

# THE SUNDERED TOWER

An introductory *Heroes Against Darkness* adventure for one Level 1 character



by

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## INTRODUCTION

*The Sundered Tower* is an introductory *Heroes Against Darkness* adventure for one Level 1 character.

This adventure is ideal for new players or GMs who want to familiarize themselves with the basic principles of the system, including ability tests, melee and ranged combat, spell powers, resting and healing, monster stats, monster powers and traits.

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## CREDITS

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## WEBSITE

<http://heroesagainstdarkness.blogspot.com>

# PLAYING THIS ADVENTURE

## Choosing a Character

When playing this adventure you can create your own Level 1 character (using the full *Heroes Against Darkness* rules) or you can use one of the pre-generated characters that are available at the end of this booklet or from the *Heroes Against Darkness* website:

<http://heroesagainstdarkness.blogspot.com>

This adventure is more difficult with some character classes than others, so choose wisely.

## Dice



For this adventure you'll need at least a d20, a d6, a d4, and a d12. Depending on your character and weapon choices, you may also need a d8 and a d10.

## Choices

Unlike life, there are no bad choices in this adventure, so don't worry that a single wrong decision will kill you outright.

However, the world of *Heroes Against Darkness* is a dangerous place and there are many opportunities for you to be attacked or otherwise endangered, so pay attention to you accumulated damage and opportunities for healing during your adventure.

## Non-linear Adventure

This is a non-linear adventure, so you are free to explore as you wish. Sometimes, a section will have a box like this:



You are directed to tick these boxes as you explore, indicating when you have already completed a task, have discovered something, or have beaten a combat encounter.

## Ability Tests

You will be challenged with several Ability Tests as you explore. These ability tests give you instructions for which ability score is being tested, and the difficulty that must be reached to succeed at the test, like this:

- d20 + Dexterity Bonus vs 12

In this case, you roll a d20 and add your character's Dexterity Bonus. If that beats the target difficulty of 12, then you've passed the test.

## Combat Encounters

At various times in this adventure you will come across monsters that block your progress. These battles are Combat Encounters, and they are detailed on the next page.

## Damage

Danger abounds in the forbidden places that you explore in this adventure. In the course of combat encounters and your misadventures, you'll likely take damage.

You can find information about healing below, but if you are reduced to 0 Health Points (HP) at any time then follow the directions in the section where you take the damage or in the conclusion of the combat encounter.

## Healing and Anima Recovery

There are a number of opportunities for healing in this adventure.

If your character starts with a healing potion or finds one in your exploration of the tower, then these can be used during a combat encounter (retrieve as a move action, drink as a minor action, heals 10 HP) or at any time outside of combat.

All characters have the *Rally* healing power that recovers Health Points and Anima Points equal to half of the amount that they are depleted. *Rally* can be used once in each combat encounter (as a full action, which takes an entire turn).

For example, if your character has a maximum of 22 HP and is currently on 5 HP, then *Rally* will recover 8 HP. This is  $22 - 5$ , giving depletion of 17 HP, which is then halved to 8.5 and rounded down to 8 HP recovery.

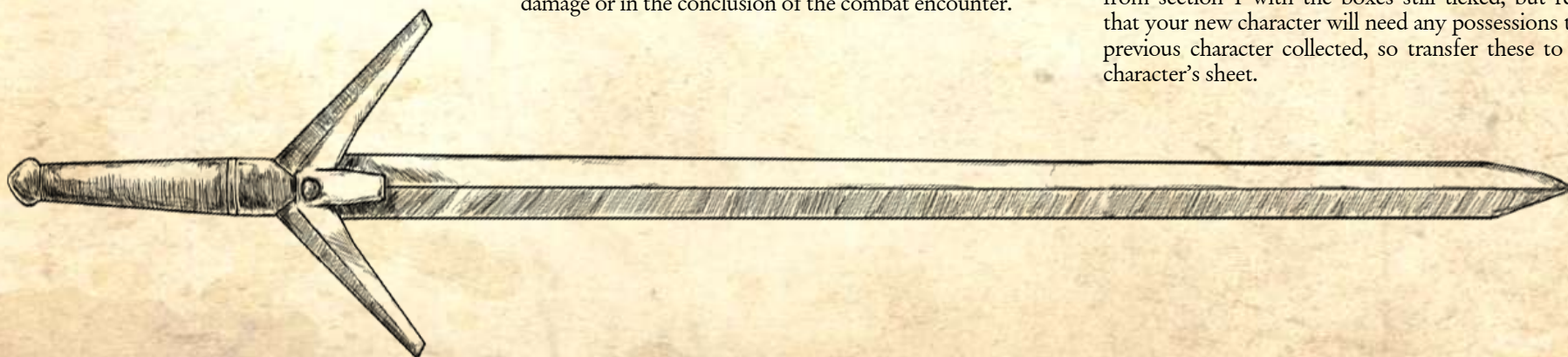
Finally, in your exploration you may find a safe location to take a short rest. During a short rest you also use your *Rally* power to recover half of the amount that your character's Health Points and Anima Points are depleted.

## Restarting the Adventure

If you die during the adventure, you can return to section 1 and start again (with the same character or a different one).

When restarting, you can either remove the ticks from the boxes so that you're starting fresh or you can restart from where you were up to, without having to redo the combat encounters.

When resuming with your explorations after dying, start from section 1 with the boxes still ticked, but remember that your new character will need any possessions that your previous character collected, so transfer these to the new character's sheet.



## ENCOUNTER FORMAT

Each encounter is introduced with the same details.

### Setup

The setup section lists the combatants in the encounter, the round from which they are active and instructions for determining initiative.

### Encounter Features

Each encounter area has unique elements, such as furniture or obstacles that are described here.

### Tactics

The monsters' tactics and goals are detailed here. The monster tactics will generally cover what the monster does when it first acts, how it tries to position itself, whether it uses melee attacks or ranged attacks, and how to handle any special situations that can arise in the course of the encounter.

### Conclusion

Combat encounters end when you or all of the enemies are reduced to 0 Health Points (HP). If you are struck down to 0 HP, then you have been killed.

If the monsters are all reduced to 0 HP then you gain experience and sometimes find treasure.

## Monsters

The stats for the monsters are included for each encounter, they look something like this:

Skeleton Warrior					
<b>Level</b>	1 (½)	<b>Class Health</b>	8	<b>Health</b>	8
<b>½ Level</b>	0	<b>Minion</b>		<b>Anima</b>	8
<b>Str</b>	14 (+2)	<b>Melee</b>	+2	<b>AD</b>	13
<b>Dex</b>	12 (+1)	<b>Ranged</b>	+1	<b>ED</b>	11
<b>Wis</b>	12 (+1)	<b>Magic</b>	+1	<b>MD</b>	11
<b>Con</b>	12 (+1)			<b>RD</b>	11
<b>Int</b>	4 (-3)	<b>Init</b>	+1		
<b>Cha</b>	4 (-3)	<b>Move</b>	5	<b>XP</b>	½
<b>Armor</b>	Leather +2		<b>Weapon</b>	Shortsword d6	
<b>Special</b>	Undead: They're dead, yet still alive.				

The main details you'll need from the monster's stats are:

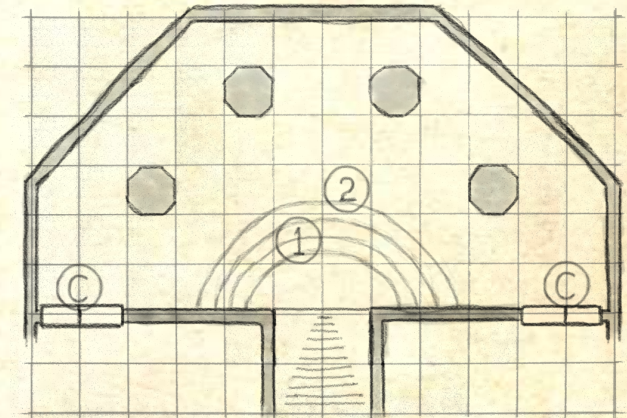
- Initiative Bonus (shown as Init)
- Movement Speed (shown as Move)
- Melee Bonus (shown as Melee)
- Ranged Bonus (shown as Ranged)
- Magic Bonus (shown as Magic)
- Armor defense (shown as AD)
- Evasion defense (shown as ED)
- Health Points (shown as Health)
- Weapon for its Melee Attack and/or Ranged Attack weapon
- Powers the monsters can use to attack as an alternative to a normal Melee Attack or Ranged Attack
- Special traits of the monster

## Map

Each combat encounter has a map that is used to stage the encounter.

This map shows the possible starting positions for each of the creatures (your character and the monsters) in the encounter.

Your character's possible start positions are marked as ©. The numbered monster start positions correspond to the monster list in the encounter setup section.



# RUNNING THE ENCOUNTERS

## Setup

When running each encounter, you first need to set up your character and all of the enemies on the map. Some of the character and monster placements are in the intersection of two or four squares. In this case you should place your character in whichever of the intersected squares you prefer. For monsters, place them in the closest intersected square to your character.

Keep in mind that some enemies will only become active or enter the combat later than the first round.

## Initiative

You can either roll initiative separately for each of the enemies, or just roll for them collectively.

When you roll initiative individually, keep a list of the results for your character and the enemies (from highest to lowest) and use this as the order to run each combatant's turn (including your own).

If you decide to roll for them collectively, then the initiative rolls will simply determine whether you or your enemies act first in the combat. After that initiative alternates between you and the enemies.

## Actions

Each turn your character and the monsters have a major action, a move action and a minor action.

The major action is used for attacking enemies (or can be traded for second move action), the move action is used for movement or for secondary actions (such as drinking a healing potion if you happen to have one).

The actions can be taken in any order, so you can move first and then attack, or attack then move.

## Melee Attacks

All combatants (your character and the monsters) have a *Melee Attack* that they can use against an adjacent enemy. For monsters, this attack power is not shown on their stats.

When using a *Melee Attack*, add the combatant's Melee Bonus to the d20 roll, if this equals or beats the target's

Armor defense (shown as AD on the Monster's stats), then damage is dealt.

For the player, the damage is based on the wielded weapon, and is usually a d6, a d8 or sometimes a d10. The monster's stats show the damage dice for their main weapon and a secondary weapon (if they have one). The combatant's Melee Bonus is added to the damage rolled.

## Ranged Attacks

All characters have a *Ranged Attack* (if they have a ranged weapon) and monsters such as archers use ranged attacks as their primary attacks.

As with melee attacks, roll a d20 and add the Ranged Bonus to the roll. If this beats the target's Armor defense, then the attack hits. The amount of damage will depend on the weapon, but it will likely be d6, d8 or rarely a d10.

Ranged attacks can be made against adjacent targets, but they suffer a -4 attack penalty for these attacks. Ranged attacks require line of sight to the target.

If the target has cover, then their Defenses are improved:

- +2 for partial cover
- +4 for moderate cover
- +6 for substantial cover

Normally the amount of cover would be determined by the GM, so I'm trusting you to do this properly.

## Magic Attacks

Magi characters (warlocks, healers, canonates, necromancers and mystics) have magic attacks, which can either be touch or ranged. In either case, the character's Magic Bonus is added to a d20 roll, if this equals or beats the relevant defense (shown in the spell power) the then damage is dealt (also shown in the spell power) or the power's effect is applied.

## Damage

Don't forget that a natural 20 attack roll deals maximum damage for all Attacks.

## Check the Rules

If you're unsure about any of the rules of *Heroes Against Darkness*, check the full rules to find out what to do.

# HINTS AND TIPS

Here are some hints for playing this adventure:

- Explore the tower, but watch out for traps.
- Don't leave it too late to use a healing power, potion or spell, because their next attack could be your last.
- Pay attention to whether you can outrun or outmaneuver the enemies.
- Position yourself so that you minimize the number of enemies that can attack you simultaneously.
- Search for somewhere to rest so that you can regain health and anima.
- Remember that you can take your actions in any order, so it might be tactically beneficial for you to attack and then move or to move and attack subsequently.
- Utilize your character's special powers when appropriate in combat.
- You're both player and GM, so play fair.

# ARE YOU READY TO PLAY?

When you're ready, turn to section 1 to begin your adventure.

1.

*You push through the undergrowth, cursing your decision to leave the road in search of the rumored tower. Of course, it had seemed like a good idea when you were on the road, but bad decisions never start that way.*

*Then the rain started. There hadn't been a cloud in the sky at first, but as you pressed deeper into the woods, the sky darkened with thick black clouds. The clouds brought thunder and rain, making the going slow and further souring your attitude.*

*And then, punctuated by a timely and dramatic flash of lightning, you burst out of the undergrowth into a clearing that is bordered by twisted trees.*

*Standing tall in the middle of the clearing is the rumored tower, now a fact. The tower reaches almost a hundred feet into the sky, but the top floors are damaged and rubble is piled up against the base of the tower.*

*You warily emerge from the brush and cross to the tower, pausing at the short steps that lead up to the tower's heavy wooden door.*

*You look around for another option, but nothing else is visible in the torrential rain.*

- **Do you investigate the outside of the tower first?** Go to 12.
- **Do you enter the tower?** Go to 18.

2.

*You stand at the top of the stairs at the north-west end of the balcony level.*

*To your immediate north are a set of heavy double-doors, the stairs down to the entrance hall are to your east, and the balcony continues to the south, following the curve of the tower wall.*

- **Do you take the double-doors to the north?** Go to 85.
- **Do you investigate the balcony to the south?** Go to 27.
- **Do you return to the ground floor via the stairs?** Go to 25.

3.

*You tumble through the air like a marionette and crash into the ground - hard.*

You have fallen 40' and hit the floor of the entrance hall. Roll a 2d6 (two six-sided dice) for the damage and reduce your Health Points by the amount rolled.

- **Did you survive the fall?** Go to 9.
- **Were you reduced to 0 or fewer health points?** Go to 34.

4.

*You wedge the door and make yourself as comfortable as possible on the twisted and warped wood of the sleeping pallet.*

You can take a short rest here and use your *Rally* power to regain Health Points and Anima Points equal to half the amount that they are depleted.

After a few hours rest, you unblock the door and return to the room to the north.

- Go to 45.

5.

*You crouch down and steady yourself against the doors as you attempt to pick the lock.*

To pick the lock you need to succeed an ability test against your Dexterity.

If your character is a Rogue then you can add +5 to the Dexterity test. Furthermore, if your character has Lockpicks marked in your possessions, you can add a further +5 to your Dexterity test.

Make a Dexterity ability test (d20 + Dexterity Bonus vs 23) to see if you can pick the lock.

- **Did you roll a natural 20 or get a total of 23 or better?** Go to 77.
- **Did you get a total of 22 or less?** Go to 51.

6.

*As you approach the damaged wall the floor bends underfoot, rotten from its exposure to the elements.*

*The east side wall is damaged here and you can see into the room that the east door leads into. The floor of that room has rotted away, leaving just some exposed beams.*

*The wall on the other side of the corridor is largely intact, except for a small triangular hole high in the corner where the damaged outer wall has pulled away part of the inner wall.*

Make a perception ability test (d20 + Intelligence Bonus vs 12) to see if you notice anything else.

- **Did you get a total of 12 or better?** Go to 29.
- **Did you get a total of 11 or less?** Go to 39.

7.

*You slip on the wet wooden beams and begin to fall through the hole in the floor.*

To avoid falling through the damaged floor you need to succeed an ability test, in this case against your Strength. Make an ability test (d20 + Strength Bonus vs 17) to see if you can catch yourself before you fall.

- **Did you get a total of 17 or better?** Go to 72.
- **Did you get a total of 16 or less?** Go to 52.

8.

*The colossal bird crashes to the ground with a burst of bloody feathers.*

*After making sure it's dead, you take a few moments to poke through the trinkets and scraps that the bird has woven into its nest. Amongst the jumble a glittering piece of metal catches your eye.*

*You carefully untangle a tarnished circular medallion that is hung on a metal chain.*

Add a Circular Medallion to you possessions.

- Go to 30 and immediately put a tick in the box then follow the instructions for the ticked box.

9.

*You lie on the ground for a few moments feeling sorry for yourself. Then you pick yourself up from the ground and survey your surroundings.*

- Go to 25.

10.

*You use your makeshift platform to cross from the corridor into the room.*

- Go to 81.

11.

*You carefully make your way back down the rain-slicked steps to the library.*

- Go to 82.

12.

*You cautiously make your way around the tower. Half way around you catch sight of movement in the upper reaches of the tower walls. As you watch, a section of the damaged upper wall breaks free and hurtles down towards you.*

The masonry is sure to hit you if you stay where you are. To avoid the falling masonry you need to succeed an ability test, in this case against your Dexterity.

Make a Dexterity ability test (d20 + Dexterity Bonus vs 12) to see if you can avoid the masonry.

- **Did you get a total of 12 or better?** Go to 38.
- **Did you get a total of 11 or less?** Go to 15.
- **Did you roll a 1 on the dice?** Go to 21.

13.

*The double-doors stand open, revealing a set of curved steps that descend into the darkness. The door in the far east wall leads back towards the entrance hall.*

- **Do you head down the stairs?** Go to 90.
- **Do you go back to the door in the east wall?** Go to 22.

14.

*You tumble through the air and somehow manage to get your feet under you in time to absorb some of the impact with the floor.*

You have fallen 40' and hit the floor of the entrance hall. Roll a d6 (six-sided dice) for the damage and reduce your Health Points by the amount rolled.

- **Do you survive the fall?** Go to 9.

- **Are you reduced to 0 or fewer health points?** Go to 34.

15.

*You leap aside, but not quickly enough. The masonry strikes you a glancing blow to the back, sending you tumbling into the mud.*

You have been hit and damaged by the masonry. Roll a d6 for the damage and reduce your Health Points by the amount rolled.

*You pick yourself up from the mud and gingerly touch your back where the masonry hit you. The rain quickly washes your blood from your hand.*

*Grimly, you continue on around the base of the tower and see no more signs of movement from above, nor any more deadly building materials. Once again you reach the entrance of the tower and realize that the front door is the only way in.*

- Go to 18.

16.



- **If the box above is empty,** go to 48
- **If the box is ticked,** go to 22.

17.

*With great strength, you reach out and grab the edge of the trap, stopping yourself from plummeting 40' to the hard floor below.*

*You haul yourself back up into the corridor and breathe a sigh of relief at your good fortune.*

*As you watch, some hidden mechanism returns the wooden doors of the trap to their original position.*

*Having avoided the fall, you continue along the corridor.*

- Go to 54.

18.

*You press your sodden shoulder into the thick wooden door of the tower and push. With a great groaning screech, the door opens and you step through into the entrance hall of the tower.*

*You pause inside the door, warily glance around the room. This entrance hall is fifty feet across its widest point. The ceiling of the hall soars almost forty feet above, but a balcony level runs around the inside of the tower's outer wall.*

*A large T-shaped staircase dominates the center of the hall. The stairs rise from the middle of the floor up to a landing against the north wall, then they split to the west and east and continue up to the balcony level that runs in a U shape above the hall, leaving an open void in the middle.*

*As you step out from the underneath the balcony, you are showered with a fine mist of rain. You see that the hall's high ceiling has partially collapsed in the south-east corner, allowing a shower of rain to reach the floor.*

*Aside from the stairs, a sturdy wooden door in the east wall is the only other apparent exit from this level.*

- Go to 25.

19.

*As you enter the room, the stench of decaying flesh hits you and you hear the soft rustle of movement. You lift your lamp up to see deeper into the dark room and illuminate several twisted figures heading your way.*

*They are zombies, and they're hungry for fresh meat.*

Go to 104. Shambling Zombies.

20.

*You tumble and manage to land head-first on the ground.*

You have fallen 40' and hit the floor of the entrance hall. Reduce your Health Points by 12.

- **Do you survive the fall?** Go to 9.
- **Are you reduced to 0 or fewer Health Points?** Go to 34.

21.

*You are momentarily trapped by the thick mud and the masonry strikes you across the shoulder, driving you into the mud.*

Rolling a 1 on your Dexterity test means that you have been hit badly by the masonry. Reduce your Health Points by 6.

*You push the masonry off yourself and drag yourself out the mud. Blood pours from your wounded shoulder, but the rain quickly washes it away.*

*Grimly, you continue on around the base of the tower and see no more signs of movement from above, nor any more deadly building materials. Once again you reach the entrance of the tower and realize that the front door is the only way in.*

- Go to 18.

22.

*You enter a triangular room with a double door in the south wall and a single door in the west wall.*

- **Do you take the door to the west?** Go to 73.
- **Do you take the double-door in the south wall?** Go to 45.

23.

*The key slides into the lock and turns with a satisfying click. You push through the doors into a large dark room.*

Remove the Ornate Key from your character's possessions.

- Go to 16 and immediately put a tick in the box then follow the instructions for the ticked box.

24.

*The interior walls on this side of the tower are somewhat intact, but as you look further to the south and east, you see that they have been reduced to splinters. Looking further along, you see that the entire south-east section of the floor is missing here too, presumably exposing the sitting room on the floor below.*

*The area at the top of the stairs where you stand is sheltered by the remains of the tower's outer stone wall to the west, and the surviving interior wall to the north. The interior wall runs 10' to the east, before ending at another wall that would have extended southwards all the way to the tower's outer wall, if it was intact.*

*You can explore this level further by going around the interior wall to the east or you can take the stairs back down to the second floor.*

- **Do you head to the east around the damaged wall?** Go to 83.
- **Do you go back down the stairs?** Go to 11.

25.

*You're in the entrance hall of the tower.*

*A dilapidated T-shaped stairway rises from the middle of the hall and connects to the west and east sides of the balcony level. There is a door in the east wall.*

- **Do you take the stairs leading to the west balcony?** Go to 2.
- **Do you take the stairs leading to the east balcony?** Go to 32.
- **Do you go through the door in the east wall?** Go to 45.

26.

*You reach the middle of the top floor, the central corridor continues to the south. The jagged remains of interior walls mark out a room to the north-west and another to the*

north-east.

*The entrance of the room to the north-west is impeded by a pile of debris, which you will have to climb over.*

- **Do you enter room to the north-west?** Go to 30.
- **Do you enter room to the north-east?** Go to 60.
- **Do you head back to the south end of the corridor?** Go to 83.

27.

*You stand at the southern-most section of the balcony.*

*The thick wooden floor boards here are sodden with the rain that streams in from the damaged ceiling above. You can see the exposed beams of floor joists and the collapsed outer wall of the tower.*

*As you examine the roof above, you notice the faint outline of a trap door in the middle of the ceiling. You realize this must be a trap and resolve to tread carefully as you explore the level above.*

Keeping note of this entry, turn to 71 and put a tick in the box then return here and continue.

*The balcony extends to the west and east, but both directions curve northwards following the outer wall of the tower.*

- **Do you want to follow the balcony around to the west?** Go to 2.
- **Do you want to follow the balcony around to the east?** Go to 32.

28.

*You approach the desk and examine the notes and papers strewn on it. Then you move to open one of the drawers. As you slide the drawer out, you feel a discharge of magic, and then there is a crack and boom as the entire area around the desk is engulfed in flames.*

Roll a d6 (six-sided dice) for the damage and reduce your Health Points by the amount rolled.

- **Did you survive the trap?** Go to 56.
- **Are you are reduced to 0 or fewer health points?** Go to 46.

29.

*As you investigate the area you hear a soft chittering sound coming from the hole in the corner. You think the hole goes through to the room to the west.*

- Go to 54.

30.



- **If the box above is empty,** go to 70.
- **If the box is ticked,** go to 86.

31.

*You find yourself in a large crescent-shaped room. The high roof is supported by a handful of thick wooden columns. The curved north wall is hung with tattered wall hangings and the floor is covered with threadbare carpets.*

*The main feature of the room is dais made up of a set of curved steps in the middle of the south wall. The steps lead to a stairway that extends beyond the extent of the room.*

*You immediately notice the skeletal remains of what looks like an adventuring party that has come to a grizzly end on the dais. These poor dead souls look to have been felled mid-step, their bony hands still clutching their swords, lanterns, and bows.*

*As you step closer, the skeletons jerkily raise themselves from the ground and turn to face you, their weapons ready.*

These are the skeletal remains of a dead adventuring party and they mean to prevent your from reaching further into the tower.

- Go to 101: Skeletal Adventurers.

32.

*You stand at the top of the stairs at the north-east end of the balcony level.*

*To your immediate north are a set of heavy double-doors, the stairs down to the entrance hall are to your west, and the balcony continues to the south, following the curve of the tower wall.*

- **Do you take the double-doors to the north?** Go to 85.
- **Do you investigate the balcony to the south?** Go to 27.
- **Do you return to the ground floor via the stairs?** Go to 25.

33.

*You descend down the stairs and return down to the first level of the tower.*

- Go to 57.

34.

*The floor is cold and unforgiving. Soon all is black.*

Sadly, you're dead. Thanks for playing.

- Return to 1 to try again.

35.

*Eventually, the stairs open out into a circular room. The air is thick and musty, and the hair on your arms stands on end from the unnatural chill that you feel.*

*In the center of the room is a large stone sarcophagus. A series of smaller caskets are arrayed around the larger one.*

*As you stand there, the lid of the sarcophagus grinds off the base and crashes onto the ground.*

*Paralyzed with fear, you can only watch as a desiccated corpse rises from the stone box. A wave of fear and nausea*



*washes over you as the skeleton lord turns its empty eye sockets towards you.*

This is the former lord of the tower, and he doesn't like visitors.

- Go to 105: Skeleton Lord.

36.

*You're in the large crescent-shaped room that takes up the north of the ground floor.*

*The floor is littered with the dismembered corpses of zombies, their stench still hangs in the musty air.*

*Your light barely reaches the furthest corners of the room, but it's enough to see that there is a set of double-doors in the extreme west of the south wall and a single door in the east wall.*

- **Do you take the door to the east?** Go to 22.
- **Do you take the double-door at the west end of the south wall?** Go to 84.

37.

*You search through the books, parchments and scrolls that fill the bookshelves around two walls of the room.*

*After what seems like hours, you put a book from the shelf and notice a distinct rattle. You open the book slowly and see that the pages have been cut out and hold an ornate key.*

You have found an Ornate Key. Mark it down in your possessions.

*Satisfied, you stop your search before you come across something less benign.*

- Go to 82.

38.

*You leap to the side just as the lump of masonry smashes into the muddy ground, obliterating your footprints and covering you in a layer of mud.*

*Cautiously, you continue on around the base of the tower and see no more signs of movement from above, nor any more deadly building materials. Once again you reach the entrance of the tower and realize that the front door is the only way in.*

- Go to 18.

39.

*The pounding rain and precariously rotten floorboards are enough to convince you that more time spent here could be dangerous.*

- Go to 54.

40.

*The giant bird brings you to the ground, then holds you down with one giant claw as it begins pecking at your exposed flesh. Thankfully, you soon lose consciousness.*

Sadly, you're dead. Thanks for playing.

- Return to 1 to try again.

41.

*You push open the door revealing a great hole where the floor should be. This room is open to the dark sky, the rain falls through the hole and splashes on the floor of the entrance hall far below.*

*The splintered remains of joists jut out from the remaining floor, which is about ten feet from where you stand.*

- **Do you try to get across the damaged floor?** Go to 95.
- **Do you return to the corridor?** Go to 54.

42.

*You sift through the mounds of debris, the dried remains of herbs and roots, through the piled platters and pots, but ultimately you find nothing else of value.*

- Go to 78.

43.

*You carefully slide the circular medallion into the motif in the middle of the door. The medallion clicks home and then there is a flash of magic from the tight-boned gap between the doors.*

*With a foreboding silence, the doors swing open revealing a set of steep stairs that curve downwards into darkness.*

Keeping note of this entry, turn to 84 and put a tick in the box then return here and continue.

*You pause at the top of the stairs, deciding what to do next.*

*As you stand there, you catch a glint of light from the debris that is piled in the corner. You poke through the refuse, and uncover a small vial of elixir that you recognize as a healing potion.*

You have found a Healing Potion (retrieve as a move action, drink as a minor action, heals 10 HP). Mark it down in your possessions.

- Go to 13.

44.

*You press on down the corridor. After a few steps, you notice that the floor underfoot is covered in a thick layer of some kind of droppings.*

*With your next step you hear a fateful click, and then you feel sick momentary as the ground underfoot disappears.*

You have triggered a trap door.

First, keeping note of this entry, turn to 71 and put a tick in the box then return here and continue.

To avoid falling through the trap door you need to succeed an ability test, in this case against your Strength.

Make a Strength ability test (d20 + Strength Bonus vs 17) to see if you can catch yourself before you fall.

- **Did you get a total of 17 or better?** Go to 17.
- **Did you get a total of 16 or less?** Go to 50.

45.

*You're in a twenty-foot square room off the main entrance hall. Water leaks from the ceiling of the room, and whatever the room previously contained has long since disintegrated from the water.*

*The door in the west wall leads back to the entrance hall. A set of double-doors takes up most of the north wall and a small discrete door is set in the south wall.*

- **Do you take the door to the west?** Go to 25.
- **Do you take the double-door in the north wall?** Go to 16.
- **Do you go through the small door in the south wall?** Go to 68.

46.

*You are blown across the room by the blast and crash to the floor, where you die slowly from your injuries.*

Sadly, you're dead. Thanks for playing.

- Return to 1 to try again.

47.

*You cautiously mount the stairs and take them up to the next level of the tower.*

- Go to 87.

48.

*The double-doors are locked. A large ornate lock is set in*

*the doors.*

- **Do you have an Ornate Key marked in your possessions?** Go to 23.

Otherwise:

- **Do you want to try to pick the lock?** Go to 5.
- **Do you want to try another door?** Go to 45.

49.

*You were so close to your goal, but the Skeleton Lord and his undead minions cut you down. Now your body will remain here in the tower, waiting for the next foolish adventurer to test himself against its dangers.*

Sadly, you're dead. Thanks for playing.

- Return to 1 to try again.

50.

*The trap door opens beneath you revealing a dizzying drop all the way to the floor of the entrance hall below.*

*Paralyzed with fear, you plunge through the trapdoor crash into the hard floor of the entrance hall.*

You are about to hit the ground.

To avoid taking the full damage from the fall you need to succeed an ability test, in this case against your Dexterity.

Make a Dexterity ability test (d20 + Dexterity Bonus vs 17) to see if you can minimize the damage taken from the fall.

- **Did you get a total of 17 or better?** Go to 14.
- **Did you get a total of 16 or less?** Go to 3.
- **Did you roll a 1 on the dice?** Go to 20.

51.

*After several attempts you give up, cursing your numb fingers.*

- Go to 45.

52.

*You desperately reached for something to grab to stop your fall, but you can only flail helplessly as you plunge through the gap and accelerate towards the unforgiving floor of the entrance hall.*

You are about to hit the ground.

To avoid taking the full damage from the fall you need to succeed an ability test, in this case against your Dexterity.

Make a Dexterity ability test (d20 + Dexterity Bonus vs 17) to see if you can minimize the damage taken from the fall.

- **Did you get a total of 17 or better?** Go to 14.
- **Did you get a total of 16 or less?** Go to 3.
- **Did you roll a 1 on the dice?** Go to 20.

53.

*Approaching these double-doors, you see that they are each carved from a huge piece of stone.*

*There is no latch or handle, but an intricate carved circular motif lies across both doors about four feet from the ground.*

- **Do you have a Circular Medallion listed in your possessions?** Go to 43.
- **Do you have a Circular Headpiece listed in your possessions?** Go to 80.
- **Do you go back to the door in the east wall?** Go to 22.

54.

*You're at the south end of the corridor. The roof above is entirely missing here, and the pouring rain has turned the animal droppings into thick slurry. The damage to the roof extends to the outer wall of the tower to the south. The rubble and debris is piled against the remains of the damaged wall.*

*There are doors in the west and east sides of the corridor.*

- **Do you take the door to the west?** Go to 59.

- Do you take the door to the east? Go to 41.
- Do you investigate the damaged wall to the south? Go to 6.
- Do you return to the stairs down to the first level? Go to 67.

55.

*The last thing you see as you fall to the ground is a zombie falling hungrily on your body. And then you feel it bite into your exposed flesh and tear of the first of many strips.*

Sadly, you're dead. Thanks for playing.

- Return to 1 to try again.

56.

*You stamp out the various fires that have ignited on your clothes and throughout the room and resolve to be more careful next time you search an object.*

Keeping note of this entry, turn to 96 and put a tick in the box then return here and continue.

*With the fires put out, you turn your attention back to the rest of the library.*

- Go to 82.

57.

*The scattered bones of the skeletons are littered across the floor of the crescent shaped room.*

*The circular steps of the dais lead up to a set of stairs in the middle of the south wall. Two sets of double-doors are set in the extreme west and eastern ends of the south wall.*

- Do you take the stairs at the top of the dais? Go to 47.
- Do you take the double-doors at the west end of the south wall? Go to 2.
- Do you take the double-doors at the east end of the south wall? Go to 32.

58.

*You beat as hasty a retreat you can manage, and return to the room at the top of the stairs.*

- Go to 36.

59.



- If the box above is empty, go to 91.
- If the box is ticked, go to 78.

60.

*You skirt along the torn edge of the floor to reach what used to be a room in the north-east of the tower. The wind increases and the rain pounds into your face and hands.*

*Whatever this room was, it is now no more than rubble and debris. You can see remnants of furniture; an upturned chair pokes out of a pile of stone, a tattered carpet flaps in the wind.*

*To the west, you can see into the other room on this floor. It contains even more debris than this room, including piled ceiling joists, tiles and tree branches.*

- Do you enter room to the north-west? Go to 30.
- Do you head back central corridor? Go to 26.

61.

*Remembering the trap in the floor of this corridor, you carefully edge part way along the corridor.*

*As you shuffle along, the floor is layered in a thick coating of some foul emanation.*

*When you come to the location of the trap door, you carefully press yourself against the wall and avoid the nefarious mechanism.*

*With the trap avoided, you continue along to the south end of the corridor.*

- Go to 54.

62.

*You safely reach the other side of the gap. Stealing a quick glance down the perilous drop, you step away from the edge and into the room.*

*Safely away from the edge, you take in what remains of the room. Somewhere in the past the roof and walls of the room have been sheared off, along with most of the level above. You carefully shuffle to the edge of the floor where the outer wall has been destroyed and look over the side. Far below the mounds of rubble are piled against the base of the tower.*

*Looking around, you guess that the room was originally a sitting room, judging from the decrepit remains of the furniture.*

*You take a moment to move a few long floorboards and fashion a make-shift bridge back to the central corridor.*

Keeping note of this entry, turn to 95 and put a tick in the box then return here and continue.

*Having created a serviceable exit path, you weigh up your options.*

*To the north, the damaged remains of an interior wall separate this room from another. Unlike this room, the room to the north is largely intact.*

*The door back to the central corridor is accessible across your newly created bridge.*

- Go to 81.

63.

*You step around the table and examine each of the corpses. Each appears to have died mid-meal, their plates filled with long-abandoned food, their drinks since evaporated.*

- Go to 97.

64.

*You leaf through the books and papers that fill these shelves, but find nothing further of interest.*

- Go to 82.

65.

*The last thing you see as you fall to the ground is the boney hands of a skeleton reaching for you, and then the horrid tearing of your flesh begins.*

Sadly, you're dead. Thanks for playing.

- Return to 1 to try again.

66.

*You gather your courage and head down the stairs into the tower's basement.*

*The stairs wind their way down and around deep into the earth beneath the tower. With each step your dread rises at what you will find at the bottom.*

*You hear a sound from behind you and, momentarily distracted, you plummet off the last step and fall out of the bottom of the world.*

*As you tumble through the ether, you can confirm that it is - indeed - turtles all the way down...*

Cheater, don't come back until you've found the right item.

- Go to 53.

67.

*You pick your way carefully along the corridor, careful to avoid the trap door and the piles of animal droppings.*

- Go to 87.

68.

*This small triangular room appears to be what remains of the quarters of a servant. However, the water leaking from the ceiling has ruined all of the contents, leaving only the remains of a wooden sleeping pallet.*

- **Do you want to rest here?** Go to 4.
- **Do you exit through the door to the north?** Go to 45.

69.

*You approach the desk to investigate its contents.*

Make a Wisdom ability test (d20 + Wisdom Bonus vs 17).

- **Did you get a total of 17 or better?** Go to 79.
- **Did you get a total of 16 or less?** Go to 52.

70.

*You clamber over debris piled in the entrance of this room.*

*As you reach the top, a flash of lightning illuminates the area, revealing that the pile on which you stand is the elevated lip of a large circular nest.*

*The thunder follows a moment later and wakes the huge Roc that shelters in the middle of the nest. The beast catches sight of you and lets out a blood-curdling shriek. Then it launches itself at you.*

You have climbed into the nest of a Roc.

- Go to 103. Fearsome Roc

71.



- **If the box above is empty,** go to 44.
- **If the box is ticked,** go to 61.

72.

*With great strength, you reach out and grab the edge of the trap, stopping yourself from plummeting 40' to the hard floor below.*

*You haul yourself back up into the corridor and breathe a sigh of relief at your good fortune.*

*As you watch, some hidden mechanism returns the wooden doors of the trap to their original position.*

*Having avoided the fall, you continue along the corridor.*

- Go to 62.

73.



- **If the box above is empty,** go to 19
- **If the box is ticked,** go to 36.

74.

*Your final blow leaves the Skeleton Lord and his minions scattered across the floor of the basement.*

*With the death of the undead master of the tower, the great oppression you felt is gone, as if a great weight was lifted from your back.*

*You catch your breath for just a moment then examine the Skeleton Lord's stone casket. Inside you find a pouch filled with 10gp and 50sp and a handful of valuable gems, enough to keep you living well for some time.*

- Go to 100.

75.

*You use your makeshift platform to cross the gap and reach the central corridor.*

- Go to 54.

76.

- If the box above is empty, put a tick in it now. Go to 99.
- If the box was already ticked, go to 42.

77.

*With a deft flick of your wrist you unlock the ornate lock. You push through the doors into a large dark room.*

- Go to 16 and immediately put a tick in the box, then follow the instructions for the ticked box.

78.

*The kitchen is covered in a thick layer of animal droppings. A few stirge corpses remain on the floor, but the rest have fled.*

*The only exit from the room is the door in the east wall that leads back out to the corridor.*

- Do you return to the corridor through the door to the east? Go to 54.
- Do you search the room? Go to 93.

79.

*You detect a hint of magic as you approach the desk.*

- Do you go search the desk? Go to 28.
- Do you leave the desk alone? Go to 82.

80.

*You carefully slide the golden headpiece into the motif in the middle of the door. The piece clicks home and then there is a flash of magic from the honed gap between the doors.*

*With a foreboding silence, the doors swing open revealing a*

*set of steep stairs that curve downwards into darkness.*

- Go to 66.

81.

*You're in the decrepit sitting room on the second floor of the tower. Most of the original floor of this room has collapsed, leaving a large hole that drops past the balcony level to the entrance hall far below.*

*The ruined wall to the north gives access to an adjacent sheltered room, and your makeshift bridge allows a quick retreat back to this floor's central corridor.*

- Do you go through the damaged wall to the room to the north? Go to 97.
- Do you cross back over the gap to the corridor? Go to 75.

82.

*This room is the tower's library. Two entire walls are taken up with bookcases that overflow with books and stacks of parchments and every spare nook and cranny has been stuffed with rolled up scrolls.*

*An ancient and well-used writing desk is pushed into an alcove in the south wall, its top also covered with papers.*

*A steady drizzle of rain enters this room through a set of stairs in the south-west corner of the room. You presume that the stairs once led to the highest floor of the tower, but the damage has sheared off the tower's roof so the stairs now appear to ascend to an open roof floor.*

- Do you go up the stairs? Go to 89.
- Do you search the bookcase? Go to 94.
- Do you search the desk? Go to 96.
- Do you go back through the door to the east? Go to 97.

83.

*You come to the remains of the central corridor that once ran from the north to the south of the third floor of the tower.*

*While the interior walls of this level were somewhat intact near the stairs, you can now see that the tower has been sliced diagonally through this level. The damage has cut the nearby interior walls all the way to the floor, and a few steps further to the east the floor itself has been torn away.*

*You step closer and look over the edge, first down to the sitting room directly below, then through the damaged floor of that room to the balcony level and entrance hall below that. Dizzy with vertigo, you step back from the precipice and take in the rest of the room.*

*The remains of the interior walls mark out the rooms that once occupied this floor. The most intact part of the floor appears to the north-west corner.*

- Do you head north towards the intact rooms? Go to 26.
- Do you head west back to the stairs? Go to 24.

84.

- If the box above is empty, go to 53.
- If the box is ticked, go to 13.

85.

- If the box above is empty, go to 31.
- If the box is ticked, go to 57.

86.

*The carcass of the fierce roc lies where it fell, the rain washing away the evidence of your fight with the beast.*

*The great bird's nest fills this room.*

- **Do you enter room to the north-east?** Go to 60.
- **Do you head back central corridor?** Go to 26.

87.

*You are standing at the top of the stairs that reach this level from the floor below.*

*A 40' corridor stretches to the south, two doors are visible at the far end of the corridor, one in each of the east and west walls. Beyond the doors, the outer wall of the tower appears to be damaged.*

- **Do you proceed south along the corridor?** Go to 71.
- **Do you take the stairs down to the first level?** Go to 33.

88.

*You take a few moments to investigate the gap.*

*You see that there are some wooden beams sticking out of the west wall which you think you could use to cross to the other side of the gap.*

*Alternatively, you think that with a short run-up you could jump clear across the gap and land on the existing floor.*

To make it across the gap you need to succeed an ability test. You have two options; you can use your strength to try to jump across or you can use your dexterity to climb along the wall.

Make a Strength or Dexterity ability test (d20 + Dexterity or Strength Bonus vs 12) to see if you can make it across.

- **If you don't want to attempt to cross the gap, you can return to the corridor.** Go to 54.
- **Did you get a total of 12 or better?** Go to 62.

- **Did you get a total of 11 or less?** Go to 7.

89.

*You carefully climb the stairs from the library up to the top floor of the tower. The steps are slick with rain, and every step threatens to collapse under your weight.*

*Thankfully, you climb without incident and soon you are standing on what used to be the floor of the top level of the tower, but is now open to the sky and the rain-laden clouds.*

- Go to 24.

90.

*You gather your courage and head down the stairs into the tower's basement.*

*The stairs wind their way down and around deep into the earth beneath the tower. With each step your dread rises at what you will find at the bottom.*

- **Do you continue to the bottom of the stairs?** Go to 35.
- **Do you retreat back up the stairs?** Go to 58.

91.

*You push open the door and step into the darkened room beyond.*

*Dim light enters the room through a small hole near the ceiling in the south-east corner.*

*The room appears to have once been a kitchen, but the benches and floor are thick with animal droppings.*

*The sound of the rain is softened enough that you can hear a faint rustling and chittering from above you. Looking up, you realize that the black shapes on the ceiling are not stains, they're roosting stirges.*

*Before you can back out of the room, one of the stirges shrieks a warning and the air is thick with these parasitic predators.*

You have entered the nest of a flock of stirges and roused them from their sleep.

- Go to 102. Blood-Thirsty Stirges

92.

*The desk is scorched and smoldering, so you see no point in endangering yourself further by examining it again.*

- Go to 82.

93.

*You steel yourself for the revolting job of searching through the muck-covered contents of the room.*

Make a Perception ability test (d20 + Intelligence Bonus vs 17) to see if you notice anything else.

- **Did you get a total of 17 or better?** Go to 76.
- **Did you get a total of 16 or less?** Go to 42.

94.

- **If the box above is empty, put a tick in it now.** Go to 37.
- **If the box is ticked, go to 64.**

95.

- **If the box above is empty, go to 88.**
- **If the box is ticked, go to 10.**

96.



- If the box above is empty, go to 69.
- If the box is ticked, go to 92.

97.

*You enter the room and immediately notice the large dining table that is the focus of the room. Six ornate chairs are arranged around the table. As you draw closer you see that five of the seats contain desiccated corpses, some have fallen forward into their plates, while others are slumped back with their arms hanging uselessly at their sides and their pewter goblets lying on the floor.*

*The sixth seat at the head of the table is unoccupied. The plate and goblet in front of this seat are untouched.*

*Unlike the adjacent sitting room, this room is only partially damaged, with part of the outer wall missing in the south-east corner and the southern interior wall largely collapsed.*

*There is a door in the west wall and access back to the sitting room through the damaged interior wall.*

- Do you take the door to the west? Go to 82.
- Do you examine the corpses around the dining table? Go to 63.
- Do you go back through the damaged wall to the sitting room to the south? Go to 81.

98.

*You slump to the ground as one after another the stirges fall on your body and plunge their proboscises into your body and suck the warm blood.*

Sadly, you're dead. Thanks for playing.

- Return to 1 to try again.

99.

*You search through the filthy kitchen, and eventually you find a bucket containing a handful of potion bottles. One of the bottles is full of a thick green syrup that you recognize as a healing elixir. You tuck the bottle into your pocket just in case you need it in the future.*

You have found a Healing Potion (10 HP). You can use this potion at any time. Using it during a combat encounter is a minor action if it is already held in your off hand. If not, you first need to retrieve it with a move action.

The potion immediately restores 10 HP, but it will not take you above your maximum Health Points. When you use the potion, you must cross it off from your possessions.

- Go to 78.

100.

*You emerge from the front doors of the tower to find that the rain has stopped and the sun is chasing the clouds from the skies.*

*Somewhere nearby you hear the movement of animals in the undergrowth and the buzz of insects.*

*You take a moment to bask in the sunlight, then begin the long journey back to civilization.*

Congratulations, you have defeated the undead lord of the Sundered tower, taken the prized treasure from his claw-like hands and lived to tell the tale.

## 101. Skeletal Adventurers

*The skeletal adventurers lift themselves from the ground and advance as they draw their rusted weapons.*

### Setup

This encounter features the following creatures:

- C: Your Character
- 1: Skeleton Dry-Bone
- 2: Skeleton Archer (animates during round 2)

Place your token or figure at the western or eastern start location (shown as ©), depending whether you entered the room from the western or eastern balcony.

Place the Skeleton Dry-Bone at position 1 and the Skeleton Archer at position 2. The Skeleton Archer enters the combat at its initiative during round 2.

Roll initiative (d20 + Initiative Bonus) for you and the skeletons (their Initiative Bonus is shown as Init on their stats), then list these from highest to lowest. This is the order that each creature takes its turn.

### Encounter Features

**Illumination:** The entire room is dimly lit by light coming in through windows in each of the tower's walls.

**Pillars:** The pillars occupy most of the 5' square they're shown in on the map, meaning that you cannot move diagonally around a pillar. However, the GM (me) says you and the monsters can attack diagonally around a pillar, but with a -2 penalty to Attacks for the inconvenience. You can use the pillars as cover from the Skeleton Archer, gaining +2 to your AD for partial cover, +4 for moderate cover, and +6 for substantial cover.

**Dais:** The steps of the dais don't impede movement or offer cover.

### Tactics

All of the monsters start the encounter Prone. They first use a move action to stand up, and then they follow their normal behavior with their remaining actions.

The skeletal adventurers have only basic intelligence, so they follow simple behaviors when trying to attack you.

**Skeleton Dry-Bone:** The Skeleton Dry-Bone uses its move action to advance to a position adjacent to you. If it cannot move far enough with a single move, it uses its major action to move again. Once adjacent to you and with a major action remaining, the Skeleton Dry-Bone attacks with its shortsword using a normal melee attack (+2 to attack and +2 to damage).

**Skeleton Archer:** If the Skeleton Archer is adjacent to you or does not have line of sight to you at the start of its turn, it uses its move action to move to a position where it can use its ranged attack.

The Skeleton Archer then uses its shortbow to make a ranged attack at you (+2 to attack and +2 to damage).

If the archer cannot move away from you for some reason, it uses a minor action to drop its bow and a move action to draw its shortsword, then it attacks with the sword (+1 to attack and +1 to damage). From then on it uses its shortsword to attack.

### Conclusion

The encounter is over when all of the skeletons drop to 0 Health Points or when you drop to 0 Health Points.

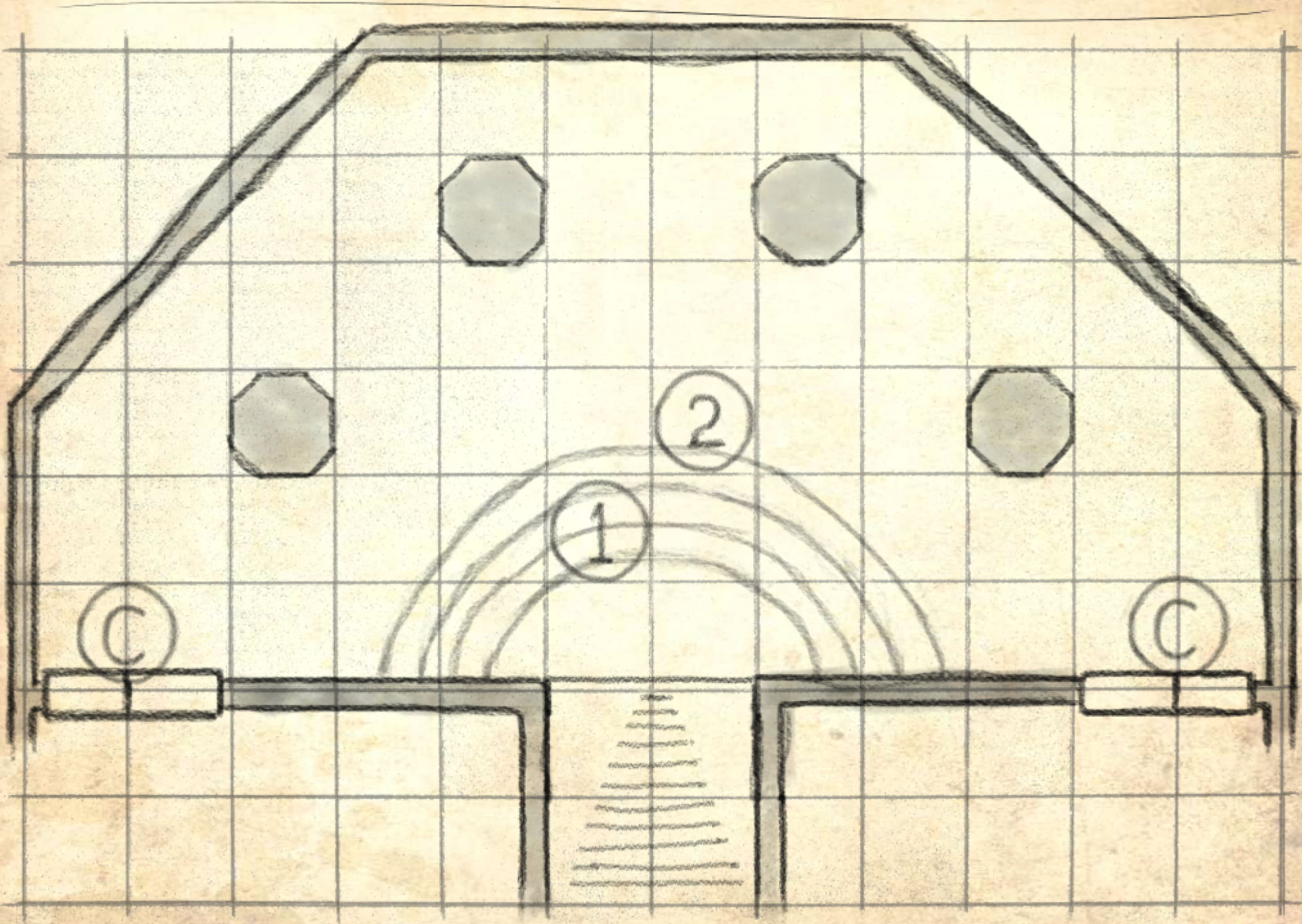
- **If you survive the encounter, gain 1 experience point.** Then return to 85 and immediately put a tick in the box then follow the directions for the ticked box.
- **If you are reduced to 0 or fewer health points, go to 65.**

### Monsters

Skeleton Dry-Bone					
Level	1 (½)	Class Health	8	Health	8
½ Level	0	Minion		Anima	8
Str	14 (+2)	Melee	+2	AD	13
Dex	12 (+1)	Ranged	+1	ED	11
Wis	12 (+1)	Magic	+1	MD	11
Con	12 (+1)			RD	11
Int	4 (-3)	Init	+1		
Cha	4 (-3)	Move	5	XP	½
Armor	Leather +2		Weapon	Shortsword d6	
Special	Undead: They're dead, yet still alive.				

Skeleton Archer					
Level	1 (½)	Class Health	8	Health	8
½ Level	0	Minion Striker		Anima	8
Str	12 (+1)	Melee	+1	AD	14
Dex	14 (+2)	Ranged	+2	ED	12
Wis	12 (+1)	Magic	+1	MD	11
Con	12 (+1)			RD	11
Int	4 (-3)	Init	+2		
Cha	4 (-3)	Move	6	XP	½
Armor	Leather +2		Weapon	Shortbow d6 Shortsword d6	
Special	Undead: They're dead, yet still alive.				





## 102. Blood-Thirsty Stirges

*The stirges flood the air and swarm towards you.*

### Setup

This encounter features the following creatures:

- C: Your Character
- 1: Stirge Swarm

Place your token or figure at the start location inside the kitchen door.

Place the stirge swarm at position 1.

Roll initiative (d20 + Initiative Bonus) for you and the monsters (their Initiative Bonus is shown as Init on their stats), then list these from highest to lowest. This is the order that each creature takes its turn.

### Encounter Features

**Illumination:** The entire room is dimly lit by light coming in through windows in each of the tower's walls.

**Table and Benches:** The stirges can fly above the table and benches around the wall of the kitchen, but you cannot move through these squares. They do not offer cover, nor are they an impediment to you attacking the stirges.

### Tactics

The stirge swarm is single-minded in its pursuit of warm blood. They have minimal intelligence, so their behaviors are simple.

**Stirge Swarm:** The stirge swarm uses its move action to fly to a position adjacent to you. If they cannot move far enough with a single move, they use their major action to move again. Once adjacent to you and with a major action remaining, the stirge swarm attacks with their bite using a normal melee attack (+2 to attack and +2 to damage).

Once the stirge swarm is reduced to 10 or fewer health points, their Armor and Evasion defenses are +2 and they are weakened (their attacks deal half damage).

When the stirge swarm is further reduced to 5 or fewer health points, their Armor and Evasion defenses increase again by +4 and they remain weakened (their attacks deal half damage).

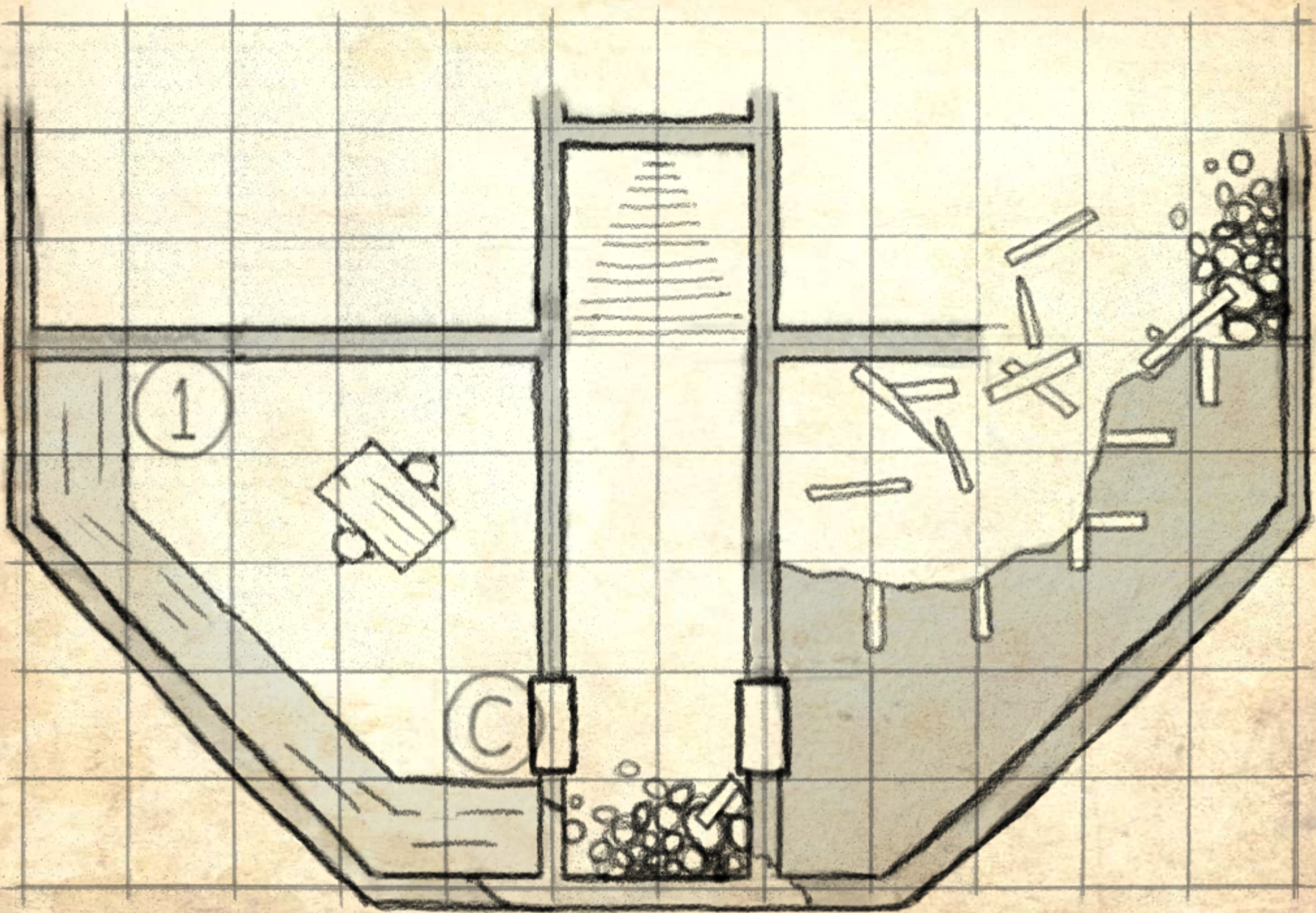
### Conclusion

The encounter is over when the stirge swarm drops to 0 Health Points or when you drop to 0 Health Points.

- **If you survive the encounter, gain 1 experience point.** Then return to 59 and immediately put a tick in the box then follow the directions for the ticked box.
- **If you are reduced to 0 or fewer health points, go to 98.**

### Monsters

Stirge Swarm					
Level	1	Class Health	8	Health	20
½ Level	0	Grunt		Anima	8
Str	14 (+2)	Melee	+2	AD	14
Dex	14 (+2)	Ranged	+2	ED	12
Wis	12 (+1)	Magic	+1	MD	11
Con	12 (+1)			RD	11
Int	4 (-3)	Init	+2		
Cha	4 (-3)	Move	6	XP	1
Armor	Natural +2		Weapon	Bite d8	
Special	Elusive Foe: When under ½ HP, swarm is weakened (damage dealt is halved) and gains +2 to AD and ED (+4 when under ¼ HP). Low-Light Vision: Creature can see in low-light. Flyer: Creature flies at Move speed.				



## 103. Fearsome Roc

*With a fearsome shriek the roc launches itself into the air, its razor-sharp talons flash inches from your face.*

### Setup

This encounter features the following creatures:

- C: Your Character
- 1: Roc

Place your token or figure at the start location where you entered the room (either from the corridor to the south or from the damaged room to the east).

Place the Roc at position 1.

Roll initiative (d20 + Initiative Bonus) for you and the monster (their Initiative Bonus is shown as Init on their stats), then list these from highest to lowest. This is the order that each creature takes its turn.

### Encounter Features

**Illumination:** Although the sun is obscured by thick clouds, there is enough light on the roof of the sundered tower for you to see.

**Walls:** The damaged walls provide cover against ranged attacks, but they also provide cover from you from the roc's diving attacks.

### Tactics

**Roc:** The Roc is a flying creature, so its movement is not impeded by the damaged walls around this level when it is flying.

At the start of the combat or any turn that the roc is on the ground and can still fly, the Roc immediately takes off and flies to the best position about 5 squares from you.

If the Roc starts any turn in the air, it attempts to use its Diving Attack as a full action. The Roc cannot use this attack if you are on the far side of a wall (and have cover). If you are not adjacent to a wall, then the Roc flies adjacent to you, performs its melee attack (+2 attack, +2 damage), and then flies again to position itself 5-6 squares from you.

If you are adjacent to a wall when the Roc performs its diving attack, then it completes the first flying move and the melee attack (+2 attack, +2 damage), but it then hits the wall and drops to the ground (instead of using the second move to fly away).

Once the Roc is reduced to 10 or fewer health points, it loses its Flyer ability and stays on the ground for the rest of the encounter.

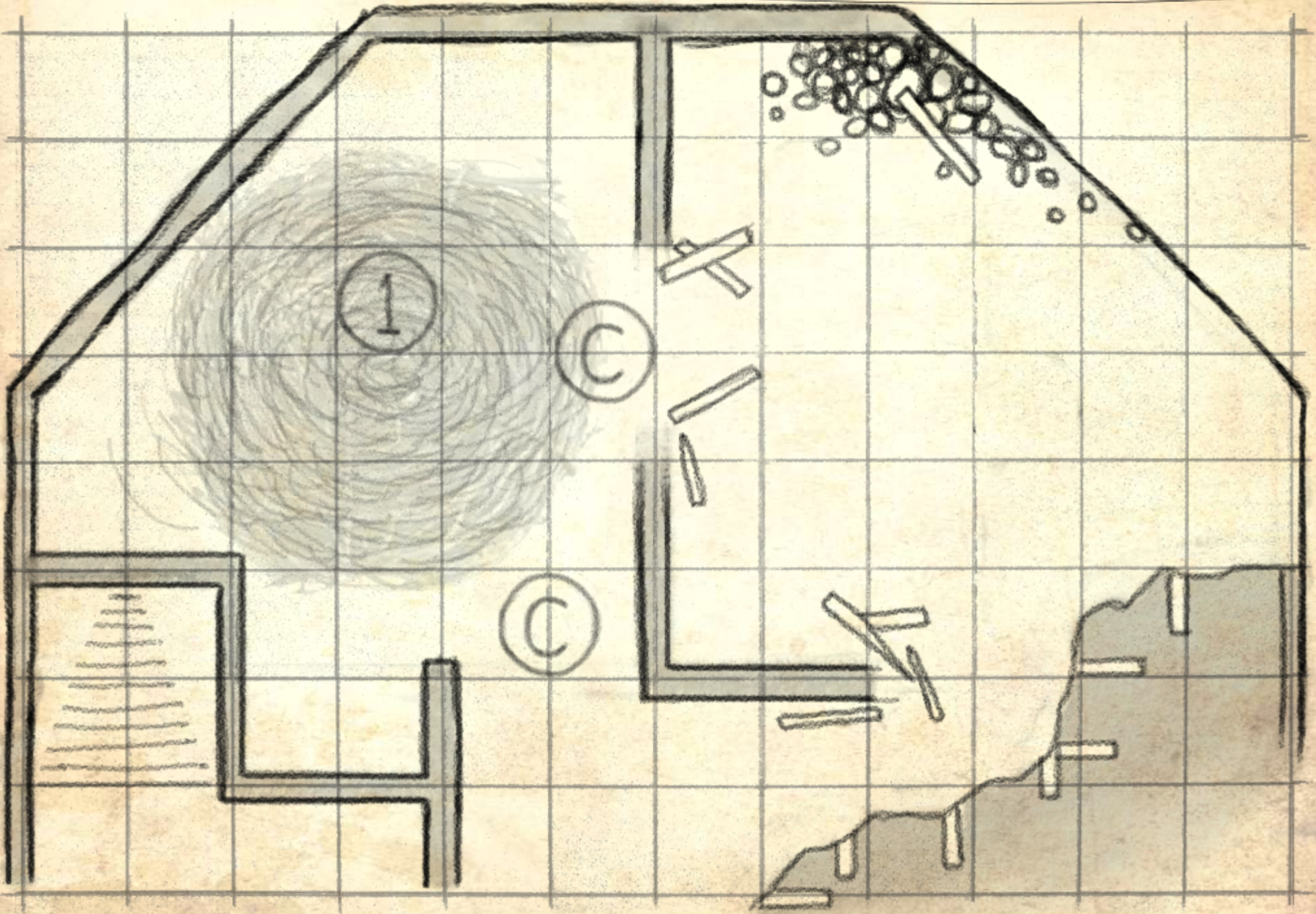
### Conclusion

The encounter is over when the Roc drops to 0 Health Points or when you drop to 0 Health Points.

- **If you survive the encounter, gain 1 experience point, go to 8.**
- **If you are reduced to 0 or fewer health points, go to 40.**

### Monsters

Roc					
Level	1	Class Health	8	Health	20
½ Level	0	Striker		Anima	8
Str	14 (+2)	Melee	+2	AD	15
Dex	16 (+3)	Ranged	+3	ED	13
Wis	12 (+1)	Magic	+1	MD	11
Con	12 (+1)			RD	11
Int	8 (-1)	Init	+3		
Cha	4 (-3)	Move	7	XP	1
Armor	Natural +2		Weapon	Claws d8	
Powers	<i>Diving Attack</i> (full action): Fly up to Move speed; Melee Attack vs AD; Fly up to Move speed.				
Special	Flightless: When under ½ HP, it loses Flyer. Flyer: Creature flies at Move speed.				



## 104. Shambling Zombies

*The zombies' guttural moans reverberate off the stone walls as they emerge from the room's dark places.*

### Setup

This encounter features the following creatures:

- C: Your Character
- 1-4: Zombie Dirt-Borns

Place your token or figure at the start location inside the eastern door.

Place the Zombie Dirt-Borns at positions 1 to 4.

Roll initiative (d20 + Initiative Bonus) for you and the monsters (their Initiative Bonus is shown as Init on their stats), then list these from highest to lowest. This is the order that each creature takes its turn.

### Encounter Features

**Illumination:** The entire room is dimly lit by light coming in through windows in each of the tower's walls.

**Pillars:** The pillars can be used as obstacles to impede the zombies' approach. The pillars occupy most of the 5' square they're shown in on the map, meaning that you cannot travel diagonally around a pillar. However, the GM (me) says you and the monsters can attack diagonally around a pillar, but with a -2 penalty for the inconvenience.

### Tactics

**Zombie Dirt-Born:** The Zombie Dirt-Borns move slowly towards you. Once they're in melee range, they use their normal melee attack (+2 to attack, +2 to damage).

For each Zombie Dirt-Born that you have adjacent to you at the start of your turn, your Movement Speed is reduced by 1.

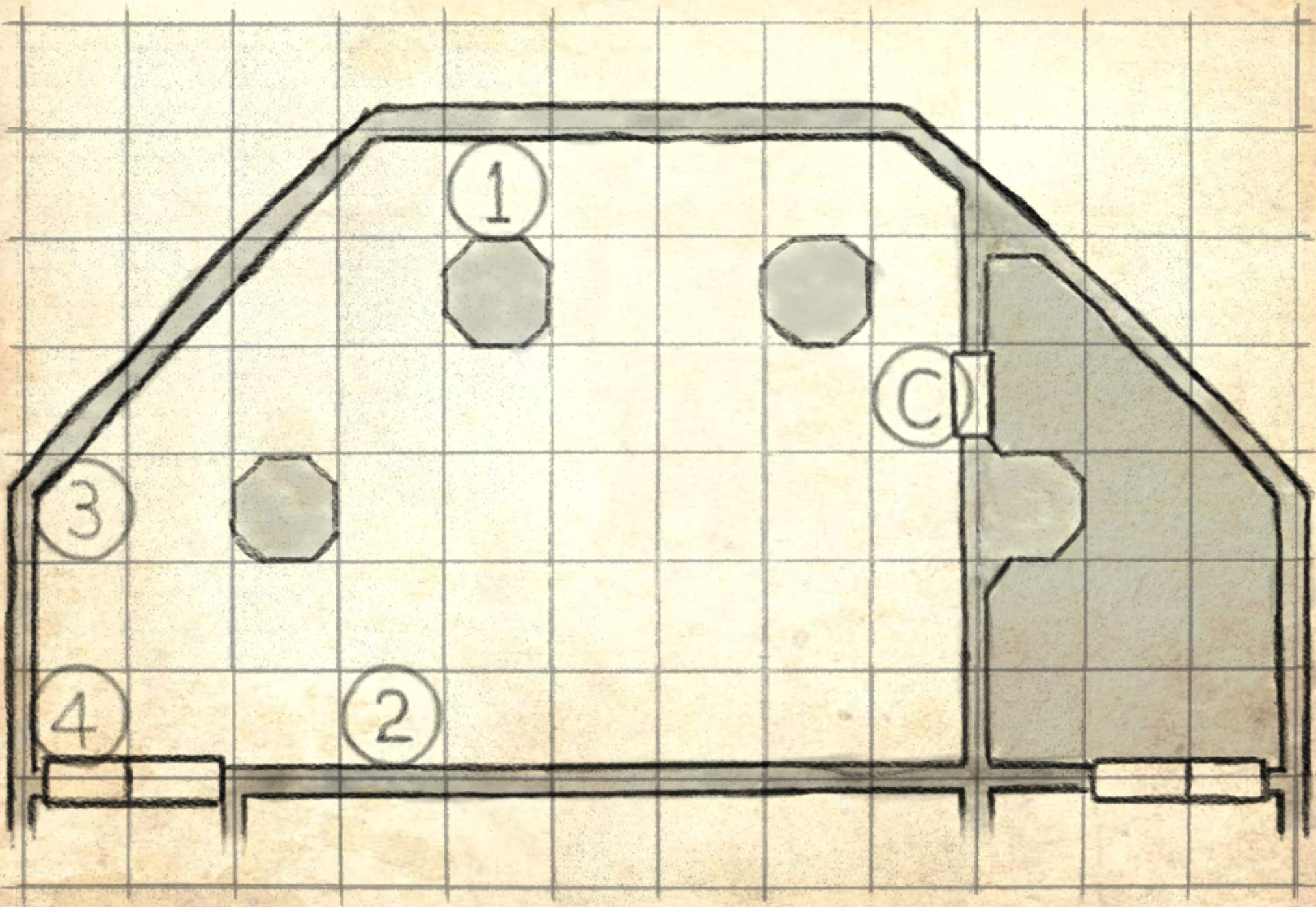
### Conclusion

The encounter is over when all of the zombies drop to 0 Health Points or when you drop to 0 Health Points.

- **If you survive the encounter, gain 2 experience points,** then return to 73 and immediately put a tick in the box.
- **If you are reduced to 0 or fewer health points,** go to 55.

### Monsters

Zombie Dirt-Born					
Level	1 (½)	Class Health	8	Health	8
½ Level	0	Minion		Anima	8
Str	14 (+2)	Melee	+2	AD	11
Dex	8 (-1)	Ranged	-1	ED	9
Wis	12 (+1)	Magic	+1	MD	11
Con	12 (+1)			RD	11
Int	10 (-)	Init	-		
Cha	10 (-)	Move	3	XP	½
Armor	Leathery Skin +2		Weapon	Bite d6	
Special	Crushing Mob: Cumulative -1 to Move of all adjacent enemies. Undead: They're dead, yet still alive.				



## 105. Skeleton Lord

*The skeleton lord lets out a long hiss and clambers from his sarcophagus. A harsh screech echoes around the room as he draws his sword from its scabbard.*

### Setup

This encounter features the following creatures:

- C: Your Character
- 1: Skeleton Lord
- 2: Skeleton Warrior (emerges during round 3)
- 3: Skeleton Archer (emerges during round 5)

Place your token or figure at your preferred start location.

Place the Skeleton Lord in a square adjacent to position 1.

The Skeleton Warrior and Archer enter the combat at their initiative during rounds 3 and 5.

Roll initiative for you and the monsters.

### Encounter Features

**Illumination:** The entire room is dimly lit a series of unnatural sconces attached to the walls.

**Skeleton Lord's Sarcophagus:** The Skeleton Lord's sarcophagus occupies the middle of these four squares and is about 5' high, they give substantial cover (+6 to Defenses). Any of these four squares can be occupied, but they make fighting difficult (-2 to Attacks and -2 to all Defenses). You can move around the sarcophagus by moving between the squares, and you can move across it diagonally by making a Dexterity test, difficulty 10 (fail ends the move action).

**Skeleton's Burial Boxes:** These four boxes are approximately 4' high, they give moderate cover (+4 to Defenses). You can leap over these by making an ability test (Dexterity vs 10), failure ends the move action.

### Tactics

Each Skeleton must use a move action to stand up, and another move to clamber from their burial boxes.

**Skeleton Lord:** The Skeleton Lord is an intelligent and resourceful opponent, so it moves adjacent you in the most beneficial position, and repositions itself to ensure that its allies gain the most benefit from its Aura of Might.

**Skeleton Warriors:** The Skeleton Warrior uses one or two move actions to advance to a position adjacent to you, preferably also adjacent to the Skeleton Lord. If it still has a major action left, the Skeleton Warrior attacks with a melee attack (+2 to attack and +2 to damage, or +3 to attack and +3 to damage when adjacent to the Skeleton Lord).

**Skeleton Archer:** The Skeleton Archer moves to a position to use its bow (adjacent to the Skeleton Lord if possible), and then makes a ranged attack at you (+2 to attack and +2 damage, or +3 to attack and +3 damage when adjacent to the Skeleton Lord).

### Conclusion

The encounter is over when all of the skeletons drop to 0 Health Points or when you drop to 0 Health Points.

- **If you survive the encounter,** gain 2 experience points and then go to 74.
- **If you are reduced to 0 or fewer health points,** go to 49.

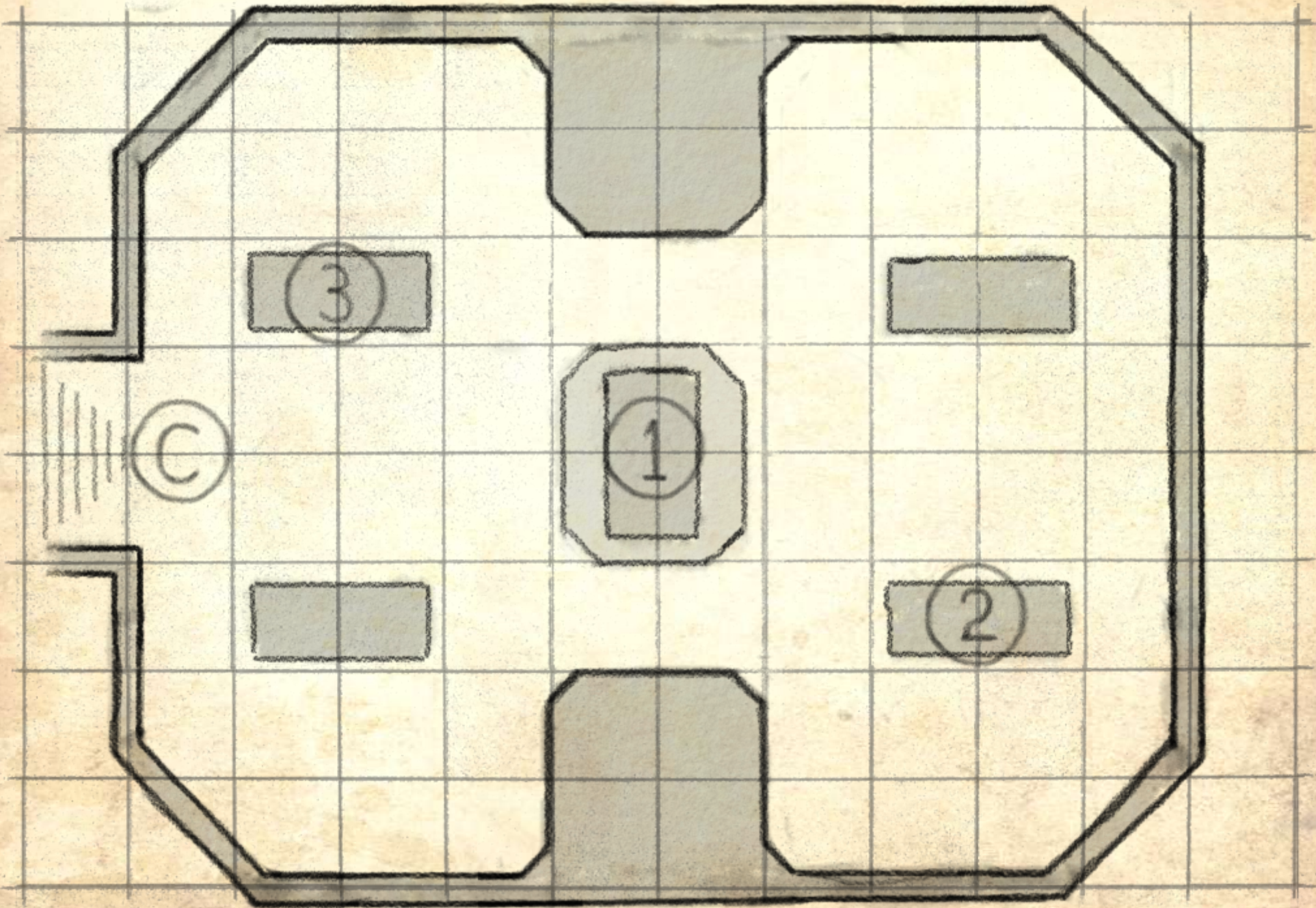
### Monsters

Skeleton Lord					
Level	1	Class Health	8	Health	22
½ Level	0	Commander		Anima	8
Str	16 (+3)	Melee	+3	AD	14
Dex	12 (+1)	Ranged	+1	ED	11
Wis	16 (+3)	Magic	+3	MD	13
Con	14 (+2)			RD	12
Int	12 (+1)	Init	+1		
Cha	12 (+1)	Move	5	XP	1
Armor	Hard. Leather +3		Weapon	Longsword d8	
Special	Aura of Might: Allies within 5' gain +1 hit. Undead: They're dead, yet still alive.				

Skeleton Warrior					
Level	1 (½)	Class Health	8	Health	8
½ Level	0	Minion		Anima	8
Str	14 (+2)	Melee	+2	AD	13
Dex	12 (+1)	Ranged	+1	ED	11
Wis	12 (+1)	Magic	+1	MD	11
Con	12 (+1)			RD	11
Int	4 (-3)	Init	+1		
Cha	4 (-3)	Move	5	XP	½
Armor	Leather +2		Weapon	Shortsword d6	
Special	Undead: They're dead, yet still alive.				

Skeleton Archer					
Level	1 (½)	Class Health	8	Health	8
½ Level	0	Minion Striker		Anima	8
Str	12 (+1)	Melee	+1	AD	14
Dex	14 (+2)	Ranged	+2	ED	12
Wis	12 (+1)	Magic	+1	MD	11
Con	12 (+1)			RD	11
Int	4 (-3)	Init	+3		
Cha	4 (-3)	Move	6	XP	½
Armor	Leather +2		Weapon	Shortbow d6 Shortsword d6	
Special	Undead: They're dead, yet still alive.				





# Warrior Sheet

## Character Details

The basic details about your character are written across the top of the character sheet.

## Ability Scores

The character's ability scores show their physical, magical, mental, and social capabilities. Higher numbers are better.

Each ability score has an Ability Score Bonus, which is the sum of the Ability Score Modifier plus the character's 1/2 Level Bonus.

## Health and Anima

Characters have Health and Anima Points that decrease as they take damage or use spells.

Health is increased by resting or using magical healing while Anima can only be replenished by resting.

## Initiative and Movement


The character's Initiative Bonus is used at the start of combat to determine who acts first. The Movement Speed shows how far the character can move in a single move action.

## Attack Bonuses

All characters have Melee, Ranged and Magic attack bonuses, which are used in combat for those Attacks.


## Defenses

All characters have four Defenses which show how tough they are to hit with different types of attacks.




# Character Sheet

Heroes Against Darkness



Name	Bodin Durigain	Player	
Class	Warrior	Class HP	7
		XP	0
		Level	1
		1/2 Level Bonus	-
Race	Human	Age	22
		Gender	Female
		Height	5'7"
		Weight	125

ABILITY	SCORE	ABIL BON
Strength	18	+4
Dexterity	14	+2
Wisdom	9	-1
Constitution	15	+2
Intelligence	8	-1
Charisma	12	+1



EQUIPMENT & POSSESSIONS	
Weapon	Bastard Sword Dam d10
Armor	Hardened Leather AD +3
Off-Hand	Shield AD +1
Slung	Short Bow Dam d6
Worn	Quiver of Arrows 20
10 Adventurer's Pack, Bedroll, Tinder, Rations, Water	
9 Rope, 50'	
8 Torches, 6	
7 Healing Potion (Heals 10HP) x 2	
6	
5	
4	
3	
2	
1	

HEALTH POINTS	
Current	Max 22

ANIMA POINTS	
Current	Max 4

MOVEMENT	
Initiative Bonus	TOTAL +2
Movement Speed	TOTAL 7

ATTACKS	
Melee Bonus	TOTAL +4
Ranged Bonus	TOTAL +2
Magic Bonus	TOTAL -1

DEFENSES	
Armor defense	TOTAL 16
Evasion defense	TOTAL 12
Magic defense	TOTAL 9
Resilience defense	TOTAL 12

WEALTH	
CP	3
SP	1
GP	-

BACKGROUND DETAILS	
Skills	Tactics & Strategy, Journey
Language	Middle Tongue
Traits	Stubborn, Brave
Short Term Goals	Prove myself in real combat.
Medium Term Goals	Find clues to location of kidnapped sister in abandoned tower.
Long Term Goals	Rescue kidnapped sister.

# Level 1

## Melee Attack

Condition	Target in melee range
Attack	Melee vs AD
Damage	Weapon + Melee

## Ranged Attack

Condition	Target within ranged weapon range
Attack	Ranged vs AD
Damage	Weapon + Ranged

## Careful Strike

Condition	Target in melee range
Attack	Melee vs AD + 2
Damage	Weapon + Melee - 2

## + Rally

Action Time	Full action
Power Effect	Character regains 1/2 of the amount by which their Health and Anima Points are depleted. +4 to all Defenses until end of character's next turn.
Special	This power can only be used once per encounter.

The full list of spells and powers is in the *Heroes Against Darkness* Player's Guide.

# Hospiter Sheet

## Character Details

The basic details about your character are written across the top of the character sheet.

## Ability Scores

The character's ability scores show their physical, magical, mental, and social capabilities. Higher numbers are better.

Each ability score has an Ability Score Bonus, which is the sum of the Ability Score Modifier plus the character's 1/2 Level Bonus.

## Health and Anima

Characters have Health and Anima Points that decrease as they take damage or use spells.

Health is increased by resting or using magical healing while Anima can only be replenished by resting.

## Initiative and Movement


The character's Initiative Bonus is used at the start of combat to determine who acts first. The Movement Speed shows how far the character can move in a single move action.

## Attack Bonuses

All characters have Melee, Ranged and Magic attack bonuses, which are used in combat for those Attacks.


## Defenses

All characters have four Defenses which show how tough they are to hit with different types of attacks.



# Character Sheet


Heroes Against Darkness



Name <u>Baine D'Lock</u>		Player _____	
Class <u>Hospiter</u>	Class HP <u>5</u>	XP <u>0</u>	Level <u>1</u> 1/2 Level Bonus <u>-</u>
Race <u>Human</u>	Age <u>19</u>	Gender <u>Male</u>	Height <u>5'9</u> Weight <u>130</u>

ABILITY	SCORE	ABIL BON
Strength	<u>16</u>	<u>+3</u>
Dexterity	<u>12</u>	<u>+1</u>
Wisdom	<u>16</u>	<u>+3</u>
Constitution	<u>13</u>	<u>+1</u>
Intelligence	<u>9</u>	<u>-1</u>
Charisma	<u>8</u>	<u>-1</u>



EQUIPMENT & POSSESSIONS	
Weapon <u>Heavy Mace</u>	Dam <u>d8</u>
Armor <u>Hardened Leather</u>	AD <u>+3</u>
Off-Hand <u>Shield</u>	AD <u>+1</u>
Slung <u>Short Bow</u>	Dam <u>d6</u>
Worn <u>Quiver of Arrows</u>	<u>20</u>
<sup>10</sup> <u>Adventurer's Pack: Bedroll, Tinder, Rations, Water</u>	
<sup>9</sup> <u>Rope, 50'</u>	
<sup>8</sup> <u>Torches, 6</u>	
<sup>7</sup> <u>Field Kit: Scalpel, Bone Saw, Bandages, Herbs</u>	
<sup>6</sup> <u>Healing Potion (Heals 10HP) x 2</u>	
<sup>5</sup> _____	
<sup>4</sup> _____	
<sup>3</sup> _____	
<sup>2</sup> _____ <small>Backpack</small>	
<sup>1</sup> _____ <small>Encumbered</small>	

HEALTH POINTS <span style="float: right;">Max <u>18</u></span>	
Current	
ANIMA POINTS <span style="float: right;">Max <u>8</u></span>	
Current	

MOVEMENT		TOTAL
Initiative Bonus	<u>+1</u>	
TOTAL		
Movement Speed	<u>6</u>	

ATTACKS		TOTAL
Melee Bonus	<u>+3</u>	
Ranged Bonus	<u>+1</u>	
Magic Bonus	<u>+3</u>	

DEFENSES		TOTAL
Armor defense	<u>15</u>	
Evasion defense	<u>11</u>	
Magic defense	<u>13</u>	
Resilience defense	<u>11</u>	

WEALTH		CP <u>14</u>	SP <u>2</u>	GP <u>-</u>
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BACKGROUND DETAILS	
Skills	<u>Tracking, Combat healing</u>
Language	<u>Middle Tongue</u>
Trait	<u>Fiery, Loyal</u>
Short Term Goals	<u>Recover lost gems from the haunted Sorcerer's Tower.</u>
Medium Term Goals	<u>Travel across the Gra'Mar ocean.</u>
Long Term Goals	<u>Build or claim castle to retire in.</u>

# Level 1

## Melee Attack

Condition	Target in melee range
Attack	Melee vs AD
Damage	Weapon + Melee

## Ranged Attack

Condition	Target within ranged weapon range
Attack	Ranged vs AD
Damage	Weapon + Ranged

## Careful Strike

Condition	Target in melee range
Attack	Melee vs AD + 2
Damage	Weapon + Melee - 2

## + Rally

Action Time	Full action
Power Effect	Character regains 1/2 of the amount by which their Health and Anima Points are depleted. +4 to all Defenses until end of character's next turn.
Special	This power can only be used once per encounter.

## Healing Touch (X Anima\*)

Cost	1 Anima per dice of healing
Spell Effect	Heals Xd6 + Magic Bonus HP
Target	Single target
Range	Touch or self

\*Characters can only spend their Level + 1 Anima on a single spell.

The full list of spells and powers is in the Heroes Against Darkness Player's Guide.

# Warlock Sheet

## Character Details

The basic details about your character are written across the top of the character sheet.

## Ability Scores

The character's ability scores show their physical, magical, mental, and social capabilities. Higher numbers are better. Each ability score has an Ability Score Bonus, which is the sum of the Ability Score Modifier plus the character's 1/2 Level Bonus.

## Health and Anima

Characters have Health and Anima Points that decrease as they take damage or use spells. Health is increased by resting or using magical healing while Anima can only be replenished by resting.

## Initiative and Movement

The character's Initiative Bonus is used at the start of combat to determine who acts first. The Movement Speed shows how far the character can move in a single move action.

## Attack Bonuses

All characters have Melee, Ranged and Magic attack bonuses, which are used in combat for those Attacks.

## Defenses

All characters have four Defenses which show how tough they are to hit with different types of attacks.

## Character Sheet

Heroes Against Darkness

Name	Nym Ry-Laase	Player	
Class	Warlock	Class HP	4
		XP	0
		Level	1
		1/2 Level Bonus	-
Race	Human	Age	26
		Gender	Female
		Height	5'4"
		Weight	110

ABILITY	SCORE	ABIL BON
Strength	8	-1
Dexterity	14	+2
Wisdom	19	+4
Constitution	14	+2
Intelligence	13	+1
Charisma	9	-1

<b>HEALTH POINTS</b>	<b>EQUIPMENT &amp; POSSESSIONS</b>
Current: Max: 18	Weapon: Short Sword    Dam: 6
	Armor: Leather Armor    AD: +2
	Off-Hand: Slung: Short Bow    Dam: dg
	Worn: Quiver of Arrows 20
	10: Adventurer's Pack: Bedroll, Tinder, Rations, Water
	9: Rope, 50'
	8: Torches, 6
	7: Healing Potion (Heals 10HP) x 2
	6: 5: 4: 3: 2: 1: Encumbered
	Wealth    CP: 17    SP: 8    GP: 1

<b>MOVEMENT</b>	<b>TOTAL</b>
Initiative Bonus	+2
Movement Speed	7
<b>ATTACKS</b>	<b>TOTAL</b>
Melee Bonus	-1
Ranged Bonus	+2
Magic Bonus	+4
<b>DEFENSES</b>	<b>TOTAL</b>
Armor defense	14
Evasion defense	12
Magic defense	14
Resilience defense	12
SP Used	

<b>BACKGROUND DETAILS</b>	
Skills	Research Arcana, Lore
Languages	Middle Tongue
Traits	Moody, Disdainful
Short Term Goals	Learn more powerful spells.
Med Term Goals	Gain revenge on former master.
Long Term Goals	Take over order that banished me.

# Level 1

## Melee Attack

Condition	Target in melee range
Attack	Melee vs AD
Damage	Weapon + Melee

## Ranged Attack

Condition	Target within ranged weapon range
Attack	Ranged vs AD
Damage	Weapon + Ranged

## + Rally

Action Time	Full action
Power Effect	Character regains 1/2 of the amount by which their HP and AP are depleted. +4 to Defenses until end of character's next turn.
Special	This power can only be used once per encounter.

## Burning Touch (X Anima)

Cost	1 Anima per dice of damage
Attack	Magic vs AD
Damage	Xd8 + Magic Bonus
Target	Single target
Range	Touch

## Burning Ray (1 Anima + X Anima)

Cost	1 Anima + 1 Anima per dice of damage
Attack	Magic vs AD
Damage	Xd8 + Magic Bonus
Target	Single target
Range	10' + 10' per caster level

\*Characters can only spend their Level + 1 Anima on a single spell.