



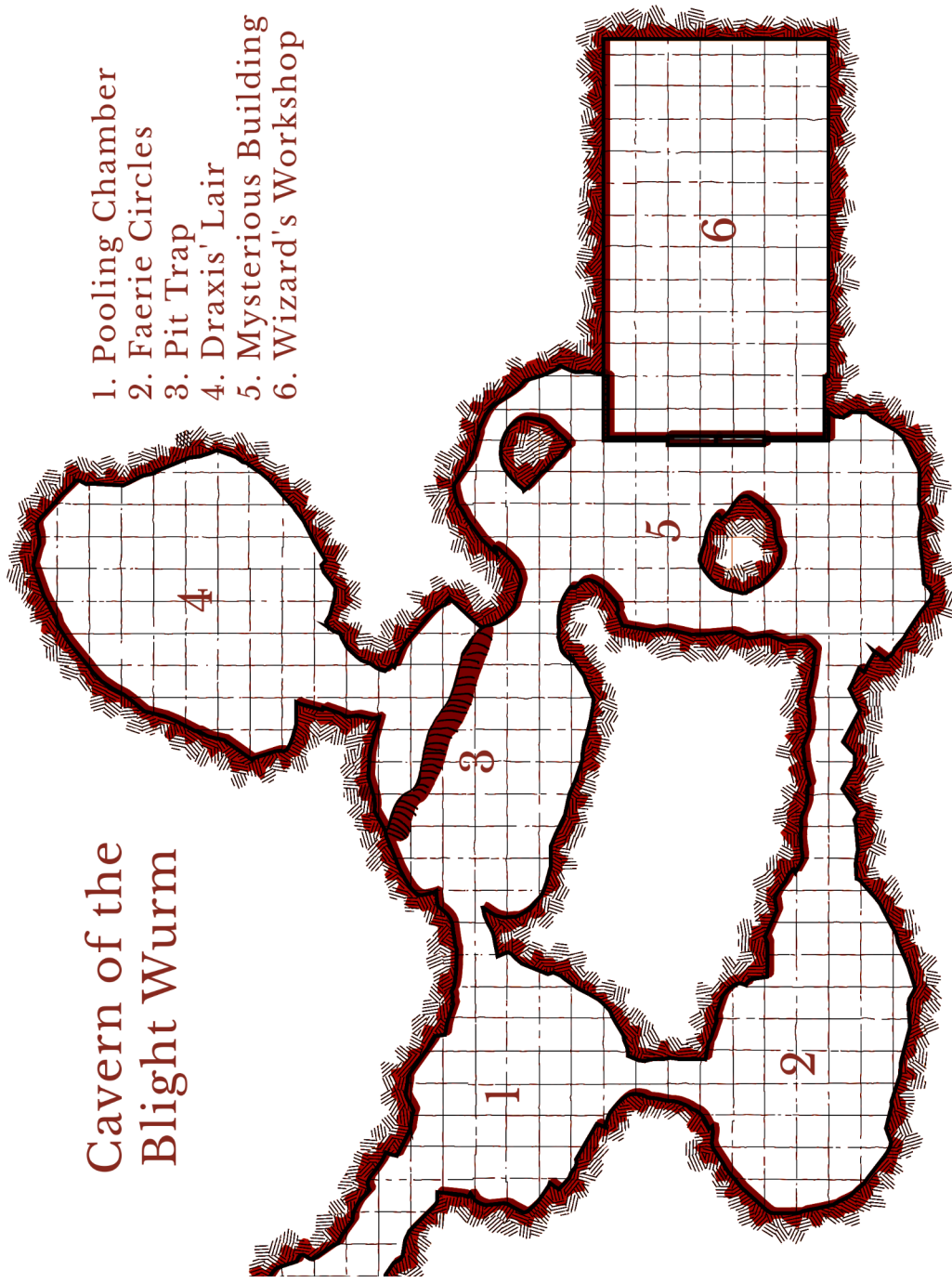
Into the
Wurm Fen



RANBEN

Cavern of the Blight Wurm

1. Pooling Chamber
2. Faerie Circles
3. Pit Trap
4. Draxis' Lair
5. Mysterious Building
6. Wizard's Workshop



Into the Wurm Fen

An introductory adventure for 4-6
inexperienced players with low level
characters.

by

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The town of Marshview has a problem. People are being stolen in the night, seemingly dragged into the nearby swamps never to be seen again. Alderman Gilthur has sent out call for brave adventurers to put a stop to whatever fell evil is causing the disappearances.



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The Problem in Marshview

Marshview is a village of around sixty people located near a large tract of swamp land known as the **Wurm Fen**. The village is primarily thatched-roof cottages arranged in rough circles around the combination town hall, tavern, and general store *The Sable Wurm* which is run by **Alderman Gilthur**.

The Hook

Alderman Gilthur needs the party's help. Someone or something has been stealing villagers who are never seen again. The disappearances started closer to the fen and have been moving closer to the center of town. The Alderman has sent messages to nearby towns in search of brave adventurers offering a bounty of 5 gp per person who solves the problem and an additional 5 gp for each living villager recovered.

Rumors

While asking around in *The Sable Wurm* or elsewhere the villagers are helpful and concerned about the missing. Roll **d6** on the following table for each party member.

d6	Rumor
1	Beware the Blight Wurm! It will swallow you whole. (<i>False</i>)
2	These disappearance have been going on for months! (<i>True</i>)
3	Don't look into the pools in the Fen, the dead will charm you and pull you under. (<i>Sort of True</i>)
4	Viscous little creatures have been seen lurking in the shadows of Marshview. (<i>True</i>)
5	Long ago there was a great battle in the Fen. The corpses of long dead soldiers wander at dusk, looking for fallen friends. (<i>False</i>)
6	An old man in a robe and large hat has been wandering the Wurm Fen. He must have a screw loose! (<i>True on both counts</i>)

The Truth

An evil wizard calling himself **Bayzos** has moved into the Cavern of the Blight Wurm and displaced **Draxis** (the Blight Wurm).

Bayzos sends his creations which he calls **Squats** to Marshview to capture villagers which he feeds to his foul machine to produce more Squats and the occasional *Potion of Healing*.

Travel in the Wurm Fen

Traveling through the fens is slow and difficult work. It will take the party **2d3** hours to cross.

- Rotting plant matter and peat dot the water soaked landscape.
- Nothing larger than a small bush grows here.
- Poor souls lost in the fens lie preserved in the murky water.

Random Encounters in the Fen

There is a 1 in 6 chance of a random encounter for each hour traveled.

d6	Fen Encounter	Description
1-2	Lose the path	Test Wisdom to find the trail or be lost for d2 hours
3-4	Fall in the fen	Slip and fall into a cloudy pool. Test Agility to extract yourself before the Fen Zombie below tries to drag you under
5	Undead denizens	d3 Fen Zombies shamble from pools, want to drown the party
6	Squats	2d3 Squats patrolling

Fen Zombie: AC 8[11], HD 2 (9hp), Att 1 x claw (1d4) THACO 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 20.

Squats: AC 6[13], HD 1-1 (3hp), Att 1 x dagger (1d4) THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (1), ML 7, AL Chaotic, XP 5.

Squats are small humanoids who are 3' tall and just as wide. They were created by the Wizard Bayzos to find him more subjects for his fell experiments.

Cavern of the Blight Wurm

Following tracks and drag marks through the Fen leads to a dank cave. The tracks lead directly inside.

Random Encounters in the Cavern

There is a 1 in 6 chance of a random encounter every time the party dawdles or makes a loud noise.

2d3	Cavern Encounter	Description
2	The Wizard himself	The Wizard Bayzos taking a constitutional to clear his head
3-5	Squat Patrol	# rolled Squats patrolling. They will flee to warn Bayzos
6	Escaped Villager	" <i>Help me!</i> " Begs the party to escort them back to Marshview

Squats: AC 6[13], HD 1-1 (3hp), Att 1 x dagger (1d4) THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (1), ML 7, AL Chaotic, XP 5.

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1 Pooling Chamber

- Pools of water are strewn about the floor.
- Mushrooms grow large on the edges of the pools.
- The tracks lead through the center of the cave.

A **Small Grey Ooze** on the ceiling which will drop down on the players once they are halfway through the room.

Small Grey Ooze: AC 8[11], HD 2* (10hp), Att 1 x touch (2d4) THACO 17 [+2], MV 10' (3'), SV D13 W14 P15 B16 S17 (1), ML 12, AL Neutral, XP 25.
Acid

Acid: After a successful attack, sticks to the victim and exudes acid. The acid destroys normal armour immediately and inflicts **2d4** damage per round. (Magic armour is dissolved in one turn.)

Exits

- Outside!
- 2 Faerie Circles
- 3 Pit Trap

2 Faerie Circles

- Rings of mushrooms dotted throughout the room, decaying skeletons lie within.
- Spores hang heavy in the air, making vision difficult.
- Through the haze of spores they can just make out a treasure chest!

Breathing the spores causes a **Saving Throw vs Poison** or fall asleep for **d6** turns. Victims can be woken up by natural means but are groggy for 1 turn, resulting in -2 to Attack Rolls. (If the whole party falls asleep the **Squats** will carry them off to the Wizard).

The chest is a **Juvenile Mimic**. It bides its time until someone tries to open it.

Juvenile Mimic: AC 6[13], HD 4* (20hp), Att 1 x pseudopod (1d4) THACO 15 [+4], MV 30' (10'), SV D12 W13 P14 B15 S16 (2), ML 9, AL Neutral, XP 125. *Contact glue.*

Contact glue: Anything that touches a mimic is stuck fast by the glue it exudes. Released only by killing the mimic.

Stepping into a ring of mushrooms (Faerie Circle) requires a **Saving Throw vs Magic** or the character will refuse to leave unless physically forced out.

Exits

- 1 Pooling Chamber
- 5 Mysterious Building

3 Pit Trap

- To the north, a steep incline ascends 15'.
- Rubble and other debris are scattered about the room.
- Bits of rotting leather and piles of leaves.

Crossing the room will cause the pit trap to trigger dropping the victim 10' into the pit, **test Agility** or take **d6** damage.

Climbing the incline requires a **Climb** test. Lowering a rope to others results in no test for them to climb. There is a cavern heading further north: deep sonorous breathing can be heard from within and the air smells acrid.

Exits

- 1 Pooling Chamber
- 4 Draxis' Lair
- 5 Mysterious Building



4 Draxis' Lair

- Deep breathing grows louder as you approach
- Air is acrid but not overpowering
- A black dragon wurmling sleeps upon a (small) pile of treasure!

Draxis will awaken if the party makes noise, such as looting her treasure or calling out. She will be grumpy but wants the party to remove the Wizard Bayzos from *her* cave. She will even offer up half of her treasure and a magic sword to convince them.

If the players try to fight Draxis she will likely kill them all with her acid breath. She fights to the death, this is her lair!

Draxis the Blight Wurm: AC 4[15], HD 4 (18hp), Att 1 x claw (1d4), 1 bite (2d6) or breath, THACO 15 [+4], MV 90' (30')/180' (45') flying, SV D10 W11 P12 B12 S14 (4), ML 12, AL Chaotic, XP 350. *Acid immunity, Breath weapon.*

Acid immunity: Draxis is immune to acid damage.

Breath weapon: fill the room with a cloud of acid vapor. All caught within suffer damage equal to the Draxis' current hit points (save versus breath for half).

Draxis' Treasure

- 500 gp, 3700 sp, 2300 cp. (reward: 250 gp, 1850 sp, 1150 cp)
- Magic Sword +1, *Illunder's Hope* carved on the blade in Elvish
- d6 Low Level Scrolls, e.g. *Magic Missile, Color Spray, Sleep, Read Languages, Light*, etc.

Exits

- 3 Pit Trap



5 Mysterious Building

- Natural cavern gives way to a clearly manufactured building
- Tracks appear to lead to pristine double doors made of strange metal
- Box of unknown origin next to door with bright red button below

Double doors are sturdy but could be broken or picked with appropriate checks.

Pressing the button causes an obnoxiously long chime to sound, after which a voice is heard from the box telling the party to "*Go Away.*"

The Wizard Bayzos doesn't want to talk. If they insist on bothering him, Bayzos will send **2d3 Squats** after the party. They climb out of various holes and vents to force the party to leave.

Squats: AC 6[13], HD 1-1 (3hp), Att 1 x dagger (1d4) THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (1), ML 7, AL Chaotic, XP 5.

Squats are small humanoids who are 3' tall and just as wide. They were created by the Wizard Bayzos to find him more subjects for his fell experiments.

Exits

- 2 Faerie Circles
- 3 Pit Trap
- 6 Wizard's Workshop



6 Wizard's Workshop

- Tables are covered with flasks of odd colored liquids, glass jars full of strange curios, and open tomes of forbidden knowledge.
- An acrid smell wafts from a large vat of roiling green goop.
- A locked cage filled with recently captured villagers who call out for aid
- Bizarre coils protrude from the walls, crackling with energy.
- A tall human in a bright blue robe and pointy hat stands next to a lever near a large metal box.

The Wizard Bayzos will insist that the party leave immediately, when they don't he will pull the lever which causes the metal box to produce 2d3 Squats who will rush the party.

Each round roll for the Wizard's action or choose:

d6	The Wizard Bayzos' Action
1	Activate the Squat Machine 1d3 Squats pop out
2	Spill acid vat onto floor! d3 damage for those who step in acid (If this comes up again activate the Squat Machine as above)
3	Electric Coils blast across the room! Save vs Wand or take d4 electricity damage
4	Magic Missile causing d6+1 damage. Bayzos targets spellcasters first
5	Levitate raising himself up and out of melee range
6	Charm Person targeting the scariest looking player character: "Defend me!"

The Wizard Bayzos: AC 7[12], HD 4 (11hp), Att 1 x dagger (1d4) THACO 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15 (MU4), ML 10, AL Chaotic, XP 125. Spells *charm person, magic missile, read magic, levitate*.

Squats: AC 6[13], HD 1-1 (3hp), Att 1 x dagger (1d4) THACO 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (1), ML 7, AL Chaotic, XP 5.

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The Wizard Bayzos' Treasure

- Two flasks of a viscous red liquid. Both are *Potions of Healing*
- Spellbook containing Charm Person, Magic Missile, Read Magic, and Levitate
- Probably a letter or something from another evil wizard!

Exits

- 5 Mysterious Building

The Aftermath

Assuming the party is successful they can free the villagers from the cell by picking or breaking the over-sized padlock.

The villagers Alder, Loren, Keylen, and Brie are eternally grateful to the party and speak highly of them upon their return to Marshview.

Alderman Gilthur gladly pays the party what they are owed and will offer to hold a (meager) feast in the party's honor. The rescued villagers and their families bring home-brewed peat beer to share with the heroes.

The **Squat Machine** is a large metal box with a large funnel on one end and a small hatch and faucet on the other. Creating a squat requires putting a humanoid inside the machine. For every ten humans converted to **Squats** a *Potion of Healing* is created.

Will the party destroy the contraption of the Wizard or use them for their own nefarious purposes?

Compiled Bestiary

Draxis the Blight Wurm

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Acid immunity: Draxis is immune to acid damage.

Breath weapon: fill the room with a cloud of acid vapor. All caught within suffer damage equal to the Draxis' current hit points (save versus breath for half).

Fen Zombie

AC 8[11], **HD** 2 (9hp), **Att** 1 x claw (1d4) **THACO** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 20.

Juvenile Mimic

AC 6[13], **HD** 4* (20hp), **Att** 1 x pseudopod (1d4) **THACO** 15 [+4], **MV** 30' (10'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 125. *Contact glue.*

Contact glue: Anything that touches a mimic is stuck fast by the glue it exudes. Released only by killing the mimic.

Small Grey Ooze

AC 8[11], **HD** 2* (10hp), **Att** 1 x touch (2d4) **THACO** 17 [+2], **MV** 10' (3'), **SV** D13 W14 P15 B16 S17 (1), **ML** 12, **AL** Neutral, **XP** 25. *Acid*

Acid: After a successful attack, sticks to the victim and exudes acid. The acid destroys normal armour immediately and inflicts 2d4 damage per round. (Magic armour is dissolved in one turn.)

Squats

AC 6[13], **HD** 1-1 (3hp), **Att** 1 x dagger (1d4) **THACO** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (1), **ML** 7, **AL** Chaotic, **XP** 5.

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The Wizard Bayzos

AC 7[12], **HD** 4 (11hp), **Att** 1 x dagger (1d4) **THACO** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (MU4), **ML** 10, **AL** Chaotic, **XP** 125. *Spells charm person, magic missile, read magic, levitate.*