

## INTRODUCTION

It is a beautiful spring morning. The Sun is shining and birds chirp happily outside your window. The Lord and his retinue have left to visit the King leaving you apprentices a rare day off.

As you lazily meander down to the kitchens for breakfast your hopes for a day of rest are shattered. "**Goblins have taken Pixie**" wails Marjoram the chef.

Before long you stand in the great hall alongside your fellow apprentices and in front of the elderly Sergeant at Arms. He explains that Goblins snuck into the manor last night and kidnapped Pixie, the Lord's Faerie Dragon and fled.

**"We must seek out Pixie before she is harmed or worse"** he says. **"The Lord and his advisors...your masters...are not here, I am too old and the other guards are needed here. You must take up this duty. Find Pixie before the Lord returns. Go East where the Goblins fled towards the old Woods. Be careful and come back alive!"**

The trail is easy to follow. It leads East down the road away from the Village and up to the old Woods on top of the hills. You know the rumours of evil that surround the Woods but you bravely enter following the trail the Goblins left. Before long you stand on the edge of a clearing some 50 m wide. A ruined tower looms eerily from the snarled grass. It is little more than a two storey high circular wall of cracked and broken stones with a shattered doorway. Two small wiry figures in ragged leather armour with spears and shields stand outside the tower playing a game of some sort...Goblins!!

## THE TOWER

### **GOBLINS**

**AC 15. HP 6,5. Spear (+1, D6). Dagger (+1, D4), Shield**

These Goblins are **cowards** and will run away when 1 or more are dead. They are **greedy** and will abandon their post for something that looks expensive

## INSIDE THE TOWER

The Tower is nothing but a ruined shell. A wide shaft leads down to darkness. A knotted rope ladder hangs down attached to the ruined walls

Climbing down requires no checks. If more than ONE character gets on the ladder at once the ladder pulls free and those climbing are dumped onto the floor below taking 1 HP damage

Hidden in the crumbling walls is a small Onyx necklace worth 10GP, if the characters think to look (Search DC 12)

## ENTRANCE

The room into which you descend has rough-hewn walls of crumbling brick and a cold stone floor about 20' (7m) across. A scattering of small animal bones and broken wood litters the floor. You see a dark tunnel leading off from the East wall and you realise you will not be able to see without a light.

As you Ponder your dilemma a Goblin blunders into the room

The Goblin provides an opportunity to role play. He is caught off guard and realises he is severely outnumbered. He will talk and offer information for his life and treasure. He will tell the characters "there is a pack of Hungry Ghouls past the Nasty Spider" but this is all he knows.

At the first sign of hostility he runs screaming down the passage, if chased he turns SOUTH into the SPIDER'S LAIR where he disappears.

### **GOBLIN**

**AC 13. HP 6. Spear (+1, D6). Dagger (+1, D4), Shield**

This Goblin owns a cracked RING of Invisibility which is how he gets past the spider. It can be used once per day but only works on a roll of 1-4 on a D10.

## POINT OF INTEREST 1

Taking the North passage from the crossroads the tunnel bends round to the East where it ends abruptly ahead of you.

Odd that there should be a dead end and doesn't the ground a little back from the wall look a little bit strange?

It is, of course, a trap. It can be spotted (DC12) and disarmed (DC20).

As you approach the wall, the Ground below you abruptly gives way to a yawning chasm.

### **TRAP**

As the Characters approach the end wall the ground marked falls away to reveal a deep pit. The first Character must make a Reflexes save vs DC 12 or fall in. The Damage is minimal, only 3 HP due to thick mud at the bottom but how on earth are you going to get out?

Climbing out is a DC16 act or DC8 with a rope.

Any character falling in who roots around in the mud may find 3 GP (DC6+), another 15 GP in a small bag (DC10+), an Opal worth 120GP (DC15+) and a magic ring of +1 Armour (DC20+).

## POINT OF INTEREST 2

As the Characters approach the end of the tunnel, allow a Spot check (Intelligence check) to notice the secret door and the trigger point vs DC 12. Elves gain +4 on the check. If the players take the hint and are actively searching, add +4 to the check.

A section of the wall looks funny, almost like it doesn't belong. You notice a loose brick...it looks like it comes out.

You tug the loose brick out, in the dark cavity behind is a brass ring handle...it looks like it can be pulled but you will have to reach right in to do so...

You reach right in, almost up to your armpit. You close your fingers round the ring and begin to pull on the brass ring, hoping this isn't another trap that will take your arm off "**CRACK**" the wall pops free

Quietly ask the players if they pull out the brick, reach right in and finally if they pull the lever. "**CRACK**" is said loudly for a bit of fun.

Pushing on the free section causes it to swing in to reveal a room behind.

Beyond the secret door is a small dusty room in which there are several (3) vials and a dusty scroll on a small shelf. It is otherwise disappointingly empty.

### **VIALS**

The vials contain a rose smelling, shimmering, silvery water and are potions of healing. They heal 8 HP when drunk.

### **SCROLL**

The Scroll is a Treasure Map.

This leather bound parchment holds a map of some form; you notice it has your village on it and a large red X. It must be a map to some sort of Treasure!!

## THE SPIDER

Taking the tunnel which leads off SOUTH from the crossroads you quickly come across three wide iron pillars. There is room for you to squeeze past but only just. Beyond the pillars you can see the tunnel walls are draped in thick cobwebs leaving a healthy sized hole through which to crawl. Carcasses of large rats and small animals are cocooned in the filthy netting.

The Iron Pillars stop the spider from escaping whilst the Goblins keep it fed with small animals and rats.

The tunnel opens out into a large domed room some 30' (10m) across. The room is thick with columns of white silken strands; dusty sheets of webbing cover the walls and are draped malevolently between the columns. On a high sheet, above a door on the far South-East corner is a HUGE spider fully 5' across which stares spitefully at you from above.

The Spider will attack when anyone approaches closer than 20'. It leaps from its perch to attack the lead character (treat as a CHARGE ATTACK)

### **SPIDER**

**AC 12. HP 20. Bite (+3, D4+Poison).**

Poison: Fortitude Save 12. First failed save SLOWS the character reducing SPEED by half. Second failed save PARALYSES the character long enough for them to be cocooned for later consumption.

Astute Players will quickly realise that they may be able to lure the spider into the tunnel and pelt it with missile weapons from outside the Iron barrier through which the Spider's bloated abdomen cannot fit

## THE GHOULS

This room smells awful, like a rotten carcass left in the hot sun for weeks. Rubble and filth have been piled high into great walls making a sort of maze through the room. To your horror a gnawed bone protrudes from the rubble closest to you. What kind of terrible creature could live in this disgusting room?

If the characters have got information from the Goblin in the entrance they will know this is the lair of a Pack of Ghouls, although Pack is a bit far-fetched. Two Ghouls inhabit this area, they are feral creatures and creep around the maze, making swift attacks and quickly running away seeking to split the party and pick off the characters one by one.

An emaciated humanoid creature with putrid grey skin ragged fangs and a long lashing tongue darts towards you. Its fingers and toes end in sharp, blackened claws caked with grime and dried blood.

### **GHOULS**

**AC 14. HP 14,12. Bite (+3, D6+1, Paralysis).**

Paralysis: Fortitude Save 14. Failed PARALYSES the character for D6+2 minutes. ELVES are IMMUNE

## POINT OF INTEREST 3

An ancient Skeleton lies here with rusted armour, a broken shield and a shattered sword. In a rotten leather belt around the dusty bones is a bright dagger, un-ravaged by the passage of time. Perhaps it is magical.

### **DAGGER**

The dagger is Sliver, a +1 Dagger vs the race of creature who wields it. On a natural 1 Sliver cuts the wielder by "mistake" causing 1 HP (1-3 on D6) or 2 HP (4-5 on a D6) or 3 (6 on a D6) damage.

## THE GOBLINS

### From the main entryway

The heavy, Iron bound Door ahead slams shut as you approach, a scrawny Goblin having just slipped inside before you. You can hear squeals and screeches from inside and then **“Go away, We’re not coming out”**

No amount of cajoling will persuade the Goblins to open the door. With the tools to hand the door cannot be broken down. If the Characters seem stuck guide them to seeking another way in.

If the characters retreat, the Goblins will emerge after 4 hours. 2 will slip out to explore and the door gets shut after them. After a further 4 hours another 2 will slip out if the first 2 don’t return.

Exploring Goblins may be persuaded to call the all clear if either threatened or payed enough!

### From the Ghoul’s lair

The second door is locked. A knot of wood is missing and through this you can see a large room some 30’ (10m) across and 40’ (13m) long. It is sparsely decorated with piles of filthy rags and detritus is liberally scattered across the floor.

You can see a door on each side whilst in the far side 6 Goblins crowd around a larger Goblin. They squabble and bicker with each other until the larger Goblin bellows and they all cower and settle down. The larger Goblin carries a heavy sword and wears thick chain armour – he looks very mean and nasty - clearly he is the leader

The door can be picked (DC12 or Kicked down DC16)

You enter the room, (read the above if you haven’t already) the Great Goblin bellows and the others turn to face you with wicked grins and malevolence

## **GRUD’S GOBLINS**

**AC 13. HP 6,6,5,5,5,4. Spear (+1, D6). Dagger (+1, D4)**

The 6 Goblins will not waver in the presence of their leader - Grud

## **GRUD**

**AC 16. HP 14. Sword (+3, D8+1). Shield. Key**

**Grud** is a Goblin Shaman of considerable presence and power.

He can cast 3 spells, once each

- Sandblast: DC14. Blinds for 3 Turns.
- Mage Armour: +4 AC for the rest of Combat.
- Eye of Fear: DC14. Victim must move to a position which he cannot see Grud

## PIXIE

Grud has the Key to Pixie's room

**Grud** has stolen Pixie as an offering to Demogorgon and intends to make his offering tonight at midnight.

Inside you see a dark alter with an image of a two headed, snake armed demon daubed on the wall above in red paint. You recognise the image of Demogorgon the Prince of Demons and a cold shudder runs down your spine.

A small chest is on top of the alter.

Pixie, the Lords Faerie dragon is chained to the alter but you quickly release her. She coos and nuzzles you, clearly happy to see you. Time to go home, and quickly before Demogorgon arrives!

The chest is locked and trapped. The Key is missing. It can be picked (DC14) or broken open (DC10). Inside are three potions (1 of the lock is broken open) and 200 Gold Coins.

The trap is set off when opened – it causes D6 magic damage, Reflex Save for half.

## AFTERMATH

You arrive home just after the Lord and your masters. The Manor is awash with bustle and you are greeted with hugs and great pats on the back.

The Lord smiles heartily as Pixie bounds over to him.

**“Today you have truly proved yourselves”** he says, **“I have spoken to your masters, no longer are you apprentices. I name you Journeymen in your trade free you from your bond of servitude to your masters. You will have our gratitude and place in my manor so long as you choose to live here”**

Tomorrow is another day and it looks like you can finally have the day off you have been looking for

Name	Human
Class	Race
<b>Fighter</b>	<b>1</b>
	Level

## Strength

Your Physical Strength

16	+3
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## Dexterity

Your Agility and Reflexes

14	+2
----	----

## Constitution

Your Fitness and Body

14	+2
----	----

## Intelligence

Your Academic ability and Cleverness

12	+1
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## Wisdom

Your Understanding and Judgement

10	
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## Charisma

Your Charm, Personality and Appeal

12	+1
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## Special Abilities

You can wear ANY armour
You can use ANY weapon
You can make a second attack ONCE per combat
You can make a second MELEE attack ANY time you kill an opponent

<b>HP</b>	<b>12</b>
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Hit Points Max

<b>AC</b>	<b>19</b>
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Armour Class Total

Current
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+2	+5	+2
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Dex. Armour Shield

<b>Fortitude</b>	<b>+4</b>
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Save vs Poisons etc.

<b>Spd</b>	<b>4</b>
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Speed

<b>Willpower</b>	<b>+0</b>
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Save vs Magic etc.

<b>Init</b>	<b>+2</b>
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Initiative

<b>Reflexes</b>	<b>+2</b>
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Save vs Traps etc.

<b>Hero</b>	<b>3</b>
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Hero Points

Melee Weapon	Attack	Damage	Critical
Longsword	+5	D10+3	X2
Dagger	+4	D4+3	X2
Ranged Weapon	Attack	Damage	Range
Longbow	+3	D8	10

## Possessions

Chainmail Armour, Shield, Longsword, Dagger
Bow and 20 arrows



Name	Human
Rogue	Race
Class	1
	Level

## Strength

Your Physical Strength

10	
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## Dexterity

Your Agility and Reflexes

16	+3
----	----

## Constitution

Your Fitness and Health

12	+1
----	----

## Intelligence

Your Academic ability and Cleverness

14	+2
----	----

## Wisdom

Your Understanding and Judgement

14	+2
----	----

## Charisma

Your Charm, Personality and Appeal

12	+1
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## Special Abilities

You can wear LIGHT armour
You can use LIGHT weapons
You can detect secret doors, detect traps and disarm traps (+4)
You can sneak, hide, climb and pick locks (+6)

HP	7
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Hit Points Max

AC	16
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Armour Class Total

Current	
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+3	+3	
----	----	--

Dex. Armour Shield

Fortitude	+1
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Save vs Poisons etc.

Spd	6
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Speed

Willpower	+2
-----------	----

Save vs Magic etc.

Init	+3
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Initiative

Reflexes	+5
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Save vs Traps etc.

Hero	3
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Hero Points

Melee Weapon	Attack	Damage	Critical
Short Sword	+0	D6	X2
Dagger	+0	D4	X2
Ranged Weapon	Attack	Damage	Range
Throwing Dagger	+3	D4	3

## Possessions

Studded Leather Armour, Short sword, Dagger
Throwing dagger x 3
20m Rope

Name	Elf
Class	Sorcerer
Race	1
Level	

## Strength

Your Physical Strength

10	
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## Dexterity

Your Agility and Reflexes

14	+2
----	----

## Constitution

Your Fitness and Health

10	
----	--

## Intelligence

Your Academic ability and Cleverness

12	+1
----	----

## Wisdom

Your Understanding and Judgement

16	+3
----	----

## Charisma

Your Charm, Personality and Appeal

16	+3
----	----

## Special Abilities

You can wear NO armour
You can use a Dagger or Staff
You can CAST SPELLS; 5 Level 0 Spells
You can CAST SPELLS; 3 Level 1 Spells

Level 0 Spells	
Restoration	+1 on Saving throws
Acid Splash	D3 damage. Range 6
Daze	Loose next action (save 13)
Light	Illuminate. Range 3. Lasts 1 hr.

HP	4
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Hit Points Max

AC	13
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Armour Class Total

Current		
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+3		
----	--	--

Dex. Armour Shield

## Fortitude

Save vs Poisons etc.

	+5
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Save vs Magic etc.

Reflexes	+2
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Save vs Traps etc.

## Spd

Speed

Init	+2
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Initiative

Hero	3
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Hero Points

Melee Weapon	Attack	Damage	Critical
Staff	+0	D6	X2
Dagger	+0	D4	X2
Ranged Weapon	Attack	Damage	Range

## Possessions

Staff, Dagger
Wand of MAGIC MISSILE. 5 charges.

Level 1 Spells	
Armour	+4 on AC
Sleep	Puts target to sleep (save 14)
Wand of Magic Missile	
Magic Missile	D4+1 damage. Range 6

Name	Human
Ranger	Race
Class	1
	Level

## Strength

Your Physical Strength

12	+1
----	----

## Dexterity

Your Agility and Reflexes

16	+3
----	----

## Constitution

Your Fitness and Health

14	+2
----	----

## Intelligence

Your Academic ability and Cleverness

14	+2
----	----

## Wisdom

Your Understanding and Judgement

12	+1
----	----

## Charisma

Your Charm, Personality and Appeal

10	
----	--

## Special Abilities

You can wear LIGHT armour
You can use ANY weapon
You can fight with 2 MELEE WEAPONS and get 2 attacks
You can detects traps, Sneak and hide (+4)

HP	12
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Hit Points Max

AC	16
----	----

Armour Class Total

Current
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+3	+3	
----	----	--

Dex. Armour Shield

Fortitude	+4
-----------	----

Save vs Poisons etc.

Spd	6
-----	---

Speed

Willpower	+1
-----------	----

Save vs Magic etc.

Init	+3
------	----

Initiative

Reflexes	+3
----------	----

Save vs Traps etc.

Hero	3
------	---

Hero Points

Melee Weapon	Attack	Damage	Critical
Sword	+3	D8+1	X2
Dagger	+3	D4+1	X2
Sword AND Dagger	+1/+1		
Ranged Weapon	Attack	Damage	Range
Longbow	+2	D8	10

## Possessions

Studded Leather Armour, Sword, Dagger
Longbow and 20 arrows

Name	HalfOrc
Class	Barbarian
Race	1
Level	

## Strength

Your Physical Strength

18	+4
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## Dexterity

Your Agility and Reflexes

12	+1
----	----

## Constitution

Your Fitness and Health

16	+3
----	----

## Intelligence

Your Academic ability and Cleverness

10	
----	--

## Wisdom

Your Understanding and Judgement

12	+1
----	----

## Charisma

Your Charm, Personality and Appeal

10	
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## Special Abilities

You can wear LIGHT armour
You can use ANY weapon
You can go into a RAGE once per day lasting ONE combat.
You are faster than others
You can SEE in DARKNESS up to Range 6

HP	15
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Hit Points Max

AC	13
----	----

Armour Class Total

Current
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+1	+2	
----	----	--

Dex. Armour Shield

## Fortitude

Save vs Poisons etc.

+4
----

## Spd

Speed

8
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## Willpower

Save vs Magic etc.

+2
----

## Init

Initiative

+1
----

## Reflexes

Save vs Traps etc.

+2
----

## Hero

Hero Points

3
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Melee Weapon	Attack	Damage	Critical
Great Axe	+5	D12+6	X3
Dagger	+5	D4+4	X2
Ranged Weapon	Attack	Damage	Range

## Possessions

Leather Armour, Great Axe, Dagger
<b>Rage</b>
+2 attack, +3 damage, +4 HP, -2 AC But ONLY until the end of combat

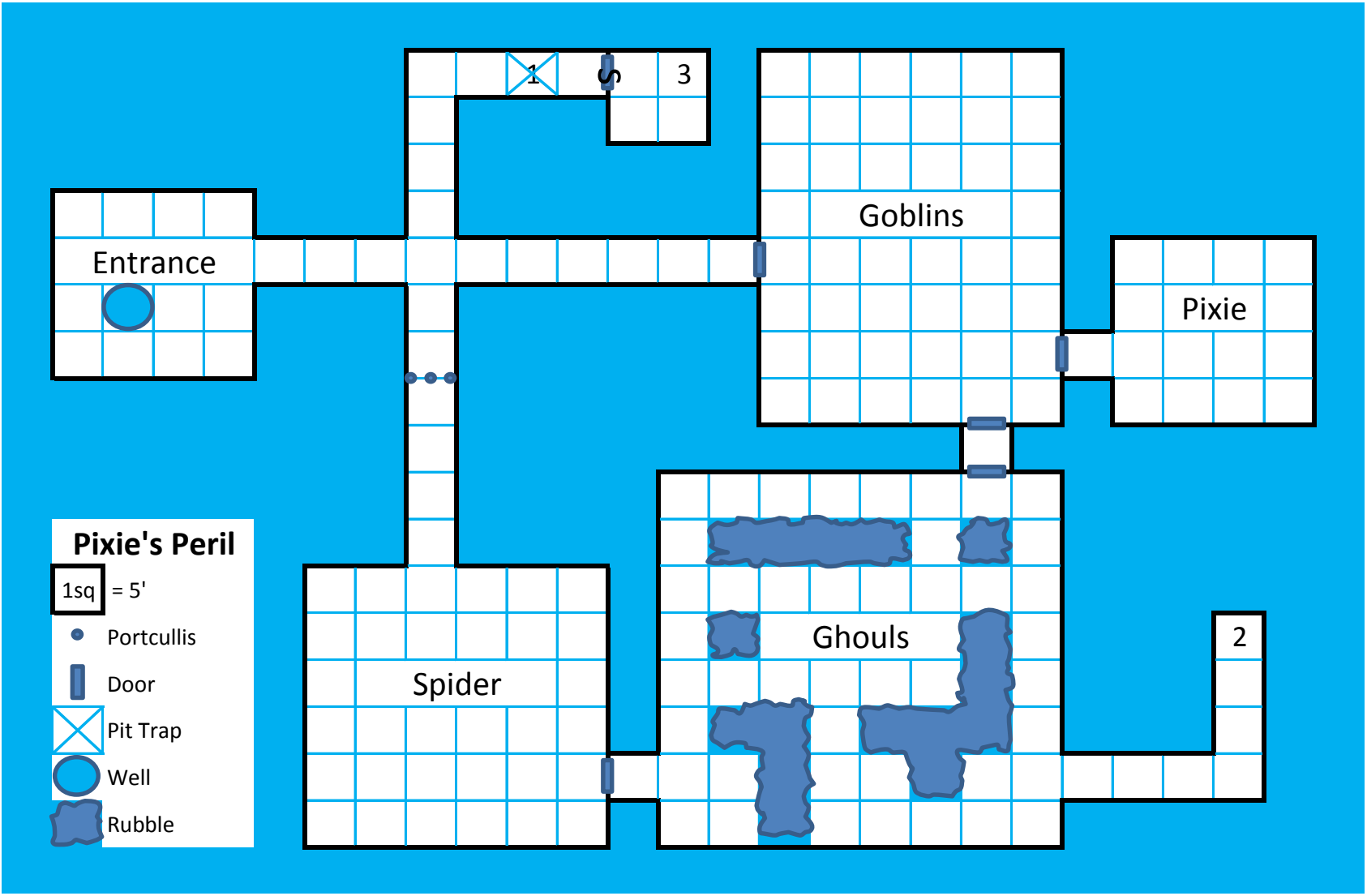
You are a Fighter, a knight in training. You are Strong, Loyal, Courageous and always looking to do the right thing.

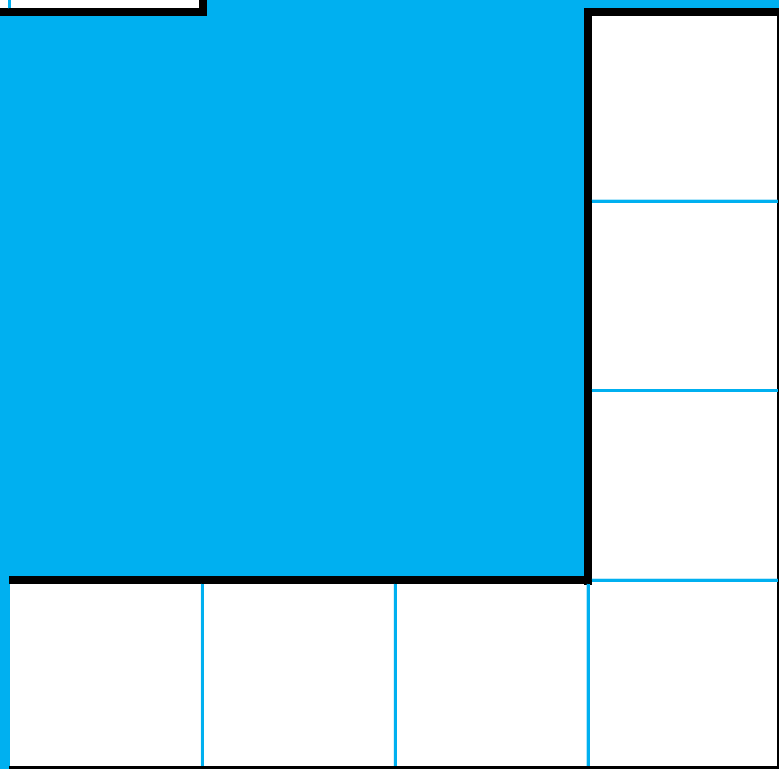
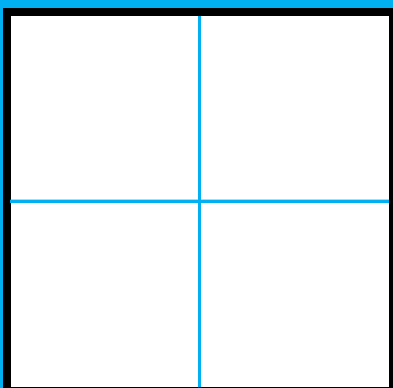
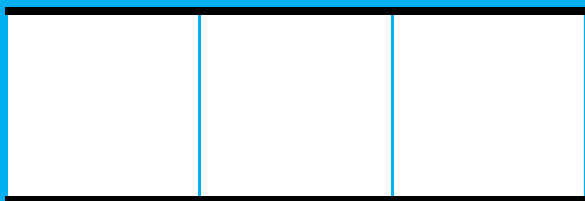
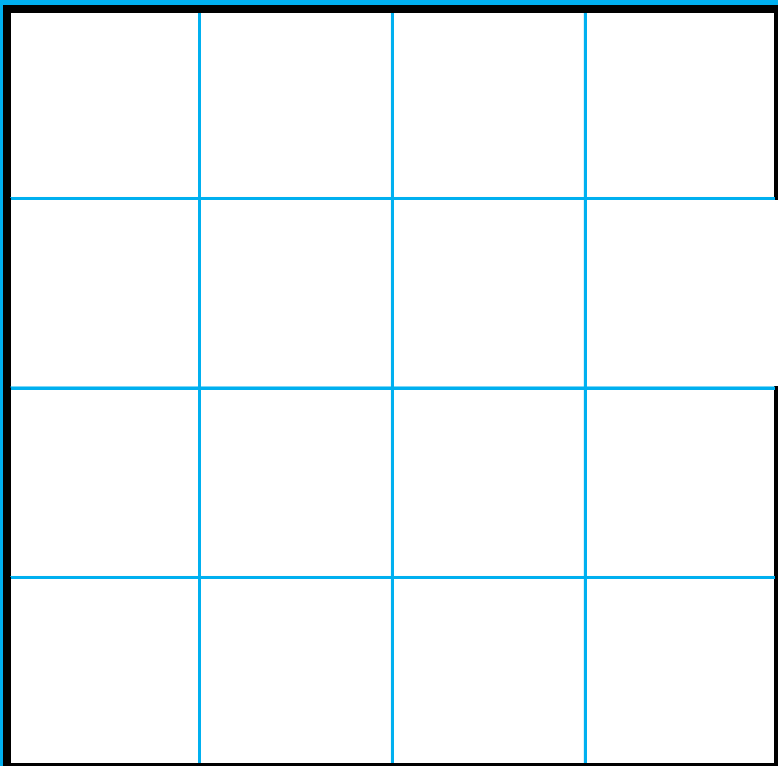
You are a Rogue, a spy in training. You are Quick, Perceptive, Adaptable and always looking for danger.

You are a Sorcerer, a wizard in training. You are Shrewd, Witty, Likeable and always looking for new magic and spells.

You are a Ranger, a woodsman in training. You are Smart, Fit, Perceptive and always looking out for nature and animals.

You are a Barbarian, a guardian in training. You are Courageous, Fit, extremely Strong and always looking out for others









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