

# MAIDENS OF MOORDOTH

Maidens of Moordoth is a 1-sheet adventure designed for a party of low-level Labyrinth Lord™ characters. Having a cleric or elf in the party is helpful but not mandatory.

## BACKGROUND

Fifteen years ago the village of Moordoth was attacked by a dragon. At first it was just cattle that disappeared. The leaders of the village sent messages to a nearby baron to ask for aid, but the request went unanswered. When the first child was taken, the villagers finally decided to act.

The most able-bodied men struck out with poorly-made weapons and armor. They tethered a cow as bait atop a high hill and waited. When the dragon came, it laughed as it toyed with the would-be ambushers. It slew some for sport, the others it drove to a point of near insanity as it did things to them best lost to the ages.

When the dragon finally departed it left the terror-stricken men with an ultimatum: "Deliver your women to me by tomorrow's high moon and I will leave your village in peace. Do this not, and I will come back for ONLY you."

The heroic thing would have been to sacrifice themselves to the dragon on the next night. But the men reasoned that the chaotic beast was lying and would never leave the village alone, so they made a terrible choice.

They returned to the village and lied, claiming to have subdued the dragon and forced it to flee. They held a great celebration. When it finally died out, they lured a handful of village women out to a high hill and toasted their victory. But they poisoned the women's drinks, and they collapsed weak and weeping. With regret they tied the women to posts atop the highest hill and waited.

The dragon came, as it said it would. The men approached and begged the beast to keep its word. The dragon laughed and ate the women, claiming it would now kill the entire village as well. Then the dragon swayed and fell, dropped by the toxins now coursing through its blood. It was dead in minutes, poisoned by a half-dozen toxic maidens.

The men vowed never to tell the truth of their tale. They burned the body of the beast, and told a tale about the dragon returning and how they battled and slew it dead, but not until it ate the maidens.

Now, fifteen years later, those men are the elders of Moordoth. They keep their grim secret and will never speak of it.

## ADVENTURE

Unknown to all, the high hill (which is now known as Maiden's Rest) has a secret of its own. An ancient burial tomb exists beneath, and recent stellar events have aligned to cause its residents to awaken. These ghouls have been ravaging the countryside. If this wasn't bad enough, that same stellar event has caused the spirits of the toxic maidens to return as apparitions, haunting the hill, the countryside, and the village of Moordoth. The elders fear for their lives and turn to the party of adventurers to help solve their problem.

## HOOK

Maybe the characters are on their way to another place, or maybe they're village locals to begin with. They might be carrying a message from a mentor to an old friend in the village. Or maybe they're sent by a nearby baron or duke to investigate rumors of ghouls in the hills around Moordoth. For whatever reason, the characters will be present in the inn when the first haunting occurs.

## THE HAUNTING

Read the following when the characters are eating dinner in an inn.

*As you eat your dinner in this small inn a sudden feeling of sorrow grips you. A silence falls on the room as the wispy images of six maidens (their bodies appearing to drip of toxic corruption) manifest in the air above the table of Elwin, one of the village elders. The women speak in unison: "The hills stir, Moordoth, and soon you will feel the wrath of its denizens!" Elwin leaps back in terror as the maidens fade away.*

Elwin will notice the characters have weapons and seem capable and will immediately beseech their aid. He will promise them 300gp (his personal fortune) if they can stop the ghouls and the hauntings by the "toxic maidens of Moordoth."

## THE JOURNEY

The elders will send the characters off with a map they draw in somber silence. The map isn't really needed; a worn path exists where villagers have travelled to the hill (it has become a known meeting place). When the characters head towards the hill, the journey should be described in a way to set the mood: thunder, lightning, rain, eerie shadows, etc.

If you want to make the journey more fun, have the characters come upon a band of 3 ghouls ravenously eating a poor traveller on the path. If you do this, give them a chance to rest up before entering the crypts beneath the hill.

3 Ghouls (2HD Chaotic Undead Creatures)  
MOV 90' (30'); AC 6; HP 6 each; SAVE F2, #AT 3  
(claw 1d3, claw 1d3, bite 1d3+ paralyze 2d4 turns unless save), Morale 9, XP 47ea.

The body is that of a traveller who was just in the wrong place at the wrong time. It wears a belt with a buckle worth 50gp, a ring worth 100gp, and a decorative long sword worth 100gp that never made it clear of its scabbard before the ambush.

## THE ARRIVAL

Read the following when the PCs arrive at the hill.

*You approach the place known as Maiden's Rest. An opening exists, indicating where things have clawed their way out of the hill.*

*The spirits of six women tied to posts atop the hill suddenly manifest. They struggle against ropes which bind them and call out "No... nooooooo..." repeatedly. They don't respond to you, and after another flash of lightning disappear, the thunder sounding eerily like the rumbling growl of a beast.*

The characters (unless they are all races which have infravision) will need to provide their own light source.

**General Dungeon Construction:** all well-made stonework with strong timber reinforcement. Ceilings are 8' high. Small ventilation shafts rising into the hill top allow decent circulation. Doors are all rotted and most have been ripped off their hinges by ghouls on a ravenous rampage.

**Random Encounters:** there is enough to do in the crypt, but if things get boring consider having a few random ghouls happen along, maybe dragging a body of a sheep, cow, or slow traveller towards their eating room (see area 12).

**1 Entrance:** the mouth of the cave gives way to paved stones and sturdy walls. A door which used to close off the burial hill lies on the ground broken in several places. Screams can be heard through the wall that leads to area 2. Blood stains the floor where ghouls have dragged bodies into their lair.

**2 Crypt:** this room has four heavy stone coffins, three of which are empty with their slabs shoved aside and broken. The fourth has a screaming growling ghoul within still trying to break free (though failing).

**3 Common Room:** whoever was buried in this mound was buried with a dozen servants. Their remains litter this large room in heaps of bone. 7 giant rats scurry at the PC's approach, but then attack when opportunity presents:

7 Giant Rats (1HD Neutral Animals)  
MOV 120' (40'); AC 7; HP 2 each; SAVE F1, #AT 1  
(bite 1d3+save vs poison or contract disease that is fatal in 1d6 days), Morale 8, XP 6ea.

The rats have collected everything shiny from the servants. If the PCs search for their lair they'll find a crevasse in the wall which holds a nest containing a few silver rings and necklace chains (worth a total of 5gp) and 30sp of coins.

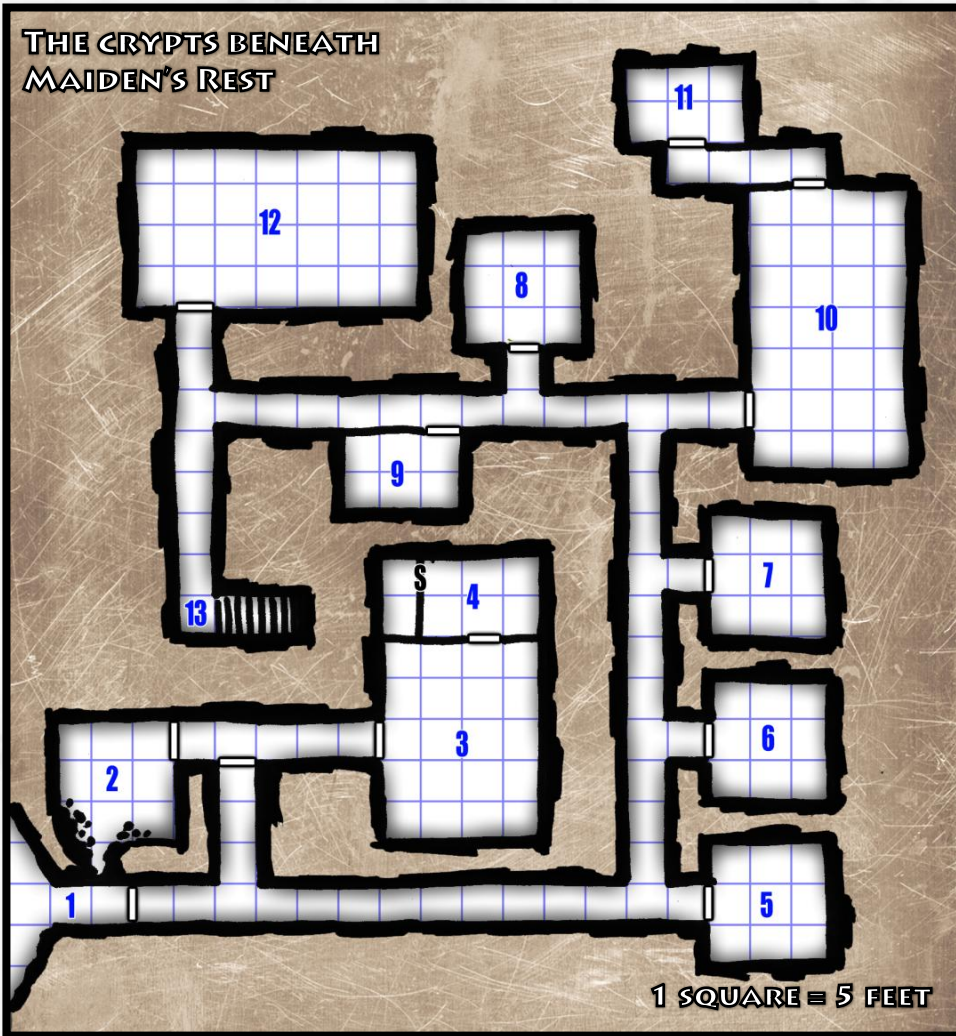
**4 Pottery Room:** this room contains all sizes of pottery, most cracked and crumbling. A few are in decent shape but aren't worth much. A secret door is built into a wall mural in the west wall, activated by a stone lever designed to look like a thin piece of molding in the corner. In the small room beyond are 2 suits of red enameled plate mail armor with heraldic symbols recognized only by historians (worth 900gp each). Will fit most humans or elves.

**5 Art Room:** this room has a trap-door pit trap right in front of the door. Victims will fall 20' and take 2d6 damage (and must be helped out). Within the room are paintings, all of which have rotted away and are worthless.

**6 Trophy Room:** the family buried here were hunters, and the walls are covered with stuffed animal heads. All are undead and have the bite of a ghoul, and thrash against their mountings wildly. Easily avoided by alert adventurers.

**7 Garrison Room:** there are four crystal statues of spearmen in this room, symbolic guardians to protect the buried family during their passage to the afterlife. Each has a pair of red gemstone eyes

## THE CRYPTS BENEATH MAIDEN'S REST



(each worth 20gp). If someone tries to take the stones, its statue will animate and attack to retrieve it, then will turn back to a statue again.

4 Animate Statues (3HD Chaotic Construct)  
MOV 90' (30'); AC 4; HP 10 each; SAVE F3, #AT 2  
(spear 1d6), Morale 11, XP 65 each.

**8 Vanity Room:** the walls of this room are covered in huge mirrors. Although tarnished, they still reflect well. The room is a warning to shed the curse of vanity. Anyone who looks at their own reflection must make a saving throw against paralysis or be frozen in place for 1 day (long enough to be dragged away and eaten by ghouls). Anyone pulled away by another character will shake away the paralysis in a few minutes.

**9 Dress Room:** Blood stains on the floor lead to this room, where 4 ghouls feast in a noisy wet manner on a pair of shepherds.

4 Ghouls (2HD Chaotic Undead Creatures)  
MOV 90' (30'); AC 6; HP 6 each; SAVE F2, #AT 3  
(claw 1d3, claw 1d3, bite 1d3+ paralyze 2d4 turns unless save), Morale 9, XP 47ea.

The room is full of fancy dresses of a style not worn for hundreds of years (most splattered with blood). Although most are in poor condition, one cloak (purple satin with a black lace trim) is in fine condition and could be sold for 100gp in any city market.

**10 Altar Room:** this room was designed to mimic a church (to prove to the keepers of the afterlife that the family buried here was pious). Five rows of seating face a stone dais upon which an altar can be found. Six golden candle sconces line shelved walls (50gp each). Two crumbling tapestries are worthless now but once showed images of the buried family kneeling dramatically.

**11 Second Chance Room:** This room has a model of the stars on the floor and runes carved into the walls. Corners are cut at very specific angles. Remnants of scrolls and books can be found. One book is open to what looks like a dead-raising ritual. Any spell caster can make an INT check to know the room itself is a ritual, and was configured to trigger when the stars aligned just right (this is what brought forth the ghouls). The raise dead spell can be copied into a spell book, but turning the page will crumble the book to dust. On one shelf are 4 vials: a poison (save vs. poison +2 or die) and potions of healing, diminution, and levitation.

**12 Treasury:** This room can be smelled from down the hall. Rotted meats and bones are everywhere. Five ghouls are fighting over the liver of a cow, but when the PCs enter they decide they have better things to eat.

5 Ghouls (2HD Chaotic Undead Creatures)  
MOV 90' (30'); AC 6; HP 6 each; SAVE F2, #AT 3  
(claw 1d3, claw 1d3, bite 1d3+ paralyze 2d4 turns unless save), Morale 9, XP 47ea.

The family buried here had a small fortune in treasure. Three wooden chests are found in this room. Each is locked and bound in iron. If they can be opened, players will find them full of silver pieces (3,000sp in each).

Also in this room can be found other pieces of treasure: silverware, plates, decanters, and all manner of fine furniture. Most of this is difficult to carry and sell, but if permitted to do so the characters would find themselves 800gp richer.

As the characters examine the wealth of the treasure, the apparitions appear once more, but this time they are able to interact with the characters. Read the following aloud.

*Six female spirits suddenly manifest before you, all tied to posts. They struggle against their ropes in an odd stupor, all the while saying "No.. Noooooo". Suddenly, they snap their attention to the party and speak as one, "Who are you? Why did they leave us like this? Is the dragon near? We're so afraid!"*

The women will speak to the party. They talk as if they are one, an odd cacophony of sounds. They will act afraid, always looking up and around. Once they've interacted enough that the truth of their deaths is known, they will inform the players that they are forced to haunt until the elders tell the truth of their actions to the village. Then they suddenly become afraid, and the sound of a loud dragon roar can be heard as they fade away screaming.

**13 Stairway?** If you wish your adventure to end here, this can simply be a dead end with a family portrait depicting those buried here. Otherwise, consider building another level below to give characters more to explore.

## WRAPPING THINGS UP

How things proceed from here are up to you and the players. Some players will be outraged by what the elders did, and want to go confront them about it. This is an excellent role-playing opportunity, and can result in all sorts of outcomes.

For instance, the elders might break down in tears and resign. The townsfolk might reject them, or might embrace them in new understanding that what they did was for the good of the village (though one of the villagers could be outraged and suggest that they could have poisoned sheep or a cow and had the same effect!).



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