

MINI  
ADVENTURE

1

# DARKFAST

CLASSIC FANTASY

## GHOST WOODS ADVENTURE

BY: DAVID OKUM



**A MINI ADVENTURE FOR CHARACTERS LEVELS 2-3**

The Ghost Woods Adventure is the first in a series of mini adventures designed to be played with either Darkfast Dungeons or the Swords & Wizardry: Whitebox Role Playing Game. It's designed to give nostalgic old school thrills for gamers and grognards of all ages.

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compatible with  
**Swords & Wizardry**  
Whitebox





# GHOST WOODS ADVENTURE

An Adventure for 2nd to 3rd Level Characters

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Our heroes race against time to find a missing dwarf child in a horrifying forest of the dead before a death cult can summon one of the most terrifying monsters known to the Kingdom of Richard: a powerful Lich Lord known as Valen Darkfast, thought to be destroyed for over 280 years.

This adventure is designed to be used with both Darkfast Dungeons (and the upcoming RPG version of the tabletop game) and Swords & Wizardry: White Box. Basic stats for monsters, NPCs, spells, etc. will appear as regular text and Darkfast Dungeons statistics will appear in parenthesis afterwards.

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## Introduction

Two hundred and eighty years ago the Darkfast Wars threatened to engulf the world in a wave of undead horror. The battles devastated the countryside and cursed pockets of evil fester until this day: refusing to die. One such remnant of undeath is the Ghost Woods in the Kingdom of Richard. Located north of the Hill Dwarf enclave, the haunted forest has been shunned so long locals have almost forgotten what all the fuss was about. The closest town even has a yearly fall festival remembering the fall of the last living Darkfast. The necromancer attempted to fill the world with the animated corpses of the dead, but he was defeated. Yesterday a mysterious dwarf came to town frantically looking for local guides to escort him into the Ghost Woods to find his lost son. The players, interested in gold, honour, and a duty to destroy evil have stepped up to find the child before a dangerous prophecy can be fulfilled.

Note: This adventure was originally entitled “The Lich Lord” for Darkfast Dungeons. This release expands that planned adventure and also provides stats supporting Swords & Wizardry Whitebox.

## Sword & Wizardry: White Box Notes

This book is broken down into five major sections: Part One: Problems in Nettle, Part Two: The Old Fort, Part Three: The Ghost Wood, Part Four: The Lair of the Lich Lord, and an Appendix with new monsters and a new class for White Box. Each part of the adventure has encounter charts, NPCs and monster write-ups and other game material. It is assumed you have access to the Swords & Wizardry: White Box rulebooks as not every monster or encounter comes with game information.

The other thing you might notice is a particularly “old school” approach to the aesthetics and adventure. While trying to avoid a “railroad” format, the structure of this adventure is basically a geographical journey from point A to point B, to point C. Random encounters and typical player character curiosity should spin off a variety of side quests and adventure that could consume many game sessions without even referring to this adventure. Always let the players drive the bus, it’s much more fun for them and though it can be a bit frustrating if you know where you want the adventure to go, trust the players and let them think it’s **THEIR** idea to go on this crazy adventure in the first place.





## The Ghost Woods and Environs

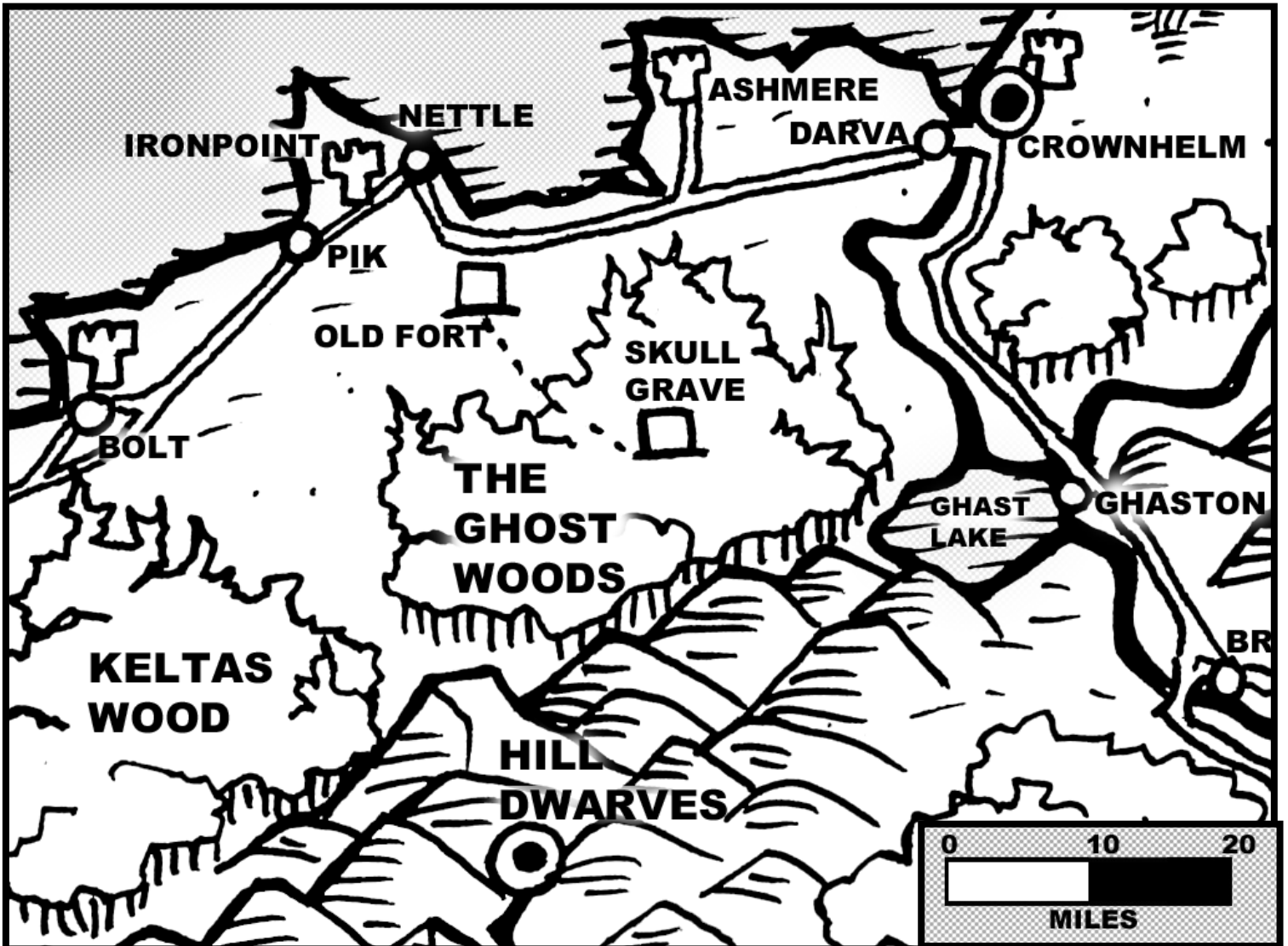
Two hundred and eighty years ago the Darkfast Wars engulfed the world in a wave of undead horror. The battles devastated the countryside and cursed pockets of evil fester until this day, waiting to destroy the living. The sleeping lich of Valen Darkfast is hidden deep below Skull Grave Castle in the heart of the Ghost Woods.

The **Keltas** are an ancient people who trace their presence in this land for thousands of years. They once ruled the land, but were beaten down by the Radaran Empire 1000 years ago. They have never recovered and were integrated into the local population, losing their language and culture. Today there are less than 5,000 Keltas scattered across the kingdom, but most live in the central hills and the neglected Keltas Wood. They paint blue holy symbols on their ashen pale skin and wear their black hair up in spikes, coloured white with chalk.

**Ashmere Castle** has a force of 30 well-armed knights and 50 men-at-arms. The castle itself is at the end of a road high above the waves that crash into steep white cliffs. Hundreds of farms surround the castle and over 150 able-bodied men can rally to assist in the defence of the area.

**Bolt** is a walled fishing community of 2,000 people that has seen some recent prosperity. Over half the current population arrived in the last ten years. The local castle has recently been replaced after a Northman attack destroyed the original stone tower.

**Crownhelm** is a walled city of 8,000 people built into the rough cliffs at the mouth of the Darva River. The crowning jewel is the shining white marble castle in the centre of the city. Originally intended to be the capital city of King Dallovis 100 years ago, the disastrous war with the elves and the constant attacks by northmen made Crownhelm not as safe as the king wanted. Today, Crownhelm has one of the largest com-





munities of mages in the kingdom. King Richard is nervous about magic and users of magic, relating them to his hated enemies: the elves.

**Darva** is a small fishing community on the other side of the Darva River from the walled city of Crownhelm. 600 people live and work in this town. A growing market of magical goods has added a new industry for Darva's citizens. Some claim that ancient tunnels under the town hold an army of monsters and magical items. There is even a story of how the town was once connected to the labyrinth below Skull Grave Castle in the Ghost Woods.

**Ghast Lake** is a lonely body of fresh water in the Ghast Valley. The Ghast river feeds into the lake and the Avara and Darva rivers empty into the Bay of Avara and the North Sea respectively. The lake is thought to be home of several dragons and water beasts.

**Ghaston** is a small (300 folk) fishing village and trade town full of strange, shy folk who seem to have an odd connection to mysterious creatures they refer to as "lake spirits".

**The Ghost Woods** fell into disuse at the end of the Darkfast Wars 300 years ago. There is a rumour that the undead lich of Valen Darkfast still waits in Castle Skull Grave, slowly building power so he can launch an assault on the living.

**The Hill Dwarf Citadel** is home to over 10,000 dwarves. This mysterious hidden city is located deep under Mount Dismal. There are six clans vying for power of the citadel and their allegiances seem to shift with every season. If the clans could ever unite, the Hill Dwarves would be a force to reckon with in the region. Until that day, they are mostly ineffectual and isolated.

**Ironpoint Castle** rises high on a lonely hill just north of the North Road. It is an elaborate, but rickety structure with a central keep surrounded by a many-towered wall. Ironpoint is used as a prison for enemies of the king and has an elaborate system of dungeons honeycombing the hill below it. Ironpoint houses over 25 knights and 50 men at arms.

**Keltas Wood** is home to a small population of people who lived in the hills in harmony with the elves and dwarves even before the Radaran Empire invaded 1000

years ago. The Keltas people are an ancient culture, well connected to the land and stubbornly holding onto their language and traditions, despite repeated efforts to wipe them out. Keltas features are squarish and chiseled, with strong jaws and steely blue eyes. Hair colour is dark, ranging to sandy brown and their complexion is almost deathly pale. Keltas warriors and mages will put chalk in their hair to stiffen and whiten it, often shaping it into spikes or keeping it in long ponytails. They will often use blue pigments to cover their skin with sacred and magical symbols and make themselves appear more terrifying than they already are. Today, there are probably less than 5,000 Keltas scattered through the central hills and the Keltas Wood.

**Nettle by the Sea** is outlined in detail on page 6.

**Old Fort** was once a thriving abbey specializing in the making of cheese. The monks were driven out by undead horrors during the Darkfast Wars and seem to be in no hurry to return. There are extensive ruins, now overgrown of the abbey and the accompanying castle walls and towers. Only the east tower remains partially intact and it is the home of two harpy sisters and the occasional gang of bandits and highwaymen.

**Pik** seems like the town that time forgot. Only 500 people, mostly old and infirm, remain. The buildings are in poor repair and packs of wild dogs terrorize the locals. Even the bandits give Pik a miss these days. One mystery unique to Pik is the strange arrival of dozens of animated scarecrows every autumn, usually heralding the arrival of the first snowfall. The Scarecrows have been terrifying the town for over 100 years and no explanation has been given for their sudden appearance and violent behaviour.

**Skull Grave Castle** is the former stronghold of Valen Darkfast: a powerful necromancer who became an even more terrifying lich lord. Located in the centre of the Ghost Woods, the castle is said to be crumbling into the undergrowth, but the real danger lurks below the ruins in a sprawling dungeon rumoured to connect to the Hill Dwarf Citadel in the central hills and the tunnels below of the magically-charged town of Darva.



## Nettle by the Sea

Although the starting point of this adventure could be from any of the towns or villages near the Ghost Woods, it is assumed that the characters start out in Nettle, a small community of farmers and fishers that once had a major port when trade with the Narvaran Alliance was good. These days, the fields are dry and the fish aren't biting and most of the able-bodied residents have moved to Bolt or Crownhelm to seek their fortune. This crisis has created many openings for the adventurous soul: guarding the docks, repairing crumbling infrastructure and other jobs requiring youth and strength. Cleric characters could be acolytes at the local church, working to save souls and replace beams and bricks at the same time. Clerics will most likely be from the Order of the Tomb (see appendix): relentless hunters of undead threats commonly found near the Ghost Woods. Let the players describe how they have settled into life in Nettle and how this charming little village has won their hearts and feels more like home than anywhere else they have lived.

The town has a population of just under 1000 permanent residents. In its heyday, it once boasted over 2,500 citizens and had over 100 warehouses and fish salting buildings on the waterfront. A fire two years ago destroyed most of the original docks and the warehouses, but some modest reconstruction started in the spring. Besides the tower that defends the town, there is a rickety castle (Ironpoint) between the towns of Pik and Nettle on the Ironpoint peninsula. Ironpoint houses over 25 knights and 50 men at arms. They are quick to respond to undead, keltas or orc threats, but try not to get too involved with the dealings of dwarves.

The reeve of Nettle is Harcourt Enright, a flabby, pale and balding professional politician with little motivation other than to hold onto his title. He is terrified of people in general and will mobilize the city guards quickly if the peace of his fair town is threatened.

Nettle has a small force of 20 city guards, but can muster over 100 fighting men (of dubious quality) if they are needed to defend the town.





## Nettle by the Sea: Key Locations

### 1. King's Tower.

This lonely stone tower has loomed over Nettle for over 500 years. Heavily damaged in the Darkfast Wars 300 years ago, it underwent massive renovations and still stands strong today. The tower houses Lord Tinitus, a red-faced bully who has fallen out of favour with the king after insulting Prince Edmund: the king's middle child. Four warriors follow Lord Tinitus and 6 other men at arms may be called on from the town when needed. The men of King's Tower theoretically take orders from the local reeve, but Tinitus' temper tantrums often stop him from doing his job properly.

### 2. Renwood Tavern.

This tavern is on the way to Ironpoint and Pik. It is a fancy, high-priced, but well-kept establishment. Owned by Varess Renwood and his half-elf wife Iris, the tavern is famous as far as Crownhelm for its roast mutton and clam suppers and monthly dart tournaments.

### 3. The Black Quill

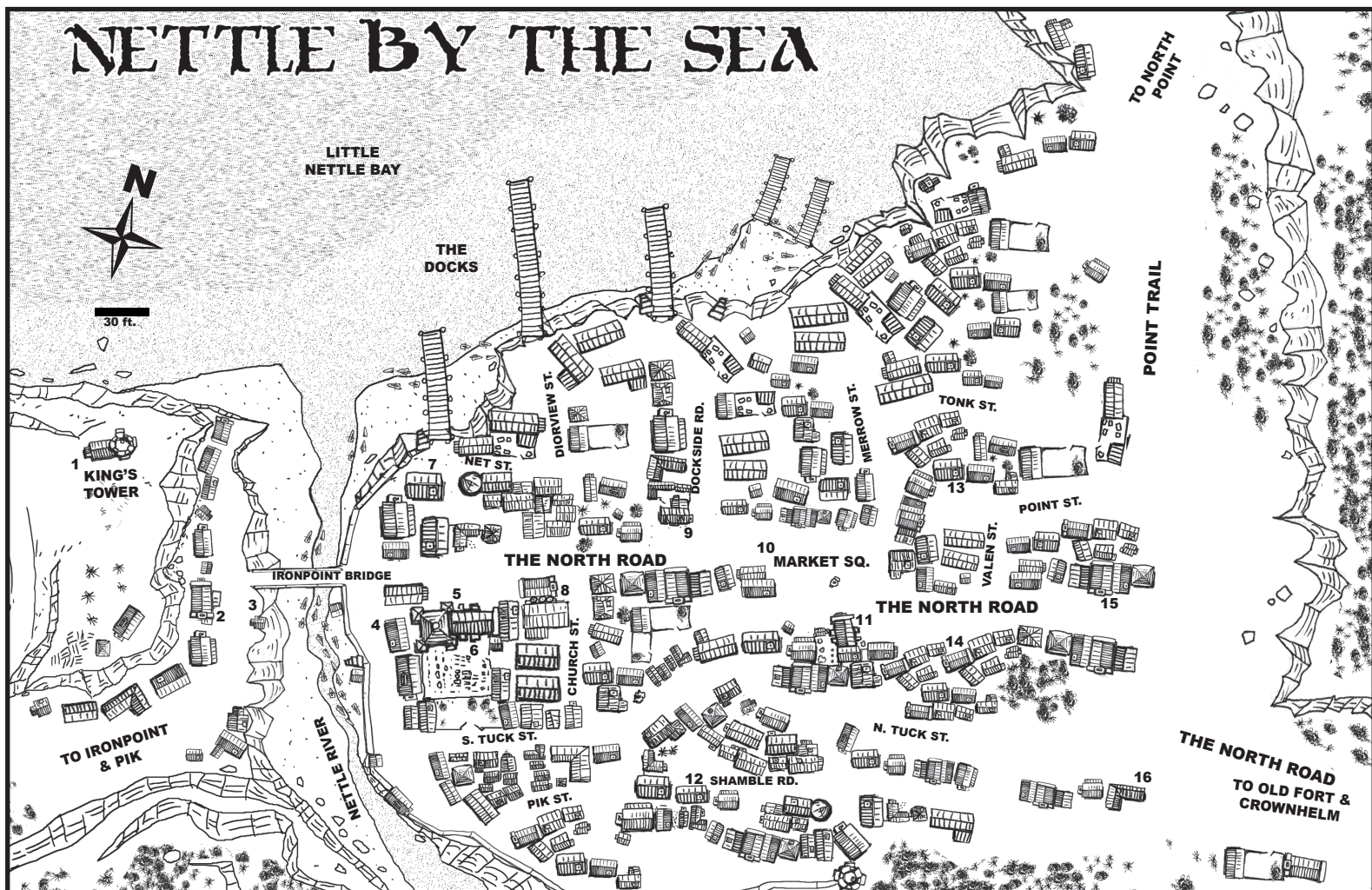
A tiny square building that is packed to the rafters (and higher) full of magical components and mostly mundane magic items such as healing potions and a few scrolls. The owner is a mysterious pale man with raven black hair and long, clawed fingers. He goes by the name Quill, but that probably isn't his real name. It is pretty obvious that he is not human (maybe half demon?), but he is respected and tolerated by the local clerics because of his generous donations to the upkeep of the local cathedral.

### 4. The Blood of Mercy Quarters

Residence for clerics of the battlefield who specialize in blessing the worthy and healing the wounded. They are dressed as simple nuns or monks. At least six Blood of Mercy clerics are in Nettle. There are both monks and nuns as this is the only military religious order that openly accepts women among their ranks. They specialize in healing the sick and wounded.

### 5. Cathedral of Saint Gelpas

St. Gelpas was known for his bravery in battle against





the undead and this cathedral has been run by the Order of the Tomb since the Darkfast Wars. There are 3 clerics who perform regular mass services and a dozen monks and nuns living on the grounds, tending to the gardens and graveyard. The cathedral is part of a yearly pilgrimage circuit and sees hundreds of pilgrims and traveling clerics visit each spring.

### 6. The Graveyard of St. Gelpas.

Enclosed by an iron fence and gate, the graveyard is said to be visited by St. Gelpas himself for a few minutes at midnight during full moons. Rumour has it that St. Gelpas will bless one brave warrior if a suitable offering of mutton is presented to the ghost-like presence. The details of this blessing are up to the Game Master.

### 7. Harbourmaster's Office.

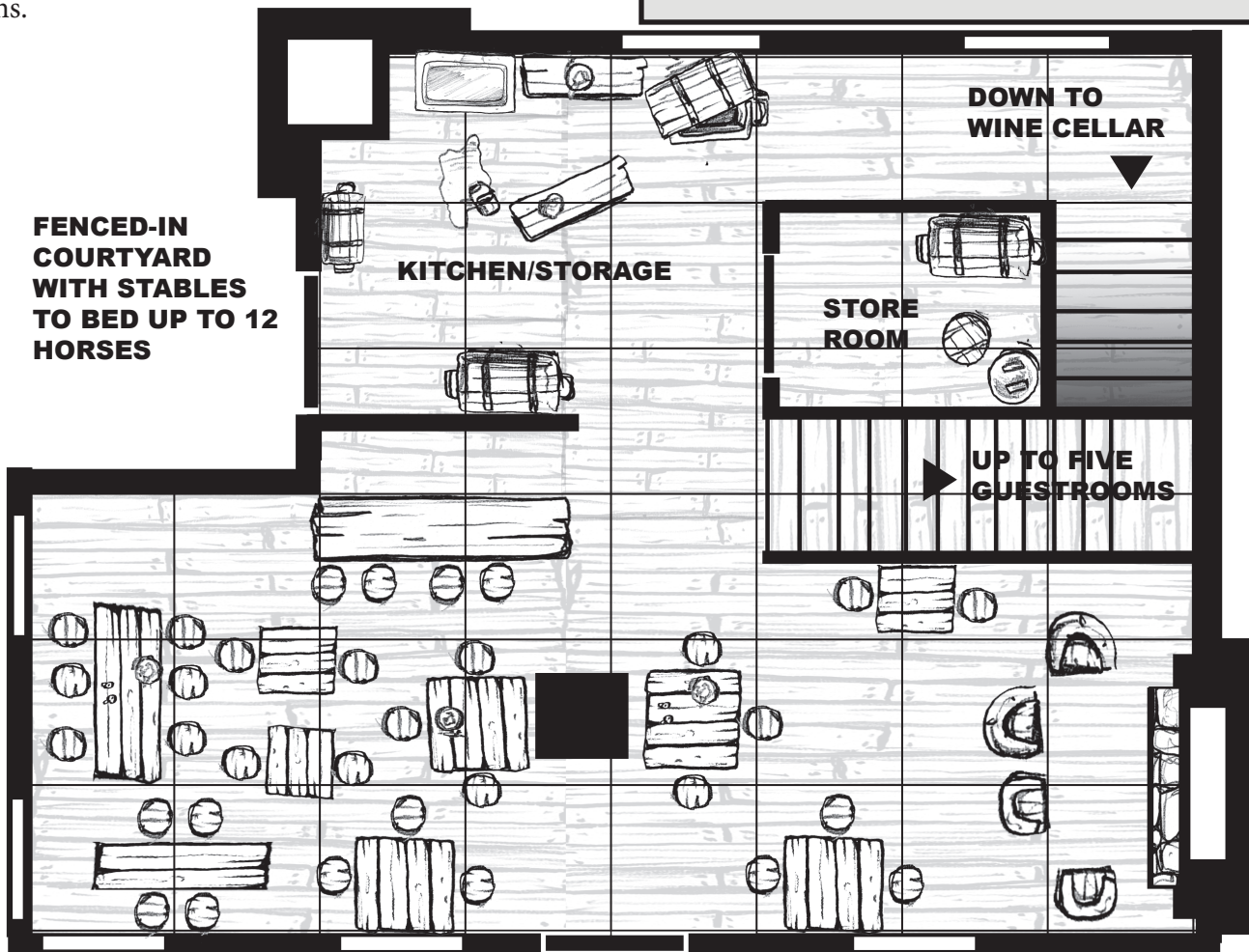
The Harbour Master is a large, jolly man named Seth Walewski who came from Riesk. He describes Riesk as a cold place where all the food is boiled until it is gray. Seth will question anyone using the docks and likes to know what is going on north of Net Street. He has a posse of 10 men at arms to help him enforce his whims.

### 8. Gevvy Ashfor: Tailor.

Gevvy makes a good living creating armoured vestments for the clerics living at and traveling to St. Gelpas. He has a knack for making armour appear as normal, everyday garments. His prices are double that of other places in town and he always seems like he could be doing something better than making clothes for people.

### 9. The Galewind Pub.

The pub is one of Nettle's oldest and most loved establishments. Run by the Elowen family for over 300 years, they've only been shut down once after the Darkfast Wars and the subsequent infestation of zombies. Thirty years later when trade resumed, they opened to a steady stream of sailors and fishers. Today, the sturdy black and white half-timber-framed, wattle and daub structure overlooks a the cobblestoned market square. The current owner and bartender is Whitman Elowen, a powerfully-built four foot tall albino man with long, stringy hair and a laughing mouth of crooked yellow teeth.



## 10. Market Square.

This square is packed most mornings with hundreds of vendors selling local produce and seafood. The centre of the square has a 15 foot stone statue of a winged knight slaying a dragon with a flaming sword over a well-fed fountain that provides most of the town with fresh and clean drinking water. It is a local custom to make a wish and throw a copper piece into the fountain for good luck.

## 11. Town Hall

This is the workplace of Harcourt Enright who is the reeve of Nettle. There is a large meeting hall where Harcourt hears the concerns of his citizens and makes pompous declarations from time to time. Mostly he sits in his luxurious office overlooking the market square and sips his wine nervously. Harcourt has a force of 20 men who act as a goon squad/city guard, enforcing his edicts and laws with an iron fist. They wear medium armour and at least 10 men patrol the streets at any given time, day or night. They carry whistles and clubs and seem to look for any opportunity to hit someone.

## 12. Guild Hall

Anyone who wants to open a shop or offer a professional service must register with the local guild hall. Failure to do so results in disastrous punishment such as broken windows, a bloodied nose, or worse. The tactics of the guild lords are firm, but never lethal. They often hire the Mansemen (see location 16) to deal with troublesome people.

## 13. Tonk Inn

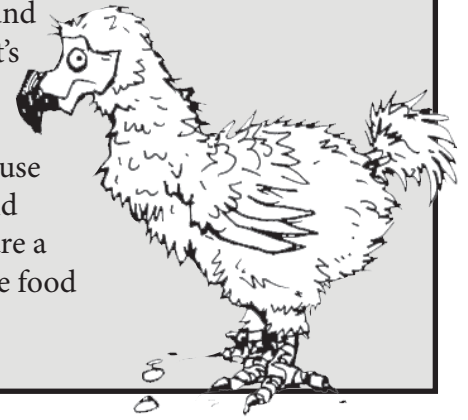
The Tonk Inn is a glorified stable that has been divided into 20 rooms. The first floor also has a great hall for drinking and a gaming room in the back that specializes in cliff dodo fights. These dodos are bred to be surly and are given bladed claws and beak hoods. Owned by Victus Tonk, the Tonk Inn is a cheap and sketchy place to spend some time.

## 14. Kevrik's General Store

Nettle's best general store is owned by a grumpy half orc named Kevrik. Kevrik's lack of social skills is only matched in his ability to have the lowest prices in town. His prices are generally 10% less than standard list prices for equipment and weapons. He is always looking to hire people to help guard his shipments. Prices are fair, but Kevrik likes to save money and pass the savings on to his customers.

## Cliff Dodos

While most seaside towns have an abundance of terns or puffins, Nettle has a colony of cliff dodos. Cliff dodos are plump, turkey-sized flightless birds that live on the cliffs in and around the town of Nettle. It's considered bad luck to kill a cliff dodo, probably because they are so docile and easy to catch. They are a particularly favourite food of dwarves.



## 15. Fessworm's Fine Foods

At the edge of town is a strange yellow two story building with a large image of a fried cliff dodo leg on a sign. Linnik Fessworm is a purveyor of fine and hard to find foods from all over the Kingdom of Richard and beyond. He specializes in food from the country of Riesk, delighting the hearts of those few families in Nettle who originally called Riesk home. His 20 year old son Mischa is a local strong man, challenging unwary citizens to feats of strength and earning a living intimidating pilgrims and travellers.

## 16. The Old Manse

Once the fanciest house in all of Nettle, this large, three-storied building is now the living quarters and training facilities for a dozen mercenaries who have called themselves the Mansemen. They hire their services to the reeve or local business when thieves become troublesome or someone owes them money. The Mansemen often harass travellers and pilgrims coming into town from Crownhelm, claiming to charge a toll for the reeve when they actually pocket the money themselves.

**North Point** is a small village just north of Nettle. There are only a dozen buildings and mostly farmers live there now. There is a large graveyard/necropolis from ancient times that is still used by local residents.



## Part One: The Mad Dog

One particularly grey and foggy autumn day the gossip of the town is about an agitated dwarf and his vicious dog. Rumour says the dog has bitten a child and there are calls to find the dwarf and run him out of town. By the end of the day the dwarf can be found drowning his sorrows in the Galewind Pub. His dog is tied up in the stables “for safety” and the dwarf has settled into a meal, but mostly seems to be crying into his ale. The dwarf will introduce himself as Gorwit Wendhoff of the Hill Dwarves. His dog Ulf is not the crazed beast the old women in the town have been complaining about, in fact, he’s quite affectionate. Gorwit will be pleased to talk to reasonable folk, but his agitation and anxiety seems to be giving way to despair. A tale over a tankard of ale and a plate of meat would seem to be in order.

### The Dwarf’s Tale

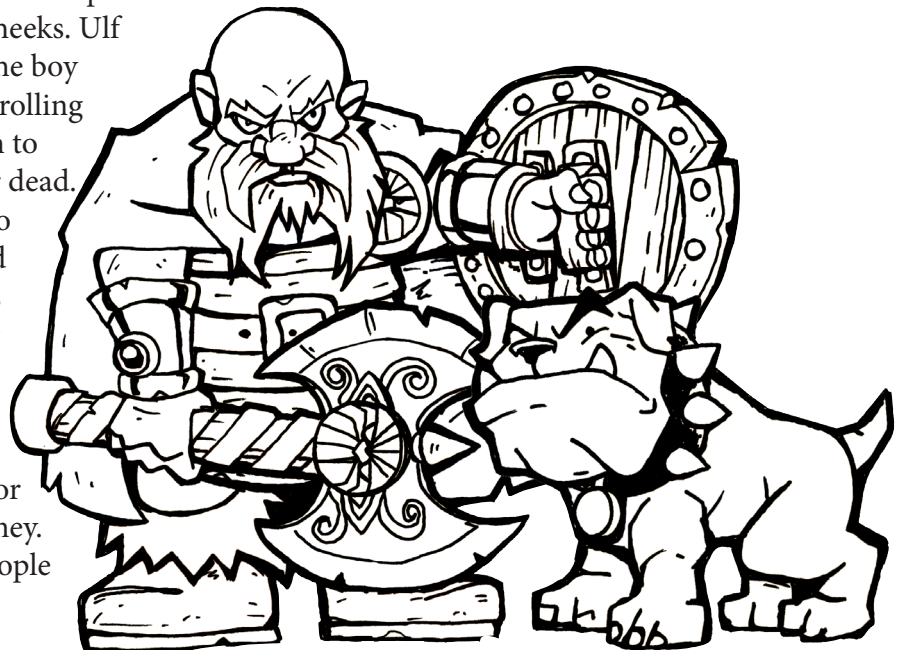
Gorwit had tried to meet with the reeve of the town, but he was turned away and roughed up by Enright’s thugs. “Serves me right I suppose, it’s just that there is so little time to spare!” Through tears Gorwit explains that three days ago he and his son Hegel set out on an errand for his wife’s family to deliver a family heirloom to a long lost relative who lived east of the Keltas wood. His dog Ulf warned them of a battle in the night. Gorwit was shocked to hear the squealing and clashing of a horde of orcs riding dire boars finishing off a Keltas patrol. Fearful he had been spotted, he circled widely to return to his camp. He stumbled upon a scene that still draws the colour from his cheeks. Ulf bravely defended his son, but orcs grabbed the boy and rode off on their dire boars, across dark rolling grasslands towards the Ghost Woods. He ran to help, but was struck from behind and left for dead. He was awakened at dawn by Ulf and the two followed the trail to the old road. They found an encampment with tracks of up to ten orcs and their dire boar mounts. More disturbing were the carved bones in the fire pit: the tell tale signs of a necromancer. Realizing he was outnumbered and overpowered by the orcs, he headed for the nearest community for help, arriving in Nettle after a non-stop journey. Unfortunately, he lacked the appropriate “people

skills” and has realized he is on his own. Gorwit could handily give a party 2,000 Dwarven Gold Pieces for their assistance. He fears the necromancer will use his son for an evil ritual in the Ghost Woods. Will the characters help him? Of course they will!

### Adventure Hooks

If the players are having a hard time figuring out why they would go on this adventure consider the following suggestions as to why they would risk life and limb to help a stranger (and a dwarf no less).

- 1. It’s the right thing to do.** Nobody else is stepping up to help this dwarf and if the character was in their shoes, they’d want someone to help them.
- 2. It’s a race against time.** The character has a sense that something really evil will be unleashed if the death cult performs the ritual.
- 3. In it for the money.** The character might need money, or it might be the only motivation to adventure. The dwarf may offer more gold if it helps.
- 4. This is my destiny!** This series of events may feel very familiar to the character because this has been predicted by a mystic years ago and the story has been told at family events since the character was an infant.
- 5. It’s my job!** The players could have class-based reasons for helping the dwarf: clerics would want to stop an uprising of undead in the land, fighters could use some extra money, thieves would be attracted by the pay, but would also love the chance to show off their ability to skulk. Mages, however, would realize the danger the necromancer’s sacrifice could unleash, the resurrection of Valen Darkfast, one of the most powerful liches in history.



## Rumours in Nettle

The following list is a compilation of various stories, rumours, and facts concerning Nettle and the surrounding environs. Most citizens of the town will know some of these stories. Some stories are true, some are somewhat true, and others are totally fabricated. Partially true stories have a (P) at the start of the story. False stories have an (F) at the start of the story. All stories should be treated as if they are true until proven otherwise. The characters should interact with the NPCs in town in order for these stories to be told. Some of the rumours are related to the main plot of the adventure and others are side-quests or wild goose chases designed to keep the game interesting and provide future activities after the current adventure.

Roll (2d6)	Rumour
2	(F) The reeve is really a demon lord looking to open the gates of hell itself.
3	Orcs have been spotted on the cliffs outside of town. A lone rider has been riding to them just before sunset and returns under the cover of darkness.
4	Several giant rats have been terrorizing the fishermen living along the riverbank. It's rumoured they live in a series of caves below the town accessible from the cliffs along the river.
5	(P) The reeve hires bandits to steal goods so he can ask for more money from the king for security.
6	(F) One night I saw the statue in the Market Square burst into flame and fly into the sky. The next day it was there as if nothing had ever happened.
7	A colony of ghouls lurks along the cliffs to the west of the town at night. They are slowly making their way into town and growing bolder and bolder every night.
8	A band of evil gnomes live in a tree in the woods just north of town (on the road to North Point). The gnomes play harmless tricks on travellers at night.
9	The clerics in town have been worried about a prophecy predicting a second coming of the Lich Lord: Valen Darkfast.

- 10 (P) Northmen are landing at North Point and coming into town for supplies.
- 11 A sentient, cursed dwarven axe lurks the town each night in search of victims.
- 12 There is a maze of tunnels from the wine cellar of the Renwood Tavern to the King's Tower. It is crawling with undead, but holds a treasure trove.

## Encounters in Nettle

Encounters occur when the characters spend extra time in town or set out looking for trouble. Most often the characters will simply encounter regular citizens going about their business. These encounters are for when things "get interesting".

Roll (2d6)	Encounter
2	1d6 city guards looking for "protection money" from the characters.
3	1d6 guildsmen demand payment (2d6 GP) from a character for using his services in town.
4	A pack of 1d6 vicious feral dogs tearing through town rushes the characters from out of nowhere.
5	A man and a woman argue loudly. This is a distraction for a pickpocket who will fleece the crowd. The couple will flee, apparently embarrassed. They will all fight if challenged.
6	1d6 Northmen challenge all comers to battle. They seek gold and glory on the streets of Nettle.
7	1d6 Acrobats and jugglers demand payment for their "show."
8	1d3+2 young children pushing a cart full of empty bottles throw them at everyone they come across. One attack per child.
9	A local shop-owner is beating his unfortunate employees with a stick on the street.
10	1d6 kids follow the characters everywhere.
11	A grumpy holy man (prophet of Vistra) will scream prayers at any non-human characters or NPCs he encounters, threatening them with his holy mace.
12	1d6 city guards arrive to arrest the characters in a wacky mistaken identity situation that everyone will "laugh about" later.

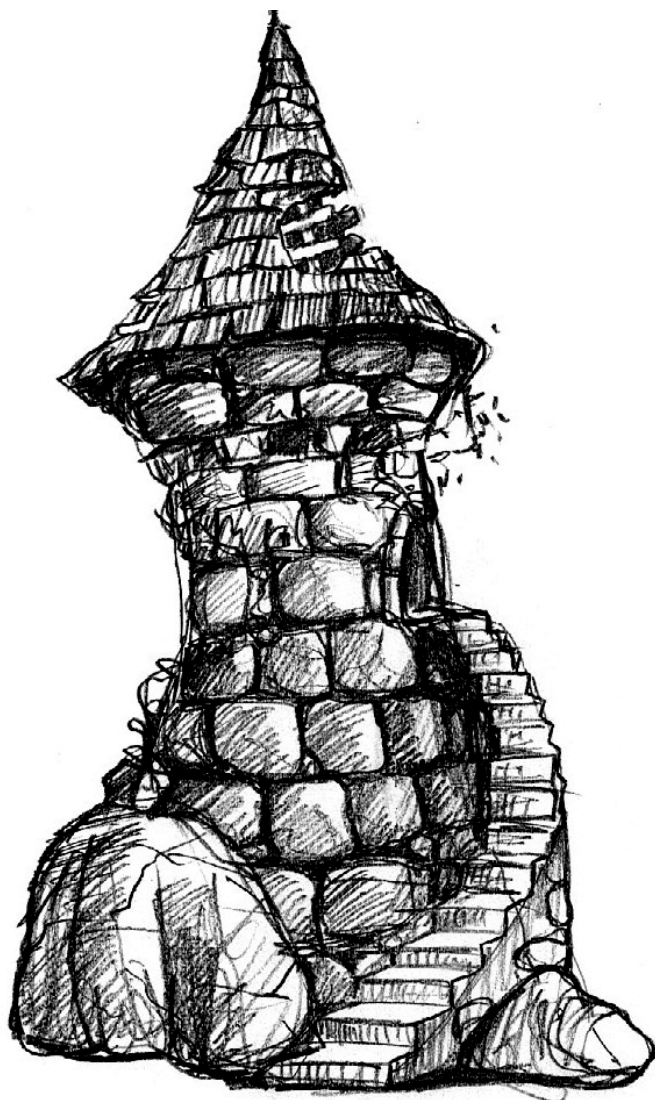


## Part Two: The Old Fort

### On the Road

With no time to waste the dwarf hires a stagecoach to transport the party to the ruins of Old Fort. He tries to get some sleep on the journey, but he is too troubled. There they will have to continue on foot to the Ghost Wood. Gorwit is convinced that Ulf could track his son once they are in the forest. Mages and cleric characters will note that time is of the essence: a new moon tomorrow would create the perfect night for a necromantic ritual involving a sacrifice.

The walk from Old Fort to the Ghost Woods will take six hours and the heroes should enter the woods somewhere just before sunrise.



The Fort's East Tower

### Encounters At Old Fort

Characters will arrive at Old Fort in the middle of the night. The clouds and fog will make everything particularly dark and hamper the journey, but the large circular tower of the Old Fort still dominates the landscape, a dark shape silouetted against the mist. The GM should take every effort to describe the area as unnerving and mysterious. The Player Characters (PCs) should always feel like they are being watched and they should react to every movement, shadow, night sound and bird call.

Roll 2d6 per hour to see what the characters encounter at the ruins:

#### 2d6 Encounter

- 2 1d6 stray orcs on foot, too afraid to enter the woods, but itching for a fight.
- 3 Two bandits per PC, with one bandit leader 1 HD more than the highest PC.
- 4 A stray ghoul has made a home in some ruins, it will attack only if it is disturbed.
- 5 A pair of harpies (sisters) have made a nest in the eaves of the fort's east tower and consider the PCs a threat that must be stopped.
- 6 One injured elderly monk is building the largest bonfire the PCs have ever seen. It is a massive pyre to destroy over 20 fallen zombies. The fire is attracting more zombies than he can destroy and he is getting tired. As long as the fire burns he will attract 2d6 zombies and/or skeletons per hour.
- 7 1d6 dire boars
- 8 2d6 goblins looking to burn something, or someone.
- 9 1d6 animated suits of rusty armour attack the PCs. Each suit is 2 HD, AC 3 [16]
- 10 A cursed headless woman wearing a white gown and clutching a bloody axe steps out from behind a ruined wall and begins to attack, looking for a new head. 3 HD, AC 5 [14]
- 11 1d6 Skeletons rise up from fallen ruins
- 12 1d6 zombies step out of the fog, winning initiative for the first combat round.

## Encounters On The Road to the Ghost Wood

If the characters travel at a good pace they will walk for 5 hours and enter the Ghost Wood at dawn. This will let them search the woods by day, when the undead and orcs are at a disadvantage. The road is overgrown and crumbling with trees growing through the heaving flagstones. Ulf's barking will make it difficult to sneak past any encounters.

### 2d6 Encounter

- 2 A human death cultist wearing a red hooded robe and nursing a nasty sprained ankle. He's not in the mood for a fight, but might be able to lead the characters to the site of the ritual if they feed him. The death cultist confirms the PCs worst fears that they are trying to awaken the last powerful lich of the Darkfast Wars: Valen Darkfast.
- 3 A swarm of 1d6 undead ravens swoop and attack. HD 1/2, AC 2 [17], 1 pt damage per attack.
- 4 2d6 Goblins and 1 Hobgoblin with a whip trying to organize them to pull a cart with 4 dead deer.
- 5 The smouldering remnants of a campfire from the night before. 2d6 Gold Pieces are hidden in the ash and embers along with chicken bones.
- 6 An Ogre awaits the PCs arrival from underneath the arch of an abandoned aqueduct fragment. He is mainly out to steal gold or other shiny objects the characters may own.
- 7 Graves of recent fallen travellers on the side of the road, near an abandoned and overgrown apple orchard. Anyone who approaches the graves will activate a ward on the nearest tree that will lash out and hit with branches. Make a Saving Throw or take 1d6+1 damage (Trap: Ability Check vs 2d6)
- 8 The bodies of 6 Death Cultists, apparently killed by orc weapons (telltale arrows). 1d3 gold pieces among them.
- 9 The rotting remnants of an overturned luxury stagecoach, now the home of 1d6 giant rats and their more powerful +1 HD mama rat, 1d6 damage bite, plus disease (fever: in 24 hours lose 1/2 HP and all actions are at -1 for two days)
- 10 One human merchant, hiding in the ruins of an old horse shed beside a burnt-out and overgrown stone tavern. He is actually a unicorn in

disguise. Treating him properly and with respect will win the PCs free healing or 2d6 GP. The GM should reward the characters depending on their needs.

- 11 1d6 skeletons, rising from piles of bones on the uneven grassy ground
- 12 2d6 zombies, looking for a meal

## Part Three: The Ghost Wood

### Entering the Ghost Wood

The Characters will arrive at the edge of the Ghost Woods noticing a wall of cedars and birch trees that pretty much tear apart whatever is left of the road. In some cases the roots have ground the road's flagstones to powder. The sky is a steel gray and the clouds appear heavy. There is no sound of birds before the dawn, but the croaking calls of thousands of ravens break the stillness of the morning. Every branch will be covered with plump, blue-black ravens watching the characters every move. Their calls are deafening and make it hard to hear things moving in the undergrowth. The Ghost Woods are gray and cold. Based on the tracks, it's clear that the Orcs are heading towards Skull Grave Castle: final resting place of the Lich Lord Valen Darkfast.

Pushing into the woods, the characters should have one or two encounters before getting to Skull Grave Castle. A couple of facts should become obvious:

1. The Orcs are also trying to get two of their own children back from the Death Cultists. They were attempting a swap with the dwarf child. They will admit it was a bad idea and will offer to help fix their mistake if they get assistance from the characters for a final assault on the Death Cultists.
2. The Death Cultists are attempting to enact a ritual to re-animate the lich lord Valen Darkfast. The location of this ritual must be on the highest point on the ruins of Skull Grave Castle. Valen Darkfast's body was burned 300 years ago and the ashes scattered to the four winds. A sacrifice of three children on the new moon while incanting the proper necromantic rituals could bring Valen Darkfast back.



## Encounters In the Ghost Wood

Characters in the Ghost Wood will have one or two encounters before they reach the ruins of Skull Grave Castle.

### 2d6 Encounter

- 2 A swarm of 1d6 undead ravens swoop and attack. HD 1/2, AC 2 [17], 1 pt damage per attack.
- 3 2d6 tiny winged death head fairies harrass the characters. All actions are at -1 as they swarm. HD 1/2, AC 1 [18] (Harrass).
- 4 Strange blue floating flames will appear just out of range. If the characters follow them, they will get lost deeper in the woods (roll 2 more encounters).
- 5 The smouldering remnants of a campfire from the night before. 1d6 recently slain travellers (that have been turned into zombies) attack.
- 6 2d6 Death Cultists looking to “kill all unbelievers.”
- 7 One injured orc on foot. Will try to flee from the characters. If reasoned with, he will reveal the orc’s plan to stop the Cultists and lead the characters to the orc camp.

- 8 The bodies of 2 Death Cultists, apparently killed by orc weapons (telltale arrows).
- 9 A skeleton on a skeletal horse wielding a large scythe attacks.
- 10 A spectre haunts this area, looking to kill and transform characters into new spectres.
- 11 2d6 skeletons, rising from piles of bones half-buried in the undergrowth.
- 12 1d6 zombies, looking for a meal

### An Unlikely Team-Up

Joining forces with a band of orcs riding terrifying giant boars might seem counter-intuitive at first, but they seem just as desperate to get their children back as Gorwit is to find his son. Don’t rope in or railroad the players into this decision. A team-up suggestion should come from the players after interacting with the orcs or the cultists and realizing that the orc’s true mission. Play up the icky differences and the fact that this is a limited time situation where diplomacy will win out over old rivalries. By the time the characters join forces there will be four orcs on dire boars remaining.



## Part Four: The Lair of the Lich Lord

### Whispers of Prophecy

Mages or clerics will whisper the long-forgotten prophecies heralding the return of Valen Darkfast. The new moon, sacrificing three children and a cult of death all play a major role in the mythology. The anxiety will set in that they may already be too late. After another encounter, the characters (hopefully, with a group of four orcs on boars in tow) will arrive at the ruins of Skull Grave Castle.

### Skull Grave Castle

Skull Grave Castle is an old square-towered stone castle that was the centre of Valen Darkfast's evil necromancy over 300 years ago. It was heavily damaged in a punishing siege and assault and the resulting magical backlash that ripped across the land. It has stood, neglected for hundreds of years and a dark, dense forest has grown up around it. A distinct glow of a green-tinted bonfire is noticeable on the top of the tower.

### The Final Battle

It is impossible to approach the castle stealthily as there are too many cultists wandering the forest. Up to twenty cultists may be in the forest near the ruins. They will attack in two waves of 10 with two of the 10 using crossbows. The other 8 will stand their ground and not advance from their positions unless they are overwhelmed or someone breaks through the line.

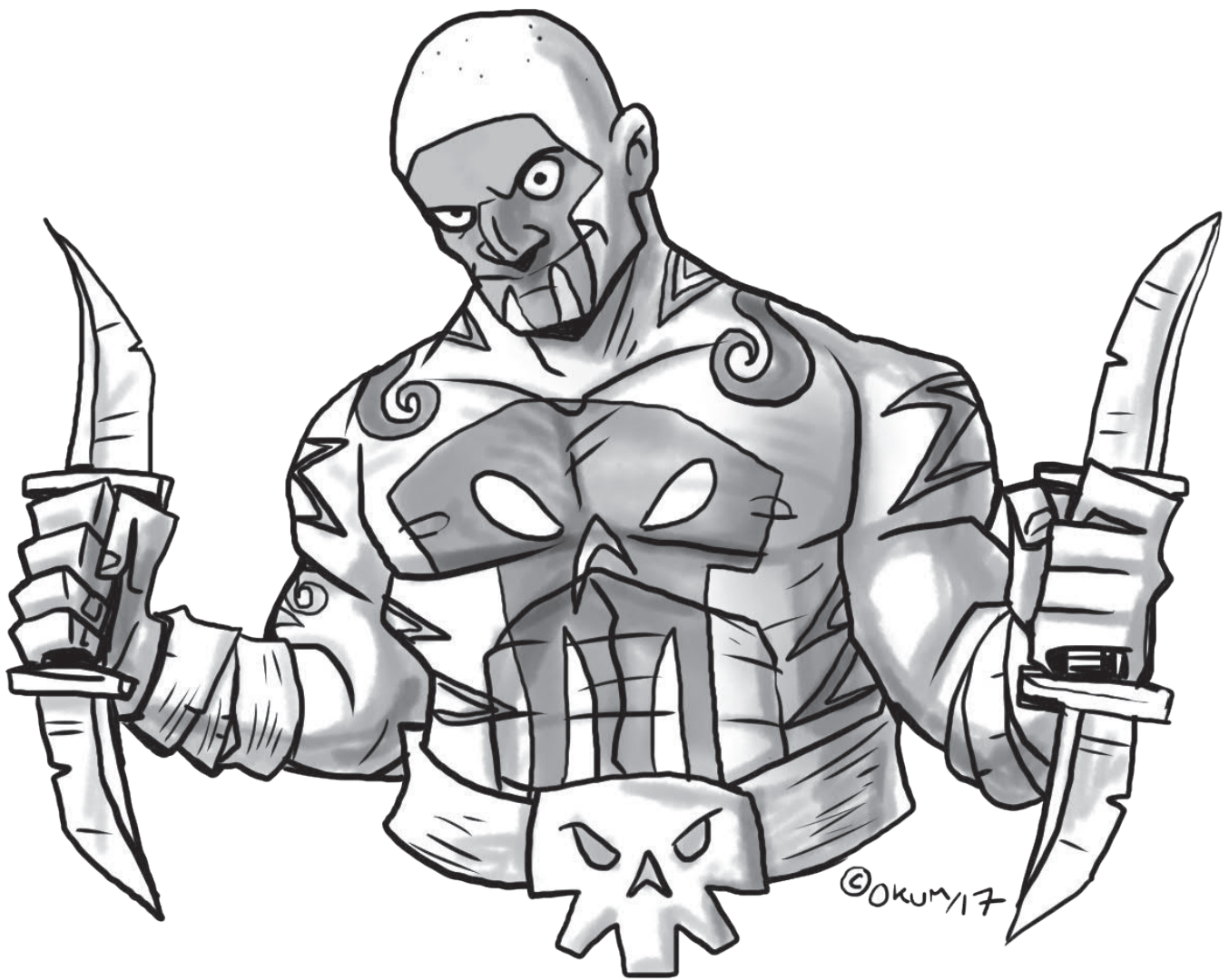
There will be another 10 Cultists inside the ruins and the characters will have to fight their way through another 5 cultists up the narrow and rickety wooden stairs without the benefit of the giant boars.

## The Top of the Tower

At the top of the square tower, all 3 children will be found strapped with leather bonds to a makeshift circular stone altar. In the centre of the altar is a bonfire that is glowing with an unearthly green flame. The flames appear to be drawing down towards the bonfire. They are surrounded by three necromancer death cultists and their leader, all incanting the necessary charms and spells required to return Valen Darkfast to the world. The leader will stop chanting, step forward and raise his hooded head to glare at the characters. Dropping his hood and robe reveals his torso and arms are covered in hundreds of tattoos depicting magical death symbols. Brandishing two double-sided knives he will launch an attack to stop the characters once and for all while the three necromancers finish incanting the spell.







### Stopping the Ritual

For the playtest, 10 round (Game Turns) were given for the characters to get to the top of the tower and stop the ritual summoning from happening. The last 3 of those rounds (GTs) would have been a systematic killing of the three children used as sacrifice so time was of the essence. There were running battles in the surrounding forest and all through the ruins of the tower and a hard-fought slog up three flights of crumbling stone and wooden stairs to get to the top. Somehow, the fighter managed to ride one of the dire boars all the way to the top before it was killed. If all three children are killed in the last three rounds (GTs) of the ritual then the ritual has succeeded and the Lich Lord Valen Darkfast will return. If the ritual is thwarted the surviving cultists will try to flee into the forest and will probably be killed by wandering undead.

### Finishing the Adventure

If the players succeed at saving the children and stopping the ritual they will be treated as heroes by the orcs and the dwarf. 2,000 dwarven gold pieces will be given to the character party once the dwarf returns to his home in the hills. The orcs will celebrate with a “fine feast” where most of the food is disgusting or inedible, but “it would be a shame to dishonour our new friends by taking their hospitality and gratitude for granted.”



## What if the Unthinkable Happens?

It is entirely possible that the Death Cultists might successfully summon Valen Darkfast. If this happens tendrils of dust and ash will whip into a vortex in the middle of the mystic fire. The fire will flare brightly and a huge blast will knock everyone flat. When the sparks and dust settle, a skeletal form will rise from the ashes, clawing his way out of hell. Valen Darkfast will attack all available targets. The characters will be hopelessly out-classed by Valen and should probably flee for their lives. Valen will raise an army of zombies and launch an attack on the nearest community (Nettle) and then move from town to city until the entire world falls under his control.

### Valen Darkfast (male undead lich HD 12)

#### White Box Stats

HP 52, AC 0 [19], Save 7

Attacks: 1 Hand (1d6 + drain a level)

Special: Appearance causes paralytic fear (save to avoid), touch drains a level (save to avoid loss, if all levels are lost the character dies and turns into a zombie), spells.

Magic Spells (as a level 12 Magic User):

Magic Missile, Charm Person, Sleep, Read Languages

Invisibility, Knock, Locate Object, Wizard Lock, Fireball, Fly, Lightning Bolt, Protection from Normal Missiles

Dimensional Portal, Polymorph, Wall of Fire, Wizard Eye

Animate Dead, Cloudkill, Magic Jar, Teleport, Death Spell

Move: 6 HDE/XP: 15/2900

#### DFD Stats (7 Boss)

Ability: 3 Health Points: 18

HtH Mod: +0, Range Mod: 0, Defense Mod: +1,

Armour: 3, Power: 3, Damage Mod: 0

Gear: None

Talents: Spellcasting,

Powers/Abilities: Magic Power 2 (6 spells: Magic Missile, Charm (target turns into an ally if they fail an Ability Check (6). Not usable vs elves or undead), Protection (+3 armour for one encounter), Sleep (6 targets up to 30

squares away, make Ability Check (9) or fall asleep for a number of GT equal to what was missed, Invisible (Figure is invisible for 3x the difference of an Ability Check (6)), Teleport (may move self or target 18 squares away. Ability Check (6) to resist).

Death Touch: Touch does damage, but also drains Ability of the Target. The Target must make a successful Ability Check (6) or also lose 1 Ability. Below zero Ability kills the character and turns them into a loyal zombie.

Scary: Figures within 12" must make an Ability Check (6) or flee for 1 GT. Must recover to attack.

Immune to toxins, diseases and sleep spells

Dark Secrets: Vulnerable to Holy and Magic, Sunlight acts like dangerous terrain, See in Darkness 6"





# Appendix

The following provides GMs and Players with a new character class, pregenerated characters, NPCs, and monsters for use with both Swords & Wizardry White Box and Darkfast Dungeons.

## NEW CHARACTER CLASS (White Box)

### SKULL ADEPTS

Skull Adepts are carefully chosen cleric who channel holy power through the skull of a saint of the Holy Radaran Church. Each skull is a unique saint skull, carefully blessed and prepared for the individual adept. The skull itself is practically indestructible and glows with a holy light that brightens as abilities are invoked. Skull Adepts are honourable and lawful, losing their special connection to their saint if they stray from the righteous path.

Level	XP	HD (D6)	TO HIT BONUS	ST	Spells				
					1	2	3	4	5
1	0	1	+0	15	-	-	-	-	-
2	1,500	2	+0	14	1	-	-	-	-
3	3,000	3	+0	13	2	-	-	-	-
4	6,000	4	+1	12	2	1	-	-	-
5	12,000	5	+1	11	2	2	1	-	-
6	24,000	6	+2	10	2	2	1	1	-
7	48,000	7	+2	9	2	2	2	1	1
8	96,000	8	+3	8	2	2	2	2	2
9	192,000	9	+4	7	3	3	3	2	2
10	385,000	10	+5	6	3	3	3	3	3

**Weapons and Armour:** The Skull Adept may only wear light armour (nothing heavier than leather) and only use blunt weapons (preferring a mace).

**Spell Casting:** Skull Adepts cast divine spells just like a cleric, but instead of praying for a set of spells they must invoke them from the skull of their saint.

**Saving Throw:** Skull Adepts receive a +2 bonus on saving throws vs. poison and paralysis.

**Turning the Undead:** Skull Adepts can “turn” undead, causing them to flee, or destroy them on the spot. Use the Turn Undead Table as found in the White Box Rulebook. This may be used only once on specific

targets. If the undead does not flee or destroyed it continues to act as usual. Undead that flee will return after the 2d6 rounds and may not be turned again.

**Saint’s Skull:** Skull Adepts bond with the blessed skull of a saint. This skull is the focus connecting the adept to the deity. Without this skull the Skull Adept cannot turn undead or use divine spells. The skulls are holy items that cannot be destroyed, but they can be taken away from the Skull Adept. While in use, the skulls will glow and float slightly above the open hand of the adept.

**Establish a Reliquary Shrine (9th):** At ninth level, a Skull Adept character can choose to establish a Reliquary Shrine dedicated to worshipping the chosen saint and documenting their scriptures. They also attract a collection of loyal worshippers and adepts.

**XP Bonus for WIS:** Skull Adepts with a Wisdom of 15 or higher get a 5% Experience Point Bonus.



## **PREGENERATED PLAYER CHARACTERS (White Box)**

### **Finnel Bungrin (male dwarf fighter level 2)**

**HP 12, AC 4 [15], Save 13**

Str 14, Dex 8, Con 16, Int 11, Wis 10, Cha 9

Languages: Common, dwarfish

Equipment: Chain mail, shield, fur cloak, Battle axe +1 1d6+2, rations (5 days), wineskin

Finnel is a confident warrior from a long line of adventurers and dwarven royal guards. He refuses to back down from conflict and will always choose to do the "noble thing."

### **Loren Panwyn (male human fighter level 2)**

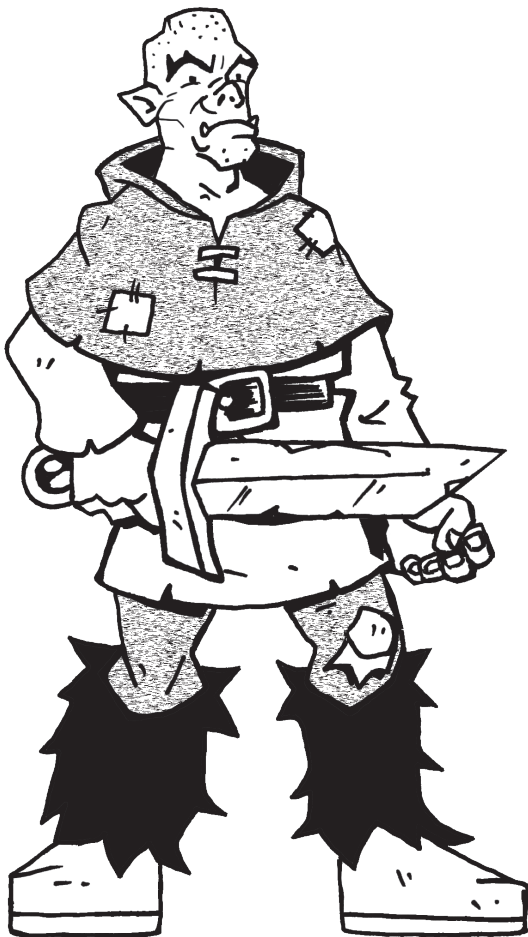
**HP 12, AC 3 [16], Save 13**

Str 17, Dex 9, Con 12, Int 8, Wis 8, Cha 15

Languages: Common

Equipment: Plate and Chain, shield, fur cloak, Sword +1 1d6+2, rations (7 days), 6 torches, waterskin

Loren's family was originally from Palantra and he was originally destined to become a cleric. His studies failed, but his adventuring spirit lives on.



### **Vak Undrin (male half-orc thief level 2)**

**HP 7, AC 7 [12], Save 13, Thievery 2**

Str 16, Dex 10, Con 10, Int 11, Wis 9, Cha 9

Languages: Common, orcish.

Equipment: leather armour, hooded cloak, 6 throwing knives 1d6-1, rations (7 days), waterskin, backpack, 50' rope.

What Vak lacks in subtlety he more than makes up for in blind rage. He has a huge chip on his shoulder and will take any comment as a reference to his half orc heritage.

### **Hilvig Mueller (female human skull adept level 2)**

**HP 10, AC 7 [12], Save 14**

Str 13, Dex 10, Con 9, Int 15, Wis 16, Cha 12

Languages: Common, elfish, Palantran, Riesk, Radaran

Equipment: Leather Armour, holy vestments, mace +1 (blessed) 1d6+1, rations (3 days), waterskin, saint's skull relic, prayer beads of blessing (one target per day as per bless spell).

Clerical Spell: Light

Hilvig hails from Riesk and speaks common with a strong (germanic) accent. She has studied at the finest abbeys and treasures the pursuit of knowledge above all. She will also say and do almost anything to advance her saint's influence on the Radaran church.

### **Greel Varess (male human magic user level 2)**

**HP 7, AC 9 [10], Save 14**

Str 9, Dex 8, Con 15, Int 17, Wis 10, Cha 16

Languages: Common, dwarfish, elven, giant, gnomish, Radaran, Palantran, orcish.

Equipment: Chain mail, shield, fur cloak, Axe +1 1d6+2, rations (7 days), waterskin.

Spells: Sleep, Magic Missile (1d6 dmg, no save)

Greel has a high opinion of himself. His bragging has put a price on his head. Bounty hunters working for rival magic guilds have put a hit on him because they fear he is as powerful as he says he is.

### **Lyra Kregfold (female human fighter level 2)**

**HP 12, AC 6 [13], Save 13**

Str 10, Dex 16, Con 15, Int 11, Wis 9, Cha 15

Languages: Common,

Equipment: leather armour, cloak, hand axe 1d6, 6 throwing blades 1d6-1, rations (7 days), torches, waterskin, 4x healing potions (1d6+1)

Lyra is very protective of her friends and family. She lived in Bolt her entire life and has only recently set out to live a life of adventure.



## PREGENERATED PLAYER CHARACTERS (Darkfast Dungeons)

For quick original character generation feel free to use the Darkfast Dungeon Basic Game Character Cards and make a character just as you would for a regular game of Darkfast Dungeons. You will, of course just use the card and talents you draw to create a playable adventurer very quickly.

If the GM does not wish to run the game as a tactical miniature driven game feel free to use the “theatre of the mind” and describe the actions of the characters. Roll Activation as usual where the number rolled indicates movement and actions available for the Game Turn. or use the “Take Five” and “Take Six” Optional Rules. To “Take Five” the GM and Players may choose to play as if everyone has rolled a 5 for Activation. This speeds up game play considerably and takes away the random nature of rolling Activation each GT. Characters not involved in combat or under stress may opt to “Take Six”, gaining +1 to all Ability Checks for that GT as if they would have rolled a natural 6 for Activation. They may not attack or defend that GT



and may not add Ability or any Talent to add to their Defense Roll. The GM should abstract movement or remember that 1 square (inch) is equal to 5 feet of real world scale.

### **Finnel Bungrin (male dwarf fighter)**

Dwarf Fighter (3)

Ability: 2 Health Points: 6

HtH Mod: 0 Range Mod: 0

Defense Mod: +1 Armour: 3

Power: 0 Damage Mod: +2

Gear: Battle Axe, Medium Armour (Chainmail), Shield

Talents: Counter Attack

Powers/Abilities: Dwarf Powers: (Trap Savvy, Magic Resistance +2 Def vs Magic, See in Dark 6”).

Dark Secrets: Holy Item Acquisition, Hunting (Death Cultists).

Finnel is a confident warrior from a long line of adventurers and dwarven royal guards. He refuses to back down from conflict and will always choose to do the “noble thing.”

### **Loren Panwyn (male human fighter)**

Human Fighter (3)

Ability: 2 Health Points: 6

HtH Mod: +1 Range Mod: 0

Defense Mod: +1 Armour: 3

Power: 0 Damage Mod: +2

Gear: Heavy Sword, Heavy Armour (Plate), Shield

Talents: Acrobat, Counter Attack, Favoured Weapon (Sword).

Loren’s family was originally from Palantra and he was originally destined to become a cleric. His studies failed, but his adventuring spirit lives on.

### **Vak Undrin (male half-orc thief)**

Half-Orc Fighter (3)

Ability: 2 Health Points: 6

HtH Mod: 0 Range Mod: 0

Defense Mod: +1 Armour: 2

Power: 0 Damage Mod: +3

Gear: Heavy Sword, Leather Armour

Talents: Elusive, Mighty, Trap Savvy, Toughness.

Dark Secrets: May not wear H. Armour,

Dishonourable, Greedy.

What Vak lacks in subtlety he more than makes up for in blind rage. He has a huge chip on his shoulder and will take any comment as a reference to his half orc heritage.

**Hilvig Mueller (female human skull adept)**

Skull Adept (3)

Ability: 3 Health Points: 6

HtH Mod: 0 Range Mod: 0

Defense Mod: 0 Armour: 2

Power: 3 Damage Mod: +1

Gear: Mace, Light Armour

Talents: Miracle Worker, Toughness

Powers/Abilities: Miracle Power: (Bless, Holy Light, Smite).

Banish Undead Power: On a successful Ability vs Ability roll. Banished undead will flee for a number of GT equal to the “damage” of the roll. Criticals actually do damage to the undead as rolled.

Dark Secrets: Unlucky, Dishonourable

Hilvig hails from Riesk and speaks common with a strong (germanic) accent. She has studied at the finest abbeys and treasures the pursuit of knowledge above all. She will also say and do almost anything to advance her saint’s influence on the Radaran church.

**Greall Varess (male human magic user)**

Magic User (3)

Ability: 3 Health Points: 6

HtH Mod: 0 Range Mod: 0

Defense Mod: 0 Armour: 1

Power: 3 Damage Mod: 0

Gear: Staff, Spell Book

Talents: Spellcasting, Lucky, Sneaky, Toughness

Powers/Abilities: Magic Power: (Corrode, Magic Missile, Sleep).

Banish Undead Power: On a successful Ability vs Ability roll. Banished undead will flee for a number of GT equal to the “damage” of the roll. Criticals actually do damage to the undead as rolled.

Dark Secrets: Can’t use Medium or Heavy Weapons, No Armour, Hunted (Bounty Hunters).

Greall has a high opinion of himself. His bragging has put a price on his head. Bounty hunters working for rival magic guilds have put a hit on him because they fear he is as powerful as he says he is.

**Lyra Kregfold (female human fighter)**

Human Fighter (3)

Ability: 2 Health Points: 6

HtH Mod: 0 Range Mod: 0

Defense Mod: 0 Armour: 0

Power: 0 Damage Mod: 0

Gear: Hand Axe

Talents: Medic, Toughness, Unstoppable.

Dark Secrets: Honourable

Lyra is very protective of her friends and family. She lived in Crownhelm her entire life and has only recently set out to live a life of adventure.





## NPCs and Monsters

### Gorwit Wendhoff (male dwarf fighter level 2)

#### White Box Stats

HP 12, AC 4 [15], Save 17

Str 16, Dex 11, Con 15, Int 11, Wis 10, Cha 8

Languages: Common, dwarfish

Equipment: Chain mail, shield, fur cloak, Battle axe +1 1d6+2, rations (5 days), wineskin

#### DFD Stats (3)

Ability: 2 Health Points: 6

HtH Mod: 0 Range Mod: 0

Defense Mod: +1 Armour: 2

Power: 0 Damage Mod: +2

Gear: Battle Axe, Medium Armour (Chainmail), Shield

Talents: Counter Attack

Powers/Abilities: Dwarf Powers: (Trap Savvy, Magic Resistance +2 Def vs Magic, See in Dark 6").

Dark Secrets: Bad Reputation (bad social skills),

Greedy (wants all the gold).

Gorwit just wants his son back. What he lacks in social skills, he makes up for in heart.

### Ulf (guard dog HD 2)

#### White Box Stats

HP 8, AC 7 [12], Save 17

Attacks: Bite 1d6

Special: Tracking Scent

Move: 14 HDE/XP: 2/30

#### DFD Stats (3)

Ability: 2 Health Points: 6

HtH Mod: 0, Range Mod: 0, Defense Mod: +1,

Armour: 1, Power: 0, Damage Mod: +1

Gear: none

Talents: Evasion, Mighty, Toughness

Dark Secrets: Animal, No Hands

Quadropeds may roll an extra die for movement on top of their original Activation Roll. It may only be used to help movement.

### City Guard (male humans HD 1)

#### White Box Stats

HP 6, AC 4[15], Save 18

Attacks: Weapon (spear)

Special: none

Move: 12 HDE/XP: 1/15

#### DFD Stats (3)

Ability: 2 Health Points: 6

HtH Mod: 0, Range Mod: 0, Defense Mod: +1,

Armour: 2, Power: 0, Damage Mod: 0

Gear: Chainmail, Shield, Spear

Talents: Counter Attack

Dark Secrets: Follows Orders

### Harpy Sisters (Latha and Pia) (female harpies, HD 3)

#### White Box Stats

HP 15, AC 5 [14], Save 16

Attacks: Talons 1d6+2

Special: Flight, siren song (only vs males, as Charm Person Spell, Saving Throw required to avoid)

Move: 6/18 (flying) HDE/XP: 4/120



#### DFD Stats (3, slightly different than the Basic Game)

Ability: 3 Health Points: 6

HtH Mod: +2, Range Mod: 0, Defense Mod: 0,

Armour: 2, Power: 0, Damage Mod: +2

Gear: None

Talents: Counter Attack, Brawling, Tactics, Mighty 2, Toughness 2, Favoured Attack (Claws)

Powers/Abilities: Flight, Siren Song (As "Command" Miracle)

Dark Secrets: Greedy, Dishonourable

## Orc (male orc warriors HD 2)

### White Box Stats

HP 6, AC 6 [13], Save 18

Attacks: Weapon

Special: -1 "to hit" in sunlight

Move: 12 HDE/XP: 1/15

### DFD Stats (3)

Ability: 2 Health Points: 6

HtH Mod: 0, Range Mod: 0, Defense Mod: +1,

Armour: 3, Power: 0, Damage Mod: +2

Gear: Weapon, Scalemail, Shield

Talents: Counter Attack, Mighty, Toughness, See in Darkness 6"

Dark Secrets: Hatred (Elves and Dwarves), -1 to all rolls in direct sunlight

## Dire Boar (giant boars HD 4)

### White Box Stats

HP 20, AC 5 [14], Save 15

Attacks: Tusks 1d6, Trample 1d6+1

Special: None

Move: 18 HDE/XP: 4/120

### DFD Stats (4)

Ability: 3 Health Points: 12

HtH Mod: 0, Range Mod: 0, Defense Mod: -1,

Armour: 4, Power: 0, Damage Mod: +4

Gear: None

Talents: Fleet Feet, Mighty 3, Toughness 3

Powers/Abilities: Big (+1 Move, -1 Knockback),

Dark Secrets: Animal, No Hands, Hungry

Quadropeds may roll an extra die for movement on top of their original Activation Roll. It may only be used to help movement.

## Death Cultist (humans HD 1)

### White Box Stats

HP 4, AC 4 [15], Save 18

Attacks: Weapon (daggers and clubs)

Special: 2x damage from holy attacks

Move: 12 HDE/XP: 1/15

### DFD Stats (2)

Ability: 2 Health Points: 6

HtH Mod: 0, Range Mod: 0, Defense Mod: 0,

Armour: 0, Power: 0, Damage Mod: 0

Gear: Knife or Club, light armour

Talents: Counter Attack, Mighty, Favoured Weapon

Dark Secrets: Vulnerable to Holy

## Death Cultist Leader (male human HD 5)

### White Box Stats

HP 20, AC 4 [15], Save 13

Attacks: 2 attacks with cursed daggers 1d6-1

Special: 2x damage from holy attacks

Move: 12 HDE/XP: 3/60

### DFD Stats (5 Boss)

Ability: 3 Health Points: 12

HtH Mod: +2, Range Mod: 0, Defense Mod: +1,

Armour: 1, Power: 0, Damage Mod: +1

Gear: Double Sided Blades, light armour

Talents: Counter Attack, Elusive, Mighty, Multiple Attacks, Favoured Weapon (double blades)

Dark Secrets: Vulnerable to Holy





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