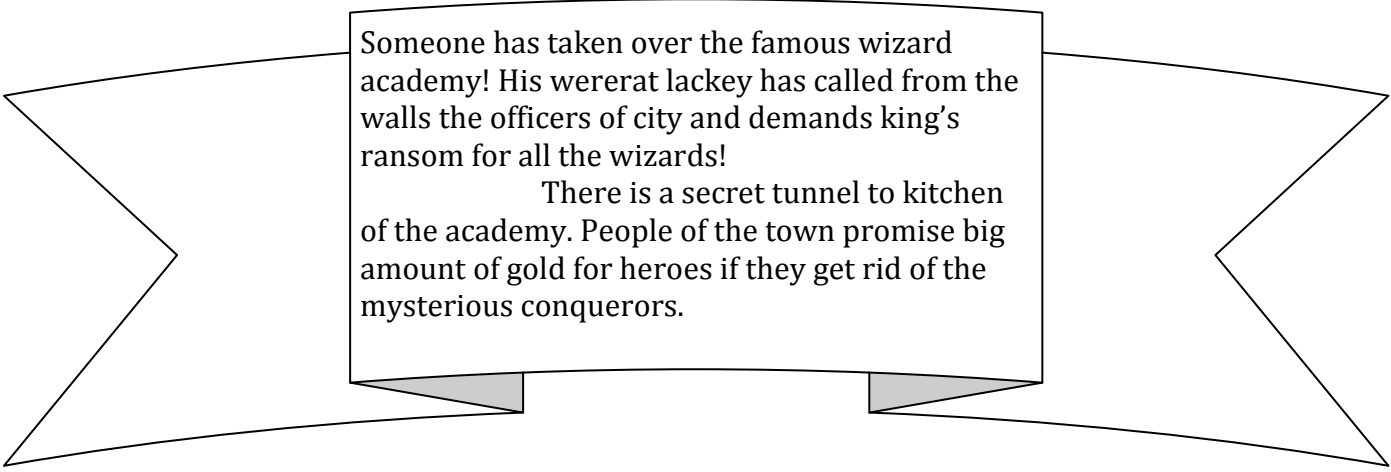


# H ostages in the Wizard Academy

Adventure

for about 3-5 characters, level somewhere near 3-5

Stats and spells are for Basic Fantasy RPG (or just the old D&D Basic & Expert rules with the *Feeblemind* spell from Companion set) but they are easily used in other d20 systems as well. Just add the HD of any monster to their hit rolls.



Someone has taken over the famous wizard academy! His wererat lackey has called from the walls the officers of city and demands king's ransom for all the wizards!

There is a secret tunnel to kitchen of the academy. People of the town promise big amount of gold for heroes if they get rid of the mysterious conquerors.

This is quite a straightforward adventure with very few enemies. However characters don't really know what they have to fight. Should they just attack, they probably would be killed sooner or later. There are many advantages they could muster in halls of the wizard academy and with that help they can beat all the villains.

## The bad guy

Azurros the Terrible is a blue dragon whose lack of great treasure has become a huge embarrassment, and he decided to get one from a school of the wizardly wise. He made a deal with Fat'rat the Ratman and his band of bugbears. A wererat, stalking bugbears and an invisible flying dragon can make a very amusing surprise attack. They took the wizards flat-footed and *Sleep* spells of Azurros dropped resistance quickly. Now they loot magical treasures of the school and Azurros asks mundane ransom for wizards. Should they get the money, bugbears shall get the invaluable coins and Azurros shall seek some nice cave for his lair and treasure.

## Wandering monsters

Time is running out for characters. Roll d12 after every 20 minutes to see which room the bugbears move into. They collect everything valuable and make big noise. They will hear characters only if they are in neighboring room and characters too are making big noise too. Characters can hear them easily if they are near. Should they meet characters, they will attack. If

their moral fails, they run to Azurros (#12) and warn him. Azurros will then be prepared for characters and he will eat at least one hostage for every bugbear killed if he had time. Bugbears will rally when they meet Azurros.

If you roll same number twice, then bugbears will investigate same room twice. They are sometimes little unsure with human houses. Heroes should deal bugbears somewhere else than in #12 or they are in big troubles.

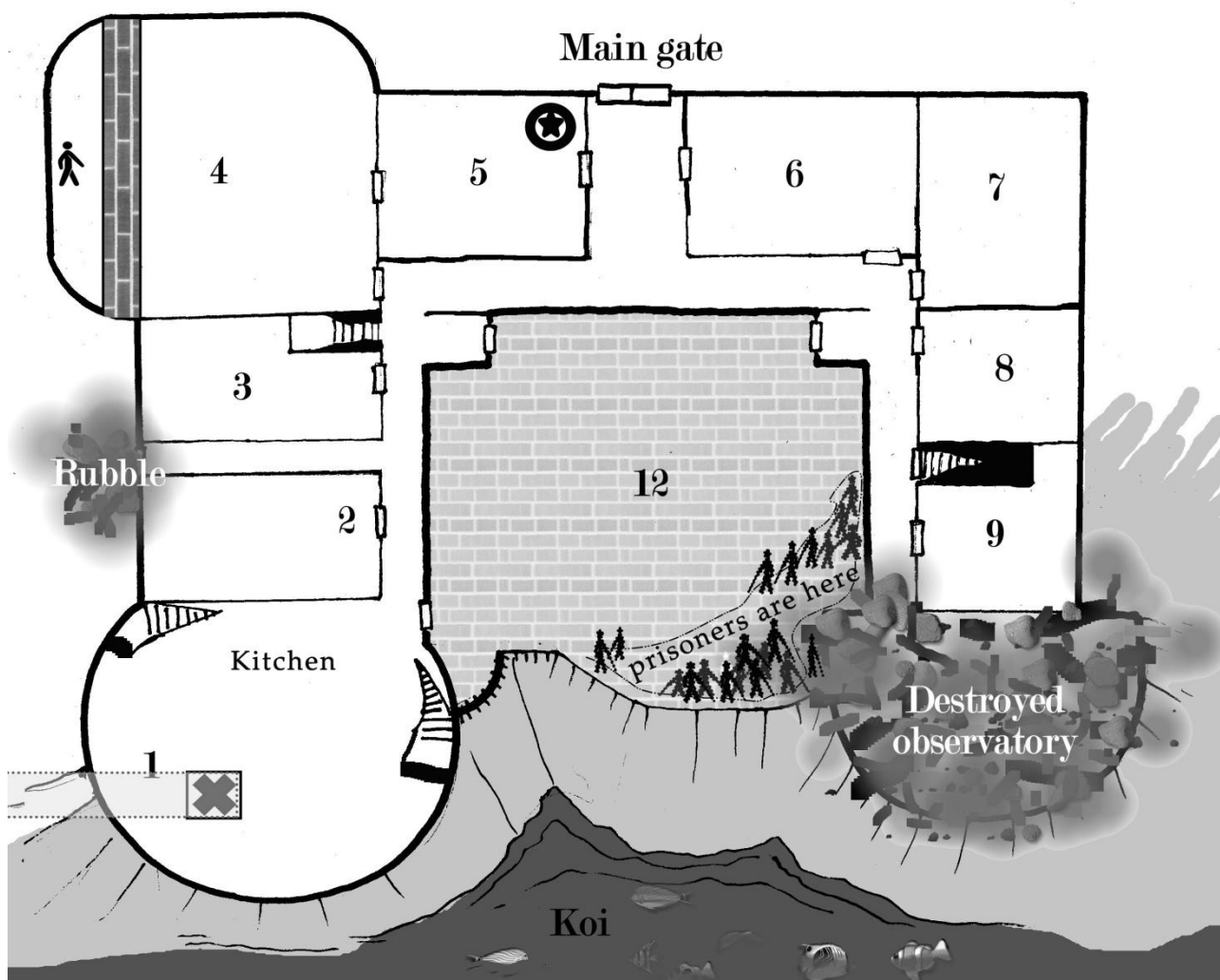
Bugbears (same number as characters +1)

AC15, ON3+1, damage d8+1, morale 9. XP145 each

Hp: Bone Kruk 18, Karski 16, Henchbeast 14, Redsnout 13, Furry 12, all the rest 13

## Map locations

Every description starts with bugbears. These info boxes tells DM what these foul creatures shall do if they come to this room before characters. Building is made of stone. Many rooms don't have windows, but *continuous light* spells are cast in rooms without windows. Windows are narrow and in high places.



## 1 Kitchen

Bugbears are eating, pillaging and urinating in cooking pots. They clap their hands and salute Fat-rat. Heroes will have initiative automatically: if they are quiet, they can even surprise they bugbears.

A narrow tunnel leads to a cold cellar of kitchen. There's trapdoor from cellar to kitchen. Here is much of sausages, salt, strong cheese, pigs and puddings, most of them dangerous only to cholesterol. Lackey of Azurros, Fat'rat the Ratman is enjoying moldy cheese and keeping lazy watch. He starts the battle behind the big tables, aiming characters with crossbow and knocking over a big shelf of different knives on heroes (2 nearest heroes save vs death ray or d4xd4 points damage).

Wererat AC13 ON3\* hp20 Attacks crossbow or bite damage d6 or d4 M8 XP175

If characters have lack of magical weapons that are needed to hurt wererat, there are in fact several silver knives and one dagger +1 in the kitchen. Fat'rat will flee to dragon, if he breaks. There is a hatch to rubbish chute in kitchen too. Inside of the chute lives an ochre jelly. Wrestling Fat'rat to chute is one option to beat him.

## 2 Laboratory

Every Bugbears shall drink one potion. Just pick ones you like the most. Then they will laugh about the one who drank the potion of love. Levitating one will throw characters with heavy items from top shelves. They will break many bottles to the floors just for fun: every Halfling or shoeless hero in this room must test save vs death ray or take 1 point damage for shards. Potions will work in their next rooms too.

Room is full of glass: different potions, test tubes and measuring containers. If heroes investigate the room before hobgoblins, they will find magical potions. Every potion has a etiquette. There are potion of strength (STR18), potion of growth (double damage), potion of levitation, invisibility, shrinking and potion of deep stupid love.

## 3 Auditory

Hobgoblins will take the treasure and drag Porter in chains to the dragon.

Pup the Porter is schools caretaker. He's 2<sup>nd</sup> level thief and he tries to hide inside podium.

Pup AC12 hp6 Attacks sling or club damage d4. Pup can tell characters that their enemy is a dragon that can cast spells. He's cowardly and definitely doesn't fight with a dragon.

*Wand of illusion* is biggest treasure here, in one table. It has 3 charges.

## 4 Headmaster's office

Buggies will break things and mess a lot. Headmaster will use *magic jar* and possess one of the bugbears. Then he will follow the other humanoids and collect information and seek any weakness they may have. Should bugbears battle with characters, he will join characters with his bugbear vessel and tries to convince characters that he's their side and they should kill the dragon. If Bugbear dies, Ma'Murra shall return to jar. Bugbears will take the eggs of wonder, other will be in the hands of possessed bugbear.

Middle of the biggest table is a crystal ball inside the beautiful iron bar cage. Heroes can sneak peek any rooms in school that they have visited trough this magical crystal. Headmaster

himself has cast tree defensive spells after dragon came: *invisibility*, *stone wall* and *magical jar*. His invisible body lies behind the Stone wall he has cast in this room and his soul is inside the seeing crystal, just waiting for someone come near that he could posses the intruders.

Magus Ma'Murra, the headmaster: MU 10, AC9, 20 hp. Useful spells left: *shield*, *ESP*, *Charm person*, *Clairvoyance*, *Dispel Magic*. See magic Jar details p. 25 Basic Fantasy RP.

If characters come here after bugbears or possessed bugbear gets killed, then headmasters tries to posses one of the characters. Then he will try to use characters against dragon, because he fight rather proxy fight without change to lose his own life. He prefers fighter or thief classes, because possessed body can use only it's mundane abilities.

There is two *Eggs of Wonders* in this room. If shattered, egg will transform full grown random animal that fight one battle for breaker of the egg. Just pick any animal with something like 3-5 HD you like and rules support. Or roll d6: 1 bear, 2 leopard, 3 lizard, 4 snake 5 camel, 6 shark.

If one of the characters gets possessed, it would be boring to play character in the jar. Instead you can give that player change to play headmaster in his character. If you have limited time to advice him, just give this text:

---

#### Possessed

Finally! You are now in control of a moronically curious adventurer, just as you calculated. His will in deep slumber, his hands now your hands.

Your characters soul is now inside of the magic jar. There's very little he/she can do there, so now you play the headmaster of this School, Magus Ma'Murra. Don't tell this to anybody: he wants play hide and seek and he fears the blue dragon who's main enemy here in the school. He's cowardly old geezer, who likes winning.

If this body shall die, then your character dies, but headmasters life force shall return to jar. He has observed adventurers in this room, but you really don't know what kind of person these adventurers are. You don't even know the names of your companions if they haven't used them in this room. You can play character very different way that you did before possession.

Headmaster wants kill or get rid of the blue dragon with the minimum damage to the school and it's personnel. He can easily sacrifice all player characters. Dragon it's probably in the yard. Somewhere here may be teachers, who could be useful too. At least Battle mage Alberik can share lot of damage.

You will get your own body back if Ma'Murra leaves voluntarily or if *Dispel evil* destroys the jar.

---

Give the player advice if she needs them during adventure, but give enough space to her play. Other players will notice that he feels totally different person if they notice it, if they become suspicious, then you can give a wisdom check. If success, then they are sure, that there's something wrong in this person (if you are mean, give a hint about the doppelganger monster entry). Character has her hit points and possessions, but his INT is now 15, WIS 8 and CHA 9. Attack bonus is +4 (+ STR mod) and saves like 10<sup>th</sup> level Magic user (-1 for spells).

## 5 Teachers' room

Bugbears destroy the iron statue. Iron statue will be shattered and one bugbear killed.

Teachers don't like being disturbed. Guardian statue will attack anyone who doesn't say command word ("Dill Pork"). There are several nice armchairs, bookshelves and chest (protected by Wizard's Locks). If characters need a specific spell, they will get one in locked chests or from books if spell is from first or second spell level, higher level spells are there if DM agrees.

Living iron statue

AC18 ON4\* hp20 Attacks 2 fists damage d8 M8 XP280

If hit with weapon save vs spells or metallic weapons is stuck to statue.

There's one *arrow +4* lying on one parchment. Texts in elven language say, that this arrow is very sharp indeed.

## 6 First class

Bugbears are spoiling the room. In some point they discover the young magician and take him as a prisoner. They will bring him to other hostages.

Just classical classroom. Under the teacher's table is hiding one student, Rhesus the Enforcer. He has very fancy old-styled wizard suit. He wants join the characters. Sixteen old Rhesus doesn't know any spells yet, but he's good in magical theory. He has 3 hp and AC7 (clumsy). Only "weapon" he's got is *Wand of Magical detection* (6 charges). He has epilepsy too, but it will spread only if he gets to hard place.

## 7 Second class

Leyla will cast *Polymorph* to herself and turn to crow. Then she escapes to room 11. Bugbears will steal the Wand if Leyla escapes.

Leyla the Seer teaches mainly spells to postgraduates and mathematics to other pupils. She is using Wizard's eye to spy what is happening and will tell characters everything she knows about the situation. She knows that big blue dragon conjured sleep spell at students when they were on courtyard. Headmaster has disappeared, band of bugbears are running amok in the halls, vice rector has run out high level spells and is a prisoner of the dragon. Some of the students are still hiding in classrooms.

Leyla: AC11 ON8 hp19 Spells left: *Dispel Magic*, *Polymorph* Shelf. Leyla has *Wand of lightning bolts* (half damage to blue dragon, one charge left).

## 8 Classroom for spells

Blackboard is interesting and bugbears try draw bug-barbaric art to it. Some of the pictures look disturbing.

Another Classroom with fewer tables. There's big blackboard and some candelabras, one life size mundane orc skeleton and calculations about spell ranges. This room has no treasure.

## 9 Class of advanced spellcraft

Bugbears don't touch the Alberik. Instead Alberik will flee to room 8 and bugbears will loot the cursed weapons. They are then little more easy challenge.

Alberik was the teacher of battle magic. But he had arguing with headmaster and other teachers and just before dragon come, the alchemist major cast *Feeblemind* on Alberik. Now he has intelligence 1 and cannot cast spells. This drooling idiot could be very useful if characters could dispel *feeblemind*. If they don't have right spell, it can be made in three different way. Headmaster can make it, if he's with heroes. Leyla the Seer could make it too, if characters find her and could lead Alberik to her. Third way is the open wizard's lock in room #5 and seek the right spell from spellbooks. If not helped, Alberik will just lick walls and avoid big noises.

Alberik's useful spells are shield, magic missile, fireball, haste and remove curse. He cannot use any of them as long as *feeblemind* works. If *feeblemind* will be dispelled, Alberik shall cast haste to characters and press characters to attack dragon (he will use all of his spells to help them). Alberik: magic user 7, AC 11, hp 20

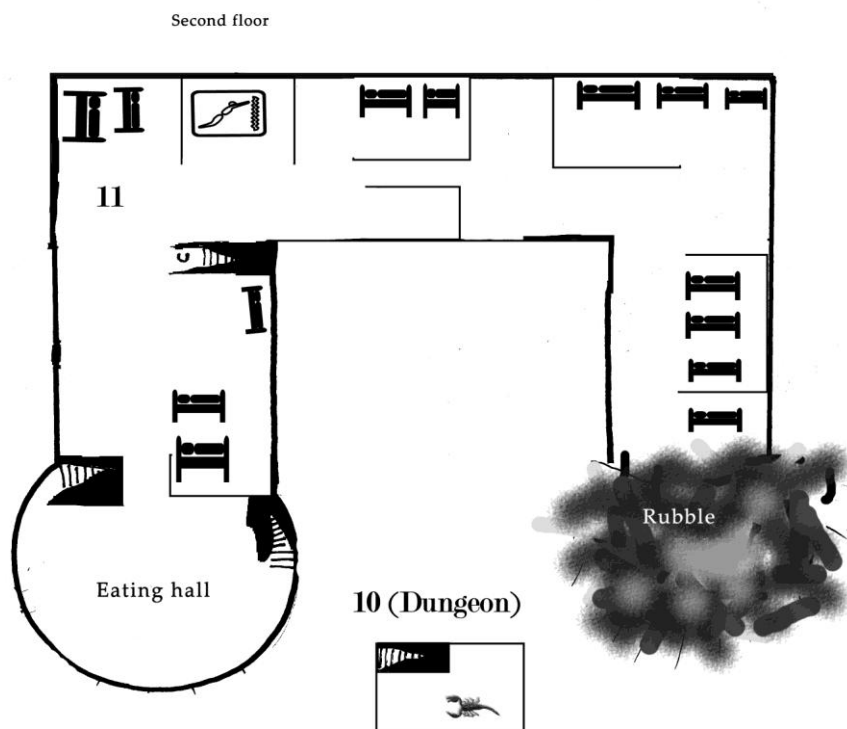
Here is a big locked locker in middle of the room. It read in big letters: only for postgraduates. There are also magical script too: read magic says, that stuff inside are all cursed. There is a sword -1, shield -2 and warhammer -1.

## 10 Dungeon

Bugbears will argue in the stairs. They don't like to meet monster in a cellar. This argue about to go or not to go will take some time. In the end they don't go down.

Here is a giant scorpion. It will attack if heroes go there. Behind the scorpion is a closed bookshelf with old accounting of the school.

AC15 ON4\* hp24 Attacks 2 claws d10 and sting d6+poison M11 XP280



## 11 Sleeping rooms

Bugbears will have a time of their life and they play big pillow fight here. There all feathers everywhere. Buggies don't notice Gunnar and Grethilda. Heroes get the initiative without rolling.

The second floor is actually many big halls with some partition. Students sleep normally here. Two of them are hiding in room: Gunnar (2<sup>nd</sup> level) and Grethilda (3<sup>rd</sup> level). Grethilda has cast *Phantasmal Force* to hide them behind big illusionary painting that looks like very athletic and handsome black man in presumptuous pose (she saw once strongman in circus). If someone attempts to investigate the painting, Gunnar shall cast *Ventriloquism* and yell from stairs like "Hey, here are some people! Now run!" and in fake monster voice: "IS THERE SOMEONE UP THERE?" These teens are clever enough to hide. They don't trust characters. AC 10, hp 5 (Gunnar) and 8 (Grethilda).

There are much private stuff in this room, but most of them are invaluable: mirrors, clothes, books, candles, letters form home etc. If characters search something specific item, they can find it here.



## 12 Courtyard

Bugbears are here because they listen the thundering voice that comes from nowhere. They have bring loot to yard.

Here is the Dragon Azurros and all the 49 hostages. Azurros has turned himself invisible: he want not take stupid risks. Wizards and pupils are in south-east corners of the yard. There is 11 normal people, 16 first level magic users, 12 second level magic users, 3 3<sup>rd</sup> level

Hostages in Wizard Academy

magicians and 3 4nd level students. The teachers (4) are in levels 4, 5, 6 and 9. That swarm of wizards can muster whole lot of *Floating Discs*, but otherwise they have run of most of the useful spells. Some of them are little beaten and the highest level teachers are binded.

If characters and dragon shall fight, most of the students try to flee. Moat is deep enough that magic users don't want fall there. Some of them could cast some spells, but they are mainly protection from evil and shield unless characters advice them and coordinate battle. Some of the teachers could use *web* or *levitate* spells.

Azurros' fighting plan starts with the mirror image spell. Then he will use breath attack to kill any two characters in a row with some of the hostages. The sound of his thunder shall call the bugbears and wererat if they are still alive. In the third turn Azurros can either use his breath attack if all characters are fighting or attack with claws and fangs. If panicking wizards are making problems, Azurros will cast *Charm Person* on one character and ask him attack the foul wizards.

Azurros

AC19 HD9 hp50 Attacks breath and tail or 2 claws and 1 bite. damage 3d8 bite or d8 other, breath weapon damage same as hp (save halves) M9 (if beaten, flies to the hills). Spells left: Charm Person, Mirror Image XP1225

### **13 Ruined observatory**

This part of the academy was destroyed in initial attack of dragon.

### **The End**

If this adventure is part of a larger campaign, the wizards will have all the magical stuff back that heroes have looted. Free people of the town and wizards shall give characters stuff and service for worth of 1000 gp (add this to XP). Give characters extra 100 points of XP for every hostage or human saved and deduct -10 for every hostage or human killed.




**Appendix:  
prerolled characters**

If you don't have enough time to make new heroes for this adventure, just take these. They are converted from my D&D campaign, so there are some weapon choices you can't find from Basic Fantasy rpg. Rules to bastard sword and fang shield are printed in character sheets. Base attack bonus has only modifiers from level.

Every character has basic adventuring gear like little food and backpack. Gorgonfort has leather armor, Wethel has no armor and all the others have plate mail. Örn uses a shield and Chrome a fang shield (+1 AC and extra attack).

**DUNGEONS & DRAGONS® Character Record Sheet** **Gorgonfort is curious**

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<p>Player's Name <b>Gorgonfort</b></p> <p>Character's Name <b>Zolaroque</b></p> <p>Class <b>thief</b></p> <p>Level <b>5</b></p> <p>Alignment <b>neutral</b></p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p><b>14</b></p> <p>Armor Class</p> </div> <div style="text-align: center;"> <p><b>16</b></p> <p>Hit Points</p> </div> </div> <p>ABILITIES:</p> <table style="width: 100%;"> <tr> <td style="width: 15%;"><b>13</b></td> <td style="width: 45%;">STRENGTH</td> <td style="width: 15%; text-align: center;">1</td> <td style="width: 25%;">adjustment</td> </tr> <tr> <td><b>15</b></td> <td>INTELLIGENCE</td> <td style="text-align: center;">1</td> <td>adjustment</td> </tr> <tr> <td><b>12</b></td> <td>WISDOM</td> <td style="text-align: center;">0</td> <td>adjustment</td> </tr> <tr> <td><b>16</b></td> <td>DEXTERITY</td> <td style="text-align: center;">2</td> <td>adjustment</td> </tr> <tr> <td><b>12</b></td> <td>CONSTITUTION</td> <td style="text-align: center;">0</td> <td>adjustment</td> </tr> <tr> <td><b>15</b></td> <td>CHARISMA</td> <td style="text-align: center;">1</td> <td>adjustment</td> </tr> </table> <p>SAVING THROWS:</p> <table style="width: 100%;"> <tr> <td style="width: 15%;"><b>11</b></td> <td style="width: 45%;">POISON or DEATH RAY</td> <td style="width: 15%;"></td> <td style="width: 25%;"></td> </tr> <tr> <td><b>13</b></td> <td>MAGIC WAND</td> <td></td> <td></td> </tr> <tr> <td><b>12</b></td> <td>TURN TO STONE or PARALYSIS</td> <td></td> <td></td> </tr> <tr> <td><b>14</b></td> <td>DRAGON BREATH</td> <td></td> <td></td> </tr> <tr> <td><b>14</b></td> <td>SPELLS or MAGIC STAFF</td> <td></td> <td></td> </tr> </table> <p>LANGUAGES: <b>common, alphantian,</b></p> <p>SPECIAL SKILLS: <b>80% chance to read foreign signs</b></p> <p><b>open 45, remove traps 40, pick pockets 50</b> <b>move silent 45, climb 84, hide 30, listen 46</b></p>	<b>13</b>	STRENGTH	1	adjustment	<b>15</b>	INTELLIGENCE	1	adjustment	<b>12</b>	WISDOM	0	adjustment	<b>16</b>	DEXTERITY	2	adjustment	<b>12</b>	CONSTITUTION	0	adjustment	<b>15</b>	CHARISMA	1	adjustment	<b>11</b>	POISON or DEATH RAY			<b>13</b>	MAGIC WAND			<b>12</b>	TURN TO STONE or PARALYSIS			<b>14</b>	DRAGON BREATH			<b>14</b>	SPELLS or MAGIC STAFF			 <p>Character Sketch</p>	<p><b>EQUIPMENT CARRIED</b></p> <p><b>MAGIC ITEMS</b></p> <p><b>Ring of Spell storing</b> <b>- Magic missile x2</b> <b>(still room for web &amp; lightning bolt)</b></p> <p><b>OTHER NOTES:</b></p> <p><b>age 18</b></p> <p><b>Base attack +3</b> <b>-bastard sword +4 to hit</b> <b>damage d8+2 (both hands)</b> <b>or d6+2 (one hand)</b> <b>-long bow +5 to hit</b> <b>damage d6</b> <b>+4 to hit, 2xdamage</b> <b>when sneak!</b></p> <p><b>MONEY and TREASURE</b></p> <p>PP: <b>100 pp</b>      GEMS:</p> <p>GP: EP:</p>
<b>13</b>	STRENGTH	1	adjustment																																											
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DUNGEONS & DRAGONS® Character Record Sheet **Dazyar wants to be a hero**

Player's Name <b>Dazyar</b>		Alignment <b>neutral</b>		Dungeon Master	
Character's Name <b>fighter/</b>		Level <b>3</b>		EQUIPMENT CARRIED	
<b>magic user</b>				MAGIC ITEMS	
<b>elf</b>				ring of protection +2	
Armor Class <b>19</b>	Hit Points <b>17</b>	Character Sketch or Symbol		healing potion	
ABILITIES:		SAVING THROWS:		age 100 OTHER NOTES	
<b>17</b> STRENGTH	+2 adjustment	<b>11</b> POISON or DEATH RAY		Spells	
<b>14</b> INTELLIGENCE	+1 adjustment	<b>10</b> MAGIC WAND		pick 2:	
<b>7</b> WISDOM	-1 adjustment	<b>13</b> TURN TO STONE or PARALYSIS		read magic	
<b>15</b> DEXTERITY	+1 adjustment	<b>15</b> DRAGON BREATH		ventriloquism	
<b>11</b> CONSTITUTION	0 adjustment	<b>14</b> SPELLS or MAGIC STAFF		magic missile	
<b>10</b> CHARISMA	0 adjustment			pick one:	
LANGUAGES: <b>elven, common, gnoll, orc, goblin, fairy</b>				mirrow image	
SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.				MONEY and TREASURE	
Base attack +2				PP: _____	
- pike +4 to hit, damage d10+2				GP: _____	
- Short sword +4 to hit, damage d6+2				EP: _____	

DUNGEONS & DRAGONS® Character **Örn wants help people**

Player's Name <b>Örn</b>		Alignment <b>lawful</b>		Dungeon Master	
Character's Name <b>cleric</b>		Level <b>4</b>		EQUIPMENT CARRIED	
<b>cleric</b>				MAGIC ITEMS	
Armor Class <b>18</b>	Hit Points <b>19</b>	Character Sketch or Symbol		scroll: cure light wounds	
ABILITIES:		SAVING THROWS:		age 21 OTHER NOTES	
<b>16</b> STRENGTH	+2 adjustment	<b>9</b> POISON or DEATH RAY		Spells:	
<b>10</b> INTELLIGENCE	0 adjustment	<b>10</b> MAGIC WAND		level 1	
<b>16</b> WISDOM	+2 adjustment	<b>13</b> TURN TO STONE or PARALYSIS		level 2	
<b>13</b> DEXTERITY	+1 adjustment	<b>15</b> DRAGON BREATH			
<b>13</b> CONSTITUTION	+1 adjustment	<b>12</b> SPELLS or MAGIC STAFF			
<b>12</b> CHARISMA	0 adjustment				
LANGUAGES: <b>common</b>				MONEY and TREASURE	
SPECIAL SKILLS: Spells, Thief's abilities, Cleric's turning, etc.				PP: _____	
sling +3 to hit damage d4				GP: _____	
warhammer +4 to hit damage d6+2				EP: _____	

DUNGEONS & DRAGONS® Character Record Sheet **Chrome uses all his money fast**

Player's Name: **Chrome**  
 Character's Name: **Chrome**  
 Alignment: **chaotic**  
 Class: **Dwarf fighter 4**  
 Level: **4**

Armor Class: **19**  
 Hit Points: **34**

ABILITIES:

15	STRENGTH	+1	adjustment
13	INTELLIGENCE	+1	adjustment
8	WISDOM	-1	adjustment
14	DEXTERITY	+1	adjustment
16	CONSTITUTION	+2	adjustment
8	CHARISMA	-1	adjustment

SAVING THROWS:

8	POISON or DEATH RAY
8	MAGIC WAND
10	TURN TO STONE or PARALYSIS
12	DRAGON BREATH
13	SPELLS or MAGIC STAFF

Character Sketch or Symbol:

LANGUAGES: **Dwarf, Common, gnomish, giant, kobold**

SPECIAL SKILLS: **Level Attack bonus +3**  
**attacks both weapons/round if shield attack roll is '1', lose shield**  
**\*Sword +5, damage d8+2**  
**\*Fangshield +4, damage d3+1**

EQUIPMENT CARRIED  
 MAGIC ITEMS  
**ring of protection +1**  
**sword +1**

OTHER NOTES  
**age 52**

MONEY and TREASUR  
 PP:  
 GP:  
 EP:

GEMS:



DUNGEONS & DRAGONS® Character Record Sheet

**Wethel wants to rule when she's older**

Player's Name: **Wethel**  
 Character's Name: **Wethel**  
 Alignment: **Lawful**  
 Class: **Magic user 4**  
 Level: **4**

Armor Class: **10**  
 Hit Points: **17**

ABILITIES:

5/18	STRENGTH	-1 / +3	adjustment
17	INTELLIGENCE	+2	adjustment
9	WISDOM	0	adjustment
10	DEXTERITY	0	adjustment
13	CONSTITUTION	+1	adjustment
14	CHARISMA	+1	adjustment

SAVING THROWS:

12	POISON or DEATH RAY
13	MAGIC WAND
12	TURN TO STONE or PARALYSIS
15	DRAGON BREATH
13	SPELLS or MAGIC STAFF

Character Sketch:

LANGUAGES: **common, bugbear, giant**

SPECIAL SKILLS: **Base attack bonus +2**  
**dagger +5 to hit, damage d4+3**

EQUIPMENT CARRIED  
 MAGIC ITEMS  
**Gloves of the Giant STR18**  
**Cloak of elvenkind**

OTHER NOTES  
**Spells**  
**pick 2**  
**Read Magic**  
**charm person**  
**light**  
**pick 2**  
**phantasmal force**  
**esp**

MONEY and TREASUR  
 PP:  
 GP:  
 EP:

GEMS: