

# INFESTATION



## LEVEL 1 QUEST

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# INFESTATION

You and your new-founded group of adventurers enjoy a pint of your favourite ale in the local tavern of the latest town you are passing through. Suddenly one of the locals bursts through the door holding his ears and clearly disturbed. **“The noise, the noise it’s everywhere!”** he babbles, gripping another drinker by the collar. Pushing him away the man falls to the floor still babbling on about some noise.

You enquire with a fellow drinker about this man’s strange behaviour. **“Who’s he? Well that’s ol’ Tom the local food merchant. Good man, but the last few weeks he’s gone a bit crazy. Keeps going on about some damn noise in his shop. Like a thousand feet tapping he says”**

You sit back down to finish your drink. Intrigued by this tale you begin to tell the others about what you have been told. You continue to watch the man, trying to speak to other locals, but being either ignored or pushed away. Giving up the man leaves the tavern to head back home. You let a few moments pass to avoid suspicion, then you and the group get and follow the man down the dark streets.

As the man reaches the entrance to his shop you call out to him. Turning suddenly the man runs up to you and grabs you by the shoulders. **“Help me”** he pleas, **“I can’t stand it anymore, the noise, tapping, scratching, chittering”** he falls to his knees **“There’s something down there, in the cellar”** looking at the man, his face seems gaunt and pale, his eyes show signs of days with lack of sleep.

You agree you will investigate this noise, but ask what he will do in return. The man explains that his business was doing well until the noises start and can offer the group free board and gold for their trouble. Looking at the rest of the group, they give a confirming nod and you agree to the man’s terms.

His eyes widen, and a hint of a smile crosses his face **“Thank you”** he says in a relived tone. He pulls out a set of keys and unlocks the shop. Once inside he takes you to an old doorway barricaded by items of stock. Pushing this away he unlocks the door, before thanking you again, and making a hasty retreat to his upstairs home.

You open the cellar door, and descend the steps into the darkness below.....

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The dungeon is designed for level 1 warriors. It uses a specific monster table containing low level monsters relevant for this dungeon.

The Monster Table below should be used when entering the following rooms :

- Barrel Store
- Sack Store
- Crate Store
- Ransacked Store

This table should also be used when an unexpected event is rolled on a roll of 1

Monster Table	
1 – 2	1D6 Giant Spiders
3 - 4	1D6 Giant Bats
5	1D6 Giant Spiders & 1D6 Giant Bats
6	2D6 Giant Spiders

In the final room the "Spider Lair". The room will contain the **Gigantic Spider** using the card attached and the above monster table needs to be rolled on once.

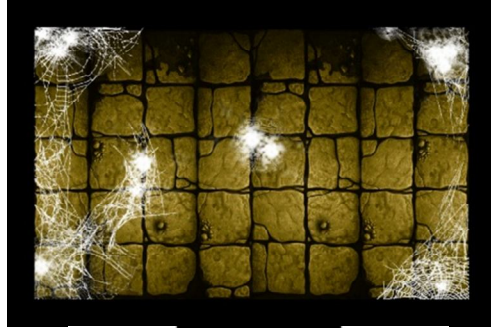
Any warriors who are webbed, place a web counter next to the warrior. While webbed a Warrior may not do anything.

At the start of each Warriors' Phase, roll 1D6 for each Warrior that has been webbed and add his Strength. If the total is 7 or more, he pulls himself free from the sticky strands and may act normally this turn.

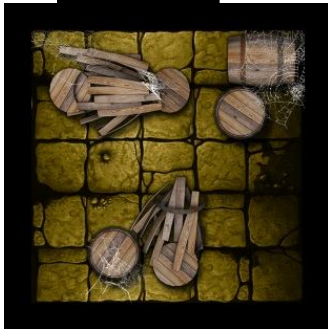
At the end of the adventure the man thanks the warriors, and gives each warrior 250 gold pieces.

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SPIDER LAIR



RANSACKED STORE



CRATE STORE



BARREL STORE



SACK STORE




**M** **GIGANTIC SPIDER** **M**

Wounds : 20  
 Move : 5  
 Weapon Skill : 3  
 Strength : Web (1D6)  
 Toughness : 4  
 Initiative : 2  
 Attacks : 2  
 Damage : 2D6

Opponents WS	1	2	3	4	5	6	7	8	9	10
To Hit For	2	3	4	4	4	4	5	5	5	6

If a warrior is hit by the spider they are webbed and are bitten for 1D6 damage.



**EVENT**



**EVENT**

					
<i>Webb</i>	<i>Webb</i>	<i>Webb</i>	<i>Webb</i>	<i>Webb</i>	<i>Webb</i>