feet long, with a long snout and razor-sharp teeth.* (partially true)
- 2.** *A young lover was sitting on a rock near the Bayou writing poetry, when a 10 foot tall beast came out of the woods and growled. He dropped what he was doing and ran back into town.* (true)
- 3.** *A mage's apprentice stopped by here before traveling onward. A big fish had scared his pony and he was thrown to the ground. He got up and saved himself by running away, but he lost his pony and saddlebags that contained some important scrolls he was delivering to his mentor.* (true)
- 4.** *A merchant was making a list of items he needed to barter as he was riding into town. Something caused his horse to stop for a moment. Then his list was snatched from his hands by an invisible force or some kind of strange wind. Terrified, he whipped his horse and raced eastward on the Old Bayou Road into Warrenton.* (true)
- 5.** *Sometimes there is a strong smell of rotten fish near the bridge over Jacks' Bayou.* (true)
- 6.** *An aquatic dragon has made his home in Jacks' Bayou.* (false)

**7.** *A giant can sometimes be seen fishing in Jacks' Bayou with a huge net early in the morning near the bridge.* (partially true)

**8.** *Swarms of stirges sometimes attack slower-paced travelers.* (true)

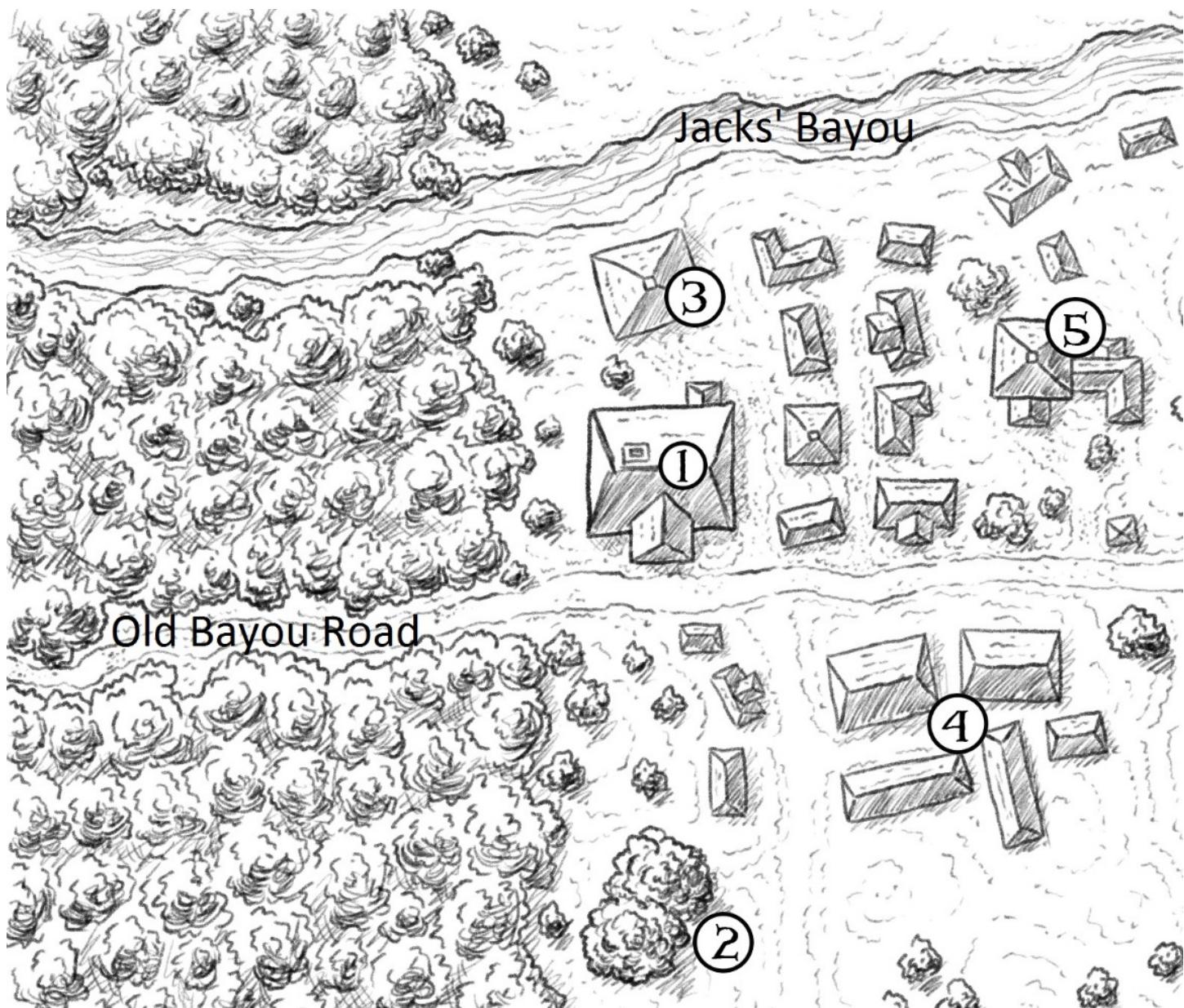
**9.** *It is a good omen to spot a Noble Panther, but a curse is bestowed on those that kill them.* (false)

**10.** *There is an old sunken fishing ship just west of the bridge.* (partially true)

**11.** *The beast is attracted to food, especially stirge meat.* (partially true, but he'd rather find more scrolls!)

**12.** *A wizard of great magical powers is harassing travelers along the Old Bayou Road.* (partially true)

#### **Referee Notes or Additional Rumors:**



### Wandering Encounters (d6)

Roll d6 each hour spent walking about town. 1 in 6 chance of something happening, then roll on the table below. If the PCs are staying at the Inn or in one spot during that hour, do not roll at all.

**1. An overly concerned citizen grabs one of the PCs and demands to know if they are going to do something about "the beast".** If questioned, roll on the rumor table.

**2. A beggar asks for some food/aid.**

If they help him, he thanks them and explains that a giant alligator gar tipped his small fishing boat over near the bridge.

**3. A fisherman is returning from Jacks' Bayou.**

If questioned, he explains that he doesn't catch as much fish as he used to.

**4. A couple of moderately armed woodcutters heading out toward Noble Panther Woods. They are wearing leather armor and carry saws and a sword.**

If questioned, they explain that with all the commotion and crazy stories lately, they thought it would be cumbersome, but wise to start wearing leather armor and keeping their swords nearby while they work for the time being.

**5. A nervous citizen walking by.**

Doesn't know anything, but all the stories are sure getting to him/her. They scream and jump back if the PCs approach too close.

**6. Thief!** A young boy steals food, a non-magical item, or d10 gold pieces from one of the PCs. He runs off and through several buildings and disappears. Attempts to chase him will prove fruitless.

### **Village of Warrenton Locations**

**1. The Virulent Flask Tavern & Inn.** Converted from the old mayor's house some years ago, the tavern sits at a prime location on the edge of town. There's plenty of room outside for the PC's to park their wagon or tie their horses. It's evident the building has seen much repairs over the years, but it's still in great shape thanks to the high quality wood cut locally. The smell outside is what you'd expect from a smoky, alcohol-laden enterprise, with a faint smell of BBQ aroma.

Inside is a bar, about 6 tables, a rocked fireplace, and 4 rooms upstairs for overnight guests (currently empty). Ernst Huber is the owner and he's also the current mayor and honorary sheriff. He is aged, but not "old". He is retired from adventuring, but doesn't hesitate to pick up his giant war hammer hanging on the wall above the bar when things get too rough – even for him.

In additional to his government duties, Ernst also happens to sell the most acidic drink this side of Westerhaven. The nearly indigestible mix contains loads of sugar, caffeine, sweet wine, juices and other secret ingredients. The place is such a popular hangout, that anytime day or night, there are d10+10 visitors (50%

chance that one of them is a 1<sup>st</sup> level bard playing some music, although a bit out of key). Other than those already mentioned, none of the other customers are distinguishable.

Ernst hires two barmaids to help wait on the customers and keep the place up, Irina and Klara. They keep nearly all the tips for themselves since Ernst is so frugal when it comes to wages. Prices are listed below. For the hungry, the house favorite is "BBQ Stirge on a Stick". Ernst is always in need of more meat and will pay 5 sp for each freshly killed stirge, bagged and delivered.



Pitcher of Beer	2 sp
Mug of Beer	5 cp
Bottle of Wine	1 ep
Glass of Wine	3 sp
BBQ Stirge on a Stick	8 sp
Notary Public	5 sp
Virulent Flask*	1 gp

(\*once swallowed, save vs CON to keep it down)

### **Ernst Huber (level 8 fighter)**

His war hammer hangs above the bar. He does not wear his armor unless he is going adventuring. He claims he is retired and often says so out loud – as if he is still trying to convince himself. Truth be told, once the PCs figure out they are up against a Troll, Ernst can give them good advice about how to kill one permanently (burn it or pour acid on it, otherwise it will regenerate). If the PCs return and discuss what they are up against (troll), Ernst will offer them a couple of Virulent Flasks for free (yeah, it's THAT acidic). If the PCs genuinely need the extra help either because they are a player or two short, or just not powerful enough (referee's discretion), Ernst will gladly close up the tavern for an afternoon, put on his armor, and join the PCs for one "final" adventure. In return, he will want an equal share of the treasure and during the entire trip, the PCs will be subjected to all his boring stories and advice from how adventurers used to do things back in the day. If that weren't bad enough, Ernst will insist on stopping and bagging any stirges killed along the way.

**Irina** (level 1 thief)

Between tips and pickpocketing inebriated customers, Irina is making quite a lot of money at the moment. However, she isn't brash enough to steal from Ernst or sober customers.

**Klara** (level 1 magic-user)

Klara is reliable and dependable, but she is not interested in doing any work that would risk her life - or break a nail. She enjoys showing off her magical abilities by casting magic missile once a night - for extra tips of course. She doesn't target customers with the spell. It would be very bad for business.

**2. The Woodcutters' Shed.** There is no actual owner per se, but during the day, there will be d4 woodcutters present. They are working about unloading recently chopped wood from a wagon or restacking lumber. One will pause for a moment to try and recruit PCs into the Noble Panther Woods Collective, NPWC for short. Characters can join for 3 gp and includes a free saw and some woodworking tools – membership has its privileges. If the PCs are not interested in joining, the woodcutters will ignore them and go back to work about their business, but not before reminding them that cutting trees down is forbidden without a license (membership). If at least one PC joins their union, the woodcutters may then be further questioned for rumors.

**3. Sander's Fine Boats.** *Sander Schouten, proprietor. Sander has small fishing rowboats and rafts for sale. Each boat is large enough to hold 2 characters plus gear.*

The woodcutters (location #2) provide the wood that Sander uses for his craft. He is a slick salesman and will aggressively try and sell one of his boats to the PCs, even if they are planning to travel by land! If asked, he will offer any rumors he has heard lately – in between his descriptions of the finely crafted boats with anchor and oar accessories or the deluxe model that comes with rope.

Raft (20 hit points)	50 gp
Rowboat (25 hit points)	75 gp
Oar	2 sp
Anchor	1 ep
rope is extra	3 sp

**4. The Marketplace.** *This part of town holds a collection of roofed, open structures that do not have walls or doors. Early in the morning till noon, several vendors set up shop daily. Because they are only open a few hours each day, this place is bustling with business.*

The PCs will have no trouble in finding items available for purchase (no armor or weapons) or running into villagers willing to share rumors. One merchant of interest is a medicinal vendor selling ointments and salves for 5 sp each. These will provide relief from poison ivy and insect bites. During these busy hours, there is an increased chance (2 in 6) of wandering encounters here.

**5. Trading Post.** Operated by Jerome Henry, an unscrupulous dealer. Items may be bought or sold here. He specializes almost exclusively in armor and weapons. He will buy useful items for half their value and sell them at full price. He doesn't carry a lot of stock due to limited storage space, but he will have 1 of any non-magical item the PCs might seek, including expensive armor (plate mail). Jerome enjoys making money. He will attempt to make extra gold off of travelers by adding a 5% sales tax, even though there really isn't one. He's willing to make a deal even in the middle of the night, but the PCs would have to wake him. Anything sold after dark has an additional +10% convenience fee.

If asked for information, Jerome will see it as an opportunity to make some money. He will share one rumor he's heard for 2 gp. He will then try to sell another rumor, but will only restate the same information, albeit worded a bit differently just to make it sound like it's another rumor. He will continue doing this as long as the PCs are willing to pay.

Jerome has lost 14 consecutive mayor elections to Ernst over the years, not once coming even close. He still dreams of a day when he can run the town "his way". He fears Ernst though, so he will not charge any extra fees and will act extremely courteous to anyone that proclaims to know or be a friend of Ernst.

## GETTING THERE

**The PCs may choose to travel by boat** down Jacks' Bayou. The bayou's current is slow and steady and there are no dangerous waterways or rocks, except the "Overturned Boat" area. However, even this location has a couple of large rocks sticking out of the water that can be easily navigated around.

**If the PCs take the Old Bayou Road** to the bridge, the roads are dirt, but dry and safe for walking, horseback, or wagon.

I imagine they could also walk along the banks of the bayou as well or through the woods, but **The Noble Panther Woods** are fairly dense and will slow travel speeds by 50%, including the banks that might not have as many trees, but are certainly muddy in places and difficult to traverse. Wagons are impassable in these areas and if the players are on horseback, they will need to dismount and walk to make any real progress. The woods are named for a local species of panther only found in these parts.

There are two separate wandering monster tables depending on the mode of transportation the players choose. Roll once for each hex entered. Roll twice for woods hexes (without roads) to represent the slower travel time snaking around the trees and thick underbrush.

Encounters occur on 2 in 6, then roll on the appropriate table:

### Random Encounters – On Land (d6)

**1. Poison Ivy!** A character chosen at random has accidentally brushed against some poison ivy. Save vs. Poison or scratch incessantly for 1 day or until cured – whichever occurs first. Cure light wounds, cure disease, or a salve purchased in the marketplace (Village Area #4) would do the trick. The character affected may only wield or hold items in 1 hand, so they can keep scratching with the other. This means, no bows, shields, or 2 –handed weapons, etc. may be used.

**2. Strange Noise.** *You hear rustling in some bushes about 10-20 feet away.* If searched, nothing will be found. Maybe it was a rabbit hopping away?

**3. Flock of (3d4) Stirges.** Out looking for blood from the Hole (area #4). If the players have already wiped that area out, there will only be d4 stirges. Select the targets randomly among PCs and horses (if they have them). Since the stirges are out hunting, they are only surprised on a 1 in 6 chance instead of the usual 2 in 6.

**4. (d4) Noble Panthers.** *Striking silently, some Noble Panthers have been patiently waiting, transfixed on the group as you pass by. They appear hungry and attack the character in the back of the marching order (or his horse if he's riding or in a wagon).*

If there is more than one possible target, choose one randomly – but they will all target the same prey. They have been waiting in ambush and will not be surprised. If the players throw them some fish or meat (even dead stirges will do), they will instead break off the attack and pick the meat up and dash off.

**5. (d6+1) Woodcutters (level 1 fighters).** *You have discovered a few woodcutters busy at work. They are wearing adhok padded and leather armors and there's a stack of swords leaning against a fallen tree. The woodcutters are completely focused on chopping and sawing wood, except for one that has apparently dropped his axe and is putting something in a large sack.*

They will pause long enough to share rumors if asked by a PC that joined the NPWC (see village area #2). They will ask to see their woodcutting saw as proof. If asked about the sack, they will explain that's where they put the stirges they kill for Ernst (see Village location #1 – BBQ Stirge). They are more anxious to get back to work than small talk.

**6. Ajitanda!** He is curiously spying on the party from the woods. He's not very quiet or careful, so each player has a 3 in 6 chance to hear or spot him. He will not attack, but will defend himself for 1 round of combat before fleeing and disappearing in the woods. He is not

prepared to read a scroll, and so he will use his claws and bite only. Once he flees, the characters are unable to keep up through the dense undergrowth, whereas Ajitanda is so strong he smashes all but the large trees aside. The PCs could easily follow these tracks of destruction in the direction toward the bridge. If the PCs have already dispatched Ajitanda, then replace this encounter with a large boa constrictor or other snake (or simply roll again).

### **Random Encounters – Bayou (d6)**

**1. Man Overboard!** *Navigating the twisting bayou can be challenging yet boring, even for rank amateurs, not to mention novices. A PC has leaned over the edge of their boat too far to look at a cute baby crab playing with a fallen leaf on the water surface - and has fallen in.*

Determine which PC fell randomly. They are not in danger of being eaten or drowning (unless wearing plate mail armor) and can be pulled back into the boat rather easily. You can make the players very uncomfortable by pretending to throw a wandering monster dice or two during the rescue.

**2. Strange current.** *You notice that the water is swirling strangely about your boat. It might be the water flowing around an underwater obstruction, or a large, curious fish. Either way, there is nothing “real” to be found, except for maybe a fallen tree lying on the muddy bottom if the PCs are persistent in their search.*

**3. Giant Clam.** *BOOM! One of the boats (determine randomly) has struck something just under the water’s surface. A deep scraping noise then travels the length of the boat bottom as the boat skids over the object.*

The clam is not interested in a fight, but will defend itself if attacked. The boat has already taken  $d6+6$  damage to the hull already.

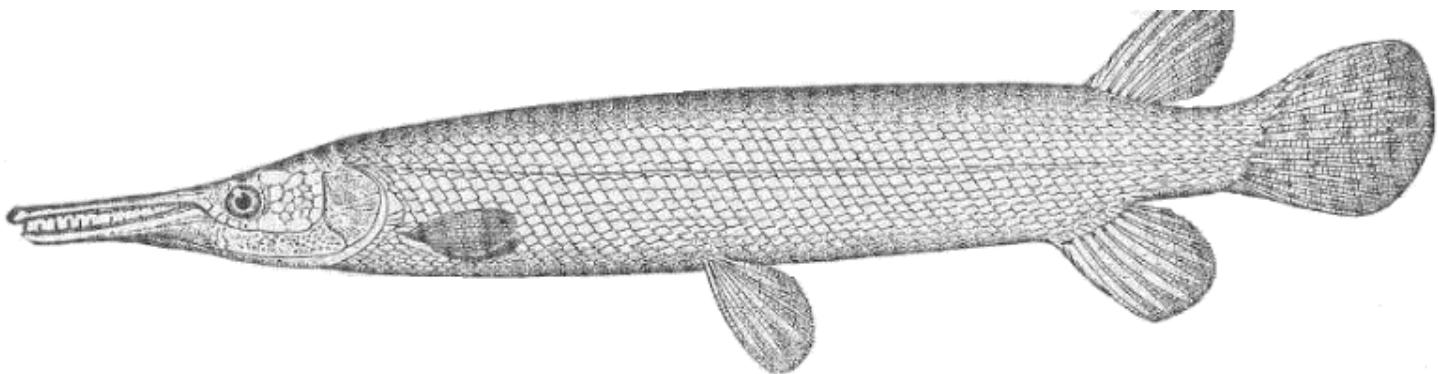
**4. (d6+4) River Pirates led by a Captain.** They're using polls to propel themselves up and down the bayou on a medium-sized riverboat (50 hit points). They seek easy prey to steal from and will pursue the PCs, but will break off the attack once half their number are killed or knocked into the water, preferring instead to pick on more helpless victims elsewhere.

**5. (d4+1) Fisherman (level 1 fighters).** They can be fishing along the shore or in a boat (up to the referee). Either way, they are in a grumpy mood because they haven't caught much and will insist that the PCs remain silent so they don't scare the fish away. They will not share rumors because talking would make too much noise. If the PCs speak out loud or make too much of a racket after being warned to be silent, they will make rude hand gestures and pack up their gear to relocate elsewhere along the bayou.

**6. Rex, the Alligator Gar attacks!**

*Suddenly and without warning, a huge, ugly fish with a long snout with razor-sharp teeth takes a huge chunk out of the lead boat.*

Rex will attack the boat until there is food in the water – be it adventurer, rations, or a dead stirge. He will retreat under the surface of the muddy bayou once he suffers 25% damage. If he has already been killed, then replace the encounter with a snake or something – or re-roll.



## OUTDOOR LOCATIONS

### The Land of Westerhaven (each hex is about $\frac{1}{4}$ mile)



#### Fork in the Road ("X" just south of the bridge)

*The dirt road has reached a fork in the road that turns so sharp to the north and south, that it's nearly a "T" intersection. An old, beat up sign clearly points south to "Jacks' Bridge".*

Melchior and Josef have stopped just long enough to fiddle with the sign, changing the direction of the arrow. The PCs know the bayou is to the north. Are Melchior and Joseph so stupid as to believe the PCs will fall for the ruse, or is it they have so little respect for them? If the players do head south, the road goes on for miles. This will bore the heck out of the players until they realize their mistake. (A smirking and chuckling referee will also assist more dense or less experienced groups come to the correct conclusion as well - eventually).

#### Battle at the Bridge

*As the trees begin to clear and the sound of a slow-moving bayou gently scrapes along its winding path around fallen trees and rocks, you come across a stone bridge that stretches across the full length of the bayou and muddy shoreline. Two bodies lie face down on the bridge. One in the middle, the other slumped over the side, balanced evenly across the short two foot wall that borders the sides of the bridge.*

Here Melchior and Josef have met their demise.

Melchior is the one in the middle of the bridge. He is drenched wet with bayou water and has been mauled and clawed up by something. Josef is leaning over the side and is missing his head, (although he is not drenched with water like Melchior is). They still have all their possessions (see appendix), but the PCs will not find any food or rations. Melchior's scroll tube has been opened and thrown down on the ground - the disintegrate scroll is missing! This should alarm the PCs quite a bit since they are not aware of the limitations of Ajitanda's helm (1<sup>st</sup> level spells only).

*To the west, the PCs can see an overturned fishing boat, settling onto some rocks protruding from the surface of the bayou. To the east, a roughly trod path through the dried-out mud along the bank can barely be made out, ending where there appears to be a large fishing net strewn upon the bank. A small portion of the net rests on the edge of the slow flowing bayou.*

After a few moments, allowing the players ample time to search and look about, Rex attacks with his tail splash! He attempts to knock a character over (and off the bridge) and Ajitanda leaps into view on the opposite end of the bridge. Rex has received 2d10 damage from the previous battle with Josef and Melchior, but Ajitanda is fully regenerated. See their stat entries in the appendix for their suggested battle strategies.

Rex will fight until he has lost half of his hit points. He will then swim a retreat to his cavern pool (area #11) to rest. Ajitanda will also fight until he has half of his hitpoints remaining, and will then flee to the woods entrance of his "hole in land". He will rest in his chamber (area #10) until fully regenerated and ready to strike again.

**Overturned Boat (rocky area just west of the bridge)**  
*Amidst the flowing bayou, a small, overturned fishing boat is smashed and lodged upon the large rocks that reach a couple of feet above the surface.*

There is nothing of interest to find here, except anyone that touches the boat will disturb and be attacked by a giant water termite nesting there.

## Entrances to the Hole

If the players fail to realize there is an entire cavern complex that is home to Ajitanda's and the stirges' lair, they could miss out on half the adventure. Throwing them hints of Ajitanda's foot trails leading to the edge of the water where the net is, or to the open shaft in the woods might be all that's needed for most groups. It's also possible that the PCs spot a small flock of stirges returning from their hunt and seemingly land somewhere in the woods. The stirges are actually entering the smaller hole above their lair (cavern area #4).

One entrance is through a cavern that opens about 10 feet under the bayou water surface, just below where Ajitanda keeps his rotting fishing net on the bank. To use this entrance, the PCs will need to hold their breath and dive underwater and then come up on the other side of the cavern entrance (cavern area #1). To pass through successfully, the PCs will need to test vs CON. Failure means the PC retreats back to the bayou bank, choking on water. They must wait at least an hour before trying again. Characters laying on the bank choking, will appear as easy prey and will surely attract Rex if he is still alive.

The entrance in the woods is a 5 foot wide open shaft that drops nearly 40 feet to the cavern floor (cavern area #8). If following Ajitanda or tracks, it will be relatively easy to spot. However, due to the thick undergrowth, there is only a 2 in 6 chance that a character searching will be able to locate it. Care must be taken to use either ropes or the "stairs" of stalagmites rising up from the darkness below. Falling PCs will take 3d6 damage. They can save vs DEX to break the fall somewhat by grabbing at the slippery stalagmites and reduce the damage by half.

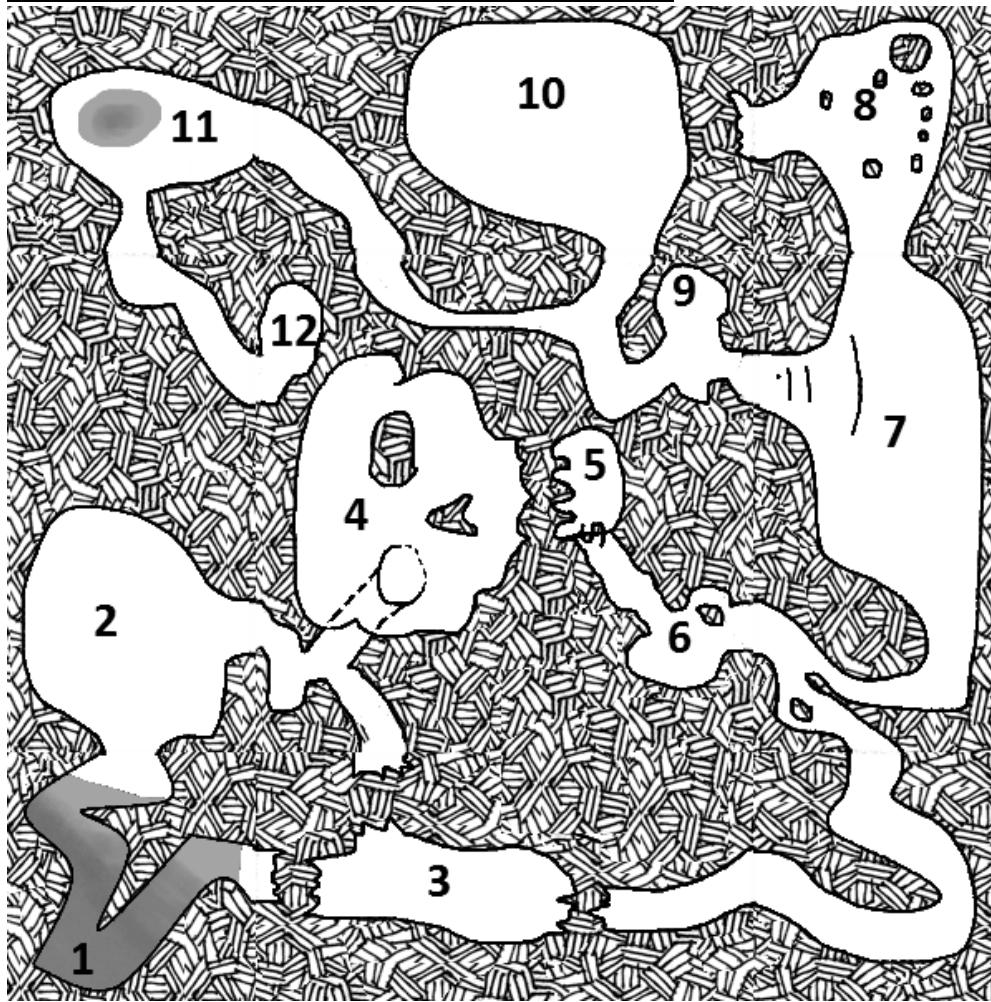
There are actually a third and fourth entrances – the tunnel that Rex takes back and forth from the bayou to the cavern pool (cavern area #11). However, anyone attempting to travel this distance would need water breathing ability or magic, rendering this entrance unsuitable for most parties. There is also a small hole in the roof of cavern area #4, just maybe a foot wide. This

is where the stirges fly in and out of their lair. With some work and persistence, the PCs could widen the hole enough for a person to be lowered down on a rope, but this is likely to attract the attention of the entire stirge population in the process.

However the PCs find entry, proceed to the next section, "Hole in Land".



## THE “HOLE IN LAND”



The “Hole in Land” is a small and young system of caverns, geologically speaking. The air is humid and smells a bit fishy, like the bayou outside. Passageways vary from 5 to 10 feet wide, with ceilings about 8-12 feet high. Cavern rooms contain a sparse mix of newly forming stalagmites and stalactites, with ceilings reaching as high as 25 feet or more. Beneath your feet, the cavern floor is a mix of dried mud and rock. When standing still and silent, you can hear the chirping of cave crickets and the occasional rustling of baby albino cave salamanders.

### Random Encounters (d6)

Appear on a 1 in 6 chance. Roll once per turn. There are no wandering monsters near areas 1-4, but you may pretend to roll for them just to keep the PCs “on their toes.”

**1. Lights Extinguished!** A sudden breeze of air whisks by and extinguishes all non-magical sources of light.

This happens from time to time due to all the various entrances into the Hole.

**2. Dripping noise.** Not far away, you hear a periodic dripping sound coming from the darkness beyond. If the PCs investigate further, it is the sound of water dripping from the cavern ceiling splashing against the top of a newly forming stalagmite.

**3. Albino Cave Salamanders (d6).** They’re very hungry and will attack unless fed.

**4. Improvised Pit Trap.** Unless actively searching for traps, the PCs have stumbled into a 10 foot deep pit trap. It wasn’t disguised very well, so vigilant characters will

spot it automatically and can easily work their way around it. But due to the low light in the caverns, unsuspecting adventurers might fall in. PCs in the front of the marching order must save vs DEX to avoid falling in for d6 damage. Strings of empty clam shells hanging from the underside of the fake floor bang against each other like an eerily tuned wind chime. Ajitanda (if still alive) will come to investigate the “alarm” in 2d6 rounds.

(Mark on your map where this pit appeared in case the PCs return here later in the adventure.)

**5. Albino Cave Frogs (d6).** They have an insatiable appetite.

**6. Ambush!** Ajitanda leaps from the darkness and attacks. Re-roll if the PCs have already killed him.

## CAVERN LOCATIONS

**1. Bayou Entrance.** PCs arrive here by going underwater as described in “Entrances to the Hole” above. One pathway leads to area #2. The other path stops short of area #3 because of cave-ins. It would take several days to clear all the debris that blocks that cavern passageway.

#5. Upon first glance, the barricade will appear simply as another cave-in. But closer inspection will reveal that the stones have been stacked with a purpose in mind. Unlike the cave-ins, this barricade can be cleared in a couple of hours.

**2. Underground Beach.** *This cavern floor consists of a mix of sand and dried mud, creating a sort of underground beach.*

There is a sloping tunnel rising up into area #4.

**5. The Barricade.** This passageway has been blocked to prevent the stirges from hunting in the rest of the cavern complex. The secret door, is actually just some old rotten blankets strung up. A crudely painted stick figure, loosely resembling that of a stirge, is on the south side of the blankets facing area #6. Ajitanda painted this for himself so he wouldn’t forget why he blocked the passageway.

**3. Entrapped Cavern.** *Because of thick layers of dust and dirt upon many of the stones and surfaces here, it’s apparent that this cavern has been isolated for some time from the rest of the complex because of cave-ins on all three sides.*

It’s possible to clear them, but it would take several days to do so.

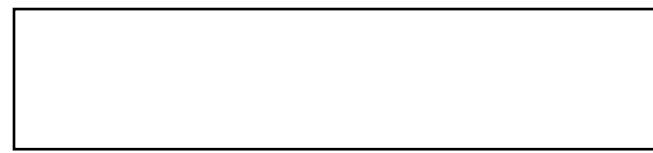
**6. Guardhouse.** *Cast about on the ground are various light sources. Torches, lanterns, and flint striking materials.*

Ajitanda has collected these items from travelers he ambushed, although there is no fuel or oil present among the debris.

**4. Lair of the Stirges.** *The foul stench of moldy, rotting feces assaults the senses of even the most stout adventurer. In the ceiling above, sunlight shines through a small hole cascading down onto the cavern floor.* Here nests 30 stirges. They are quite hostile of any intruders and will attack in waves of d8 each round until all 30 are embroiled in combat. The hole in the ceiling is their exit to go hunting outside in smaller groups. There is a downward sloping tunnel leading to area #2 and a makeshift barricade blocking the passageway to area

**7. Tiptoe through the Stalactites.** *This is the largest cavern in the complex. Mighty stalagmites slowly forming through the ages rise up about the room. Almost as many stalactites can be seen dangling haphazardly from the ceiling.* If the players take notice or search the floor, paint drops can be made out in an almost random pattern, snaking its way through the cavern. There are several piercers in this cavern. Ajitanda has carefully painted a safe pathway through them. If the PCs venture off the “drips

of paint", there is a 1 in 6 chance that a piercer will drop down upon him/her. The cavern gently slopes downward toward area #9.



**8. Stairway to Hole.** *A set of stalagmites of various height, form a natural set of stairs leading up and out into the wilderness above. Upon the wall are crudely painted pictures of various wilderness animals, deer, bears, rabbits, and of course, panthers.*

This is the entrance Ajitanda uses in order to keep his scrolls dry. The animal paintings, while still crude in nature, are much more elaborately done than the stirge painting in area #5.



**9. A Library (of sorts).** *This alcove houses a rotting bookcase full of books, maps, manuscripts, and scrolls. Painted on the wall beside it, are two words, "mi lib'ary".*

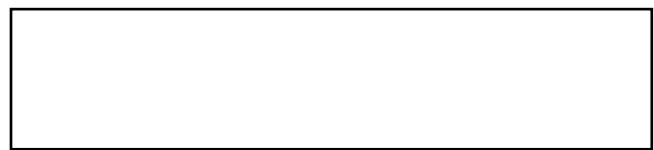


**10. Ajitanda's Lair.** *This musty cavern contains a bed of animal furs and a couple of short stalagmites against an outcropping along the eastern cavern wall.*  
The ledge and stalagmites form a natural desk of sorts. Upon closer inspection of the "desk", the PCs will discover a book entitled, "Basket Weaving, the Creative Choice", and some parchments with words and sentences copied from the book. The writing appears random, providing no sense of structure or meaning as to why this information is copied down. Perhaps, Ajitanda has been trying to create his own "magic papers", with little understanding as to what he is doing.

**11. Rex's Lair.** *On the wall just outside the entrance, is a crude drawing of an alligator gar in fading paint with the word "Rex" awkwardly scribbled beside it.*

*Underneath, more recently painted, are the words, "Atractosteus Spatula". Inside, a calm, cavern pond occupies most of this space, quietly lapping at the edges of the cavern floor.*

*(If still alive) Rex will fight to the death against any who intrude or attempt to pass to area #12. The only reason he will retreat and give up is if he is not able to reach any characters with his bite for two consecutive rounds. Because of the cramped space – he is 20 feet long, he is not able to splash with his tail, but his long snout can snap shut on any within 10 feet of the edge of the pool. The pool is connected by a winding watery tunnel back to the bayou, although it does require Rex to swim backwards through parts of it in order to exit.*



**12. Treasure Room.** *Here Ajitanda leaves his most prized possessions and treasure, knowing full well that Rex will protect it from greedy thieves.*



## CONCLUDING THE ADVENTURE

You celebrate into the night and are asked to regale your story of adventure until you grow tired of retelling it. A bard has even begun to put parts of it into song, albeit a bit out of key. Finally, when the last pitcher is emptied and most have either fallen asleep or returned home, you decide it's time to retire to rooms upstairs in the Virulent Flask Tavern and empty your bag of rewards:

The combined coins in the bag add up to-

d12 PP

2d8 GP

4d6 EP

d10 x 5 SP

d10x 10 CP

(not all that impressive, but remember this was collected in a village made up woodsmen and small scale merchants.)

In addition, each player may roll once for a large item:

1. a dirty sock
2. a gem worth d100 gp
3. a piece of jewelry worth d10 x 10 gp
4. a jeweled dagger worth d4 x 100 gp
5. a magic ring (roll randomly for type or referee choice)
6. the bag itself turns out to be a **Bag of Holding** (if this is rolled more than once, then re-roll)

And they possibly receive Ernst's pearl (see page 5).

## Extra Experience Awards (optional)

These experience points should be split among the party, except where noted below.

Feel free to adjust the values up or down depending on how quickly you want your players to advance in level. These values are just my suggestions. You could also add or remove items from this list entirely. I usually award these immediately when earned. Again, the point is to encourage people to think, rather than just award "hack and slash" and treasure experience points.

Buying salve from the market and using it to cure poison ivy. **+75xp**  
(to the character that thought to purchase it)

For each stirge taken to Ernst **+10xp**

Calling out Jerome Henry (Village Trading Post) on his fake "taxes" **+50xp**

Finding three out the four entrances/exits to "The Hole" **+200xp**

Discovered all 12 rumors **+100xp** (each character)

Not killing any Noble Panthers **+500xp**

Using Virulent Flasks on Ajitanda's body **+150xp**



## Extending the Adventure

A couple of possibilities come to mind:

The PCs decide to track down the river pirates to their lair. If they didn't run into them on the wandering encounter chart, then maybe the pirates attract the PCs attention by launching a raid against the town.

The PCs found a mysterious map or clue among the junk at area #9 in The Hole.

## Interlude: Connecting your Next Adventure

*You wake up to the smell of coffee and bacon the next morning. Ernst has been busy cooking. You walk downstairs and have a seat. He brings over some cups of coffee and a plate of hot bacon and says "so you're pretty good at what you do! Eh?" He takes a long sip of coffee and chews off a bite of bacon. Shaking the remaining bacon in his hand, sort of pointing it in your direction, he says "you know, I may have a job for you if you're interested? Let me tell you about..." (insert the next adventure you want to run)*

## ARTWORK CREDITS

"Ajitanda", "Saddlebag and Magic Papers", and "Magic Helm" by Christina Crimarco. A huge thanks for bringing my villain to life! You can view more of her excellent art: [www.crimarcodesigns.com](http://www.crimarcodesigns.com) [www.freelanced.com/christinacrimarco](http://www.freelanced.com/christinacrimarco)

Cover Art by Bradley K. McDevitt of Clipart Critters.

"Rex" is from the Freshwater and Marine Image Bank at the University of Washington. Yeah, he's real. Just probably not 20 feet long (hopefully).

"Warrenton" village map is by Tommi Salama of Private Swan Press. I could not locate his signature on the map, so my sincere apologies if I accidentally cropped it out.

"The Hole" map was created by the author using [davesmapper.com](http://davesmapper.com) – there are links at the bottom of the webpage to accept donations for CCFA or directly toward Dave's medical bills. I know he would appreciate the support. Thank you.

"Westerhaven" hex map was created by the author using [hexographer.com](http://hexographer.com). The trial version is quite useful. You can purchase the full version to unlock some additional features.

"Booze", "Dice", "Characters", and "Treasure" are some artwork copyright William McAusland, used with permission from Outland Arts.

## OTHER CREDITS

"Love Letter" is by William Shakespeare. Juliet declares her deep unyielding and eternal love for her dear Romeo in one of their famous balcony scenes in the play, Romeo and Juliet.

Text proofread by Cathy Becker. Thanks so much for your time and expertise.

## MONSTER STATS

The name in parenthesis is what creature's stats are based on if there wasn't a direct match. I took a couple of minor liberties to keep the challenge level about the same regardless which rules you are using. XP values were increased for the two bosses, Ajitanda and Rex. Treasure listed is what they actually carry on them. If there is treasure in their lair or other items of interest, that information will be noted in the adventure.

### SWORDS & WIZARDRY/0e

#### **Ajitanda (Troll)**

HD 6+3; AC 4 [15]; ATK 2 claws (d4), 1 bite (d8); Move 12; Save 11; AL C; XP 1100; Special: Regenerate 3hp/round.

Treasure: Helm of Read Languages and Magic (1<sup>st</sup> level scrolls – any class). The helm will magically resize itself to fit the wearer's head. As a belt, he wears a necklace made out of freshwater pearls worth 750 GP. There are three useful scrolls in his saddlebag: Shield, Sleep, and Disintegrate. There are many other scrolls, but they are useless pieces of paper, everything from business documents, to building plans/lists, to scrolls that would have been useful at one time, had Ajitanda not carelessly torn them, taken a bite out of them, or gotten them wet, ruining their magical qualities. If you want to torment your players further, you could name some high level spell scrolls that are all now useless.

#### **Ajitanda's Fighting Strategy:**

1<sup>st</sup> round of combat, Ajitanda will remove a "magic paper" from his saddle bag and read it. Then, in round 2, he will charge, attacking with his bite and claws. If he reads the "shopping list" or "love letter", he will become enraged that nothing happened, causing his first attacks to be +1 to hit and damage!

#### Roll randomly to see which scroll Ajitanda reads (d4):

1. (Shopping List: Read ALOUD) *A LOAF OF BREAD. POTATO AND MILK. AND A STICK OF BUTTER.*
2. (Love Letter: Read ALOUD) *MY BOUNTY IS AS BOUNDLESS AS THE SEA, MY LOVE AS DEEP; THE MORE I GIVE TO THEE THE MORE I HAVE, FOR BOTH ARE INFINITE.*
3. (Shield Spell) same as magic user spell.
4. (Sleep Spell) same as magic user spell.

#### **Albino Cave Salamander (Giant Lizard)**

HD 3; AC 5 [14]; ATK 1 bite (d8); Move 12; Save 14; AL N; XP 60; Special: None. Treasure: None

#### **Albino Cave Frog (Giant Frog)**

HD 3; AC 7[12]; ATK 1 bite (1d8); Move 3 (or 100ft leap); Save 14; AL N; XP 100; Special: Leap

#### **Clam, Giant (new)**

HD 5; AC 4 [15]; ATK 1 bite (d10); Move 6; Save 11; AL N; XP 400; Special: Once it successfully hits (closes), the prey becomes trapped and the clam hits automatically each round thereafter until it decides to go after someone else. Treasure: 10% chance it has a fresh water pearl worth d10 x 100 GP.

#### **Ernst Huber**

LVL 8 Fighter; AC 1 [18]; ATK 1 (d4+4); Move 10; Save 7; AL L. Magic Items: War Hammer +3, Plate Mail +2  
Treasure: 4000 GP and a large freshwater pearl worth 500 gp are locked in a safe in his private quarters.

#### **Josef Klatt**

LVL 4 Fighter; AC 4 [15]; ATK 1 (d8+2: includes strength bonus); Move 10; Save 11; AL N  
Magic Items: Long sword +1, Shield +1  
Other Equipment: chain mail armor. Treasure: 2d20 GP

#### **Melchior Buessecke**

LVL 4 Magic-user; AC 7 [12]; ATK 1 (d6); Move 12; Save 12; AL N  
Magic Items: Bracers AC 7 [12], Scroll – Disintegrate  
Other Equipment: staff  
Treasure: d12 GP, and 2 rose quartz worth 25 GP each.

#### **Noble Panther (Panther)**

HD 3; AC 6 [13]; ATK 2 claws (d3), 1 bite (d6); Move 16; Save 14; AL N; XP 120; Special: Two additional rear claw attacks when hitting with both front claws (d3).  
Treasure: None

#### **Piercer: roll d4 for # of HD (no treasure)**

**(1HD):** HD 1; AC 3 [16]; ATK 1 drop and pierce (d6); Move 1; Save 17; AL N; XP 15; Special: Drop.

**(2HD):** HD 2; AC 3 [16]; ATK 1 drop and pierce (2d6); Move 1; Save 16; AL N; XP 30; Special: Drop.

**(3HD):** HD 3; AC 3 [16]; ATK 1 drop and pierce (3d6); Move 1; Save 14; AL N; XP 60; Special: Drop.

**(4HD):** HD 4; AC 3 [16]; ATK 1 drop and pierce (4d6); Move 1; Save 13; AL N; XP 120; Special: Drop.

### **Rex (Giant Alligator Gar)**

HD 8; AC 3 [16]; ATK 1 bite (5d4) or tail splash (save vs breath weapon or be knocked down); Move 30; Save 8; AL N; XP 1400; Special: Swallow prey whole on a “to hit” roll of “20”. PCs that are swallowed during or after the “Battle at the Bridge” encounter will find Josef’s head also in his stomach. Swallowed PCs may attempt to fight their way out with one-handed weapons, but continue to lose 2d4 hit points per round due to suffocation.

#### Rex’s Fighting Strategy:

Rex will first attempt to knock down one of the players with his tail splash or attack a boat. Once a PC is knocked down, he will attempt to bite the closest character, not necessarily the same target he knocked down. Because of his long snout, Rex can reach anyone within 10 feet of the water’s edge with his bite.

### **River Pirates (Berserkers, but w/o fighting bonus)**

**(Crew):** LVL 1 Fighter; AC 7 [12]; ATK 1 by weapon type or (d6); Move 12; Save 17; AL C; XP 30; Special: None. Treasure: d8 SP each. They wear leather armor and fight with various one-handed weapons.

**(Captain):** LVL 3 Fighter; AC 7 [12]; ATK 1 by weapon type or (d6); Move 12; Save 14; AL C; XP 60; Special: None. Treasure: d8 GP. He wears leather armor and fights with a sword.

### **Stirge**

HD 1+1; AC 7 [12]; ATK 1 (d3); Move 3 (Fly 18); Save 17; AL N; XP 30; Special: blood drain (d4), +2 to hit bonus. Treasure: None

### **Water Termite (Giant Beetle)**

HD 5; AC 3 [16]; ATK 1 bite (5d4); Move 9; Save 12; AL N; XP 240; Special: None. Treasure: None.

## LABYRINTH LORD/BX

### **Ajitanda (Troll)**

HD 6+3; AC 4; ATK 2 claws (d6), 1 bite (d10); Move 120'; Save F6; AL C; XP 1100; Special: Regenerate 3hp/round. Treasure: Helm of Read Languages and Magic (1<sup>st</sup> level scrolls – any class). The helm will magically resize itself to fit the wearer's head. As a belt, he wears a necklace made out of freshwater pearls worth 750 GP. There are three useful scrolls in his saddlebag: Shield, Sleep, and Disintegrate. There are many other scrolls, but they are useless pieces of paper, everything from business documents, to building plans/lists, to scrolls that would have been useful at one time, had Ajitanda not carelessly torn them, taken a bite out of them, or gotten them wet, ruining their magical qualities. If you want to torment your players further, you could name some high level spell scrolls that are all now useless.

### Ajitanda's Fighting Strategy:

1<sup>st</sup> round of combat, Ajitanda will remove a "magic paper" from his saddle bag and read it. Then, in round 2, he will charge, attacking with his bite and claws. If he reads the "shopping list" or "love letter", he will become enraged that nothing happened, causing his first attacks to be +1 to hit and damage!

### Roll randomly to see which scroll Ajitanda reads (d4):

1. (Shopping List: Read ALOUD) *A LOAF OF BREAD. POTATO AND MILK. AND A STICK OF BUTTER.*
2. (Love Letter: Read ALOUD) *MY BOUNTY IS AS BOUNDLESS AS THE SEA, MY LOVE AS DEEP; THE MORE I GIVE TO THEE THE MORE I HAVE, FOR BOTH ARE INFINITE.*
3. (Shield Spell) same as magic user spell.
4. (Sleep Spell) same as magic user spell.

### **Albino Cave Salamander (Giant Gecko Lizard)**

HD 3+1; AC 5; ATK 1 bite (d8); Move 120'; Save F2; AL N; XP 100; Special: None. Treasure: None

### **Albino Cave Frog (Giant Frog)**

HD 3; AC 7; ATK 1 bite (2d4); Move 30' (Leap 180', Swim 90'); Save F3; AL N; XP 65; Special: Leap

### **Clam, Giant (new)**

HD 5; AC 4; ATK 1 bite (d10); Move 60'; Save F5; AL N; XP 400; Special: Once it successfully hits (closes), the

prey becomes trapped and the clam hits automatically each round thereafter until it decides to go after someone else. Treasure: 10% chance it has a fresh water pearl worth d10 x 100 GP.

### **Ernst Huber**

LVL 8 Fighter; AC 1; ATK 1 (d6+3); Move 100'; Save F8; AL LG. Magic Items: War Hammer +3, Plate Mail +2 Treasure: 4000 GP and a large freshwater pearl worth 500 gp are locked in a safe in his private quarters.

### **Josef Klatt**

LVL 4 Fighter; AC 3; ATK 1 (d8+2: includes strength bonus); Move 100'; Save F4; AL N  
Magic Items: Long sword +1, Shield +1  
Other Equipment: chain mail armor  
Treasure: 2d20 GP

### **Melchior Buessecke**

LVL 4 Magic-user; AC 7; ATK 1 (d6); Move 120'; Save MU4; AL N  
Magic Items: Bracers AC 7, Scroll – Disintegrate  
Other Equipment: staff  
Treasure: d12 GP, and 2 rose quartz worth 25 GP each.

### **Noble Panther (Large Cat - Panther)**

HD 4; AC 4; ATK 2 claws (d4), 1 bite (d8); Move 210'; Save F2; AL N; XP 560; Special: None. Treasure: None

**Piercer: roll d4 for # of HD (no treasure)**

**(1HD):** HD 1; AC 3; ATK 1 drop and pierce (d6); Move 10'; Save F1; AL N; XP 10; Special: Drop.

**(2HD):** HD 2; AC 3; ATK 1 drop and pierce (2d6); Move 10'; Save F2; AL N; XP 20; Special: Drop.

**(3HD):** HD 3; AC 3; ATK 1 drop and pierce (3d6); Move 10'; Save F3; AL N; XP 50; Special: Drop.

**(4HD):** HD 4; AC 3; ATK 1 drop and pierce (4d6); Move 10'; Save F4; AL N; XP 80; Special: Drop.

### **Rex (no equivalent creature)**

HD 8; AC 3; ATK 1 bite (5d4) or tail splash (save vs breath weapon or be knocked down); Move 180'; Save F6; AL N; XP 1400; Special: Swallow prey whole on a "to hit" roll of "20". PCs that are swallowed during or after

the “Battle at the Bridge” encounter will find Josef’s head also in his stomach. Swallowed PCs may attempt to fight their way out with one-handed weapons, but continue to lose 2d4 hit points per round due to suffocation.

**Rex’s Fighting Strategy:**

Rex will first attempt to knock down one of the players with his tail splash or attack a boat. Once a PC is knocked down, he will attempt to bite the closest character, not necessarily the same target he knocked down. Because of his long snout, Rex can reach anyone within 10 feet of the water’s edge with his bite.

**River Pirates (Men - Pirate)**

**(Crew):** LVL 1 Fighter; AC 8; ATK 1 by weapon type or (d6); Move 120'; Save F1; AL C; XP 10; Special: None. Treasure: d8 SP each. They wear leather armor and fight with various one-handed weapons.

**(Captain):** LVL 3 Fighter; AC 8; ATK 1 by weapon type or (d6); Move 120'; Save F3; AL C; XP 50; Special: None.

Treasure: d8 GP. He wears leather armor and fights with a sword.

**Stirge**

HD 1; AC 7; ATK 1 (d3); Move 30' (Fly 180'); Save F2; AL N; XP 16; Special: blood drain (d3), +2 to hit bonus. Treasure: None

**Water Termite (Giant Beetle - Boring)**

HD 5; AC 3; ATK 1 bite (5d4); Move 60'; Save F5; AL N; XP 200; Special: None. Treasure: None.

## OSRIC/1E

### **Ajitanda (Troll)**

HD 6+6; AC 4; ATK 2 claws (d4+4), 1 bite (2d6); Move 120'; AL CE; XP 1100; Special: Regenerate 3hp/round. Treasure: Helm of Read Languages and Magic (1<sup>st</sup> level scrolls – any class). The helm will magically resize itself to fit the wearer's head. As a belt, he wears a necklace made out of freshwater pearls worth 750 GP. There are three useful scrolls in his saddlebag: Shield, Sleep, and Disintegrate. There are many other scrolls, but they are useless pieces of paper, everything from business documents, to building plans/lists, to scrolls that would have been useful at one time, had Ajitanda not carelessly torn them, taken a bite out of them, or gotten them wet, ruining their magical qualities. If you want to torment your players further, you could name some high level spell scrolls that are all now useless.

#### Ajitanda's Fighting Strategy:

1<sup>st</sup> round of combat, Ajitanda will remove a "magic paper" from his saddle bag and read it. Then, in round 2, he will charge, attacking with his bite and claws. If he reads the "shopping list" or "love letter", he will become enraged that nothing happened, causing his first attacks to be +1 to hit and damage!

#### Roll randomly to see which scroll Ajitanda reads (d4):

1. (Shopping List: Read ALOUD) *A LOAF OF BREAD. POTATO AND MILK. AND A STICK OF BUTTER.*
2. (Love Letter: Read ALOUD) *MY BOUNTY IS AS BOUNDLESS AS THE SEA, MY LOVE AS DEEP; THE MORE I GIVE TO THEE THE MORE I HAVE, FOR BOTH ARE INFINITE.*
3. (Shield Spell) same as magic user spell.
4. (Sleep Spell) same as magic user spell.

### **Albino Cave Salamander (Giant Lizard)**

HD 3+1; AC 5; ATK 1 bite (d8+1); Move 150'; AL N; XP 120+4/hp; Special: None. Treasure: None

### **Albino Cave Frog (Giant Frog)**

HD 3; AC 7; ATK 1 bite (2d4); Move 30' (or 90' swimming); AL N; XP 50+15/hp; Special: Leap 100', and tongue attack 18' range at +4 "to hit". Once a tongue hits, it will try to pull the PC into its mouth for maximum damage unless the tongue is hit, causing the tongue to retract.

### **Clam, Giant (new)**

HD 5; AC 4; ATK 1 bite (d10); Move 60'; AL N; XP 400; Special: Once it successfully hits (closes), the prey becomes trapped and the clam hits automatically each round thereafter until it decides to go after someone else. Treasure: 10% chance it has a fresh water pearl worth d10 x 100 GP.

### **Ernst Huber**

LVL 8 Fighter; AC 1; ATK 3/2 (d6+4); Move 100'; AL LG Magic Items: War Hammer +3, Plate Mail +2 Treasure: 4000 GP and a large freshwater pearl worth 500 gp are locked in a safe in his private quarters.

### **Josef Klatt**

LVL 4 Fighter; AC 3; ATK 1 (d8+2: includes strength bonus); Move 100'; AL N Magic Items: Long sword +1, Shield +1 Other Equipment: chain mail armor Treasure: 2d20 GP

### **Melchior Buessecke**

LVL 4 Magic-user; AC 7; ATK 1 (d6); Move 120'; AL N; Magic Items: Bracers AC 7, Scroll – Disintegrate Other Equipment: Staff Treasure: d12 GP, and 2 rose quartz worth 25 GP each.

### **Noble Panther (Tiger)**

HD 5+5; AC 6; ATK 2 claws (d6), 1 bite (d10); Move 120'; AL N; XP 250+6/hp; Special: Two additional rear claw attacks when hitting with both front claws at +4 to hit (d6+2) damage. Treasure: None

#### **Piercer: roll d4 for # of HD (no treasure)**

**(1HD):** HD 1; AC 3; ATK 1 drop and pierce (d6); Move 10'; AL N; XP 10+1/hp; Special: Drop.

**(2HD):** HD 2; AC 3; ATK 1 drop and pierce (2d6); Move 10'; AL N; XP 30+2/hp; Special: Drop.

**(3HD):** HD 3; AC 3; ATK 1 drop and pierce (3d6); Move 10'; AL N; XP 50+1/hp; Special: Drop.

**(4HD):** HD 4; AC 3; ATK 1 drop and pierce (4d6); Move 10'; AL N; XP 80+4/hp; Special: Drop.

### **Rex (Giant Alligator Gar)**

HD 8; AC 3; ATK 1 bite (2d10) or tail splash (save vs breath weapon or be knocked down); Move 300'; AL N; XP 1400; Special: Swallow prey whole on a “to hit” roll of “20”. PCs that are swallowed during or after the “Battle at the Bridge” encounter will find Josef’s head also in his stomach. Swallowed PCs may attempt to fight their way out with one-handed weapons, but continue to lose 2d4 hit points per round due to suffocation.

#### Rex’s Fighting Strategy:

Rex will first attempt to knock down one of the players with his tail splash or attack a boat. Once a PC is knocked down, he will attempt to bite the closest character, not necessarily the same target he knocked down. Because of his long snout, Rex can reach anyone within 10 feet of the water’s edge with his bite.

### **River Pirates (Buccaneer)**

**(Crew):** LVL 1 Fighter; AC 8; ATK 1 by weapon type or (d6); Move 120'; AL CE; XP 30+1/hp; Special: None.

Treasure: d8 SP each. They wear leather armor and fight with various one-handed weapons.

**(Captain):** LVL 3 Fighter; AC 8; ATK 1 by weapon type or (d6); Move 120'; AL CE; XP 75+3/hp; Special: None.

Treasure: d8 GP. He wears leather armor and fights with a short sword.

### **Stirge**

HD 1+1; AC 8; ATK 1 (d3); Move 30' (Fly 180'); AL N; XP 35+2/hp; Special: blood drain (d3), hits as 4 HD creature. Treasure: None

### **Water Termite (Giant Water Beetle)**

HD 4; AC 3; ATK 1 bite (3d6); Move 30' (Swimming 120'); AL N; XP 75+3/hp. Special: None. Treasure: None.

## TREASURE TO BE PLACED IN “THE HOLE”

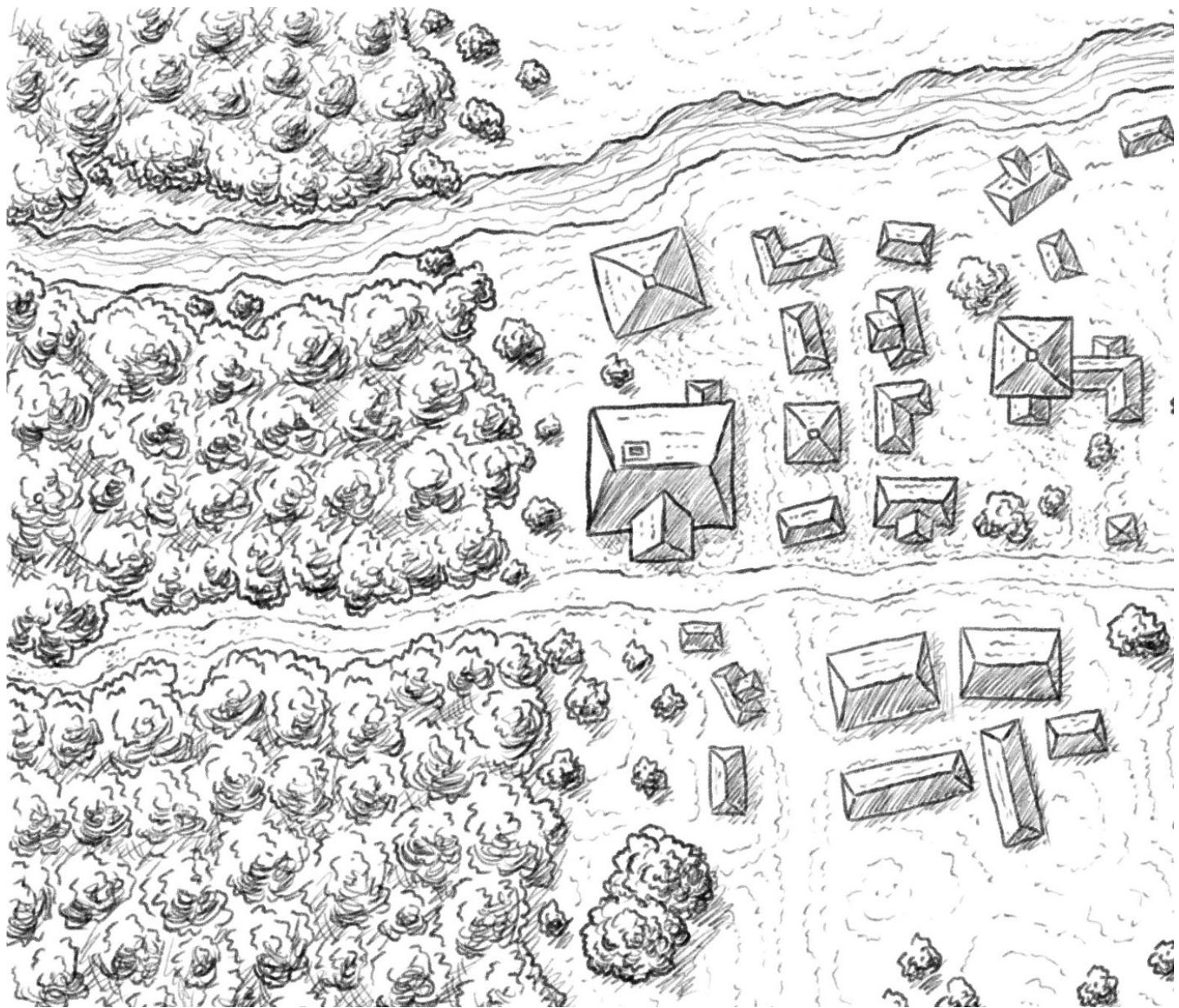
I always hated how adventure modules rarely offered the right weapons, armor, or other items that my group actually could use. To use this list, write the letters of one or more treasures in a few locations of “The Hole”. Use the empty boxes as I explained in the Notes for the Referee section. Choose magic items that would be the most beneficial to your group, based on the classes present. It's fine to put as many as 2-3 treasures together in one location, however you should probably not use all the treasure as it would be way too much. If nothing meets your fancy, feel free to modify or add to this list as you see fit:

## Referee Notes or other Treasure:



- A. urn with 900 cp
- B. rotten wooden crate containing 1,200 sp
- C. cracked vase holding 1000 ep
- D. locked chest holding 2,000 gp
- E. 2 rubies worth 100gp each
- F. copper bracelet with jadestone worth 250gp
- G. golden necklace worth 675gp
- H. 2 potions of extra-healing
- I. dagger +2
- J. 2-handed sword +2
- K. 10 arrows +1 and 2 arrows +2
- L. a skull silver pendant of worth 110gp
- M. scrolls of cure disease and neutralize poison
- N. chain mail +2
- O. mace +1, +3 vs undead
- P. 8 darts +1
- Q. puzzle box containing 1,000 gp (Save vs INT to open)
- R. leather pouch with 350 ep
- S. a feed sack stuffed with 750 sp
- T. 6 amethyst gems worth 25gp each
- U. small music box containing 500 gp
- V. shield +2
- W. leather armor +2
- X. ring of protection +2
- Y. rope of climbing
- Z. chime of opening

# THE VILLAGE OF WARRENTON



## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE  
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

**Labyrinth Lord**, Copyright 2011, Daniel Proctor

**OSRIC**, Copyright 2006-08, Stuart Marshall

**Swords & Wizardry Core Rules**, Copyright 2008, Matthew J Finch

**Swords & Wizardry Complete Rules**, Copyright 2010, Matthew J Finch

**The Inadverted Wizard**, Copyright 2016, Richard Kropp

**Artwork & Maps**, Copyright by the Artists as described in the credits.

