

Labyrinth Lord

Compatible Product



UNDER SIEGE

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SOAPBOX
GAMES

Under Siege



Tabletop Adventures – Volume I

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**A. About the module:**

This module is the first installment in a series of short tabletop adventures for the LABYRINTH LORD role-playing game. It is designed for 3-7 characters of levels 2-4.

The module is intended for use with the LABYRINTH LORD rules, which can be downloaded for free at:

goblinoidgames.com/GBD1001_no_art.zip.

Due to the nature of this module purists might say it's too "railroaded", so I have organized it in "chapters" and "interludes". The "chapters" are necessary to complete the adventure and the "interludes" can be included to add more spice. In general, the "chapters" present the different stages of the goblin siege, whereas the "interludes" involve smaller incidents, like for example Larm's "legitimate businessmen" taking the mayor hostage or MUTANT FUTURE's "most popular" creature, the spidergoat, spreading havoc on the village.

B. Background for the *Labyrinth Lord*:

The characters are spending some quality time in their hometown Larm. (You can learn more about this village in BRAVE HALFLING'S first Accessory for LABYRINTH LORD: ACC1 LARM.)

After spending a nice evening in the BORDERLAND TAVERN they are woken

up by sudden cries of alarm! The goblins are attacking!

The hobgoblin king Prakranz has taken control of a goblin tribe a few weeks ago. The former goblin king Garzkuf is only number five in the hierarchy of the tribe now, after Prakranz and his three hobgoblin lieutenants.

The characters send the first wave of kobold slaves running (chapter 1), then a scout arrives, and they have to plan the defense of the village (chapter 2).

Possibly Gareth Holtz, the spy, starts killing the priests in the temple (interlude 1).

After that the goblins attack the palisades (chapter 3) and possibly the adventurers must come to the rescue of Mayor Rusticus who has been taken hostage by Guido and his men (interlude 2).

With the help of one of the hobgoblin lieutenants and some wolf riders the attackers manage to breach the palisades and attack the OLDE TREE (chapter 4).

In interlude 3 Nun-Chuck arrives at the village attacked by some archers, the characters must help him to reach a safe spot.

Chapter 5 pits the party and their allies against some goblin archers and spearmen attacking from the riverbanks of the village.

The daring LABYRINTH LORD now has the opportunity to test Larm's defenses with Polly, the Spidergoat (interlude 4).

The last two chapters give the players some hope that the goblins might stop their attack at sunrise (chapter 6) before the enemy's remaining troops are sent into battle (chapter 7).

Here's a brief timeline:

- 11:30 p.m.: Alarm
- 11:55 p.m.: Information and organization
- 1:35 a.m.: Infiltration
- 2:10 a.m.: Defending the palisade wall
- 3:05 a.m.: Mayor in Distress
- 3:30 a.m.: For dear Life!
- 3:50 a.m.: Chuck those goblins
- 4:10 a.m.: Wet attack
- 4:40 a.m.: Attack of the mighty Spidergoat

- 5:20 a.m.: Sunrise = Survival?
- 6:20 a.m.: The Last Stand

C. Optional Rules:**1. Movement**

You can use the movement rates from the LABYRINTH LORD rules book (page 44). But during playtesting a simplified system worked very well.

This system doesn't work with encumbrance. The only important factor is the armour each character wears.

No Armour	12	(4)
Padded	10	(4)
Leather	9	(3)
Studded Leather	8	(3)
Chain Mail	7	(3)
Banded Mail	6	(2)
Splint Mail	7	(3)
Plate Mail	5	(2)

The first number in the chart is the number of squares a character can move in one round. The number in brackets is the number of squares that can be moved before attacking in the same round. Diagonal moves count as two moves.

2. Scaling walls and roofs

With a successful dexterity check a character can scale a palisade wall or climb on a roof. It will take 2 turns to do either.

Moving on a roof halves the movement rate due to the extreme caution that has to be taken.

Thieves, of course, can simply use their thieves' ability "climbing". It takes them only one turn and their movement stays the same.

D. Advice for the LL

Even though this module is highly-structured, the LL should be prepared for everything. Players never react as one might think in advance. They might, for example, try to find the goblin camp in order to end the menace by taking the fight to the enemy's camp. In this case the LL should

quickly draw up a crude map of the camp and place all the remaining enemy forces, then allow the players to plan their attack accordingly. One way to keep the characters from doing this, especially if it's too early in the adventure, is to fire one chapter after the other at the adventurers, always keeping them on their toes, never even giving them enough time to organize and make their own plans. The hobgoblin king has planned his attack thoroughly and won't let these intrepid adventurers spoil his plans.

Maybe they are unwilling to take orders from Commander McMillan. The LL should allow everything the players have in mind for their characters, which needs quick thinking and a lot of concentration.

During playtesting, for example, one group built a messenger system between the three towers and the river area. No problem, the LL can simply have some characters and a few militia warriors or veterans patrol the perimeter in order to organize their defense.

E. Using the counters and the map

The module is ideally played with the huge map (the 12 A4 pages can be copied and assembled) in the middle of this module and by using the counters depicting heroes, villagers and enemies.

The map can be assembled, by using the small black and white overview map of Larm as a guide. During playtesting it has proven invaluable to glue the big map onto some sturdy cardboard.

The counters should be glued onto cardboard as well, and then should be cut out.

In this module the counters are not only used as a means to show the relative positions of the characters and their enemies in combat, but also to show how successful the players are and how many friends and foes are still alive.

Thus, the Labyrinth Lord might want to use one container for all counters that are still alive and in play, and one to discard those already dead.

This is especially important to determine the strength of the opposing sides in the final battle in chapter 7. Some of the friendly counters – the inhabitants of Larm – can be used to balance the fights. They are not necessary to play this adventure, but if the LL thinks the players are badly outnumbered, he can use these counters and include them in the various chapters if he deems it fit. These characters are: Wulf, Jebediah Sr., Jebediah Jr., Oprah, Manticor, Iris, Leah, Dagolas, Aaron, Calinda, Burin, Jonas, Kira, and Moe Melm. In the final battle even Mayor Caius Rusticus and Commander Brad McMillan will take part.

At the end of each chapter or interlude is a box, where the LL can find the information as to which counters have to be used.

Some minor changes had to be made to the map and the stats given in *ACC I: Larm*. There are less buildings and the scale has been altered to improve gameplay.

In order to have better game balance, the numbers of militia men have been reduced and the lieutenants Iris and Leah have been left out.

Counters of the other inhabitants have been included in the game, but they don't play an active role in the chapters or interludes. The LL can use them as messengers or firefighters. As said before, they can take part in chapter 7 to even the odds if the previous fighting has gone bad for the villagers.

These counters should be taken aside before the adventure begins:

- Wulf
- Jebediah Sr.
- Jebediah Jr.
- Oprah
- Manticor
- Iris
- Leah
- Dagolas
- Aaron
- Calinda

- Burin
- Jonas
- Kira
- Moe Melm
- 2 female Priests
- 4 male Acolytes
- 4 Veterans
- 5 Warriors

Injured allies and enemies

As long as the goblin king, a shaman, is alive, he uses his god's powers to heal all the injured enemies. As long as there are at least 5 clerics in Larm, all the injured allies are healed automatically after each chapter or interlude. If there's enough time to go to the temple, injured characters can resort to the clerics' healing powers as well.

If there are only 4 or less clerics alive, the LL must keep track of their healing spells.

F. Events:

Chapter 1:

Alarm!!! – 11:30 p.m.

Oh, no! The last keg of fine Becke's beer must have been poisoned. Your head is aching so terribly, it seems your head is going to explode at every moment. This should be the moment to head back to your quarters and just try to survive the night.

In the morning, the world, and your pain, will look different.

So the "Heroes of Larm" make their way from the Borderland Tavern to their guest rooms.

You stumble to your rooms, barely making it to your beds. You fall asleep in an instant. Sweet dreams!

... Aaaaaaargh!

Suddenly you're wide awake.

Gareth Holtz has opened the southern door for a small force of kobolds. It's up to the players to react quickly. If they don't react immediately and wait for a second cry of alarm, which will follow a few minutes later, the attacking kobolds will kill the inhabitants of the small cottages south of the inn.

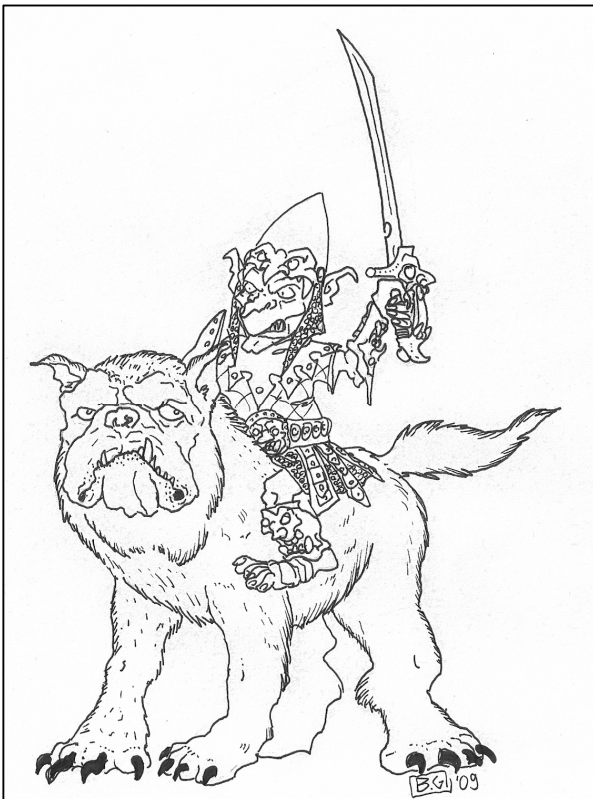
Two waves of **6 kobolds** each have entered Larm via the South Gate where they have killed the three guards. Their plan is to kill as many villagers as possible before someone notices them and alerts the remaining militia.

Depending on how fast the characters react, they have already killed the inhabitants of one or even two village houses, the ones to the south of the Inn, before the first wave can be confronted.

When this first wave meets resistance, the second wave silently takes cover and starts attacking the enemies with their arrows.

The characters can either fight the kobolds alone, or they can try to get help in the militia barracks. In 5 rounds they can alarm John, the Hammer, two veterans and three warriors.

The kobolds will always try to stay together.



When they get the impression that they are outmatched, they will try to retreat under the protection of their archers. The LL doesn't have to roll for morale. The kobolds will finally run away and try to flee the village via the South Gate.

- | |
|---|
| <ul style="list-style-type: none"> - (John the Hammer) - (2 veterans) - (3 warriors) - 12 kobold slaves |
|---|

Chapter 2:

Information and organization – 11:55 p.m.

After the initial skirmish the characters are summoned to the main room of the barracks, where the mayor and the leaders of the militia (Commander Brad McMillan, Don Renato, Sir Harald, and John the Hammer have been talking to a scout before making plans for the defense of the village.

The members of the party are thanked for their courage in sending the first kobold attackers running. If they don't volunteer immediately, the mayor will offer each adventurer up to **200 gp** if they help Larm to survive until the next morning.

The characters can learn the following about the situation they are facing: This seems to be the beginning of a well-planned goblin attack on Larm. The goblins are led by Prakranz, a hobgoblin, who, aided by 3 hobgoblin lieutenants, has crowned himself king of the goblin tribe a short while ago, after humiliating their old king Garzkuf in combat.

In the following briefing the characters are told that intelligence has revealed that the village is facing about 15 kobold slaves, 40 goblins, 4 hobgoblins, 10 wolves, and maybe even some threat of attack from the inside.

Each of the three sub-commanders is going to hold a position for the remainder of the night and the characters are asked to watch

for a fourth spot. They can choose between one of the three gates or the area along the River Dolm, which will undoubtedly be the most difficult position. So if the characters decide to take this assignment, Commander McMillan will assign them three warriors to help them with their guard duty.

When the characters have made their choice, they can position their characters' counters wherever they think best. Between the chapters and interludes they can change their positions and move freely in the entire village as long as they think it's what their characters would do, had they been assigned a certain position.

Brad McMillan will stay in the barracks area to oversee and coordinate the entire operation. They use the militia men and women who haven't been assigned to special guard duty as messengers in order to collect information and pass it on to the others when needed.

The three sub-commanders and their fighters will, of course, take the three positions that the characters haven't chosen.

- characters' counters

Interlude 1: Infiltration – 1:35 a.m.

The messenger is out of breath and takes some time to recover enough before he bursts out: "There's a problem in the temple! Follow me!"

He abruptly turns around and hastens back to where he came from. If the characters immediately follow him or if they catch up with him quickly, that is without talking too much about what to do, they can pry some information out of him. All he knows is that one of the villagers has turned out to be a traitor. He has entered the temple, has taken all the priests hostage, and wants to kill them one after the other.

All in all there are four male acolytes, a female priestess and Abbot Salor. Five

rounds after the messenger has informed the characters of the problem, the traitor Gareth Holtz starts killing the clerics. He can kill one person every two rounds, he will start with the male acolytes, then turn to the priestess and finally to the abbot.

If the characters have followed the messenger immediately, it will take them four or five rounds to reach the temple, thus maybe the first priest has already been killed. To measure the exact time elapsed before they get to the temple, the Labyrinth Lord moves the messenger's counter and the players move their characters' counters. Should the characters have taken longer to make up their minds, thus losing the messenger out of their sight, and/or they don't know where the temple is situated, the players have to move their characters around the village unaided. The LL has to track the time in order to see how many priests have been killed, before they arrive on the scene.

In case the characters show no interest in the problem, the spy is able to kill all the clerics including the abbot, before another team of militia men arrives to dispatch him.

The outcome of this interlude is especially interesting, as it drains the village of their most useful resource – healing.

The priests, if there are any left after this interlude, can work their healing spells after the completion of either a chapter or an interlude.

- Gareth Holtz
- 1 priestess
- 4 male acolytes
- Abbot Salor

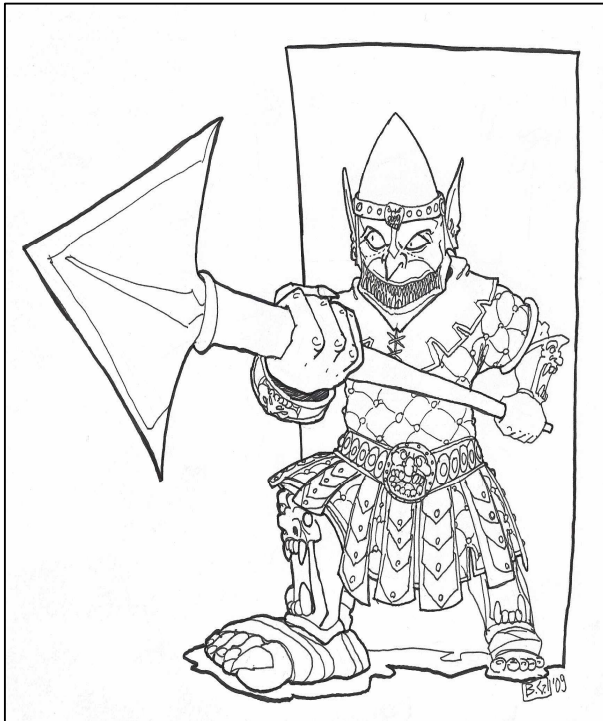
Chapter 3: Defending the palisade wall – 2:10 a.m.

This chapter takes place no matter which area of the village the characters are

guarding, as four identical groups of goblins are attacking from four different directions. The attack is initiated by war drums being played in the distance. Their rhythm gets faster and faster until the sound explodes in a climax, which is accompanied by a volley of burning arrows. There are five archers in every group of goblins.

In the light of these arrows three groups consisting of five goblins each try to approach the gates in order to set them ablaze. To do this they are armed with small barrels of oil that the archers will try to set on fire when the groups have soaked the gates and palisades in oil and have returned behind their own lines.

Should the characters be guarding the river area, a volley of arrows will rain down on them, but there's no goblin group



approaching the village from this side, at least not now. In this case the characters could try to organize water supplies in order to fight the raging fires.

The drumming will begin anew, reaching a second peak when all the gates are on fire. The archers will fire another volley of arrows, then throw down their bows, grab

their swords and join the other goblins in their attack. This means that 8 goblins are attacking each gate simultaneously, so no militia men will be free to help the defenders at the other gates.

- | |
|---|
| <ul style="list-style-type: none">- 4 goblin archers- 4 goblin warriors- 3 militia warriors (if the characters are guarding the river area) |
|---|

At the end of chapter 3 the LL should discard 2d4 dead goblins (AND the goblins the characters killed) and 2d4 warriors and 1d4 veterans to represent the fatalities at the other gates.

Interlude 2:

Mayor in distress – 3:04 a.m.

A messenger summons the group to Commander McMillan's command post. Dagolas the fletcher and 4 militia warriors take their positions.

On their way to the barracks, the characters encounter the mayor who is protected by Guido, the trader, and his men. It seems they are attempting to leave the village. While passing them, Guido gives the characters his friendliest nod. The mayor seems to be lost in his thoughts.

On successful wisdom checks at -5 the characters might notice two things:

- The trader's men not only protect the mayor, but they encircle him so closely, he might as well be their prisoner.
- The mayor tries to mouth the word "hostage" to one or two of the players.

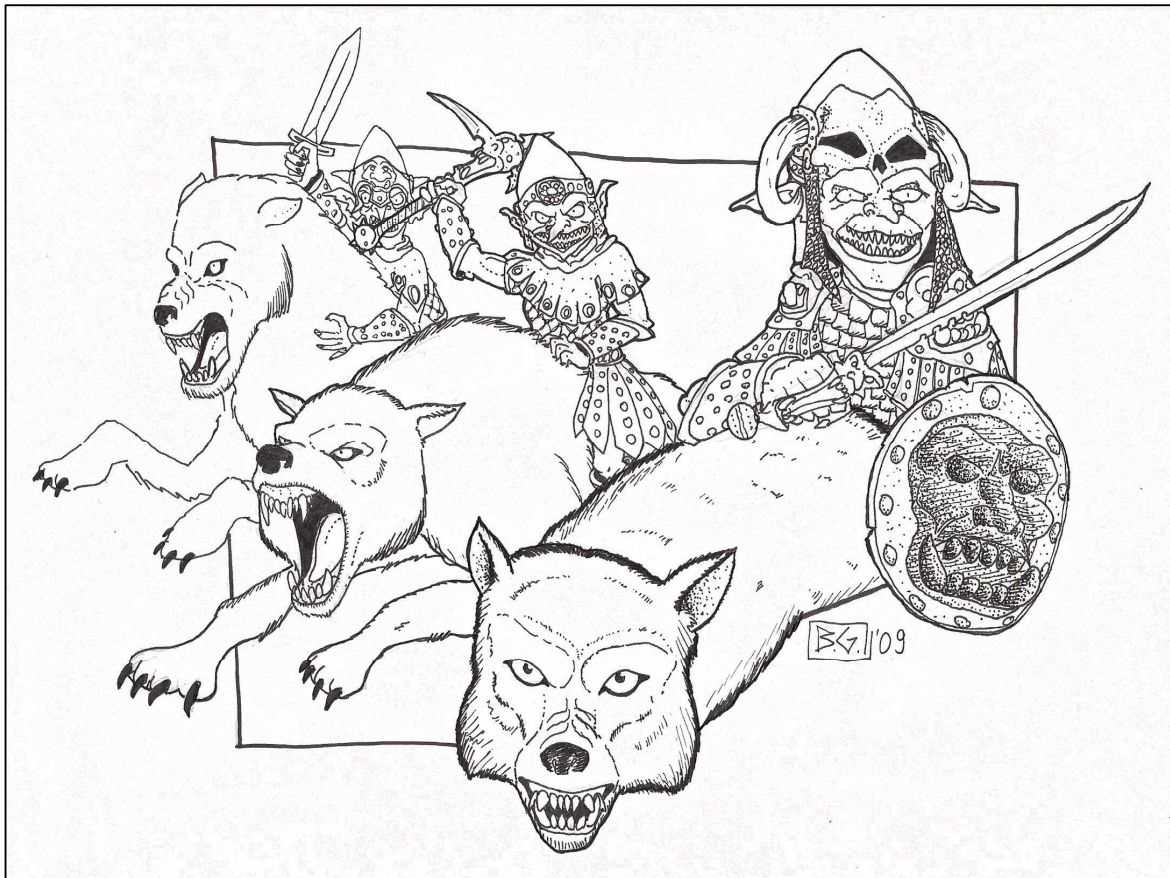
If confronted, Guido tells the characters that the mayor wants to be taken to the capital Dolmvay where he would be safe and could send support troops. Should the party not accept this story, Guido orders his men to attack, while two of them are helping him to take the mayor away.

In case the characters have been fooled and arrive at headquarters telling their tale, the commander will start shouting at them that the mayor wasn't supposed to leave the village, that the trip to Dolmvay would take several days and wouldn't make any sense. When he has calmed down a bit, he will send them on the urgent mission of retrieving the mayor.

Guido is on his way to the Hobgoblin King, but he has no idea where to look for him.

- Guido
- 5 fighters
- 3 thieves
- Mayor Rusticus

If interlude 2 is left out, the LL should have Guido and his men sneak out of the village at a later point of the adventure, maybe even killing the defenders at one of the gates, so that they can take part in the final assault on Larm in chapter 7.



So the group is able to see him when they exit the gate and can confront him before he reaches the enemy's lines.

After rescuing the mayor, he urges them to hasten to the commander, because he's afraid the goblins might catch them outside the village.

Back at headquarters Brad McMillan thanks them with a short nod and assigns them their next task.

Chapter 4: For dear life! – 3:30 a.m.

Brad McMillan has a "special, even delicate" task for the characters. Somehow his scouts were able to gather from several questioned kobolds and goblins, that the Hobgoblin King has planned to send a commando unit with the aim of chopping down the Olde Tree, in order to undermine the morale of

the villagers. This attack is supposed to be a “Blitz”, presumably the goblins will be using their wolf riders.

The players now have 3 minutes of real time to place their characters in the area around the Olde Tree.

As soon as they are in position or the three minutes are elapsed, an alarm sounds from the Southern Gate and soon 5 goblin riders are in sight, galloping towards the characters at full speed, waving their torches, oblivious to the characters’ presence.

But these goblins and their torches are not the real threat to the tree. In their wake follows one of the hobgoblin lieutenants brandishing a mighty axe. He will arrive on the scene after three rounds of battle.

Two rounds later 3 militia warriors from the Southern Gate will join the battle.

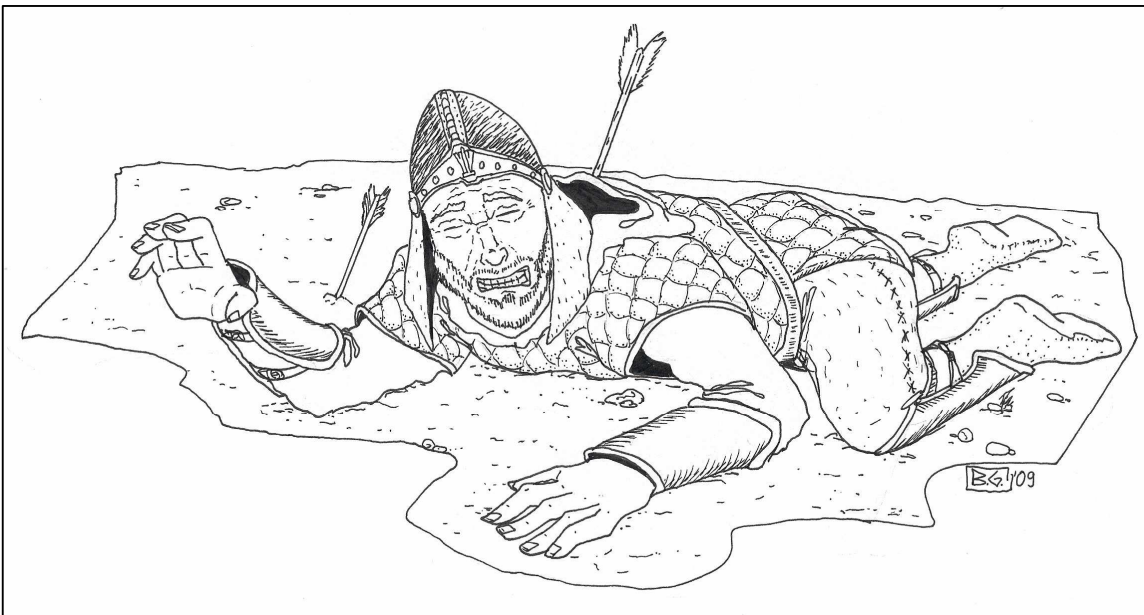
- | |
|---|
| <ul style="list-style-type: none"> - 5 wolfriders - 1 hobgoblin lieutenant - 2 militia warriors - 1 militia veteran |
|---|

Interlude 3:

Chuck those goblins – 3.50 a.m.

Word has reached the Commander’s ears that one of his best men, the scout Nun-Chuck will arrive in the next few minutes. The characters are sent to welcome him at the South Gate, which is completely destroyed by now.

They arrive just in time to see a small, but powerfully built man with a wild brown beard approach from the south. He has just reached the limits of the light of the militia men’s torches and is in sight of the defenders, about 30’ from the party’s



If the hobgoblin is allowed to reach the tree, or if he manages to sneak past all the defenders, he will start chopping down the tree. It will take him 10 rounds to destroy it completely. After only 5 rounds the tree will still be standing, but the “wounds” are so terrible that it’s going to wither away and die in the next 2d4 days. Nothing can be done to save it.

position, when he suddenly starts staggering, takes one more stumbling step and falls into the dust unmoving.

There are three possible outcomes to this encounter:

- The characters leave the scout to his destiny. In this case he’s going to bleed to death in 2d6 rounds.

- They can try to help him and get him into the village, so he's still alive.
- They can try to save him, but he's already dead.

In the latter two cases the characters will have to leave the safety of the village and will encounter a volley of arrows as soon as they are as close as 10' to the scout.

The number of arrows is determined by the number of goblin archers that are still alive at the beginning of this chapter.

When the group approaches the scout carefully, they can see the shaft of an arrow protruding from the scout's back, when they are still 20' away.

After the first volley, a strange-looking figure in a grey robe jumps out of his hiding-place in the shadows and deals a strike to the party's magic-user if possible. If the magic-user is not in reach, he will attack a thief or a cleric. This stranger has a peculiar flicker in his eyes and won't flee from the fight, no matter how severely wounded. He fights to his death and will even take his own life before allowing the characters to take him prisoner. This is Walken, the Hessian, which should be played like the character in the movie "Sleepy Hollow".

The goblin archers will fire a second volley of arrows in the 5th round of this fight, then they will disappear in the darkness as they are afraid of their ally and don't want to be too close to him.

The scout has no useful information, but he's a good fighter and he can help the group in the following chapters. Because they have saved his life, he won't want to leave their side and will stay with them all the time.

- Walken
- the remaining goblin archers
- Nun-Chuck

Chapter 5:**Wet attack – 4:10 a.m.**

The next assignment takes the characters to the banks of the River Dolm. This is going to be their responsibility for the next two hours.

The group has 3 minutes of real time to place their characters.

Only moments after they have taken their positions, the beating of the goblin war drums suddenly ends the deadly silence.



Only this time they don't pick up speed, but keep a steady rhythm. No clear direction where the sound might come from can be made out. Probably there are multiple drummers placed around the doomed village. The sounding of these drums will not cease until the final goblin attack starts at 7.10 a.m. when the drummers leave their drums and join the rest of the tribe in the final battle for life and death.

Under cover of the darkness and the monotone rhythm, a band of seven goblins armed with spears, assisted by two hobgoblin lieutenants, swim towards the south bank of the river. They try to get out of the water at the landings and sneak into the village. Their task is to sow confusion so that some guards are ordered away from the west gate, so the goblin king can storm this gate with a handful of his warriors. Their general direction will be west in order to

attack the guards at the gate from behind if they aren't attracted by the turmoil.

The best case scenario for the characters would be to pin the attacking goblins at the river bank and kill them or send them running.

The worst possible outcome would be that the goblins breach their defense and manage to distract the guards at the west gate, allowing King Garzkuf and 4 of his warriors to enter the village. This would lead to a massive battle involving the goblins that came via the river and their king and his warriors on one side, and Sir Harald, who commands the defenders at the gate and three veterans as well as the characters on the other.

- 7 hobgoblins
- 2 hobgoblin lieutenants

possibly:

- goblin king
- 4 goblin warriors
- Sir Harald
- 3 veterans

Interlude 4:

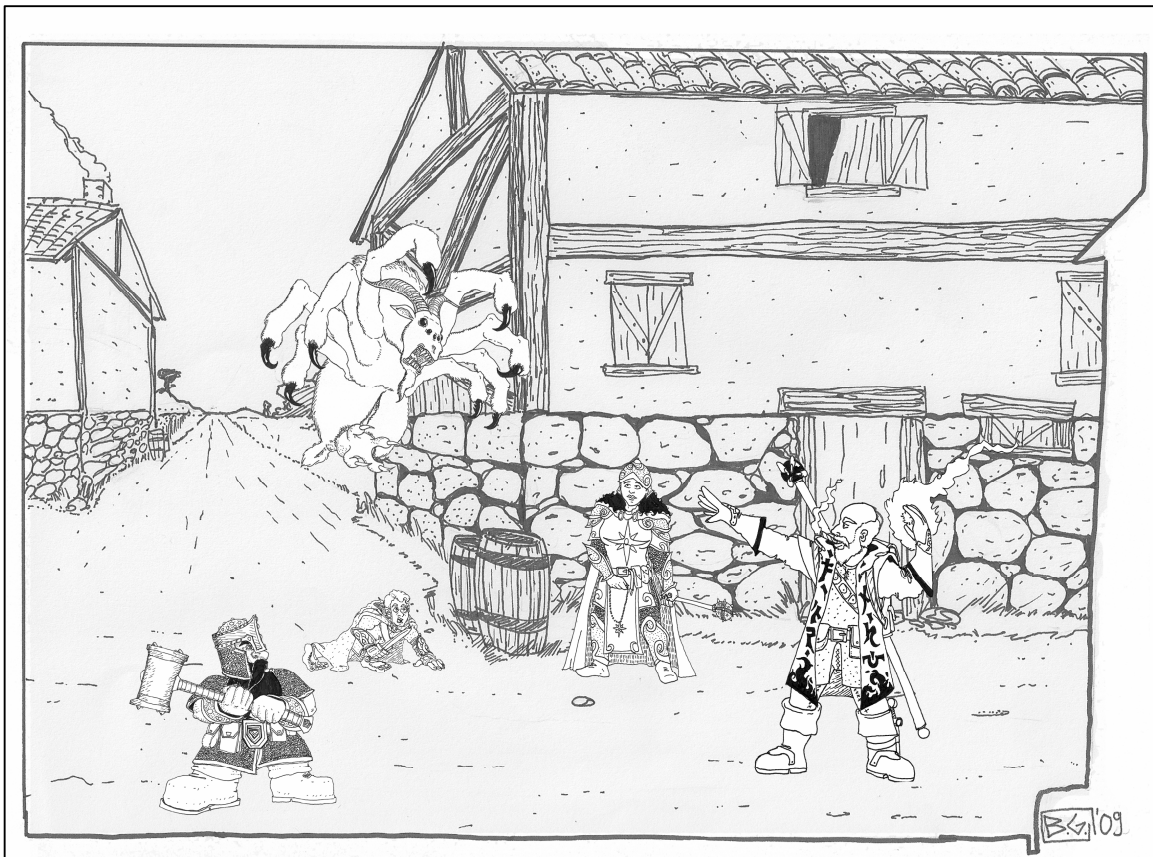
Attack of the mighty Spidergoat – 4:40 a.m.

This is a cameo of the most famous monster in the MUTANT FUTURE game – Polly, the spidergoat. If the LL thinks this encounter is not appropriate, he can just leave it out without unbalancing the module.

After the attack at the river, the characters are back with Brad McMillan. Suddenly something with eight legs and a goat's head crashes through the roof, eyes them with bloodshot eyes and charges immediately.

Polly has been launched into the village by the attackers with the help of a catapult. She attacks anyone in sight and fights until she is defeated.

- Polly the Spidergoat
- Brad McMillan



Chapter 6:**Sunrise = Survival? – 5.20 a.m.**

The characters should have proven their worth to the community by now and they are invited to sit in on the meeting where the last stand of the defenders is planned.

All the time the unnerving sound of the war drums can be heard, making it hard for everyone to concentrate.

In this meeting the mayor and Commander McMillan are meticulously planning the positioning of the remaining defenders.

The characters' status allows them to select the position where they want to fight in the upcoming battle. The commander will also be open to suggestions they might make.

To show the urgency of this meeting, the LL should play this chapter in 10 minutes of real time. At the end of this period of time, all the counters should be placed in and around the village Larm.

- All the surviving characters and their allies

Chapter 7:**The last stand – 7.10 a.m.**

From one second to the next, the beating of the war drums stops and there's total silence. In a few moments, the sun will rise from behind the mountain ridge to the east. With the first rays of light, the remaining kobolds, goblins, wolves, hobgoblins, and even the other allies like Guido and his men, or Walken the Hessian attack from all sides. It's up to the LL how he wants to use and deploy his troops. If the villagers haven't taken precautions in chapter 6, the hobgoblin king's men will see the positions of the defenders and they will react accordingly. Thus this chapter won't give a precise plan, but the LL will have to see what the players do. He then decides how King Prakranz is going to attack. The LL should keep in mind that the king is an experienced, cunning warlord who has seen his share of fighting.

No morale checks are necessary as long as the hobgoblin king is alive. After his death every enemy who witnesses it or hears of the defeat, must make a morale check each round or flee immediately. The morale stats are:

- kobold 7
- goblin 8
- Guido and his men 6
- wolf 6
- Walken 11

There is no second wave, so, when the last enemy is killed or has run away, the defenders drop to the ground wearily. Some start laughing, some cry, some just fall down motionless, the flow of adrenaline stopped short, some pray to the Great Mother...

Should the characters want to pursue fleeing enemies, they won't find any help and they'll have to go alone.

Chapter 8:**This is the end, my only friend, the end**

The fact that they have survived the night and helped save the village should be reward enough for the characters. But, of course, there's an abandoned goblin camp nearby waiting to be pillaged. As no one will help them chase down fleeing enemies, the treasure is theirs to take.

The treasure can be found in a wooden box in the chieftain's hut. The box is locked and King Prakranz carries the huge iron key on a chain around his neck.

- 7000 gp
- 4 gems (1000 gp, 750 gp, 75 gp, 50 gp)
- 4 pieces of jewellery (400 gp, 300 gp, 60 gp, 50 gp)
- A potion of extra healing
- A crystal ball
- A sword+1, luck blade

The next morning, the reconstruction of the village will begin. In the evening there's a

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huge party, at which everyone celebrates their “rebirth”. In addition, the title: “Heroes of Larm” will be bestowed upon the

characters and they will get the reward the mayor has promised them in chapter 2.

Appendix 1: Villains' Stats

	MV	AC	HD	HP	Damage (melee)	Damage (ranged)
Hobgoblin King	90	6	6	30	d10+2 two-handed sword+2	-
Hobgoblin Lieutenant	90	6	3	15	d8+1 sword+1	d6 bow
Goblin King (Shaman)	90	6	3	17	d6+1 short sword+1	d6+2 bow+1 arrows+1
Goblin Wolfrider	60 /120 mounted	6	2	9 or 10	d8 sword	-
Wolf	180	7	2+2	10 - 12	d6 bite	-
Goblin Spearman	60	6	1+1	6 or 7	d8 spear	-
Goblin Archer	60	6	1	5 or 6	d4 dagger	d6
Goblin	60	6	1-1	4 or 5	d6 short sword	-
Kobold Slave	60	7	½	3 or 4	d6-1 short sword	d2-1 stones
Gareth Holtz	90					
Guido	120	8	MU 3	8	d4+1 dagger+1	spells
Guido's Fighter	60	4	F 1	4, 6 or 7	d8 sword	-
Guido's Thief	90	7	T 2	3 or 5	d6 short sword	-
Walken the Hessian	60	5	F 6	30	2 Attacks d8+2 sword+2	-
Polly the Spidergoat	120	6	4	21	2d4, 2d6 or d4 + poison	-

Appendix 2: NPC Stats

	MV	AC	HD	HP	Damage (melee)	Damage (ranged)
Wulf	60	3	F 3	18	d8+2	-
Abbot Salor	60	4	C 5	22	d6+1	spells
1 Female Priest	60	5	C 3	13, 11, 10	d6	spells
4 Male Acolytes	90	7	C 1	2 - 6	d6	spell
Jebediah Sr.	60	6	H 3	11	d6 short sword	-
Oprah	60	6	H 1	4	d6 short sword	-
Jebediah Jr.	60	6	H 1	4	d6 short sword	-
Manticor	60	5	F 4	22	d10+2 two-handed sword+1	-
Don Renato	40	2	F 3	18	d8 sword	d6 long bow
Sir Harald	40	2	F 3	15	d8+1 sword+1	d6 long bow
John the Hammer	40	0	F 3	12	d8 sword	d6 long bow
3 Veterans	60	5	F 2	8 - 14	d8 sword	d6 short bow
8 Warriors	90	7	F 1	5 - 8	d6 short sword	-
Dagolas	60	2	E 5	22	d8+2 sword+1	d6 long bow
Aaron	60	4	F 2	10	d8 sword	-
Calinda	60	4	F 2	8	d8 sword	-
Burin	40	2	D 2	13	d8 battleaxe	-
Jonas	60	6	H 1	4	d6 short sword	-
Kira	60	5	H 3	13	d6+1 short sword+1	d6+1 short bow
Mayor Caius Rusticus	120	9	MU 5	13	d4 dagger	spells
Moe Melm	90	3	T 5	16	d6+2 short sword+2	-
Commander Brad McMillan	40	-1	F 5	35	2 Attacks d8+3 sword+2	d6 long bow

Appendix 3: Checklist: Killed enemies

Hobgoblin King	o
Hobgoblin Lieutenant	o o o
Goblin King	o
Goblin Wolf rider	o o o o o o o o
Wolf	o o o o
Goblin Spearman	o o o o o o o o o o o
Goblin Archer	o o o o o o o o o o o o
Goblin	o o o o o o o o o o o
Kobold Slave	o o o o o o o o o o o o o o o o
Gareth Holtz	o
Guido	o
Guido's Fighter	o o o o o
Guido's Thief	o o o
Walken the Hessian	o
Polly the Spidergoat	o

Appendix 4: Pregenerated PCs

All the characters start with 1 EP more than is needed to be at their present level.

All characters can choose basic equipment (backpack, torches, rope...)

Every character gets 2 **potions of healing** (healing 1d6+1 hp each).

		HP	AC	STR	INT	WIS	DEX	CON	CHA	Al.
1	Fighter 3.	21	3	14	11	12	9	13	10	l
2	Cleric 3.	20	4	10	9	16	13	16	10	l
3	Dwarf 3.	18	4	15	11	11	10	13	8	n
4	Halfling 3.	10	4	14	12	9	16	9	9	n
5	Thief 3.	13	6	10	9	11	14	13	10	n
6	Magic-User 3.	7	8	10	18	8	15	11	8	l
7	Elf 3.	14	2	9	15	7	14	13	11	l
8	Fighter 4.	23	2	17	12	7	10	15	9	n

Weapons and Armour:

1	Chainmail+1, Shield, Sword
2	Chainmail, Mace+1
3	Chainmail+1, Warhammer
4	Leather Armor+1, Shortsword
5	Leather Armor, Sword+1
6	Dagger+1
7	Chainmail, Shield+1, Sword
8	Platemail,+1 Warhammer

Languages:

1	Common, Alignment
2	Common, Alignment
3	Common, Alignment, Dwarvish, Gnomish, Goblin, Kobold
4	Common, Alignment
5	Common, Alignment
6	Common, Alignment, Elvish, Gnomish, Dragon
7	Common, Alignment, Elvish, Gnoll, Hobgoblin, Orcish
8	Common, Alignment

Spells/Turn Undead:

2	Cure Light Wounds (2x), Hold Person
6	Magic Missile, Sleep, Web
7	Sleep (2x), Invisibility

Appendix 4: Complete map of Larm



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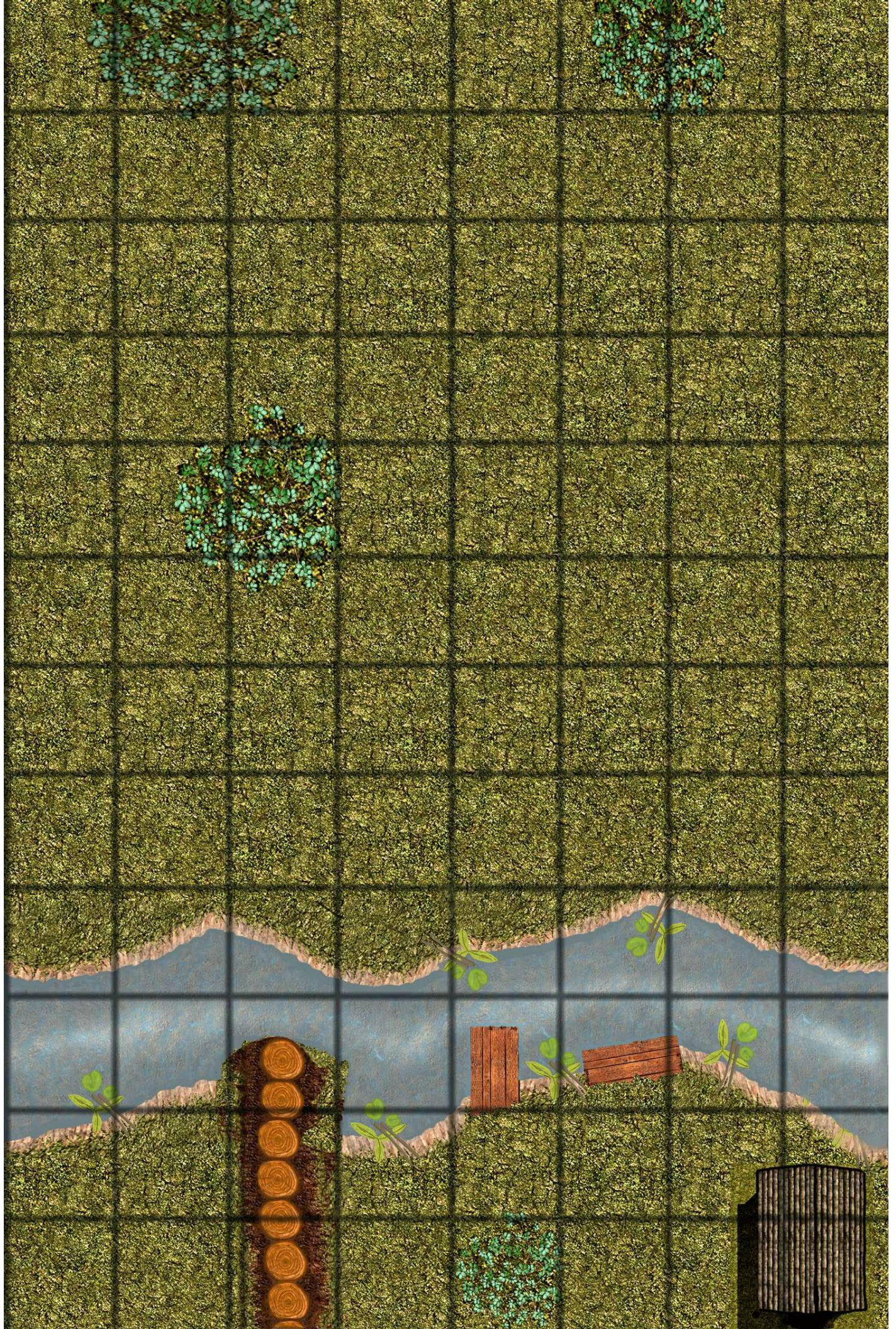
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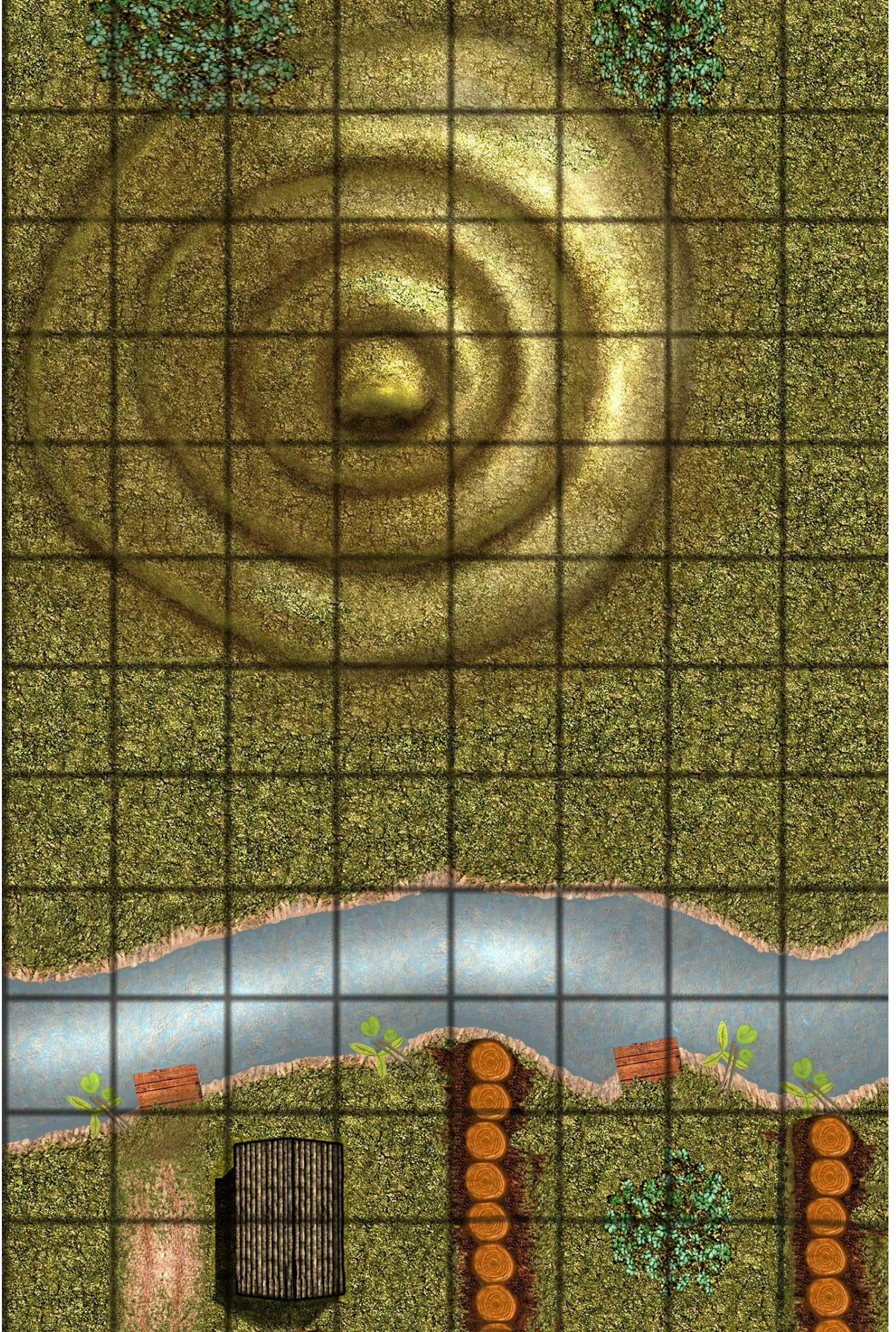
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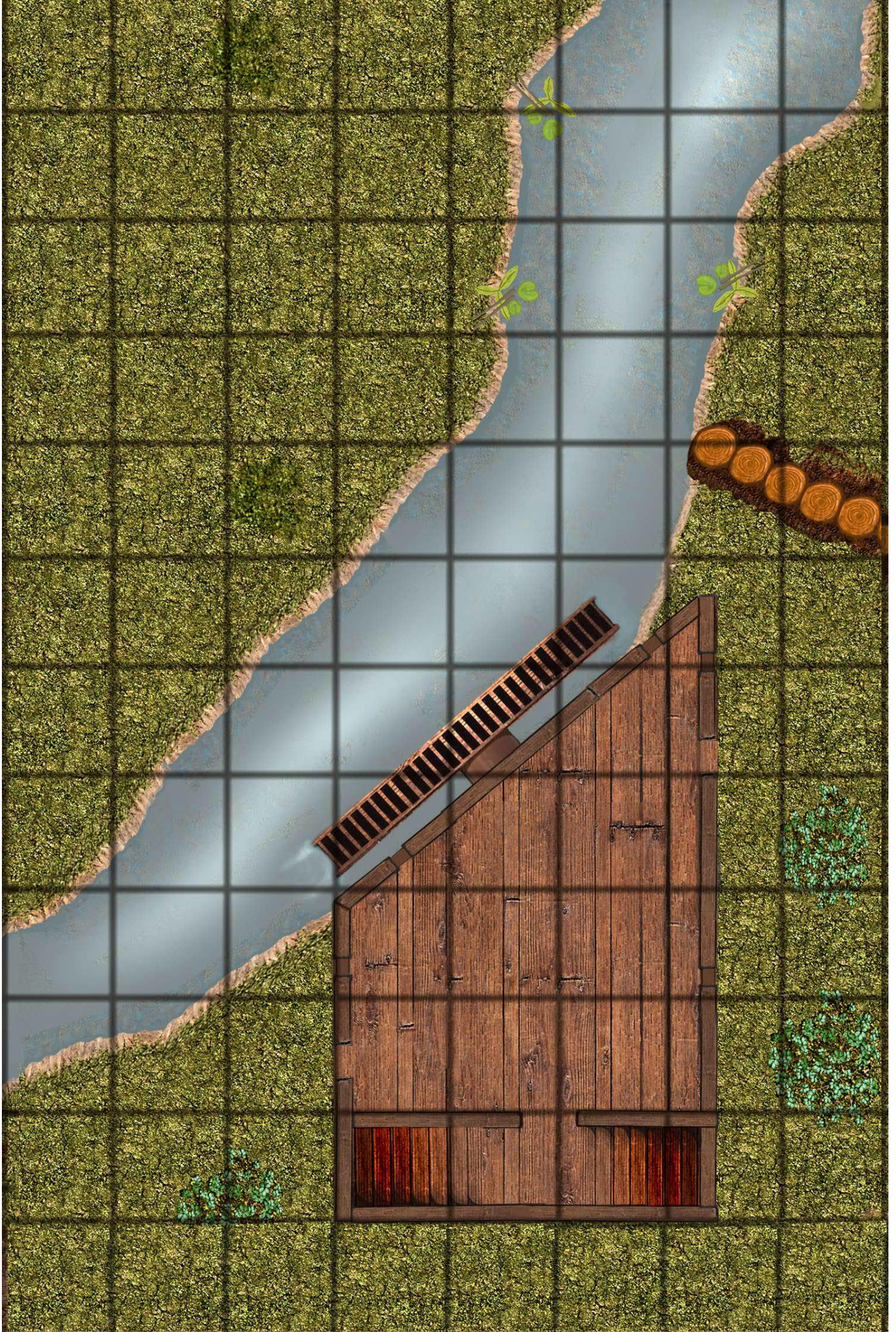
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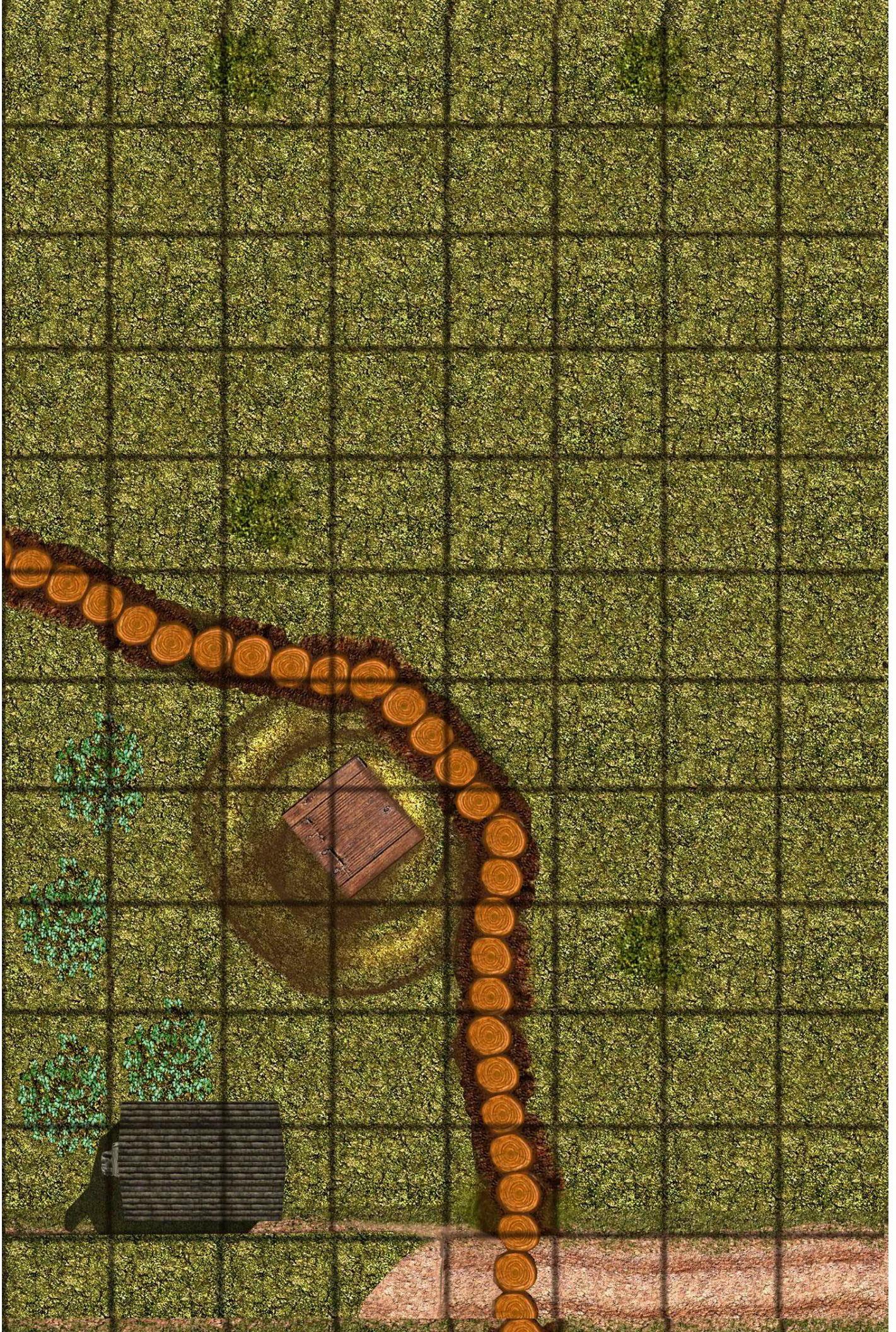
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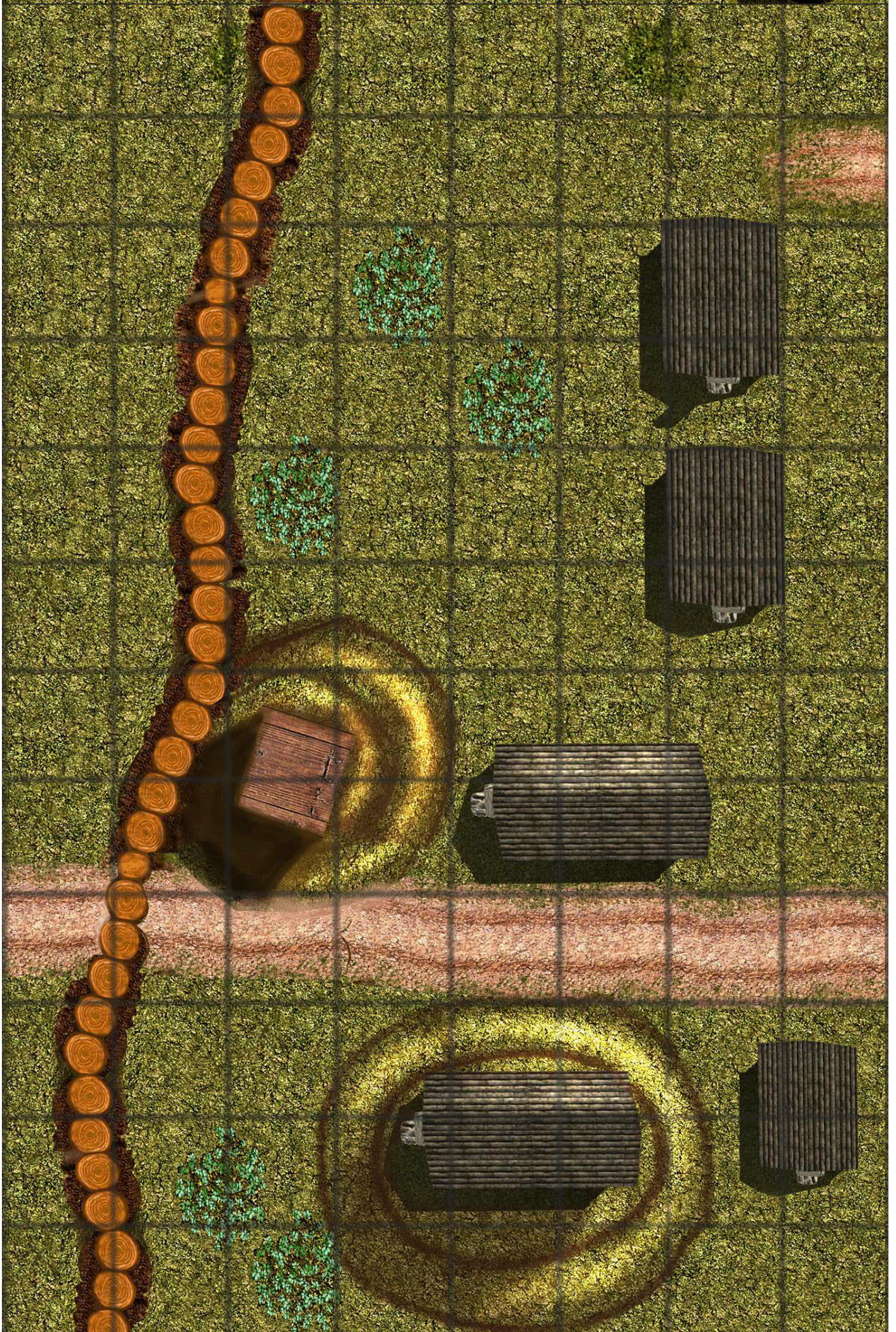
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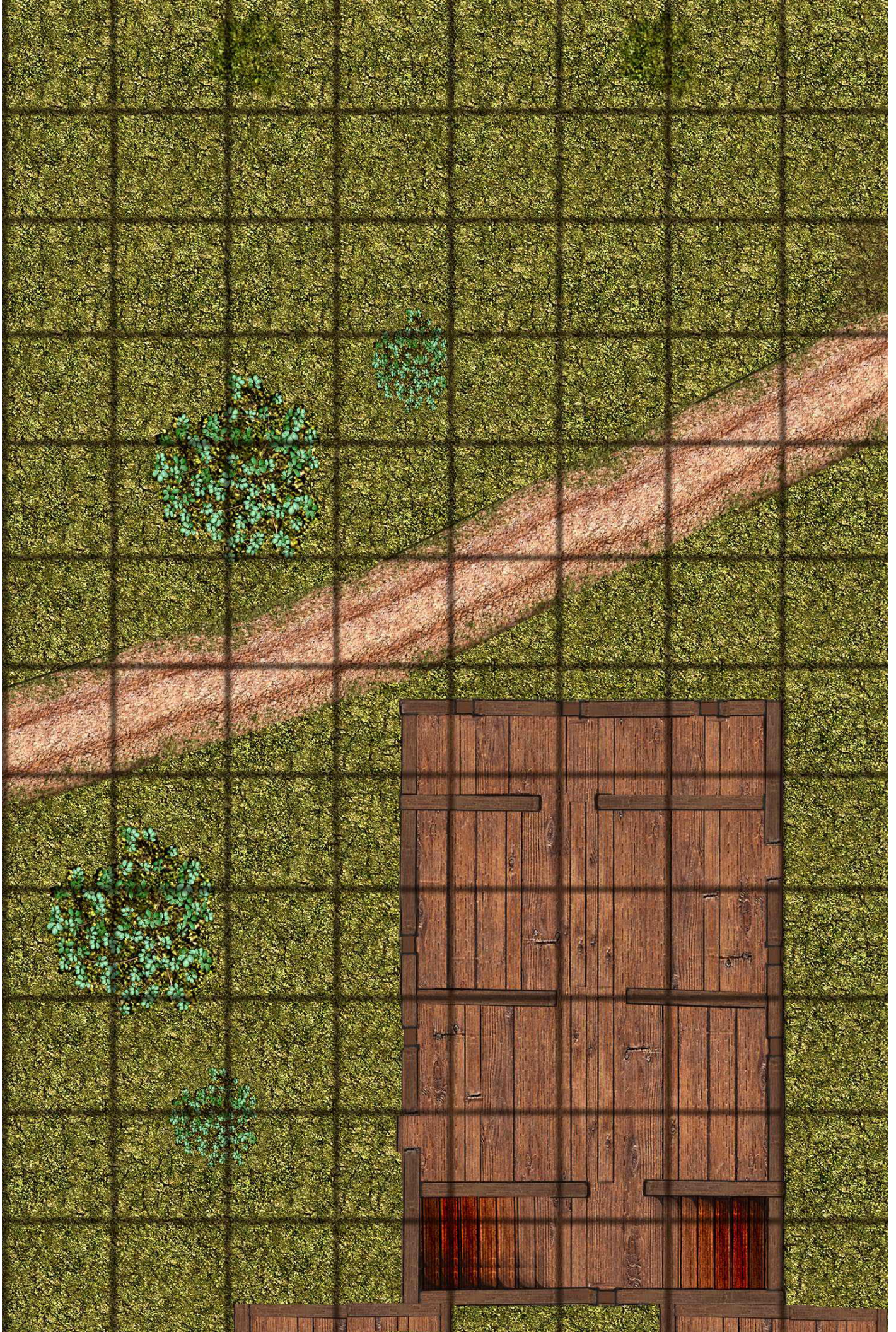


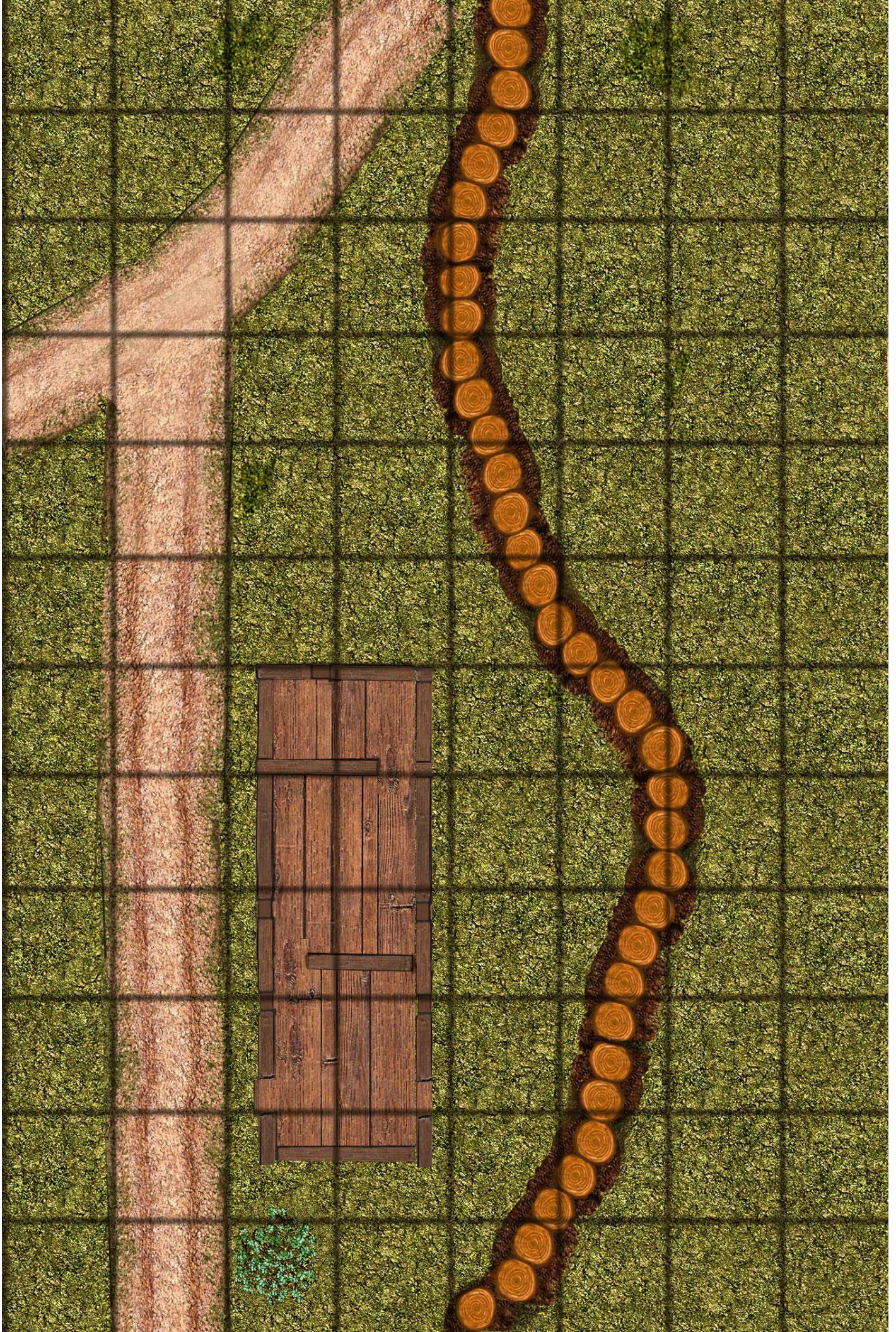


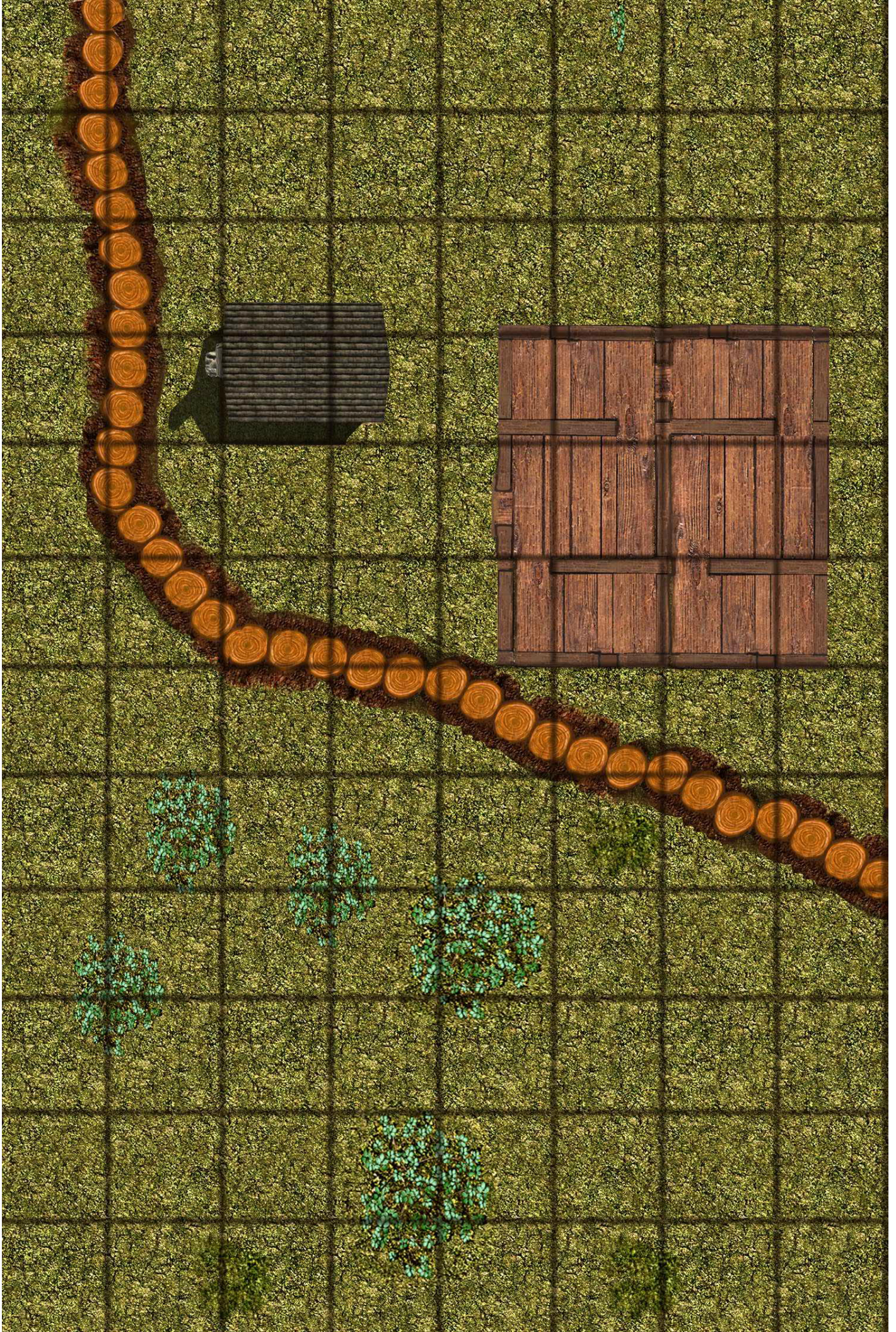


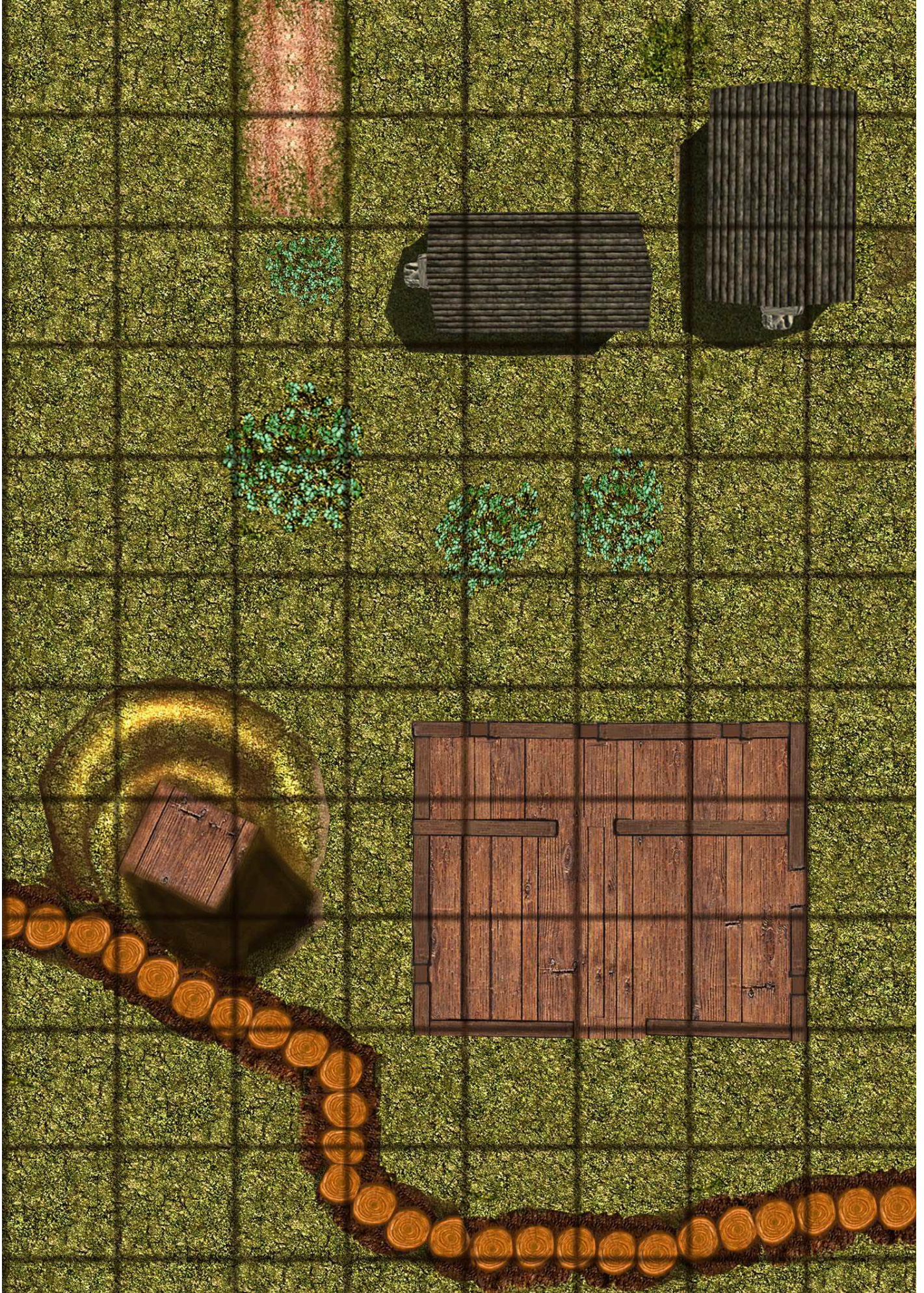


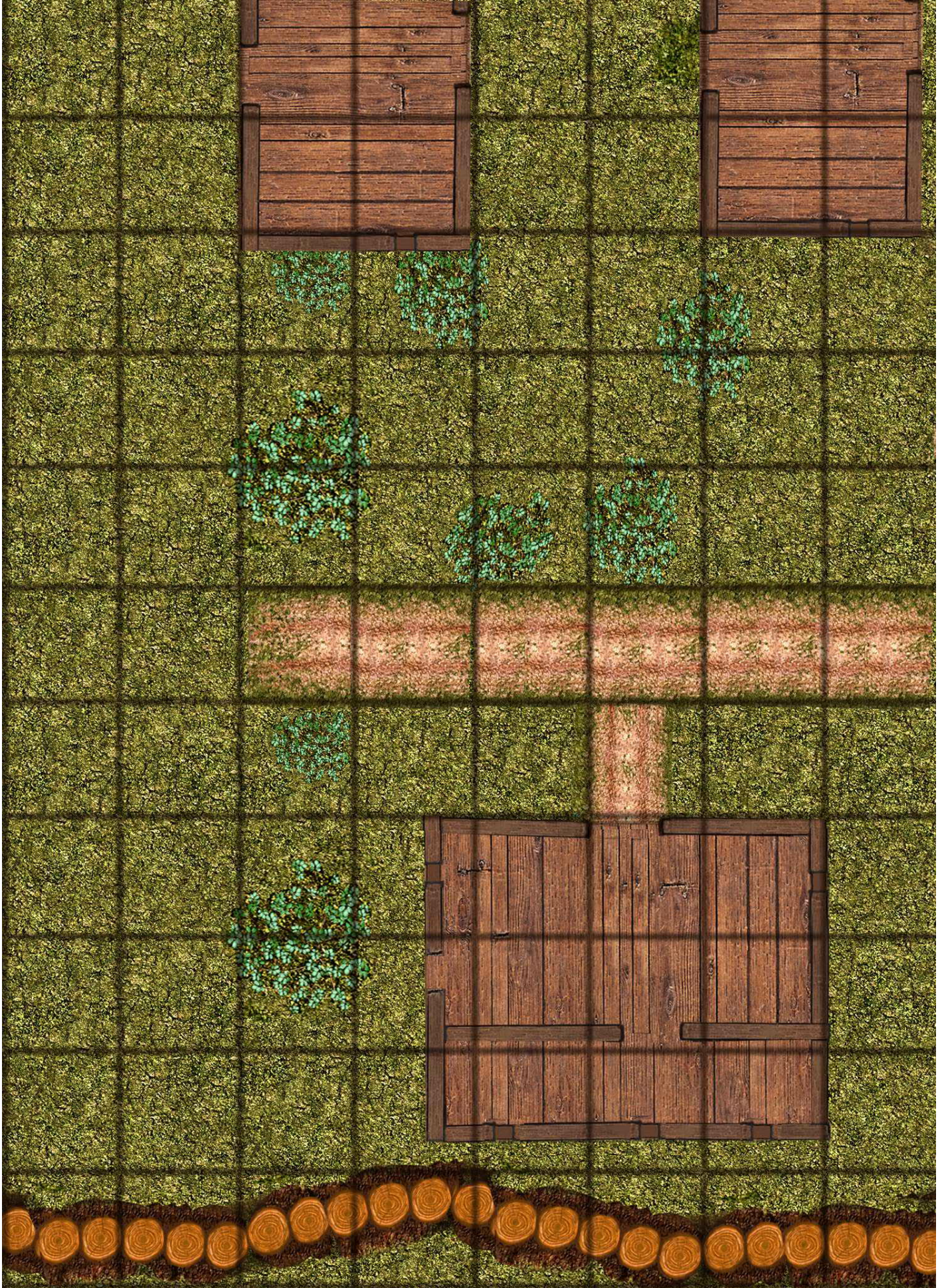


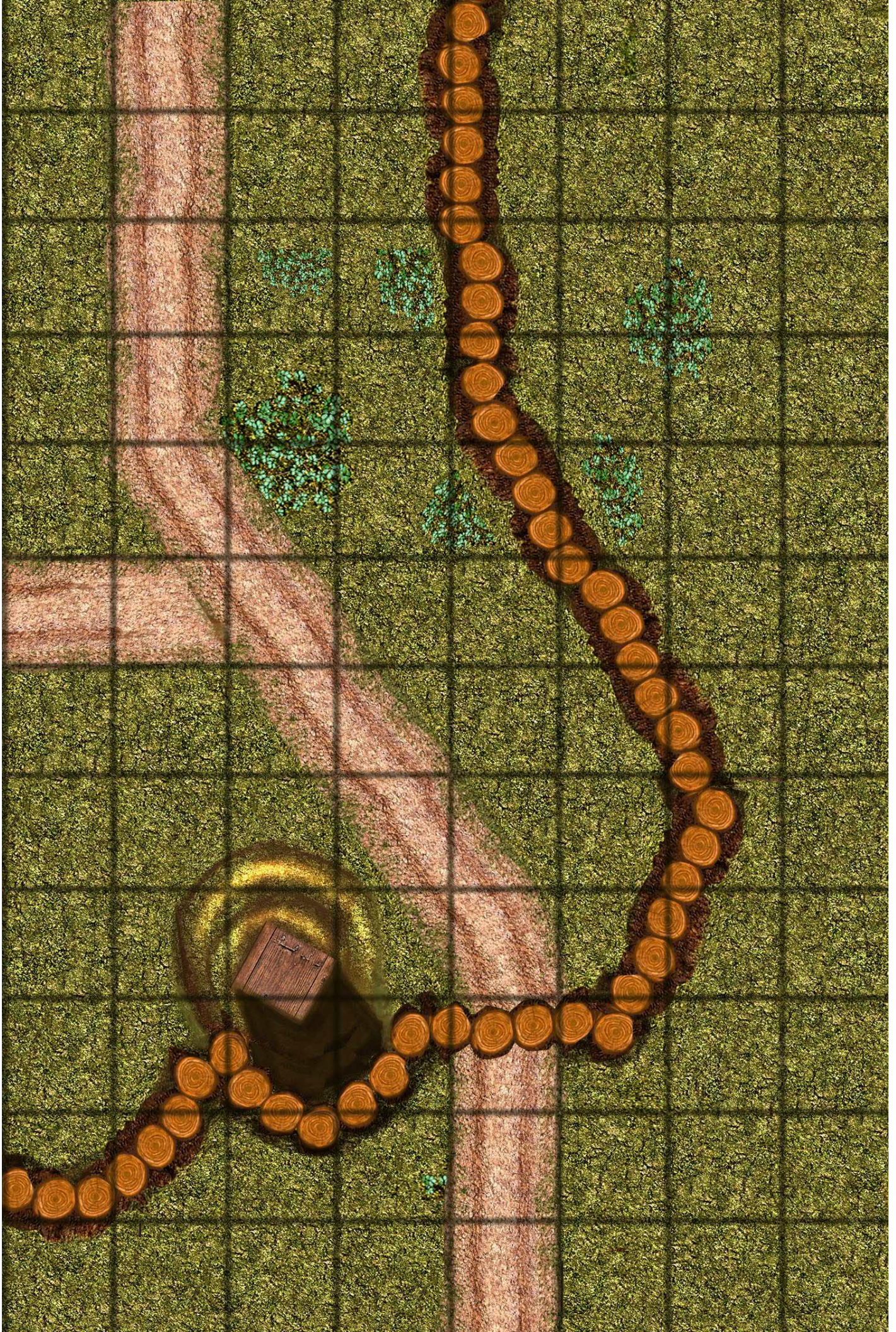


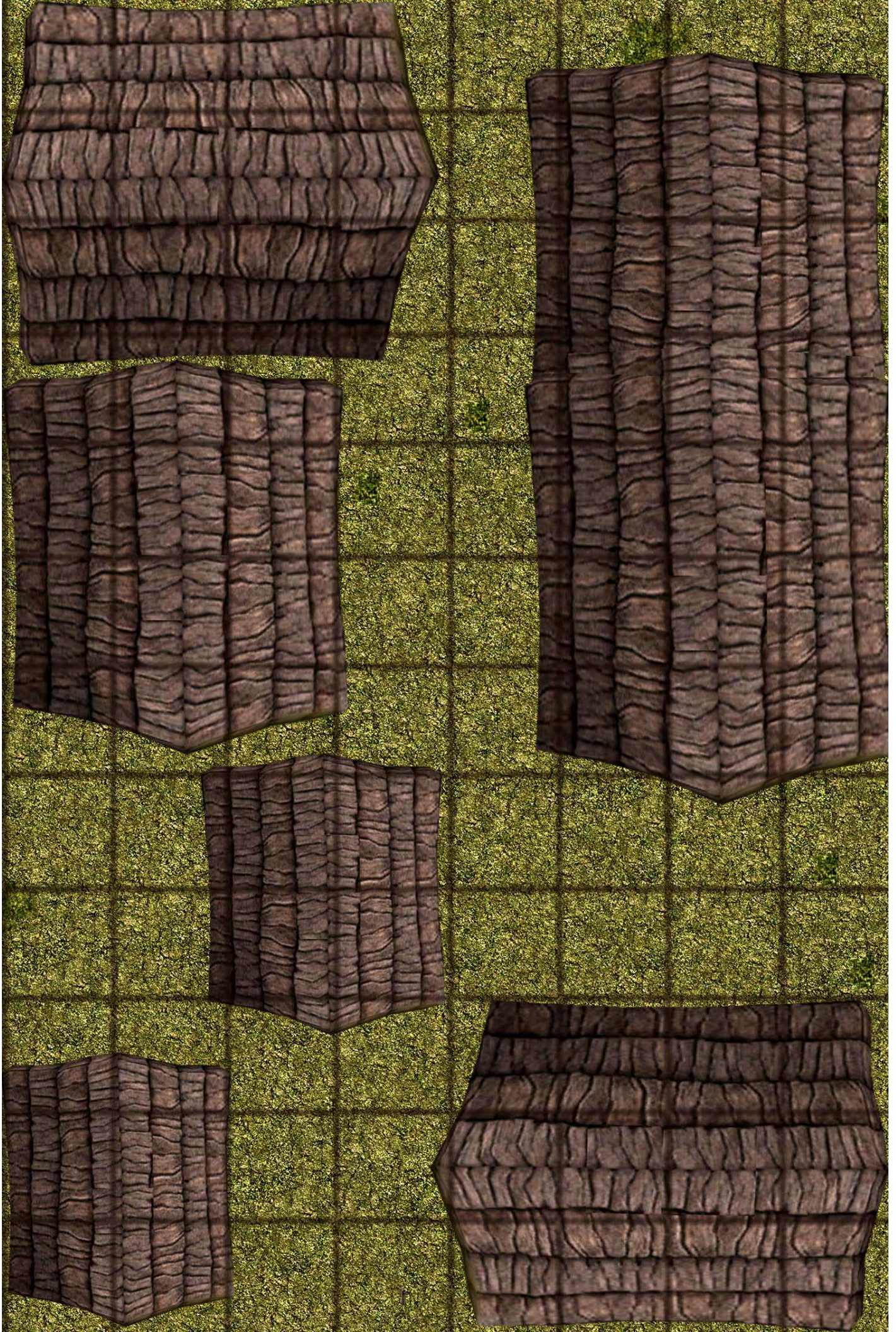


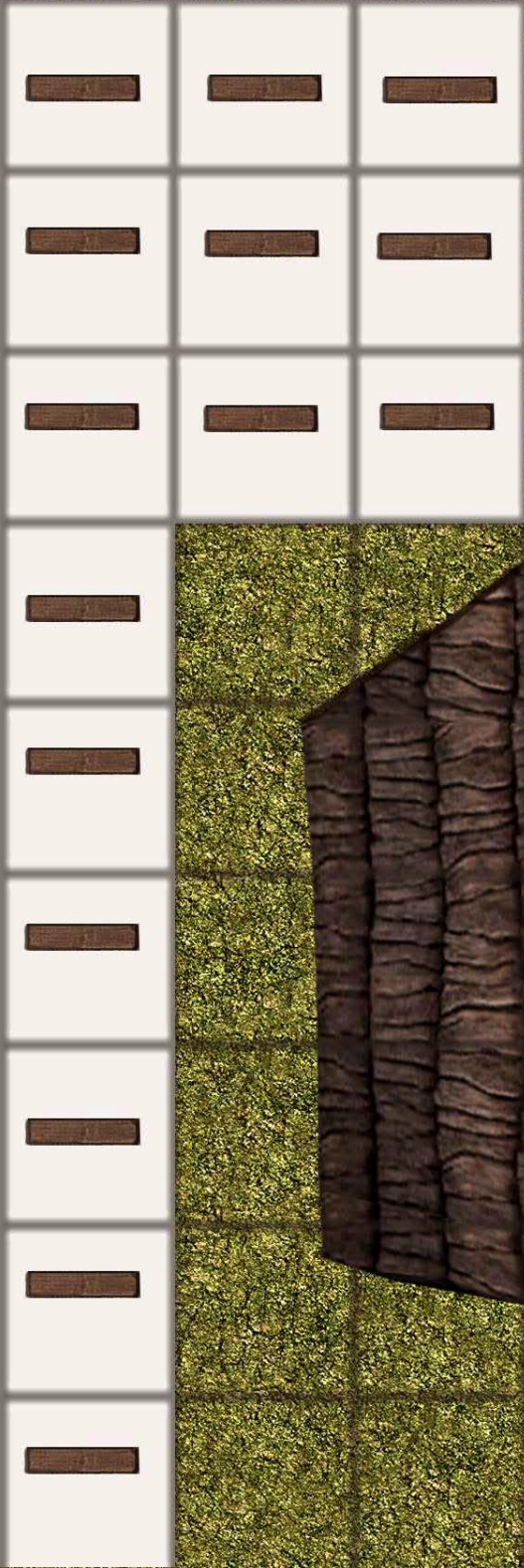


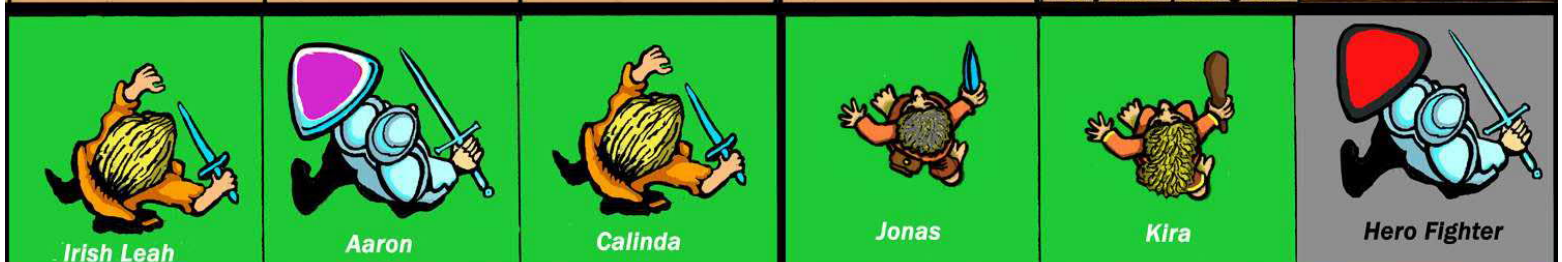
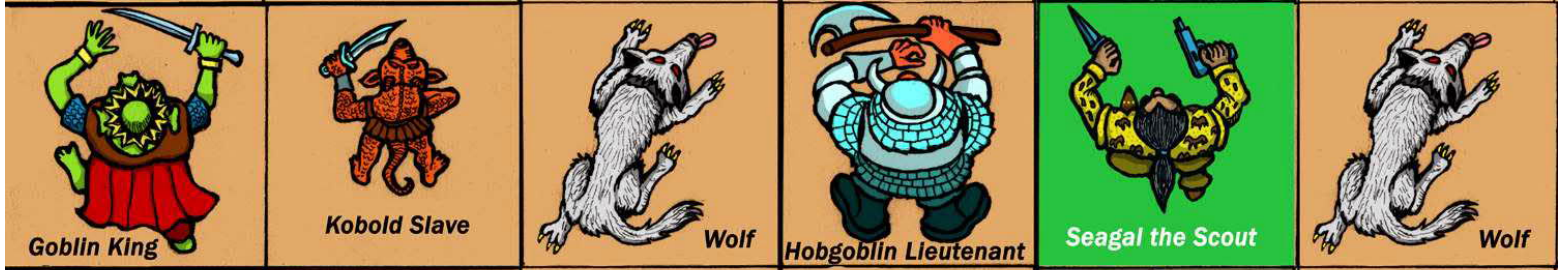












 Goblin Spearman	 Kobold Slave	 Wolf	 Goblin Archer	 Goblin Spearman	 Kobold Slave
 Goblin Spearman	 Kobold Slave	Goblin Wolf Rider 	Goblin Wolf Rider 	 Goblin Spearman	 Kobold Slave
 Goblin	 Goblin	 Wolf	 Goblin Archer	 Goblin	 Goblin
 Goblin Spearman	 Kobold Slave	 Wolf	 Goblin Archer	 Goblin Spearman	 Kobold Slave
 Goblin Spearman	 Kobold Slave	Goblin Wolf Rider 	Goblin Wolf Rider 	 Goblin Spearman	 Kobold Slave
 Goblin	 Goblin	 Wolf	 Goblin Archer	 Goblin	 Goblin
 Goblin Archer	 Goblin Archer	 Goblin Archer	 Goblin Spearman	 Kobold Slave	 Goblin Spearman
 Goblin Archer	 Goblin Archer	 Goblin Archer	 Goblin	 Goblin	 Goblin Spearman



Village Fighter



Don Renato



Sir Harald



Village Fighter



Fighter



Village Fighter



Halfing Hero



Village Fighter



John



Female Priest



Village Fighter



Jebediah Senior



Guido



Wulf



Village Fighter



Village Fighter



Oprah
Female Halfing



Village Fighter



Female Priest



Village Fighter



Abbot Salor



Female Priest



Village Fighter



Jebediah Junior



Female Fighter



Fighter



Female Fighter



Female Fighter



Fighter



Female Fighter



Priest



Female Fighter



Priest



Priest



Female Fighter



Priest



Village Fighter



Fighter



Female Fighter



Village Fighter



Fighter



Female Fighter



Priest



Village Fighter



Priest



Priest



Female Fighter



Priest

UNDER SIEGE

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