

BLOODBERRIES

A Fighting Fantasy Adventure for 1-3 players for the 2014 One Page Dungeon Contest
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BACKGROUND: The earl of Spackleberg is dying. **Clormon Seegler**, the local gnome alchemist, needs bloodberries to concoct a cure. Three villagers set out, but none returned. The residents offer a 100 gp purse & a potion of the heroes' choosing for their help. Clormon (7/5/1) tells the heroes he needs 12 bloodberries, from the far side of Mudmere, & warns them not to go near the ruined castle because it's too dangerous – despite all the rumors of treasure. He assists by giving the heroes a **Smoke Bomb**, 2 **health potions**, & a basket (the missing villagers took all his best potions).

CONCLUSION: The earl's odds of survival start at 16 or less on 2d6. For every 15 minutes of *real playing time*, subtract 1 from the odds. Roll *once* after the heroes complete their mission.

OPTIONAL BONUS MISSION: If the earl survives, he can hire the heroes to recover the missing villagers (with no time limit).

START HERE (on the path from Spackleberg)

Quicksand – *SKILL Test* to spot. *LUCK Test* to escape. Victims start knee deep. Each failed *LUCK Test* escalates entrapment: Knees > Waist > Chest > Neck > Dead.

2 Giant Centipedes (5/7/1)

Treasure Chest (rotten) Tarnished silverware set for 4 (*each set* counts as 1 item for encumbrance purposes & is worth 1d6 gp); assorted broaches, rings, & amulets (worth 3d6 gp); & an assortment of coins (worth 2d6 gp).

Thacker (dead) Spiked club, **fire bomb**, **frost bomb**, 1d6-3 gp, gloves, basket, **health potion**, & 1d3 items from the *Random Junk Table*.

Waist-Deep Shallows – Heroes can cross here without crocodiles attacking, but pick up 1d6+1 **Giant Leeches** (1/7/1) along the way. Each drains 1 STAMINA/round & falls off after 3 are eaten. Pulling them off causes 1 STAMINA damage. Hitting them with a knife requires a *LUCK Test* (to avoid hitting themselves!). A **frost bomb** freezes the water & allows crossing without leeches. A **fire bomb** reduces the number of leeches by half.

Bloodberry Grove – Heroes *not wearing gloves* suffer 1d3 damage for every handful (1d6) of berries picked (12 are needed). Each bloodberry eaten restores 1 STAMINA.

3-headed Hydra (9/9 body & 5 per head/3) Dies if all body STAMINA or all head STAMINA depleted.

Byrne (dead) Sword, **fire bomb**, 1d6-3 gp, gloves, basket, **health potion**, 1d3 items from the *Random Junk Table*. *SKILL Test* to notice scorched ground.

Brontosaurus (12/25/4) Ignores heroes unless provoked.



Spit Toad (5/6/1) *SKILL Test* to avoid spit or be blinded & automatically hit 1st attack round.

Wort (dead) Axe, half spilt vial of **poison**, **insect repellent**, **frost bomb**, 1d6-3 gp, & 1d3 items from the *Random Junk Table*. *SKILL Test* to notice his only wound is a cut on his thumb.

Gabby the Gobbo (6/4/1) Goblin, offers to lower bridge for goods thrown across, but reneges (not strong enough). Has 1d6-3 gp, 1d3 Provisions, & a stick club.

Maurice (4/3/1) Gabby's pet giant rat, carries 1 item from the *Random Junk Table* in its mouth.

Watchtower – The drawbridge mechanism is rusted & requires a *STAMINA Test* (4d6) to budge. Everything on the *Random Junk Table* that isn't on the dead villagers or carried by Maurice is stashed here (Gabby's hoard).

Crocodiles (7/7/2) Attack any heroes in water (-2 *SKILL* on land)

Ruined Bridge – Requires 5 *SKILL Tests* to jump across (or fall in).

KEY	Stat Block: (SKILL/STAMINA/# ATTACKS)		RANDOM JUNK TABLE					
	Health Potion: Restores 1d6 STAMINA; green vial	d66	1	2	3	4	5	6
	Poison: If applied to edged weapons, does double damage for 1d6 rounds; if swallowed, does 2d6 damage (1d6 w <i>LUCK Test</i>); black vial	1	Spotted Cheese	Leaky Flask	Handkerchief	2d6 Rusty Nails	Needle & Thread	Empty Box
	Frost Bomb: 1 use, 1d6 freezing damage, ranged attack; cold blue vial	2	Moldy Bread	10' Rope	Burnt Candle	Piece of Cork	Leather Thong	Picture Locket
	Fire Bomb: 1 use, 1d6 burning damage, ranged attack; warm red vial	3	Rotten Apple	Bamboo Flute	Woolen Cap	Gap-toothed Comb	Pouch of Wet Tobacco	Bar of Soap
	Smoke Bomb: 1 use, Escape without penalty; cloudy gray vial	4	Bone Dice	Dull Knife	Garlic Clove	Scratched Mirror	Bronze Ring	Prayer Book
	Insect Repellent: If worn, keeps normal/giant insects away 5/6th of the time; brownish-gray cream	5	Tinderbox	Tin Cup	1d6 Feathers	2d6 Nuts	Small Mallet	Hunting Horn
	6	Wooden Pipe	Scrimshaw	Wooden Spoon	Conch Shell	Ragged Blanket	Piece of Wire	
2d6	WANDERING MONSTER TABLE	4	Swarm of Mosquitoes (-/-/-) <i>Test LUCK</i> or catch droopsies (-1 <i>SKILL</i>)	7	River Snake (6/6/1) Coils around legs if hits twice (-2 <i>SKILL</i> & -1 STAMINA/round until defeated)	10	Giant Owl (6/7/1) Dive attack +4 <i>SKILL</i> 1st round	
2	Marsh Giant (9/9/2)	5	Giant Dragonfly (8/4/1)	8	Giant Spider (7/6/1) <i>Test SKILL</i> x2 to escape web	11	Fish Man (7/6/1)	
3	Lizard Man (8/8/1)	6	Wild Boar (6/5/1)	9	Giant Firefly (5/5/1) 3/6th chance attacks do an additional +2 electric damage	12	Giant Slug (7/10/4) Spits poison (5 damage) once per hour, <i>SKILL Test</i> to avoid	