

TOWER OF BOON COMPANIONS



A Swords & Wizardry WhiteBox adventure for
3-6 characters of 3rd through 5th level



WHITEBOX ONE•SHOTS

THE TOWER OF BOON COMPANIONS

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WhiteBox One-Shots is a line of short wilderness side treks, dungeon delves, and other brief encounters designed for compatibility with the *Swords & Wizardry WhiteBox* roleplaying game.

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THE TOWER OF BOON COMPANIONS

A tribe of orcs has moved into a ruined tower and begun raiding local villages. On its surface, it seems like a simple problem that any band of stalwart adventurers could handle. However, the tower was once an Adventurer's Guild outpost and is said to be haunted by the souls of fallen adventurers. Rumors also persist of long-forgotten treasures just waiting to be reclaimed. Can the party drive off the orcs and uncover the mystery of the Tower of Boon Companions?

The Tower of Boon Companions is a *Swords & Wizardry WhiteBox* adventure designed for 3-6 characters of 3rd-5th level (about 18 levels total). It is a site-based dungeon crawl with a number of different threats and challenges (some of which are class-based), so a variety of classes is recommended. Although vague references are made to the *Chronicles of Amherth* campaign setting, the adventure is designed to be dropped into any OSR campaign world.

ADVENTURE BACKGROUND

Long ago, a fighter named Landon Brill, a thief named Tatta of Walund, the wizard Gray Markus, the priest Samuel Highlord, and their leader, the knight Sir Walther Barruns, formed an adventuring company known as the Lords of the Broken Henge. These noble adventurers were recognized as holy warriors by the Church of Law and Order. They specialized in razing unholy temples and shattering evil cults.

In their later years, the Lords of the Broken Henge established a remote Adventurer's Guild outpost and named it the Tower of Boon Companions. The tower offered a number of services to

adventurers exploring the wild frontier including food, lodging, advice, and training. Its most popular feature was the *Dungeon of Trials*—a fully stocked training dungeon filled with traps, challenges, and monsters that magically aligned themselves to match the skill level of adventuring parties seeking to test themselves.

According to legends, a vile cult known as the Cult of the Withering arose in the lands to the north. It was rumored that its priests gave up their humanity to become undead in the service of a lichelord named Arexis. The Lords of the Broken Henge rode out one last time to crush this cult and set the lands aright. The Withered priests were slain, their followers scattered, and their temple put to the torch.

Although the heroic adventurers returned in triumph, it is said that a dark shadow followed them home. The Lords of the Broken Henge soon stopped welcoming adventurers, the Tower of Boon Companions fell into ruin, and the surrounding forest began to wither and die. The tower was branded an accursed place and avoided by honest folk. Years passed, and those few who attempted to brave the tower never returned.

BEGINNING THE ADVENTURE

The Tower of Boon Companions is a site-based adventure that is entirely centered around a dungeon below a tower. How the characters locate the tower is entirely up to the Referee. A few sample plot hooks are given below.

- A raiding party of Fishbelly (Falsiggur) orcs has been attacking settlements along the frontier. The characters are either hired to stop them or stumble upon their trail as they return to the ruined Tower of Boon Companions.
- The Falsiggur orcs have either captured a friend of the characters, a wealthy landowner, or a popular citizen. The characters either volunteer or are hired to rescue the prisoner.
- A records keeper at the Adventurer's Guild uncovers the history of the Lords of the Broken Henge and the Tower of

Boon Companions. The characters are sent to locate the tower and see if the outpost can be reopened.

- The party finds what appears to be an ancient treasure map that leads them to the Tower of Boon Companions.
- A cleric character experiences a dream or prophetic vision warning of a powerful undead creature that is about to awaken. The character receives a clear indication of the direction and distance to the Tower of Boon Companions.

SWORDS & WIZARDRY & THIEVES

This adventure contains a few encounters most suitable for the abilities of the thief class. Although *Swords & Wizardry WhiteBox* does not include a thief class, a number of house rules and third party products have stepped in to fill that void. One such product is the *White Box Omnibus* published by Barrel Rider Games. The Thief class is reprinted from that text here with permission (see **New Classes**). Alternate methods of bypassing the thief challenges have also been included in the challenge descriptions.

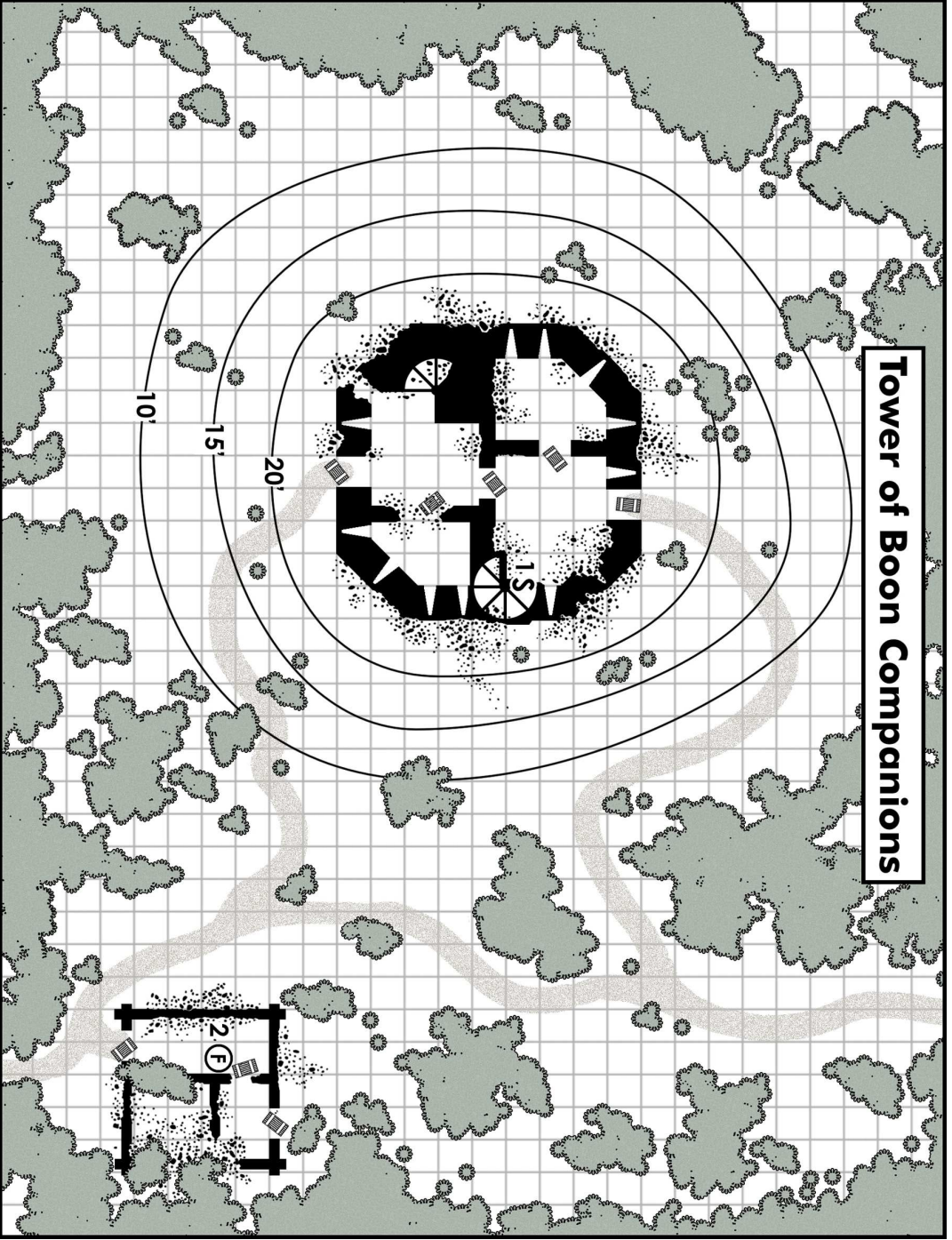
MAJOR LOCATIONS

The following locations may be explored in this adventure.

THE WILTWOOD

The Wiltwood is a small valley filled with rocky caves, dead plants, and withered trees. It is said to be cursed and haunted by undead that may awaken if the PCs spend the night outdoors, at the Referee's discretion. The Wiltwood is devoid of natural life, but the Referee may wish to include an encounter with six (6) Falsiggur orcs (see **Falsiggur Orcs**) passing through the forest if the PCs linger in the area too long.

Tower of Boon Companions



Orc (6): AC: 6 [13]; HD 1; hp 3; Attacks: spear, hand axe; Special: none; Move: 12; XP 1/15; 1d6-2 sp, 1d6 cp, bundle of stolen crops, butchered horse meat, cask of ale.

TOWER OF BOON COMPANIONS

The Tower of Boon Companions sits atop a small hill in the heart of the Wiltwood. It was run by the Lords of the Broken Henge and offered a number of services to intrepid adventurers. The tower has long since fallen into ruin and only the lower level remains. A small, ruined outbuilding overgrown by vegetation lies near the base of the hill, east of the tower.

1. Secret Door

This secret door opens onto a spiral staircase that leads down to **area 1.** of the Dungeon of Trials

2. Trapdoor in Floor

This trapdoor is being used by the Falsiggur orcs and is easy to spot. It leads down to **area 6.** of the Dungeon of Trials.

DUNGEON OF TRIALS

The Dungeon of Trials lies beneath the Tower of Boon Companions. Its walls are carved from stone and hard-packed earth. The air throughout the dungeon is slightly damp, but the temperature is mild.

The Dungeon of Trials may be accessed from above by the trapdoor and spiral stair in **area 1.** or the cellar door and staircase in **area 6.**

MANMADE CHAMBERS

1. Hall of Heroes

A sculpture in the center of this chamber depicts the Lords of the Broken Henge adventuring company—the fighter Landon Brill, the thief Tatta of Walund, the wizard Gray Markus, the priest Samuel Highlord, and the knight Sir Walther Barruns.

The Statue of Lords, as it is called, is imbued with a magical spell that freezes undead, golems, or summoned creatures in

place and destroys them in 6 rounds. The Statue of Lords was designed to contain the magical creatures found within the Dungeon of Trials. As an unexpected bonus, it has held the Withered Lords (see below) at bay for almost one hundred years.

Meeting Landon Brill

Unless the party takes great care when approaching this chamber, the venerable, half-blind fighter Landon Brill hears the PCs. He steps out of the shadows and in a raspy voice says: "Hold, servants of darkness! I stand before you unafraid. I order you back to the abyss from whence you came!"

Brill believes the characters have come to free his cursed companions. The PCs must convince Brill otherwise through good roleplaying. If not, Brill attacks, fighting to the death. If somehow subdued (such as by a *sleep* spell), the party may again attempt to roleplay the encounter when Brill is revived.

If the party succeeds in talking to Brill, they learn that his companions turned evil after their defeat of the lichelord Arexis. He does not know that they are undead. Although Brill cannot say why he alone was spared, he believes it is his duty to stand guard and keep his evil companions contained in the dungeon.

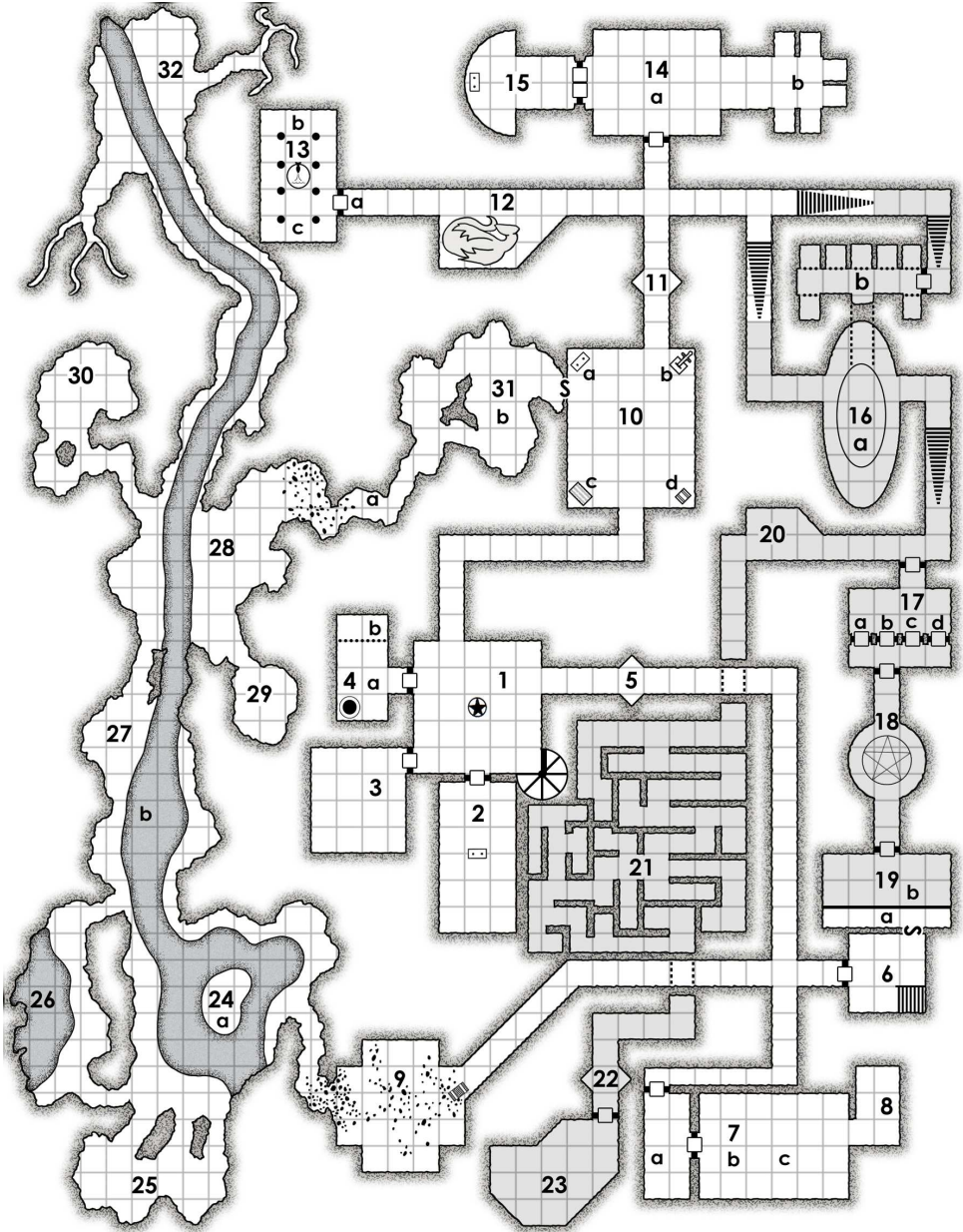
Brill advises the PCs that a band of orcs recently attempted to enter the chamber, but fled when challenged. (they actually thought he was an undead monster.)

LANDON BRILL

Landon Brill was one of the founding members of the Lords of the Broken Henge adventuring company and is just over 100 years old. The venerable Brill has long white hair, a grizzled beard, and skin so pale and wrinkled it looks painful. Brill's eyes are milky white and cataracts have left him almost entirely blind. Although once an experienced warrior, his skills have declined over the years. Landon Brill wears a *necklace of protection from Chaos* which helped keep him from becoming a Withered One.

Landon Brill (2nd-level fighter): AC: 6 [13] (rusted chain mail); HD 2; hp 7; Attacks: long sword, dagger; Special: none; Move: 9; XP 2/30, *necklace of protection from Chaos*.

DUNGEON OF TRIALS



Brill welcomes fresh food and drink, having lived off a diet of lichens, insects, rats, and the occasional bat or lizard. Decades of isolation have caused his mind to wander and his sanity to slip, however, so if the characters spend more than an hour with him, he may begin to grow suspicious of their motives, requiring additional roleplaying.

2. Shrine of St. Aleena

The walls of this chamber are decorated with murals depicting the holy St. Aleena the Patron Saint of Adventurers wearing her iconic chain mail and tabard, and wielding a two-handed mace. A stone altar dedicated to St. Aleena occupies the center of the room. Once per day, a Lawful character who kneels and prays at the base of the altar attracts Aleena's blessing, curing 1 hit point to everyone in the chamber.

3. Staging Area

This chamber was once a staging area for adventurers planning to enter the Dungeon of Trials. It contains a rotted wooden table and chairs, broken barrels, and moldering sacks. A colony of rats has made its home inside the walls. The rats attack if the contents of the room are disturbed.

Rat Pack (30): AC: 9 [10]; HD 1 hit point; hp 1; Attacks: bites; Special: disease, swarm; Move: 6/3 (swim); XP 1/5.

4. Holding Area

a. Guard Chamber: This former guard chamber contains an ancient woven mat, battered furniture, and Brill's personal effects. A stone-lined well in the floor provides Brill with fresh water and the occasional blind fish or crawdad. Exploring the well may lead to further adventures, at the Referee's discretion.

b. Cell: This small cell served as a temporary holding area for adventurers suffering from minor curses or spells. Its floor is covered with various pieces of moldy adventuring equipment (backpack, rusted spikes, etc.). Anyone searching through these items finds a tarnished silver bracelet worth 12 gp, but suffers 1 hit point of damage from the broken tip of a werewolf's fang hanging from it. The fang is covered in lycanthropic bacteria, forcing a saving throw. Failure means the character grows hairier

and more irritable over the next few weeks and transforms into a werewolf on the night of the next full moon.

5. False Trap

Three large spikes line each side of this alcove. This false trap was used mainly for training purposes.

6. Old Entry Chamber

This chamber contains moldy sitting room furniture. A stone staircase leads up to **area 2.** outside the Tower of Boon Companions. A secret door in the north wall leads to a balcony overlooking **area 19.a.**

This Falsiggur orcs use the staircase here to access the surface for raids. Three (3) Falsiggur orcs are always on guard. They attempt to ambush anyone coming down the staircase. If outnumbered, one of the orcs attempts to run out of the room and alert the orcs in **area 9.** These reinforcements arrive in 1d6+1 rounds. If captured, the orcs tell of a great treasure guarded by an ancient undead monster in **area 1.**

Orc (3): AC: 6 [13]; HD 1; hp 3; Attacks: spear, hand axe; Special: none; Move: 12; XP 1/15; 1d6-2 sp, 1d6 cp.

7. Chamber of the Worthy

a. Hammer Hall: An oversized war hammer rests on a stone pedestal in the center of this chamber. Skjolding (viking) runes on the hammer read: "He Who is Worthy". Anyone who touches the hammer must make a saving throw. Failure means the hammer emits a lightning strike that delivers 1d6+1 hit points of damage to all characters in the room (saving throw for 1/2 damage).

The hammer can only be lifted by a character who succeeds at the initial saving throw. The hammer was designed specifically for **area 7.a.** It otherwise functions as a *hammer+1*. If removed from the dungeon, it may be used once before it disappears in a thunderclap and a flash of light, unless the Referee wishes to use it to foreshadow future adventures. In this case, the hammer may have other hidden powers and abilities that have yet to be discovered by the characters.

b. Ice Canyon: This chamber is one giant illusion that manifests as a narrow canyon of icy hills set beneath dark, roiling storm clouds. Thunder rumbles in the sky and freezing winds whistle through the "hills". Any character who attempts to disbelieve the illusion must enter the chamber and make a saving throw at -4. Success means the character sees an ice golem in the shape of a large ice troll standing in the center of the chamber. Failure means the character is automatically surprised when the ice troll golem attacks.

c. Ice Troll Golem Attack: One round after the characters enter the chamber, the ice troll golem appears to burst from the icy floor and attack. The ice troll golem targets characters who attempted to disbelieve the illusion first. It fights until it is destroyed.

Each time the hammer from **area 7.a.** is held aloft (even incidentally, such as while using it to attack), the golem suffers 5d6 hit points damage from a lightning strike.

Once the golem is destroyed, the Withered mage Gray Markus appears at the entrance to a small ice cave (**area 8.**) and waves the PCs over, out of the wind.

Ice Troll Golem: AC: 6 [13]; HD 4; hp 16; Attacks: claw/claw/bite; Special: double damage from fire-based attacks, immune to cold-based attacks; Move: 12; XP 4/130.

8. Withered Mage's Library

This "ice cave" is actually an ancient library filled with moldy books, rotting shelves, and brittle furniture. A powerful illusion gives the chamber icy walls with book-lined shelves carved into the ice and furniture made of hard packed snow.

Meeting Gray Markus

Gray Markus greets the characters as they enter, saying: "At last. Help has come after all these years. I had almost given up hope."

If the characters do not attack, Gray Markus introduces himself as the last surviving member of the Lords of the Broken Henge. He claims that the rest of his company (including Landon Brill) was transformed into undead creatures by the cursed Statue of Lords in **area 1.**

Gray Markus asks the PCs to destroy the statue and free him and his companions. If asked, he denies being undead, but claims to be over one hundred years old. If the characters refuse to destroy the statue or if his ruse is exposed, Gray Markus attacks, using his spells first before resorting to his withering touch.

GRAY MARKUS

Gray Markus was a magic-user who became a Withered One after touching the Jewel of Arexis. He wears a thick cloak made of polar bear fur, with wisps of white hair sticking out from beneath the hood. His piercing eyes are ice blue and his dry skin is lined with wrinkles. Like the other Withered Lords, Gray Markus cannot leave the dungeon without the Jewel of Arexis. The jewel is currently possessed by the Withered knight Sir Walther Barruns (**area 23**).

Gray Markus (Withered Magic-User): AC: 8 [11]; HD 5; hp 15; Attacks: staff, *dagger+1*, touch, spell; Special: spell use, withering touch, 1 point of damage from piercing weapons, 1/2 damage from bludgeoning weapons, double damage from fire-based attacks, undead immunity to mind-affecting spells; Move: 12; XP 5/750, spellbook, *dagger+1*, polar bear skin cloak (300 gp).

Spells: 1st: *charm person*, *detect magic**, *hold portal**, *read magic**, *sleep**; 2nd: *detect invisibility*, *invisibility**, *knock*, *locate object*, *web**; 3rd: *dispel magic*, *hold person**; 4th: *confusion*.

*denotes memorized spell

9. Ruined Staging Room

This chamber was used as a staging area for adventurers preparing to explore the dungeon's natural caverns. The Falsiggur orcs have shattered the doors and filled the room with trash and debris (old bones, fruit rinds, scraps of cloth, broken weapons, etc.).

Six (6) orcs stand guard here. They have dug out a small fighting pit and are wagering on a fight between a rat and a venomous snake.

The orcs attack on sight. If more than half of their number are killed, the rest join the shaman in **area 25**. and sound the alarm throughout the **Natural Caves**.

Orc (6): AC: 6 [13]; HD 1; hp 3; Attacks: spear, hand axe; Special: none; Move: 12; XP 1/15; 1d6-2 sp, 1d6 cp.

10. Aligning Room

Colorful murals painted on the walls of this chamber depict adventuring companies avoiding traps, battling monsters, and uncovering treasures. The words "Choose the Strength of Your Peril" are written in stylized letters on the eastern wall.

This chamber was designed to determine the skill level of adventuring parties preparing to enter the Dungeon of Trials. It presents a number of class-based choices that allow intrepid adventurers to decide how difficult they want the dungeon to become. The dungeon then magically aligns itself, releasing threats and challenges appropriate to the party's level.

Much of the dungeon's magic has dwindled over the years, so many of these challenges no longer exist. The dungeon defaults to the lowest level (1st-3rd) if the **Choice** is not completed here.

a. Cleric's Choice: A small shrine and statue of St. Lucilla the Kind is located here. Three potion bottles marked with *Cleric Runes* rest on a stone shelf at the base of the shrine. The smallest is a *potion of healing* (1st-3rd level), the next largest is a *potion of extra-healing* (3rd-5th level), and the largest is a *potion of all-heal* (5th-7th level) as detailed in the **New Magic Items** section. Each potion bottle contains enough for a single dose. Once a potion is chosen, the other two disappear and the dungeon aligns itself to the appropriate cleric level. The cleric choosing the potion knows exactly what it is and what it does.

b. Fighter's Choice: A short sword (1st-3rd level), long sword (3rd-5th level), and two-handed sword (5th-7th level) hang on the wall above a boulder. Each sword is marked with a *Fighter Rune*. A narrow slit is located on the top of the boulder. The dungeon aligns itself to the appropriate fighter level when

one of the swords is placed inside the stone. The sword cannot be removed until the challenge has been met in **area 16.a**.

c. Magic-User's Choice: Three magic wands, each carved with a *Magic-User Rune* are arranged on a table inscribed with arcane symbols. The smallest is a *wand of magic missiles* with 3 charges (1st-3rd), the next largest is a *wand of lightning bolts* with 2 charges (3rd-5th), and the largest is a *wand of cloudkill* with 1 charge (5th-7th) as detailed in the **New Magic Items** section. When one of the wands is chosen, the other wands disappear and the dungeon aligns itself to the appropriate magic-user level. The magic-user choosing the wand knows exactly what the wand is and what it does.

d. Thief's Choice (Optional): A small chest with a simple lock (1st-3rd), a medium-sized chest with a difficult lock (3rd-5th), and a large chest with a complex lock (5th-7th) rest on a table in one corner of the room. The lid of each chest is carved with a *Thief Rune*. The locks are easy to pick (no roll necessary). When one of the chests is opened, the other chests disappear and the dungeon aligns itself to the appropriate thief level.

11. Trap

This alcove contains three mechanical traps aligned to the level of the party thief (as defined by the **Thief's Choice** in **area 10.d**). The traps are sprung whenever a pressure plate in the floor is stepped on. They can be detected and disarmed via normal means.

a. 1st-3rd: A simple dart trap that attacks as a 2nd-level fighter and delivers 1d6-1 hit points of damage. The arrow contains a dye that discolors the skin red and black, and the character may believe he has been poisoned, but the dye has no other effect.

b. 3rd-5th: An arrow trap that attacks as a 4th-level fighter and delivers 1d6+1 hit points damage. The arrow contains a red dye, as above.

c. 5th-7th: A scything blade that attacks as a 6th-level fighter and delivers 2d6 hit points damage (saving throw for 1/2 damage).

12. Sleeping Dragon

This chamber is designed to test a thief's Thievery ability (see **New Classes**). The ceiling is 20' tall and the walls are made of rough cut stone. A *Thief Rune* is carved into one wall. A life size statue of a sleeping brass dragon and an oversized brass key are the only items located in this chamber.

a. 1st-3rd: The brass key dangles from a chain located high on the wall above the *Thief Rune*. A thief must use his Thievery ability in order to climb the wall and retrieve the key. If the roll is unsuccessful or if key is obtained in any other manner (10' pole, spell, etc.), the brass dragon golem emits a scalding blast of steam from its nostrils that does 1d6 hit points of damage to everyone in the chamber (saving throw for 1/2 damage).

No-Thief Option: The character must simply state he is climbing the wall. In this case, there is a 1 in 6 chance the character loses his grip and slides down the wall, causing the brass dragon golem to emit a blast of steam, as above.

b. 3rd-5th: The brass key hangs on a hook located on the wall next to the dragon's head. A thief must use his Thievery ability in order to move silently and retrieve the key. If the roll is unsuccessful or if the key is obtained in any other manner (10' pole, spell, etc.), the brass dragon golem explodes in a shower of brass shrapnel doing 2d6 hit points of damage to everyone in the chamber (saving throw for 1/2 damage).

No-Thief Option: The character must simply state he is moving quietly over to retrieve the key. In this case, there is a 1 in 6 chance the character makes a noise and the brass dragon golem explodes, as above.

c. 5th-7th: The brass key is located inside a glass box held in the dragon's claws. A thief must use his Thievery ability in order to pick the lock and retrieve the key. If the roll is unsuccessful or if the key is obtained in any other manner (smashing the box, etc.), the brass dragon golem animates and attacks.

No-Thief Option: The character must simply state he is attempting to pick the lock (with a dagger, lock picks, etc.). In this case, there is a 1 in 6 chance the brass dragon golem animates and attacks.

Brass Dragon Golem: AC: 3 [16]; HD 5; hp 24; Attacks: claw/claw/bite/tail; Special: steam breath weapon 3x per day, immune to piercing weapons, 1/2 damage from slashing weapons, unaffected by charm monster or other mind-affecting spells; Move: 15; XP 6/400.

13. Withered Thief's Lair

a. Locked Door: The door to this chamber contains an oversized large brass lock. The door is magically sealed and impervious to damage. It may only be opened with the brass key from **area 12**.

b. Magic Fountain: The chamber contains an ornate fountain surrounded by a ring of tall stone columns. The fountain is made of stone and carved to look like an old wizard pouring water into the basin. The water sparkles with iridescence and possesses magical properties. Drinking the water produces one of the following random effects (roll 1d12):

1. All of the character's lost hit points are healed.
2. The character's ears grow to three times normal size. The character suffers -1 to Charisma, but gains exceptional hearing, making it difficult for him to be surprised. A *dispel magic* spell cast by a 6th-level spellcaster or higher is required to remove this effect.
3. The character swaps genders. A *dispel magic* spell cast by a 6th-level spellcaster or higher is required to remove this effect.
4. The character gains a +1 increase to a physical ability. Roll 1d6: (1-2 Strength; 3-4 Constitution; 5-6 Dexterity).
5. The character gains a fire breath weapon attack equal to his total hit points, usable once per day. He can only eat spicy foods and must make a saving throw once per day after eating to avoid accidentally belching this attack. A *dispel magic* spell cast by a 6th-level spellcaster or higher is required to remove this effect.
6. The character's movement increases to 15.
7. The character gains a +1 increase to a mental ability. Roll 1d6: (1-2 Intelligence; 3-4 Wisdom; 5-6 Charisma).

8. The character becomes a foot shorter, much hairier, and three retractable bony spikes grow from the back of each hand. The spikes cause 1d6 hit points of damage. A *dispel magic* spell cast by a 6th-level spellcaster or higher is required to remove this effect.

9. The character can *detect magic* once per day as per the spell.

10. The character can breathe air or water equally well, but can only subsist on a diet of fish, shellfish, and other seafood. A *dispel magic* spell cast by a 6th-level spellcaster or higher is required to remove this effect.

11. The character immediately doubles his weight, reducing his movement by 1/4 and suffering a +1 [-1] penalty to Armor Class. A *dispel magic* spell cast by a 6th-level spellcaster or higher is required to remove this effect.

12. The character may cause his entire body to glow like a *light* spell once per day. A *dispel magic* spell cast by a 6th-level spellcaster or higher is required to remove this effect.

c. Withered Thief: The Withered thief Tatta of Walund uses her Thievery ability to hide in the shadows behind the pillars. She attempts to backstab any obvious cleric or magic-user while the characters are occupied with the fountain (preferably after one of the characters takes a drink).

If Tatta is reduced to 10 hit points or less, she attempts to surrender, playing up the role of an old, defenseless woman. Tatta says that she is too afraid to leave the dungeon because every time she has tried, the undead in the **Chaos Crypts (area 14.b.)** animate and attack. She asks the PCs to destroy the undead for her. If they agree, Tatta attempts to escape while the PCs fight the undead. She may return later, at the Referee's discretion.

TATTA OF WALUND

Tatta appears as a withered, toothless crone wrapped in black clothes and a hooded cloak. She claims to be over 100 years old, but denies being undead. Tatta enjoys living in the Dungeon of Trials and has no desire to leave.

Tatta of Walund (Withered Thief): AC: 7 [12] (leather armor + Dex); HD 5; hp 22; Attacks: short sword, dagger; Special: backstab, thievery, withering touch, 1 point of damage from piercing weapons, 1/2 damage from bludgeoning weapons, double damage from fire-based attacks, undead immunity to mind-affecting spells; Move: 12; XP 5/500; lockpicks,

14. Unholy Halls

These halls are dedicated to Chaos and Destruction and were designed to prepare adventuring companies to face the unholy forces of darkness. A *Cleric Rune* is carved on the door to this chamber.

a. Chaos Prayer Room: The walls are decorated with lurid murals of robed priests conducting foul rituals and summoning demonic beasts. Anyone inspecting the murals must make a saving throw or become so disturbed that they suffer -1 to AC, to-hit, and saving throws while in the **Unholy Halls**.

b. Chaos Crypts: These crypts contain undead appropriate to the cleric's level (as defined by the **Cleric's Choice** in **area 10.a.**). The undead awaken and attack any who enter. Any that are successfully Turned return to their crypts.

- **1st-3rd: Zombie (6):** AC: 8 [11]; HD 1; hp 3; Attacks: claws; Special: undead immunity to mind-affecting spells; Move: 6; XP 2/30.
- **3rd-5th: Ghoul (3):** AC: 6 [13]; HD 2; hp 6; Attacks: claw; Special: touch causes paralysis for 3d6 turns, undead immunity to mind-affecting spells; Move: 9; XP 3/60.
- **5th-7th: Specter:** AC: 2 [17]; HD 6; hp 27; Attacks: touch; Special: immune to normal weapons, touch drains

2 levels, undead immunity to mind-affecting spells; Move: 15/30 (when flying); XP 9/1,100.

15. Chaos Chapel

This unholy chapel is adorned with lurid murals and Chaos symbols. A hidden compartment in the back of the altar contains a silver goblet and tray (150 gp) and a *scroll of protection from lycanthropes*.

Meeting Samuel Highlord

The Withered cleric Samuel Highlord stands behind the altar. If the characters do not attack, Highlord introduces himself as one of the founding members of the Lords of the Broken Henge. He claims that he and his company were cursed to undeath by an ancient artifact known as the Jewel of Arexis which is currently in the possession of the undead knight Sir Walther Barruns (**area 23.**).

Highlord claims that the jewel confines him to the **Unholy Halls**. He asks the PCs to destroy the former knight and recover the jewel so he can break the curse and become human again. In reality, Highlord wants the Jewel of Arexis for himself. If the characters defeat Sir Walther, Highlord either attacks them as they return this way or hunts them down to recover the jewel.

If the characters refuse to help, Highlord attacks. Highlord casts his spells first before switching to his mace.

SAMUEL HIGHLORD

Highlord appears as a wrinkled old man in chain mail and cloak. He was once a devout follower of St. Aleena until he touched the Jewel of Arexis and was cursed to undeath. Highlord has since converted to the worship of the dark saint Oricus.

Samuel Highlord (Withered Cleric): AC: 5 [14] (chain mail); HD 3; hp 19; Attacks: mace, touch; Special: spell use, withering touch, 1 point of damage from piercing weapons, 1/2 damage from bludgeoning weapons, double damage from fire-based attacks, undead immunity to mind-affecting spells; Move: 12; XP 3/250.

Spells: 1st: *cause light wounds, dark.*

16. Arena

The arena is filled with sand and surrounded by stone seats

a. Fighting Pit: The floor of the fighting pit is covered in sand. The walls are 10' tall. A set of double doors in the north wall bear the *Fighter Rune*. When a character either stands in the center of the pit or approaches the double doors, the doors swing open and a pack of beast golems attack. These golems are aligned to the party fighter's level (as defined by the **Fighter's Choice** in **area 10.b.**). They are unintelligent and fight to the death. They do not leave the pit.

- **1st-3rd: Wild Dog (6):** AC: 7 [12]; HD 1+1; hp 3; Attacks: bite; Special: none; Move: 15; XP 1/15.
- **3rd-5th: Owl Bear (2):** AC: 5 [14]; HD 5; hp 19, 16; Attacks: claw/claw/rend; Special: hug; Move: 12; XP 5/240.
- **5th-7th: Phase Tiger:** AC: 4 [15]; HD 6; hp 30; Attacks: tentacle/tentacle or claw/claw/bite; Special: +2 to all saving throws, opponents suffer -2 to-hit; Move: 15; XP 8/800.

b. Beast Cages: These cages were used to house live animals and monsters for the fighting pit in **area 16.a**. Three of the cages contain beast golems in the form of preserved remains of several animals including a wild dog, an owl bear, and a phase tiger. The golems animate and replicate as described above.

17. Elemental Choosing Chamber

This room contains four ironbound wooden doors. Each door is inscribed with a distinct rune. A magic-user automatically identifies the runes as those of the four elements (air, water, earth, and fire).

The phrase "Only a True Wizard May Master the Elements" is written above the doors in the language of magic. A *read magic* spell is required to decipher the writing.

a. Water Door: This door is glistening and wet and contains a bowl of water on small shelf.

b. Fire Door: This door is blackened and charred and contains a bowl of burning embers on a small shelf.

c. Air Door: An eerie wind whistles through cracks in this door and a stick of smoldering incense rests on a small shelf.

d. Earth Door: This door is covered with hardened mud and contains a bowl of mud on a small shelf.

18. Elemental Ritual Chamber

A summoning circle is inscribed on the floor of this chamber. The circle contains each of the four elemental runes, with stylized arrows pointing towards a small circle in the center. This small circle is inscribed with a *Magic-User Rune*. Placing one of the elemental items from the doors in **area 17**, inside the small circle magically seals all four doors in **area 17**, and produces one of the following effects from **area 17**, to **area 19**:

- **Water:** Water pours into the chamber, filling it to waist height (on a human). All characters suffer half movement rate while wading through the water. Summons an elemental water creature to **area 19**.
- **Fire:** The stone floor becomes a labyrinth of hot burning coals and thin rivers of molten magma. In combat, all characters deliver -1 hit points of melee damage (minimum of 1) as they are unable to set their feet during attacks. Summons an elemental fire creature to **area 19**.
- **Air:** Sporadic gusts of wind whip through the chamber causing all characters to suffer -1 to-hit as they struggle to keep their balance. Summons an elemental air creature to **area 19**.
- **Earth:** The stone floor magically becomes sticky mud. All characters suffer a -1 penalty to Armor Class while in contact with the floor. Summons an elemental earth creature to **area 19**.

19. Elemental Battle Chamber

a. Balcony: This balcony is 15' off the floor. It is protected by a stone rail that allows observers to view the chamber below. Handholds in the wall provide access to the balcony from below.

b. Battle Area: The ceiling of this chamber is about 25' tall. The elemental creature summoned in **area 18**, materializes here

and hunts the PCs down. The creature(s) fights to the death, disappearing in a flash of light once it is reduced to 0 hit points.

Water

- **1st-3rd: Fishman (3):** AC: 8 [11]; HD 1; hp 4; Attacks: claw/bite; Special: none; Move: 12/15 (swimming); XP 1/15.
- **3rd-5th: Bull Shark (2):** AC: 4 [15]; HD 2; hp 7; Attacks: bite; Special: none; Move: 18 (swimming); XP 2/30.
- **5th-7th: Water Elemental:** AC: 2 [17]; HD 8; hp 32; Attacks: water slam (2d6); Special: overturn ships; Move: 6/18 (swimming); XP 9/1,100.

Fire

- **1st-3rd: Fire Beetle (3):** AC: 4 [15]; HD 1+3; hp 6; Attacks: bite; Special: none; Move: 12; XP 1/15.
- **3rd-5th: Hell Hound (2):** AC: 4 [15]; HD 4; hp 18; Attacks: bite; Special: breathe fire (8 hp damage); Move: 12; XP 5/240.
- **5th-7th: Fire Elemental:** AC: 2 [17]; HD 8; hp 32; Attacks: flame strike (2d6); Special: ignite flammable materials; Move: 12; XP 9/1,100.

Air

- **1st-3rd: Stirge (3):** AC: 7 [12]; HD 1-1; hp 2; Attacks: pierce; Special: drain blood; Move: 1/12 (flying); XP 1/15.
- **3rd-5th: Manticore:** AC: 4 [15]; HD 6+4; hp 27; Attacks: claw/claw/bite + 6 tail spikes; Special: ; Move: 12/18 (flying); XP 8/800.
- **5th-7th: Air Elemental:** AC: 2 [17]; HD 8; hp 32; Attacks: wind buffet (2d6); Special: hurl creatures of 1 HD or less; Move: 36 (flying); XP 9/1,100.

Earth

- **1st-3rd: Giant Shrew (3):** AC: 4 [15]; HD 1; hp 3; Attacks: bite; Special: none; Move: 18/9 (burrowing); XP 1/15.

- **3rd-5th: Giant Centipede (20' long):** AC: 0 [20]; HD 4; hp 16; Attacks: bite; Special: lethal poison (target gets +4 to saving throw); Move: 18; XP 6/400.
- **5th-7th: Earth Elemental:** AC: 2 [17]; HD 8; hp 32; Attacks: fist (2d6); Special: tear apart stone structures; Move: 6; XP 9/1,100.

20. Weaver's Post

This chamber contains two large looms, each holding identical blankets. A beautiful woman sits beside one of the looms, her fingers skillfully unraveling the blanket. If approached, the woman smiles and motions for the characters to work the other loom.

Any character who obliges magically finds his fingers unraveling the blanket. After six (6) rounds, the character is left with a large ball of yarn. When this happens, or if any character enters **area 21.**, the woman and her looms disappear.

This ball of yarn is magical and is designed to be used in **area 21.**

21. Maze of the Monster

This massive labyrinth is home to the *Monster of the Maze*—a bull-like monster that can be heard snorting and lumbering throughout the maze. The maze projects a disorienting effect (no saving throw) that causes the characters to wander around aimlessly until they defeat the *Monster of the Maze*.

If a character possesses the magical ball of yarn from **area 20.**, he must make a saving throw upon entering the maze. Failure means the yarn explodes with the effect of a *web* spell. The *Monster of the Maze* arrives one round later and attacks.

If the saving throw is successful, the yarn unravels as the characters enter, dispelling the disorienting effect. The characters may then explore the maze normally, or follow the ball of yarn to the exit. In the characters choose to explore the maze, the Referee should roll 2d6 every turn until the characters exit. If the characters follow the yarn, the Referee should roll 2d6 once. On a roll of "snake eyes", the characters encounter the *Monster of the Maze*.

The *Monster of the Maze* is a magical construct that is based on the average level of the party (round down) as per the **Choices** made in **area 10**. The *Monster of the Maze* cannot be reasoned with and fights to the death.

- **1st-3rd: Bronze Bull Golem:** AC: 2 [18]; HD 3; hp 13; Attacks: gore; Special: immune to piercing weapons, 1/2 damage from slashing weapons, unaffected by charm monster or other mind-affecting spells; Move: 12; XP 4/120.
- **3rd-5th: Minotaur:** AC: 6 [13]; HD 6+4; hp 20; Attacks: head butt; Special: never gets lost in labyrinths; Move: 12; XP 6/400.
- **5th-7th: Gorgon:** AC: 2 [17]; HD 8; hp 31; Attacks: gore; Special: breath turns to stone; Move: 12; XP 10/1,400.

22. Magical Trap

This alcove contains three magical traps designed to conform to the level of the party thief (as defined by the **Thief's Choice** in **area 10.d.**). The traps are sprung whenever a living creature passes through the alcove. They can only be disarmed by a successful Thievery check.

- **1st-3rd:** The character is doused with mist from a rust monster's glands. All metal items instantly turn to rust. Magical metallic items are allowed a saving throw.
- **3rd-5th:** A small ochre jelly falls from the ceiling and attacks.

Ochre Jelly: AC: 8 [11]; HD 3; hp 9; Attacks: acid strike; Special: lightning divides; Move: 3; XP 3/150.

- **5th-7th:** Six (6) rot grubs fall onto the character from above.

Rot Grub (6): AC: 9 [10]; HD 1 hit point; hp 1; Attacks: n/a; Special: burrow into flesh; Move: 1; XP A/5.

No-Thief Option: There is a 3 in 20 chance that any character closely inspecting the alcove notices a dozen small holes in the ceiling above. However, there is also a 3 in 6 chance that during the inspection, the character triggers the trap.

23. Withered Knight's Lair

This chamber is the home of the Withered knight Sir Walther Barruns. It contains sitting room and bedroom furniture made from the skin and bones of adventurers who were foolish enough to brave the Dungeon of Trials. A bookshelf holds several tomes, including Sir Walther's private journals which detail the battle between the Lords of the Broken Henge and the lichelord Arexis, the finding of the Jewel of Arexis, and the company's subsequent descent into madness and undeath.

A sturdy oaken chest contains Sir Walther's treasure. The chest is locked and trapped with a poison needle trap (saving throw or death). The chest contains a *potion of all-heal*, a *wand of cloudkill* with one charge, a handcrafted black and gold puzzle box (150 gp), a wooden box containing two rubies (500 gp each), two harlequin masks made of solid gold (750 gp each), a silver pipe engraved with woodland symbols (225 gp), a pair of silver and gold earrings (100 gp), a fine tapestry depicting a unicorn in a forest (125 gp), a silver brooch shaped like a demon's head (75 gp), and a sack containing 175 gp, 300 sp, and 273 cp.

Meeting Sir Walther

Sir Walther greets the PCs as they enter the chamber and says: "Welcome to my home, brave adventurers. I am Sir Walther Barruns, Master of the Tower of Boon Companions, Keeper of the Dungeon of Trials, and Leader of the Lords of the Broken Henge."

Once the party introduces itself, Sir Walther says:

"Time means little to me. Even so, I will not waste it on trivialities. I have crossed over into the world beyond and no longer count myself among the living. My power is great, and yet I require your assistance. The Statue of Lords in the Hall of Heroes must be destroyed. Do this for me, and you will have riches beyond your wildest imaginings. Refuse and you will never leave the Dungeon of Trials alive. Think long and hard before you respond. And know that you are not the first adventuring company to be offered this chance. Look about you and see the result of their folly. Choose your answer wisely."

The characters should be given plenty of time to look over the grisly furniture.

If the characters refuse, Sir Walther attacks. Sir Walther fights until destroyed. When reduced to 0 hit points, with his dying breath he cries: "Death is only the beginning. . .". The Referee may use this ominous statement to foreshadow a future adventure or may simply let the players stress about Sir Walther's possible return.

SIR WALTHER BARRUNS

Sir Walther is an imposing figure, dressed in gleaming plate mail armor decorated with the scalps and ears of slain adventurers. As the leader of the Lords of the Broken Henge, he was a pious knight whose faith in Law and Order was once legendary. It was Sir Walther's blade that struck the killing blow on the lichelord Arexis—or so he thought. The undead monster simply moved his soul into a pink gemstone known as the Jewel of Arexis.

Sir Walther grew greedy at the sight of this jewel and claimed it as his own. Arexis's malignant spirit cursed Sir Walther and the other members of the Lords of the Broken Henge, turning them into Withered Ones. These Withered Lords are bound to the jewel and cannot travel far from it.

Sir Walther Barruns (Withered Fighter): AC: 2 [17] (plate mail + shield); HD 6; hp 30; Attacks: long sword, dagger, touch; Special: withering touch, 1 point of damage from piercing weapons, 1/2 damage from bludgeoning weapons, double damage from fire-based attacks, undead immunity to mind-affecting spells; Move: 12; XP 6/800.

NATURAL CAVES

These natural caves were used to train adventurers preparing for underground missions. The caves contain stalactites, stalagmites, and other odd rock formations.

A raiding party of Falsiggur orcs stumbled onto this cave system a few weeks ago and have made it their temporary lair.

The orcs have grown accustomed to loud arguments and infighting, so they may not recognize the sound of combat right away. If an alarm is sounded, the orcs gather in **area 25.** to meet the threat.

FALSIGGUR ORCS

The Falsiggur (Fishbelly) orcs are a nomadic tribe of pale orcs who spend most of their time on the move, exploring the darkest depths of the World Below. They are excellent swimmers who travel along underground rivers on sturdy one- and two-man skiffs. Falsiggur orcs have large round eyes that are extremely sensitive to sunlight (-2 to-hit), but have twice normal range of infravision. Their standard is a gutted catfish impaled on a spear.

24. Island and Stream

a. Island of Bones: This small island is covered with piles of bones and the bodies of three recently killed orcs. Rusted swords, broken spears, and 50 gp in coins lay scattered among the bones. If the bones are disturbed, a pack of skeletons rises up and attacks. The dead orcs were killed by the skeletons and the rest of the Falsiggur raiding party gives the island a wide berth.

If fighting here lasts for more than three rounds, the orcs from **area 25.** and **area 27.** arrive in 1d6-1 rounds and snipe at the characters with spears. The orcs from **area 28.** and **area 29.** arrive two rounds later to join the fray.

Skeleton (6): AC: 8 [11]; HD 1/2; hp 2; Attacks: broken weapon; Special: immune to mind-affecting spells; Move: 12; XP 1/15.

b. Underground Stream: This slow moving stream extends to a depth no greater than 2'. It flows from north to south, with entry and exit caves whose ceilings normally stand about 2-3' above water level.

25. Orc Shaman's Lair

An orc shaman named Sugot the Seer occupies this cave. A dried catfish rests atop a small altar made of stacked stones. A

pallet of fresh hides lies on the floor before the altar. Sugot sounds the alarm and fights to the death to protect his holy lair.

A young human male is bound and gagged in this chamber, awaiting sacrifice in the **Holy Grotto (area 26.)**. This young man is a simple farm boy named Harrus who is extremely grateful if rescued. He can provide information about the giant catfish, the orcs, their chieftain, and any human captives.

Sugot the Seer (Orc Shaman): AC: 9 [10]; HD 2; hp 6; Attacks: spear, dagger, or spell; Special: spell use; Move: 12; XP 2/60; three large fish eyeballs carefully wrapped and packed into a dwarf skull marked with healing runes (treat each eye as a *potion of healing*), knife made of fishbone, necklace made from fishbones and catfish whiskers, smelly bag of fish entrails (non-magical, used for divining).

Spells: 1st: *cause light wounds*.

26. Holy Grotto

The pool in this cave extends to a depth of 6'. It is home to a large white, blind catfish the Falsiggur orcs have named Heuggan (The Hungry God). The orcs believe this catfish is a sign from their dark god and have given it offerings of weapons, treasure, and even human captives. Broken shields, rusted weapons, a *spear+1*, two sapphires (75 gp each), 24 gp, 40 sp, and 58 cp are scattered on the floor of the pool. The catfish attacks any who enter its waters, retreating back beneath the muck if reduced to half its hit points or less.

Giant Catfish: AC: 4 [15]; HD 8+3; hp 30; Attacks: bite, 4 feelers; Special: none; Move: 9 (swimming); XP 9/1,100.

27. Orc Guard Post

This guard post contains five (5) orcs that are lounging around, gnawing on human remains, sorting through loot, and drinking looted ale. They attack on sight. Any commotion here might alert the orcs in **area 28.** and **area 29.**

Orc (5): AC: 6 [13]; HD 1; hp 3; Attacks: spear, hand axe; Special: none; Move: 12; XP 1/15; 1d6-2 sp, 1d6 cp.

28. Main Orc Lair

This cave has become the temporary home of the Falsigurr orcs. The floor is covered with trash and the cave reeks of orc stench, waste, and dead fish. A large pile of rocks and rubble has been stacked in front of the tunnel leading to **area 31.** to block off the piercers.

If the alarm has not been sounded, twelve (12) orcs are found here sharpening weapons, drinking ale, and arguing amongst themselves. They attack on sight. The orc chieftain Kelfoddr arrives from **area 29.** in 2 rounds and joins the battle.

If Kelfoddr or half of the orcs are killed, the rest flee towards the boats in **area 32.** and attempt to escape upstream.

Orc (12): AC: 6 [13]; HD 1; hp 3; Attacks: spear, hand axe; Special: none; Move: 12; XP 1/15; 1d6-2 sp, 1d6 cp.

29. Orc Chieftain's Cave

This is the lair of the orc chieftain Kelfoddr (Killer of Dwarves). It contains a pallet of fresh furs and hides, including an expensive tapestry that if cleaned is worth 300 gp. A sturdy, locked chest contains two homemade apple pies, three silver goblets (15 gp each), a fine cloak trimmed with fox fur (125 gp), a finely crafted child's doll (50 gp), a spellbook containing three 1st-level spells (of the Referee's choice), a noblewoman's white wedding dress (1,200 gp), and a sack containing 32 gp and 12 sp.

Kelfoddr attacks on sight. If reduced to 3 hit points or less, he offers the raiding party's loot (including all captives) in exchange for his freedom.

Orc Chieftain (Kelfoddr): AC: 5 [14] (chain mail); HD 3; hp 12; Attacks: spear, hand axe, dagger; Special: none; Move: 12; XP 3/90.

30. Carrion Cave

This cave was home to a pair of ogres. The orcs slew the ogres and left their remains, attracting a pair of carcass scavengers. The carcass scavengers attack on sight.

Carcass Scavenger: AC: 7 [12]; HD 3+1; hp 11; Attacks: 8 stingers; Special: paralysis; Move: 12; XP 4/120.

31. Piercer Cave

a. Piercer Passage: Three (3) small piercers are slowly making their way down this tunnel towards the orcs in **area 28**. They attack anyone who passes underneath.

Piercer (3): AC: 3 [16]; HD 1; hp 4; Attacks: pierce; Special: fall from above; Move: 1; XP 1/10.

b. Piercer Cave: A locked treasure chest occupies the center of this chamber. A scattering of bones as well as the gnawed remains of three orcs lie on the floor around the chest.

Once opened, writing on the inside of the chest's lid reads: "Is gold more valuable than your life?"

The chest is otherwise empty. It was placed here to teach adventurers to be more aware of their surroundings since the cave is also home to a dozen piercers. The piercers move to attack, preferably when the characters are occupied with the chest.

Piercer (12): AC: 3 [16]; HD 3; hp 9; Attacks: pierce; Special: fall from above; Move: 1; XP 3/60.

32. Orc Holding Area

This cave is being used to hold pillaged goods (stolen crops, butchered livestock, barrels of ale, weapons, etc.) for transport back upstream. Twelve narrow two-man skiffs lie on the shore. These skiffs have a shallow draft and are designed to be paddled by wide Falsiggur orcish hands.

Six human prisoners are being held here, gagged and bound together. These are villagers from the surrounding countryside who are destined to be sold as slaves or sacrificed to some dark orc god. The Referee is free to determine the identities of these villagers (one of whom the PCs may have come to rescue) as well as any rewards they can provide.

A lone orc stands guard here. The orc grabs a skiff and flees upstream if he detects the party's approach. If captured, the orc can provide a map detailing the movements of the Falsiggur tribe as they travel along underground rivers and streams. This may help the PCs predict where the orcs might strike next, if the Referee wants to expand the adventure.

Orc: AC: 6 [13]; HD 1; hp 3; Attacks: spear, hand axe; Special: none; Move: 12; XP 1/15; 1d6-2 sp, 1d6 cp.

CONCLUDING THE ADVENTURE

This adventure has a number of plot hooks and ideas for future adventures. If the Falsiggur orcs are driven off, they may return later with reinforcements to plague the surrounding villages. They may even seek revenge on the characters.

Any villagers rescued are extremely grateful to the PCs. The character can likely expect hospitality from nearby farmers and other local businessmen, which could lead to future employment offers.

If the Withered Lords are defeated, the PCs must find some way of destroying the Jewel of Arexis before it corrupts anyone else. If the Withered Lords are not defeated, they may eventually escape the Dungeon of Trials (with or without the party's help) and attempt to revive the Cult of the Withering.

Creative characters may decide to claim the Tower of Boon Companions and perhaps reopen it as an Adventurer's Guild outpost. The guild might even assist with redesigning and outfitting some of the dungeon's traps and challenges.

NEW MAGIC ITEMS

The following new magic items may be located in the Dungeon of Trials.

Potion of All-Heal

A potion of all-heal cures all lost hit points. If the drinker makes a successful saving throw, it also neutralizes poisons and cures diseases.

Wand of Cloudkill

A *wand of cloudkill* is a simple wooden wand that smells faintly of dyes and chemicals. Upon command it projects a poisonous cloud (as per the *cloudkill* spell).

Jewel of Arexis

The Jewel of Arexis is a pink, oval-shaped gem that glows with an inner light. It contains the soul of the lichelord Arexis as well as the life force of numerous victims.

The jewel projects a magical enchantment that compels anyone who sees it to make a saving throw to avoid touching it. Anyone who touches the jewel must make an additional saving throw. Failure means the character becomes bedridden for 1d6 days. During this time, only a *remove curse* or *dispel magic* cast by a 9th-level spellcaster can reverse the effect. If not, the character dies and rises the following day as a Withered One (see **New Monsters**).

The Jewel of Arexis can only be destroyed by a quest of the Referee's design.

NEW MONSTERS

The following new monsters may be encountered in the Dungeon of Trials.

Carcass Scavenger

Armor Class: 7 [12]

Hit Dice: 3+1

Attacks: 8 (stingers)

Special: paralysis

Move: 12

HDE/XP: 4/120

The dreaded carcass scavenger is 4' tall and 9' long, and resembles a giant fat grub with multifaceted eyes, small legs, and with a head bearing 2' long insect-like feelers tipped with a poisonous stinger. This creature is rumored to be a magical abomination created from a giant maggot. When the stingers strike an opponent, he must succeed in a saving throw or become paralyzed for 2d6 turns. If not faced with more

opponents, the carcass scavenger swallows the paralyzed character on the subsequent round. Paralysis may be cured with *cure light wounds*, but when used in this way it does not heal damage.

Catfish, Giant

Armor Class: 4 [15]
Hit Dice: 8+3
Attacks: bite (1d6), 4 feelers (1d6-2)
Special: none
Move: 9 (when swimming)
HDE/XP: 9/1,100

These scaleless fish are both predators and scavengers. They can attack with their whiskerlike feelers and a bite. The giant catfish reaches a length of about 15'.

Dog, Wild

Armor Class: 7 [12]
Hit Dice: 1+1
Attacks: bite
Special: none
Move: 15
HDE/XP: 1/15

Wild dogs are feral dogs that have taken up a pack lifestyle and tend to live on the outskirts of human society, either in the country or in the slums of towns.

Fishfolk

Armor Class: 8 [11]
Hit Dice: 1
Attacks: by weapon or claw (1d6-2)/bite (1d6-1)
Special: none
Move: 12/15 (when swimming)
HDE/XP: 1/15

Fishfolk (known as Lökkata in their own tongue) are fish-like humanoids with large eyes, wide mouths, dorsal fins, and webbed hands and feet. An adult male stands roughly 6' tall. They only live underwater, and may dwell in shallows near the shore or in very deep locations far at sea. Fishfolk once ruled over large underwater kingdoms, but their culture has been in

decline for many years, and many have reverted to a primitive tribal mindset. They typically fight with tridents and nets or daggers and spears. If unarmed, they attack with claws and a bite.

Owl Bear

Armor Class: 5 [14]
Hit Dice: 5
Attacks: claw/claw/rend
Special: hug
Move: 12
HDE/XP: 5/240

Having the head of a giant owl and the body of a bear, owl bears are rumored to be a magical hybrid created for an unfathomably chaotic purpose. Their coats range in color from brown-black to yellowish brown; their beaks are a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 1,500 pounds. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes.

Owl bears are mean-spirited carnivores that attack with their claws and beaks. Just like bears, an owl bear may hug an opponent for an additional 2d6 hit points of damage if it successfully hits with both paws in the same round (saving throw for 1/2 damage). Owl bears are known to live in wooded areas, and are equally likely to take residence in caves or labyrinths.

Phase Tiger

Armor Class: 4 [15]
Hit Dice: 6
Attacks: tentacle/tentacle or claw/claw/bite
Special: see below
Move: 15
HDE/XP: 8/800

The phase tiger is not truly a cat, but is fairly intelligent and resembles a six-legged tiger with a long, scaly reptilian spiked tentacle on each shoulder. A phase tiger attacks with its whiplike tentacles or its claws and bite. All opponents of a phase tiger receive a penalty of -2 to-hit, due to the magical ability of the phase tiger to seem to be in a position that is 3' from where it

actually stands. In addition, phase tigers have a saving throw bonus of +2.

Piercer

Armor Class: 3 [16]
Hit Dice: 1 - 4
Attacks: pierce
Special: fall from above
Move: 1
HDE/XP: 1/10, 2/30, 3/60, 4/120

These creatures are specially adapted to cavernous environments, as they perfectly resemble stalactites. When they sense body heat or movement, they drop from a cavern ceiling to impale and eat a victim. The largest ones are 6' long, and the smallest are 1' long.

Rat, Ordinary

Armor Class: 9 [10]
Hit Dice: 1 hit point
Attacks: bites
Special: disease, swarm
Move: 6/3 (when swimming)
HDE/XP: 1/5

Ordinary rats range in size from 6' long to 2' long. They can be black, brown, or gray in color. They live in packs that can consist of great numbers. Rat packs get 1 attack per 10 individuals, inflicting 1d6-2 hit points of damage per hit. If a character is swarmed by a pack of 20 or more, he must succeed in a saving throw or fall to the ground under the writhing rodent horde. He may stand up the following round, but must make a new saving throw if still under the swarm. The swarmed character cannot cast spells and can make no effective attacks with anything other than a dagger until he gets back on his feet.

Rats are disease carriers, and any time a character is bitten by a rat there is a 1 in 20 chance the character contracts a disease. A saving throw is permitted, and should it fail the character dies of the disease 1d6 days later. A successful saving throw indicates that the character gets ill and is bedridden for 30 days, at the end of which there is a 1 in 6 chance the disease proves fatal. The spell *cure disease* will cure this infection.

Rats may be warded away with fire or loud noises. They are adept swimmers, who are at home in sewers, water-filled caverns, and marshes.

Rot Grub

Armor Class: 9 [10]
Hit Dice: 1 hit point
Attacks: -
Special: see below
Move: 1
HDE/XP: A/5

Although rot grubs can be found in animal waste and other foul refuse, they prefer to consume tissue that is still alive. Upon contact with a living being, rot grubs begin vigorously burrowing deep into the body. Fire must be applied to the site of contact at once in order to prevent the rot grubs from burrowing further. This application of flame inflicts 1d6 hit points of damage per instance. If not stopped immediately, within 1d6-2 turns the rot grubs find the heart and kill their victim. The spell *cure disease* destroys all rot grubs in a victim's body.

Shark, Bull

Armor Class: 4 [15]
Hit Dice: 2
Attacks: bite
Special: none
Move: 18 (swimming)
HDE/XP: 2/30

A bull shark is an aggressive species of shark that can live in both freshwater and saltwater. A bull shark has a thick body and blunted nose. It grows up to eight feet long and weighs approximately three hundred pounds. When on the hunt, bull sharks glide silently through the water to creep on unsuspecting prey.

Shrew, Giant

Armor Class: 4 [15]
Hit Dice: 1
Attacks: bite
Special: none
Move: 18/9 (when burrowing)
HDE/XP: 1/15

Giant shrews are pony-sized rodents, and in some ways resemble giant rats. However, shrews have slightly longer snouts and are burrowing animals with reduced eyesight. They can jump up to 5'. Giant shrews are able to echolocate in a fashion not unlike bats, by emitting small squeaks. With this kind of vision, they are able to see 60', and this may be blocked with the spell *silence 15' radius*. A deafened (and thus blinded) giant shrew has an effective AC of 8 [11] and suffers a -4 penalty to-hit.

Stirge

Armor Class: 7 [12]
Hit Dice: 1-1
Attacks: pierce (1d6-2)
Special: see below
Move: 1/12 (when flying)
HDE/XP: 1/15

This monster looks something like a small anteater with feathers or bat-like wings. A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. The long proboscis is pink at the tip, fading to gray at its base. A stirge's body is about 1 foot long, with a wingspan of about 2 feet. It weighs about 1 pound.

A stirge uses its long proboscis to penetrate a victim, latch on, and drain its blood. When a stirge attacks an opponent for the first time, its quick speed grants it a bonus of +2 to-hit. A successful attack deals 1d6-2 hit points of damage, and thereafter, each round the stirge has latched to an opponent it sucks 1 hit point of damage worth of blood every round. A stirge remains attached to a victim until the victim dies, or until the stirge is killed.

Withered Ones

Armor Class: 6 [14] or by armor type

Hit Dice: varies

Attacks: by weapon, spell, or touch

Special: see below

Move: 12

HDE/XP: varies

Withered Ones are undead monsters that appear as horribly withered men and women. They are created by the Jewel of Arexis (see **New Magic Items**) and cannot travel more than a quarter mile away from it with suffering intense pain, weakness, and eventually oblivion. They can magically sense the jewel's location and attempt to follow wherever it goes. Withered Ones retain their class-related abilities, but can no longer advance in levels.

Withered Ones attack with weapons, spells (if applicable), or a withering touch. Anyone touched by a Withered One must make a saving throw or permanently age one (1) year and also suffer a cumulative -1 penalty to-hit, saving throws, and AC for 1d6 turns. Withered Ones have undead immunity to mind-affecting spells. They take only one point of damage from piercing weapons (knives, spears, arrows, etc.), half damage from bludgeoning weapons (clubs, maces, flails, etc.), and full damage from slashing weapons (swords, axes, pole arms, etc.). Withered Ones take double damage from fire and fire-based attacks.

NEW CLASSES

The following new class may be used in the Dungeon of Trials.

THIEF

While there are many who wield sword and spell while exploring tombs and dungeons, the thief hopes to recover lost riches through the use of guile and stealth. Though trained in arms, he is not a combatant by trade. Instead he strikes from the shadows and his keen eyes see dangers that his companions do not.

Thieves are rarely noble, but are more often pragmatic professionals looking for opportunities to rapidly amass great wealth. Still, their unique skill set makes them very useful to dungeoneers and explorers and there are some among their ilk who hold to a code of "honor among thieves."

Thieves often go equipped with but a few weapons and only light armor, but instead rely on picks and tools for survival. When combat does arise, they fade into the darkness, ready to plunge a dagger into the backs of unsuspecting foes who are otherwise occupied.

The rare thief who manages to amass fortune and glory is likely to retire and start a guild of others with similar skills. In return for a cut of their take, he provides security, protection and news of ripe pickings just waiting to be plundered.

Thief Class Advancement

Level	XP	HD	BHB	ST	Thievery
1	0	1	+0	14	1
2	1,250	1+1	+0	13	1
3	2,500	2	+0	12	2
4	5,000	2+1	+1	11	2
5	10,000	3	+1	10	3
6	20,000	3+1	+2	9	3
7	40,000	4	+2	8	4
8	80,000	4+1	+3	7	4
9	160,000	5	+4	6	5
10	320,000	5+1	+5	5	5

Weapon/Armor Restrictions: Thieves are agile and skilled in combat. They may wield any weapon. However, they prefer to rely on their reflexes and quickness over heavy armor which impedes their other abilities. They may only wear leather armor.

Back Stab: Thieves prefer to catch their foes unaware and strike from positions of advantage. Any time a thief attacks an opponent who is unaware of their presence, the thief receives a +2 bonus to their Base Hit Bonus. If the attack is successful, the thief may roll his weapon damage twice to calculate damage from the back stab.

Saving Throw: Thieves receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

Thievery: Thieves are stealthy and light-footed. The thievery ability may be used for any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving or even climbing walls free-handed—these talents are reflected in the ability of thievery.

The referee has the final say as to whether an action falls under the purview of thievery or not. When the thief attempts to use this ability they referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the thievery ability, the thief is successful in their attempt.

Thieves are not often aware of when their attempts to remain stealthy fail, and the thief always believes he is successful. When a thief fails using this ability while free-climbing a wall or disarming a trap, they can endanger themselves with either a great fall or by being in the path of a poisonous dart or concealed trap.

Establish Guild (9th): A thief of ninth or higher level may choose to establish a secret hideout, often in an urban location. He will attract the attention and service of other, lower-leveled, thieves who hope to learn from a master. He is known as a Guild Master, and those who arrive are members of his Thieves Guild. In return for a cut of their earnings, the thief will provide these apprentices with protection from local law enforcement as much as he is able. If the thief is unable to protect these apprentices, they are likely to turn on him in hopes of finding a more capable guild master.

XP Bonus for Dexterity: This class bonus is due to a high dexterity attribute.

Note: See the full writeup in the *White Box Omnibus* by Barrel Rider Games for additional thief abilities and optional rules.

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