



## Den of the Water Naga: A Swords & Wizardry Mini-Adventure

**Back Story Suggestions:** •Party hired to kill naga, given Water Breathing potions. •Party discovers rare mushrooms near spring, known to convey water breathing ability, decide to explore it. •Random wilderness encounter - party attacked by naga which retreats and enters spring, should the party pursue?

**1. Spring:** A peaceful looking spring with clear, fresh water and gentle slopes. A seemingly excellent camp location is located only about 40' away. Sun or artificial light reveals d20 gold and d100 sp at bottom, some 13-15' deep, some of which trails off in the direction of area 3. There are some tight squeezes - some passages only allow one person through at a time.

**2. Giant (1.5' long) leech:** HD 1; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 17; CL/XP 2/30; Special: Sucks blood (1hp/round). Will attack anything that lingers in this area. A recent addition to the spring which the naga hasn't discovered yet.

**3. Upflowing water** detected here from below, unknown depth leading - ? Passage narrows ahead at one point to only 3 ft. wide. d20 gp and d100 sp trail off towards area 4.

**4. Water Naga:** HD 7; AC 5[14]; Atk 1 bite (1d4+poison); Move 12 (Swim 20); Save 9, XP 1400; Special: Lethal Poison (+5 Save), spells: Charm Person x2, Sleep, Magic Missile, Sleep, Mirror Image, Darkness, Suggestion. Rests in den during day, leaves spring to hunt at night, returns with kills. Fetid pile of rags, bones, 300gp, 650sp, 1gem worth 65gp.

**5. Bones and Treasure:** Occasionally, coins and bones fall here from the naga's den. d20gp and d100sp. Small minnows dart about.

**6. Bones and Treasure:** Same as 5, although there is a 1 in 6 chance the crayfish from 8 will be here.

**7. Bones:** There's nothing but some small bones and a few scattered coins here. Anything investigating this area will be attacked by the Giant Crayfish that lives in area 8 and surprised on a 1-3 (d6).

**8. Giant Crayfish:** HD 4+4; AC 4[15]; Atk 2 (1d8 pincers); Move 6 (Swim 12); Save 12, XP 300. This bottomfeeder subsists on the leftovers of the naga that float down here. It has no treasure.