

RED RUIN PUBLISHING

# The Village of Frogton

A Dragon Warriors  
Solo Adventure

By James Healey

This fan publication includes material based on the **Dragon Warriors** setting, as created by and copyright (c) **Dave Morris** and **Oliver Johnson**, and used according to the terms of the **Serpent King Games** Fan Policy. We are not permitted to charge you to use or access this content. This publication is not published, endorsed, or officially approved by **Serpent King Games**. For more information about **Dragon Warriors** products and **Serpent King Games**, please visit [www.serpentking.com](http://www.serpentking.com)

Red Ruin Publishing is committed to providing excellent fan made material for the Dragon Warriors RPG – more information can be found at [www.redruin.org](http://www.redruin.org)

This adventure is available at <https://www.drivethrurpg.com/product/349394/The-Village-of-Frogton--a-Dragon-Warriors-Solo-Adventure> – If you find this file on any other site, please contact us at: <https://www.redruin.org/>

Adventure by James Healey

Editing by Simon Barns

Medieval illuminated cover border by <http://cliparts.co/clipart/3687712>

Version updated 11.3.21

# THE VILLAGE OF FROGTON

The game uses the Dragon Warriors rules, published by Serpent King Games.

<https://www.drivethrurpg.com/product/90926/Dragon-Warriors>

You may play any Profession. In this solo adventure you assume the roles of GM and Player. If you are joined by a companion, you must make attack rolls for them too. In situations where the use of magic and skills may change the outcome, use your own judgement. If you visit an area multiple times, items and creatures will still be there, if not removed or killed. Make notes as you play!

You'll need dice and a character sheet. You could photocopy the sheet in the Dragon Warriors Rules. Alternatively, follow this link to download. Stop a while whilst you're there.

<https://www.cobwebbedforest.co.uk/Downloads.php>

Your adventure begins! [Turn to paragraph 1 on the next page.](#)

**1.** Set near the Woods, the village of Frogton rests on a hill, the ground covered in snow. Though the weather is cold, the Blacksmith's Forge is warm, the Market is bustling, and the tavern, the Griffin Inn, is busy. The Church lies at the base of the hill, and at the hill's peak is a Guard Tower. If you:

[Travel to the Woods, go to 6](#)

[Head to the Griffin Inn, go to 7](#)

[Enter the Church, go to 9](#)

[Climb the hill to the Guard Tower, go to 12](#)

[Visit the Market, go to 15](#)

[Stop by the Blacksmith's Forge, go to 21](#)

**2.** Inside the cellar that lies below the Guard Tower, you find bags of flour, salted meat, vegetables, and dried fruit. In a corner of the room is a well, that has a rope trailing down, a fetid odour emanating from its mouth. You hear a moan, and the figure of a Zombie rises before you, its uniform showing you that it was clearly once a Tower Guard. If you:

[Climb up the ladder, go to 12](#)

[Escape down the well \(Reflexes roll to climb down \(failure causing 1D4-2 falling damage\) go to 14](#)

**Zombie** (1st) – Att 10 Def 4 MD 1 Eva 1 Ste 5 Per 4 AF 2 HP 20 Mace (d6,4) Ref 4

**3.** You exit the tunnel into a group of caves. There are several rock pools, the largest has three Giant Fish in it. At the bottom of the largest pool, you see a glowing green gemstone (this can be detected as magical if your Character is capable). By the side of the pool is a plaque with a Riddle carved in it (roll less than or equal to your Intelligence score to solve) that says whoever solves it will be granted the gemstone without danger (otherwise you must fight the fish, if you enter the pool). If you don't have a Lantern you are at -1 Att & -2 Def. If you choose to leave you may:

[Head towards the pool, go to 10](#)

[Climb up to the island, go to 18](#)

**Giant Fish** (1st) – Att 13 Def 3 MD1 Eva 5 Ste 13 Per 3 AF 0 HP 5 Teeth (d8,3) Ref 12

**4.** You come to a pool of water around 100m in diameter. In the centre is a small island 20m across. A series of stepping stones lead towards the island. On the island is a stone altar. If you:

[Cross the stepping stones, go to 11](#)

[Head towards the cottage, go to 13](#)

**5.** You climb up and find yourself in a draughty room. Inside is a Bow, a quiver of six Arrows (D6,4), two flasks of oil and a lantern. You may take any of these and add to your Character Sheet.

[To Climb down, go to 12](#)

**6.** Walking in the woods, you come upon a clearing as warm as spring, with flowers of all seasons despite it being winter. In the distance you can make out a cottage nestling in the trees and a path leads off towards the sounds of water. If you haven't been here you will see, in the centre of the clearing, two Brigands are arguing over an ornately carved green Staff (D6,3). Do you:

[Travel to the Village, go to 1](#)

[Walk towards the Cottage, go to 13](#)

[Head towards the waterfall, go to 16](#)

[Creep up on the Brigands, go to 20](#)

**7.** The Inn is a source of information and can provide a room for the night for 2 Silver Florins.

The guards keep order if things get out of hand, but tell you there is a reward of three Gold Crowns for information about a missing guard. Gavin, a local Hotblood, will sign on with any adventurer that will have him for 10 Silver Florins. If you speak to Old Tom, he will tell of a Grotto under the island near the forest lair of an Elf Witch, that Brigands infest the Woods, and there is a cave behind the waterfall (costing a tankard of ale per rumour). If you:

[Step into the village, go to 1](#)

**Tavish the Barman** (1st) – Att 12 Def 5 MD 3 Eva 3 Ste 12 Per 4 AF 0 HP 9 Cudgel (d3,3) Ref 10

**Old Tom** (1st) – Att 9 Def 3 MD 2 Eva 2 Ste 10 Per 2 AF 0 HP 5 Fist (d3,2) Ref 7

**Tower Guard** (2nd) – Att 11 Def 5 MD 3 Eva 3 Ste 12 Per 4 AF 2 HP 7 Spear (2dD4,4) Dagger (d4,3) Ref 11

**Gavin the Hot Head** (1st) – Att 11 Def 5 MD 3 Eva 3 Ste 12 Per 4 AF 0 HP 7 Mace (d6,4) Ref 11

**8.** You come out into a large damp cave, a fetid odour in the air... To one side is the skeleton of a bear, beside it, the remains of a man, dressed in rusty chainmail, gripping a gleaming spear that still protrudes from the side of the bear. At the back of the cave is a passageway. If you:

[Grab the Spear \(if you haven't previously\), go to 17](#)

[Enter the tunnel, go to 14](#)

[Leave by the entrance, go to 16](#)

**9.** The church is built of stone, with a bell tower. Inside you find the local Priest in prayer. If this is your first time here, Father Cartwright, seeing you to be an Adventurer, asks you to aid him with a couple of problems in exchange for 6 Blessed Arrows (+1 to anyone who can detect magic). A thief stole the mummified hand of St. Ashanax (Relic) a month ago and has released a plague of Undead in the Catacombs. Find the hand, and help defeat the skeletons, and he will give you the arrows. He will accompany you into the Catacombs.

[Step outside, go to 1](#)

[Go with him to the Catacombs, go to 19](#)

**Priest – Mystic** (1st) – Att 12 Def 6 MA 12 MD 6 Eva 3 Ste 13 Per 5 AF 3 HP 9 Shortsword (d8,3) Shield, Lantern

**I0.** Swimming down, you see a gold necklace that is missing a gem (5 Gold Crowns) on the floor (if this is your first time) of the pool but when you reach the bottom you can see a tunnel leading off.

[Follow the cave tunnel, go to 3](#)

[Swim back up, go to 16](#)

**II.** If you step on the stones, roll less than or equal to your Reflexes score to get across. If you fail, you fall into the water and are attacked by a giant fish. The waters of the lake only reach your waist, but are murky. If you cross successfully or defeat the giant fish, you can:

[Head to the edge of the pool, go to 4](#)

[Head to the Island, go to 18](#)

**Giant Fish** (1st) – Att 13 Def 3 MD1 Eva 5 Ste 13 Per 3 AF 0 HP 5 Teeth (d8,3) Ref 12

**I2.** You come into the lowest level of the tower. Inside is a half-finished breakfast on a table and a chair. To the side is a ladder leading up to the next level and in the corner of the room an open trapdoor. There is a fetid odour here. If you:

[Step outside, go to 1](#)

[Go down the trapdoor, go to 2](#)

[Climb up the ladder, go to 5](#)

**I3.** As you approach the Cottage you see an attractive woman, dressed in green robes, being attacked by four brigands. She is being defended by a wolf. She can cast healing spells on you during and after the fight.

After the fight, the wolf leaves (if it is still alive). The woman introduces herself as Talana, an Elf Sorceress. She invites you into her cottage for a warming meal. If you have the green Staff she will tell you that it was stolen and offer two Healing potions or a Potion of Replenishment as a reward. If this is your first time here, she tells you she has some curatives that she needs to be delivered to Raynar in the Market. They restore either 1 MP or 2 HP and she has three. She is willing to pay you 15 Silver Florins for your trouble. She also wants someone to deal with an Undead Spirit that is causing problems for the local fisherfolk. The pool lies a mile to the north. If you:

[Travel to Frogton village, go to 1](#)

[Seek out the pool, go to 4](#)

[Head towards the clearing, go to 6](#)

**Talana the Sorceress** (3rd) – Att 11 Def 6 MA 17 MD 4 Eva 4 Ste 20 Per 10 AF 2 HP 9 MP 12 Staff (d6,3) Dagger (d4,3) Ref 14

**Wolf** (1st) – Att 15 Def 3 MD 1 Eva 3 Ste 12 Per 4 AF 1 HP 8 Bite (d4,5) Ref 10

**Brigands** (1st) – Att 12 Def 5 MD 3 Eva 3 Ste 12 Per 4 AF 1 HP 7 Staff (d6,3) Ref 11

**I4.** The tunnel leads deep into the earth, the fetid odour becoming stronger the further you travel till after what seems hours it comes to a fork, one tunnel opening into what appears to be a Tomb and the other leading upwards. If you:

[Follow the side Tunnel, go to 2](#)      [Head towards the cave, go to 8](#)      [Enter the Tomb, go to 19](#)

**I5.** The Market is bustling and filled with Traders. Attempting to steal any money rewards you with 2d4 Copper Pennies per attempt. You can buy any goods here with an extra 5% availability. If you are looking for work, then Talbot the Fishmonger and Gillian the Meat Trader are looking for fish and animal meat (offering 1 Gold Crown each). Raynar sells curatives that restore 1 MP or 2 HP for 5 Gold Crowns each. Nadine, who owns the clothes stall, is willing to pay 5 Gold Crowns for a Wolf pelt. You can take up any of these offers.

[Step into the village, go to 1](#)

**Traders** (1st) – Att 11 Def 5 MD 3 Eva 3 Ste 12 Per 4 AF 0 HP 5 Cudgels (d3,3) Ref 9

**Tower Guard Captain** (1st) – Att 13 Def 7 MD 3 Eva 4 Ste 13 Per 5 AF 4 HP 13 Sword (d8,4) Shield Ref 12

**I6.** A fine mist covers the ground, and you see a waterfall cascading into a rocky pool. Make a Perception Roll if you haven't already been here to reveal a cave behind the waterfall. At the bottom of the pool there is something golden. To swim down, make a Strength Roll. If you:

[Return to the Clearing, go to 6](#)      [Enter the cave, go to 8](#)      [Swim to the bottom, go to 10](#)

**I7.** You pull the Spear away from the Skeleton, but as you do the bear animates and attacks. The Spear has a barbed point (2d4,5). If you win you may take the Spear. The body holds a mummified hand in a pouch at his side (if you roll under or equal to your Psychic Talent you identify the Hand as a Relic +2 MD v Sorcery). If you don't have a Lantern you are at -1 Att & -2 Def.

[Go to 8](#)

**Skeletal Bear** (3rd) – Att 13 Def 6 MD 3 Eva 3 Ste 10 Per 6 AF 0 (2 v Stabbing) HP 15 Claws (d8,5) Ref 9

**I8.** As you come onto the Island you can see the altar. An ornate +1 Dagger (d4+1,4) lies on top – it will only be identifiable as magical if Detect Magic is cast. One edge of the island is reached by a series of stepping stones, and a hole leading down into the ground is by the altar. Suddenly a ghostly spirit appears and moves to attack. If you:

[Head down the hole, go to 3](#)    [Step on the Stepping Stones, go to 11](#)

**Undead Spirit** (3rd) – Att 15 Def 5 MD 5 Eva 5 Ste 15 Per 10 AF 3 HP 15 Touch (d10,3 + -1 AF)  
Ref 12

**I9.** Entering the Catacombs, you are met by a fetid odour permeating the air and see a giant crack in the wall. Suddenly, five Skeletons arise, moving forward to attack. If you reveal the hand of St. Ashanax, the Skeletons return to their graves. If you:

[Head up the stairs, go to 9](#)    [Move through the crack, go to 14](#)

**Skeleton** (1<sup>st</sup>) – Att 11 Def 5 MD 1 Eva 3 Ste 12 Per 4 AF 0 (2 v Stabbing) HP 7 Sword (d8,4)  
Shield

**20.** You may creep up to the Brigands (Stealth Roll vs Perception 4) and attack (Surprise if successful) or step into the circle and offer to buy the Staff for 5 Gold Crowns (3 if you make a roll less than or equal to your Looks score).

[Go to 6](#)

**Brigands** (1st) – Att 12 Def 5 MD 3 Eva 3 Ste 12 Per 4 AF 1 HP 7 Staff (d6,3) Ref 11

**21.** The Blacksmith seems very competent for a village this size, and his wares prove that.

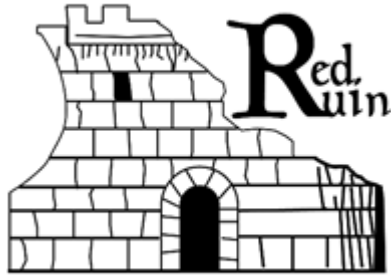
Anything steel found on the Buying and Selling table (Dragon Warriors Rulebook, p.134) may be found here, with an extra 5% availability chance. The prices are normal.

Seeing that you are taking an interest in his weapons, he asks if you would be willing to deliver a 'Sickle (d4,3)' to his friend Talana, in the Woods. He will pay you 1 Gold Crown for this service. If you attack him and win, you will find in his workshop, he has two of each type of metal weapon found on the Buying and Selling table, a suit of ringmail, and a suit of chainmail, as well as standard village items).

[Step outside into the Village, go to 1](#)    [Travel to the Woods, go to 6](#)

**Will the Blacksmith** (1st) – Att 13 Def 6 MD 3 Eva 3 Ste 12 Per 4 AF 2 HP 11 Hammer (d6+1, 5)  
Ref 10

1<sup>ST</sup> PUB. MARCH 2021



RED RUIN PUBLISHING IS COMMITTED TO  
PRODUCING FAN MATERIAL FOR THE  
DRAGON WARRIORS RPG  
VISIT US ON [DRIVETHRURPG](https://www.drivethrurpg.com) TO  
FIND MORE OF OUR QUALITY BOOKS.