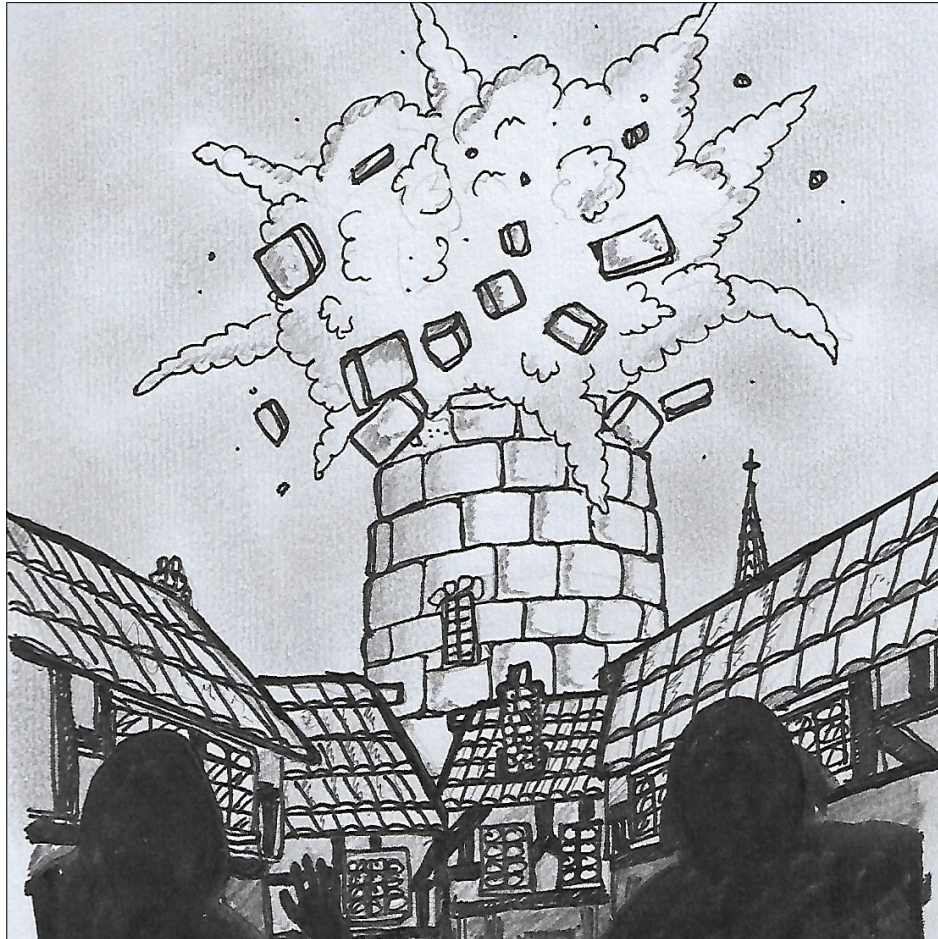


# PHAUNT'S TOWER



**An adventure for characters Level 1 – 3**

*Compatible with the Swords & Wizardry rules*

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# PHAUNT'S TOWER

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*I started my journey into gaming in 1983 with Fighting Fantasy Gamebooks and then soon dived into RPGs with the red box basic D&D game. The following decades saw me gaming in dozens of worlds and genres using dozens of systems, and then getting into writing with stories for the British Science Fiction Association, designing and writing the dialogue for a computer game of Battlestar Galactica, writing dozens of articles, reviews and interviews for my blog and [www.rpg.net](http://www.rpg.net) and generally throwing myself into the hobby, as all passionate tabletop gamers do.*

*Over the last few years I've been revisiting RPGs where it all began for me, and so I've co-wrote a rulebook for the Advanced Fighting Fantasy RPG and penned and illustrated three official adventures for it, too. Then my focus shifted to old-school D&D and in my wanderings across the internet I discovered Swords & Wizardry White Box; it gave me a whole new purpose, to focus on creating my own adventures and stories using this flexible and fun rules system that reminded me so much of my early days of gaming..*

*'Phaunt's Tower' is the first in what I hope are many adventures using Swords & Wizardry White Box, White Star and the recently released Eldritch Tales.*

*It promises to be a fun journey. I hope you enjoy this first step on the road.*

- Jonathan Hicks, August 2018



**You are the adventure!**

## INTRODUCTION

Welcome to Wherwest!

This is a town full of opportunities at every corner, adventure through every door and danger at every turn. Glory and gold awaits! That is, *if* you can get past your first night here.

Phaunt's Tower is an OSR adventure for Swords & Wizardry White Box, although it can be easily adapted for most classic OSR systems. The adventure is designed for a party of four adventurers of any race and class, and can be inserted into your existing campaign quite easily, no matter what world you're gaming in.

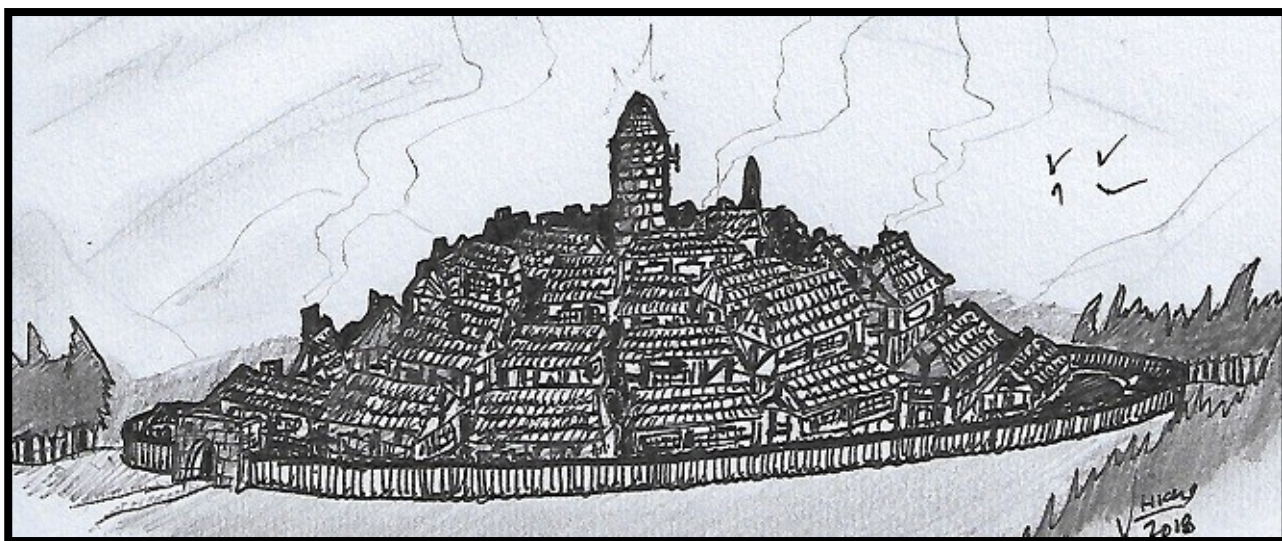
**Bold text on a grey background can be read to the players**

*Italicised text in a box is NPC dialogue.*

## THE TOWN OF WHERWEST

Wherwest is a small town of around a thousand souls, and from here most adventurers can strike out into the surrounding countryside on their adventures. It is famous for its hardy defences against the outside world and the great tower that dominates the top of the hill the town is built around. This is the Phaunt's Tower, a well-respected wizard who is also the Lord of Wherwest.

From here he conducts business, holds council and studies magic. In fact, the blue light that constantly glows from the top of the tower is a beacon of solace to travellers far and wide.

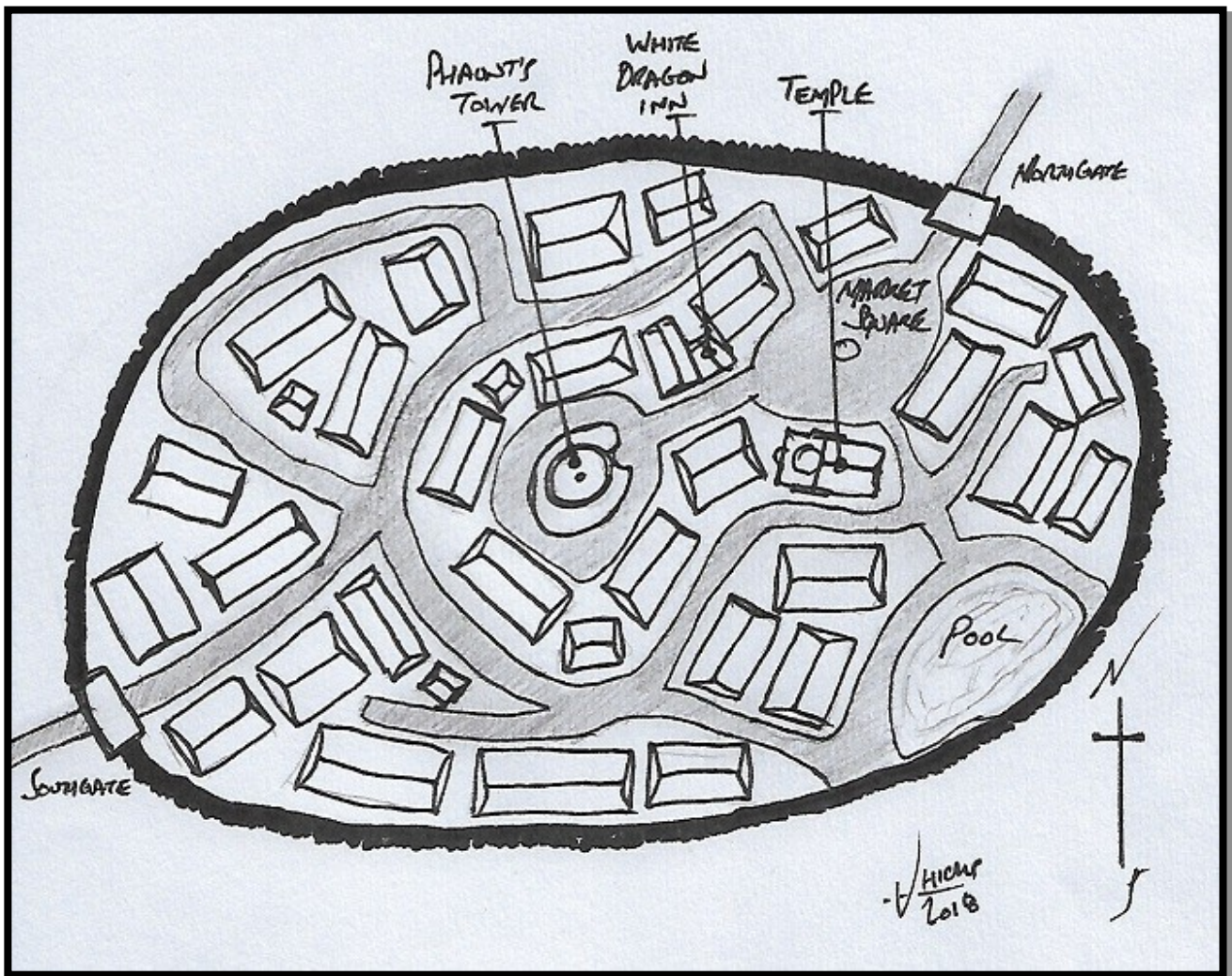


## THE FESTIVAL

Every year the people of Wherwest celebrate the erection of the tower in the middle of town with a one-day celebration they call 'The Festival of the Stones'. Here they can basically go wild for a day and a night. Food and drink flows and the townsfolk allow themselves some fun; they dance, make merry, compete in games and generally have a good time.

It's a wonderful atmosphere with a well known reputation, and even Lord Phaunt himself, the mage of the tower and Lord of the town, comes down to join the celebration with gifts and special prizes for the games.

The streets are filled with revellers, especially in the market square, the doors of the inns and some shops are open to all and stalls of food and drink are manned by half-drunk vendors. The competitions are in the market square and people are waiting in line to compete in an archery contest and to take part in a melee with wooden weapons. Streamers and pennants criss-cross the air between buildings and flags of many colours flutter from rooftops and windows. Only the town guard are sober as the festival continues and even then they sneak in the odd drink when they think nobody is watching.



Players can take part in the games if they wish. The prize for the winner is a magical item donated by Phaunt and is relevant to the game they compete in.

**ARCHERY:** This starts with eight contestants. There are three rounds and, in each round, only half of them – highest scorers – go through to the next round.

The rules are simple; each contestant takes a single shot to hit the target and the closer they get to the bullseye the better. Simply have each contestant make an attack roll with their bow, adding any attack modifiers, and the highest scores go through. So, in the first round of eight contestants the top four archers qualify, in the next round the top two archers qualify, and then there's the final. If any archers roll the same attack roll, just roll again to decide which one was better.

For every NPC in the contest they have a bonus of +1 to their 'attack' roll.

The winner wins a magical bow which gives +1 to their attack rolls. This is presented by Phaunt himself. For every round of archery a player character wins they receive 10 XP – of course, this XP award only applies to official competitions.

**MELEE:** The melee is a free-for-all, and players can attack NPCs and other PCs alike. No real weapons are allowed and all damage is simulated, which means that you can roll damage and attacks as normal and when the PC or NPC is reduced to 0 hit points they are not dead but simply knocked onto their rumps and out of the game. The last person standing wins.

The match starts out with the number of NPC contestants doubling the number of PCs who take part. PCs must deal with at least one NPC before they can move on to a fellow PC. If there are only two PCs, triple that number but they must defeat at least two NPCs before they can fight each other. If a PC enters alone, they must defeat three NPCs to win.

All NPC combatants have AC 10, a +1 to their attack roll and 4 HP.

The winner wins a magical sword which gives +1 to their attack rolls. This is presented by Phaunt himself. For every opponent a player defeats they receive 5 XP, or 10 for another PC – this XP award is only available in official melees.

Once the last game is won the sun dips below the horizon and lanterns of coloured paper and glass are lit, and colours explode across the streets. A band starts their music and dancing begins.



# PART 1

## ~ THE TOWER EXPLODES! ~

After the games are finished – whether the PCs took part or not – Phaunt approaches them in the market square with the leader of the town guard, Captain Snogard.

*‘Good evening. I hear that you are travellers new to Wherwest; that is good. That means you have no connection to this town and I can probably trust you more than most.*

*You seem like the adventuring type, so I would like to make you an offer. I have had several problems recently with someone trying to break into my tower, either through the main doors or scaling the walls to get in through one of the higher windows. The intruder always seems to be one step ahead of the town guard and that means they may know the town well. Even my magic doesn’t help, so I’m hoping that out-of-towners such as yourselves might bring a fresh approach to tracking them down and stopping them. I will be happy to pay fifty gold pieces to each of you if you apprehend and bring this person before me.*

*I have no idea why they want to get into my tower, but it cannot be for anything good. I do very delicate research up there, and...’*

His words sputter as he stares up at the tower. The domed top is glowing bright blue, then it seems to shimmer, then it suddenly explodes!



Phaunt is genuinely shocked, his jaw hangs loose as he stares at the erupting tower, and the whole town is bathed in a bright blue glow from the explosion. The townsfolk are aghast, and cries of amazement and horror can be heard as they all look up at the devastation.

Captain Snogard goes into action immediately and runs into the crowd, heading to the tower.

*‘Call out the guard and close the gates! Get Lord Phaunt to safety!’*

As debris starts to fall to the ground, people scatter with screams and cries of warning. Stones, shattered slate and other twisted and burned items start landing all over, and there is a 1 in 6 chance a piece of something might hit a PC – roll once for each of them, allow them a save, and if they are hit they take a single point of damage.

But there is something else; some of the debris is glowing blue and seems to fall slower than the rest. There are several of these chunks and they are all flying in different directions to land in different places in the town. As people scatter, one of these pieces – a glowing corner of a table with an ornately carved leg attached to it – slams into the ground next to the players.

It sits there sparking and then a loud hum rises in power and intensity. With a thump a shockwave roars from it and then lightning arcs upwards, forming into a swirling vortex of blue and white with a blackened centre. A portal has opened above the wrecked furniture...

Then, without warning, figures spew from the portal and immediately attack everything around them!

The falling pieces of debris are infused with energy and allow portals to open directly above them. Each portal will spew two Blade Demons and a single Cursed Soldier every six combat rounds. The Blade Demons are savage creatures, but they are quite weak. The real threat is the Cursed Soldier, who will allow their Blade Demons to fight to the death before joining the fray and is better dealt with as a group.

**BLADE DEMON:** Known as ‘fighting fodder’ by their demonic masters, Blade Demons are five-foot-tall creatures with cruel, elongated heads and thick limbs. Their arms are wicked curved blades of bone and under the control of Cursed Soldiers can be quite a dangerous force in large numbers.

**Armor Class:** 9(10); **Hit Dice:** 1 (HP 3);  
**Attacks:** Slashing Arms 1D4 damage; **Special:** If more than one Blade Demon attacks a single target, they get a +1 to their attack rolls; **Move:** 6; **HDE/XP:** 1/15



**CURSED SOLDIER:** When the souls of evil fighters are trapped by demons they are twisted into Cursed Soldiers and are given the task of controlling lesser demons in their war against the realms beyond the Abyss. Armoured and wielding the weapons they died with, Cursed Soldiers fight with no mercy and give no quarter, and non-magical warriors they kill are also trapped by the power of the demon plane and turned into Cursed Soldiers within 3 days of death.

**Armor Class:** 5(14); **Hit Dice:** 3 (HP 9); **Attacks:** Short Sword 1D6-1; **Special:** can turn non-magical fighters into Cursed Soldiers upon killing them; **Move:** 12; **HDE/XP:** 3/60

Once this fight is over Phaunt staggers over distraught and terribly injured with blood streaming down his face, supported by a soldier; he raises his hands above the table leg. With a mutter he casts a 'Dispel Magic' spell and the glow recedes, as does the portal. The top of Phaunt's Tower is now a ruin and glows with an unearthly green and blue light. It is covered in smoke and mist and the light seems to streak straight up into the sky like a beacon. The air suddenly feels very cold and sharp.

*'That... that's the leg from my research table! Somebody has been fooling around in my tower and they've done this!'*

He drops to the floor, obviously weak from his injury. If asked what is going on:

*'I was researching portals and how to use them to move goods around but this... I never intended this! Someone has been into my tower and done something! My guards will have to deal with the monsters in the streets and I will do what I can with what power I have left to close the portals, but one hundred gold pieces to each of you if you get into my tower and deal with whoever has done this! Take this Dispel Magic scroll; if none of you know this spell, just speak the words over what is left up there and perhaps that will stop all this from happening!'*

*Hurry! The more time we waste, the more demons will come through the portals!'*

Phaunt is too weak and injured to do much else so it will be up to the PCs to get into the tower and stop whatever has caused this.

Getting to the tower through the streets will be straight forward, although the Blade Demons will be causing trouble. Other pieces of Phaunt's shattered table have landed across the town and are also opening portals.

If the PCs want to help with the odd townspeople under attack, then feel free to let them. Once they reach the tower they see that the doors have already been opened and the sickly light is glowing from above with even more power.



## **PART 2**

### **~ THE WIZARD'S TOWER ~**

The approach to the tower is covered by fallen masonry, burned wood and pieces of shattered furniture. Now that the PCs are closer they can see the top of the tower, mainly the roof, has been blown apart and small smoking pieces of paper and cloth rain down even now.

The air is cold and smells of sulphur and rotten meat. In times of trouble most townsfolk would have run to the tower, but now they are running *from* it. Once the PCs get to the door the area is devoid of any people and only the shouts of fighting and the screeches of Blade Demons can be heard.

Still-hot pieces of shattered stone hiss and burn the ground where they have landed, and the sickly green and blue light from above pulsates as if alive. Smoke and dust obscure things and it's only when they get inside their sight is clear. If there is any fighting outside the tower this close to it, all combatants will suffer a -1 to-hit penalty due to this.

As they approach the doors they can hear sounds of fighting from within.

### **LEVEL 1**

#### **Room 1 – THE RECEPTION HALL**

**This is the main hall where Phaunt receives guests, petitioners and dignitaries. As the tower only has three levels it has incredibly high ceilings, at least 18 feet, and they are criss-crossed with thick beams.**

**Two tables stretch in either direction and stools line the walls. At the far wall is a high chair and table, and a door is at either side.**

**Fighting across the room are soldiers of the town guard, including Captain Snogard, and townsfolk who have taken up arms to help fight the demons. The noise should be deafening but it seems strangely muted, and there's a haze that sends everything slightly out of focus.**

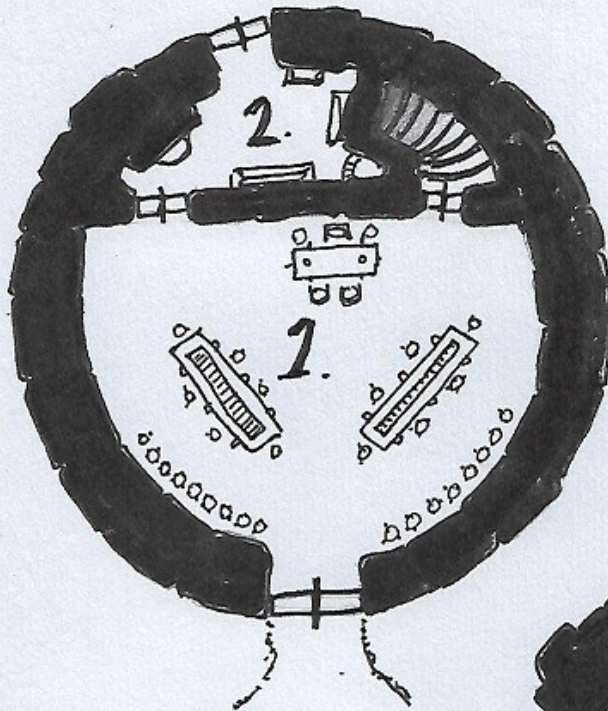
If any player runs in to the room without checking for any other dangers they will be attacked, one Blade Demon per character. The demons will attack from the rafters and will automatically win initiative against any unprepared PC.

The fight is between Snogard with three of the town guard, three townsfolk (two women and a man armed with a club, a butcher's cleaver and a sword that has seen better days), and eight Blade Demons. They appear about to be overwhelmed, but the arrival of the PCs should help shift the balance.

The PCs get Surprise on any Blade Demons in combat and so get an extra attack, so they should deal with them quickly.

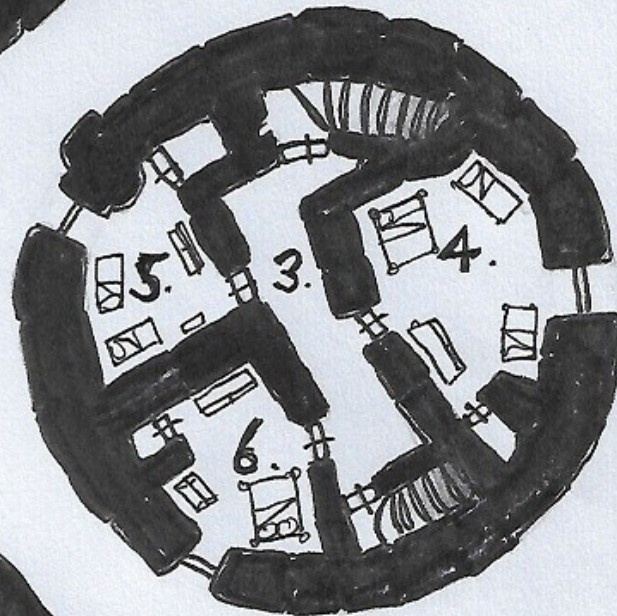
There has been quite a bit of combat by this point so if there are any PCs who seem to be struggling or are about to take a game-changing blow, have one of the fighting townsfolk attack and hopefully strike down their assailant to help them out.

LEVEL 1.



- 中 - Door
- - Window
- ⊕ - SECRET Door
- ▢ - STAIRS

LEVEL 2.



LEVEL 3.



PHUNT'S  
TOWER

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Snogard is thankful for their help.

*'Thank you, thank you very much. We fight them off and they just keep coming, mainly down the stairs to the right that go up to the private rooms. There's something in the kitchen, too, the door on the left, but we dare not go in and the two that have haven't come back.*

*If you're looking to go up the tower then I can send a man with you, but we need to hold this room and not let anything out while the demons outside are dealt with!'*

If the party accept his offer of help, then a soldier will accompany them.

If the party is struggling for any reason then Snogard himself will help them out.

**TOWN GUARD:** Level 1 Soldier – **Armor Class:** 7(12); **Hit Dice:** 1 (HP 3); **Attacks:** Sword 1D6; **Special:** None; **Move:** 12; **HDE/XP:** 1/15

## **Room 2 – THE KITCHEN**

**This is the kitchen and on the far wall a door hangs in tatters from its damaged frame. On the left is a smouldering fire and tables and cupboards line the walls.**

**Several bodies litter the floor. Whatever was in here has gone, and it appears that it smashed the outer door to get out. Slime covers the walls and drips from shelves and the ceiling beams, so whatever it was it was large and quite disgusting.**

**Can you spare the time to hunt it down?**

Other than the bodies, and the wrecked furniture there is nothing else in here. The players can give chase to investigate the creature, if they wish, but this will be a distraction from their mission here.

If they do decide to give chase and follow the slime, they will find a badly damaged Gelatinous Cube sloshing its way down the street. It appears to be falling apart, with great globs splashing onto the ground, and even though it is dangerous just a few well-aimed blows should finish it.

**INJURED GELATINOUS CUBE:** **Armor Class:** 8(11); **Hit Dice:** 1+1 (HP 4 due to already injured); **Attacks:** Strike; **Special:** If the cube hits successfully, the victim must make a saving throw or become paralysed (6 turns); **Move:** 6; **HDE/XP:** 1/30 (due to already injured)

However, leaving the tower to pursue the Gelatinous Cube will give the Blade Demons more time to come through the portal. From now on, every encounter will have an extra Blade Demon in the fight, making the PCs job that more difficult.

If you have to, or if the number of Blade Demons in an encounter seems a bit harsh, have an extra town guard or townspeople run up to help the party in a time of need. Everyone is in on this fight!

## LEVEL 2

### Room 3 – THE HALLWAY

The hallway is long and seems slightly bent out of shape, but you can't tell if this is how it was built or if the tower has been warped somehow. There are two doors on the right, one door on the left and one on the very far wall. Tapestries depicting important events of Wherwest's history line the walls, with images of harvests, festivals and other daily scenes. Well-worn rugs, covered in Blade Demon corpses, cover the rough wooden floor and the only light is from an orb that hovers in the centre of the hall.

However, you will have to marvel at this detail another time; Blade Demons are running down the hall towards you from the far door!

There is one Blade Demon per PC running with arms raised at them and remember – if the party went after the Gelatinous Cube there will be one extra!

Once this fight is over the party will have a chance to check every room, but every six rounds another three Blade Demons will come through the far door. This door leads to stairs going up to Level 3. However, if you think the players are being overwhelmed then add on a few rounds or reduce the number of demons.

### Room 4 – GUEST ROOMS

As you approach the half-open door you hear a cry of alarm and the clashing of weapons. Entering the room, you see a lavishly adorned bedroom with three beds and a shattered narrow window. By the bed to the left is a wounded woman in armour, her shattered shield lies on the floor and a bloodied mace swings in her hand as she defends herself from the savage blows of a Cursed Soldier. Around her are multiple bodies of Blade Demons and another Cursed Soldier, but she appears to be succumbing.

This is Ercan, a Cleric, and she has wrought some incredible damage in the hall and in this room. However, her wounds are getting the better of her.

**ERCAN:** Level 4 Cleric – **Armor Class:** 5(14); **Hit Dice:** 3+1 (HP 10, 1 due to injuries); **Attacks:** +1 to hit Mace 1D6; **Special:** None; **Move:** 12; **HDE/XP:** 3/60

**CURSED SOLDIER:** **Armor Class:** 5(14); **Hit Dice:** 3 (HP 9); **Attacks:** Short Sword 1D6-1; **Special:** can turn non-magical fighters into Cursed Soldiers upon killing them; **Move:** 12; **HDE/XP:** 3/60

*'Thank you for your help, your timing was impeccable. I have done what I can and come as far as I am able. There is a great evil up those stairs – I have not seen it but I have felt it – so beware. I can help, if you are hurt; my healing powers will benefit you all better than just me.'*

Ercan can cast three Cure Light Wound on any PC that requires it for a 1D6+1 restoration to their Hit Points.

## Room 5 – SERVANT’S ROOMS

**There are two beds in here and some personal items, but very little else. Hidden behind one of the beds is a young man and a small girl and, panicked, he brandishes a small peeling knife as you enter.**

*‘Stay back, you devils! You’ll not touch our souls!’*

It will take some serious Charisma to calm the young man down, and the girl screams in terror. Once the man is calmed and sees that the PCs aren’t a threat he lowers the knife.

*‘I’m sorry. The explosion jammed the door and then we heard fighting, and a cleric stopped the monsters from getting in when they forced the door open. Can you get us out of here?’*

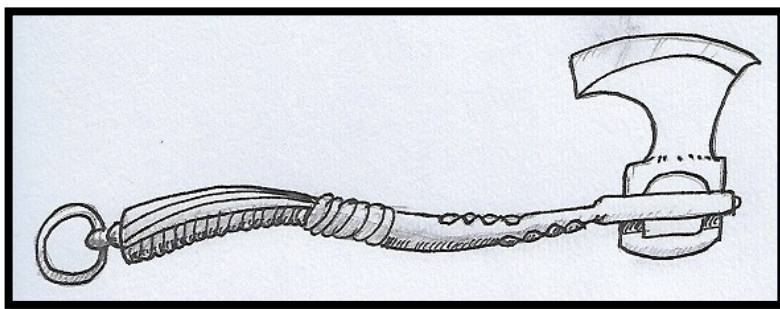
The party can see the two to the stairs, but if they escort them out of the building then they will have wasted time and, from now on, an extra demon will join the fray during any future encounters. If the party have already helped Ercan in Room 4, she will guide the townsfolk out of the tower and the PCs can carry on with no further delay.

## Room 6 – PHAUNT’S ROOMS

**Over-indulgence, garish colours, drapes and tapestries and hangings and books strewn haphazardly across the floor and bed; this can only be Phaunt’s own rooms. The carpet is a huge map of the town and local area, and the walls are covered in paintings, some of which have fallen from their pegs and lie across the floor. But, most noticeably, a brightly adorned axe hangs over the head of the bed.**

These are Phaunt’s own rooms and the only thing of value he keeps in here is the axe. The party can spend time searching if they wish, but this will result in further delays, and more demons, and an extra demon will join the fray during any future encounters.

However, the axe is important. Under the axe is a plaque that reads ‘Hornduke the Demon Slayer’, which should give them an idea of its power. It is magical, and it has +1 modifier to attack and damage rolls against demons in the hands of whoever wields it.



Hornduke should come in handy when they go upstairs.

## LEVEL 3

### Room 7 – PHAUNT’S RESEARCH ROOM

The room is a scene of utter devastation. Although much of the walls are still intact the roof and the upper stonework has been totally blown off, and a great swirling vortex of dust, smoke and debris spin around a large, pulsating portal that sits above the remains of Phaunt’s research table. The table has been torn in half and it glows with an intense blue light.

Trying to force its way through the portal huge demon with a twisted, agonised face and cruel claws – a Balor! If it gets through the portal it will devastate the town and the lands around! Smaller demons squeeze past the demon’s huge form and drop to the debris-strewn floor.

In front of the portal is a man dressed in dark clothes and a hood, with thieves’ tools hanging from his belt. He has his arms raised and he is calling out in encouragement to the Balor.

*‘Push, my Lord! Soon you will be free, and you can have your revenge upon Phaunt and this cursed town! Push!’*



There are two Blade Demons and one Cursed Soldier in the room (remember to add more Blade Demons if the party has taken their time getting to this room) and they stand and stare at the Balor for a few moments before heading to the stairs.

The Darkly-Dressed Man has his back turned to the door, so if the party can avoid the demons heading to the stairs they can sneak in and either subdue or attack him. What they need to do is get to the table and use the Dispel Magic scroll (or cast the spell themselves, if any PC has it).

Once the spell is cast:

**A fine dust bursts from the scroll and settles over the glowing table. The blue light pulses brightly and the faster it pulses the smaller the portal gets. The Balor, roaring in anger and frustration, tries to lunge through the portal but it's too late; the gateway shrinks away and forces the monster back, until it is just a hand reaching pitifully through the hole, and then it fully slides back and the portal closes.**

Once this happens, every other piece of the table that has landed around the town also pulsates and the portals close. With a huge clap of thunder, the night air returns and only the devastation that the demons have wrought remain. The dark clouds that have gathered swell, and a cleansing rain will begin to fall as the echoes of the thunderclap fade.

Any remaining demons will be disorientated and confused, resulting in a -4 penalty to their attack rolls. If the party want to hunt them down, then they are welcome to do so once the adventure is over; there will be 1D10 wandering the town and surrounding lands.

Before, during or after the Dispel Magic spell is cast, the man will put up a fight with fervour, attacking with a manic energy, screaming and thrashing like he's possessed.

**DARKLY-DRESSED MAN: Armor Class:** 5(14); **Hit Dice:** 3 (HP 9); **Attacks:** Sword 1D6; **Special:** None **Move:** 12; **HDE/XP:** 3/60

The man will fight to the death. He will give no quarter and show no mercy. If the players manage to subdue him and take him prisoner, he will be too far gone to be able to communicate with and just constantly plead for, '*My Master Graiver to come back to my dreams*'. They will get no information from him as he gibbers and cackles insanely.

## **Room 8 – LIBRARY**

**The door is bent but can be forced open, and inside the room are bookcases shelves upon shelves of books and scrolls. Many are scattered across the floor, but most are in the bookcases and some of them have been locked behind thick, magically bound chains.**

The important books are in cases that have been locked and magically bound, but there are a few books and scrolls lying around the floor the party (if they are so inclined) might want to have a look at. Most are damaged and twisted by the magic that has been unleashed, but there a few that are salvageable.

Make two rolls on the 'Scrolls' table in the Swords & Wizardry White Box rulebook, one for a minor and one for a medium scroll.

Of course, these belong to Phaunt and he will not be best pleased if he discovers that the players have stolen his magic. Any agreements made regarding payment for their services will be cancelled and they will be thanked... but then asked to leave the town.

### **Room 9 – SECRET CHAMBER**

The door to this chamber is hidden and only if the party actively searches will they find it. It is also trapped, and anyone entering without noticing and disarming the trap will be affected; a glass vial drops from a hidden compartment above and smashes on the floor, creating a poisonous cloud ten feet in diameter. The cloud inflicts 1D6 damage.

**The tiny room is unlit and smells of damp, and in the corner sits a single, unadorned chest.**

The chest is not trapped and contains Phaunt's magical items that he gives away as prizes. Each one has a note with it that explains its abilities and what festival they were going to be used for. There is a +1 Sword, a +1 Mace, a +1 Bow, a +1 Dagger, a +1 Shield, and a wand that casts Fireball spells and has ten charges.

These items have the ability to do these things but won't be able to unless Phaunt 'unlocks' them. Until they find a Level 10 wizard that can release their abilities, they will remain inert.

The party can take them if they wish, but once again if they are caught then they will be asked to leave the town with no payment. Only their service in saving the town will keep them from being arrested.

## **EPILOGUE**

### **~ THE AFTERMATH ~**

Once the Darkly-Dressed Man is defeated and the portal closed the town will begin to calm. It is still late, the dark skies are even darker thanks to the thick clouds that have gathered and the rain that's pouring down. People are wandering the streets crying out names in their search for loved ones and tending to the injured, but there is a general feeling of relief that is over.

Phaunt has made it to the tower and when the party comes back down he is in the reception hall on level one. He is being tended to and his injury seems bad as his whole left side is blood-soaked, and his pale, drawn face is almost ghost-like.

The room is beginning to fill with people as they come to the tower for help, now that they know it is safe to do so. The town guard and several others have cleared the tables and are being used as makeshift beds. Although heavily injured, the cleric Ercan is doing what she can to help.

If the players have pilfered any of Phaunt's belongings – including the axe Hornduke – then they better have hidden them well; even though things are confused in the aftermath of the battle there is still a chance that their actions will be noticed and punished!

However, if they take Hornduke then Phaunt will figure that out quite quickly after the players leave Wherwest and send men, led by Snogard, to have it returned!

Phaunt will want to know what happened in his research rooms. If the Darkly-Dressed Man has been taken alive he will have him taken away by the town guard.

*'So, it seems that the man trying to break into my tower was successful, and was trying to bring back the demon Graiver, of all things.*

*Graiver? Oh, let me tell you about that foul pit-spawned devil. Graiver is a Balor with ideas above his station, a smart, manipulative creature who dreams of taking his place with the demon princes of old. He whispers to the weak minded in their dreams and cajoles them into doing his bidding. It's his goal to come into our world and build an unholy army and place himself on a throne of his making.*

*Many years ago, he tried to do just that; with me. I was researching teleportation spells and he spoke to me in my dreams, commanded me in my nightmares, to create a gateway for him and I almost did so. Only by force of will alone was I able to break myself free of his grasp.*

*So, I have spent years trying to find a way to make sure that he cannot get into our realm and I made sure my research was easily dispelled, which was why you could use that scroll to easily end the attack. It's not so easy to do it with any other portal!*

*No doubt Graiver will try again in the future, although he can only speak to those he has seen in our realm of existence... so, mind your dreams!*

*Thank you for your help and, as promised here is payment. Consider my tower a haven of rest should you need it. Well... once we rebuild it, that is.'*

As the saviours of Wherwest the players will always be welcome here and will receive discounts on goods and services.

**~ THE END ~**

# CAST OF CHARACTERS

**PHAUNT:** Level 10 Wizard

**Armor Class:** 9(10)

**Hit Dice:** 5+1

**Attacks:** +3 to hit

**Special:** Spells – *Detect Magic, Hold Portal, Dispel Magic, Dimension Portal, Contact Other Plane, Teleport, Reincarnation*

**Move:** 10

**HDE/XP:** 7/240



**CAPTAIN SNOGARD:** Level 4 Fighter

**Armor Class:** 5(14)

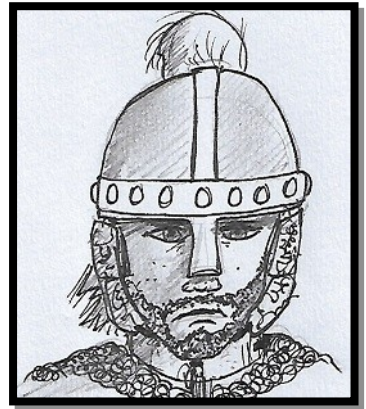
**Hit Dice:** 4

**Attacks:** +2 to hit

**Special:** None

**Move:** 12

**HDE/XP:** 3/120



**ERCAN:** Level 4 Cleric

**Armor Class:** 5(14)

**Hit Dice:** 3+1 (HP 10, 1 due to injuries)

**Attacks:** +1 to hit Mace 1D6

**Special:** None

**Move:** 12

**HDE/XP:** 3/120



**DARKLY-DRESSED MAN**

**Armor Class:** 5(14)

**Hit Dice:** 3 (HP 9)

**Attacks:** Sword 1D6

**Special:** None

**Move:** 12

**HDE/XP:** 3/60



## NEW MONSTERS

**BLADE DEMON:** Known as ‘fighting fodder’ by their demonic masters, Blade Demons are five-foot-tall creatures with cruel, elongated heads and thick limbs. Their arms are wicked curved blades of bone and under the control of Cursed Soldiers can be quite a dangerous force in large numbers.

**Armor Class:** 9(10); **Hit Dice:** 1 (HP 3); **Attacks:** Slashing Arms 1D4 damage; **Special:** If more than one Blade Demon attacks a target, they get a +1 to their attack rolls; **Move:** 6; **HDE/XP:** 1/15

**CURSED SOLDIER:** When the souls of evil fighters are trapped by demons they are twisted into Cursed Soldiers and are given the task of controlling lesser demons in their war against the realms beyond the dark planes. Armoured and wielding the weapons they died with, Cursed Soldiers fight with no mercy and give no quarter, and non-magical warriors they kill are also trapped by the power of the demon plane and turned into Cursed Soldiers within 3 days of death.

**Armor Class:** 5(14); **Hit Dice:** 3 (HP 9); **Attacks:** Short Sword 1D6-1; **Special:** can turn non-magical fighters into Cursed Soldiers upon killing them; **Move:** 12; **HDE/XP:** 3/60

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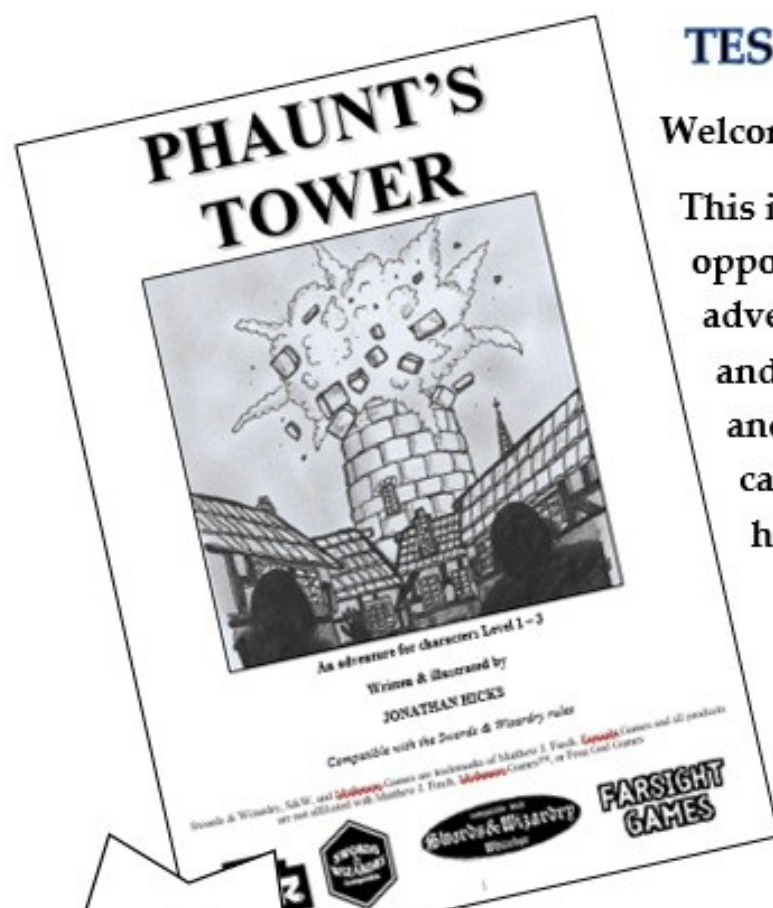
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## **SESSION NOTES**

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This is a town full of opportunities at every corner, adventure through every door and danger at every turn. Glory and gold awaits! That is, if you can get past your first night here...

PHAUNT'S TOWER is an exciting new adventure from FARSIGHT GAMES, for characters levels 1-3.

Includes  
2 new  
monsters



# FARSIGHT GAMES

You are the Adventure!

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