

Saint Baldwere's Magical Workshop



A level 1-3 Holiday Adventure for the Braunhaven Campaign Setting

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

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ON THE COVER

Saint Baldwere's magical guinea pigs prepare to leave on their yearly delivery of Festival gifts.

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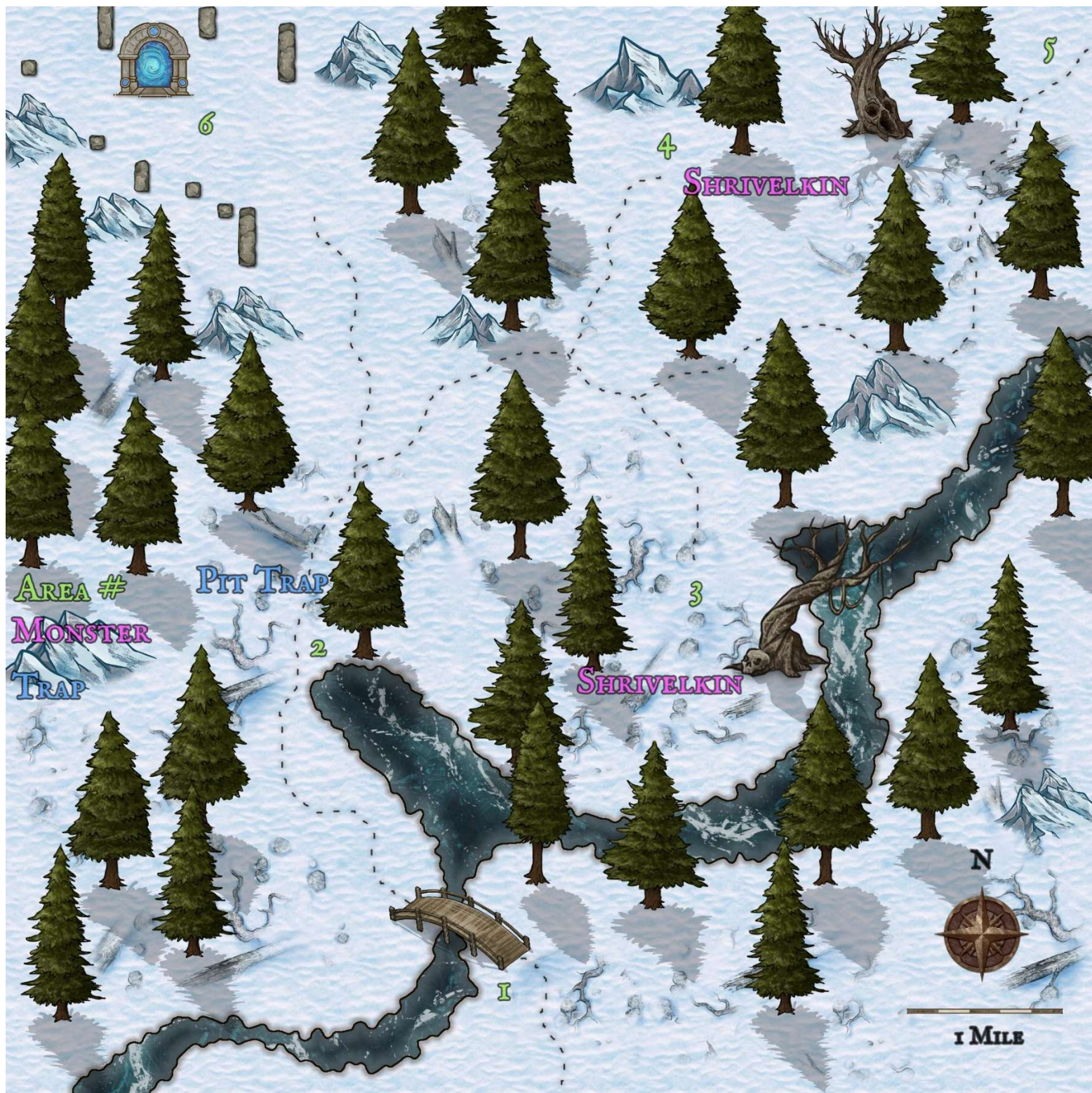


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Introduction

Saint Baldwere's Magical Workshop is a whimsical adventure for level 1 -2. The adventure requires *Old-School Essentials Advanced Fantasy* to play, though it may work with *Classic Fantasy* and other B/X systems with little or no modifications. Sections printed in **bold** typeface are presented to referees for quick reference of the areas and then expanded upon in bullet points.

The adventure should not pose a serious risk to the characters and is meant to be humorous and full of whimsy. Though, it has been my experience that players can be accident prone. Should there be a death in the party, Saint Baldwere will be happy to use his magical rod (*Saint Baldwere's Rod of Merriment*) to resurrect any of the characters.

The Festival of Giving

The Festival of Giving is a yearly holiday that consumes the entire month of Deccus, the beginning of winter that ends with the winter solstice. The month is marked with feasts and parties where loved ones gather to exchange gifts, volunteer to help the poor, and to donate heavily to the All Faiths Temple or the Chapel of the Known Gods.

Happening during his month, the God Deccus features prominently during the Festival. Imagery of the Winter Lord generally shows him as a middle-aged man, with a black goatee, wearing a royal blue robe with white fur lining. He is often depicted smoking his pipe and it is said that you know that Deccus is present at a feast or party when you can smell the hint of vanilla, tobacco, and nutmeg in the air. People often remind one another, "Always invite a stranger to your

party! You never know if it is Deccus in disguise!"

The Festival is such a huge and long affair, that most people start preparing months in advance. Everyone wants to be the talk of the town for their extravagant parties and feasts.

Saint Baldwere

A dwarf cleric of undetermined age, Saint Baldwere is an Avatar of the Known Gods, though he leans heavily towards Deccus and Montus. Druids of the Braunhaven region believe that Saint Baldwere descends from the Schelus Mountains, on the solstice, on a sled pulled by fifteen magical guinea pigs to deliver gifts to the faithful.

When he is seen, which is very rare, Saint Baldwere is said to be wearing a dark red, velvet, full-length coat lined with white fur. He has a full beard of white hair and wears round spectacles upon his plump nose. Over one shoulder, he carries a burlap sack full of gifts, while carrying his *Rod of Merriment* in the other hand. Saint Baldwere is known to be a jolly fellow and is a favorite of children across the region, who leave out a stein of beer and a plate of cheese for him on the night of the solstice.

Background

Saint Baldwere has had a rough go of it for the past couple of decades. The declining belief in the spirit of the Festival of Giving has sapped his magic. Worse, it has given rise to the terrible troll, the Bumpus. The Bumpus has made its way into many towns, seeking out those with no holiday spirit, and whooping them with a bundle of switches.

The Bumpus has gained enough power this year that it has finally been able to capture Saint Baldwere and is holding him in its lair! Without St. Baldy coming down from the Schelus Mountains, Festival spirit will fall even lower, and it will be a sad Festival this year, indeed.

The characters hear a tale of Saint Baldwere's plight while getting a bite to eat in the Braunhouse Coaching Inn, in the town of Braunhaven. A dwarf merchant from the Schelus Mountains claimed to know the direction and path to St. Baldy's magical workshop, though his directions were quite vague. Overhearing the conversation with the dwarf, Father Ainsworth, the druid that administers services at the All Faiths Temple, implored the adventurers to do what they could to aid Saint Baldwere.

So, braving the gusting winter weather in the passes of the Schelus Mountains, our heroes make their way through snowy landscape in search of the entrance to *Saint Baldwere's Magical Workshop*.

Saint Baldwere

AC 4 [15], **HD** 8 (26hp), **Att** 1 x rod (1d8), **THAC0** 17 [+2], **MV** 60' (20'), **SV** D9 W10 P12 B14 S12 (Cleric 8), **ML** 8, **AL** Lawful, **XP** 1,200, **NA** 1 (1d6), **TT** H

- **Spells:** *Cure light wounds, light, resist cold, bless, hold person, speak with animals, cure disease, growth of animal, cure serious wounds, speak with plants, create food.*

Rod of Merriment

A 4' rod made of gold, red velvet, and electrum filagree, capped with a crown like holy symbol and studded with precious gems. The rod is sentient with an INT of 9 and communicates via empathy. It has a Lawful alignment. It has 1d6+1 charges that recharge daily at dawn.

- **Dancing and Laughter:** For 1 charge, the rod may be pointed at a target within 30' and causes them to laugh and dance for 1d4 turns.
- **Resurrection:** As per a *rod of resurrection*.
- **Candy generation:** For 1 charge, 1d6+2 various candies appear in the pocket of a target within 30'.
- **Enlarge/reduce:** May be used at will to enlarge the wielder or a target within 30' to up to 8' in height. May also be used to reduce the wielder or a target within 30' to as small as 1" in height.
- **Invisibility:** May be used at will to cause the wielder to become invisible, as per the *invisibility* spell.

Overland Map Keyed Entries

1. The Snowy Trail

Snowy powder (covers a 4' wide narrow path). **Breeze** (slight breeze on the air with gusts causing swirls of powdered snow to whip up).

- **South:** The long trail back to the marble road that leads to the Barburus Trade Bridge.
- **North:** The narrow trail continues up into the snowy mountains.
- **River:** A frigid mountain stream meanders down the hill, from northeast to the southwest. The water is not deep, and nobody should be in danger of drowning, unless they try really hard.
- **Bridge:** A bridge leads north, across the river. The snow dusted trail continues just beyond the bridge.

2. Pit Trap

Packed snow (the snow on this section of the narrow path is packed down).

- **North:** The 4' wide path continues north, up the hill.
- **South:** The path leads back to **area 1** and is easily discerned by your own footprints in the snow.
- **Pit trap:** A 5' wide x 10' deep pit has been set here by the Shrivelkin. Characters on the path have a 2-6 chance of triggering the trap, falling 10' into the pit taking 1d6 falling damage.

3. Shrivelkin Camp

Deep snow (the snowdrifts here are quite deep and make for difficult travel). **Trail covered in snow** (characters have a 3-6 chance of losing the trail here).

- **North:** The trail continues to the north but becomes difficult to see, due to the depth of the snow.
- **South:** The river flows to the southwest with a bubbling sound.

Shrivelkin

Shrivelkin are loathsome creatures from the Fey Realm. Standing around 3' tall, they appear to be a cross between a goblin and an insect. Six Shrivelkin have made a camp of burrows here.

Shrivelkin

AC 5 [14], **HD** ½ (2hp), **Att** 1 x claws (1d4), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6 (8), **AL** Chaotic, **XP** 5, **NA** 4d4 (3d10), **TT** Q

- **Surprise:** In a forest or marsh environment, Shrivelkin have surprise on 3-6.
- **Hate elves:** Attack on site.
- **Pack tactics:** If more than 3 in a group, Shrivelkin gain 8 Morale.

4. Ambush!

Deep snow (trudging through the snow here brings the drifts up to waist height).

- **North:** Snow covered rocks make for difficult terrain and will require climbing gear to traverse.
- **South:** The trail gets easier to see as it moves down the hill out of the deep snow.
- **West:** The trail heads back and appears to intersect, heading both north and south.
- **East:** The path skirts the deepest sections of snow to travel to the northeast.

Shrivelkin

Shrivelkin set up an ambush here, hunting adventurers that make their way through the forest or those on the trail.

Shrivelkin

AC 5 [14], **HD** ½ (2hp), **Att** 1 x claws (1d4), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6 (8), **AL** Chaotic, **XP** 5, **NA** 4d4 (3d10), **TT** Q

- **Surprise:** In a forest or marsh environment, Shrivelkin have surprise on 3-6.
- **Hate elves:** Attack on site.
- **Pack tactics:** If more than 3 in a group, Shrivelkin gain 8 Morale.

5. Path to the Lair of The Bumpus

Icy ground (the snow hardens here and crunches under foot). **Frozen tree branches** (ice coats the trees and falls off the branches in places).

- **Northeast:** The icy trail continues to the lair of the Bumpus. See **area 1** of the Lair of the Bumpus map.
- **South:** The icy trail moves back down into snowy drifts and continues to the west.

6. Standing Stones and Portal

Deep snow (the trail disappears into the deep snow drifts). **Rocky outcroppings** (the area is surrounded by rocky crags that head north).

- **Menhirs:** Standing stones form a rough circle, with a large portal like stone standing in the middle.
- **Large stone portal:** A large semicircular portal stands in the middle of the menhirs. A faint, cold blue glow emanates from the center of the portal. The smell of baking cookies is in the air coming from the blue glow.
- **North:** Rocky crags head up deeper into the Schelus Mountains.
- **South:** Out of the snow drifts, the trail picks up and continues to the south.

Room #

MONSTER

LOCKED/STUCK DOOR

TRAP

SNOWBALL FLINGER

"ELVES"

GUINEA PIGS

BOBURT

"ELVES"

1 SQUARE = 5'

Saint Baldwere's Workshop

Keyed Entries

1. Frozen Lake

Thick ice and powdered snow (the lake is frozen to a depth of 8'). **Sledding Svirfneblin** (a single Svirfneblin can be seen running and jumping on a round, disc-like sled near a cave entrance).

Lamps (a path across the frozen lake is discernable due to the lamps that lead the way. Have *continual light* cast on the wicks).

- **North:** A large cave entrance leads into a cavern system in the mountain.
- **South:** The blue shimmering glow of the portal can be seen leading back down the mountain.
- **West:** A second large cave can be seen heading into the western portion of the cavern system.

Boburt

A svirfneblin, named Boburt, is near the north cave entrance and is having a good time practicing his sledding skills. He's positively sure that his team will win the elf sledding tournament this year. But he needs to keep practicing! If he is questioned about the elves and their tournament, he tells you that all the elves have a tournament and he's proud to be a part of it! If it is mentioned that he is a deep gnome and not an elf, Boburt becomes indignant and insists that the characters

obviously don't have eyes or have never seen a true elf (even if there are elves in their party). Boburt doesn't know anything about Saint Baldwere. He recommends talking to the "elves" in the Workshop and gives directions.

Svirfneblin

AC 5 [14], **HD** 1 [4hp], **Att** 1 x candy cane (1d4), **THAC0** 19 [0], **MV** 60' (20'), **SV** D8 W9 P10 B14 S11 (Svirfneblin 1), **ML** 8 (10 in sight of Saint Baldwere), **AL** Neutral, **XP** 10, **NA** 1d8 (5d8), **TT** C

- **Surprise:** On a 1-4 underground, due to ability to blend into stone.
- **Infravision:** 90'.
- **Light sensitivity:** Suffer a -2 penalty to attack rolls and a -1 penalty to AC when in bright light (daylight, *continual light*).



2. Garage

Large sled (parked in the middle of the garage). **Shelves of tools** (shelves line the north, west, and east walls full of various tools and files for working on the sled).

- **West:** A 10' wide passage leads to a T intersection.

3. Guinea Pig Hutches

Squeals and coos (the guinea pigs welcome anyone that comes into the room). **Individual hutches** (the hutches are divided into individual areas, each labeled with a brass plaque).

- **North and East:** Guinea pig hutches take up these two walls.
- **West:** A large fireplace with a blazing fire keeps the room comfortably warm.
- **South:** 10' wide passage leading to a T intersection and continues south to the cave entrance.
- **Guinea pigs:** Each individual section of the hutch is labeled with the pig's name.

Hutch 1: *Brasher*. A round little brown and white guinea pig.

Hutch 2: *Nancer*. White with short fur.

Hutch 3: *Clancer*. Black with short fur.

Hutch 4: *Nixon*. White with cowlicks all over it, causing its fur to stick out in every direction.

Hutch 5: *Dunder*. Brown with short fur.

Hutch 6: *Donder*. White with short fur.

Hutch 7: *Fixin'*. Blonde with very long, well brushed, fur.

Hutch 8: *Astro*. White with black spots and short fur.

Hutch 9: *Stupid*. Long brown fur. Likes to sit in his food bowl.

Hutch 10: *Schitzzen*. Actually a black and white cat. Nobody seems to have noticed.

Hutch 11: *Blixem*. Light tan with short fur.

Hutch 12: *Olive*. Snooty and thinks she's better than all of the other pigs.

Hutch 13: *Dolph*. Shiny red fur and believes that he can glow.

Hutch 14: *Clement*. Curly dark brown fur.

Hutch 15: *Jim*. Black fur with white spots. He's new here.

4. Workshop

Toys and gifts (in various stages of construction on a pair of large tables).

Svirfneblin (frantically building toys and moving around the shop).

- **East:** door leads to a 5' wide passage into the rest of the cavern complex.
- **Fireplace:** A large hearth takes up the center of the south wall with a raging fire.
- **Shelves:** Shelves full of tools take up the walls of the workshop. The shelf in the southwest corner holds vials of *potion of speed*. This version of the potion is milky white with red stripes flowing through it. It has a sweet, peppermint flavor.

Svirfneblin

Numerous deep gnomes move about the workshop. However, they become irritated with anyone that refers to them as, or suggests that they are, svirfneblin. They insist that they are elves and demand to be treated as such. If asked about Saint Baldwere, the “elves” are genuinely concerned. They haven’t seen St. Baldy for the last few days and fear that The Bumpus has taken him captive. They will be happy to point the characters in the direction of the Bumpus’ lair.

Svirfneblin

AC 5 [14], **HD** 1 [4hp], **Att** 1 x candy cane (1d4), **THAC0** 19 [0], **MV** 60' (20'), **SV** D8 W9 P10 B14 S11 (Svirfneblin 1), **ML** 8 (10 in sight of Saint Baldwere), **AL** Neutral, **XP** 10, **NA** 1d8 (5d8), **TC**

- **Surprise:** On a 1-4 underground, due to ability to blend into stone.
- **Infravision:** 90'.
- **Light sensitivity:** Suffer a -2 penalty to attack rolls and a -1 penalty to AC when in bright light (daylight, *continual light*).

5. “Elf” Barracks

Bunk beds (the room is crowded with bunk beds). **Loud snoring** (the sounds of sleeping svirfneblin fill the room).

The “elves” sleep here in shifts. They are quite angry if they are woken up. A successful INT ability check will tell the characters that the “elves” may have a slight problem with taking the *potion of speed* too often.

- **East:** 5' wide passage leads to a T intersection in the cavern.
- **Fireplace:** A large hearth takes up the center of the east wall with a raging fire.

6. Saint Baldwere's Lodge

Icy pond (pond is frozen to a depth of 10').

Stilted lodge (the lodge is on 10' stilts with a large door that leads inside). **Hide roof**

large door that leads inside). **Hide roof**
(heavy leather hide and clay shingles covers
the roof.).

- **South:** The 5' passage leads from the cave entrance back into the cavern complex.

- **Snowball flinger trap:** Characters that step out of the cave entrance have a 2-6 chance of triggering the snowball flinger. Deals 1 damage and covers the characters face in snow, **save versus spells** to avoid.

The door to Saint Baldwere's lodge is magically locked and cannot be opened.



The Lair of The Bumpus

1. Snowy Cave Entrances

Jagged rocks (the entrances to the cave are surrounded by sharp, jagged rocks).

Icicles (the caves have sharp icicles that hang from the ceiling).

North Entrance

- **West:** The trail through the mountains leads down the icy hill to **area 7** of the overland map.
- **East:** 10' wide jagged cave entrance leads into a dripping cave.

South Entrance

- **Southeast:** Deep snow drifts lead off to a glacier that makes its way down the Schelus Mountains. Avalanches are frequent. Climbing equipment and snowshoes are highly recommended.
- **Northwest:** A 5' wide cave entrance acts as a backdoor to the lair of the Bumpus.

2. Shrivelkin Guard Post

Lit torches (in the northeast and southeast corners of the room).

- **West:** 10' passage leads to the north cave entrance.
- **East:** 5' passage leads off into the dank darkness of the lair.
- **Southwest:** A 5' wide passage zigzags to the west. The faint

glow of torch light can be seen beyond.

- **Gong:** The shrivelkin use this gong as an alarm if intruders make their way into the lair.

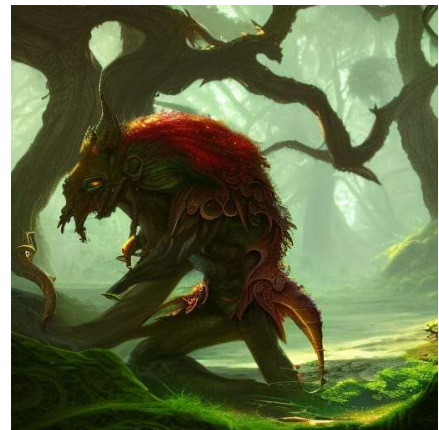
Shrivelkin

Four shrivelkin stand guard here, attacking all intruders to the lair. On the second round, one of the shrivelkin will bang the gong unless stopped.

Shrivelkin

AC 5 [14], **HD** ½ (2hp), **Att** 1 x claws (1d4), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6 (8), **AL** Chaotic, **XP** 5, **NA** 4d4 (3d10), **TT** Q

- **Surprise:** In a forest or marsh environment, Shrivelkin have surprise on 3-6.
- **Hate elves:** Attack on site.
- **Pack tactics:** If more than 3 in a group, Shrivelkin gain 8 Morale.



3. The Bumpus Room

Horrid stench (the whole room smells like mouldy dishrags). **Tanning rack** (a rack made of bone and leather thong stands in the southwest corner, stretching a hide). **Brass firepit** (the large firepit fills the southeast corner of the room). **Hide covered bed** (large straw stuffed bed sits on the north wall, covered in heavy hide blankets).

- **West:** 5' passage that leads to the main hall that travels south through the lair.

Treasure: The Bumpus keeps a lockbox buried in the straw of its bed. The lockbox contains 20pp, 200gp, 85sp, 2000cp.

The Bumpus

A fur covered creature that resembles a cross between a yeti and a troll. Highly mischievous, the Bumpus gets special delight in using wood switches to beat naughty children.

The Bumpus

AC 5 [14], **HD** 3* (12hp), **Att** 1 x switch (1d4+1), **THAC0** 17 [+2], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 50, **NA** 1 (1d4), **TT** H

- **Naughty sense:** The Bumpus will attack characters of Chaotic alignment first and Neutral alignment second. Will generally ignore Lawful characters unless directly attacked.
- **Magical restoration:** If the Bumpus is killed, it will magically restore next year at the beginning of the month of Deccus.

4. The Cage

Lit torch (a torch sits in a sconce in the southeast corner of the room).

- **North:** A broken shelf sits in a 5' deep by 10' wide alcove to the north. The contents of the shelf have spilled onto the floor (see Treasure).
- **East:** A 5' wide passage zigzags to area 2.
- **Cage:** A large cage takes up the southwestern corner of the room. Made of bone and leather thong, it has an iron padlock. Saint Baldwere is trapped within the cage.

Treasure: The contents of the shelf contain 400gp, 50ep, 100sp, 1000cp, and Saint Baldwere's *rod of merriment*.

Shrivelkin

Two shrivelkin guards watch over Saint Baldwere.

Shrivelkin

AC 5 [14], **HD** ½ (2hp), **Att** 1 x claws (1d4), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6 (8), **AL** Chaotic, **XP** 5, **NA** 4d4 (3d10), **TT** Q

- **Surprise:** In a forest or marsh environment, Shrivelkin have surprise on 3-6.
- **Hate elves:** Attack on site.
- **Pack tactics:** If more than 3 in a group, Shrivelkin gain 8 Morale.

5. Icicle Trap Bridge

Underground river (an icy river flows through the lair here, exiting the mountain lair and flowing down to the Great River).

Rickety rope bridge (crosses the river, heading north and south).

- **North:** The main passage of the lair heads to the north.
- **South:** The main passage ultimately leads south to the lair's backdoor.
- **Snoring:** Loud snores can be heard to the southwest, coming from a side passage.
- **Icicle trap:** The bridge is trapped with a gong, cleverly hidden under the bridge. Stepping on the bridge has a 2-6 chance of triggering the gong, causing vibrations that break off icicles onto the bridge, dealing 1d6 damage.

6. Shrivelkin Barracks

Loud snoring (the shrivelkin are in a deep slumber). **Lit torch** (a single torch illuminates the room, hanging from a sconce in the northwest corner).

- **East:** A 5' wide passage zigzags to the main hall of the lair.

Treasure: The shrivelkin keep a small lockbox with 300gp, 200sp, and 2500cp.

Shrivelkin

Eight shrivelkin (two to a bed) sleep peacefully in this room. There is a 2-6 chance that they will awaken when characters move through the room (4-6 for characters in heavy armour).

Shrivelkin

AC 5 [14], **HD** ½ (2hp), **Att** 1 x claws (1d4), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6 (8), **AL** Chaotic, **XP** 5, **NA** 4d4 (3d10), **TT** Q

- **Surprise:** In a forest or marsh environment, Shrivelkin have surprise on 3-6.
- **Hate elves:** Attack on site.
- **Pack tactics:** If more than 3 in a group, Shrivelkin gain 8 Morale.

Conclusion

If the characters are successful in rescuing Saint Baldwere, he will reward them with gifts for the Festival of Giving. The party should receive 50pp, 500gp, 100ep, 200sp, and 1000cp, as well as the following:

2 x +1 weapons of their choice.

Divine Spell Scroll of Raise Dead.

One healing potion per character in the party.

Ring of protection.

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The Festival of Giving is a week long celebration in the winter months of the Braunhaven region. But this year, it is feared that Saint Baldwere has been taken captive by a terrible troll called *The Bumpus*.

Investigate St. Baldy's workshop to gather clues from his *elves* and rush to bring back the Giving Spirit to the people of Braunhaven.

Requires *Old-School Essentials Advanced Fantasy*