

FOR 4 PCS OF 2ND—3RD LEVEL

THE BAGIENNIK GAME



A 5E WARLOCK MIDGARD ADVENTURE
BY JON SAWATSKY

THE BAGIENNINIK GAME

*Little man of wood and soil, angry first then sad and loyal, strange faerie of inconstant mood,
your rooty home so soft and crude...*

Background

In humble Tuwold, a small hamlet east of Reywald and nestled into the edge of the Arbonesse forest, the youth have invented a deadly game. The lair of an inconstant **bagiennik** (see page 6) has been discovered not far from the hamlet. The lair is in one of the ruined chambers of an elven temple buried under the swamp. The youth have been taunting the creature, hoping to have it knock them unconscious where they “die” for a short time before being revived by the bagiennik. Otherwise, they’ve not explored the sopping elven ruin.

The story begins when one of the participants in the game doesn’t return home. Concerned, the hamlet elders send word to the city of Reywald asking for adventurers to investigate. Arriving in Tuwold, the characters are met by

irate adults and nervous youngsters who are reluctant to tell the truth. Whether they gain the youths’ trust or not, the party strikes out to find the missing child.

Arriving at the ruins, the characters discover quickly that the bagiennik isn’t the only inhabitant. The lord of the ruins, a foul tempered **far darig** (*Tome of Beasts*, p. 179), has taken the unconscious boy from the agitated bagiennik into the depths of the ruins. As they search for the youth, the party discovers the temple is overrun with dark fey things that have no intention of allowing the party access to their home. A watery and muddy tromp through the ruins eventually leads to a confrontation with the far darig who might trade for the boy, but otherwise must be defeated.

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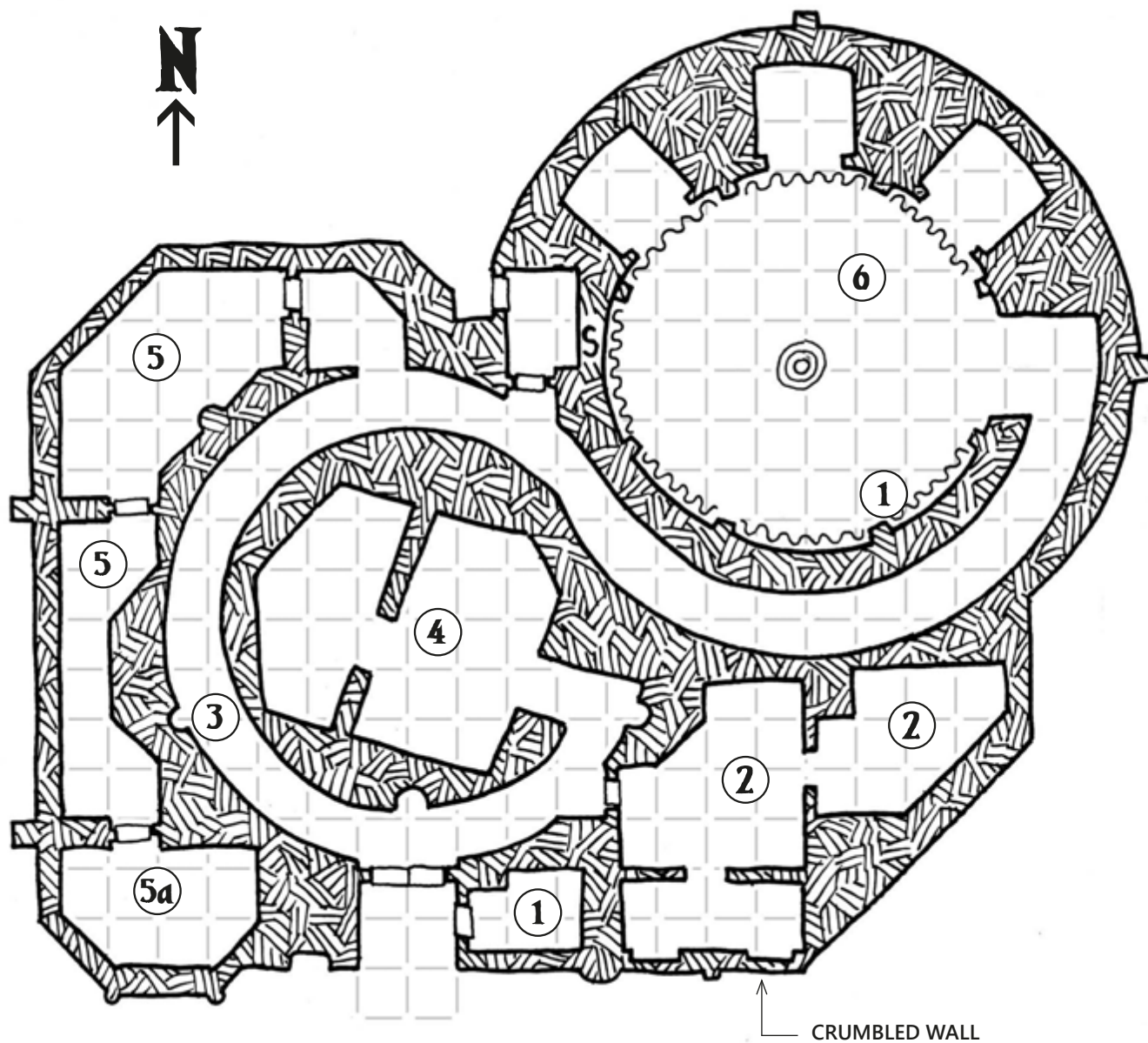
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Tuwold

Tuwold is a small community less than an hour walk from Reywald. Its chief export is timber from the nearby forest. There is a general goods store that sells most common equipment and provisions for market price. It has no inn, but a single-room bar, named Lost Steps, serves surprisingly good beer. Once a year, some nobles from Reywald come to drink the beer and spend a weekend roughing it in tents near the hamlet.

ULRAN, MISSING YOUTH (NPC)

Ulrán (**commoner**) was nabbed by the far darig before the bagiennik could restore him. The children fled when this occurred. Ulran is currently alive and unconscious in the far darig's lair in the elven ruins.

TOMRA, VILLAGE ELDER (NPC)

Tomra (**veteran**) is a retired guard from Reywald. He is handy with an axe and shield, and he knows his way around bows and crossbows. He is an older man with a broad frame and close-cut, silver hair. He has managed to extract the detail of where the children were playing from them but little more. He is a good-hearted man with sincere concern for the youth. If the party requires support, he is willing to join them as a combatant (taking a share of the XP). He offers each character a sack of 50 gp if they help find the boy. He has a +1 *handaxe* that he is willing to part with if the characters require more payment.

INA, HALSON, AND GRALICH (NPCS)

The three reluctant youths (**commoners**) are currently at their respective homes. The families will allow the characters access to the youths for a few minutes provided they have Tomra's blessing. Ina is deeply traumatized by the experience, and she will reveal nothing unless a *calm emotions* spell is cast on her, at which point she reveals the fate of Ulran. Halson is terrified of the consequences of telling the truth, but he can be coaxed into revealing what happened to Ulran with a DC 17 Charisma (Persuasion) check.

Gralich tells twelve different versions of the story, and he believes it is all a game. A *zone of truth* spell or a DC 17 Charisma (Intimidation) check forces him to tell the truth.

THE GAME

The game is simple: taunt the Bagiennik into beating you unconscious, then awaken from its healing magic feeling a rush of endorphins. It is a terrible idea brought about by the carelessness of youth.

Finding the Ruins

Tomra or any of the youth can direct the party to the location of the ruins. You may require a DC 12 Wisdom (Survival) check to ensure they find it quickly. The forest beyond the hamlet is filled with beastly things, and you may have the characters encounter such creatures before arriving at the ruins.

LORD OF THE RUINS

Ingyf, a far dari and current lord of the sopping elven ruins, is an old cantankerous creature. He is unsure what he will do with Ulran, though many of the other fey in his lair encourage him to eat the poor youth. Ingyf likes magical items, and in particular, he likes staves and wands. When confronted in his lair, he does not attack immediately and suggests a trade. The party can make such an exchange to avoid combat with Ingyf. If they plan to retrieve such an item and bring it back, make it clear that Ulran might not survive another hour in this dark and wet place.

MAGIC OF THE RETREATED ELVES

Spells cast by clerics, druids, and paladins inside the ruins are cast one casting level above the declared level. This is considered a magical effect, and it does not impact the caster's spell slots for the day.

Area Descriptions

The once beautiful elven temple is now barely recognizable as the ever-encroaching swamp has reclaimed most of its earlier splendor.

1. MAIN ENTRY AND SHRINE

The main entry is partially submerged under water and is blocked by roots and debris. A small shrine just before the blocked doors was ransacked long ago, and its contents are smashed. A DC 16 Wisdom (Perception) check reveals a hidden button in a stone stand that can be pressed to reveal a hidden compartment. The compartment contains 43 gp of the old elvish style.

2. BAGIENNIK LAIR

The three chambers that comprise this lair can be accessed from the exterior through a crumbled wall. The Bagiennik is resting in the innermost lair, and his wasp friends (**swarm of insects**) fly through the other chambers freely. They attack and defend their lair. The bagiennik is upset by his inability to restore Ulran (an instinctual rather than morale frustration), and therefore, he will not restore any creatures he knocks unconscious.

3. THE HALL OF MUD

This long snaking corridor is filled with a foot of stinking mud. It is considered difficult terrain.

4. SUBMERGED PRAYER ROOM

This chamber is almost entirely submerged in muddy water. Two **boloti** (*Tome of Beasts*, p. 38) live in the brackish water, and they delight in drowning the characters. Characters who spend time swimming and searching (DC 18 Perception) here are rewarded with a pair of greater healing potions in fine glass bottles.

5. TEMPLE STORES

The large chamber is pitch black and covered in fungal growth. Stone shelves, smashed along the wall, sit empty. The water is shallow here, and the air is close and smells fetid. Five **violet fungi** grow here and will attack when the party is close. Each time a violet fungus dies, a **poisonous snake** slithers out of its innards and attacks the nearest character in the party.

5.A. BUCCA NEST

This small chamber has several narrow tunnels to the exterior, which let in fresh air and allow the three **bucca** (*Tome of Beasts* p. 46) that live here to come and go as they please. On a DC 16 Wisdom (Perception) check, a character

spots a simple snare trap at the door (DC 15 Dexterity check to disarm) that triggers when a small or larger creature steps into the room. Creatures caught in the snare must make a DC 15 Dexterity saving throw. On a failed save, the creature is restrained until it uses an action to free itself. The bucca have amassed seven gemstones (50 gp each) and a pile of 112 gp.

6. INGYF'S LAIR (FORMER WORSHIPPING SPACE)

This round room has three makeshift curtains hung along its wall, hiding the contents of three small chambers. On a successful DC 16 Wisdom (Perception) check, a secret door is revealed on the western wall that leads back to area 3 via a small hallway. The chamber is filled with branches and deadfall, and a few holes in the ceiling let in light and air. Ingyf mutters and wanders through his wet lair. Behind the curtains are his treasures and the living quarters for his pet. Near the far eastern wall is Ulan, the unconscious youth. Ingyf's pet (**crocodile**) splashes through the shallow water and defends the far darig. Once during the combat, Ingyf can animate the branches and deadfall on the floor, forcing any enemy standing in the room to make a DC 15 Dexterity saving throw. On a failed save, the creature is restrained until the end of its next turn.

Ingyf uses a *wand of magic missile* freely in combat. In one of the curtained chambers, he keeps a gilded elven strongbox filled with 200 gp, 2 common potions, and a finely carved owl made from gypsum (75 gp).



Conclusion

Ulan is unconscious but otherwise unharmed. He can be revived, but he is too weak to walk home. Once Ulan is carried back to the hamlet, his overjoyed father and mother thank the characters and offer them a humble meal in celebration.

Bagiennik

With webbed claws, bulbous eyes, and two nostril-slits that ooze an oily black substance, the creature is not quite hideous—but it might be, if most of it wasn't concealed by a thick coating of muck and mud.

BATHING UGLIES. When a bagiennik is alone, it spends its time bathing in local springs, rivers, and marshes. The creature sifts through the muck and silt, extracting substances that enhance its oily secretions. If anything disturbs the creature during its languorous bathing sessions, it angrily retaliates. Once a bagiennik has bathed for four hours it seeks a target for mischief or charity.

UNPREDICTABLE MOODS. One never knows what to expect with a bagiennik. The same creature might aid an injured traveler one day, smear that person with corrosive, acidic oil the next day, and then extend tender care to the burned victim of its own psychotic behavior.

If the creature feels beneficent, it heals injured animals or even diseased or injured villagers. If a bagiennik visits a settlement, the ill and infirm approach it cautiously while everyone else hides to avoid provoking its wrath.

When a bagiennik leaves its bath in an angry mood, it raves and seeks out animals or humanoids to spray its oil onto. If a victim drops to 0 hit points, the foul-tempered bagiennik applies healing oil to stabilize them, grumbling all the while.

ACID OILS. Collecting a dead bagiennik's black oils must be done within an hour of the creature's death. A successful DC 15 Wisdom (Medicine) check yields one vial of acid, or two vials if the result was 20 or higher.

A bagiennik can use these chemicals either to heal or to harm, but no alchemist or healer has figured out how to reproduce the healing effects. Other than their acidic effect, the secretions lose all potency within moments of being removed from a bagiennik.

A bagiennik weighs 250 lb., plus a coating of 20 to 50 lb. of mud and muck.

BAGIENNIK

Medium aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	9 (–1)	16 (+3)	11 (+0)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 3 (700 XP)

Healing Oil. A bagiennik can automatically stabilize a dying creature by using an action to smear some of its oily secretion on the dying creature's flesh. A similar application on an already-stable creature or one with 1 or more hit points acts as a potion of healing, restoring 2d4 + 2 hit points. Alternatively, the bagiennik's secretion can have the effect of a lesser restoration spell. However, any creature receiving a bagiennik's Healing Oil must make a successful DC 13 Constitution saving throw or be slowed for 1 minute.

ACTIONS

Multiattack. The bagiennik makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

Acid Spray. *Ranged Weapon Attack:* +6 to hit, range 15 ft., one target. *Hit:* 14 (2d10 + 3) acid damage. The target must make a successful DC 13 Dexterity saving throw or fall prone in the slick oil, which covers an area 5 feet square. A creature that enters the oily area or ends its turn there must also make the Dexterity saving throw to avoid falling prone. A creature needs to make only one saving throw per 5-foot-square per turn, even if it enters and ends its turn in the area. The slippery effect lasts for 3 rounds.

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