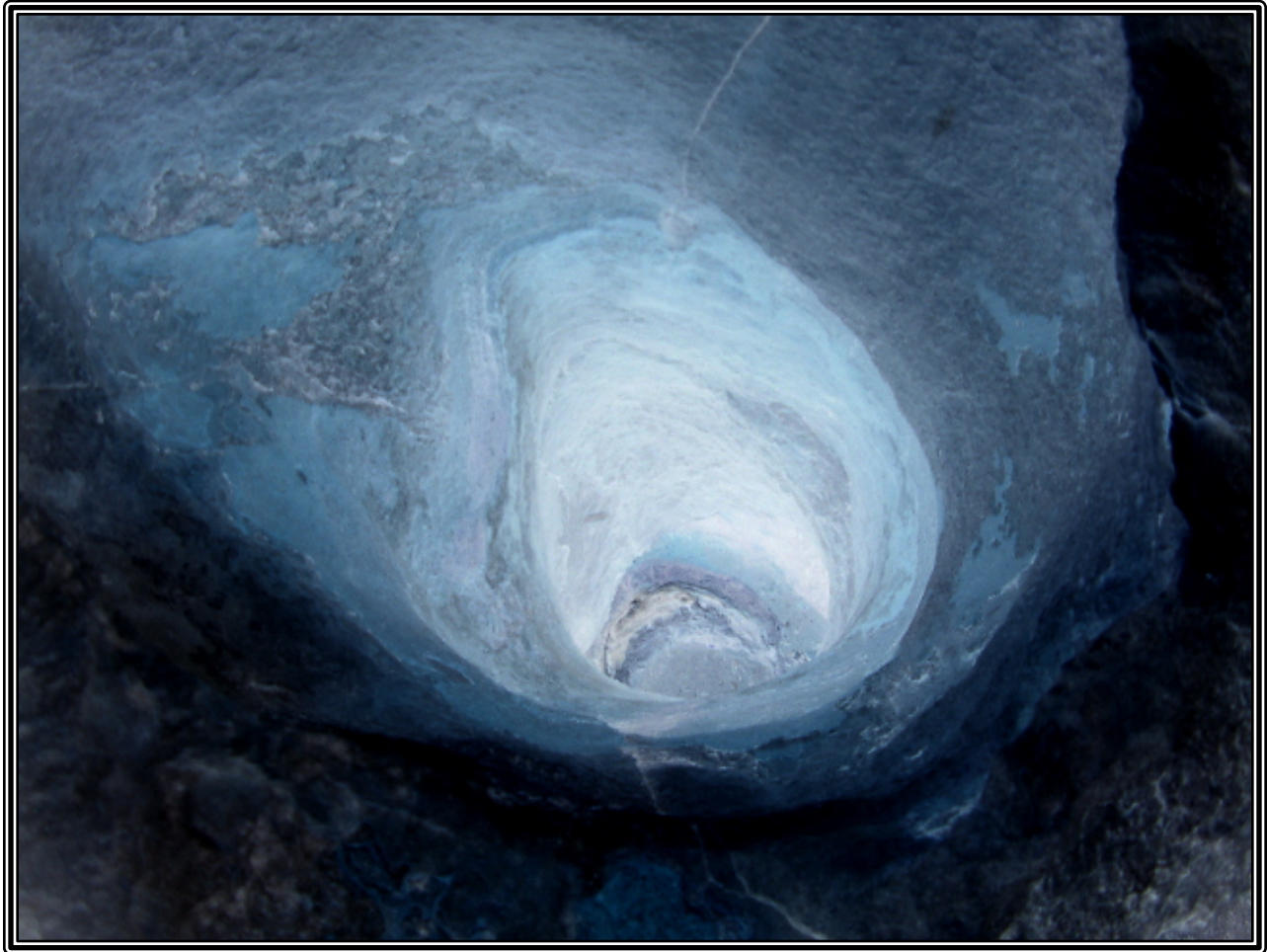


Harnly's Hole

**A DIY One-shot Adventure for Swords & Wizardry WhiteBox
and other BX/Original Edition-type Games**



**recommended for 4–5 low-level characters (zero to first level)
with at least 1 cleric in the party
(pre-generated characters included)**

**by Matthew W. Schmeer
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originally written for Sword & Wizardry Appreciation Day 2013
updated and expanded February, 2014
by Matthew W. Schmeer
<http://rendedpress.blogspot.com>

This scenario was created using only the monsters found in the **Sword & Wizardry WhiteBox** rule set. My preferred version of these rules is the no-longer-available 2nd printing by [Brave Halfling Publishing](#), although you should have no problem running it with the [freely available 3rd printing PDF](#) from the [Swords & Wizardry website](#). Monster stat blocks are as found in the 2nd print and differ slightly from those found on d20swrd.com. Referees should have little difficulty adapting this scenario to any old school inspired version of the original fantasy role playing game.

Why do I prefer **Swords & Wizardry WhiteBox**? Because it makes for gritty, dangerous dungeon crawls at low-level where the spectre of death is ever-present. This scenario makes for a good introduction to old school gaming play style or as a one-shot convention module, as there is much risk and slight reward in the way of treasure (but there are treasures!) for 0 or 1st level characters. It is also designed to have 2 of the player characters join the game after their discovery; the DM may opt to run these as NPCs. The boxes beneath monster entries are for keeping track of that particular monster's hit points during play.

Background

Fort Harnly wasn't much of a fort. It wasn't anything more than just a glorified one-room guardhouse in the middle of nowhere. In fact, it was so far away from the Baron Walthamthorp's stronghold that he tended to forget about it and eventually stopped posting guards to the fort. After many years, Fort Harnly fell into disrepair and nearly faded into memory.

Of the guards who served at the frontier post, only Harnson Groot is still alive. Now a one-legged sergeant and pole-arms trainer in the Baron's mercenary force, he regales green recruits with stories of encounters with the bugbears, goblins, kobolds, and gnolls who roamed the hills at the Barony's edge. Privately, what he recalls most vividly is wasting away the hours on cool, pleasant evenings swimming in the pond behind the fort.

He remembers those years fondly (as those who are up in years are wont to do), so much so that he requested and was given permission from the Baron to retire to the run-down fort and start a farm when he resigns his commission at the Baron's mandated 40 years of service limit. The Baron has even agreed to let Harnson send a few recruits out on a training exercise/scouting mission to begin preparing the area for Harnson's return.

Harnson has charged three recruits to venture to Fort Harnly. After some thought, the Baron also asked the Keep's priest if there was an acolyte His Grace could spare to accompany his men. Father Noaventure agreed to this request and sent along one of his slightly more worldly clerics.

The party set out on mules from the Baron's keep two weeks ago and has just arrived at Fort Harnly. Along the way they recruited a few villagers as torchbearers, porters, and men-at-arms (see hirelings list). A shipment of building supplies and a relief party led by Harnson left a week after the party's departure. The recruits' mission is to secure the area, clean up the fort, and investigate any strange goings-on in preparation of the fort's renewal.

The party (4–5 PCs plus up to 4 hirelings) has arrived at the fort, and now must deal with what it finds.

Wandering Monsters

(1d6; above ground)

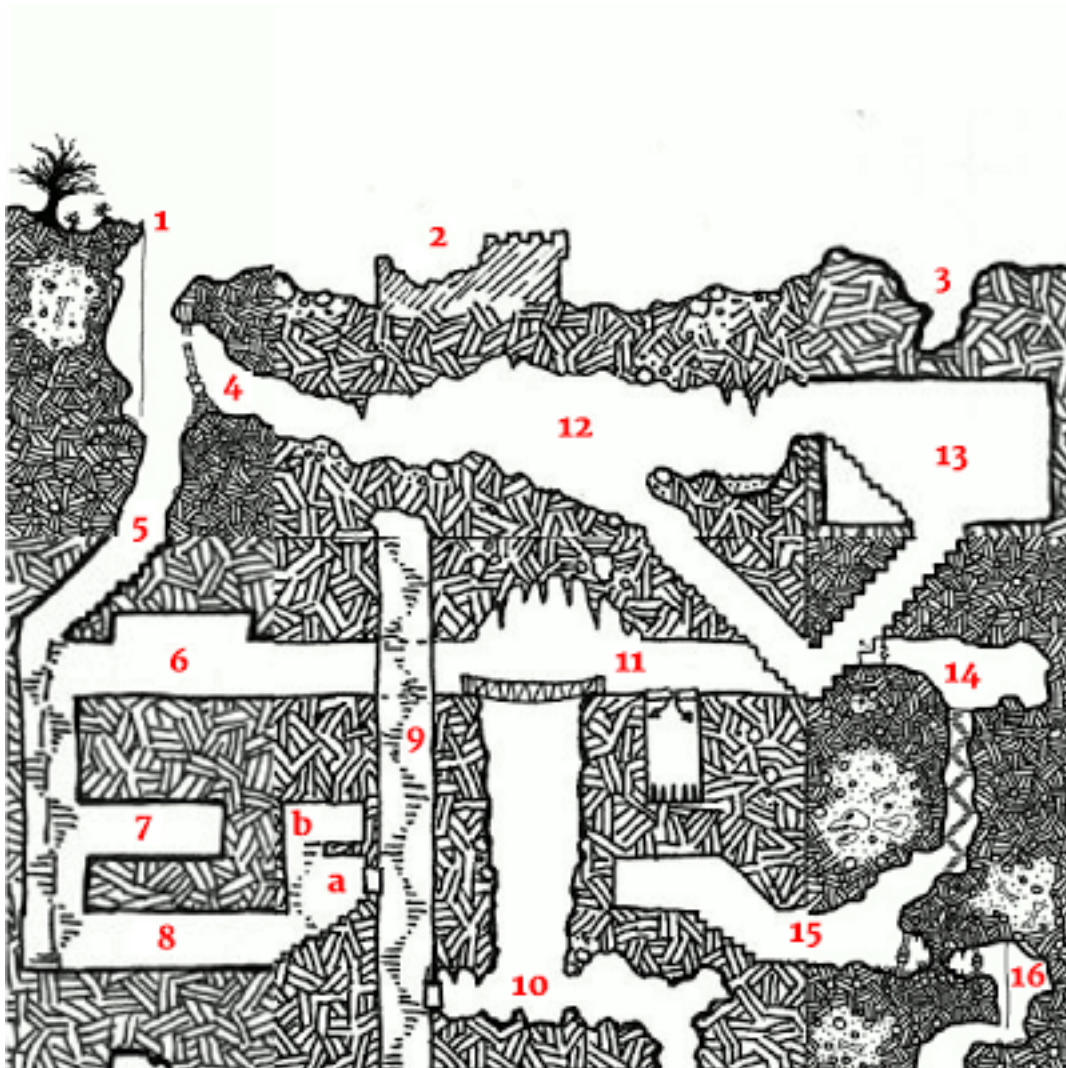
1. 1d4 Gnolls
2. 1d4 Human Bandits
3. 1d4 Goblins
4. 1d4 Kobolds
5. 1d4 Bugbears
6. Owlbear

Wandering Monsters

(1d6; below ground)

1. Giant Spider
2. Small Giant Centipede
3. Ghoul
4. Gnoll
5. Lemure Demon
6. 2 Giant Rats

Map



Map made with [Dave's Mapper](#).

Map Key

Note: Roll 1d4 to determine the party's starting point. On a 1 or 2, start in **Area 3** to the right of the pit. On a 3 or 4, start in **Area 1** to the left of the tree.

1. A **dryad** inhabits this tree. A naked dwarf is tied to the tree and the dryad plans to feed on his life force soon. The dwarf, **Virlek Gyndulfson** (see pre-gen list, below), has been seduced with a *Charm* spell by the dryad and somehow tied himself securely to the tree. His equipment is in good working order and piled tidily a few steps from the tree.

A heavy iron chain dangles into the depths of the pit, the end a few feet above a small cairn of rock on an outcropping below. This was the pond old Harnson remembers, although it has collapsed and there is no trace of a water source. The pit does not appear to be natural, nor does it appear to be the handiwork of any known race.

Dryad: HP 9; AC 9 [10]; Atk 1 wooden dagger (1d4); Move 12; Save 16; HDE/XP 3/60; Special: Charm person (-2 save).

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2. This one-room guardhouse has fallen to ruin; 2 ragged looking **gnolls** have taken shelter for the night. The gnolls are heavily injured but fight to the death if provoked. They are exhausted and terror-plagued and rave nonsensically about a "horror below the earth" but not mention any specifics.

If treated well, the gnolls explain they are the last survivors of an expedition that breached the column in **Area 4** to explore the depths below. Bandits ambushed them as they came scrambling out of the pit in **Area 1** while some unknown enemy "breathing fire" chased them to the surface.

2 Gnolls: HP 4, 5; AC 5 [14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; HDE/XP 2/30; Special: None.

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3. This pit is filled with the recently dead bodies of 3 gnolls and 7 **human bandits**. The gnolls appear to have put up a ferocious fight despite severe burn wounds that appear several days old. Also tied up and knocked unconscious beneath one of the dead bandits is **Raafan Autuk**, a 1st level Magic User (see pre-gen list). He's the seventh son of a seventh son; his father is a rich merchant specializing in rare pipeweed who bought his son's way into the magic academy. Raafan was being held for ransom, having been ambushed on his way home for a visit. He'll come around after some strong drink is poured down his gullet.

Between all the dead bodies, there's 27cp, 34sp, and 73gp. There are several swords of various lengths, clubs, bows, and daggers scattered about, but nothing really worth taking.

4. The broken column is an entrance to the largest cavern in the complex. The column appears to be of gnomish design and is engraved with ancient gnomish script and warnings that have been scratched out beyond decipherability. A *Read Magic* spell reveals various inscriptions (most of them gnomish graffiti). One message stands out from the rest: “Beware the One Who Sleeps Below!”

The tunnel to **Area 12** is empty, but the ground is worn smooth of dust and debris—except around the column, where the remains of the broken column are scattered.

5. These stairs do not appear to have been carved by any earthly hand, and have been carved from the bottom up. The gentle slope ends in a twisting stone staircase that also isn’t of any known design. There is a 30% chance that the spiral staircase contains 1d4+1 **giant rats**.

A faint howling, screeching sound can be heard from the depths below. The sounds get louder near **Area 6**, but then become inaudible further down.

1d4+1 **Giant Rats**: HP 4, 4, 3, 4, 3; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; HDE/XP 1/10; Special: 5% are diseased.

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6. Two dead gnolls lay at the entrance to this room, their bodies burnt and horribly disfigured. They carry a total of 6gp, 2 cudgels, and 1 spear.

Further in, a **giant slug’s** bulk blocks the way to **Area 11**. It attacks if disturbed. It is always disturbed. Inside the slug are the digested remains of 2 gnolls and 75gp worth of coins in various denominations.

As the party ventures closer to **Area 11**, the howling & screeching sounds heard in **Area 5** get louder.

Giant Slug: HP 16; AC 8 [11]; Atk 1 bite (1d12) or acid; Move 6; Save 3; HDE/XP 13/2,300; Special: Spit acid (2d6).

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7. A dead gnoll blocks the entryway here. His trappings and hide patterns indicate he was someone of rank. There are 3cp, 12sp, and 6gp in a pouch at his waist. A heavy, wicked-looking cutlass (treat as +1 *longsword*) lies close to his outstretched hand.

Also in this room are twelve brittle, inanimate gnome skeletons. Among the bones are 2 emeralds worth 68gp total. Hidden in a hollow shinbone is a scroll of *Protection from Chaos*.

8. At the bottom of the stairs, blocking entrance to the room, is a **Hell Hound** carcass with a dead gnoll gripped in its jaws. Pieces of a broken sword and a splintered cudgel scatter the floor, as do 150cp and 75sp, making the floor near the entrance treacherous (20% chance someone falls while moving through this area).

Two more Hell Hounds are anxiously pacing around the room. The Hell Hounds attack on sight.

2 Hell Hounds: HP 11, 10 ; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 13; HDE/XP 5/240; Special: Breathe fire (8 hp).

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8a. A narrow stone staircase spirals up to **Area 8b**. The door to **Area 9** is locked and warded; *Dispel Magic* has no effect. It can only be opened with the right magical key. The door and lock are covered with a thick layer of **yellow mold**.

Yellow Mold: HD n/a; AC n/a; Atk 1d6 damage + spore cloud; Move 0; Save n/a; HDE/XP 3/60; Special: Poisonous spore cloud, killed by fire.

8b. This is evidently a storage room, stuffed with rusted weaponry, miscellaneous gears, spotted sheets of waxy grey thin metal, slow leaking & near empty vinegar barrels, rotted portraiture, and other such items. Everything is covered in a fine layer of non-toxic yellow dust.

Dangling from the corner of a picture frame at the back of the room is an iron key ring with the special keys to the doors in **Areas 8a & 10**. The keys glow with a faint purple aura under a *Detect Magic* spell.

Inside one of the vinegar barrels is the ancient, desiccated corpse of a dead halfling. He has a cleric's *Ring of Spell Storing* in his pocket and an *Amulet against Scrying* on a normal chain around his neck. A +1 *short sword* is in a finely engraved sheath at his side. He also has 52gp in various coinage in his trouser pockets.

9. The smell of sulfur is strong in this stone staircase, despite a gentle wind flowing from above. A continual stream of **shadows** march downward as well, two abreast. They don't attack unless attacked and step aside to let the party pass if unprovoked. The shadows keep coming, pair after pair. (**DM Note:** use the same HP for each pair during combat).

The end of the staircase is impossible to find; it just keeps going down. PCs attempting to go down off the map find themselves walking downward for an eternity. If they are off the map and turn around to go up, they instantly find themselves between the doors to **Area 8a** and **Area 10**.

The top of the stairs dead-ends in rock, and yet the shadows emerge from the rock and march down nonetheless.

The door to **Area 10** is locked & warded and requires a special magical key to open.

2 Shadows: HP 8, 12; AC 7 [12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 16; HDE/XP 4/130; Special: Drain 1 point STR with hit, hit only by magic weapons.

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10. The bodies of three dead gnolls lay in a gnarled heap, blocking entrance to the room.

A congregation of 1d8 **lemure demons** and 1d6 **ghouls** are screeching and dancing and feeding on the bodies of another 2 dead gnolls. There is another gnoll, barely alive, gnashing and howling in agony as he is being eaten alive. The demons and ghouls attack on sight.

The sides of the cavern walls are slick and wet, and appear to be sweating. This is actually a **grey ooze**.

At the end of this area, the floor gives way to an endless pit. PCs falling into the pit fall into darkness forever and ever without end. The smell of sulfur wafts strongly up from the hole. Any PC within 5 feet of the pit must Save vs. Poison or suffer a -1 to all melee attacks due to severe nausea.

In a niche above the pit is a small, jewel encrusted bronze statue of a demon laughing in its sleep. The idol is worth 1,000gp. Removing the statue summons another 1d8 lemure demons out of the pit (same stat block as first group).

1d8 **Lemure Demons**: HP 7, 6, 7, 8, 9, 10, 9, 10 ; AC 7 [12]; Atk 1 claw (1d3); Move 3; Save 14; HDE/XP 4/120; Special: Regenerate (1hp/round).

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1d6 **Ghouls**: HP 9, 12, 5, 7, 11, 7; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; HDE/XP 3/60; Special: Immunities, paralyzing touch.

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Grey Ooze: HP 9; AC 8 [11]; Atk 1 strike (2d6); Move 1; Save 14; HDE/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.

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Gnoll: HP 1; AC 5 [14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; HDE/XP 2/30; Special: None.

□

11. This bridge of rope and wood plank looks hastily built, but it is in good condition. Still, there's a 5% chance a board gives way and the PC falls down to **Area 10**.

The ceiling above the bridge contains 2 **giant spiders**. They attack if the light carried by the party is brighter than 3 torches.

Walking across the bridge stirs up the demons and ghouls in **Area 10**. Their screeches and howls echo through the caverns.

On the other side of the bridge is a pit trap tainted with poisoned barbs. The trap can hold the weight equivalent of a normally encumbered human in chainmail; anything heavier and the floor gives way. Falling in the trap causes 1d6 damage from the fall, plus Save vs. Poison or take 1d6 poison damage as well. Additionally, PCs take 1hp impaling damage per round until they can escape the pit.

There's also a **black pudding** skulking beneath the spikes of the trap. It does not attack but digests any PC fully impaled or dead in the trap. Under the black pudding is about 2,162gp in various coinage.

It's possible to break through the thin wall at the end of this area into the stairway in **Area 12**.

The smell of sulfur is strong throughout this part of the complex.

2 Giant Spiders: HP 7, 9; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; HDE/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.

[illegible]

Black Pudding: HP 22; AC 6 [13]; Atk 1 attack (3d8); Move 6; Save 5; HDE/XP 11/1,700; Special: Acidic surface, immune to cold, divides when hit with lightning.

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12. The small tunnel of **Area 4** opens into a tremendously large cavern that glitters with iridescent rock. The floor here is smooth and devoid of rock and debris and slopes gently downward. This area is the nest of a **purple worm and her 3 new hatchlings**. They can be encountered anywhere in **Area 12**, including the stairway, but they won't enter **Area 13** or the stairways going to **Area 13**.

The hatchlings prefer to group on the outcrop above the stairway. The pit on this rocky outcrop appears to be filled with a sickly-looking pool of water. It is actually a **grey ooze**.

Purple Worm: HP 37, 7, 5, 5; AC 6 [13]; Atk 1 bite (2d6), 1 sting (1d6 + poison); Move 9; Save 3; HDE/XP 17/3,500; Special: Poison sting, swallow whole. (Note: no XP for defeating hatchlings.)

[illegible]

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Grey Ooze: HP 9; AC 8 [11]; Atk 1 strike (2d6); Move 1; Save 14; HDE/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.

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13. PCs entering **Area 13** find themselves walking on the ceiling and be filled with a sense of impending doom. Rest here is possible, but spellcasters have only a 75% chance of properly preparing their spells.

The room itself is empty, and the stairs carved in the floor and ceiling of the stairway do not appear to have been carved by any known craftsmanship. The bottom step is removable stonework and reveals a secret crawl way to **Area 14**.

14. Two **Hell Hounds** are napping on either side of a trap door to a rickety spiral staircase that leads to **Area 15**. Everything in this area, including the Hell Hounds and trapdoor, is covered with a thick layer of normal grey dust. The Hell Hounds awaken if the trap door is touched.

In a niche at the back of the cave is a wooden chest with a poison needle-trapped lock (Save vs. Poison or take –2 damage). Inside the chest are 2 *Potions of Extra Healing*, a silver dagger, a demi-human sized *War Hammer +1 vs. Ghouls*, and a *Whip +1 vs. Demons*.

2 Hell Hounds: HP 13, 13; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 13; HDE/XP 5/240; Special: Breathe fire (8hp).

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15. The jale-colored column holding up a small crumbling outcrop beneath the stairway is not of human or demi-human design; engraved with ragged, barely legible letters in ancient gnomish is the message “today our realm ends here.” It’s possible to tunnel through the rock pile to reach **Area 16** with a few rounds of heavy digging.

The floor of this area, from the column to the short staircase, is littered with the bones of many gnomes. If the bones are dishonorably disturbed (kicked, picked-up, pushed out of the way, etc.), they assemble into 47 animated gnome skeletons and attack. They can be gently walked on without triggering this effect.

At the top of the short stairway is a small statue of [the Jale God](#) carved from a hunk of nearly weightless, jale-colored, obsidian-like rock that is not of this world. The statue is surrounded with hundreds of bones from various humanoid races: bugbears, goblins, hobgoblins, kobolds, orcs—even an owlbear or two. Scattered among the bones are various coins worth 400gp.

The statue is worth 1,500gp. However, the PC who removes the statue from its altar must Save vs. Spell or suffer the effect of a *Quest* spell. The Jale God sends the victim on a quest to carry his image to a shrine located in another realm.

This quest can be averted with a *Remove Curse* spell cast by a cleric of at least 10th level. If this is done, however, the Jale God manifests and attempts to gamble for the victim’s soul.

47 Gnome Skeletons: HP 1 each; AC 8 [11]; Atk 1 strike (1d6); Move 12; Save 17; HDE/XP 1/15; Special: Immune to sleep and charm spells.

16. After tunneling through **Area 15**, the PCs find themselves facing another support column. This column made of ulfire-colored stone is similar in design to the column in **Area 15**, but is smooth and unblemished despite the message that seems to be carved in its surface: “The Sleeper Who Sleeps Sleeps Below.”

The ledge abuts what appears to be an endless pit. It is not. Anyone or anything falling in tumbles roughly 60 feet and lands on the back of a **Baalrog Demon** who's been sleeping for a thousand years. He immediately wakes up if something falls on him.

2 Giant Centipedes (small): HP: 2, 2; AC 9 [10]; Atk 1 bite (0 + poison); Move 13; Save 18; HDE/XP 1/15; Special poison bite (+4 save or die)

Baalrog Demon: HP 36; AC 2 [17]; Atk 1 sword or whip (1d6); Move 6 (Fly 15); Save 5; HDE/XP 10/1,400; Special: Magic Resistance (75%), surrounded by flame (3d6), magic weapon required to hit, unaffected by spells from casters lower than 6th level.

THUS ENDS THE MAP KEY

PRE-GENERATED CHARACTERS

(Pre-gens tweaked from [Ramanan Sivarajan's LLB Character Generator](#))

&

HIRELINGS

(Courtesy of [Greg Gillespie's Meatshield Generator](#))

Arquen Fordhart 1st Level Female Fighter

Alignment: Neutral

HP: 7

AC: 3 [16]

STR: 11

INT: 10

WIS: 6

DEX: 9

CON: 9

CHA: 12

Saving Throw: 14 (+2 vs. death or poison)

Weapons: Two-Handed Sword (1d6+1), 3 Daggers (1d6-1)

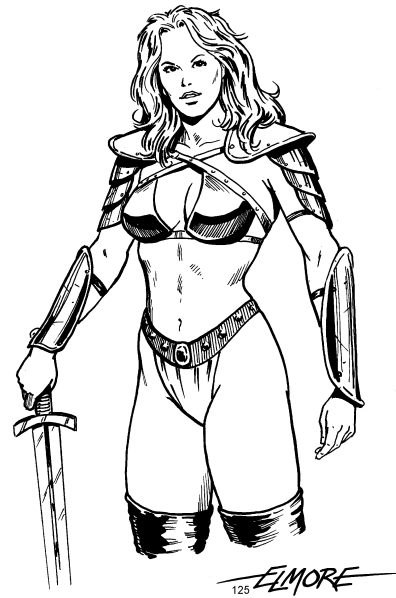
Armor: Plate mail

Equipment: 6 Torches, backpack, waterskin, 1 week Iron Rations, 50 ft Rope, 2 flasks oil, 9gp

Languages: Common, Alignment

XP: 1,901

Optional Appearance: Young, Scrawny



Filk Laroosh 1st Level Male Fighter

Alignment: Lawful

HP: 6

AC: 3 [16]

STR: 12

INT: 7

WIS: 10

DEX: 10

CON: 15 (+1)

CHA: 11

Saving Throw: 14 (+2 vs. death or poison)

Weapons: Flail (1d6), Dagger (1d6-1), Short bow (1d6-1)

Armor: Plate mail, helm

Equipment: Quiver of 20 arrows, 6 torches, backpack, waterskin, 1 week Iron Rations, 50 ft rope, small sack, 10gp

Languages: Common, Alignment

XP: 1,628

Optional Appearance: Young, Spit-and-Polished



Kelkek Pigsherd 1st Level Male Fighter

Alignment: Neutral

HP: 8

AC: 5 [14]

STR: 15

INT: 8

WIS: 13

DEX: 9

CON: 17 (+1)

CHA: 10

Saving Throw: 14 (+2 vs. death or poison)

Weapons: Spear (1d6), Light Crossbow (1d6-1)

Armor: Chainmail

Equipment: Case with 30 quarrels, 6 torches, backpack, waterskin, 1 week Iron Rations, 50 ft rope, 11gp.

Languages: Common, Alignment

XP: 1,752

Optional Appearance: Drab Clothing, Tall



Hervnixen Clavershell 2nd Level Female Cleric

Alignment: Lawful

HP: 7

AC: 4 [15]

STR: 8

INT: 11 (+1)

WIS: 13

DEX: 10

CON: 16 (+1)

CHA: 9



Saving Throw: 15 (+2 vs. poison or paralysis)

Weapons: War Hammer (1d6)

Armor: Chainmail, Shield

Equipment: 6 torches, backpack, waterskin, waterskin of holy water, 1 week Iron Rations, 10 ft Pole, Holy Symbol, Scroll of *Cure Light Wounds*, 4gp

Languages: Common, Alignment, Halfling

XP: 2,501

Optional Appearance: Drab Clothing, Pretty

Turn Undead

Skeleton

7

Zombie

10

Wight

13

Wraith

15

Ghoul

17

Spells Prepared

Level 1: *Light*

Virlek Gyndulfson 1st Level Male Dwarf

Alignment: Lawful

HP: 7

AC: 2 [17]

STR: 10

INT: 17 (+7)

WIS: 13

DEX: 5 (-1)

CON: 12

CHA: 15 (+1)

Saving Throw: 14 (+4 vs. magic; +1 vs. death and poison)

Weapons: Long Sword (1d6), Dagger (1d6-1)

Armor: Plate mail, shield

Equipment: 6 torches, backpack, waterskin, 1 week Iron Rations, 10 ft pole, 4gp

Languages: Common, Alignment, Gargoyle, Halfling, Human Dialect, Kobold, Lizard Man,

XP: 1,727

Optional Appearance: Mature, Fancy Clothing



Raafan Autuk 1st Level Male Magic-User

Alignment: Neutral

HP: 6

AC: 9 [10]

STR: 12

INT: 17 (+7)

WIS: 5

DEX: 12

CON: 8

CHA: 11

Saving Throw: 15 (+2 vs. Spells)

Weapons: Dagger (1d6-1)

Armor: None

Equipment: Lantern, 4 flasks oil, backpack, waterskin, 1 week Iron Rations, 50 ft silk rope, 77gp.

Languages: Common, Alignment, Gnoll, Gnome, Human Dialect, Kobold.

XP: 2,198

Optional Appearance: Youthful, Elaborate Attire

Spellbook Contents

Level 1: *Read Magic, Light, Sleep, Detect Magic*

Spells Prepared

Level 1: *Read Magic*



HIRELINGS

Pick up to 4; consider all Neutral aligned

Name: Peltik Ratcatcher 0-level male porter

HP: 3

AC: 0 [19]

Weapon: Dagger (1d6-1)

Armor: None

Background: Peasant

Possessions & Knowledge: A large bar of soap

Notable Features: None

Suggested rate of pay: 5sp/day



Name: Bargarda Counts 0-level female porter

HP: 3

AC: 0 [19]

Weapon: Dagger (1d6-1), Club (1d6)

Armor: None

Background: Escaped convict

Possessions & Knowledge: Makes a mean stew

Notable Features: Wears hair in pigtails.

Suggested rate of pay: 5sp/day



Name: Marton Martinson 0-level male torchbearer

HP: 3

AC: 0 [19]

Weapon: Dagger (1d6-1)

Armor: None

Background: Only survivor of a goblin massacre

Possessions & Knowledge: Speaks goblin

Notable Features: Large scar on back of skull

Suggested rate of pay: 5sp/day



Name: Dardic Faversham 0-level female torchbearer

HP: 3

AC: 0 [19]

Weapon: Club (1d6)

Armor: None

Background: Miller's daughter

Possessions & Knowledge: Set basic traps

Notable Features: Emaciated

Suggested rate of pay: 5sp/day



Name: Kilstad Killstab 0-level male man-at-arms

HP: 3

AC: 0 [19]

Weapon: Dagger (1d6-1), Hand-axe (1d6)

Armor: None

Background: TPK survivor

Possessions & Knowledge: Eidetic memory

Notable Features: Tattoo of bird on left hand

Suggested rate of pay: 1gp/day



Name: Relix Yunk 0-level female man-at-arms

HP: 3

AC: 0 [19]

Weapon: Spear (1d6)

Armor: None

Background: Deserter

Possessions & Knowledge: Sock full of marbles

Notable Features: Honest to a fault

Suggested rate of pay: 1gp/day



EXPERIENCE TOTAL

approx. 14,355

TREASURE TOTAL

approx. 5,355gp

MAGIC ITEMS AVAILABLE

+1 Short Sword

2 Potions of Extra Healing

Amulet Against Scrying

Ring of Spell Storing (Cleric)

Scroll of Protection from Chaos

Silver Dagger

War Hammer +1 vs. Ghouls

Whip +1 vs. Demons

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