



## MODULE WS1: The Wizard's Woolly Dilemma

D&D 1st Edition Adventure for 3-5 Characters of Levels 2-4

### PART 1: THE WOOLLY FUGITIVE

**The Setup:** The party is resting at a roadside tavern or traveling down a country road when they are approached by an unusually intelligent sheep.

**READ ALOUD TO PLAYERS:** *As you rest your weary feet, a loud, frantic "BAAAAA!" breaks the silence. A sheep bounds into view, practically tripping over its own hooves. It possesses an unnervingly human look of panic in its rectangular eyes. In its mouth, it carries an ornate, wax-sealed scroll. It drops the scroll at your feet and stamps its hoof urgently.*

If the party opens the scroll, it is a *Scroll of Speak with Animals* (modified to only work on the sheep).

- **The Sheep's Secret:** The sheep is actually **Finethir Shinebright**, a Magic-User of some renown. He was betrayed by his apprentice, **Noke**, who used a modified *Wand of Polymorph* to steal his wizard's tower.
- **The Plea:** Finethir promises the party a handsome reward of gold and magical trinkets if they will escort him back to his tower and help him defeat Noke.

## The Ambush

Before the party can ask too many questions, Noke's search party arrives to reclaim the prize sheep.



### ENCOUNTER: Guz and the Wolf Pack

Monster	AC	Move	HD	HP	THACO	Attacks	Damage
Guz (Half-Orc Fighter 3)	5	9"	3d10	18	18	1 (Halberd)	1d10
Mutated Wolves (3)	7	18"	2+2				

- **Tactics:** Guz is arrogant and not very bright. He will demand they hand over the sheep. If they refuse, he orders the wolves to attack. The wolves will try to drag the sheep away while Guz engages the heavily armored fighters.

## PART 2: THE WIZARD'S TREEHOUSE

Finethir leads the party to his "tower"—which is actually a sprawling, magically grown treehouse suspended in the branches of a massive, ancient oak tree.



## The Guard Apes

Noke has used the *Wand of Polymorph* to mutate the local wildlife into bizarre guards. The base of the tree is guarded by apes with the intelligence of human toddlers.

Monster	AC	Move	HD	HP	THAC0	Attacks	Damage	Special
<b>Mutated Apes</b> (2)	6	12" (Climb 6")	4+1					

- Tactics:** The apes are throwing heavy rocks (1d6 damage, range 3") from the tree branches. The party must weather the missile fire or use ranged attacks to clear the way up the stairs.

## PART 3: NOKE AND THE BED DRAGON

Once the party kicks open the door to the treehouse laboratory, they confront Noke. Noke is a cowardly but dangerous Magic-User who is in way over his head.

**READ ALOUD TO PLAYERS:** *The laboratory is a mess of spilled potions and shattered glass. Standing behind an ornate wooden bed is a twitchy man in robes that are far too large for him. He clutches a crooked wooden wand. "You can't have him!" he shrieks. "The tower is mine!" He waves the wand at the wooden bed. The wand sparks violently, and the bed begins to groan, its wooden posts twisting into claws, its canopy snapping into the shape of a massive, wooden maw!*



#### **Noke (Human Magic-User 4)**

- **AC:** 9 (Robes)
- **Move:** 12"
- **HP:** 10
- **THAC0:** 19
- **Spells Memorized:** \* 1st Level: Sleep, Magic Missile
  - 2nd Level: Web, Mirror Image
- **Equipment:** Broken Wand of Polymorph (Cannot be used safely by players; acts as a Wand of Wonder if attempted, with a 50% chance of backfiring and turning the user into a squirrel).

#### **The Bed Dragon (Wood Construct)**

*Treat as a Lesser Golem or heavily modified Wyrmling.*

Monster	AC	Move	HD	HP	THACO	Attacks	Damage
The Bed Dragon	4	9"	5				

- **Special Defense:** Immune to *Sleep, Charm, Hold*. Takes double damage from magical fire.
- **Breath Weapon (1/day):** Breathes a 2" cone of jagged wooden splinters. All in area take 3d6 damage (Save vs. Breath Weapon for half).

## Resolution

If the party defeats the Bed Dragon and subdues or kills Noke, they can use the damaged wand (or force Noke to do it) to turn Finethir back into a human.

**Treasure:** Finethir rewards the party with 500 Gold Pieces, a *Potion of Healing*, a *Scroll of Invisibility*, and a very comfortable (but entirely non-magical) set of silk bedsheets.

**BY Asher Aschilean**