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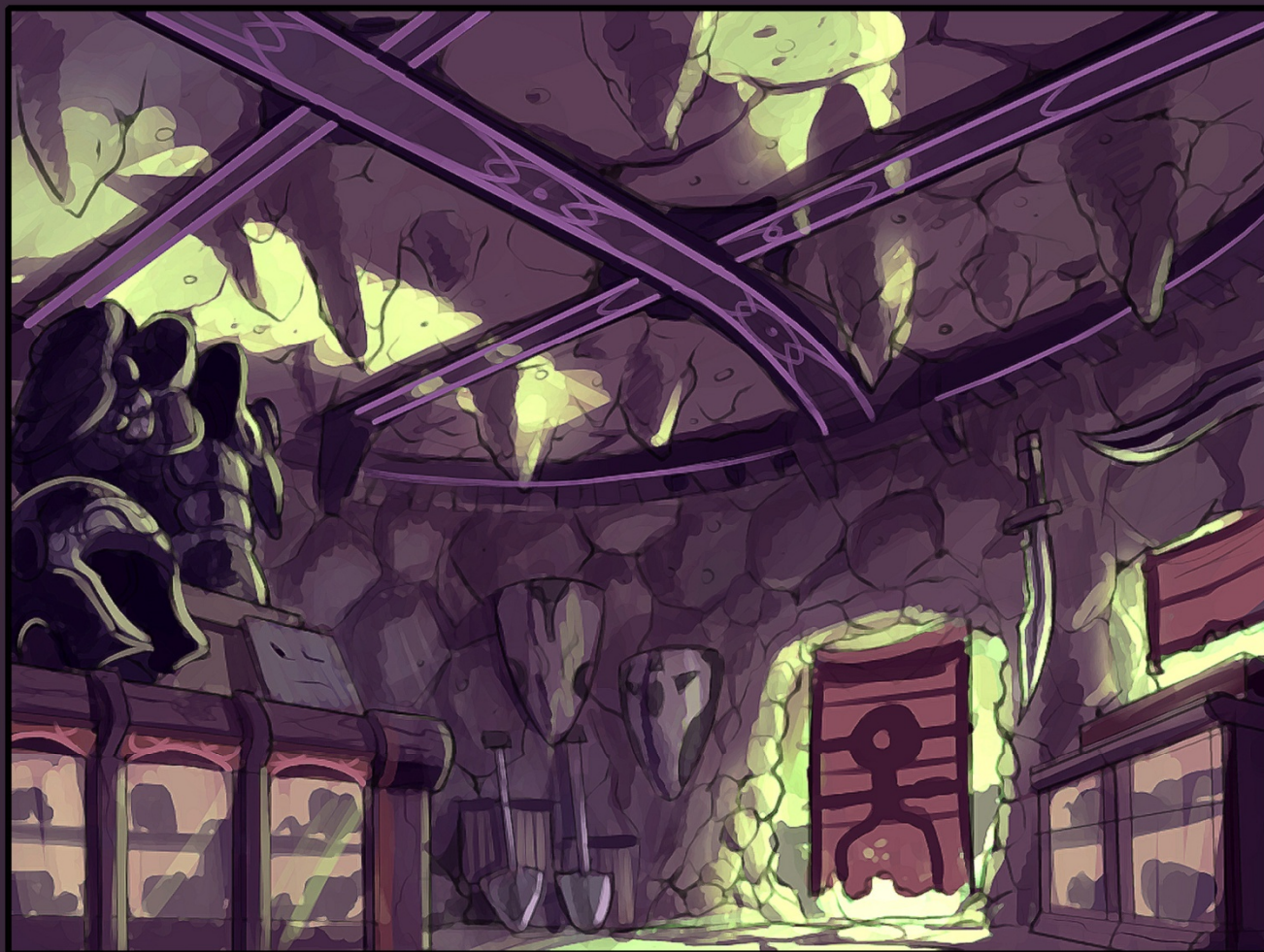
Compatible with the
Swords & Wizardry™ game

Mini-dungeon Module L2

Return of the Warlock

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 2-4



The spirit of an evil warlock returns, demanding a rematch against the heroes who slew him. Thing is, those heroes have been dead for years. Someone's got to take their place. Maybe he won't notice the difference...

Return of the Warlock is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



Dungeons of
Dazegoneby

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Dungeons of Dazegoneby

Mini-Dungeon Module L2

Return of the Warlock

The spirit of an evil warlock returns, demanding a rematch against the heroes who slew him. Thing is, those heroes have been dead for years. Someone's got to take their place. Maybe he won't notice the difference when a group of similar heroes step in to play the role. Let's hopes so, innocent lives are at stake.

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, Return of the Warlock is designed for 4-6 adventurers of level 2-4. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

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Gamemaster's Eyes Only:

The warlock Kalis Magefire's shadow loomed over the region, ruling the city of Barrow-Down Hill and its surrounding area with an iron fist (or rather "flaming fist".) Then the heroes came: Baris Boarsman, a halfling fighter from South Salberry Field, Darlarene Whitestar, an elven cleric from Greenbough Standing, Dravis LePare, a human thief from the city of Ten Falls, Mathias Cane, a magic user from Whisperwood Keep, Ravid Foxrun, a dwarven ranger from Rockring Ridge, and Samis Kestrel, a human paladin from Blackmore Crossing.

They stormed Magefire's stronghold and put an end to his tyrannical rule. As a show of gratitude the city of Barrow-Down Hill constructed a "Hall of Heroes", a building that would house a group of statues constructed in the heroes' honor as well as items recovered from the warlock's stronghold.

A new addition was recently added to the Hall's display, a demon's skull retrieved from the ruins of Magefire's throne room. Unfortunately unknown to the Hall's curators Kalis cast one last spell before his demise, a spell which trapped his soul and that of his fallen minions in this skull.

Now the souls have been released from the skull, animating the weapons and armor of the warlock's allies displayed within the Hall and partially restoring Magefire himself. He's taken over the Hall, holding a group of visitors hostage, demanding a rematch against the heroes of Barrow-Down Hill in exchange for their release. Problem is, the first battle occurred over 100 years ago and those heroes are long dead. Some replacements need to be found. Quick.

Set Up

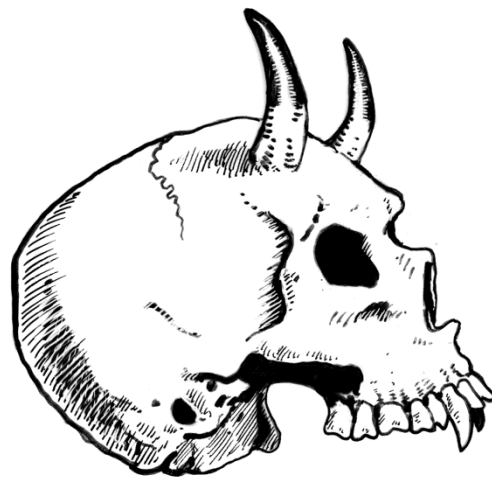
The adventurers are visiting the city of Barrow-Down Hill or a nearby community when they're passed by a young man running frantically down the street. He backs up and looks the party over.

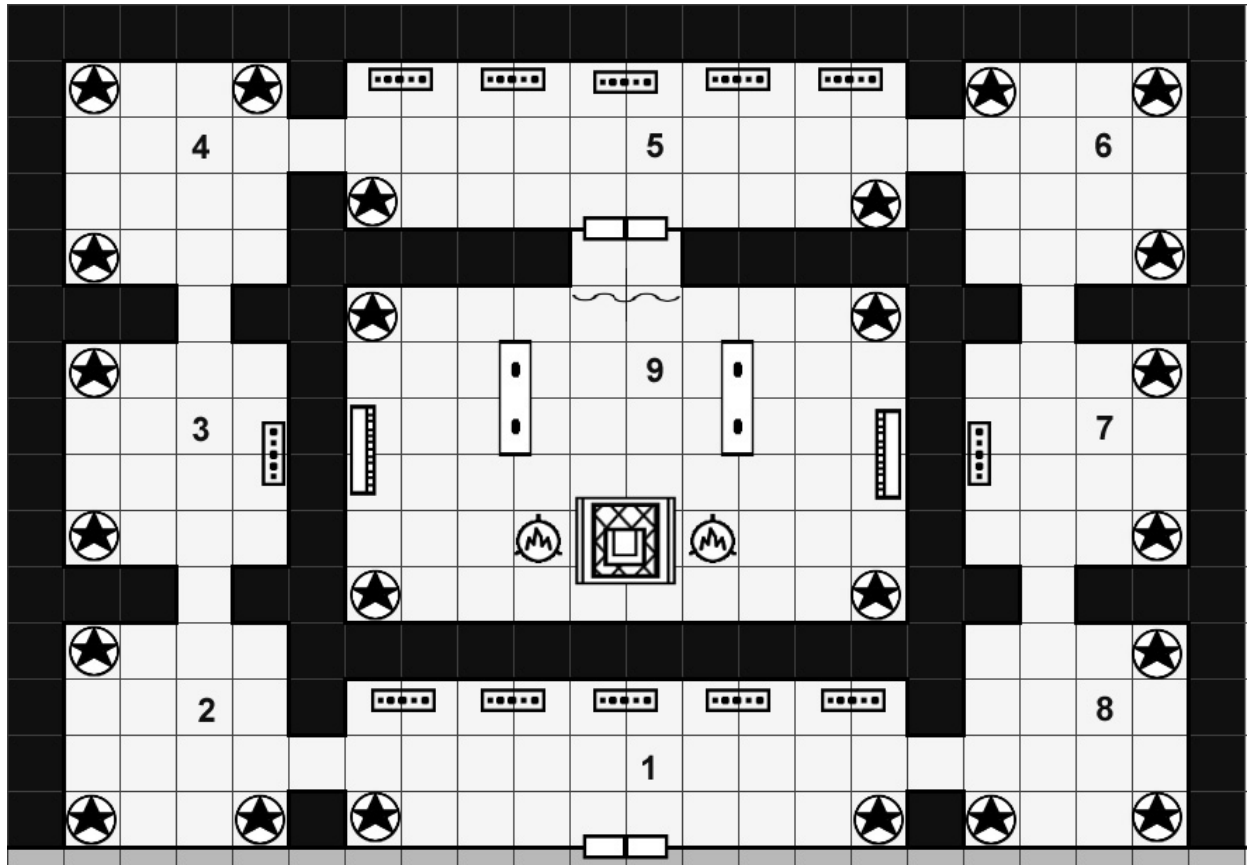
"You'll have to do..." He pants, "Hostages... Hall of Heroes... come quick..." then he'll start running back towards the Hall. If he sees the party isn't following he'll add "...reward!" before he continues on.

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

Possibly the group is visiting the Hall of Heroes when the warlock reappears or a contact the group is supposed to meet to relay important information about their current quest asks to meet at the Hall. The players arrive at the Hall of Heroes only to discover that their contact is one of the warlock's prisoners.





HALL OF HEROES

Key to the Hall of Heroes

Hopefully the heroes take the runner up on his breathless invitation. Otherwise they'll continue to hear rumors concerning a hostage situation at the Hall, a situation which will get progressively worse as the day progresses, possibly to the point of hostage executions.

Arriving at the Hall near the center of the city, the heroes will find it cordoned off by the city guard. The runner will point out the heroes as they approach, at which point they'll be greeted by Jarred Wittly, captain of the guard, and Simik Sidlow head curator of the Hall.

Jarred will quickly fill the group in on what's going on: an evil warlock, Kalis Magefire, has somehow returned. He's

holding visitors hostage in the Hall of Heroes, and claims he'll start killing them unless he gets a rematch against the heroes who slew him. He thinks the warlock's unaware of how much time has passed since it's been over 100 years since that battle and the heroes are all dead.

At that point Sidlow will take over the conversation. He needs the group to pose as the heroes (or at least some of them.) They'll find items in **Area 2** and **Area 8** they can use to disguise themselves. It's not much but the warlock seems a bit muddled. They may be able to fool him long enough to get close to him and "re-kill" him before he can make good on his threat to kill the hostages. "That would be very bad for business," he adds with a weak smile.

Sidlow offers a reward in the form of some objects they recovered from the warlock's stronghold which they deemed too valuable to display in the Hall.

If asked to draw a map Sidlow will state that maps are available just inside the Hall's entrance. He also believes that Magefire's holding the prisoners in the main exhibition room; "A room that's been designed to resemble part of the warlock's original stronghold!" he'll add with a proud smile, then he'll remember the direness of the current situation and the smile will quickly vanish.

1. Entrance Hall

A pair of double doors open up into the center of a wide hall running east to west. There's a statue of a man in the southwest corner and a statue of a woman in the south east corner. A number of display cases line the northern wall. There's a small wooden box mounted to the wall aside of the entrance. Arched passageways lead off the hall to the east and west.

The statues are of a man and woman; arms raised high in a gesture of triumph. A set of broken shackles lie at the feet of both statues. The statues represent city dwellers being freed from the chains of the warlock's oppression by the heroes honored in the hall and if inspected will be found to bear small nameplates that declare them as such.

The display cases along the northern wall hold scraps of decrees and death warrants written by Kalis during his reign of evil along with a map of the city as it looked 100 years ago. A number of buildings have "X"s or skulls drawn on

them, presumably by the warlock himself, indicating the location of people he either had killed or wished to have killed. A tag labels it as "The Warlock's Map of Death."

The box mounted on the wall alongside the entrance is labeled "MAPS" and bears a metal slot engraved with the words "Insert One Copper." Placing a copper (or any type of coin for that matter) in the slot works a mechanism which causes a rolled sheet of parchment to drop out of the box onto a small tray below it. The parchment contains a diagram of the Hall of Heroes.

2. Room of Heroes West

A statue stands in three of the four corners of this room; a male halfling fighter to the northwest, a female elf cleric to the southwest, and a male human thief to the southeast.

These statues were designed to hold or wear items or replicas of items which once belonged to the heroes they depict. The halfling statue bears a plaque which reads "Baris Boarsman: Halfling Fighter of South Salberry Field." The statue holds a helmet, short sword, shield, and breastplate, all which can be removed. The elf statue bears a plaque which reads "Darlarene Whitestar: Cleric of Greenbough Standing." The statue holds a mace, shield, and long blonde wig, all which can be removed. The statue of the human bears the plaque "Dravis LePare: Noble Thief of Ten Falls." The statue holds a short sword, dagger, and long hooded black cloak, all of which can be removed.

If the heroes outfit themselves with these items their chance of convincing the warlock that they're the lost Heroes of

Barrow-Down Hill improves (as described in **Area 9**.)

Plaques attached to the wall beside each statue holds additional information about the heroes, like LePare's habit of shouting "LePare strikes!" after scoring a particularly damaging hit against an opponent, Darlarene consistently declaring "by the light of the Goddess!" when casting spells, and Baris' tendency to flip and catch his short sword after felling a foe in combat. These actions will also modify the party's chances of pulling off their masquerade.

3. Exhibit Room A

A suit of formidable looking armor stands in the northwest and southwest corners of this room. A display case mounted on the west wall holds several nasty looking swords.

The armor and swords belonged to Magefire's "Eldritch Guard" the warlock's elite group of bodyguards and enforcers.

Advancing more than 10' into this room will cause several of the swords in the case to animate, burst through the glass front of the case, and attack. Players directly in front of the case when is shatters take 1d4 damage from the glass.



Animated Swords (two-handed) (5): HD 1+1; HP 8,7,6,6,4; AC 7[12]; Atk 1 weapon (1d10); Move N/A (Fly 18); Save 17; CL/XP 2/30; Special: Immune to sleep and charm spells.

4. Exhibit Room B

Three more suits of armor stand in the corners of this room. A tall glass case stands in the fourth corner. The case holds an ornate short bow, its surface has been carved to resemble a leafy vine. It's been broken in two and its string is missing. Several arrows of dwarven make are displayed along with it. The armor displayed in this room bear multiple arrow-sized holes. One or two arrows of dwarven design are still sticking in the suits.

This room pays tribute to Ravid Foxrun and his archery prowess during the battle against Magefire's minions.

The case holds a replica of Foxrun's bow, *Arrowvine*. A plaque mounted on the case states Foxrun slew countless minions with Arrowvine before a mystic bolt from the warlock broke it in two.

Entering more than 5' into this room will cause the suits of armor to animate and attack. The suits are inhabited by spirits of minions who were slain by Ravid and are now Avenging Armor (See New Monsters.) If there's a player equipped with items from the Ravid statue in **Area 8** present they'll go after that player first.



Avenging Armor (3): HD 4; HP 21,20,18; AC 4[15]; Atk 1 sword (1d8); Move 12; Save 14; CL/XP 4/120; Special: Spirit blade.

5. Hall of Weapons

Several display cases containing weapons are mounted along the north wall of this wide hall. There's a statue of an orc warrior in the southwest and southeast corners. Both display orcish shields. A set of closed double doors lead south off the hall's center.

This hall displays weapons and equipment employed by the warlock's orcish allies. The glass cases along the north wall contain a variety of orc weapons.

Entering this hall more than 10' will cause the weapons and shields to animate. Players directly in front of any cases when the weapons animate will take 1d4 points damage from the shattering glass.

In addition to being able to bash their opponents the animated shields have a 50% of blocking an attack meant for their "allies". When a player makes a successful attack against an animated weapon if the shields are still active roll 1d6, a result of 4 or higher means a shield swoops in to take the hit. If this occurs, the damage from the attack is inflicted on the shield.



Animated Spears (7): HD 1d6; HP 6,5,5,4,4,3,3,2; AC 7[12]; Atk 1 weapon (1d6); Move N/A (Fly 18); Save 17; CL/XP 1/15; Special: Immune to sleep and charm spells.

Animated Scimitars (long swords) (7): HD 1; HP 8,7,7,6,6,5,5,4; AC 7[12]; Atk 1 weapon (1d8); Move N/A (Fly 18); Save 17; CL/XP 1/15; Special: Immune to sleep and charm spells.

Animated Clubs (7): HD 1d6; HP 6, 5,5,4,4,3,3,2; AC 7[12]; Atk 1 weapon (1d4); Move N/A (Fly 18); Save 17; CL/XP 1/15; Special: Immune to sleep and charm spells.

Animated Shields (2): HD 1; HP 6, 6; AC 7[12]; Atk 1 bash (1d4); Move N/A (Fly 18); Save 17; CL/XP 1/15; Special: 50% chance of blocking attack, Immune to sleep and charm spells.

6. Exhibit Room C

This room contains three suits of formerly formidable armor. They appear to have been dealt damage from a variety of attacks.

This room displays armor damaged by magic. The first is perforated by a number of holes circled by scorch marks. A plaque beneath it reads "Cause of death: *magic missile*." The second has a fist size hole at its center surrounded by scorch marks. A plaque beneath it reads "Cause of death: *lightning bolt*." The third is just one big scorch mark with a plaque that reads "Cause of death: *fireball*."

This room also contains two paintings. One depicts Darlarene Whitestar sitting on the ground, cradling the head of a prone Mathias Cane. A halo of glowing energies surrounds the elf. A nameplate beneath it reads "*The Healing Light*." The second painting depicts Samis Kestrel cleaving a pair of ghouls in twain, their bodies disintegrating in a flash of holy light. A nameplate beneath it reads "*The Harming Light*."

7. Exhibit Room D

A suit of formidable looking armor stands in the northeast and southeast corners of this room. A display case mounted on the east wall holds several nasty looking swords.

The armor and swords belonged to Magefire's "Eldritch Guard" the warlock's elite group of bodyguards and enforcers.

Advancing more than 10' into this room will cause the suits of armor to animate and attack.



Avenging Armor (2): HD 4; HP 21, 20; AC 4[15]; Atk 1 sword (1d8); Move 12; Save 14; CL/XP 4/120; Special: Spirit blade.

8. Room of Heroes East

A statue stands in three of the four corners of this room; a male half-elf magic user to the northeast, a male dwarf ranger to the southeast, and a male human paladin to the southwest.

These statues were designed to hold or wear items or replicas of items which once belonged to the heroes they depict. The half-elf statue bears a plaque which reads "Mathias Cane: Wizard of Whisperwood." The statue holds a staff, robes, and cape, all which can be removed. The dwarf statue bears a plaque which reads "Ravid Foxrun: ranger of Rockring Ridge." The statue holds an ornately carved short bow (replica of arrowvine), quiver of arrows (20), fake black beard, and a short green hooded cloak, all which can be removed. The statue of the human bears the plaque "Sir Samis Kestrel: Paladin of Blackmore

Crossing." The statue holds a two-handed sword, helmet, and breastplate, all of which can be removed.

If the heroes outfit themselves with these items their chance of convincing the warlock that they're the lost Heroes of Barrow-Down Hill improves (as described in **Area 9**.)

Plaques attached to the wall beside each statue holds additional information about the heroes, like Cane's habit of shouting "I unleash the wrath of Whisperwood!" while casting spells that deal damage, Foxrun's practice of kissing his bow for luck before each shot, and Kestrel's penchant for discussing past battles with his comrades while engaging in combat. These actions will also modify the party's chances of pulling off their masquerade.

9. The Warlock's Stronghold

This room is crafted to resemble a room from the warlock's lair; a stronghold constructed within a natural cavern. A horned skull sits on a throne to the south flanked by two flaming braziers.

The entrance to this room is covered by a large curtain. Two glass cases run down the room's center containing items from Magefire's stronghold. One case was smashed so that the warlock could retrieve the demon skull. There were four sets of armor in this room on display, one standing in each corner. Magefire's spirit inhabited the suit in the southwest corner, requiring some sort of structure to help maintain his form. His powers make his form a little more tangible than the



avenging armor the group’s encountered previously. Using armor to contain his form however has a disrupting effect on his spells. The only magic he can manage is a mystic bolt, which functions similar to a *magic missile* however he can use this each round.

The warlock stands near his throne waiting impatiently for the heroes to show. The hostages are gathered in the southeast corner (ten- mostly kids with a few adults and a tour guide), guarded by the avenging armor there. Once the heroes show he rises immediately to do battle, releasing spirits contained within the demon skull to animate the suits of armor in the two corners to the north.

What happens next depends on how well the characters can play the role of the Heroes of Barrow-Down Hill. Magefire starts at 100% suspicion. At the start of each round roll d%. If the result is lower than Magefire’s suspicion he orders the avenging armor to kill the hostages.

The warlock’s suspicion level is modified in the following ways:

Condition	+/-
Halfling present with Boarsman’s helmet, short sword, shield, and breastplate.	-25%
Elf present with Darlarene’s mace, shield, and wig.	-25%
Human present with LePare’s short sword, dagger, and cloak.	-25%
Human, elf, or half-elf present with Cane’s staff, robes, and cape.	-25%
Dwarf present with Foxrun’s quiver, beard, and green cloak.	-25%
Human present with Kestrel’s sword, helmet, and breastplate.	-25%
“Arrowvine” present (he knows he broke the bow himself)	+10%
A character attempting to masquerade as a hero uses an ability they don’t possess (like Boarsman casting a spell.)	+10%
A character attempting to masquerade as a hero is of the wrong sex.	+20%

Each round the suspicion level is increased by 5%. If any of the heroes performed their hero’s signature move during the round this increase is ignored. Signature moves are: LePare shouting “LePare strikes!” after scoring a particularly damaging hit against an opponent, Darlarene declaring “by the light of the Goddess!” when casting spells, Baris flipping and catching his short sword after felling a foe in combat, Foxrun kissing his bow for luck before each shot (hopefully a bow other than “arrowvine”), Cane shouting “I unleash the wrath of Whisperwood!” while casting spells that deal damage, and Kestrel discussing past battles with his comrades while engaging in combat.

The Gamemaster should feel free to modify the warlock’s suspicion level as they see fit. The players may come up

with alternative ways of disguising themselves as the heroes or they may have explanations to offer the warlock as to why they're exhibiting abilities they shouldn't be exhibiting that will lower his suspicion. Also the warlock may not notice that a hero is of the wrong sex right away (especially if additional steps were taken to conceal this fact.) It may not be until he targets them with an attack or the hero engages him in melee combat that he'll notice.

Once Magefire's hit points have been halved he'll use the last remaining spirits in the demon skull to animate the sword and shield he's carrying. The long sword's in a scabbard across his back. He's unskilled with it but it came with the armor. The shield however he's been using so be sure to adjust his AC accordingly once it leaves his hand.



Kalis Magefire: HD 5; HP 20; AC 3[16]; Atk 1 mystic bolt; Move 12; Save 11; CL/XP 4/120; Special: Immune to sleep and charm spells. Mystic bolt (damage as per *magic missile* spell)

Avenging Armor (3): HD 4; HP 21,20,19; AC 4[15]; Atk 1 sword (1d8); Move 12; Save 14; CL/XP 4/120; Special: Spirit blade.

Animated Sword (long sword): HD 1; HP 6; AC 7[12]; Atk 1 weapon (1d8); Move N/A (Fly 18); Save 17; CL/XP 1/15; Special: Immune to sleep and charm spells.

Animated Shield: HD 1; HP 6; AC 7[12]; Atk 1 bash (1d4); Move N/A (Fly 18); Save 17; CL/XP 1/15; Special: 50% chance of blocking attack, Immune to sleep and charm spells.

Wrapping Up

Once Kalis Magefire's been dealt with (again) and any lingering spirits have been destroyed the group can safely escort the hostages out of the building. Wittly has a couple of clerics on hand to heal the hostages if necessary (they'll heal the party as well if asked.)

Sidlow is quick to retrieve any 'props' that were used by the characters while posing as the Heroes of Barrow-Down Hill quickly inspecting each for any possible damage. Once everything's safely back in his possession he sends an assistant off to the city vault.

The aide eventually returns holding a small locked chest. Sidlow opens this with a key he wears on a chain around his neck. From inside he pulls a small sack. He reaches into the sack (further than what he should be able to) and pulls out a *spade of excavation*, then a pair of *boots of elvenkind*, along with an expensive looking gold crown (worth 500gp.) He gives each of these to the party (along with the *bag of holding* they were stored in) as reward for making his Hall of Heroes warlock free. There's also talk of adding an additional exhibit in honor of the party.

Wittly presents an additional reward to the group on behalf of the city, 50gp per hostage rescued.



Continuing the Adventure

Here are some suggestions for further adventures:

✂ Along with the other rewards Sidlow also presents the group with the real *Arrowvine* (still broken in two.) It functions as a +1 *short bow* +2 *vs plants and animals*. In addition to this 3 of the ornamental leaves can be plucked from the bow each day. These grow into +1 *arrows* once removed from the bow. These arrows must be fired within 1 hour after being created otherwise they disintegrate. The bow will do all of this once the party figures out a way to fix it.

✂ The players hear a rumor from one of the hostages they rescued that the painting in **Area 6** entitled "*The Healing Light*." contains clues which lead to a cache of treasure hidden by Mathias Cane and Darlarene Whitestar.

✂ The additional cases in **Area 9** contain trinkets and items pulled from the warlock's thoroughly looted stronghold, valuable only as curios. One item however, a pewter chalice somehow trapped some souls within it when Kalis cast his spirit storing spell on the demon skull. One of the hostages managed to grab it on their way out and took it home. The party is called upon to deal with a house full of animated household items.

✂ Sidlow wishes to stage a live reenactment of a key battle against Kalis Magefire and asks the players if they wouldn't mind reprising their roles as the Heroes of Barrow-Down Hill.

✂ A group of heroes begin carousing around Barrow-Down disguised as the party, looking to capitalize on the group's good reputation within the city. The party heads back to the city to deal with the imposters.



NEW MONSTER

Avenging Armor



Avenging Armor is armor, usually as full a suit as possible, possessed by a spirit of revenge. The spirit is usually that of the suit's former owner, returned to seek vengeance against the one who slew it. The armor, along with weapon and shield if present, look as though they were being worn (and wielded) by an invisible creature.

Evil magic users such as necromancers and warlocks have been known to create avenging armor intentionally, purposely weaving spells to trap and contain the souls of their minions as they're slain, only to release them to possess and animate their armor at a later date. This practice is frowned upon by most (especially the minions.) Avenging Armor created in this fashion tend to serve the magic user that created them instead of attempting to track down their slayers. However, a suit of Avenging Armor's need to seek revenge is so great at times that it cannot be controlled. In these cases the suit will rebel against its creator, possibly

even attacking them before stalking off to seek their killer.

An avenging armor has the ability to charge a weapon in its possession with spirit energy. This causes the weapon to function as a +1 magic weapon for 1d4 turns. The Avenging Armor gains a permanent 1 point penalty to its AC each time this power is used.

Avenging Armor are undead creatures. They act as wraiths against a cleric's ability to turn the undead.

Avenging Armor: HD 4; AC 4[15]; Atk 1 weapon; Move 12; Save 14; CL/XP 4/120; Special: Spirit blade.

Art Credits

We'd like to thank the following companies, people, and resources for providing great spot art at low cost. It's due to their efforts that we can afford to keep the price of our products relatively cheap.

Shaman Stock Art provided the Stronghold for our cover and inside cover.

The Monster, Treasure, and Obstacle icons were made by Lorc. Available on <http://game-icons.net>

The Demon Skull on page 2, Gold Crown on page 9, and Adventuring Party on page 10 are from Outland Arts, © William McAusland, used with permission.

The Two-Handed Sword on page 5 and Avenging Armor to the left were created by Sade. You can find more of her artwork at RPGNow.

Kalis Magefire on page 8 came from Matt Morrow courtesy of Purple Duck Games.

The map for our "old school" Hall of Heroes was created using dungeonographer mapping software from Inkwell Ideas.

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