Castle Gryphonhold

Time Span
16(6)

The Adventure (Level 2)

The Castle Gryphonhold was the original residence of Oerar the Magnificent who became so powerful he is now the Grand Arch mage of the Llampune Magic Academy. When he took up his position, he left the castle to his nephew Duran to manage. Gryphonhold is well known for its gothic architecture, especially the animated Gargoyles that decorate the building and acted as his own personal security force. Unfortunately Duran was captured by Garak the Orc and forced to hand over the castle and its magic. Brosay, Duran's daughter managed to escape and alert her great uncle. Unfortunately the forces to retake the castle will not arrive for another four weeks. Brosay is worried her father will not survive that long and has put up a reward of 50 Gold for anyone who will help her rescue her father.
Are you willing to take the chance?

UNIQUE ROOMS

The Library foyer

The Library Foyer tile is a 6 by 6 room. This room is the most defensive in the castle and is where Garak is holding Duran.

Setup

Garak is guarded by 6 Ghoblin Spears, 4 Snitches and 2 Gargoyles, roll for their locations as normal. You must kill all Monsters in the room to complete the Quest.

Result

Once the Monsters are defeated, you can enter the Library and release Duran. Oerar the Magnificent has also heard of your valor and offers each hero a weapon upgrade. Choose a weapon in your possession and an enemy race. You now get a +1ATK bonus when fighting enemies of that race with that weapon. The value of the weapon is increased by 50 Gold if you decide to sell it.

Garak the Orc

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
7	6	1	3	LC	6	4	4	10	6

Law: Melee Nearest
Attack: Sword (ATK Melee)
Powers: *None*.
Description: - Orcs are a brutal and savage race of green-skinned humanoids. They delight in war and violence. They lack most of the higher intelligence of other races, but they are cunning and clever in devising new ways to cause mayhem.

Life Chart D6	
Roll	Result
1-3	Nothing
4-6	+1 to future rolls (cumulative)
7	Defeated

MONSTERS

Ghoblin Dagger

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

Law: Melee Pack
Attack: Dagger (ATK Melee)
Powers: *None*.
Description: - Daggers are the cannon fodder of Greenskin armies and carry knives or small swords as their main weapons.

Ghoblin Spear

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

Law: Melee Pack
Attack: Spear **(**ATK Melee). May attack diagonally.
Powers: *None*.
Description: - Ghoblin Spears use spears to harry the enemy and keep them occupied while other Greenskins do the dirty work of actually fighting. Ghoblin Spears are rarely found on their own as they are very cowardly.

Snitch

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
4	4	0	3	1	5	4	3	4	6

Law: Ranged Nearest
Attack: Small Bow (ATK at range 6)
Powers: *None*.
Description: - Ghoblin Snitches use bows to hit their targets from far away. They wear dark cloaks which make them hard to spot and also offer them some protection from combat. Snitches are cunning Ghoblins that may act with others or in their own groups.

Gargoyle

ATK	DEF	MAG	MOV	LIF	RES	DEX	WIT	Gold	XP
6	7	2	6	1	5	3	4	0	6

Law: Melee Pack
Attack: Slam (ATK Melee)
Powers: ***Flying –*** *the Gargoyle is able to pass through, but not occupy, squares already occupied by other Characters, objects or obstacles.*
Stone Form *- when encountered, the Gargoyle is in stone form and receives a +2 bonus to DEF until it takes its first Action.*
Surprise Attack *- If it attacks on the same turn it leaves stone form, the Gargoyle gains a +1 bonus to ATK.*
Description: - Gargoyles are winged stone statues that have been animated to protect evil temples and magician's towers. They are extremely common and can surprise their targets by pretending to be an ordinary statue. Ruthless killers, shaped to look like Daemons in order to scare intruders away, Gargoyles are often found in Umbra armies where they fit in with the Daemons they resemble.

Location Chart D6

Roll	Location
1	Hallway
2	Room 6x6 (2 doors)
3	X Intersection
4	Room 6x6 (3 doors)
5	Room 6x6 (4 doors)
6	Fountain Room (See rulebook)

Doorway Chart D6

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

* Becomes unlocked door after 1st Great Door discovered

Encounter Chart D6

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

Monster Chart D6

Roll	Monsters (#)
1	Ghoblin Daggers(D4) & Gargoyle (1)
2	Ghoblin Daggers(D6) Ghoblin Spears (2) & Gargoyle (1)
3	Ghoblin Daggers(D6) & Snitches (D4) & Gargoyle (2)
4	Snitches(4) & Gargoyle (1)
5	Ghoblin Spears(6) & Ghoblin Snitches (2) & Gargoyle (2)
6	Ghoblin Daggers(4), Ghoblin Spears (4) & Snitches (4)

Chest Chart D6

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

Monster Awareness Chart D6

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

Random Event D6

Roll	Effect
1	Intruder Alert spell All Chests in the Quest now become locked Chests Dif: 1 Treat this result as No Event in future rolls.
2	Treasure Cache The Hero who discovered the Corridor, rolls on the Treasure Chart. (Reroll if you get a Great Key)
3-4	Gargoyle Guard Place a Gargoyle at the far end of the hallway.
5-6	No Event

Great Door Trap

Beginning Spell– The Great door is trapped with a simple teleport rune. All Heroes on the tile take a Dif. 2 RES test or they will be transported back to the starting tile.

Door Trap Chart D6

Roll	Trap
1-3	*None*
4-6	*Fire Blast Trap – Dif. 1 DEX* *Concealed around the door, a fiery wave shoots across the room engulfing everyone. Roll 5d6 against every Character in the tile (including Monsters, if any), which can resist the heat or roll for cover with an opposed RES or DEX check (use whichever stat is higher). Each success in favor of the trap causes 1 damage.*

Chest Trap D6

Roll	Trap
1-2	*None*
3-4	*Poison Gas Trap– Dif. 1 WIT* *A small compartment is hidden within the lock ready to release poison gas at an unwary adventurer. Once triggered, the Gas makes a 4d6 attack roll against the hero opening the chest. The hero rolls RES in place of DEF, but if he suffers even one point of damage, he is weakened by the poison: until he leaves the dungeon, or heals at least 1 point of LIFE, he suffers a -1 penalty on all stats.*
5-6	*Falling Pit Trap – Dif. 1 WIT* *With a wrong step, a mechanism opens a pit under the Hero, and he must act quickly to jump to safety. The trap affects all Characters in a 2x2 area under the Hero, and everyone inside must make a Dif. 2 DEX check to jump to an adjacent square of his/her choice (randomly determine which square for any affected monsters). Failure causes the Character to fall, suffering 1 point of damage and becoming trapped inside the pit. Characters inside the pit can only attack each other, and must use an Action to climb out. The pit cannot be closed and must be recorded in the MapMaker.*

Treasure Chart D10 (+4 for Locked Chests)

Roll	Treasure
1	5 Gold Coins
2	Red Gem (10 Gold)
3	Brown Gem (15 Gold)
4	Yellow Gem (30 Gold)
5	Potion of Healing (25 Gold)
6	Potion of Revival (50 Gold)
7	Pink Gem (75 Gold)
8	Purple Gem (105 Gold)
9-10	Great Key (Unique – Re-roll this result)
11	Greenskin Bane (200 Gold)
12	Dragon Helmet (100 Gold)
13	Boots of Speed (100 Gold)
14	Ring of Protection (75 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 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.
Greenskin Bane	Looking like a normal Sword, its magic power enables the weapon to wound any Greenskins. Make an attack roll using, MAG instead of ATK, to shoot a small fireball against an opponent up to 6 squares of you. The target takes a -1 penalty to DEF rolls. If you roll a critical failure, the Wand is exhausted and cannot be used for the rest of the quest.
Dragon Helmet	This fearsome black steel helmet seems warm to the touch, but doesn't feel so when worn. The wearer takes one less point of damage when hit by fire attacks and spells.
Boots of Speed	Boots of thick cloth, worn by the spies of a faraway land, these shoes increase the wearer's running speed. These boots makes the Hero move faster, allowing him to move one extra square on every movement he makes.
Ring of Protection	Wizards often wear these rings instead of heavy armor and shields, so their hands are free to cast spells. The ring grants a +1 bonus to DEF, or any other stat to defend against hostile spells.