Dogface Daemon

Time Span
10(8)

The Adventure (Level 1)

The Village of Houndsville has always had a rocky relationship with a nearby cavern of Kobolds. There are only a few kobold families and they mostly kept to themselves. However, recently, dawn broke with a noxious mist hanging over the land. The sun took all day to burn it away from the valley. After this event the Kobolds have been stealing livestock from the village and hunting all the game in the forest. Any attempt to reason with them has resulted in violent reactions.
And the villagers report strange happenings, pulleys getting jammed, wheels falling off wagons and various things breaking down or stop working. They couldn't draw water from the well for nearly a full day.

It was only when some of the village children had secretly met with the kobold pups that it was discovered that a Gremlin from the Umbra was responsible. It had opened a portal to escape from a bigger Daemon and was forcing the Kobolds to feed it sufficiently, so it would grow strong enough to return. Meanwhile it was entertaining its self by annoying the nearby villagers, while it waited.
Will you take on this scourge and get rid of it from the area?
Is your party of adventurers up to the task of defeating these Monsters?

UNIQUE ROOMS

The Boss's Lair

The Boss' Lair tile is a 6 by 6 room. There is only the one entrance to this room which is the Great door you enter by. This is where Zmole-wun the Gremlin has made his lair.

Setup

Zmole-wun is randomly located in one of the four squares in the centre of the room. He will always detect the Heroes and attack immediately. Four Kobold Bandits, two Kobold Slingers and one Kobold Sorcerer are also in the room, roll for their locations as normal. You must kill Zmole-wun to complete the Quest.

Result

With Zmole-wun gone the Kobolds seem a lot happier, but it is probably better to get out of there, before they realizehow much carnage you have caused

Life Chart D6	
Roll	Result
1-5	Nothing
6-7	+1 to future rolls (cumulative)
8	Defeated

Zmole-wun the Gremlin

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
5	5	2	3	LC	5	4	5	10	5

Law: Melee Nearest
Attack: If adjacent to Hero then Jab (ATK Melee) otherwise roll on the chart and move towards the target for Melee attacks and away from the target for ranged attacks
1 Spell Sloth (MAG at range 3 opposed by RES). A Success will reduce the targets ATK to 1.
2-3 Spell Zing (MAG at range 5). The hero rolls DEF without Armor bonus.
4-5 Spell Shadow (MAG). A success will allow Zmole-wun to ATK at range 5
6 Jab (ATK Melee)
Powers: *None*.
Description: - Gremlins are the smallest and weakest of the daemons. Bright red, they still manage to remain hidden and unnoticed. They will quite often sneak up on you when you are not looking, and stab you in the back. Thank goodness they cannot fly like their larger cousins.

MONSTERS

Kobold Bandit

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
2	3	1	4	1	4	3	3	0	3

Law: Melee Pack
Attack: Dagger (ATK Melee) and Dagger (ATK-1 Melee)
Powers: *Dual Weapon The Monster can attack twice (see Attack).*
Description: - Kobolds are small dog faced humanoids. They live together in caves or abandoned villages, although small raiding parties have been known to hook up with other races temporarily. As a rule all Kobolds are sneaky and nasty but Kobold Bandits seem to be the nastiest of the bunch. They train hard to use two daggers in combat and often overwhelm enemies with their two handed attacks.

Kobold Slinger

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
2	3	1	4	1	4	3	3	2	4

Law: Ranged Pack
Attack: Sling (ATK at range 4)
Powers: *None*.
Description: - Kobold Slingers have little slingshots which they are very proficient at using. Just as Kobold Bandits are really nasty, Kobold Slingers are really sneaky and will throw a few shots at any target who is already engaged. Slingers like to get close and personal but still keep at range to concentrate their fire.

Kobold Sorcerer

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
2	3	5	4	1	4	3	5	5	5

Law: Special Pack
Attack: Roll on the chart and move towards the target for Melee attacks and away from the target for ranged ttacks
1-4 Spell Trip,(MAG at range 4 opposed by RES). A success will cause the target to lose one action next turn,
5-6 White Skull (MAG Melee)
Powers: *None*.
Description: - Kobold Sorcerers tend to be a little more mature than their warrior brothers but they are still sneaky and will attack any target who is already engaged. They are notorious for using the Trip spell which apart from annoying the target, also makes them look a little stupid.

Location Chart D6

Roll	Location
1	Room 6x6 (2 door)
2	Room 6x6 (4 doors)
3	T Intersection
4	Room 6x6 (3 doors)
5	Room 6x6 (4 doors)
6	X Intersection

Doorway Chart D8

Roll	Type
1-6	Unlocked Door
7-8	Locked Door Dif:1
9+	Great Door *

* Becomes unlocked door after 1st Great Door discovered

Encounter Chart D6

Roll	Encounter
1	Monsters
2-3	Chest (2) & Monsters
4-5	Chest (4) & Monsters
6	Chests (D6)

Monster Chart D6

Roll	Monsters (#)
1	Kobold Bandits(D4)
2	Kobold Bandits(D6)
3	Kobold Bandits(D4) & Kobold Slingers (D4)
4	Kobold Bandits(6) & Kobold Sorcerer (1)
5	Kobold Bandits(3) & Kobold Slingers (3)
6	Kobold Bandits(4) & Kobold Slingers (4) & Sorcerer (1)

Chest Chart D6

Roll	Result
1-2	Locked Dif:1
3-6	Unlocked

Monster Awareness Chart D6

Roll	Awareness
1-3	Sleep
4-5	Unsuspecting
6	Alert
7+	Ambush

Random Event D6

Roll	Effect
1	Garbage tip The hall you are walking through has been used to dump Garbage. Add 1 to future Awareness rolls due to the stink that follows you.
2	Dark Thief Achieve a Success on a DEX roll or lose 5 Gold
3	Monster Patrol Roll on the Monster Chart and place the Monsters at the far end of the hallway at another entrance and filling the spaces from there. Excess Monsters are discarded
4-6	No Event

Great Door Trap

Spell Trap – The Great door is trapped with Cursed transform spell. Make a RES 3 roll to avoid the effects. Effected Heroes have their ATK, DEF and DEX reduced to 1. A purge spell, purge potion or item will remove the Curse. Losing 2 LIF will also remove the Curse.

Door Trap Chart D6

Roll	Trap
1-2	*None*
3-4	*Spiked Ball – Dif: 1 DEX* A giant spiked ball on a chain swings down in front of the door. All characters in its line of travel, 2 squares wide from wall to door suffer an attack. Make an attack roll with 3d6 against each character in line. Roll DEF as normal.
5	*Doze Trap – Dif: 1 WIT* When sprung all Characters in the room make a Dif 1 RES roll and must get a success or fall asleep. Characters may make no actions on each following turn except to attempt a Dif 1 WIT roll, when a success is achieved that Character wakes up and may make one action this turn. A Hero may awaken another Hero as the second part of their action. If that Hero moves adjacent to a sleeping Hero they are awoken and may make one action this turn. Any action directly against a Character will also awaken them with the same results.
6	*Expanding Pit – Dif: 1 DEX* When sprung a pit appears in the four square in the centre of the room. Characters can immediately move to an adjacent square to avoid falling. The Pit expands outward by a square for the next two rounds. All characters still in the room at that time fall to their deaths. All Monsters will use their actions to leave the room instead of following their normal Law. When all characters are out of the room the pit closes again ready to have the trap reset, however all chests in the room are lost.

Chest Trap D6

Roll	Trap
1-2	*None*
3-4	*Dung Bomb - Dif: 1 WIT* *A small bladder filled with Manure is set to explode if the chest is not correctly opened. This trap only affects the hero opening the chest. He is covered with foul smelling dung. Add 1 to the result of the Monster awareness chart. Washing once you leave the Dungeon will remove the smell*
5-6	*Snapper – Dif: 1 WIT* Mechanical Jaws are hidden within the lock ready to crunch the would-be disarmer. This trap only affects the hero opening the chest or door. The Jaws make a 3d6 attack against the hero. The hero rolls DEF as normal.

Treasure Chart D6 (+4 for Locked Chests)

Roll	Treasure
1	5 Gold Coins
2	Red Gem (10 Gold)
3	Brown Gem (15 Gold)
4	Potion of Healing (25 Gold)
5	Potion of Purging (40 Gold)
6	Great Key (Unique – Re-roll this result)
7	Potion of Revival (50 Gold)
8	Holy Bracelet (175 Gold)
9	Belt of Vigor (100 Gold)
10	Lucky Charm (35 Gold)

Unique Location Chart

First great Door	Boss' Lair

Items

Potion of Healing	This is a onetime use item. The dosage contained within the vial is enough to instantly return 1d4 Life to the Hero up to the current maximum.
Potion of Purging	This is a onetime use item. Used to recover from curses or transformation effects, the dosage contained within the vial is enough to affect one Hero.
Potion of Revival	This is a onetime use item. When used on a dead Hero, he revives with D4 life but not exceeding his original life stat.
Holy Bracelet	This thick circlet is made of fine brass wire, twisted into holy symbols and built for the arm of a Warrior Priest. Makes the Hero stronger against Daemons and Undead, giving them a -3 to their DEF rolls .
Belt of Vigor	This belt worn by martial artists, warriors or athletes, increases the user's fortitude. Makes the Hero more resilient, granting a +1 bonus to RES.
Lucky Charm	Usually a small coin or necklace, this amulet is favored by those who live on the edge, carelessly challenging the whims of fate. While wearing this item, the Hero may reroll a single dice, but must accept the second result, even if it's worse.