

Beneath the Fallen Tower



By Denis McCarthy

An Introductory Adventure for *Swords & Wizardry Continual Light* TM

For 4-8 characters of 1-3 level

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The Adventure: Beneath the Fallen Tower

Background:

Fifty years ago, a magician known as Melchior the Despoiler, rumored to be consorting with dark forces near the town of Southfork was investigated by a troop of militia and a priest... all of who returned from his tower as undead attempting to slay their own families. They were defeated, and after a petition for aid, the Duke lent the village his trebuchet and his men leveled the mage's tower. Shortly before this assault was mounted, Melchior's apprentice Xander escaped with a few books, a wand and a magical blade.

Now that Xander has died. His apprentice, Aurelia, together with her henchmen, have returned to find the master's library. Unknown to them, goblins have been living in the ruins for 30 years... The bugbears have been raiding the goblin stores on and off for years, using "their" spot as a temporary hunting lodge when not out shaking down travelers, and tracking wild game. They have a winter lair as well, about two weeks journey away where they stay at an old ranger's holding. About twenty of them stay there at a time.

Overview of the area:

Westford: A large city, and seat of the Duchy of Westford, which Southfork is part of. Westford engages in river trade with the capitol to the south along the river Ascone, and with Norfolk to the north. The Duke has only recently returned from the western war the King had campaigned against the orcs. He has been sending his soldiers on patrol to reduce the banditry that had grown in his absence.

Norfolk: A large city to the northwest, also built on the shores of the Ascone, and surrounded by the old imperial quarries that were used to build the great roads. The city is adjacent to a dwarven iron mine, and export metal goods of varying types. The soil near Norfolk is rocky, and poor for growing, so the city imports foodstuff and soft goods in quantity.

Southfork: A good sized town south pf the forest, in a farming community with a modest halfling population. The principal crops are wheat, linen, and hemp, which the halflings sell to the shipwrights of Westford as rope. The position on the trade route allows the town to easily provide most of the needs of an adventuring party.

Wallburgh: A sleepy farming village west of the forest, and off the main trade route. They are barely able to sell the contents of an adventurer's pack, and the residents would be confused that someone would have a use for such an odd variety of things. Wallburgh is only remarkable in that nothing unusual ever seems to happen there. The residents of Woodside find that appealing.

Woodside: a former hamlet east of the forest, recently burned down by a dragon. A knight went to fight the dragon, and was eaten by it.

Barony of Eastbridge: The Barony is currently lordless, as the baron was a casualty of the king's war with the orcs, and his heirs were victims of a plague borne by rats from the basement of a tavern in the City of Eastbridge. As a result of this, the region has descended into lawlessness and is rife with banditry. The walled city was once a great center of wool felting and weaving. Wool was brought to the city from the sheep meadows and hills east of the wetlands of the river Tarn. The city is now thick with thieves.

Ruins of Melchior's tower: The tower of Melchior the Despoiler was leveled by the grandfather of the present Duke of Westford. Due to the necromantic energy that pervades throughout the ruins, no grass grows around them, and no bird song can be heard. Goblins lair beneath, together with some wolves and vermin that survive on the filth and leavings of the goblins. This adventure focuses on the dungeon beneath the remains of the tower.

Temple of the unknown god: Toward the east end of the forest is an ancient, overgrown shrine built before the days of the old empire. It is a small round structure with a domed roof that is open to the heavens in the center, and it has a covered anteroom, on the steps of which are sometimes left offerings in the form of food or flowers. Within the sanctum is a plain stone altar, and behind it an empty alcove that once held a wooden statue, the form of which is lost to history. There is a 1-2 chance in 6 that 2d6 cultists are near, and if they sacrifice an intelligent humanoid during the dark of the moon, they will summon a demon, which will probably slay them all.

Wyatt's campsite: the remains of Wyatt's companions and mules are here, along with many flies and more than a few ravens.

Start of adventure:

The party is approached in the Wayside Tavern in Southfork by a wealthy merchant named Ogden, whose family descends from one of the duke's men who was knighted after the assault on the necromancer. Ogden's son Wyatt had led an expedition through the woods (by taking a long abandoned route) over three weeks ago, hoping to shave five days off the usual route around the forest. Wyatt left with four guards and three mules, and was due to be back a few days ago. Ogden will offer a reward of 100 gold if his son is safely returned, or 50 GP for proof of his demise. He will offer a scroll containing a copy of Wyatt's portrait, that mentions the reward being offered.



There are rumors to be gathered in the Wayside, which is run by a 4th level fighter named Keela, and staffed by halflings. Her cellars are fairly rat free, and the proceeds from the tavern are dropped into a locked room in the basement through a very small hatch, making the place hard to rob.

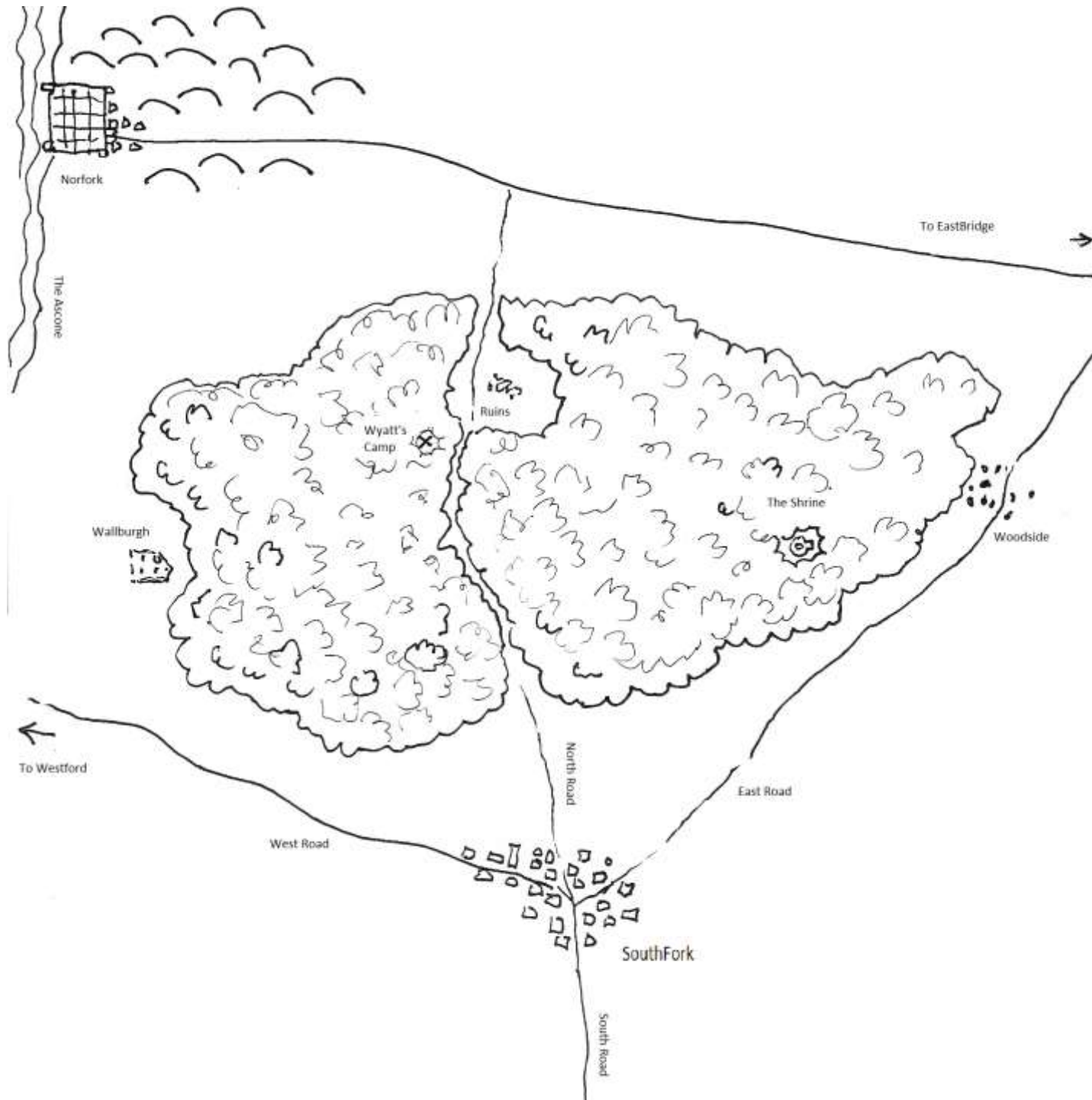
For each character, make a reaction roll, adding +1 for charisma of 15 or higher, and +1 if more than 10 GP is spent buying drinks.

Reaction roll:
2 really bad
3-5 bad
6-8 neutral - 1 rumor
9-11 good - 2 rumors
12 very good - 3 rumors

Then roll 1d20 on the following table, adding +1 for high charisma, +1 for a good reaction, and +2 for a very good reaction: **Rumors**

1- The lost Baron of Eastbridge buried a fortune in the woods (False)
2- Goblins, like faries, are afraid of iron. (False)
3- They say that the red capped mushrooms with white spots are magical (False – they are poison)
4- Orcs of the Bloody Hand are moving in from the north (False)
5- I hear that Ogden the merchant has shady deals with the elves (False)
6- Fifty years ago, the duke's men went to slay the necromancer, and he turned them all undead.(True)
7- Keela has a price on her head for killing elves (False. It is for killing hobgoblins)
8- The Plague that finished the Baron of Eastbridge's family while he was at war on behalf of the king was caused by a witch's curse (False it was caused by rats)
9- The Land of Eastbridge is lawless and filled with bandits (True)
10-The old Duke sent his trebuchet to level the necromancer's tower, and pounded it into a smoking hole, nothing is left of that one. (Partly True, the tower remains, but not everything is gone.)
11-The North Road is Faster than the East Road, but not as safe (True)
12-I swear, my cousin saw a giant in the woods, tall as a house. (False it was an ogre)
13-A dragon has been seen near Westwood, but it was chased off by a knight. (False, the knight was eaten)
14-Goblins have been seen, sometimes riding wolves (True)
15-Ogden's son Wyatt has been missing, and Ogden has offered a reward to find him. (True)
16-A stranger was seen last week, a woman in robes with a pair of armed bodyguards. They all had strange necklaces. (True)
17-When the Duke marched on Melchior the Despoiler, it is said that Melchior's apprentice escaped with his dreadful wand. (True)
18-There is an ancient shrine in the east end of the forest, to some god no one remembers, It is lucky to leave an offering there (Mostly True)
19-A fighting woman with a fancy sword was asking about the North Road, and how close the fallen tower was. She and her friend were working for a hooded woman. (True)

20-That boy Wyatt could make anyone smile. A little headstrong though, he thought he could shave time off the trade route that follows the east road and circles the forest, by taking the old north road through it. He had three mules with him and four men.



Encounters on the way: (it is a four day hike to the ruins)

Each morning and evening, roll 1d6. On a 1 in 6, there is an encounter.

Roll 1d20

1-2- **d6+3 Bandits**, acting as toll collectors,

As Fighters 1st, AC:6[13] HD 1d6+1 HP 4 Attack +1 Leather armor, use shortwords 1d6-1 and bows 1d6

3-5- **Goblin** raiding party 1d6+1 goblins, 1 in 6 chance they are mounted on wolves

AC: 6[12] HD 1-1 Attack +1 weapon (1d6) Mv9, -1 in bright light

Wolves: AC: 6[13] HD 2 Attack +2 Bite (1d6) MV 18



6-A tinker and his mule are camped in the woods with odd goods to sell:

He is a thief level 3 looking to sell items of dubious provenance

AC: 6[13] HD 2+1 Attack+2 weapon, possible backstab. He has 3d6 GP worth of goods, and at least one adventuring pack. He may have a healing potion for sale.

-last chance to get basic adventuring gear on the cheap, and to get more rumors. 7-8-a

party of **1d6+1 elves** - AC: 5[14] HD 1+1 Attack (sword 1d6 or bow1d6), with MU2 as

leader AC:9[10] HD 1+1 Attack+1 staff 1d6 or dagger 1d6-1 spells *charm person*, *light*.

They will react favorably to elves, and may offer them elven rations. They are hunting goblins.

9-11- **a military patrol** looking for bandits and suspecting the pc's of being bandits(letters of writ from the merchant house work with them). They have matching surcoats and shields with the Duke's coat of arms. If encountered on the way back, the bandits may have their gear.

Guard AC: 4[15] HD 1+1 Attack +1 weapon (1d6-1 shortsword) MV 9

Guard leader AC: 4[15] HD 2 Attack +2 weapon (1d6 longsword) MV 9

They wear the livery of the Duke of Westford, a green field with a blue chevron and three black circles, two above and one below the chevron. Their leader has a noticeable scratch across his shield. If these are replaced by bandits, this will be a dead giveaway.

12- **Wild Boar** - AC: 7[12] HD 2 Attacks +2 gore (1d6+1) MV 12

13- **2- 5 wolves** running down a deer AC: 6[13] HD 2 Attack +2 Bite (1d6) MV 18

14-**a group of injured peasants** (d6+3) whose hamlet was attacked by a dragon. This is not something this party can take on... They will ask for food and directions to Wallburgh

15- An **Ogre**. The first time this is rolled, it is a young ogre, nearsighted and prone to outbursts. He is obviously simpleminded, and not really a monster. If fed, he may accompany the party. He is noisy and afraid of spiders. In many ways he is a simpleminded child prone to emotional outbursts. His mother on the other hand (the ogre encountered on a second roll) will react like a mother bear, only with a spiked maul

Young Ogre AC 5(14) HD 2+1 Attacks +2 fist (1d6 or weapon 1d6+1) MV 9



Ogress AC 5(14) HD 4+1 Attacks +4, large weapon (1d6+2) MV 9



16-a lone bandit, with a shock of white hair and a phobic reaction to the party; the individual was the victim of a failed save vs wands when attacked by the necromatrix. AC:7 [12] HD 1 HP3 Attack -1(he is fearful) 1d6-1 shortsword.

17-18- **a group of 3-8 religious pilgrims**, (cultist AC6 [13] HD 1+1 Attack +2 Weapon (1d6) Move 9, +2 on saves) all of who are seeking a chaotic shrine. They don't let on about the nature of their faith... an unholy book may be found if they are fought and defeated, but worse will happen if they make it to the shrine: a demon (low grade) will be summoned! They carry staves and hidden maces; they have incriminating tattoos on their chests that reveal the nature of their cult. If they successfully summon the demon, it will kill them all.

19 **-a dead goblin**, with an arrow in the chest, hanging from a tree by a snare around the ankle, being pecked at by a few ravens. This was the ransom messenger –inside his shirt he has a dark velvet gambeson fore sleeve belonging to Wyatt, that contains a square of linen with a plea from Wyatt to pay the ransom tucked inside it. The goblin's weapons and pouch have been cut away, but the bandits never properly searched the body. The ransom demand was for gold and goats.

20 1d6-2 **Bugbears** AC 5[14] HD 3+1 Attacks: +3, Weapon (1d6) MV 9 surprise on 1-3/6

(A 0 or less on a 1d6 after the -2 penalty is applied would instead be an encounter with one of the bugbear's non-lethal traps, does 1d6 and suspends the target from a tree.)

Wyatt's Campsite:

On the last day, the sound of ravens and buzzing of flies will lead the party to the remnants of Wyatt's group. There are three dead mules, with skulls cracked and each missing a hind leg. The ogress slaughtered the guards and Wyatt fled into a goblin patrol, where he was taken prisoner. All of the bodies show signs of blunt force trauma.

A few things can be scavenged from the campsite, but most were taken by the bandits.

- A large map of the area, on rolled leather, that indicates where the ruins are;
- Several arrows;
- A hand axe;
- Some cast iron cookware;
- A silver dagger, hidden in the poor quality looking boot of a very dead guard.

The Ruins

The surface of the ruins are strangely devoid of life – no grass grows here, and no vines grow over the tumbled stones. It will take some searching, and the following three entryways can be found:

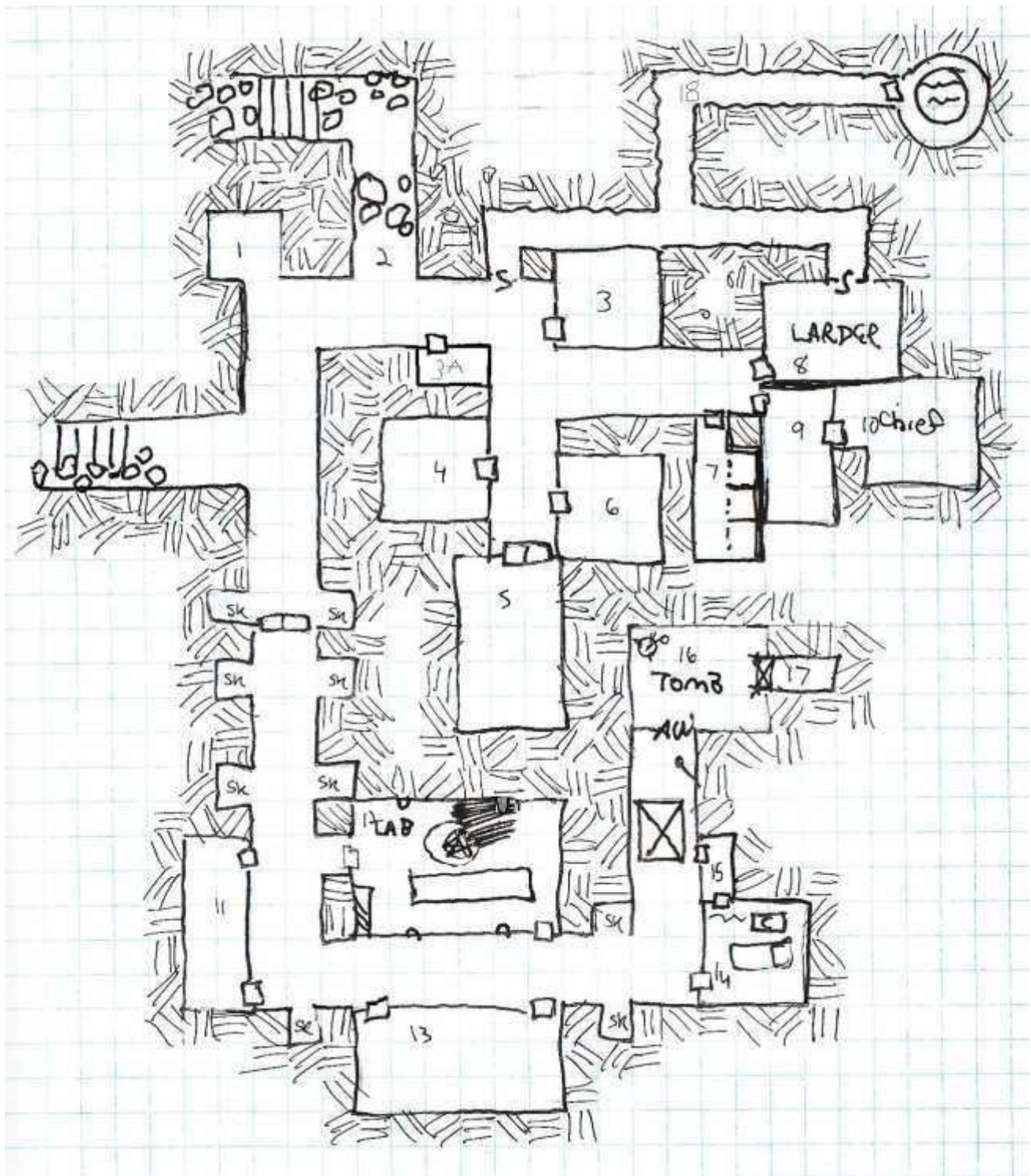
-The bugbear entrance, unknown to the goblins, is an old well, covered with a slab of stone. A hidden entryway in the side of the well leads to a narrow passage the bugbears use to stalk the goblins. (Area 18) The interior of the well has rusty iron staples that serve as a ladder.

-The goblin entrance is more obvious, a partially cleared stairwell that leads downward. It allows single file descent.

-a partially blocked staircase, that will take almost two days to dig out that leads to the spider's lair.(Area 2) Centipedes, smaller spiders, and giant rats can be found near here.

Additional searching in the ruins can reveal a den of 1-3 centipedes, nesting around a quiver containing 3 magical **arrows +1**.





Encounter table for areas 1-9

Roll 1d6 every 3 turns, more often if the characters are noisy. On a 1 on a d6 there is an encounter.

1. 1d6-1 goblins
2. 1 wolf
3. 2-7 giant rats
4. 1-2 bugbears
5. 1-6 centipedes
6. 1 giant spider

These creatures will not enter the south end of the dungeon, as they fear the undead.

1 Guardroom 3 goblins and one wolf

The Goblins are nervously throwing dice, and will bang on a rusty shield like a gong to raise the alarm if they spot intruders.

GOBLIN AC: 7[12] HD 1-1 Attack +1 weapon (1d6) Move 9, -1 in bright light

WOLF AC: 6[13] HD 2 Attack +2 Bite (1d6) Move 18

2 The rubble filled corridor which is also the lair of a giant spider. Among the rubble is a skeleton in rusty chainmail, wrapped in spider silk, which has a **Mace +1**. There are also two similarly bundled desiccated corpses of goblins.

SPIDER giant AC: 6[13] HD 2+2 Bite(1d6) Move 18, web once daily, hide in shadows 15/6 Bite is poisonous, save or take 1d6 poison damage when bitten

3 Goblin quarters -4 goblins and two wolves

These goblins are likely to be sleeping in a pile of furs with the wolves. There is a bucket of nightsoil in one corner.

GOBLIN AC: 7[12] HD 1-1 Attack +1 weapon (1d6) Move 9, -1 in bright light

WOLF AC: 6[13] HD 2 Attack +2 Bite (1d6) Move 18

3A Trash room and goblin midden. In addition to a pile of foul smelling waste where the goblins empty their buckets and chamberpots, this space is occupied by 1d6+1 giant rats and 1d6 centipedes

RAT GIANT AC: 7[12] HD 1-1 Attack +1 bite (1d6-1) Move 12

CENTIPEDE Giant AC: 7[12] HD 1/3 Attacks +1 Poison:

(Save or take 1d6-1, otherwise no damage) Move 9

4 Goblin quarters -4 goblins, 3 young and one wolf

These goblins are a pair of couples, and their sleeping mats are arranged into two family groupings. The young do not fight, but the adults do, with axes and shield. One of the children has a doll, one a wooden axe, and one has a carved wooden

wolf. There is a cookfire and a rack of roast rats in one corner, and a couple of chamberpots in the opposite corner. One of the children will throw these if pressed.

GOBLIN AC: 7[12] HD 1-1 Attack +1 weapon (1d6) Move 9, -1 in bright light

WOLF AC: 6[13] HD 2 Attack +2 Bite (1d6) Move 18

5 Main goblin quarters -6 goblins, 3 wolves, 5 young

This room has an actual fireplace, but the room is a little smoky as the flue is blocked. A large pot of very questionable stew hangs over the fire. There are the usual flea ridden sleeping furs, noncombatant children, and adults armed with spears. Some of the children have dolls, but one has a knife, and attacks as an adult goblin with one hit point.

GOBLIN AC: 7[12] HD 1-1 Attack +1 weapon (1d6) Move 9, -1 in bright light

WOLF AC: 6[13] HD 2 Attack +2 Bite (1d6) Move 18

6 Goblin quarters -4 goblins

These goblins have been drinking and are very loud. They are armed with a mix of axes and spears.

GOBLIN AC: 7[12] HD 1-1 Attack +1 weapon (1d6) Move 9, -1 in bright light

7 Cells present are one goblin bodyguard, Wyatt (Bard 1 level HP 2), a badly injured dwarf (Fighter 1, HP 1/6) and a halfling (Thief 1, HP 3) Wyatt has used his *charm person* ability to charm the goblin and has stayed alive because of it.

GOBLIN Bodyguard AC: 5[14] HD 1 Attack +1 Weapon (1d6) Move 9

8 Larder: 5 giant rats make their home in this room, which contains barrels of supplies, including goods taken from merchants. These include: 3 bolts of cloth worth 1d6 GP each, a cask of lamp oil, and several bags of flour and dried beans. There is a secret door that bugbears use, that the goblins are unaware of. 1-3 on a d6 means that a bugbear enters with surprise while the room is being investigated. The secret door is faintly outlined with dampness.

RAT giant AC: 7[12] HD 1-1 Attack +1 bite (1d6-1) Move 12

- 9 Bodyguard room** 4 goblin body guards are in this room, they wear ringmail and shield and carry bows and axes.

GOBLIN Bodyguard AC: 5[14] HD 1 Attack +1 Weapon (1d6) Move 9

- 10 Chief's room:** The chief Goblin is here, wearing chainmail and Wyatt's plumed hat. His wife, a bodyguard, wears his gambeson, minus the lower fore sleeves. She carries an axe. In a leather coffer under the bed is the bulk of the goblins' treasure, 54 GP.

GOBLIN Chief AC: 5[14] HD2 Attack +2 weapon (1d6) Move 9

GOBLIN Bodyguard AC: 7[12] HD 1 Attack +1 Weapon (1d6) Move 9

Lair of the Necromancer

Encounters: There are no random encounters here unless excessive noise is made or the gong struck.

Each alcove marked "sk" contains a skeleton armed with a longsword. Those on the south side of the doors have gongs next to them, which they will strike any individuals not wearing amulets enter, including other skeletons that lose their amulets. Each skeleton is wearing one of the amulets, which are worth 10 GP. **SKELETON** AC: 8[11] HD 1 Attacks +1 weapon (1d6) Move 12 Undead

- 11 Skeleton room** six additional skeletons are in this room, and if an alarm is sounded, they will stream out of both doors and into the corridor.

SKELETON AC: 8[11] HD 1 Attacks +1 weapon (1d6) Move 12 Undead

12 The Lab

Melchior the necromancer also practiced alchemy. His lab suffered an explosion that ruined many of the things within it. In addition to three **Endless Torches** placed strategically around the room, there is what looks like a fourth one, but it is out, over a large burnt looking spot on the floor that also obstructs part of a summoning circle. This is an indicator that the area in question, a 10 foot wide circle, is a place where magic does not work. The **Endless Torch** above it was dispelled, and anything magical placed in this area must make a save or be dispelled--- this included arcane wards.

Items that can be found in the room include 2d6 GP worth of glassware and rare materials, all delicate and in need of careful packing to transport; a book on alchemy worth 50 GP, and another on necromancy worth 100 GP to a necromancer and only 40 GP to anyone else.

There are a number of unmarked jars containing liquids. Roll 2d6:

2- pickled imp
3 Potion of Flying (Gain the ability to Fly at twice normal speed for 1 hour)
4 Potion of Speed (Double Movement rate and attack twice for 5 rounds)
5-7 useless vile tasting liquid
8 Potion of Healing (1d6+1HP)
9 poison, save or take 2d6 damage
10 mild hallucinogenic poison, save or be convinced that it is a Potion of Flying or Speed
11 burnable oil
12 lethal poison, save or take 5d6 damage

Mixing potions is liable to cause an explosion, on a 1 out of 6 it creates a fireball for 5d6, unless 2 hours is spent reading the alchemical book, at which point the chance is only 2 out of 2d6.

- 13 Skeleton room** 8 additional skeletons are here, but cannot hear the gong from this room. Behind a screen is an area being used by Aurelia and her guards as a privy.
SKELETON AC: 8[11] HD 1 Attacks +1 weapon (1d6) Move 12 Undead
- 14 Guardroom** Vilmord and Brandeis are here
- 15 Necromatrix room** Aurelia is in this room, as is her bed and chest. If pressed she will flee out the side door, cross the pit and drop the lever unlocking the pit, and enter the tomb. In the pit below is a long dead archer, with 2 **magic arrows +1**. Falling into the 20 foot pit will do 2d6 damage.



The Necromatrix and her allies:

Aurelia

Necromancer Level 4

AC:9[10] (6[13] with Armor spell HD 2+1 HP 9 MV: 12 BHB:+0 Save:12 +2 vs magic
 Spells: *Sleep, Detect Magic, Armor, Light, Arcane Ward, Illusion*. Saves vs her spells are at -1 due to her having 15 Intelligence.

She carries 2 magical items: a **Dagger +1**(damage 1d6) and a **Wand of Fear** : 3x per day, anyone struck must save or flee in terror for 1d6 rounds. Rolling a 1 on the save turns your hair white and leaves you frightened, with a -1 on attack rolls for 1d6 days.

Aurelia also wears a copper amulet worth 10 GP that has the mark of the necromancer on it. The skeletons here will not attack anyone wearing it, and it will not work on any undead out of this dungeon. Vilmond and Brandeis also each wear one. **Vilmond**

Fighter Level 2

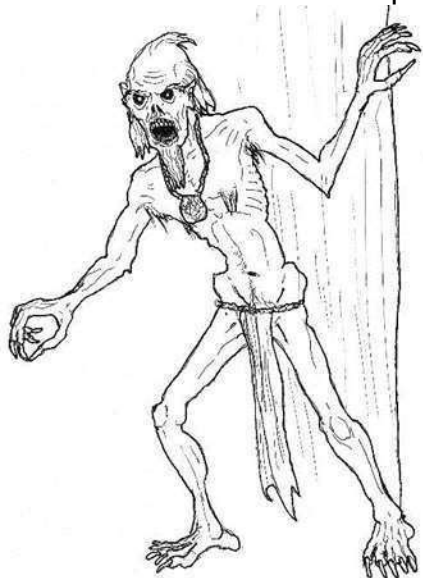
AC: 3[16] HD 2 HP: 8 MV:9 BHB:+1 damage 1d6 Save 15 +1 vs death and poison This bodyguard wears **Chainmail +1** and shield, and carries a longsword, and two daggers. He also has 11 GP, and wears one of the amulets the undead recognize. **Brandeis**

Fighter Level 2

AC:4[15] HD 2 HP: 7 MV 9 BHB+1 Damage 1d6+1 Save 15 +1 vs death and poison This bodyguard wears chainmail and shield, and she also has a magic **longsword +1**. She also carries a crossbow, which she will cast down after firing to draw her sword. Her pouch also has 9 GP, and wears one of the amulets that the undead recognize.

The Chest

Aurelia keeps her 30 GP, her spell book, and a **Potion of Healing** in the chest, but it is secured with an *Arcane Ward* and cannot be opened without someone casting *Arcane Ward* on it. If the chest is dragged over to the alchemical lab and into the blackened area, the ward will fail and it can be opened.



16 The Tomb

Through a door set with an *arcane ward* that only one with an amulet may enter (all of the skeletons, Aurelia, Brandeis, and Vilmond all wear them) is the tomb of Melchior the Despoiler. Aurelia wants to open it because she has realized that his spell book was buried with him.

The room is thick with dust, and a bronze door is set with silver seals (each seal is worth 10 GP) set in place with lead. In the corner of the room is a bronze brazier worth 5 GP, and an Iron ladle with traces of lead on it that were used to affix the seals by his skeletons.

If the seals are pried off, the door will open, and Melchior the Wight will be released.

17 The Vault Within the vault is Melchior's spell book, containing *Sleep*, *Detect Magic*, *Light*, *Armor*, *Read*

Language, *Arcane Ward*, *Illusion*, *Strength*, *Dispel Magic*, *Summon Monster*, and *Raise Undead Servant* (usable only by necromancers). He also wears jewelry worth 30 GP

Melchior the WIGHT AC: 5[14] HD 3 HP 13 Attack:+4 claw (1d6-1) MV 9 Immune to normal weapons, If struck by his claws, save or permanently lower Save by 1.

Raise Undead Servant - Range: Touch, Duration: 1 hour. The caster raises a recently dead humanoid (1 HD or less) from the dead that faithfully serves the caster until death. After an hour, the servant drops dead and cannot be raised again. The raised servant is considered to be Undead.

- 18 **Bugbear Entryway:** If the party enters by the well, which is 30 feet deep and ends in a shallow pool (2d6 damage if falling from the top of the well) and climb down a set of rusted iron staples, they can enter through a door faced with stone and enter a narrow set of secret passageways where the bugbears lurk. 1-2 of them will be in these damp tunnels at any point they are entered. The concealed doors into the goblin warrens are easily opened from within, but from the goblin side, careful searching is needed, and the doors open by shifting bricks about five feet off the ground. Inside room 8, it is easier to see because there is moisture seeping around the edge of the door.

BUGBEAR AC: 5[14] HD 3+1 Attacks: +3, Weapon (1d6) Move 9 surprise on 1-3/6

The bugbears are a hidden fear of the goblins, as they are responsible for a number of unexplained disappearances of their number, who the goblins suspect to have been killed by the spider. For this reason, they have not attempted to kill the spider with arrows, as they believe it to be more powerful than it is.

BESTIARY:

BANDIT AC: 6[13] HD 1+1 Attack +1 (weapon) (1d6-1 for sword or 1d6 for bow) Move 12

BUGBEAR AC: 5[14] HD 3+1 Attacks:+3, Weapon (1d6) Move 9 surprise on 1-3/6

CENTIPEDE Giant AC: 7[12] HD 1/3 Attacks +1 Poison: (Save or take 1d6-1, otherwise no damage) Move 9

CULTIST AC: 6[13] HD 1+1 Attack +2 Weapon (1d6) Move 9 +2 on saves

DEMON AC: 3[16] HD 6 Attack +6 claws (1d6+2) Move 9, immune to normal weapons. Can cast a circle of darkness around itself once per day for up to an hour. It can see in the darkness, light spells go out, fire burns but sheds no light, everburning torches must make a save not to go out permanently.

GUARD AC: 4[15] HD 1+1 Attack +1 weapon (1d6-1 shortsword) Move 9

GUARD LEADER AC: 4[15] HD 2 Attack +2 weapon (1d6 longsword) Move 9

GOBLIN AC: 7[12] HD 1-1 Attack +1 weapon (1d6) Move 9, -1 in bright light

GOBLIN BODYGUARD AC: 5[14] HD 1 Attack +1 Weapon (1d6) Move 9

GOBLIN CHIEF AC: 5[14] HD 2 Attack +2 weapon (1d6) Move 9

OGRESS AC: 5[14] HD 4+1 Attacks +4, large weapon (1d6+2) Move 9

OGRE, YOUNG AC: 5[14] HD 2+1 Attacks +2 fist 1d6-1 or weapon 1d6+1 Move 9

RAT GIANT AC: 7[12] HD 1-1 Attack +1 bite (1d6-1) Move 12

SKELETON AC: 8[11] HD 1 Attacks +1 weapon (1d6) Move 12 Undead

SPIDER GIANT AC: 6[13] HD 2+2 Bite(1d6) Move 18 web 1x day, hide in shadows 1-5/6

Bite is poisonous, save or take 1d6 poison damage when bitten.

WOLF AC: 6[13] HD 2 Attack +2 Bite (1d6) Move 18

WIGHT AC: 5[14] HD 3 Attack:+4 claw (1d6-1) Move 9 Immune to normal weapons, if struck save or permanently lower Save by

WILD BOAR AC: 7[12] HD 2 Attacks +2 gore (1d6+1) Move 12

**REWARD 200 GOLD
FOR SAFE RETURN
OF OUR SON WYATT**



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