The "Knocking" Wall (Level 1)

There is an old watchtower outside the town of Fainsworth. Part of the old border defences, it has remained unused for over fifty years. The tower collapsed recently but large sections of the defensive wall and outbuildings still remain. However, there have been some disappearances of the town's citizens . . . and now, late at night, there is a loud knocking sound coming from the ruins.
The local Constabulary disappeared when they went to investigate the tower's wreckage. The town has agreed to pay any travelling Warrior fifty gold coins if they are brave enough to stop the evil that lurks there.
Will you take on this dreaded task?

Location Chart 2D6

Roll	Location
2	Room 6x6 (1 door)
3	Narrow Hallway
4	T Intersection
5	Room 6x6 (3 doors)
6	Room 6x6 (4 doors)
7	Hallway
8	X Intersection
9	Corner
10	Corner
11	Special
12	Special

Monster Chart D6

Roll	Monsters (#)
1	Imps (D4)
2	Deviling (1)
3	Deviling (D4)
4	Gremlins (D4) & Deviling (1)
5	Gargoyle (1)
6	Gargoyle (D4)

Encounter Chart D6

Roll	Encounter
1-2	Monsters
3-4	Chest (1) & Monsters
5-6	Chests (D4)

Doorway Chart D6

Roll	Type
1-4	Unlocked Door Dif:1
5-6	Locked Door Dif:1
7+	Great Door *

* Becomes unlocked door after first Great Door

Chest Chart D6

Roll	Result
1-3	Locked Dif:1
4-6	Unlocked Dif:1

Random Event

Monster Patrol
Monsters appear at the Doorway through which you entered the room or hallway. Roll on the Monster Chart and place the monsters at the Doorway.

Door Trap Chart D6

Roll	Trap
1-3	*None*
4	*Swinging Axe – Dif: 1 DEX* A giant axe on a pendulum swings down in front of the door. All characters in its line of travel from wall to wall suffer an attack. Make an attack roll with 4d6 against each character in line. Each gets to roll DEF
5	*Poison Needle – Dif: 1 WIT* A small barb is hidden within the lock ready to prick the would-be disarmer. This trap only affects the hero opening the door. The needle makes a 3d6 attack against the hero. The hero rolls DEF as normal.
6	*Collapsing Ceiling – Dif: 2 DEX* When sprung the ceiling begins a rumbling and moving towards the floor, all characters have 3 rounds to exit the room or be crushed to death! When all heroes are out of the room the trap is gone.

Chest Trap D6

Roll	Trap
1-4	*None*
5-6	*Poison Needle – Dif: 1 WIT* A small barb is hidden within the lock ready to prick the would-be disarmer. This trap only affects the hero opening the chest. The needle makes a 3d6 attack against the hero. The hero rolls DEF as normal.

Treasure Chart D6 (+1 for Locked Chests)

Roll	Treasure
1-3	2 Gold Coins
4	5 Gold Coins
5	Ruby (10 Gold)
6	Great Key (Unique – Re-roll this result)
7	Potion of Healing

Special Location (D6)

Roll	Room
1-3	Fountain Room
4-6	Sarcophagus

Unique Location Chart

Eye of Doom

The Adventure

Having decided to assist the citizens of this town you agree to meet them at the shrine for directions. The Priest blesses you and hands you a Great Key. This is the old Tower key and may be useful in your mission. The Priest can do nothing else, as his sacred staff has gone missing. The townsfolk gather around and shout encouragement, as you head off toward the ruins. The first room you enter is lit by two torches. Three closed doors lead from this room. As per the rules these will not be locked or trapped.
Good Luck!

Time Span
12(6)

Unique Room

Eye of Doom

The Eye of Doom tile is a 6 by 6 room with an "eye" symbol in the centre. There is only the one entrance to this room which is the Great door you enter by. The Eye of Doom is the base of the old tower. A minor demon has been using the building as a location to hide while becoming more powerful. He and his minions have been performing evil augmentation rituals and stealing treasures from the local population. In his possession is the sacred staff from the Fainsworth shrine. He is using the staff to boost the power of his rituals and this is the origin of the strange knocking noise late at night. He must be stopped, before he gets too powerful!

Setup

The Demon figure is located on one of the Eye squares in the centre of the room. He will always detect the hero and attack immediately. Four Gremlins are also in the room, roll for their locations as normal. You must kill the Demon to retrieve the sacred staff. This will be proof you have defeated the evil and earned your gold. Killing all the Monsters will end the Quest You discover a secret exit in the room that allows you to return to the village without backtracking through the Dungeon.

Minor Demon

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	XP
5	5	3	4	3	0	6	3	18

Powers: Flying - The creature is able to pass through but not occupy squares already occupied by other characters, objects, or that are normally impassable for some other reason.
Description: Demons are your first level of really capable fiend. This is when they first become aware of their environment. They are intelligent and try to gather to themselves lesser minions, to protect them while they grow more powerful. They have dark grey or black skin, horns, and wings.

Life Chart D6

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

Monsters

Stone Gremlin

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
2	1	4	4	2	0	3	4	1	2	8

Powers: None
Law: Sneaky -The monster will wait and only attack the nearest hero in an adjacent space to another monster. The monster will attack if cornered and attacked by a hero.
Description: Gremlins are the smallest and weakest of the demons. 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.

Stone Imp

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
2	2	4	4	3	0	3	4	1	3	9

Powers: None
Law: Brutal -Once a monster detects the Heroes it will always move and attack the nearest Hero.
Description: Imps are small demons that cause a lot of mischief. Not as bright as a Gremlin, they will attack indiscriminately and willingly sacrifice themselves upon the blades of better opponents.

Stone Deviling

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
2	3	3	6	3	0	3	3	1	4	11

Powers: *Flying* - The creature is able to pass through but not occupy squares already occupied by other Characters, objects, or that are normally impassable for some other reason.
Law: Swarm- All Monsters of a type will move and attack a single Hero together. Which Hero that is attacked depends on which Monster is activated first? It will move and attack the nearest Hero and the rest will follow suit.
Description: Devilings are demons that have delusions of grandeur. They resemble ghoblins but have pink skin, short stubby horns, and wings. They live to wreak havoc and enjoy mayhem. They prefer to concentrate their efforts on a single enemy, believing their strength is in superior numbers.

Stone Gargoyle

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
4	2	4	6	4	0	6	3	1	6	14

Powers: *Flying* - The creature is able to pass through but not occupy squares already occupied by other Characters, objects, or that is normally impassable for some other reason.
Law: Brutal- Once a Monster detects the Heroes it will always move and attack the nearest.
Description: Gargoyles are your typical minor demon. They have grey or black skin, horns, and wings. They tend to keep to themselves and live to wreak havoc and enjoy mayhem.

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