GUILD

Sword and Magic for Hire

Difficulties	
15	Easy
10	Average
5	Hard
1	Extremely Difficult

Enemies

Type	Dmg.	HD	Att.
Fodder	**1**	**1**	**+5**
Weak	**[1d2]**	**1**	**+3**
Minor	**[1d6]**	**1+1**	**+1**
Average	**[1d8]**	**2**	**-0**
Dangerous	**[1d8]**	**3+4**	**-2**
Deadly	**[1d10]**	**4**	**-4**
Monstrous	**[2d12]**	**6**	**-10**

Adventure Seeds

[1] A Farm has an infestation of plagued rats
[2] A Paladin needs rescuing from a bandit's prison
[3] A strange quaking is disturbing the grounds of a nearby monastery
[4] A Vineyard lost all of its crops in a single night
[5] A corrupr official has been exploiting the beggar camps
[6] A blacksmith was robbed of their flux
[7] Goblins have been attacking high-road travelers
[8] A den of bears has gone mad, and tears at local cattle

Weird Loot

[1] An amalgam filled fang of an octogenarian goblin **[1G]**
[2] A poison mushroom that causes sleep paralysis for **[1d33]** hours
[3] A **whole loaf** of hardtack
[4] **[7]** un-fletched, iron-shafted arrows
[5] A religious icon that requests daily payments in blood in return for **+1 Magick Damage**

Town Name Generator

[1] Cora	burg**[1]**
[2] Peli	deVille**[2]**
[3] Tuke	carte**[3]**
[4] Venn	thorpe**[4]**
[5] Surrey	cester**[5]**
[6] Whit	port**[6]**
[7] Porom	palum**[7]**
[8] Rhyse	wycke**[8]**