

OLD GUARD TOWER

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The watch tower was built to warn the settlements in the valley below of danger. **Thirty Orcs** overtook the tower before the signal fire could be lit, and have begun marching towards an unsuspecting village. The players must infiltrate the tower and light the warning signal before it is too late!

Ground Floor.

One Orc at door. Leaves cooking kettle on a small fire unattended while patrolling around the tower.

Inside:

Original defender of tower. Dead. Wizard. Has a scroll that indicates it can activate and control gargoyle.

Second Floor.

Two Orcs sleeping. Books on shelves and random potion.

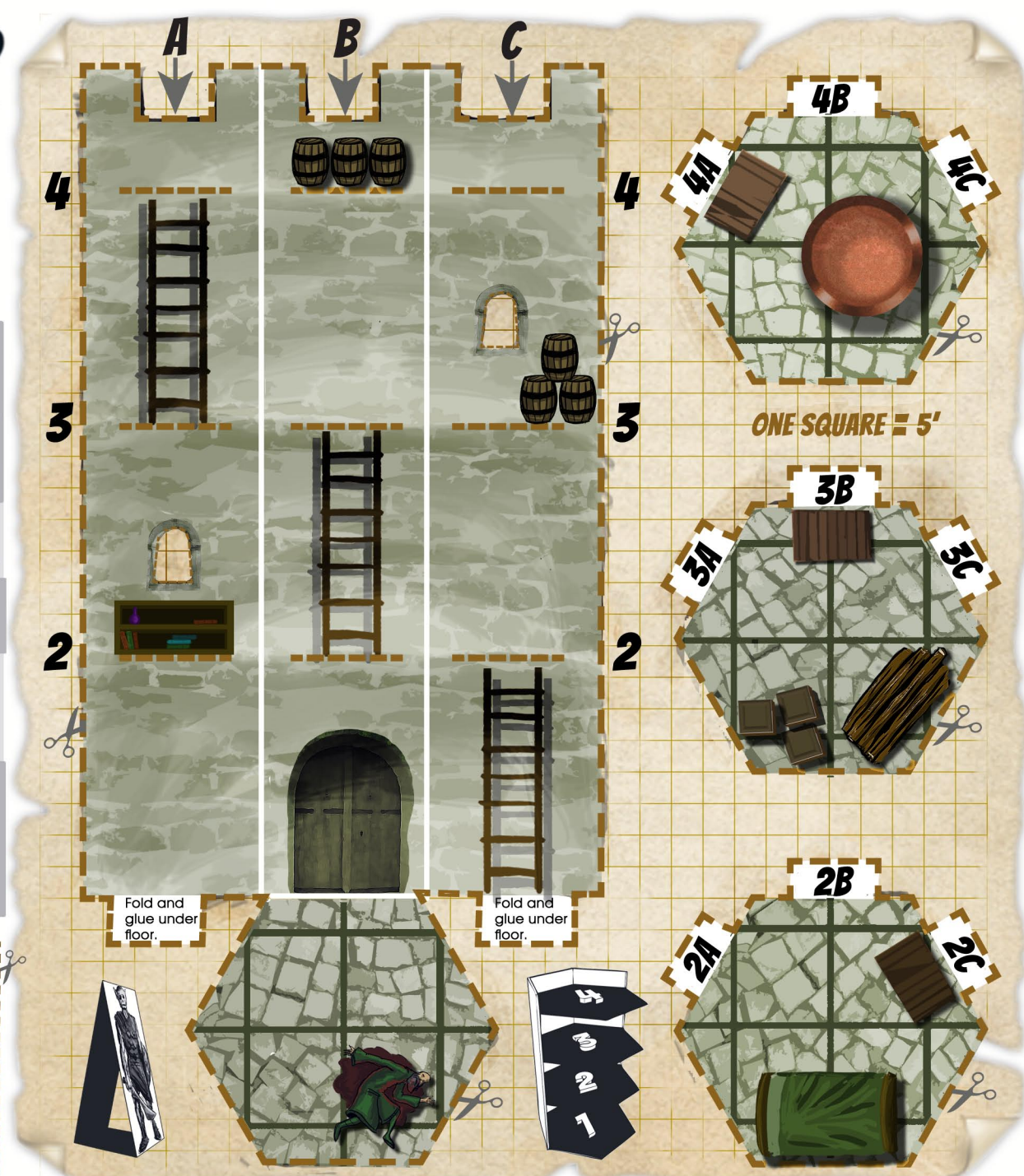
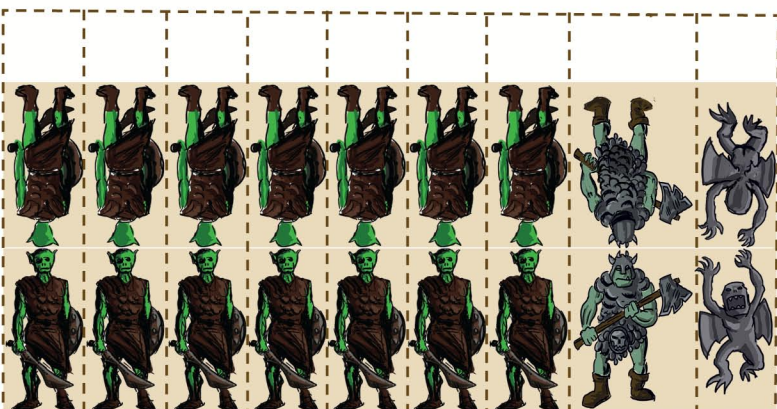
Third Floor.

Two Orcs rummage through tower supplies.

Top Floor.

Two Orcs. Three barrels of oil. A large metal fire pit for lighting the beacon. Gargoyle statue overlooking edge.

Once the signal fire has been lit, the force of orcs will quickly return to the tower. The players must defend the tower for (10+2d6) rounds until the nearest town in the valley lights its signal fire. At this point the orcs will retreat.



1: PRINT ON CARDSTOCK

2: CUT ON DOTTED LINES

3: FOLD ON WHITE LINES

4: FOLD AND GLUE TABS

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