

Antonius Abducted

European fantasy adventure (14th-17th C., level 5-7)
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Creatures listed with (hit dice/class level)



Flying horrors took the holy hermit Antonius to a ruined temple near the overrun town of Den Bos, where darkness blots the western sky.



Evil pilgrims converge on the temple; Hertog Jan has lent you his flying crane-boat (5, 150'/round), but it won't set down on land or water within 50' of an enemy.



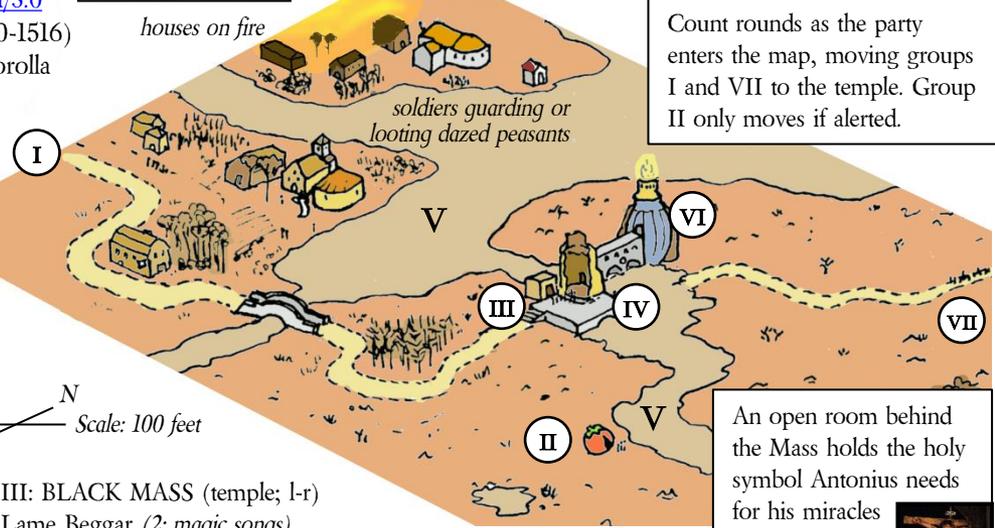
I

I: WEST PILGRIMS (12 rounds away)
Tree Man Archer (4; bark skin; bow)
Cattfish Unicorn (2; impales; fast)
Armored Hounds (1; small, vicious)
Ape Man (1; cowardly; wheel on pole)
Arm Knight (3; armor; 3rd arm on head)



II

II: PERSIMMON MOB (4 rounds away)
2 demonets (2; itching poison, ambush)
Giant Finch (1); Deer x2 (2)
Basket Homonculus (1; sword, berserk)
Skull Harper (6; armor, magic songs)
Nude Goose (2, slow); Water Rat (1)
Hat Man (3, mountebank, lamed)



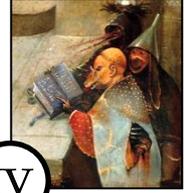
Count rounds as the party enters the map, moving groups I and VII to the temple. Group II only moves if alerted.

III: BLACK MASS (temple; 1-r)
Lame Beggar (2; magic songs)
Swine Bard (5; magic songs, owl familiar, pet piglet)
Nubian Acolyte (1; evil priest)
Egg Homonculus (1/2; egg of flammable stink gas)
Pale Lady (9; necromancer)
Snake Tiara (7; evil priest)
Pipe Demon (4; choking gas)
Rose Lady (5; enchantress)
Antonius (11; good priest)
Gryllus (2; bites shins, disease)
Vile Nun (3; evil priest)



III

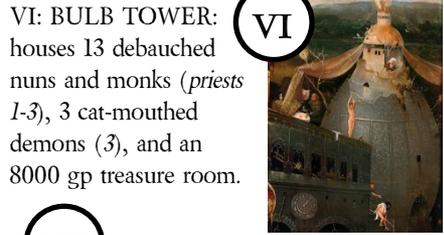
IV: Swine Priest (4; evil priest of disease; book of curses) and Funnel Goblin (1) hide under temple if battle goes badly.



IV



V: RIVER PATROL: roll d6 for encounter on water and every 10 rounds after: 1-3: nothing, 4: Iron Fish (5, armor) 5: Duck Boat with captive magic singer (3), demon boater (2), 6: Boat Homonculus (1/2) scout and spy



VI

VI: BULB TOWER: houses 13 debauched nuns and monks (priests 1-3), 3 cat-mouthed demons (3), and an 8000 gp treasure room.



VII

VII: EAST PILGRIMS (6 rounds away; 1-r)
Thistle Knight (5; armor; spiked mace)
Shield Squire (0; holds pink magic shield)
Tree Woman (4; druid; bark skin; demon baby)
Rat Steed (3); Jug Steed (3, fragile)
Bronze Man (4; metal skin; scimitar)
Water Infant (0; curse if you spill his bowl)
Spike Knight (3; armor; rams head spike)

Antonius endures the Black Mass and the lewd whispers of the Rose Lady, but they overpower him, and he'll be glad of the party's help. He knows that if the Tree Woman's baby is baptized at the Black Mass, he will grow in a year into an Antichrist and lead demon armies to destroy the whole kingdom – so Antonius will urge the party to stop that happening.

Hieronymus Bosch