

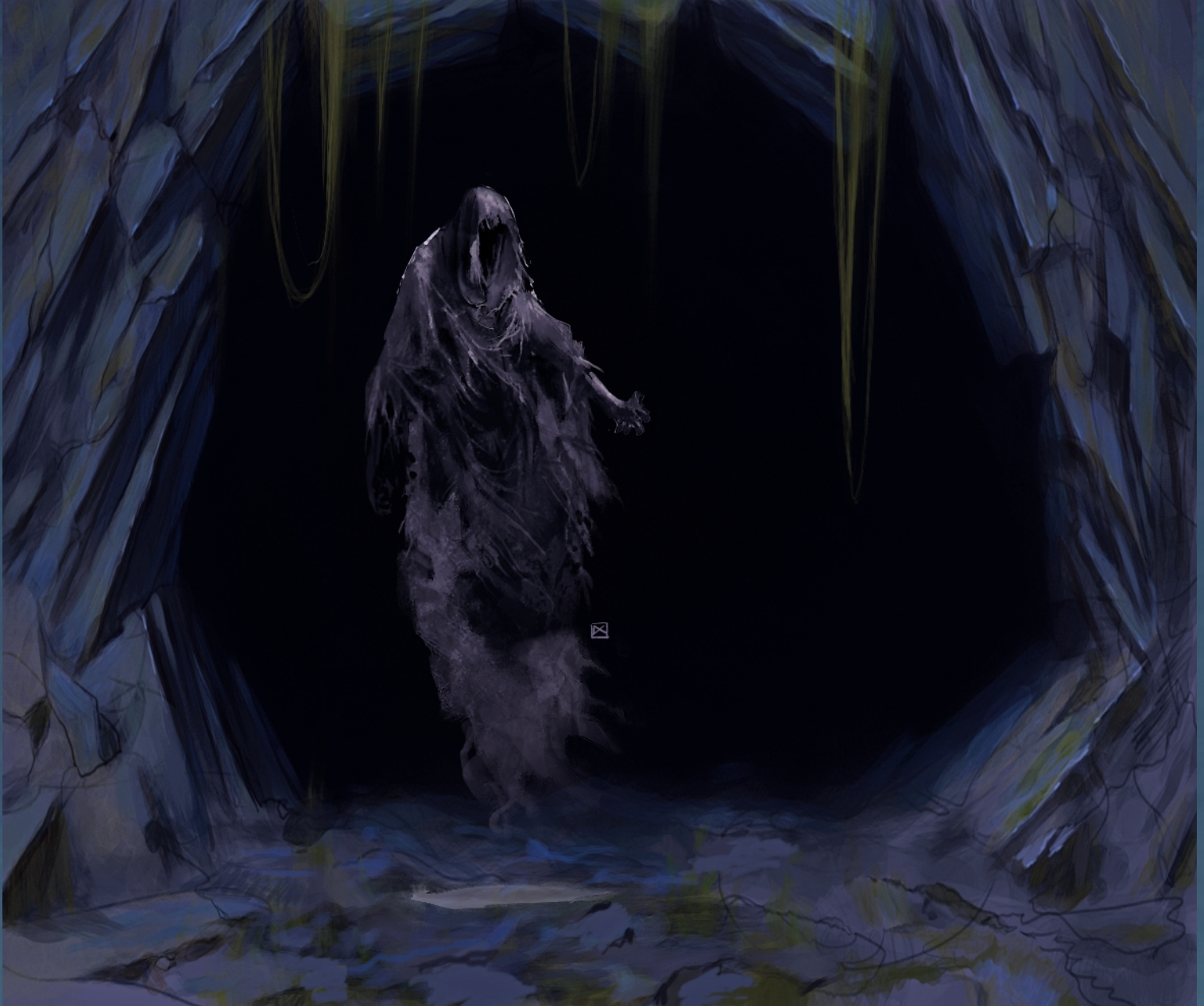


THE MERCILESS MERCHANTS PRESENT:

THE NEVERMORE MINES

BY

JON BERTANI AND AARON FAIRBROOK



FOR GENERATIONS, BARDS HAVE ENJOYED SPINNING THE TALE TO HONEST FOLK AND THEIR CHILDREN OF THE LOST NEVERMORE MINES AND THE MASTER OF DARKNESS THAT LIES WITHIN THEM. THEY WARN THE CHILDREN THAT IF THEY MISBEHAVE, THE DARK MASTER WILL COME FOR THEM AND TAKE THEM AWAY TO BE LOST IN THE MINES FOREVER. MOST FOLK REGARD THESE STORIES AS SPIRITED ATTEMPTS BY BARDS TO MAKE SOME COIN, BUT THE TOWN OF OAKVALE WAS JUST RECENTLY ATTACKED BY THE NIGHTMARE FROM THE TALES. WILL YOUR GROUP BE BRAVE ENOUGH TO TRAVEL TO THE NEVERMORE MINES TO DISCOVER AND PUT TO REST THIS GREAT EVIL?

THE NEVERMORE MINES IS AN ADVENTURE FOR CHARACTERS OF LEVELS 4-7.

For Gold & Glory™

Old School Roleplaying

THE NEVERMORE MINES

HALLS OF CHAOS AND DARKNESS

Written by: Jon Bertani

Additional Writing by: Aaron Fairbrook and Mark McAllister

Mapping by: Aaron Fairbrook

Layout by: Aaron Fairbrook

Editing by: Mark McAllister

Cover Art: Cavern—www.critical-hit.biz2.3, Wraith—Daniel Comerci-hounworks.it

Back Cover Art: Jack Holliday

Page Template Artist: Louis Porter Jr., Design

Interior Artists: Bradley K McDevitt (Postmortem Studios), Claudio Casini, Culhain Games, Daniel Comerci-Hounworks.it, Dave Allsop, © Dean Spencer, © Headless Hydra Games, Justin Hernandez Heather Shinn and J.M Woiak of the STINKY GOBLIN, Indi Martin, Jacob Blackmon, Jack Holiday, Jeshields, Jon Bertani, Kimagu, Louis Porter Jr. Design, Maciej Zagorski (The Forge), Matt Morrow, Pawel Dobosz (The Forge), Patrick E Pullen, Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games, Some artwork © 2015 Earl Geier, used with permission. All rights reserved. William McAusland, www.critical-hit.biz, © J Lonnee, 2011, Licensed by Nevermet Press, LLC. Some artwork used with permission ©2017. All rights reserved.



Artist: Maciej Zagorski, The Forge

Authors Note

This module was inspired by the countless hours of work that goes into decorating the garage and driveway area for Halloween every year. Hence, the Halloween flair towards the adventure. Enjoy!

Special Thanks From The Merciless Merchants

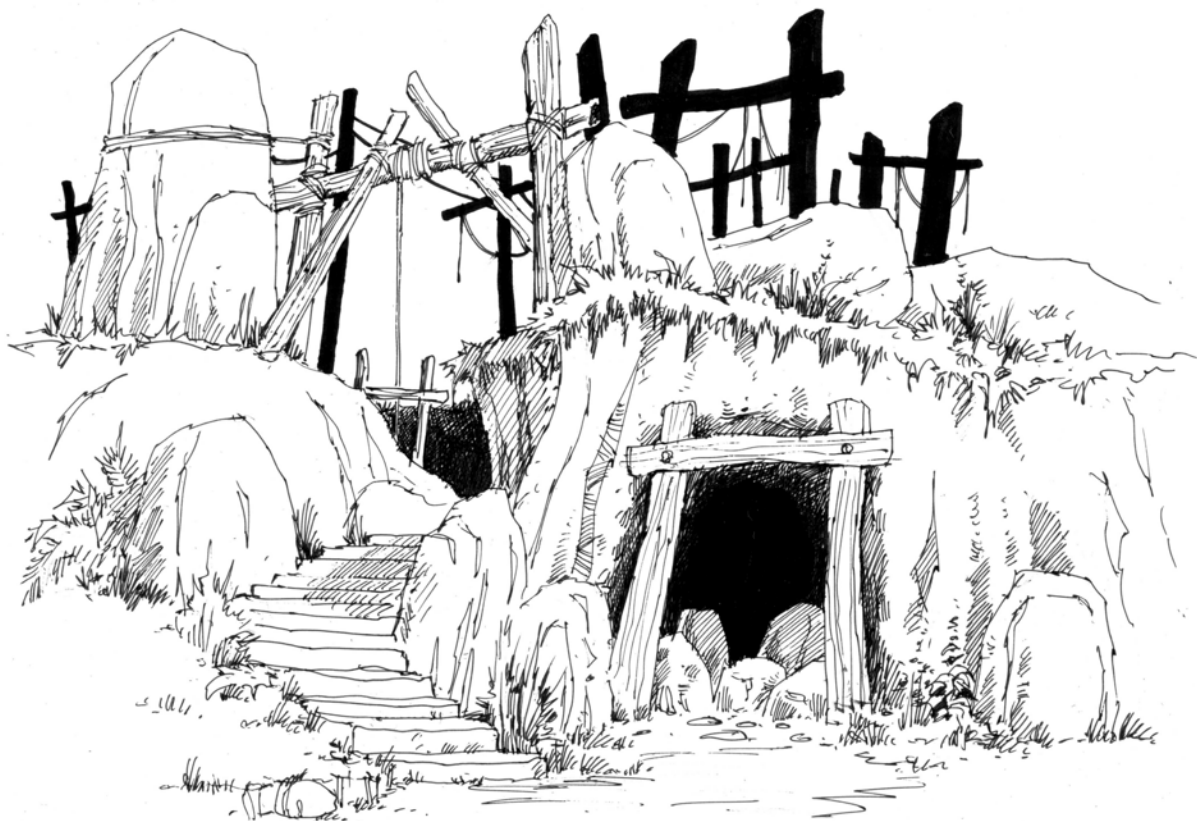
To our Significant Others—they put up with us, support us, read over this stuff for us, think we are dorks, but still love us all the same. Love you!

To Indi Marten for her talent and patience on our logo. I strongly recommend checking out her art at <http://tortoiseharecreations.blogspot.com>. She is absolutely wonderful to work with!

We would also like to thank the many artists for their featured artwork in this module. Thanks for making art available for those of us who can imagine things in our head but lack the ability to capture it with pencil on paper. All their art is copyrighted and belongs to them.

THE NEVERMORE MINES

HALLS OF CHAOS AND DARKNESS



Artist: Pawel Dobosz, The Forge

If you plan to be a player in this module then **please STOP reading now** as this is for the GM's eyes only. Gaining insight about the adventure beforehand will ruin the surprise factor and your enjoyment of the adventure.

"The Nevermore Mines" is an adventure for use with the For Gold & Glory ruleset designed for 5-7 player characters of levels 4-7. **For Gold & Glory and FG&G are trademarks of Justen Brown. This work is not affiliated with Justen Brown.** The adventure is designed to be used in the Dragonback Mountains campaign setting, but can be used in any campaign setting that has a nearby mountainous or forest setting. The GM is encouraged to read the module first to become familiar with the described areas so that they can paraphrase the descriptions to their players. The GM is also encouraged to rename towns, change/use/or not use encounters, change NPC's, and/or change monster statistics and abilities as the GM desires and use the adventure as a tool or guideline to fit in their current campaign or playstyle.

Adventure Background

Bard's tales describe an abandoned dwarven mine that was discovered and re-worked by the folk of the nearby town of Oakvale. There seemed to be an abundance of stone and valuable ore and minerals left within the mine by the dwarves, but the mine was only worked for a short time by the humans, as many miners met their fate in the dark, cold, stone tunnels. Clearly the mines were dangerous, as well as the profession in general, but surviving miners were tight lipped about their experience and the reasons why so many perished. The threat of disbelief of their story, outraged loved-ones, being labeled as cowards, or any number of titles and labels kept the rumors to a low murmur and retained the excuse and reason as the pervasive dread of the 'bad air' within the mines.

The people of Oakvale quickly embraced a name for the mine, and labeled it the Nevermore Mines, as they would never be mined again due to the 'bad air'. However, the Nevermore Mine was not forgotten as the nightmare eventually followed the miners back to Oakvale. Chaos and death started to run rampant within the town, as it did in the mines, and soon the miners opened up about what really happened in the Nevermore Mine.



Artist: © J Lonnee, 2011, Licensed by Nevermet Press, LLC. Used by permission.

In truth, in their lust for veins of copper, silver and gold, the miners efficiently tore through the mountain, even clearing a cave-in where dwarves once worked, and eventually discovered a small, pre-existing hollow chamber containing a large door. Bewildered and curious, the Oakvale miners,

following the commands of their foreman, decided to ignore the dwarvish warnings etched around the large door and busted through it and into the sealed chamber beyond with pickaxe and hammer. Once the magical seals were broken, an evil was awakened once more, deep within the rock.



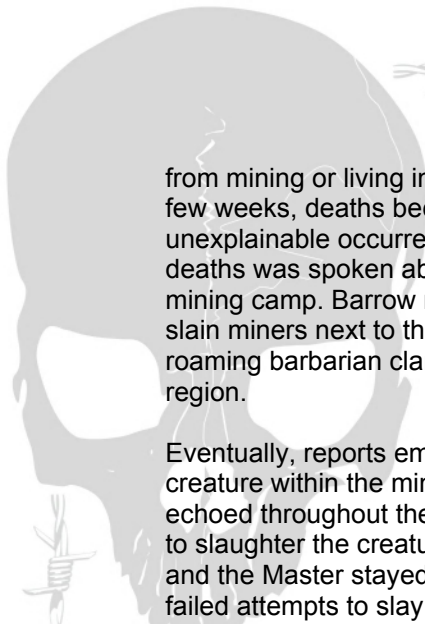
Artist: Matt Morrow

Within this sealed chamber, the foreman discovered an ancient tome of magic, known as the **Book of Nether** (See New Magic Items at end of module), and eventually its eternally bound Imp, and he secreted it away to his lodgings. Once the foreman began studying the book, the Imp appeared and began to whisper of power and ambition. With the Imp's guidance the foreman began to devour the tome's ancient spells and magic long into the nights, slowly losing his will and causing him to travel a path of becoming a vessel for a powerful devil. As he surrendered fully to evil, he began to understand that the only way to grow his power was through sacrifice, preferably from the blood of the innocent.

It was around this time, when the foreman disappeared, creating confusion and dissent among the workers, but the curiosities of the door and the chamber beyond drifted to past thoughts, and the call of valuable ore brought the miners back together. However, miners soon began to discover their companions murdered, their bodies broken within the stone halls, as well as families who serviced the mining camp on the surface. At first, most thought the deaths to be common accidents



Artist: Jack Holiday



from mining or living in the wilderness, but over a few weeks, deaths became a daily and often unexplainable occurrence. The mystery of the deaths was spoken about in hurried whispers in the mining camp. Barrow mounds were erected for the slain miners next to the older barrow mounds of the roaming barbarian clans within the chasms of the region.

Eventually, reports emerged about some sort of creature within the mines and cries of fear and death echoed throughout their halls. Warriors were sent in to slaughter the creature but they never came back, and the Master stayed triumphant. After several failed attempts to slay the beast, the 'cursed' mines were abandoned as well as the mining camp as it was determined that the value inside was not worth the nightmare, and the miners returned to Oakvale.

However, the nightmare was not over for the Valemen, as the evil eventually followed the miners back to Oakvale where they finally relinquished the truth after several attacks. The first victims were children who started to disappear during the night, but as the Master's power grew, he turned to women, men and finally entire families. People of Oakvale and the surrounding lands held a moot, became organized, and offered rewards to brave heroes who traveled to the mines to go against the Master. Every year they went, brave souls one and all, or perhaps they were foolish, seeking only gold and glory. At any rate, too many adventurers and veterans never returned, and the slayings continued, which finally caused the shamans and druidic circle to come together to formulate a plan. A small party of shamans and druids traveled to Axeholme's mighty gates to request an audience with the dwarves who reside there. Their request was granted and several discussions took place about the Nevermore Mine and its menace, and the dwarves reluctantly shared their secrets. Once the shamans and druids returned to Oakvale, they realized they were not powerful enough to banish or slay the Master, but they were able to learn the ancient runes and sacred glyphs that had sealed the chamber inside the mine from before. An expedition was sent forth to the mines, and a harrowing battle ensued in its canyon that holds the mines between the Oakvale champions and the Master of the mine and his minions. As the brave warriors fought to their last, the shamans and druids cast and marked their totems, glyphs, and wards upon the entrance to the mine. They prevailed in ensnaring the Master and his dark power once again within the mines.

Inside the dark mines, the Master schemed, refusing to be doomed to live out its days inside the wretched mine. Over the next few decades, the Master continued to test and strain himself against the binding totems, wards and glyphs, eventually discovering a weakness. Upon the night of the Harvest Moon, when the veil between this world and the next grew thin, he could escape for short time out of the mines. During this time he was free to go stalking through the night reaping innocent blood, wreaking havoc upon the villagers and gather more minions to serve him. Though the night was long he had to return to the mines before the rising sun or be destroyed. Such was the power of the wards binding him to the mines. Those minions he gathered were drawn by his dark power. They could pass freely to and from the mines. He used them to bring wayward travelers to his lair through trickery or force. This brought needed supplies and innocent blood to feed his dark hunger for power. Other monstrous creatures began to take residence in the maze of canyons and chasms of this region, attracted to the Master's growing power.

Unfortunately, the residents of Oakvale were revisited upon this past Harvest Moon by the Master and his minions. Children seemed to be the target and several were taken in the night. The old rumors, whisperings and legends sprang back to life of this old horror from the Nevermore Mines. Some of the braver and enraged parents took up arms and went to seek revenge and to find their children. But so far, none have returned.....

GM Notes

If needed, there are several hooks that can draw a party into this adventure, as determined by the GM. Possible hooks include:

Adventure Hooks

1. The party may have been hired by the Chief of Oakvale to locate and destroy the residents of the Nevermore Mines.
2. Parents may hire the party to rescue their abducted child from the last raids.
3. The druidic circle or the shamans may hire the party, or set up a test for one of their own members if a character is a druid or shaman, to investigate the area to see if the sealing magic of their ancestors is still working on the Nevermore Mines.

4. A character in the party just won a mining claim from a game of gambling...the Nevermore Mines!

5. A wizard or sage hires the party to obtain an item known as the **Book of Nether** (see New Magic Items at end of adventure). They may ambush the party after they retrieve it.

6. The party stumbles upon the chasm leading to the Nevermore Mines, while traveling through the mountains.

High Pass

The High Pass used to be a popular trade route through the mountains. However, a new, safer trade route, called the River Road, follows the river around the spur of mountains, although it takes

longer. Some merchants still brave the High Pass during the summer months, but during the winter, it's close to impassable due to snows and avalanches. The road itself is rough, with loose stones littering the road and weeds starting to grow. In some areas two wagons can pass abreast, but usually the narrow road winds through the mountains allowing only one wagon to be on the trail at once.

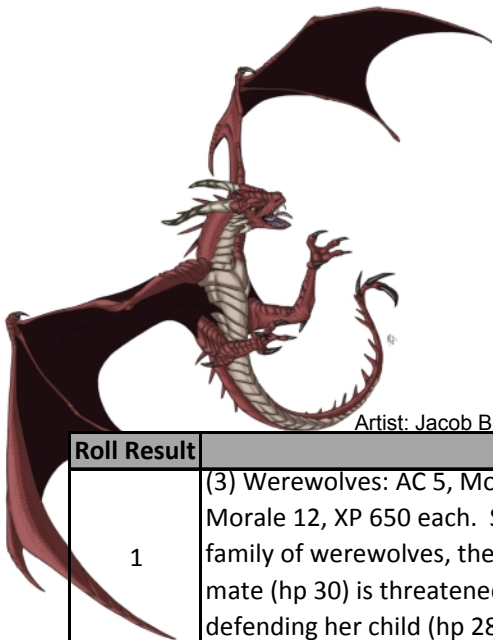
Wandering Monsters

During the day, there is a 1 in 12 chance (1d12) that a wandering encounter will occur every 2 turns. During the night, the undead begin to stir and the chances to encounter a wandering encounter is increased to 1 in 8 chance (1d8) every turn.

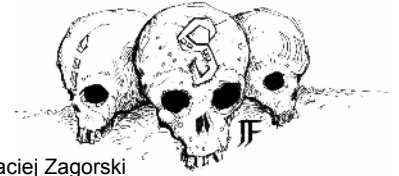
Roll Result	Daytime Encounter
1	(2) Owlbears: AC 5, Move 12, HD 5+2, hp 40,34, THACO 15, Attack: 3 (2 claws 1d6, 1 bite 2d6), Size L, Morale 12, XP 975 each. Special: hug: On a attack roll of 18 or higher the Owlbear will draw its victim into a hug for an additional 2d8 damage per round. The Owlbears have nothing of value.
2	(1) Donkey: AC 7, Move 12, HD 3, hp 17, THACO 17, Attack: 3 (2 hooves 1d3, 1 bite 1d6), Size M, Morale 5, Xp 65. This donkey is completely spooked and has been wandering aimlessly. It will run from the party, stop, and if the party gets close will try to run again. It still has one saddle bag strapped to it (evidence of others being ripped off) that contains colorful clothing for a woman, four days worth of rations and a waterskin. There is also a silver mirror worth 15 gp. The donkey is a survivor from the attack that happened in Area #9.
3	(4) Harpies: AC 7, Move 6, fly 15, HD 7, hp 52, 47, 40, 37, THACO 13, Attack: 2 (2 talons 1d3 each or by weapon), Size M, Morale 13, XP 1,400 each. Special: entrancing song, entrancing touch. Their nest could be in a nearby cave in the cliffs as determined by the GM. One wears a silver necklace with green jade insets worth 110 gp.
4	(12) Hobgoblins: AC 5, Move 9, HD 1+1, hp 8 each, THACO 19, Attack: 1 (by weapon), Size M, Morale 12, XP 35. One leader of the group: AC 5, Move 9, HD 2, hp 16, THACO 19, Attack: 1 (1d8 +1 (longsword plus strength), Size M, Morale 12, XP 65. These hobgoblins are an exploratory group for a larger band and seeking areas to mine. They carry battle axes and spears. Combined treasure includes 15 cp, 57 sp, and 32 gp.
5	(1) Skunk: AC 8, Move 12, HD 1/4, hp 2, THACO 20, Attack: 1 (bite 1 damage, + special), Size T, Morale 5, XP 35. Special: Musk. This skunk is very agitated but wary. It will immediately be aggressive towards the party by raising its tail, but will flee if attacked while releasing its musk. Wandering encounters may increase due to the character's smell as determined by the GM.
6	(1) Wyvern: AC 3, Move 6, fly 24, HD 7+7, hp 54, THACO 13, Attack: 2 (1 Bite 2d8, 1 sting 1d6 + poison, or 2 talons 1d6), Size G, Morale 14, XP 4,000. The wyvern will attempt to snatch one party member with its talons and fly off with it to feed.
7	(1) Ettin: AC 3, Move 12, HD 10, hp 75, THACO 10, Attack: 2 (by weapon +2 damage, or 2 by slam 2d6 +2 damage) Size H, Morale 14, XP 3,000. Special: Alertness. Depending on the GM, the ettin's alertness may be of no use as the heads are arguing in which direction they should go. It will be frustrated if attacked however and will fight to the death. It carries a large sack with half a deer carcass in it, 150 cp, 45 sp, 275 gp, and a Ring of Featherfall .
8	(24) Crows: AC 7, Move 1, fly 36 MC3, HD 1/4, hp 2 each, THACO 20, Attack 1 (beak, 1 damage), Size S, Morale 10, XP 15 each. These crows will be roosting up along the cliff walls or trees. They will watch the party and caw at them, but are otherwise harmless.



Artist: Maciej Zagorski, The Forge



Artist: Jacob Blackmon



Artist: Maciej Zagorski

Roll Result	Nighttime Encounter
1	(3) Werewolves: AC 5, Move 15, HD 4+3, hp 32, 30, 28, THACO 15, Attack: 1 (bite 2d8 or by weapon), Size M, Morale 12, XP 650 each. Special: Lycanthropy, silver or magical weapon needed to hit, surprise. A small family of werewolves, the male (32 hp) will get +2 to hit to all attack rolls and inflict maximum damage if his mate (hp 30) is threatened. The female (hp 30) will get +3 to attack rolls and inflict maximum damage if defending her child (hp 28). These are the werewolves located in Area #5 who may be prowling the area.
2	(4) Raccoons: AC 9, Move 5, HD 1-1, hp 4 each, THACO 20, Attack: 1 (bite 1d2 damage), Size S, Morale 7, XP 7. These raccoons will attempt to follow the party if moving. Otherwise, they will prey upon the party while they are camping. The raccoons will attempt to steal any shiny baubles, coins, necklaces, etc. that the party may have. If threatened, they will hiss but will eventually move off.
3	(5) Ghosts: AC 4, Move 15, HD 4, hp 26, 25, 25, 23, 20, 18, THACO 17, Attack: 3 (2 claws 1d4, 1 bite 1d8), Size M, Morale 12, XP 1,400 each. Special: Paralyzation, stench. These ghosts are starving and will attack immediately. They have nothing of value.
4	(7) Wights: AC 5, Move 12, HD 4+3, hp 28 each, THACO 15, Attack: 1 (bite 1d4), Size M, Moral 14, XP 1,400 each. Special: Energy Drain, magical weapon of +1 or better needed to hit, spell immunities.
5	(1) Wyvern: AC 3, Move 6, fly 24, HD 7+7, hp 54, THACO 13, Attack: 2 (1 Bite 2d8, 1 sting 1d6 + poison, or 2 talons 1d6), Size G, Morale 14, XP 4,000. The wyvern will attempt to snatch one party member with its talons and fly off with it to feed. If fought during a day encounter and slain, then ignore this result.
6	(3) Juju Zombies: AC 6, Move 9, HD 3+12, hp 35 each, THACO 15, Attack: 1 (Slam 3d4 or by weapon) Size M, Morale nil, XP 975 each. Special: Climb walls, electricity immunity, spell immunities, magical weapons needed to hit, half damage from bludgeoning and piercing weapons. One juju zombie will climb a cliff wall and perch upon a ledge using a bow and arrows. They have nothing of value except for twenty arrows and a longbow. Five of the arrows are silver tipped.
7	(66) Bats: AC 8, Move 1, fly 24 MC 2, HD 1/4, hp 1 each, THACO 20, Attack: 1 (bite 1 damage) Size T, Morale 4, XP 7 each. These bats will fly and swarm towards the party for 1d4 rounds then fly off.
8	(6) Huge Spiders: AC 6, Move 12, HD 2+2, hp 16, 14, 14, 14, 12, 10, THACO 19, Attack 1 (bite 1d6) or 1 web entangle small size creatures only, but will half movement rates of medium sized opponents. Save vs Breath Weapon or be entangled) Size S, Morale 8, XP 175 each.



Artist: Dave Allsop

BEGINNING THE ADVENTURE

The Trail

The old trail to the Nevermore Mines has degenerated into a simple path used by animals, although there are hints of evidence that some wagons may have used it recently due to muddy ruts cut deeply into the loam. A tracker may decipher the trail as two or three horse drawn wagons and a few men on foot. The tracks are probably a few days old. The trail leaves the High Pass route near the top of the pass and two large monoliths mark the path (Area #1).

AREA # 1. THE STANDING STONES: These large, monolith rocks are rune-carved with a variety of symbols and rest on either side of the narrow wagon-trail that leads to the Nevermore Mines. Closer inspection of the monoliths will reveal tampering and vandalism around the base of the rock with the majority of words being curses or warnings. The runes are ancient, although a historian or a dwarf could reveal that they are dwarven in nature and provide a short history of the mining that occurred here: what type of ore and minerals were gathered by the stout folk and for how long, as well as warnings of the evil within.



Artist: Maciej Zagorski, the Forge

The trail pass the Standing Stones enters a series of canyons. The sides of the canyons are steep and at times press in upon the trail, allowing only a few men to walk abreast. Here the light of day rarely touches the path. Other areas open into broad spaces with small copses of shrubs and trees. Water is plentiful and runs down the snowy peaks forming streams in the gullies of the canyons. There is loose rock strewn about the path, warning of the danger of falling stones from either side of the steep and sheer sides of the canyon walls. There are several shallow caves along the way, perhaps old mine shafts, though some are naturally formed. The GM is encouraged to add their own additions as they see fit.



Artist: Matt Morrow

AREA # 2. EMPTY BARROW MOUNDS: Please refer to the Area # 2 map for a typical barrow mound.

The winding trail leads through a steep mountain canyon with stunted trees and shrubs for a few miles but eventually opens up into a large clearing of tall grasses, sparse vegetation, and a few pine trees. The forest has begun to reclaim the area, but still several large mounds of earth and stone can be seen in the meadow in a semi-circle along the edges of the valley. It's obvious that the mounds are barrows for the dead as there is evidence of religious totems, carved runes and other hints and clues, suggesting that the barrows are for the clansmen of the mountains and long dead miners. All the barrows have dark openings facing the center of the valley and animal trails crisscross the valley floor.

A small campfire ring of stone is visible next to a small copse of pine trees, although it is evident that it hasn't held a fire for several years. Weeds grow in the cold fire pit and wood once stacked is now scattered about. A few bits of rusted metal, perhaps parts to armor and weapons, are evident but there is nothing of real value. This camp is an old hunter's camp, or perhaps was used in the past by looters, but has long been abandoned due to the area's reputation as dangerous or haunted, despite the easy hunting of animals using some of the barrows as lairs.

Thirteen barrows rest in this valley, some set with large stone doors. All of the doors are opened ajar, with chipped edges, as if someone had used tools to force them open. The mounds are ancient and marked by old runes and glyphs worked into the stone. The barrows are all approximately the same inside, but range from 30 to 50 feet in diameter and 10 feet high with a single entrance.

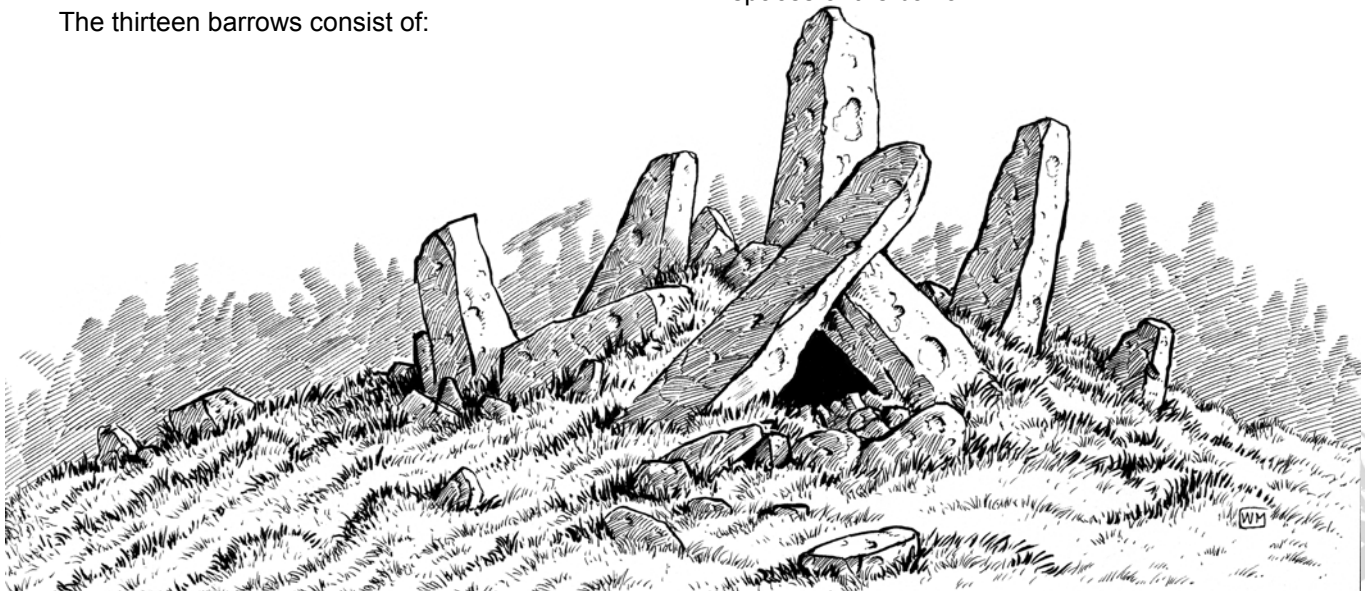
The thirteen barrows consist of:

1. 2 barrow mounds for miners.
2. 6 barrow mounds for chiefs and/or champions
3. 4 barrow mounds for shamans
4. 1 barrow mound for the High Chief and Keeper of the Mounds (see below).

The two miner barrow mounds appear newer and crafted with fitted stone at the entrance. Inside, the dust is thick and a few cobwebs drape across the ceiling, although there is evidence of boot prints set in the dust. Ten stone slabs rest in the chamber for each barrow mound, and ten human skeletons rest upon them. Two of the skeletons have been tampered with, and a leg bone and foot are laying on the floor next to one. Some of the skeletons still grip miner's tools, but most are rusted and worthless. It is pretty evident that this place has been looted long ago and was created for the miners when the Nevermore Mines was in operation. There is no treasure within the miner's barrows.

Inside the other barrows is a short passage that leads to a central chamber holding a large slab of stone in the center of the room. Upon it rests the remains of a chieftain, shaman, or champion of a barbaric tribe. About the chamber are several nooks and alcoves that hold the remains of the family who belong to the one resting upon the central stone. Animal tracks will be apparent on the dusty floors as it appears bears, wolves and other critters may have used these mounds as lairs. It also appears that some of the barrows have boot prints perhaps belonging to looters.

If the party searches for one turn, in any of the eleven barrows containing chiefs, shamans or the High Chief, random treasures may be discovered. But it will take time to search all the nooks and hidden spaces of the barrow.



Artist: William McAusland



Artist: Maciej Zagorski, The Forge

The barrows of chieftains and champions will have the remains of a warrior with various arms and armor. Most will be rusted and beyond use. Shaman barrows will have animal totems carved into the stones, the remains will be fairly well preserved, wearing hides, beads and bone ornamentations. After each turn of searching, there is a 25% chance that treasure will be found as follows: 50% for 100-600 cp, 25% for 100-300 sp, 25% for 20-100 gp, 25% for 10-50 pp, 5% for 1-4 gems between 1d4 x 100 gp value each, 5% for 1-4 objects of art (bone or wood totems, torcs, or jewelry) worth 1d6 x 50 gp value each and a 5% chance a magical item (potion or scroll) will be found.

The barrow furthest from the old hunting camp is the High Chief's barrow and has the largest mound. It has two standing stones guarding its dark entrance that are similar to totems in that they have animals and other glyphs carved into the stone. The chief's barrow is like the others except his remains are of a huge man (7 foot tall) wearing heavy ancient armor with a large single edged sword. Lying at the foot of the great warrior's slab are the skeletal remains of a large bear.

The High Chief was greatly honored and was a protector of his people, and even now, still protects his people by defending the barrows from those who would desecrate them. If anyone steals from the barrows and stays within the valley that same evening he will come for them with his bear. If the party lingers for three nights in the valley, he will come for them on the third night, and of course, if the party disturbs his rest at any time, he will hunt them down.

The High Chief, Keeper of the Mounds (Skeletal Undead): AC 2, Move 12; HD 9+2, hp 72, THACO 9, Attack: 2 (1d10, +2 to hit, +4 damage with two-handed sword, Size L (7' tall), Morale 20, XP 2,000. Special: The Keeper of the Mounds will *Cause Fear* upon first sight by anyone. Save vs. spells or flee for 1 round per each point missed on the saving throw. Turned as Special and will retreat to its barrow. It cannot be

turned if defending its barrow. Immune to mental attacks, lightning, and cold attacks and ½ damage from slashing weapons and ¼ damage from piercing weapons. +1 or greater magical weapons needed to hit.

Items: **Ancient Plate Armor**, (Must be around 7 feet tall to wear). The armor will need to be repaired in order to be worn properly (300 gp on average to repair). It is plate mail armor but gives an AC 2 +2 **Rune Marked Ancient Two Handed Sword**. This large sword is single edged and heavy. Runes of Power give its magical bonus, however, the blade is cursed and the wielder will be compelled to return to the barrows and protect them, forever. A save vs spells must be rolled after three days of the sword being taken, and then again upon the Solstices', so twice a year, unless the blade is returned to the barrow.

Golden Torc of the Bear. Allows wearer to communicate with bears and gives a +4 to reaction rolls. It can also charm a bear one time a week like the spell *Charm Animal*, and only one bear can be charmed at once.

Keeper's Bear (Skeletal Undead): AC 6, Move 12, HD 5+5, hp 40, THACO 15, Attack: 3 (2 claws 1d6, 1 bite 1d8) Size M, Morale 20, XP 650. Special: If an attack roll of 18 is rolled for a claw attack, then the opponent is hugged for an additional 2d6 damage. Only ½ damage will occur from slashing weapons and ¼ damage from piercing weapons and +1 or greater magical weapons are needed to hit.

Hidden in the chief's barrow are 100 gp and 50 pp.

AREA # 3. THE MINER'S BARROW MOUND: Please refer to the Area # 3 map.

A steep, twisting path climbs up from the canyon and in some areas steps have been cut into the stone. Worn by use and weather, the stones are smooth and water trickles down from the mountains making the trail slippery. The path eventually reaches a large open space within the mountain peaks. Only a few great evergreen trees grow here, some more than a hundred feet tall. In the center of the mountainous bowl is a great cairn of stones that is approximately 160 feet in diameter and 30 feet high at its apex. This is the main miner's barrow mound.

A. THE ENTRANCE: At its front, lays a large round boulder that seals the entrance between three large monolithic stones. A single hole a few inches in diameter pierces the stone near the top. (This allows the Solstice light into the tomb.)



Artist: Claudio Casini

The round stone is seven feet in diameter and will require a successful bend bars/lift gate roll, a *Knock* spell, or other similar magical item that can open doors to roll it aside.

B. ENTRY: The entrance is only seven feet high and the five foot wide passage descends between tightly stacked stones that hold even larger stones above. All the stones are rough-hewn and immense and it's puzzling how some of these boulders were placed. The passage and surrounding barrow is damp, and seems to be the home for insects and small critters such as bats and mice. There is nothing of value in this room.

C. ENTRY CHAMBER: The passage gently descends into a hexagonal shaped room that is approximately 35 feet in diameter. The ceiling above looms only eight feet overhead and holds the weight of the mound with huge stone slabs. Three dark passages lead out of the room to the east, west and north.

D. CRYPTS: Both of these rooms have a short passage leading to a small square chamber. Within each wall of the chamber are three sets of nooks, each holding the skeletal remains of a human. There are nine nooks in total. The skeletons do not have much of worth, only tattered garments and some minor bone or wood ornamental adornments.

E. REFLECTING POOL CHAMBER: The broad passage opens into a large chamber with a high ceiling. In the center of the floor is a circle of low stones that seem to cradle a well of dark water. Four sets of three nooks each holding skeletal remains are embedded into the walls. The well is filled with drinkable, freezing cold water, and is of unknowable depths as it is part of a deep, mountainous aquifer.

F. MINERS CHAMBER: The passage opens into another large chamber with an octagonal shape. Each wall has three nooks, with the remains of long dead miners. Each skeleton holds an old rusted pick. There are 42 nooks in total from both rooms, none having anything of real value.

These skeletons will animate only upon the command of the Guardian Spirit (see Room G).

Skeletons (42): AC 8, Move 9, HD 1, hp 6 each, THACO 19, Attack: 1 (1d6 by mining tool or by weapon), Size M, Morale Nil, XP 120 each. Special: Skeletons have cold immunity, ½ damage from slashing and piercing weapons and some spell immunities.

It will take them 1d4+2 rounds to climb out of their nooks. They will then move their movement rate towards the Guardian Spirit and attack all intruders.



Artist: Louis Porter, Jr. Design

G. GUARDIANS CHAMBER: The passage opens into another octagonal chamber, but lacks any nooks occupying the walls. A large slab of stone rests in the room's center with a scattering of knot-work runes and glyphs carved into the side of the stone. Upon the stone lays the skeletal remains of a warrior equipped with chain mail armor, helm and shield. Its gauntleted hand grasps a long shafted pick hammer. Three other passages lead out of the area but are only three feet wide and five feet tall.

The runes upon the stone mark this as a burial place of a man of honor and courage named Melduenn. His name is embedded in the runes and glyphs of the stone and can be deciphered by bards, historians, or characters with the ancient history non-combat skill. Many of the runes can be recognized by spellcasters as Abjuration magic. If the body is disturbed, or if anything taken from it, the Guardian Spirit will manifest and attack.

Guardian Spirit (see New Monster section): AC 2, Move 9 (cannot leave the barrow), HD special, hp 42 + special, THACO Special, Attack: 2 (1d6+ 2 to hit, +3 damage by pick hammer-"Delver"), Size M, Morale Nil, XP special. Immune to mental attacks, cold, poison and acid attacks. Need a +1 or greater magical weapon to hit. Will summon Lesser Guardian Spirits (See Area H) once 25% of HP are lost. Will summon skeletons (see Area F) once 50% HP are lost. For summoning allies, the guardian spirit must spend one round vocalizing a deep resonating moan.

The HD of the Guardian Spirit will start at 7 (6 hp per HD). For every opponent beyond the first, the



Artist: Jack Holiday

Guardian Spirit will gain a HD. For example, if six intruders are fighting the Guardian Spirit, it's HD would increase to 12 HD and it would gain another 6 hp per HD gained.

Anyone who can read and learn the name Melduenn and speak it out loud will cause the Guardian Spirit to stop and look at the person who said the name for one full round and not attack again unless attacked or his treasures taken.

The body on the slab is bearded and has a matching set of human-sized **Chain Mail +2**, medium shield, helm and gauntlets. Also the pick hammer is a special weapon gifted to Melduenn by the dwarves of Axeholme: **+1 pick Hammer**, with its rune-marked name of 'Delver' on the handle in dwarvish. It can detect precious metals within 60 feet, three times a day, with a duration of one round per level of the wielder. Dwarves from Axeholme who see the pick will want it returned to Axeholme or the barrow.

H. DWARF HOLDS: Each of these chambers has a low passage that opens into a square chamber. The ceiling rises only to six feet here. There is a low, rune-marked slab of stone, upon which lays a short skeletal figure. Its beard bristles from its bony maw and spreads across its armored chest. Its armor appears to be in good shape as does the pick hammer upon its chest.

The dwarven-sized chain mail, helm, gauntlets and pick hammer are not magical. But they are dwarven forged, so they do not rust and they glisten with an odd blue tint.

Within each chamber is a hidden cache of treasure, each in a different area around or as part of the slab. A successful check for secret doors or traps will reveal the stone that hides the treasure. Each area holds 100 gp and 3 gems (aquamarines) of 200 gp each.



Artist: Maciej Zagorski, The Forge

Disturbing the bodies or hidden treasure will cause the Lesser Spirit to manifest unless already destroyed in Room G. It will rise up out of the skeleton and wield the pick and shield of the body.

(1) Lesser Guardian Spirit: AC 3, Move 6, HD 4, hp 24 each, THACO 17, Attack: 1 (1d6+1 by pick hammer with a +1 to hit), Size M, Morale 18, XP 270. Special: Immune to Cold, Mental Attacks, Poison and Acid, and needs silver or +1 magic weapons to hit.

AREA # 4. THE HOWLING CAVE: When the party approaches within about 100 feet of this cave they will first hear a slight whistling and then a loud roar coming from inside the cave. The same noise may emit from the cave every few minutes depending on the wind and the whims of the GM.

Long ago, this cave was created while scouting for minerals for mining. The cave itself only goes about 20 feet deep inside the mountain. A cave-in with a variety of large and small piles of boulders and debris lie against the north wall and the skeleton of a human is pinned under a large slab of rock. Above the cave-in, a series of small holes lead to the outside and seem to be the cause of the strange whistling and roaring noise that is dependent on the wind. At night, the skeleton will become undead and attempt to move, but will remain pinned under the boulder. There is nothing of value in the cave.

AREA # 5. DEAD-ENDS: The trail becomes narrower and there is evidence of digging attempts along the sides of the chasm. Loose rubble lines most of the trail and the chasm reaches an impressive one hundred feet overhead. Large, natural, rock 'bridges' span the gap near the chasm top, as if rock pillars fell over due to

time and erosion. Both of these trails eventually lead to dead-ends. The dead-end on the eastern road ends at a shallow cave that extends approximately 40 feet into the cliff. This is the lair of a family of werewolves.

(3) Werewolves: AC 5, Move 15, HD 4+3, hp 32, 30, 28, THACO 15, Attack: 1 (bite 2d8 or by weapon), Size M, Morale 12, XP 650. Special: Lycanthropy, silver or magical weapons needed to hit. A small family of werewolves, the male (32 hp) will get +2 to hit to all attack rolls and inflict maximum damage if his mate (hp 30) is threatened. The female (hp 30) will get +3 to attack rolls and inflict maximum damage if defending her child (hp 28).

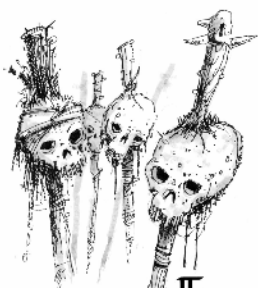
If in human form, the father will use the **+2 Axe of Far Throwing**, otherwise it will be found in the box.

The inside of the cave has a few crates that hold colorful clothing that gypsies or minstrels would wear. There is even a wrapped lyre and lute in one of the crates. A small ring of stones is near the cave entrance for fires with a small stack of wood stashed inside the cave, and several furs are placed along the floor. A box against the far wall of the shallow cave holds 200 cp, 65 ep, 275 gp, 1 bejeweled necklace worth 75 gp, a small, carved ring out of onyx 30 gp, a **Potion of Water Breathing**, and a **+2 Axe of Far Throwing**. The furs (5) could be sold for 25 gp each to a buyer in town.

This family of werewolves has been known to pose as minstrels or travelers who attempt to lead adventurers to a resting or camping spot near the Nevermore Mines valley from the High Pass. When night falls they shift form and attempt to chase their prey towards the Nevermore Mines for the Master to play with or enjoy the sport for themselves. The youngest one has been known to get along with the Lesser Evil Clown (see Room # 20) inside the Mines and visits him often.

AREA # 6. GRETEN'S HUT: Remnants of a wooden walkway can still be discovered through the mountain bog as bits of railing and planked pathways are still attached to some of the dead trees or rotting pilings dotting the shallower areas of the bog. A few poles thrust through humanoid skulls line the flooded pathway. The decomposing wooden planks that are still visible lead to a ramshackle hut that lies on a low rise out of the shallow water. This residence is the abandoned hut of Gretten the Hag (see Room # 21 in the Nevermore Mines). Half of the roof has caved-in and mosses and small plants are growing from the roof and some of the timbers. A small rusty bird house, large enough for a crow, is attached to an exterior wall. The door hangs open on one rusty hinge.

The inside of the hut is littered with fallen tree branch needles, leaves, and debris. A collapsed clump of debris rests in the far left corner of the small hut, which may be what is left of a old bunk. A small table rests on the right wall next to a bookshelf which has a few spoiled vellum books and a small carved wooden box. The small box has five very small, empty folded bags and three bags that have old pumpkin, squash, and bean seeds inside. Most of the books are illegible



Artist: Maciej Zagorski, The Forge

due to mold, mildew, and destroyed vellum pages, but a few appear to be legible, although some are written in elvish. One book is of herbalism and plant identification, another describes animals and creatures in the surrounding region, the third book appears to be some sort of cookbook. A fourth book appears to be a diary that covers the everyday livelihood of a woman living in the mountains next to a lake (which is now more of a bog). One section has a folded, unsent letter and reads:

Sisters,

I know your plight as these men of the Vale won't leave me be either. They come to harass me, and I hate them. They looted my hut when I was away and stole from my garden!

Some prove useful, but most are ignorant and fearful.

But there are too many of them now.

They keep coming, mostly to gather their stones. Also perhaps due to the strange seepage of magic throughout this valley. But this is my valley!! I will use this magic and cast a curse upon them all!! The seepage of magic seems to change things around here, it's quite interesting. But for now I have to move from these intruders. I will (at this point the writing in the paragraph has been smeared and illegible).

.....It has some sort of a Book and guards it close. A winged(two more paragraphs are illegible).....ram!

(The first three sentences are illegible).but I let them play with their pumpkins and chuckle at their futile efforts. I remember the taste of them fondly.

I will contact you once I've settled.

Gretten

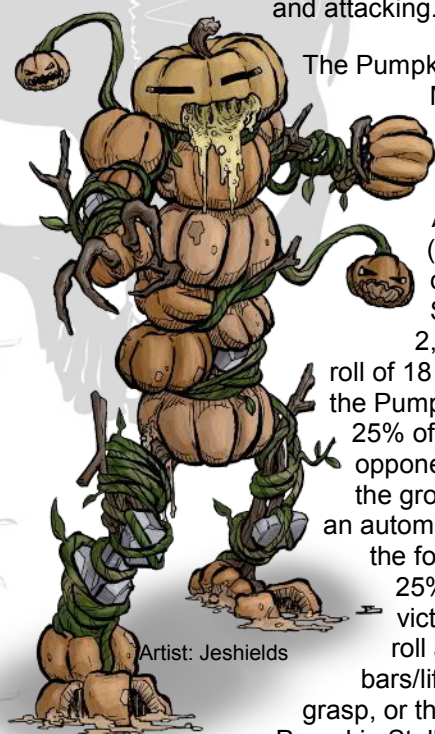
Near the back of the diary is a folded parchment that serves as a **scroll of Protection from Lightning**.

Outside of the hut is a small garden area and a warped bench next to a large flat stone that served as a table. The only thing growing in the garden is an amazing, overgrown crop of pumpkins. There is a 50% chance that the Pumpkin Stalker will be in this area as it wanders around the bog often. If it is located here, it will attempt to reach out with its tendrils and attempt to trip two party members before



Artist: Pawel Dobosz, The Forge

emerging from its hiding place amongst the pumpkins and attacking.



Artist: Jeshields

The Pumpkin Stalker (see New Monster section at end of adventure): AC 2, Move 12, HD 8+2, hp 60, THACO 13, Attack: 2 or 3 + Special (2 tendrils 1d8 +2 damage, one bite 3d8), Size L, Morale 16, XP 2,500. Special: On a hit roll of 18 or better with a tendril, the Pumpkin Stalker will either 25% of the time grab its opponent and slam it against the ground or hard surface for an automatic 2d8 +4 damage on the following round. Or a 25% it will entangle its victim. The opponent must roll a successful bend bars/lift gates to escape the grasp, or the tendril itself or the Pumpkin Stalker must take 15 points of damage in one round before it will release its opponent. While entangled, 1d4 smaller pumpkins attached to the tendrils can automatically bite the entangled target for 1d4+1 damage. Or 50% of the time, the tendrils will bring the victim towards the Pumpkin Stalker for its bite. It will continually bite

and automatically hit each round unless its opponent makes a successful bend bars/lift gates roll to break free. If the Pumpkin Stalker takes more than 15 hp of damage in one round, it will drop its victim. Its tendrils have a reach of 20 feet. Pumpkin Stalkers are immune to lightning and takes half damage from fire. It regenerates 1 hp per round and will immediately stop what it's doing to attack any crows if they are in the area.

If the pumpkin patch is carefully searched, a half-disintegrated and useless sack can be found containing 45 sp, 65 gp, a bone carving of a mountain lion worth 20 gp, and a small moldy quiver for a wand. The quiver holds a bone **Wand of Wonder**, Type 3, Fool's Wand (26 charges).

AREA # 7. SLIME CAVE: Water from the bog seeps into this cave after heavy rainfalls. The entrance is surrounded by liverworts, lichen, and moss-covered rocks, with moss tendrils and stalactites hanging down almost giving the impression of a toothy maw. An overpowering smell of damp earth, fungus and sulphur surrounds the warm air and the constant dripping of water can be heard. Standing pools of water, smooth stones, and mud form the floor of the cave and the ceiling reaches up to about 20 feet high, with both stalagmites and stalactites scattered throughout the passages and rooms. The walls are very irregular and rough cut and a dwarf or a character with the mining proficiency will recognize that some of this



Artist: William McAusland

cave was worked by tools, but other parts were worked by water, erosion, and time.

THE SLIME CAVE

7A. HOT SPRINGS: The pathway leading to this cavern ramps upward and loud popping and bubbling sounds can be heard when entering the chamber that's 45 feet wide and approximately 35 feet long. The air is very warm and smells of sulphur. A large hole in the ceiling on the east side of the chamber opens into the open sky above and light from the moon or sun is able to shine through the room. The west wall is covered by orange algae, water seems to seep out of the very stone causing the wall to glisten in the light. The warm water trickles into a basin of bubbling mud and forms a natural hot spring. There is also a small pool of water directly under the hole in the ceiling on the eastern side of the cavern that is surprisingly 12 feet deep and relatively clean. The rest of the chamber has less standing water and mud than the passage and other parts of the cave. Ferns, lichen, liverwort, mosses and a few mushrooms thrive on most of the cavern's open floor space, especially near the hole in the ceiling and the pool of water.

Anyone entering the bubbling mud bath will find it very warm and comfortable. The basin is approximately four feet deep and three human sized characters can fit in it at once. Anyone spending an hour or more in the mud bath will heal twice the amount from their next resting for a full day.

7B. POOL: This 25 feet long by 25 feet wide, small chamber has a pool of cold water that is approximately 15 feet deep. An underground seepage seems to keep this pool's supply of water topped off and actually comes from Gretten's cave in the Nevermore Mines (see Room # 21 in Nevermore Mines). The seepage enters the room from a six inch crack and empties into the pool. A small trickle of water continues down the passage towards room 7C making the passageway slippery.

7C. DOOM SLUDGE LAIR: The passage ramps downward and water from 7B trickles its way to the large cavern's floor. The cavern is approximately 65 feet long by 100 feet wide. Large pockets of mud, water, and muck make this room very slippery, wet, and damp as it makes its way to a large, deep chasm that runs through the northern part of the chamber. Anyone climbing back up the passage towards 7B will move half their movement rate due to the muck and slipperiness. A rotten timber bridge spans the chasm

to a dark passageway beyond.

The bridge can hold approximately 500 lbs. of weight. The main timber supports will break if anything heavier is on the bridge, dumping anyone on the bridge to the depths below.

A successful Find/Remove Traps by a thief or a character with the engineering non-combat skill may determine the approximate weight the bridge can hold. The drop to the bottom is approximately 80 feet (8d6 points of damage). The chasm bottom has mud with a trickle of water that enters and leaves through a large crack in the wall from Room 7D as well as water that trickles through the room from Room 7B. The crack is not large enough for characters to follow the stream unless some form of magic is used, then they may eventually enter Room #21 in the Nevermore Mines if they travel upstream. If they follow it downstream with the assistance of magic, the GM is encouraged to create their own area to explore. Climbing out of the chasm is difficult with the muck and slipperiness, but not impossible with assistance.

This room is the home of the Doom Sludge and its minions who reside along the western wall, who will attempt to hide and attack when the party is attempting to cross the bridge:



Artist: Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games

Doom Sludge (See New Monster section at end of the module): AC 6, Move 6, HD 5+2, hp 40, THACO 15, Attack: 1 (Spittle, or 2d6+2 damage, spittle) Size M, Morale 16, XP 650. Special: Doom Sludge will spit at opponents which will paralyze them if struck unless a save vs. paralyzation is made for 1d6+4 rounds. It has ESP, telepathic, and mind control abilities.

(3) Sludge Minions: AC 4, Move 9, HD 4, hp 28 each, THACO 17, Attack: 1 (spittle or 1d6) Size S, Morale 14, XP 175 each.

One Sludge Minion is able to cast these spells: *Stinking Cloud*, *Affect Normal Fires*, *Magic Missile* x 2, and *Shield*.



Artist: Heather Shinn and J.M Woiaak of the STINKY GOBLIN

Along the western wall, in a few basins full of muck, is the treasure horde of the Doom Sludge: 110 cp, 600 sp, 437 gp, 82 pp, 7 gems worth 50 x 3, 100 x 1, 200 x 2, 500 x 1 gp, a golden necklace with inset garnets worth 115 gp, a **Brooch of Shielding** (27 charges), and a clear spindle **loun Stone**. It will take several turns to dig all of the treasure out of the muck.

7D. MUSHROOM HAVEN: This large chamber has a six foot high ledge or platform along the east wall that extends approximately 50 feet into the room from the east wall. A small trickle of water enters the chamber through tiny cracks in the wall and eventually leaves through a crack through the passageway and heads to room 7C. A large hole above the rocky platform spans roughly 40 feet long

by 30 feet wide in the ceiling and opens to the sky after about 50 feet. A giant's skeleton lies on the platform with its bones intertwined with numerous mushrooms of various colors.

Here lies the fate of Vorgut the mountain giant, who had tripped above and fallen through the hole landing on his skull, causing his death. Searching through the mushrooms, a large rotted sack can be found with 75 sp, 150 gp, and 25 pp. A silver armband rests inside the nose's skull cavity, which was used as a nose ring by the giant. The silver armband is actually an **Armband of Warmth**, which operates much like the ring of the same name.

The water seeps from a small stream branch further upstream in the underground system from Gretten's lair inside the Nevermore Mines (Room # 21). However, the majority of the stream enters into room 7B. The polluted water from Gretten's potion-making has caused some of the mushrooms to generate different effects when eaten. The number in parentheses is how many mushrooms are available.

(5) Red mushroom—hill giant strength for 1 hour + 1d20 turns. These appear to be growing within the giant's skeleton.

(3) Blue mushroom—The consumer will not notice any changes once consuming this mushroom as it has a slow effect. After an hour, the imbiber will feel very clear headed and at peace but feel no other effects. After the next rest period, the character will awake to a very sharp and clear mind. Spell casters will be able to memorize 1 extra spell per spell level for one day. Warriors will receive a +1 to hit bonus for attack rolls for one day. Rogues will gain an extra 20% on all thieving and non-combat skill checks for one day. At the end of the day, all characters will feel foggy and have a 'hung-over' feeling, but it will only last for a few hours.

(4) Purple mushroom—puts the imbiber into a deep sleep for 12 hours. If injured, characters will receive double the hp from resting.

(10) Yellow mushroom—if eaten, the character will become confused for 1 turn. After the confusion, the imbiber will experience a slight short term memory loss. Any type of spellcaster will lose one of their allotted 1st level spells for the day. Non-spell casters may forget why they are here, or their companion's names. After 12 hours, the imbiber will be back to normal.

(2) Violet Mushroom—the imbiber will gain one constitution point, permanently. Eating a second violet mushroom by the same character will have no effect.

(4) Orange mushroom—the imbiber will get a greenish-brown tint around the tips of their ears, finger tips, toes, and nose. It will reduce their charisma by one point after one month and another charisma point each month for a year as symptoms get worse. If a *Remove Curse* or *Cure Disease* is not used on the character after a year's time or if the character's charisma reaches 0, whichever is first, the character will root in place and turn into a mushroom. The character will lose their movement capabilities but retain all knowledge and/or spellcasting ability, as well as speech.

(3) Dark Green mushroom—the imbiber will begin to laugh hysterically for three turns. They will be unable to do much except a slow walk and will not be able to fight due to the fits of laughter. After three turns, the imbiber will receive a +1 to all saving throw permanently. The GM should increase the chance for wandering monster encounters while characters are laughing and eating a second mushroom does not have a cumulative effect.

(40) Brown Mushroom—these are the majority and are edible with no ill effects. These can be used as rations and there is enough for seven days of rations for one person.

(50) White Mushroom—these are also in the majority and characters must make a save vs. poison with a +4 bonus or be sick and unable to move or do any sort of activity for a full day.

(4) Black Mushroom with white speckles—once eaten, the character will decay slightly and age 1d6 years after one hour of digestion, while being nauseous. However, the imbiber will receive a permanent +2 to their saving throws vs. poison.

AREA # 8. JACK O' LANTERN BOG: The bog use to be a small mountain lake, but it has been filled in with spoils from the mine and natural causes. This part of the bog is approximately six inches to two feet deep in most areas with a scattering of dry patches of dirt and sedge islands. Several dead trees stand within the bog and occupy the shallower areas. Remnants of a small, half-submerged wagon lays near some of the trees. Several rotted crates hold thick red candles inside the wagon, various, useless mining tools, and there are seven daggers. Five of the daggers are rusted

and completely useless, however there are two daggers of high quality (dwarven-smithed) that are not rusted and provide a +1 to damage on attacks. Approximately 35 pumpkins have been placed on stumps, branches, stabbed through mounted poles, and leaned against trees in the dry areas. Surprisingly, most of them have been carved with a variety of different faces, some silly and some scary, and evidence of a burning candle is inside each one. Candles will be burning from late afternoon to early morning.

This part of the bog is tended to by two ghosts of children, a boy and a girl who were a part of the



Artist: Bradley K McDevitt

initial mining camp in Area 9. They were tortured and murdered long ago by the Master, after their parents were slain, and eventually eaten by the hag Gretten. They haunt this section of the bog, maintaining a vigil to carve pumpkins and light them as they believe it keeps the Master and any other evil spirits at bay, as well as lighting a beacon for their parents to find them. They will ignore party members and carry out their business. If pumpkins are destroyed, the ghosts are threatened, or the candles taken, the ghosts will fade from view and disappear and will be completely passive. If a *Speak*

with Dead spell or similar communication type spell with the dead is used, the children will tell their fate. They believe strongly that they are keeping the Master at bay and keeping him inside his mine and don't realize the shamans and druids sealed him inside with runes and glyphs of power. If characters explain that the mine is sealed, or that their parents can't come to them, the children will be very appreciative and leave the area to rest in peace. The ghosts also seem very appreciative towards characters who attempt to light candles in the pumpkins. Bonus experience points, determined by the GM, are encouraged for players

who spend resources on helping the children find peace.

AREA # 9. MINER'S CAMP: Long ago, this clearing was the home of several miners and their families who worked the mines. There still may be evidence of the old mining camp within the clearing if the party is perceptive. Investigation of the clearing will usually turn up valueless items consisting mainly of rusted pickaxes, broken wheels, an old boot, a few daggers, bits of copper, stone wall or part of a stone floor from a cabin, rotting wagons, and rusted spikes. There are also large piles of spoils from the nearby Nevermore Mines consisting of a mixture of gravel, rubble, and small boulders.

More recently, the clearing holds a few abandoned wagons and carts. One of the wagons is overturned, as are the two carts, and it appears that some sort of battle happened. No bodies of the victims, either man or beast will be found. However, there is evidence of a struggle in the churned up earth and mud, as well as blood stains upon the wagons. Claws and weapons have gouged deep marks in the wood of the wagons and there are two scorched areas between them. Remnants of colorful blood-stained clothing are shredded about the scene. Nothing of value remains on the wagons or carts.

Drag marks are evident with large humanoid tracks as if bodies were being dragged away from the scene of battle. The tracks lead towards the entrance of the Nevermore Mines.

AREA # 10. THE NEVERMORE MINES

ENTRANCE: Drag marks and tracks continue between large boulders to a gaping cave entrance.

Any dwarf or miner within the party will know this cave entrance has been worked by iron tools. Close inspection of the boulders and cave mouth will reveal ancient pictographs and glyphs carved and dyed into the stone. Near the glyphs, on the side that's inside the cave, scorch marks are visible, as evidence of efforts of Jaaron to break through the glyphs using magic. The glyphs emit a magical aura if detected and discovered. The totems and runes are of abjuration magic warding against exit from the cave. These do not prevent entrance into the cave however....

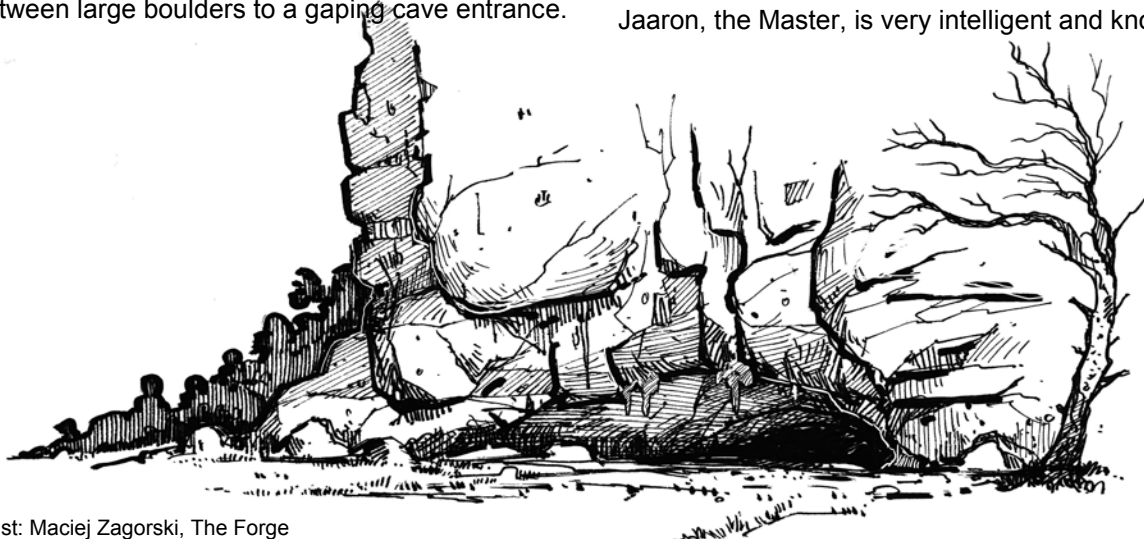
Once at the entrance, the party will be greeted with a foul stench that seeps out of the cavern's darkness and engulfs the entrance which is approximately ten feet apart and fifteen feet high. Lichen and moss cover most of the stone near the entrance, but the stone walls that are visible have been smoothed by time. From the entrance, the passage twists and turns into the stone of the mountain and is lost in the darkness.

THE NEVERMORE MINES

GM's Note

The Nevermore Mines is designed to act like a haunted maze. Each monster inhabited inside will use their skills and abilities to surprise, confuse, ambush, and attempt to separate party members as much as possible. Most will use hit and run tactics unless it's a one on one or two versus one fight. Therefore, if most of the monsters stand toe to toe with the party, then the encounters are not being run as designed, unless the monster is trapped and has nowhere else to go. The Master will certainly make an appearance if his minions are being systematically slain.

Jaaron, the Master, is very intelligent and knows



Artist: Maciej Zagorski, The Forge

everything about the Nevermore Mines and its layout and will use that knowledge to his advantage. Jaaron can appear to be a human with a dark demeanor, a hooded, wraith-looking creature, or a devil. The GM is encouraged to play Jaaron tactfully and intelligently, however, Jaaron is bored being a prisoner in the mines and will want to toy with his victims first. His tactics should start with assuming his human form and mocking the party with short combat rounds as he tests the power of the group of adventurers. He will escape using *Dimension Door*, or *Darkness 15' radius* and slipping through a secret door, or use any other of his abilities and knowledge of the Mines.

His wraith-looking form will be assumed when applying more hit and run tactics. He will enjoy charming party members in an attempt to protect him from their former companions. One of Jaaron's favorite tactics is to use the long passageways to his advantage and cast *Lightning Bolt*, then run off. Or to cast *Summon Swarm* from a distance while the party is fighting another denizen of the Mines.

If the party seems to be too powerful, Jaaron will hide in his room and prepare the *Guards and Wards* spell from his scroll. Once cast, Jaaron will reduce the mocking, take his devil form and focus more on killing and targeting druids, shamans, and/or spellcasters first. He will attempt to time his attacks when the party is occupied with a different denizen of the mine. Or he may cast *Summon Shadow* and direct all of their attacks on a single target.

It will be very difficult for the party to find rest within the Mines as Jaaron's tactics is to whittle the party down and he will absolutely not let them rest inside the Mines if he can help it.



Artist: Patrick E Pullen



Artist: Claudio Casini

Jaaron, the Master (human possessed by a Devil named Tallanock): S 18/25 +2 to hit, +3 damage, I 17, W 16, D 16, C 16, Cha 14, AC -2, Move 16, HD 9, hp 70 (regenerate 1 hp/turn), THACO 11, Attack: ½ (2d4 +2 to hit, +3 damage with scythe; 1d4 +5 to hit, +6 damage with **+3 Dagger**), Size M, Morale 20, XP 12,000. Special: +2 saving throws vs Energy and Gas Attacks—provides a -1 damage per die, and a +4 saving throw bonus vs. poison. Special abilities include Infravision of 90 feet and *Change Self*, *Cause Fear* by touch, *Charm Person* at will, *Darkness 15' radius* 3 x per day, *Levitate* 3 x per day, *Dimension Door* 3 x per day, and *Fly* 2 x per day. Magic Resistance is 30%.

Spellbook:

Spells by Level: 6, 3, 3, 2, 1

Level 1: *Detect Magic, Read Magic, Cantrip, Protection from Evil, Find Familiar (Imp), Affect Normal Fires, Wall of Fog, Detect Undead, Taunt, Feather Fall, Unseen Servant, Magic Missile, Erase.*

Level 2: *Uncontrollable Hideous Laughter, Summon Swarm, Fog Cloud, Spectral Hand, Deep Pockets, Flaming Sphere, Whispering Wind.*

Level 3: *Lightning Bolt, Invisibility 10' Radius, Vampiric Touch, Dispel Magic, Wraith Form, Monster Summoning 1, Black Tentacles*

Level 4: *Stone Skin, Polymorph Other, Charm Monster, Wall of Ice,*

Level 5: *Dismissal, Summon Shadow*

Items and Gear: Being that this is no mere human, Jaaron can wear armor without affecting his spell casting. **+1 Black Chain Mail, +2 Cloak Of Displacement**, scythe, **+3 Dagger, Ring of Mind Shielding**, crimson tunic, boots, belt, pouches, key ring with all keys to locked doors and chests, spell components, 3 gems each worth 150 gp, 6 sp, 6 ep, 6 gp, **Bag of Holding 35 lbs** (holds 1000 lbs.) Currently, a hungry, annoyed black cat by the name of Siyah resides as a prisoner inside the **Bag of Holding**, who's owner is actually Gretten the Hag.

CAVE P. PEILLOT'S CAVE: This hidden cave is approximately 100 feet east from the main entrance of the Nevermore Mines. Inside the cave is jagged rock walls and cold air seems to fill the area. A pile of gnawed bones lay scattered about the entrance, making it extremely difficult for those characters employing stealth. There are a few odd wooden furnishings gathering dust and mildew about the cave, and all of them seem to be made for someone of small stature. A short bed of rotting blankets and molded thrushes

rest in an alcove around the corner. There is also a low table with a few matching chairs. Some discarded mining picks and tools lean against the wall, covered in rust. A large, locked chest squats in the corner opposite the bed.

Inside the chest can be found a suit of dwarven chain mail, helm and matching dagger, all of which are rust proof and of fine quality. They have been masterfully created by a skilled craftsman giving the armor a -1 AC bonus and a +1 to hit for the dagger. A light dwarven crossbow and a quiver of 12 silver headed bolts lies on top of 500 cp, 120 ep, and 1 garnet worth 75 gp.

Peillot will not be here during the night as he enjoys making his rounds checking on the barrow mounds for looters with his dog. However, he will always be here during the day.

Peillot (wraith): AC 4, Move 9/18, HD 5+3, hp 45, THACO 15, Attack: $\frac{1}{2}$ or 1 (**Battle Axe +1**, 1d8 +2 to hit, +3 damage (old habits from past life) or 1 claw 1d6 + energy drain) Size M, Morale 15, XP 4000. Special: Need +1 magic or silver to hit.

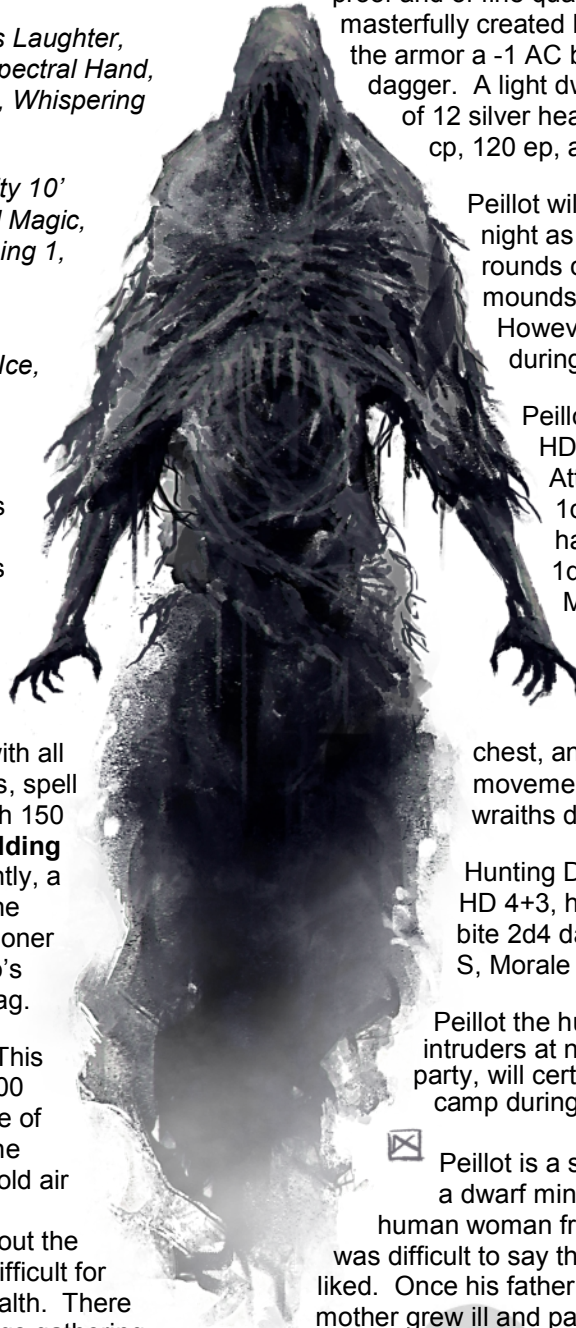
Peillot has a woolen cloak, garments, a key to the chest, and a **+1 Battle Axe**. Peillot's movement rate is lower than normal wraiths due to his short stature.

Hunting Dog (wraith): AC 3, Move 18, HD 4+3, hp 34, THACO 15, Attack: 1 (1 bite 2d4 damage + energy drain), Size: S, Morale 20, XP: 4,000.

Peillot the hunter and his dog will pursue intruders at night and if aware of the party, will certainly attack if they make camp during the night.



Peillot is a sad tale. He was the result of a dwarf miner from Axeholme and a human woman from Oakvale. His childhood was difficult to say the least and he wasn't overly liked. Once his father died in the mines and his mother grew ill and passed away, he took to the woods and lived alone with this dog due to not being welcomed in either Axeholme or Oakvale. He discovered this hidden cave near the mines and



claimed it as his own. Unfortunately the evil of the mines found and eventually turned him into what he is now. He has been hunting these forests and the chasm around Nevermore Mines now for generations seeking to unload his anger on anything living.

Nevermore Mines Wandering Encounters

Please note, some of the encounters will be unique encounters and the monster will only attack for 1d3 rounds then retreat or sooner if need be. The GM should check every turn on a 1d6.

ROOM # 1. THE MAZE: The rough-hewn tunnel splits in several different directions as passages seem to be scouting digs for minerals and ore. Some of the passages that lead to dead-ends are approximately three feet wide and five feet high. The main passage eventually comes to a 'T' intersection. The air is cold and damp and water drips from the ceiling causing a strange echo throughout the halls. Moths will fly towards the party's light source and then be chased by a few harmless bats. Some of the moths have been caught in webs which cling to the cold stone and several small arachnids move towards their captured prey.

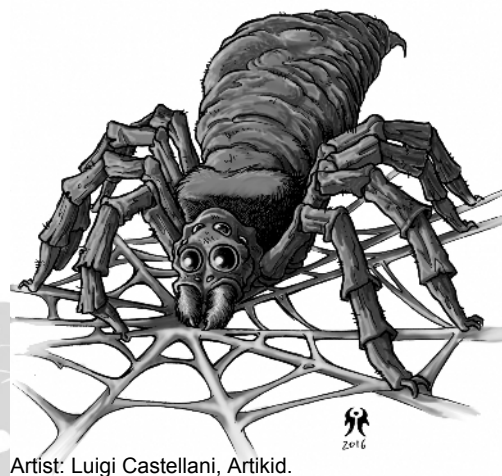
Nevermore Mines Wandering Encounters

Roll Result	Encounter
1	(66) Bats: AC 8, Move 1, fly 24 MC 2, HD 1/4, hp 1 each, THACO 20, Attack: 1 (bite 1 damage) Size T, Morale 4, XP 7 each. The bats will swarm around the party for 1d4 rounds attempting to extinguish flammable light sources (75% chance). All characters must make a save vs breath weapon or take 1d4 damage per round or ½ damage if successful. The bats can be driven off by very loud noises.
2	Large Spider (1d10): AC 8, Move 6, HD1+1, hp 8 each, THACO 19, Attack: 1, (bite 1 + poison), Size T, Morale 7, Xp 120 each. Special: Roll a saving throw vs. poison or take 15 damage. These spiders will attack with possible surprise from walls or ceiling.
3	(4) Huge Spiders: AC 6, Move 12, HD 2+2, hp 16, 15, 15, 14, THACO 19, Attack 1 (bite 1d6) or 1 web entangle small size creatures only, but will half movement rates of medium sized opponents. Save vs Breath Weapon or be entangled) Size S, Morale 8, XP 175 each.
4	Swarm of rats (10d10): The rats will swarm the party for 1d4+1 rounds, biting and nipping at anyone in the area. Each partymember must make a save vs breath weapon or take 1d4 damage per round or ½ damage if successful. Can be driven off with smoke and fire.
5	Random 1d6: (1) Clown from Room #5, (2) Spurgoyles from Room #14, (3) Lesser Evil Clown from Room #20, (4) Gretten the Hag from Room #21--She may not attack if it's the first time being encountered. May parley if treated respectfully. But if there a plump little halfling or gnome with the group, she might be hungry... (5) Peillot and his Hound from Cave P who will fight until he loses 25% of his hp, or (6) the Master.
6	The Master (stats above): Will attempt to surprise the party and attack for 1-6 rounds or up to the GM's discretion.

ROOM # 2. MOTHER: The passage opens abruptly into a larger chamber. A large column or pillar of mountain stone holds the ceiling aloft approximately 50 feet over head, out of torch light. Broad passages move around the great pillar to the left and right but are blocked by large webs that span over the passages. The smaller passages may be completely hidden by webs and are old scouting digs. Six bulbous, unmoving sacks hang from the webs and contain dead children of various ages.

There are spiders lurking around the dark ceiling ready to pounce on unwary adventurers. The giant Mother Spider is hiding in the area marked 2A on the map. The party should roll for surprise to detect the spiders before they attack from the ceiling and the walls. The spiders will wait to attack once the party moves deeper inside the chamber and/or

investigates the sacks. The Father Spider will arrive in 1d3 rounds after the brood attacks. The Mother Spider will attack in four rounds after her brood attack and another surprise roll is needed as she'll be coming from the ceiling while the party is engaged with the other spiders.



Artist: Luigi Castellani, Artikid.



Artist: Indi Martin © 2017.

(3) Large Spider: AC 8, Move 6, HD1+1, hp 8 each, THACO 19, Attack: 1, (bite 1 + poison), Size T, Morale 7, Xp 120 each. Special: Roll a saving throw vs. poison or take 15 damage. These spiders will attack with possible surprise from walls or ceiling.

(4) Huge Spiders: AC 6, Move 12, HD 2+2, hp 18, 18, 16, 15, 14, 14, THACO 19, Attack 1 (bite 1d6) or 1 web entangle small size creatures only, but will half movement rates of medium sized opponents. Save vs Breath Weapon or be entangled) Size S, Morale 8, XP 175 each.

(1) Father, Giant Spider: AC 4, Move 18, HD4+4, hp 28, THACO 17, Attack: 1 or 2 (1 bite, 1d8 damage + poison, or 1 web attack, or 2 legs 1d8+2 damage) Size M, Morale 14, XP 270. Special: On a successful hit with a bite attack, a failed saving throw vs poison will cause the opponent to be paralyzed for 20 days— character's constitution score. Thus, a character with 16 constitution would be paralyzed for 4 days. The Father Spider also has a web attack that is cone shaped, with

a range of 10' that encompasses a 10 foot wide area. Medium sized or smaller opponents within the area of attack will need to make a successful save vs breath weapon or be entangled much like the *Web* spell.

Mother, Giant Spider: AC 3, Move 18, HD 6+6, hp 42, THACO 15, Attack: 1 or 2 (bite 1d8+2+ poison, or 2 legs for 1d6 damage) Size L, Morale 13 (will retreat up into alcove), XP 650. Special: One bite, save vs poison at -4 penalty or be paralyzed for 20 days – character's constitution score. The Mother Spider has two forms of a web attack. She can cocoon one target on a successful web attack at a +2 to hit, if they miss their saving throw vs breath weapon. The cocooned target can be pulled to the Mother Spider in one round and she will retreat with her prize to 2A before resuming the battle. A successful bend bars/lift gates will let the opponent break free. Or the web can be a cone shaped that has a 15 foot range and encompasses a 15 foot wide area. Opponents will need to roll a saving throw vs. breath weapon or be entangled much like the *Web* spell.

ROOM # 2A. MOTHER SPIDER'S ALCOVE: The great pillar of stone opens into a huge alcove. The alcove climbs upward beyond sight, and appears to be the start of a great stairwell that never got finished. Fifteen feet above the alcove's entrance is a huge web that has a large wiggling sphere of webbing in the middle. The webbed, bulbous sphere is an egg sack holding nearly 100 baby spiders that are nearly ready to burst free. If the sphere is destroyed these hatchlings will flee in all directions.

There is nothing of value here. There are a total of 6 children that have been cocooned in webbing. All have died or have been killed by the spiders. If the party was sent here by parents seeking their children, they have found them.

ROOM # 3. ROUGH-HEWN ROOMS: These are rough-hewn rooms that have decaying wooden beam supports sagging from the weight of the ceiling and rock and gravel debris litters the floor. Any fighting, banging on the walls, or even loud noises in these rooms has a 15% of causing a cave-in. A saving throw vs Breath Weapon will avoid the cave-in, otherwise the cave-in will inflict 2d12 points of damage. The GM may roll 1-2 times on the Room # 3 Random Room Description Table (below) for descriptions of these otherwise empty rooms.

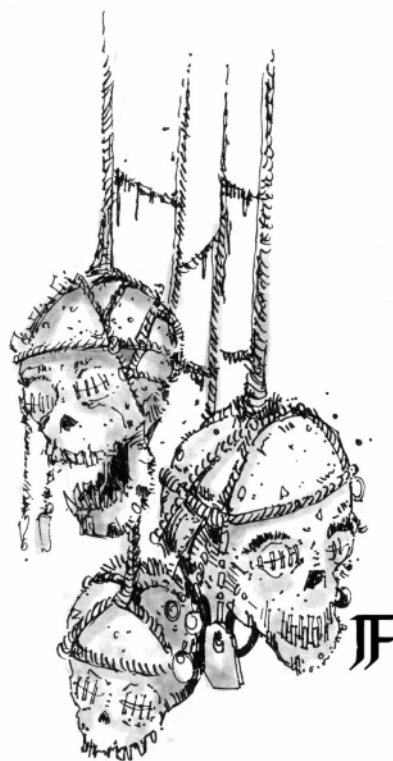
ROOM # 4. TRINKETS: The passages widens to 20 feet into a hall strewn with trinkets and treasures from the caravan. The hall's ceiling is approximately 15 feet high and the passage extends to an exit about 20 feet away.

A pile of gnawed bones are piled near the southern entrance. Scattered about the floor is a collection of mundane objects taken from the wagon outside in Area # 9. Tools, tin works, empty glass bottles and an empty keg of what smells like ale are

Artist: Maciej Zagorski, The Forge

haphazardly placed about the area. There are a couple of hemp ropes, strips of thick leather, several torches, pouches, belts, a box of nails, and some candles. There is also 330 cp. strewn about the floor and in various small sacks and pouches.

If aware of the party, the Evil Clown in Room # 5 will be watching through a small peep hole through the secret door that leads to his room. He will not attack the party in this area, but will follow after them once they leave. It would prefer to fight them in a tighter passage and with surprise. Or if there is a straggler

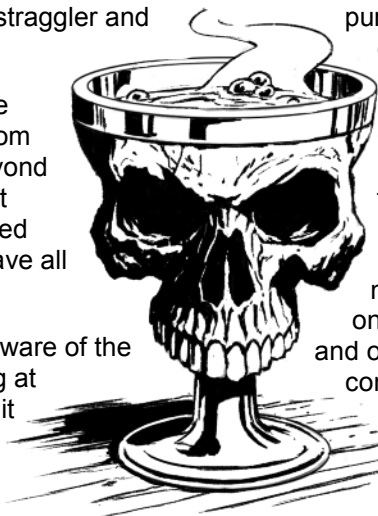


Roll Result	Rooms # 3 Random Room Description Table
1	A collection of old skulls lie about the floor, mostly human.
2	Hanging from a hook at the end of a rusted chain is a severed head that is still oozing gore onto the floor. The head belongs to a victim from one of the wagons outside the mines.
3	A broken barrel lies in the corner, its contents long gone.
4	A broken table and chair lie in a heap in the corner of the room.
5	A decomposing human arm lies in the middle of the room. The index finger points towards the south.
6	A large pile of gravel and rock lies in the corner of the room. Searching the rubble may reveal a gold nugget worth 25 gp.
7	A small pool of congealed blood is in the corner of the room. A footprint of some large creature is set in the blood (Evil Clown's). A few human teeth are scattered in the pool of blood.
8	Ripped rags lie strewn about the floor and several humanoid skulls hang from the ceiling.

in the party, it will attempt to grab the straggler and take it back to its room.

ROOM # 5. EVIL CLOWN LAIR: The secret door swivels silently into the room when enough strength is applied. Beyond is a dark, foul smelling chamber. Light sources will reveal colorful blood stained clothes hanging upon the walls that have all been shredded.

If the Evil Clown didn't follow or is unaware of the party, it will be across the room leering at them with its huge teeth and claws as it squats upon a wooden chair. Its face is horrifically painted white and black with a large red lined mouth surrounding jagged, sharp teeth. Once the party enters, he will get up and begin to giggle evilly and the party will need to make a save vs. spell or be affected by a *Fear* spell. If the whole party flees, the clown will target one opponent to attack and



Artist: © Dean Spencer

pursue them. If the party surprises the clown, he will be sitting on the chair talking to a skull shaped into a goblet while drinking from a small cask.

The Evil Clown used to be one of the traveling gypsies who went from town to town entertaining the townsfolk several years ago. This man, with the stage name of Tickle, has been experimented on by the Master, polymorphed into a troll, and over the years has lost his mind due to the continued toying of the Master. However, due to the Master's experiments, Tickle can now regenerate like a troll and has special abilities. Tickle has developed a keen cunning and will usually conduct hit and run tactics against the party while madly whispering "Tickles". If overmatched, it will flee, regenerate, and attempt to attack or ambush the party again. Usually Tickle comes back to this room to regenerate before stalking after the party again.

Tickles the Clown (insane, polymorphed man into a troll): AC 4, Move 12, HD 6+6, hp 56, THACO 15, Attack: 3 (2 Claws 1d4 +2 to hit +4 damage, and 1 bite 1d8 +2 to hit, +4 damage). Size M, Morale 14 XP 975. Special: Tickle can regenerate 3 hp per round. Spell Abilities: *Darkness* 15' radius 3 x a day, giggle—*Cause Fear* 3 x a day, cackle—*Confusion* 1 x a day, belch or fart—*Stinking Cloud* 2x a day. *Infravision* at will.

Tickles wears ragged and filthy garments, **Boots of Stealth** (act like Boots of Elvenkind, and will enlarge or shrink to fit the wearer's feet), belt, large pouch, and a cask of dwarven Rot Gut ale. Careful searching about the chamber will turn up 124 ep, 220 gp, a highly polished stone (**Load Stone**), and hidden beneath a ratted cloak upon the wall is a fine leather quiver full of 24 flight arrows, which includes 12 **+2 Flight Arrows**.

ROOM # 6. PUMPKIN: In the center of this room is a stone pedestal carved from a stalagmite. The small statue that once rested there has been shattered upon the floor. Currently, a large evilly carved Jack O' Lantern squats on the pedestal facing the party as they enter. A red light glows from its carved faced and mist oozes from it and cascades down to the floor.

The remains of the statue appear to be of some dwarven hero or deity now unrecognizable. The red light and mist are illusions generated from the pedestal



Artist: Bradley K. McDevitt

and are not harmful. Disturbing the pumpkin, however, will bring the Evil Clown from Room # 5 in 1d4+1 rounds.

GM's Note

See Map 2 of the Nevermore Mines for the following rooms.

ROOM # 7. DUNGEON: The passage opens into a large chamber with a low clinging mist that seems to swirl along the floor. The air is noticeably colder in this room compared to the surrounding passageways. Leaning against the walls are various items of use and art which consist of mining tools, pictures, carvings, and sacks of fine sand. There is a stout table with two chairs resting in the center of the room. A game board is upon the table holding pieces that are masterfully carved of ivory and onyx and appear to be set in a game that has not finished. The game board is ornately carved of reddish wood with the space tiles also of ivory and onyx (value 800 gp).

ROOM # 7B. THE CELL: Set in the south wall is a rusted iron gate that bars the entrance to a dark room. Movement can be seen in the shadows as a slight figure approaches the bars crying for help.

Her pale face is hidden by long dark hair and she cries pitifully and will whisper "Help me, help me, I'm sooo hungry..."

Kongka the Banshee,(Lesser): AC 0 or 5 (when corporeal), Move 15, HD 7, hp 35, THACO 13, Attack: 1 (1d8 + energy drain), Size M, Morale 13, XP 3,000. Special: Aura of Fear—save vs spells or flee for 10 rounds; Death Wail once a day; MR 50%.

If Kongka is offered food she will not attack but retreat back into her cell appearing to consume her food. If she is released from the cell, she will not attack the person who fed or released her. She will, however, begin to haunt the area within the mines and the surrounding wilderness, attacking anything in sight.

She will attack if the party takes any aggressive action towards her.

The old cell is empty and has nothing of value. A low shelf against the far wall holds the petrified remains of the banshee. Kongka will feel compelled to stay 'locked up' and stay near her

bones unless freed as she is confused and doesn't realize she has the power to leave on her own.

ROOM # 8. THE BUTCHER: This chamber has the overwhelming stench of blood and spilled bowels. A light source reveals a macabre scene as a collection of bloody body parts hang from chains pierced by large meat hooks. Hands, feet, arms, legs and even a couple of heads hang at various heights from the chains connected to the ceiling and all are dripping and oozing onto the floor. Three large stone slabs rest against the south wall supporting the bodies of three muscular warriors. Their bodies are a ragged mess, as their body parts have been swapped with each other, but have been sewn or nailed back together. Next to the stone slab is a blood smeared bucket containing small saws, needles, string, and tongs.

As the party inspects or moves about the room "The Butcher" will be watching from around the corner in room 8A. A perceptive party member may spot him if looking down the passage towards room 8A and "The Butcher" will attack if he is spotted or when the party is distracted. Check for surprise.



Artist: Jacob Blackmon

"The Butcher" is a huge Orog wearing rusted red heavy armor and swinging a great cleaver-like sword.

Gorg the Butcher (Orog): AC 2, Move 9, HD4+4, hp 40, THACO 17, Attack: 2 (2d6 +3 to hit + 6 damage with great cleaver or spiked bracers, 1d4 +3 to hit, +6 damage), Size M, Morale 14, XP 120.

Gorg the Butcher wears heavy plate armor, heavy boots, leather butchers apron, belt, and a pouch with a "lucky" rabbits foot inside.

ROOM # 8A. STORAGE: The small chamber is strewn with remnants of the sacked caravan. There is a half full keg of ale and a large flagon lies on a low stone shelf. A colorful cloak lies in a bundle on the shelf. Hidden within the cloak are 17 sp, 28 gp, and a large emerald worth 200 gp.

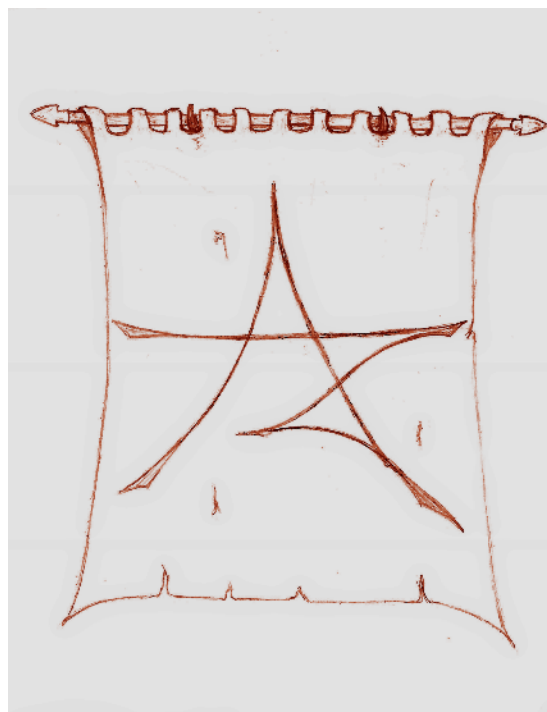
ROOM # 9. SUMMONING CHAMBER: A passage leads up a gradual slope to a large, dark chamber. This group of caverns have high ceilings, which are approximately 20 feet high, but the walls will feel like they are pressing in on the party. Light sources seem to get absorbed into the shadows and aren't as bright, but will reveal dark-stained glyphs splashed on the walls, which more than likely is old blood from closer inspections. A large pentagram is embedded into the floor surrounded by runes marked with silver and thick red candles sit at each point with melted wax at their bases. For those who are knowledgeable in the magic arts, they will recognize this circle as having all the defenses intact and can be used to summon outer planar creatures.

The side chambers hold nothing but cobwebs and broken bones scattered upon the floor. Each has a long bench and a shelf upon the wall. The shelves hold 5 red candles each, as well as some jars and small boxes, which hold random components for arcane summonings, such as different colors of sand, strange reptilian looking scales, sulphur, coal, and brimstone dust.

ROOM # 10. MASTER'S CHAMBERS: This set of hidden chambers are dimly lit in an eerie red light, by a large red candle that burns in a hanging sconce of iron from the center of the ceiling in all three rooms. Some of the walls are covered in drapes of crimson and black heavy cloth, giving the illusion of shadowy images lurking within their depths of the folds. The rooms are simply furnished with heavy wooden chairs and stout tables. Red hued webs along the ceiling lead off

into the shadows and tiny spiders scurry away from the party's approach.

ROOM # 10A. THRONE ROOM: A large rough-hewn oak throne stands against the far wall. A log bench is on either side of the room and two chairs sit across the room separated by a passage. Above the throne hangs a large tapestry with a crimson rune upon a black field, the symbol of the Master.



Artist: Jon Bertani

There is a 33% chance the Master is in any one of the rooms when the party arrives depending on what has occurred. It will be difficult for the Master to be surprised in his own lair.

ROOM # 10B. BED CHAMBER: A raised wooden planked platform with four log post corners occupies the center of the main wall. Colorful pillows, blankets and bedding cover the wood which is a recent addition from the gypsy wagons outside the mines. A half-naked form will begin to stir amidst the pillows once the party enters. A clanking of a chain can be heard as it appears one of her legs is chained to a post. The woman is named Jayna and she will appear dazed, a little confused, and hungry. She has a long tangled mass of red hair, faint and faded face paint usually worn by a warrior of the barbarian clans, and is quite attractive. She was part of the gypsy caravan as a guard and is a Shield Maiden (see new kit at end of adventure) from one of the

barbarian clans. She has been charmed by the Master, and will be compelled to defend him when in his presence. If she is treated respectfully she may join the party and be a valuable companion. If not, she will attempt to flee the mines shortly after being freed. She currently has no equipment or weapons.

A chest at the foot of the bed holds clothes for both the Master and his 'guest', Jayna.

Jayna the Shield Maiden: S 16 I 10 W 12 D 15 C 12 Ch 16, AC 9 (dex), 4th level Fighter, hp 31, THACO 17, Attack: 3/2 (1d8 +1 to hit, +3 damage specialized in longsword, 1d6 +1 damage with javelin, 1d4 (0, -2 to hit in offhand) +1 damage with medium shield) Size M, Alignment NG, XP 175.

Jayna is specialized in the Weapon-Shield Method and enjoys a -2 to her AC when equipped with a shield. She is also specialized with the longsword.

ROOM # 10C. MASTER'S DEN: An assortment of weapons and armor hang on the walls from wooden pegs. There is a single table with some chairs against the west wall, and a stout chest squats against the eastern wall.

Upon the walls hang a battle axe, two maces, a dwarven pick, a quiver with 6 silver bolts, a long sword (Jayna's from Room # 10B), **Scimitar +1**, and a short sword. There is also a suit of human size plate mail, leather armor, studded leather, medium shield (Jayna's from Room # 10 B) and dwarven sized **Chain Mail +1**.

The chest is locked but not trapped and contains 240 cp, 300 sp, 1,400 ep, 200 gp, 210 pp, 34 uncut gems approximately 15 gp each, two arcane scrolls with one containing the spell *Solid Fog*, and the other containing *Guards and Wards*, a gem studded chalice (1,400 gp), and an ornate wooden box (locked and worth 15 gp). Inside this box is an idol of Sigil, Lord of Light and the Sun, (or other good deity related to the GM's campaign setting) carved of petrified wood. It is a blessed **Holy Symbol of Sigil**, providing a +1 to Turn Undead Checks for those who are lawful in nature, even if they don't worship Sigil, and is worth 1,200 gp to a temple dedicated to Sigil.

ROOM # 11. CURSED PAINTING: This chamber is dimly lit by a single, sputtering candle on a table against the far wall where a framed painting rests. The painting is a portrait of a young woman with a dark demeanor. This is a painting of the Master's daughter, who died from a

sickness several generations ago.

If anyone disturbs the candle or portrait, the image changes and the eyes glow red for a moment. The woman in the painting will stick out a long, pointed tongue and an evil energy washes over the room. All party members in a 10 foot radius from the painting must save vs spells or be cursed with -1 to all actions (attack rolls, saving throws, skill checks, etc.), until the curse is removed with a *Remove Curse* spell. If the portrait is damaged or taken, the Master will know and immediately come to attack in a rage.

ROOM # 12. DARK CORNER: This chamber is dark and an occasional draft blows through it. There is a 25% chance that torches will be extinguished from the wind. The light source will reveal a large thickly woven mass of webs in the far corner. Spiders will immediately rush towards the party to attack along the walls, ceiling, and floor to protect their nest.

(13) Large Spiders: AC 8, Move 6, HD1+1, hp 7 each, THACO 19, Attack: 1 (bite 1 + poison), Size T, Morale 7, Xp 120 each. Special: Roll a saving throw vs. poison or become paralyzed in 1d4 rounds for 1d4 hours. These spiders will attack with possible surprise from walls or ceiling.

Only the bound drained husks of small animals will be found in the webs and there is nothing of value.

ROOM # 12A. HIDDEN PASSAGE: Hidden beyond the webbing is a passage that winds upward to a small opening about 5 feet wide on the cliff face, approximately 30 feet above the clearing of the Miner's Camp (Area # 9). The spiders use this exit to go hunting, or critters may wander in and get trapped by the webs. The passage from Room # 12 is about 10 feet wide that shrinks to 5 feet and expands to 15 feet in places until reaching the 5 foot wide exit.



Artist: Louis Porter, Jr. Design

ROOM # 13. GOAT: The sounds of a clanking chain and bleating from a goat can be heard when approaching within 30 feet from this small room. The small room is fouled by the stink of animal piss and shit and in the center of the floor is a large iron ring sunk into the stone. An iron chain connects to the iron ring to an angry looking goat. Judging by its large curled horns and huge sack, it's a ram. It pulls against the chain which is only about 5 feet long. Some grass and weeds have been scattered about the floor but all of it is out of reach by the ram.

The ram is actually a polymorphed imp. He was the familiar of the Book that the Master found but is currently being punished. If he is fed he will butt his head playfully against whomever did so. If he is freed he will follow that person around and even defend them in ram form if conditions are safe to try and generate trust. The imp can't reveal himself due to the **Blaghur's Claw**, (see new magic item section at end of the adventure) a manacle with anti-magic runes embedded in it that surrounds the goat's neck. If removed, the imp will wait until time has passed after the Master has been defeated before revealing himself in his true form. The imp will never attack the Master.

The imp was responsible for revealing the book of spells to Jaaron, the miner who became possessed by a powerful devil and became the Master so very long ago. The imp will of course try to subvert whomever he decides to "serve" with a preference towards mages or a priest. If not, anyone will do.

The Imp (will not reveal his name): AC 2, Move 6/15 (as goat), HD 2+2, hp 14, THACO 19, Attack: 1 (Goat form: 1d3 headbutt +special; Imp form: 1d4 damage + save vs poison or die), Size S, Morale 9, XP 175. Currently in goat form, it can charge for a +2 bonus to attack rolls and deliver an additional 1d2 damage with its headbutt. Special: Saving throws as a 7 HD creature, Magic Resistance 25%, immune to cold, fire and electric attacks, and need +1 or silver weapons to hit. The Imp also has abilities at will including *Polymorph* (into ram or raven only), *Detect Good*, *Detect Magic*, and *Invisibility*. The Imp can also do a *Suggestion* one time per day.

The Imp is bound to the Master's Spell tome (see Room # 23). So even if he remains in goat form and the Master has been defeated, it will attempt to reveal the Tome to the party.



Artist: Kimagu

ROOM # 14. LOOK AHEAD(S): This chamber smells of old blood. Three heads of men hang from chains along the back wall. Other than some scattered humanoid bones upon the floor there is nothing else to be seen.



Artist: Bradley K McDevitt

If the party investigates the heads, or enter further into the room, two Spurgoyles (See New Monster section at end of module) will be watching them from their nook located 10 feet above the floor above the entrance. They will leap down, attempting to keep 10 feet away from each other and attack the weakest members of the party (unarmored) and the party will need to make a surprise check.

(2)Spurgoyles: AC 2, Move 12, HD 6+4, hp 47, 44, THACO 15, Attack: 5 + special (2 claws for 1d6+2 damage, 2 horns for 2d4+2 damage, and 1 bite 2d4 +1 to hit, +2 damage), Size M, Morale 14, XP 975.

Special: Need +1 or better magical weapons to hit. Once every three rounds, the Spurgoyle can release 'spurs' of stone from its body. The stone spurs will do 1d10 +2 damage to everyone in a 10 foot radius. A successful saving throw vs. breath weapon will only apply half damage from the spurs. Spurgoyles can also leap up to 40 feet forward and 20 feet upwards and are excellent climbers.



Artist: Bradley K McDevitt

There is nothing but gnawed bones and shreds of clothing up in its nook.

ROOM # 15. OFFERINGS: This large chamber's lofted ceiling is supported by carved arches of worked stone. A grey mist clings to the floor about two feet from the ground. At the far end of the chamber is a raised dais with an altar with a giant's skull upon it. The giant skull's top half has been removed and coins spill out from the top opening. There are a total of 280 sp, 300 ep, and five gems (peridots) each worth 25 gp. A looming, intimidating shape has been carved into the stone wall behind the altar, but its representation is unknown. If the offering inside the skull is taken, even one coin, skeletal arms break out from the floor grasping and clawing at any intruders within the chamber.

Suggested Tactics:

Round 1: Any party member inside the room must make a save vs paralyzation or be held by the skeleton claws and take 1d4 damage. A successful saving throw allows the character to move half their movement rate, but will still take 1d4 damage from clawing hands.

Round 2: A save vs paralyzation as above in round 1 is required. If the character failed both saving throws from Round 1 and Round 2, then the character will be toppled over and pulled to the ground and take 2d4 damage. If the save is successful, then the character will take only 1d4 damage and can move half their movement rate.

Round 3: Anytime beyond Round 2, if a character fails two or more consecutive saving throws, they will take an additional 1d4 damage per round. For example, 3d4 damage for Round 3, 4d4 damage for Round 4, and so on until a maximum of 6d4 damage is reached or the character has fled the room. If a saving throw vs. paralyzation is made then the character will only take 1d4 damage and can move half their movement rate for that round until they leave the room.

ROOM # 16. HALL OF BONES: This chamber is littered with all sorts of bones with some stacked in neat piles adorned on the top with a skull and others are scattered throughout the room. Rats will flee from amidst the bones at the first sign of the party. There are animal, humanoid, human, dwarf and some monstrous bones here. All show signs of being cut and chewed on with a few still having some meat on them.



Artist: Bradley K McDevitt

ROOM # 17. CANDELABRA: The chamber's center holds a square table with 4 chairs around it. Low log benches run along the walls. A wine jug rests upon the table with 4 wooden cups and if drunk is a very potent and delicious red wine. The room is lit by an ornate candelabra that stands upon a stone pedestal carved out of the wall. Five candles flicker and burn upon its sconces.

The candelabra is crafted of silver, is very gothic, and its base is ringed by skulls. More skulls adorn its stem, all leering outward. It is a magical item known as the **Candelabra of Sorrow** (see New Magic Items at end of adventure) and it currently holds 5 slender, tallow candles.

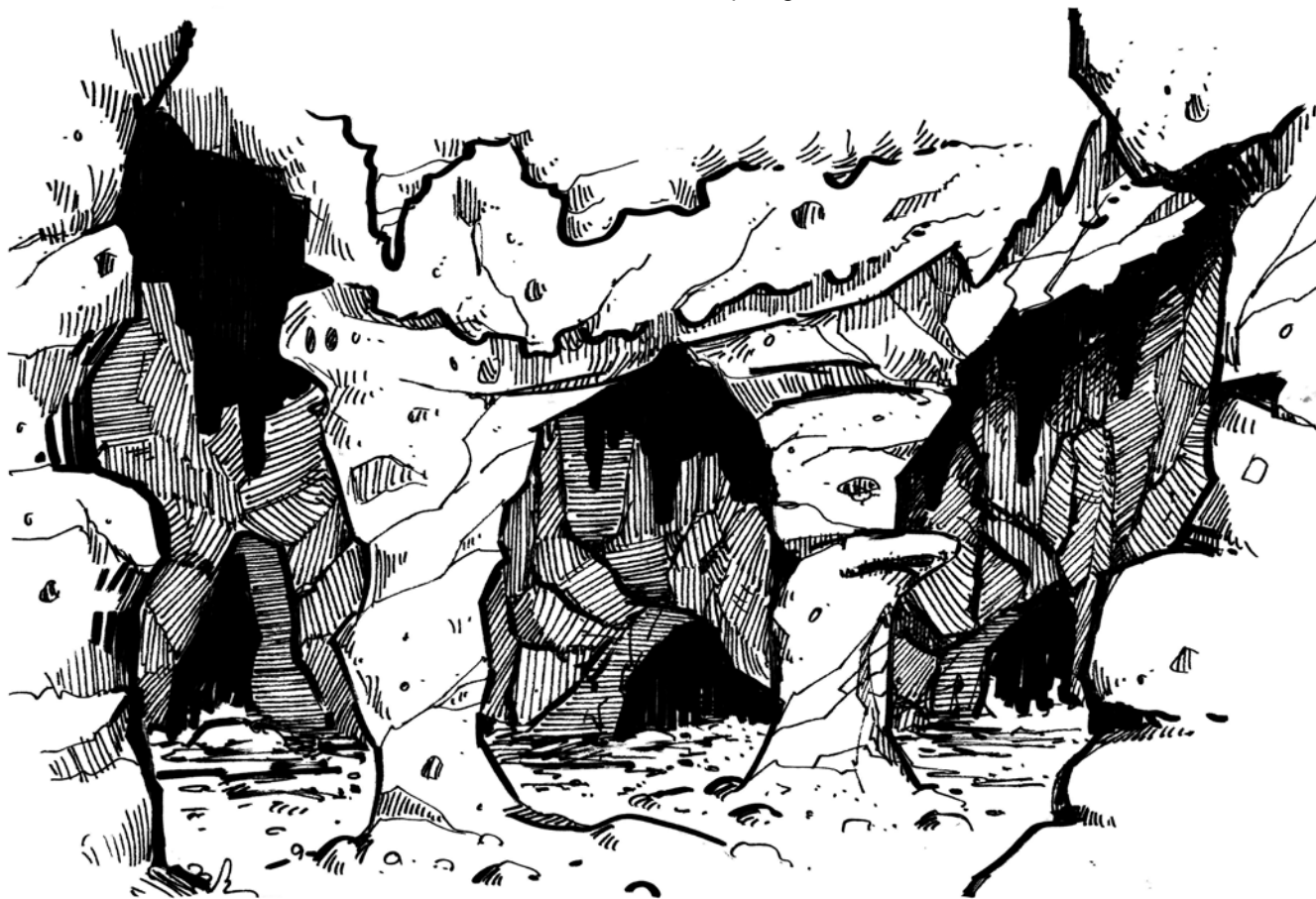
ROOM # 18. TALKING HEAD: The door to this room is locked. This chamber seems colder than the ambient temperature of the mines and appears to be some sort of workshop or laboratory. A heavily stained work table stands in the room's center and contains beakers, small glass vials, and various other alchemy equipment and tools.

Against the far wall is another smaller table upon

which sits a large transparent sphere upon a copper stand (worth 20 gp). Within the sphere is a disembodied head of a man with the top of his head opened, exposing its brain. The sphere appears to be filled with some sort of fluid.

If the sphere is touched or loud noises are made inside the room, the head opens its eyes and speaks telepathically. All characters will be able to hear the voice clearly within their own head. It seems very confused and will begin to ask questions to the party such as, "Master!, Master? Is that you?", or "Is it time for the next lesson?", or other questions that will be up to the GM as well as how much Ardwyn, the 'talking head' may know or wish to share.

Ardwyn is the result of an unfinished experiment that is destined to be used to complete the Flesh Golem being created in Room # 23. The head will only remain 'alive' if he remains in the sphere, or attached to the body of the golem. Long ago, Ardwyn the mage, was an adventurer who's party met their demise in the mines. Ardwyn survived and pledged his service to the Master to learn more



Artist: Maciej Zagorski, The Forge

magic. As an apprentice to the Master, he was helping him with a great experiment (the golem). Then he woke up one day inside the sphere, confused, and still unaware that his head is eventually for the golem.

ROOM # 19. ALCOVE: An old, warped, closed door stands in the passage leading to the west. To the north is a large raised nook cut into the stone wall with a large opened giant's skull resting on the ledge. Inside the opened skull cavity are a collection of fresh fruits and vegetables and a loaf of bread. All of the food is edible and in good condition.

The door is only about 6 feet tall by 4 feet wide and made with stout iron bound wood, yet long rusted and warped. It is not locked but will require an open doors check. It is difficult to open and will make a lot of noise from its rusted hinges. If the party is loud or investigates the skull they will have a 75% of being attacked and must roll for surprise by the creature spying on them from Room # 20.

ROOM # 20. SECRET ROOM: This is the lair of a second evil clown who is human-sized but with ogre-sized arms and hands, an example of some of the Master's handiwork. It has the same horrific face painting job as Tickles. If there is any noise in the corridor or if he is on alert, he will be watching through the eye slit in the secret door. Generally, his plan is to wait until intruders are distracted by the skull holding the fruit and vegetables before he attacks. Bursting through the secret door, he will attempt to grab the closest person with a successful attack roll, and pull them inside his room. He is able to do all of this in a single round with a successful attack roll. The secret door will slam back shut behind him. If he misses his opponent, he'll still leap back into his lair slamming shut the door and watching the intruders through the eye slit. If he succeeds in pulling someone back into his lair, he will begin to giggle and laugh as he shreds them. The secret door is designed to be easily opened from the inside of the room, but can get stuck when trying to open it from the outside. Therefore, party members may know where the secret door is if they witnessed the clown coming out of it, but figuring out how to open it and due to it being stuck, it will take 1d3+1 rounds to open it.

Evil Clown (lesser): AC 3, Move 12, HD 4+1, hp 37, THACO 17, Attack: 3 (2 claws, 1d6 +2 to hit, +4 damage + special and 1 bite for 1d4 +2 to hit, +4 damage), Size M, Morale 15, XP 650.

Special: If both claws hit, the clown will begin

grappling and rending his opponent inflicting an automatic 1d6+4 damage per round, but will still need to roll to hit for its bite attack. Abilities: *Scare* 3x a day, *Stinking Cloud* 1x a day. The clown is immune to its own *Stinking Cloud*.

If the evil clown is grappling with someone, they will only be able to use a small weapon such as a dagger, or attempt to grapple back. Please refer to the grappling rules in the FG&G rulebook. If the victim wins they can escape the clown's hold and may take a normal action on the following round.



The room itself smells foul and a pile of furs and blankets are scattered upon the floor to the left in the corner. There is a large stump serving as a low table in the room's center with a thick candle upon it. Jars of face paint in a variety of colors are placed neatly upon the stump. About the room are adornments of what may be found with traveling gypsies and were taken from the wagons outside the Mines in Area # 9. Most of it has been damaged and shredded as if by a wild animal.

If not defeated, the young werewolf from outside of the mines (Area # 5) will have a 25% chance of being here visiting his friend.

ROOM # 21. HAGS DEN: The old, warped door (see Room # 19 description) is difficult to open and will make a loud creaking noise after a successful open doors check. Once opened, a naturally formed passage runs west about 20 feet and opens into a larger cavern. Water can be heard splashing and a reddish light flickers upon damp walls.

A natural waterfall spills out of a crack in the roof of the cavern about 12 feet above the floor in the northwest corner. It spills into a large pool filling the western corner of the chamber before flowing out of the room to the south. Algae and slime cover the stones around the pool and the uneven floor is slippery wet.

To the north, a reddish light flickers from a side room. A cauldron of blackened iron hangs from a rusting rack over a smoldering pile of coals. Its smoke thickens the air with the smell of onions, garlic and some type of meat. A squat table stands against the wall, with a flagon, a bowl and a large sharp knife upon it. Various bundles of herbs are scattered about the table. Some of the herbs are useful to alchemists. Failed potions are always dumped in the running water by Gretten, which leads to the Slime Cave (Area # 7).

This is the lair of Gretten the Hag:

Gretten the Hag: AC -2, Move 12, HD 9, hp 72, THACO 11, Attack: 2 (2 claws 1d4 +3 to hit, +4 damage), Size M, Morale 15, XP 7,400. Special: If both claws score a hit in the same round, she can grab and throw her opponent. The distance depends on the opponent's size. Opponent Size: (S) 20 feet for 2d6 damage, (M) 10 feet for 1d6 damage, (L) 5 feet for 1d4 damage, and be prone for one round. Magic Resistance 35%. Gretten can also use special powers, at will, once a round: *Weakness*, *Invisibility*, *Audible Glamor*, *Dancing Lights*, *Pass without Trace*, *Changes Self*, *Speak with Monsters*, and *Water Breathing*.

Gretten's items include ragged garments, sandals, rope belt, pouch, a nasty bone tooth pick, dried meat strips, moss, mistletoe, three shiny rocks, a **Potion of Fire Resistance**, and a **Wand of Magic Missiles** (32 charges) that she will not hesitate to use in battle.

Gretten the Hag made an arrangement with the Master for her to live here. She is able to leave the mines and occasionally brings back food and

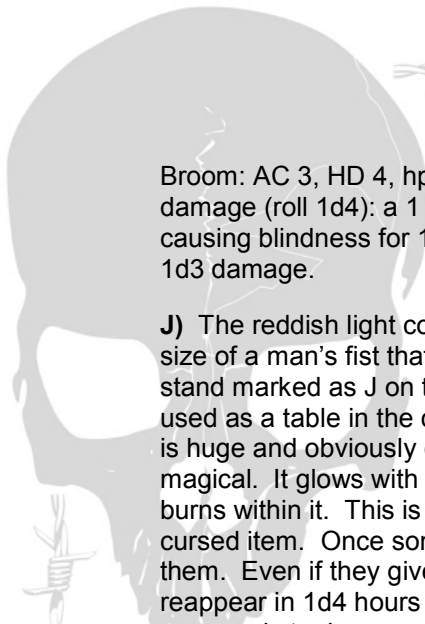
supplies and usually fills the giant skull in Room # 19. In return she enjoys the protection of the creatures living here, although she detests both Evil Clowns and is fearful that they ate her pet cat, Siyah, who is currently a prisoner in the Master's **Bag of Holding**. As such she will not assist either clown if they're fighting the party. However, she will prepare for the "guests" by hiding inside a nook behind the waterfall if she hears the creaky door or sounds of combat. From there she can see out and use her magic unseen against the party. She uses distractionary powers and weakness before attacking. The party should get negatives to their surprise roll as determined by the GM, unless the party is immediately searching the waterfall.

Gretten will not fight to the death. She will flee the mines and wait for her revenge or try to work out a deal with the party. One escape route is for her to use her *Change Self* and *Water Breathing* abilities to escape down the narrow stream towards the Slime Cave (Area # 7B). Characters in pursuit will need magic of some kind to get past the narrow and rushing waters of the stream after the first large pool. If successful in fleeing, she'll stalk the party after they leave the mines and attack them when they make camp, when fighting, or some other inopportune moment that gives her an advantage. If the GM wishes to make her a re-occurring villain, Gretten may flee to her allies, who are hags of the Covey, an encounter not covered in this module.



Artist: Some artwork © 2015 Earl Geier, used with permission. All rights reserved.

B) An old twisted broom leans against the corner of the wall at this location marked on the map and is actually a **Broom of Animated Attacks**. Gretten will fling the broom at a target when she gets a chance causing it to attack that target, unless a different party member already tried using it.



Broom: AC 3, HD 4, hp 36, Attack: 4 (Variable damage (roll 1d4): a 1 or 2 = bristles to eyes causing blindness for 1d4 rounds. A 3 or 4 = 1d3 damage.

J) The reddish light comes from a large jewel the size of a man's fist that rests on an ornate wooden stand marked as J on the map. A large stump is used as a table in the center of the floor. The jewel is huge and obviously of great value, but it is also magical. It glows with crimson light as though a fire burns within it. This is a **Jewel of Attacks**, a cursed item. Once someone claims it, it bonds to them. Even if they give it away or sell it, it will reappear in 1d4 hours on their person. This item's purpose is to draw aggression towards the possessor. Whoever carries this jewel will always be attacked during an encounter if possible (see FG&G Game Master's Guide for details).

A locked chest hides in the shadow of the wall and the key is on Gretten. Inside will be found a roll of silk worth 30 gp. Also there are 90 cp, an ivory comb 10 gp, ladies leather gloves 5 gp, an ornate leather pouch holding a fine **sling +1**, and 10 silver bullets. A small roll of sheep skin, inside of which are a **Potion of Invulnerability**, and a **Potion of Undead Control (skeletons)**. There is also a copper scroll tube holding a 12th level arcane scroll of *Acid Arrow*, *Minute Meteors*, *Wall of Ice*, *Hold Monster*, and *True Seeing*.

ROOM # 22. FEAST HALL: A heavy wooden, iron bound door opens into a short passage. The stone here is more carefully worked and leads to a larger area. A door is in the east wall.

The chamber smells of stale ale, onions, garlic and charred meat. The center of the floor is occupied by a large wooden planked table. There are two large chairs, one on either end of the table and along each side runs a log bench. The wood is stained and chipped. There are wooden plates and flagons set for several upon the table. Upon a shelf carved into the stone wall are wooden trenchers and cups. There are food supplies stored against the walls, consisting of sacks of grain, flour and salt. There are three barrels holding ale, wine, and water. Each rests upon a stand against the far wall to the north. A small cask of dwarven Gut Buster straddles the beer and wine barrel. All the food and drink are consumable. The ale, wine and dwarven Gut Buster are all quite tasty. All of this was taken from the wagons from outside in the Miner's Camp (Area # 9).

ROOM # 22A. KITCHEN: This area in Room # 22 appears to be the kitchen. A spitted fire pit is set in the center of the floor, its frame also supporting a small caldron and other iron cooking utensils. There are three work tables here for chopping and preparing food. Upon them are jars of herbs and spices. There are also a few sacks of potatoes. A couple of large cleavers, knives, and ladles rest upon the tables. The fire is still smoldering and smoke seems to escape out of a crack in the ceiling.

ROOM # 23. LABORATORY: Both doors (Room # 18 and Room # 22) leading to this area are locked with the key carried by the Master. Beyond the door is a dimly lit chamber that smells pungent and exotic. Shelves run along the walls and are burdened with a collection of items both mundane and arcane. Tomes, scrolls and components can also be found stacked and stashed everywhere. A headless, well-preserved corpse lies upon a work table. Various implements for the working of flesh hang from chains within easy reach above the body. A low burning oil lamp lies on a desk with a chair and dimly lights the room. Quills and a few vials of ink rest upon the desk. There is a secret compartment within the top of this desk. This holds the **Book of Nether** (Please refer to New Magic Items at the end of the adventure):

Level 1: *Detect Magic, Read Magic, Cantrip, Protection from Evil, Find Familiar, Affect Normal Fires, Wall of Fog, Detect Undead, Taunt, Feather Fall, Unseen Servant, Magic Missile, Erase.*

Level 2: *Uncontrollable Laughter, Summon Swarm, Fog Cloud, Spectral Hand, Deep Pockets, Flaming Sphere, Whispering Wind.*

Level 3: *Lightning Bolt, Invisibility 10 ft Radius, Vampiric Touch, Dispel Magic, Wraith Form, Monster Summoning 1, Black Tentacles*

Level 4: *Stone Skin, Polymorph Other, Charm Monster, Wall of Ice*

Level 5: *Dismissal, Summon Shadow, Contact Other Plane (Only the Planes of Hell)*

Anyone taking or studying from this book will gain the attention of the imp (see Room # 13). The imp will attempt to 'serve' the party member who has possession of this book and will attempt to create a vessel for another demon through the character to repeat the process similar to what he did with Jaaron. If the character continues to keep the book

in his or her possession after a month, they must make a saving throw vs spells or succumb to the imp's whisperings and only a *Dispel Magic* will free them if cast within a year.

Around the corner is a cauldron suspended over a small fire pit along the west wall. A thaumaturgic circle is embedded into the floor on the north side of the room.

The circle is lined in electrum and about its circumference are key points which seem to be used for scribing runes into the circle. To either side of the circle is a wrought iron pole twisted and topped with a copper orb.

About the chamber can be found a good assortment of spell components, tomes, and scrolls for necromantic magic as well as conjuration and summoning. Found amidst these are instructions on the creation of a flesh golem, which can be sold for up to 10,000 gp. This of course involves a corpse, which is being prepped for the near completion of its rebirth with the head of Ardwyn in room # 18. The tomes and scrolls discuss how the head needs to be surgically attached while still fresh of life and that

the thaumaturgic circle is then used to summon elemental energy with necromantic spells to animate the corpse. Those of lawful intent will find these tomes, scrolls, and the room to be utterly disgusting.

CONCLUSION

If the party is successful in defeating the Master, they will be hailed as heroes back in Oakvale and a large celebration and feast for the town will be held in their honor by Chief Korva, as well as 100 gp to each party member for a reward. Several weeks later, a reclusive band of halflings will approach the party and offer them a ruby worth 3,000 gp! They tell the adventurers that they too were preyed upon by the Master once a year as their village is near the Nevermore Mine. Rumors of the Master's destruction had them seek out the heroes to offer the ruby and a offer of hospitality if the party is ever near their village.

Finally, if Jayna survived, she will ask the party if they are interested in traveling to her Clan village deep in the mountains. The GM can use this opportunity for a new adventure hook, or perhaps lead the party to Trollback Keep, another adventure in the works by The Merciless Merchants.



Artist: Claudio Casini

NEW MONSTERS

Doom Sludge

Climate/Terrain: Swamps, bogs, caves

Frequency: Very rare

Number Appearing: 1d4

Organization: Solitary

Activity Cycle: Any

Intelligence: 14-16

Treasure: D

Alignment: Any evil

Armor Class: 6

Movement: 6

Hit Dice: Varies

THACO: Varies

Attack: 2d6, spittle

Saving Throws: Fighter 5

Special Traits: Spittle, ESP, Telepathic, paralyzation, mind control

Magic Resistance: none

Size: Varies

Morale: 16

Experience: Varies



Artist: Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games

The Doom Sludge is part of the slime, ooze, and pudding families and varies from a light blue to dark purple in color.

Combat: The Doom Sludge will attempt to spit at opponents to paralyze them. Once a victim is paralyzed the sludge will begin to latch on to its victim and feed on it by excreting an acid, automatically dealing 2d6 damage per round. While feeding on a victim, the Doom Sludge may still spit at other opponents. The paralyzation lasts 1d6+4 rounds. While the Doom Sludge is feeding, it speaks telepathically to its victim, usually letting it know of its doom, and it delights in reading its victims thoughts of fear with its ESP ability. Both the ESP and telepathy abilities only work once the Doom Sludge is latched onto an opponent.

Once the victim is reduced to 1 hp, they get another saving throw vs paralyzation at -4. If the saving throw is failed, the Doom Sludge will continue to feed and kill the victim, giving the Doom Sludge an extra HD once the body is completely absorbed (usually a week). If the saving throw is successful, the Doom Sludge will unlatch and use mind control on its victim creating a new Sludge Minion (see below).

Doom Sludge are very intelligent and will try to paralyze most attackers while feeding and concentrating on one opponent at a time. Sometimes it will communicate orders or demands through its opponent to onlookers usually to stall for time as it feeds. There are rare rumors of small colonies of Doom Sludges and their minions existing and one rumor even states a large Doom Sludge the size of a small lake was observed.

Treasure is usually from victims that the Doom Sludge jealously hordes. They are especially fond of gems and jewelry.



Artist: Heather Shinn and J.M. Woiaak of the STINKY GOBLIN

Sludge Minion: Sludge Minions are the victims of a Doom Sludge. They keep their humanoid shape, but appear to be melting or 'sludgy'. Usually the feet lose their form first and they seem to glide across the ground rather than walk. Sludge Minions are mind controlled by their creator and will carry out its demands. After twenty years, Sludge Minions usually succumb to the ooze and become Doom Sludges of their own. Any spellcaster that becomes a Sludge Minion will retain its spells and will be able to cast them by the will of the Doom Sludge, however, once cast the Sludge Minion may not re-learn the spell and the spell ability is lost.

Combat: Sludge Minions will use weapons they used during their life but usually only do 1d6 damage no matter the weapon. If they are more ooze than humanoid, they can lash out with a blobby appendage for 1d6 damage. They can also spit at opponents who get a saving throw vs paralyzation. A successful saving throw means the victim is unaffected, but a failed saving throw makes the opponent paralyzed for one round. The Sludge Minion can only spit once per turn. The statistics of a typical Sludge Minion are:
Sludge Minion: AC 4, Move 9, HD 4, hp 28, THACO 17, Attack: 1 (spittle or 1d6 by weapon or appendage)
Size S to L, Morale 14, XP 175 each.

Guardian Spirit

Climate/Terrain: Crypts, barrow mounds, graveyards

Frequency: Very rare

Number Appearing: 1d4

Organization: Solitary

Activity Cycle: Any

Treasure: special

Alignment: Neutral

Armor Class: 2

Movement: 9

Hit Dice: 7 + Special

THACO: Special

Attack: by weapon or 1d8+2

Saving Throws: varies

Special Traits: Immune to mental attacks, cold, poison and acid attacks. HD increases depending on opponents. Potential to summon allies.

Magic Resistance: none

Size: M

Morale: 20

Experience: Varies



Artist: Maciej Zagorski, The Forge

A Guardian Spirit is created during a long ceremony performed by high level priests, druids, and/or shamans of a particular faith, with the purpose to guard and protect the tombs of the dead. The Guardian Spirit will attack any intruders that invade a tomb so that the dead may sleep peacefully. Usually Guardian Spirits are created in the likeness of a chief, hero, or elder of a clan and sometimes the Guardian Spirits will use weapons that the person used in life, but not armor and the Guardian Spirit always has a AC of 2.

A magic weapon of +1 or greater is needed to harm a Guardian Spirit. It is also immune to mental attacks, cold, poison, and acid attacks. It also has the power to summon additional allies in the form of skeletons, zombies, and even lesser Guardian Spirits of whoever is buried with it by vocalizing a deep resonating moan for one full round.

A Guardian Spirit always starts with 7 HD and 42 hp. A unique quality of Guardian Spirits is they have the potential to become more powerful, depending on how many intruders they are defending the tomb against. Every intruder beyond the first, the Guardian Spirit gains an additional HD. For example, if four intruders are attacking a Guardian Spirit, then its HD will increase to 10 HD and it will gain 6 hp per additional HD. Sometimes the Guardian Spirit's name is left in the tomb. By uttering the name, the Guardian Spirit can get confused and will stop attacking unless its treasures are disturbed or if it needs to defend itself.

Treasure of the Guardian Spirit usually comprises of whatever was buried with the corpse

Lesser Guardian Spirits do not have the power to increase their HD. Their statistics are generally:

Lesser Guardian Spirit: AC 3, Move 6, HD 4, hp 24 each, THACO 17, Attack: 1 (1d6 or by weapon), Size M, Morale 18, XP 270. Special: Immune to Cold, Mental Attacks, Poison and Acid, and needs silver or +1 magic weapons to hit.

Pumpkin Stalker

Climate/Terrain: Mostly farmlands, pumpkin patches, or bogs

Frequency: Very rare

Number Appearing: 1

Organization: Solitary

Activity Cycle: Any

Intelligence: 12

Treasure: I, Y

Alignment: Neutral

Armor Class: 2

Movement: 12

Hit Dice: 8+2

THACO: 13

Attack: 2 or 3 + special. Tendrils 1d8 +2, or bite 3d8

Saving Throw: Fighter 8

Special Traits: Slam, entangle, small pumpkin attacks, immune to electricity, half damage from fire, regeneration, crows

Magic Resistance: None

Size: Large (up to 8' tall)

Morale: 16

Experience: 2,500



Artist: Jacob Blackmon

The Pumpkin Stalker is a plant-based creature that is formed of vines, plant tendrils, leaves, and stalks. The head is usually an evil or scary-faced carved pumpkin, and there are several, smaller pumpkins that make-up its body. Pumpkin Stalkers are created by strange seepages of magic and/or evil. These seepages could be from an area where an excessive use of magic was expelled into an area, spilled potions, or cursed, evil, lands. There are some rumors that some mages and wizards have learned the process to create Pumpkin Stalkers to protect their spell components or herbs that grow in their gardens from foraging wildlife, but they are usually known as Pumpkin Golems, who have no intelligence and are more controllable. Although the reason is unknown, Pumpkin Stalker's gain some sort of enjoyment from scaring wildlife, and have an exceptional hatred for crows and ravens.

Combat: The Pumpkin Stalker can force the tendrils from his body and legs to shoot forth from its arms, which extends its reach to 20 feet. On a hit roll of 18 or better with a tendril, the Pumpkin Stalker will either 25% of the time grab its opponent and slam it against the ground or hard surface for an automatic 2d8 +4 points of damage on the following round. Or a 25% it will entangle its victim and the opponent must roll a successful bend bars/lift gates to escape the grasp, or the tendril itself or the Pumpkin Stalker must take 15 points of damage in one round before it will release its opponent. While entangled, 1d4 smaller pumpkins attached to the tendrils can automatically bite the entangled target for 1d4+1 damage. Finally, 50% of the time, the tendrils will bring the victim towards the Pumpkin Stalker for its bite. It will continually bite and automatically hit each round unless its opponent makes a successful bend bars/lift gates roll to break free. As above with the entanglement ability, if the Pumpkin Stalker takes more than 15 hp of damage in one round, it will drop its victim.

The Pumpkin Stalker is immune to lightning spells and only takes half damage from fire spells due to the amount of water the vegetation has in it to help hold the body together, but does take full damage from cold spells and will halve its movement rate. The Pumpkin Stalker will regenerate 1hp/per round unless the pumpkin head is removed from the body. Finally, the Pumpkin Stalker has a seething hatred of crows and ravens and will focus its attention on those creatures first if they are anywhere in the area.

Any treasure the Pumpkin Stalker has collected is from past victims that may be spread about the pumpkin patch or lair.

Spurgoyle

Climate/Terrain: Mountains, cliffs, caves, caverns, any underground setting
Frequency: Very rare
Number Appearing: 1d6
Organization: Solitary
Activity Cycle: Any
Intelligence: 14
Treasure: Q; C in lair
Alignment: Chaotic Evil
Armor Class: 2
Movement: 12
Hit Dice: 6+4
THACO: 15
Attack: 5 + special (2 claws 1d6+2, 2 horns 2d4+2, 1 bite 2d4 +2 damage)
Saving Throws: As 6th level Fighter
Special Traits: Need silver or +1 magic weapons to hit.
Magic Resistance: none
Size: M
Morale: 14
Experience: 975



Artist: Bradley K McDevitt

A Spurgoyle is of the family of gargoyles yet found in mountainous areas or deep underground. Spurgoyles are similar to gargoyles except for a few major differences: Spurgoyles do not have wings but can leap up to 40 feet forward and 20 feet upward and are excellent climbers. Spurgoyles are also riddled with stone 'spurs' or spikes that encompass their head and entire body. They have a 80% chance of camouflage when near a natural stone setting including caves, caverns, and mountainsides. Dwarves, gnomes or any race with the mining non-combat skill has a 60% to detect a spurgoyle. A spurgoyle speaks gargoyle to communicate.

Combat: A spurgoyle enjoys leaping onto its target and attacks with its claws, horns, and a nasty bite. Once every three rounds, a spurgoyle can release its 'spurs' of stone from its body for its attack round. The spurs will deliver 1d10+2 damage to everyone in a 10 foot radius. A successful saving throw vs. breath weapon will only apply half damage from the spurs. The stone spurs grow back within two days and most spurgoyles can release their 'spurs' or spikes six times before needing time to regrow them.

A silver or +1 magic weapon is needed to damage a spurgoyle.

NEW TEMPLATE

Shield Maiden

The Shield Maiden is a term for vicious barbarian women who have decided to fight alongside the men in defending their towns, villages, and camps. Although all barbarian women are hardy and capable of fighting, the Shield Maidens are exceptional warriors and train excessively with the shield. Those who insult or underestimate the prowess of the Shield Maiden soon learn of their mistake, for they are no easy target and are slow to forgive.



Artist: Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games

Shield Maidens are masters of using the shield and thus get free specialization in weapon and shield and an additional +1 to attack rolls when using a shield as a weapon. All Shield Maidens start their career with a shield of their choice, although most Shield Maidens equip a medium shield. Shield Maidens gain a +2 to fear and mind control saving throws due to their training. Their instinct to protect allows them a bonus to protecting other party members. A Shield Maiden must, however, state before battle which person she is guarding. The chosen guarded person will gain a -2 bonus to their AC against one attack, once per round if the Shield Maiden is within a 10' radius. Two Shield Maidens guarding each other enjoy a -4 to their AC for one attack, once per round. A new party member can be targeted for defense but takes 1 full round to change a guarded target.

The viciousness of the Shield Maiden stems from always trying to prove themselves to the barbarian men. They are prone to do heroic actions for approval, but are smart enough (usually) to know their limitations. Although Shield Maidens are masters of defense, they also receive a *Shout of Defiance*, which is basically a release of all their strength into one blow, one time per day. The *Shout of Defiance* gives a Shield Maiden an additional +1 to hit and damage on attack rolls, once a day, for every four levels. For example, a 9th level Shield Maiden would be able to do three *Shouts of Defiance* a day for an

additional +3 to hit and damage. If a *Shout of Defiance* misses, then all bonuses are lost and one of the times it can be used for the day is expired.

Unfortunately, there is sexism in the barbaric clans and Shield Maidens are not thought of highly in male warrior's eyes until they prove themselves. As such, Shield Maidens enjoy a +1 to all attack rolls for the first two rounds when fighting or dueling an overconfident male warrior, yet they do suffer insults and scorn throughout most of their career. They seem to be targets for males looking for trouble and always seem to be ordered to defend low priority targets or areas during large scale battles. Therefore, Shield Maidens will



Artist: Louis Porter, Jr. Design

sometimes feel inclined to partake in reckless action to gain notice and respect from others, however, they don't necessarily protect or help those that insult or scorn them. Shield Maidens also prefer lighter armor so that they can move quicker and be unencumbered, and thus they usually don't wear anything more burdensome than chain mail. Shield Maidens will only use javelins and other hand-thrown weapons (darts, daggers, hand axe, etc.) so that they can still use their shield, and will never use bows or crossbows.



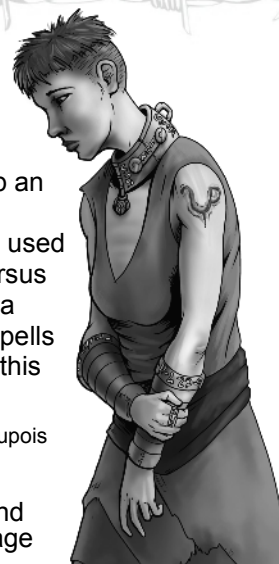
Artist: Culhain Games

New Magic Items

Blaghur's Claw: Blaghur's Claw is a claw or pincer from a demon that works as a manacle. It will shrink in size to fit the arms or legs of a pixie and increase in size to trap an ogre's arm or leg. The Claw has anti-magic runes embedded into it that will cause any spellcasting by the wearer to fail or be nullified, including the use of magic items. Magic used against the wearer will still work, however, the wearer gets a +2 to their saving throw versus spells and this includes beneficial spells. For example, the wearer would need to make a saving throw versus spells against a cure light wounds spells with a +2 bonus. Identify spells have a 15% additional chance of failure when learning the command word for releasing this item.

XP: 750

Artist: Gary Dupois



Book of Nether: Little is known of this tome except from only the most learned sages and magi who may remember the history of its creation and disappearance. A great Archmage of some long fallen civilization seemingly created this nefarious book for his own dark purposes. Only the Masters Symbol remains as a hint to who this Archmage was. Using powerful magic, he had summoned and bound a devilish imp to a great tome of spells written in the blood of innocents.

This tome became a conduit to the Planes of Hell, the most powerful spells within are able to open Gates to these foul planes. No doubt the creator of the tome fell victim to his own greed of power. The ancient Nether civilization was destroyed by a great cataclysmic war of the arcane power that summoned the denizens of the Abyss and Hell to battle in the world of men. Such folly brought a doom upon the land, and this book is but a remnant of times past.



Artist: © 2006 Bradley K McDevitt

The tome is bulky and heavy with thick straps that can be buckled closed. The cover is made out of black serpent scales and infernal creatures of unknown nature, and the pages of this book are made from the stretched human flesh of innocents. It is bound and edged in electrum with a rune of deep red scales marking a broken star upon the cover symbolizing the Masters Rune. The bearer of the book will feel compelled to use the Masters Rune as his or her symbol and will be addressed as Master by the Imp (see below). The question is, who is truly the Master and who is the servant....?

When first discovered and opened, the pages will appear blank but slowly markings will start to appear, forming into runes, glyphs and words of the magical script. If studied further, one spell makes itself clear even to the uninitiated, *Find Familiar*. For non-casters or priests, a roll versus their intelligence is necessary to understand the spell, and if failed, the book will not work further for that specific character. If successful, non-casters and priests can understand this specific spell, and the components needed, and be able to cast it from the book. As soon as the *Find Familiar* spell appears and it's understood by the reader, a saving throw vs Spells will need to be made to resist gathering the components and casting the spell, similar to the character being effected by a *Geas* spell.

The *Find Familiar* spell is special in that it will only summon the Imp, who is bound to this tome. The Imp may appear in one of a few forms. It has two

forms including a ram form and a raven form. It may also change into two additional forms by rolling randomly on the *Find Familiar* spell table in the FG&G gamebook or as determined by the GM. The Imp will have all the same functions as a regular familiar from the *Find Familiar* spell in the FG&G rulebook and can share those abilities with the character who summoned it, as well as additional abilities below. The Imp's statistics are:

The Imp: AC 2, Move 6/18 (flight), HD 2+2, hp 18, THACO 19, Attack: 1 (tail stinger 1d4 damage + save vs poison or die), Size S, Morale 10, XP 175. Special: Saving throws as a 7 HD creature, Magic Resistance 25%, immune to cold, fire and electric attacks, and need +1 or silver weapons to hit. The Imp also has abilities at will including *Polymorph Self* (into ram, raven, and two additional forms), *Detect Good*, *Detect Magic*, and *Invisibility*. The Imp can also do a *Suggestion* one time per day. The Imp is Lawful Evil.

The Imp's true form appears as an ugly red scaled little devil with a wickedly barbed tail. Its scales match those upon the book. The Imp will not willfully provide its name of Xethrix. Xethrix will defend the Master if somewhat safe to do so and will also provide several benefits to the bearer of the book while manifested which include: Regeneration 1hp/round, provide a Magic Resistance of 25%, and provide a +2 bonus to saving throws vs fire, electrical and cold based attacks. The Imp transfer power to the Master and enhances spells to make them all as if one level more powerful if the Imp is within a one mile distance from the Master. If the Imp is further than a mile, the spell power is reduced by four levels. Xethrix is bound to the **Book of the Nether** and if he is killed he can be summoned again using the *Find Familiar* Spell or it can reform on its own after 9 days and will crawl out of the book. However if Xethrix is slain, the Master will no longer receive the benefits of having Xethrix's powers of regeneration, magic resistance, spell enhancements, or the ability to acquire new spells in the book until he has been summoned or reformed back. Every time the Imp dies, the Master will loose one point of constitution permanently.



Artist: Kimagu



Xethrix can teach anyone, spellcaster or non-spellcaster, how to read the book and reveal its spells. For the most simplest of spells, such as *Cantrips*, *Read Magic*, *Detect Magic*, *Detect Good*, and *Detect Evil*, the **Book of Nether** only requires the reader to leave their bloody mark upon the last page for the spells to appear and a successful Learn Spell roll. If a saving throw vs spells is failed and the *Find Familiar* spell is cast to summon Xethrix, as well as the summoner completing the required self-blood sacrifice to gain the 1st level spells, the character will become a dual class of wizard (if human) or a multi-classed wizard (if demi-human) and follow all the rules as stated in the FG&G game book. Please note, that depending on the GM, this book can potentially allow races and classes, not normally allowed, to become a wizard or dual/multi-class wizard, as the book's ultimate purpose is to eventually create a vessel for a devil and it is not particular of race or class.



Artist: Patrick E Pullen

To learn additional spells the Master must mark the book with the blood of an innocent, sentient being for **each** new spell. Each new spell level will require the correct experience for the wizard to be able to cast higher level spells as well as an increase in the blood marks of innocent sentient beings. For example, if the character becomes a 3rd level wizard and wants 2nd Level spells, they must collect two blood marks of innocent sentient beings for each new 2nd level spell. Or if

they leveled to 5th level, they would need 3 blood marks of innocent sentient beings for each new third level spell, and so on. Please note, the same innocent sentient being cannot be used over and over to supply blood marks and a new one must be applied to work.

All the spells of 1st level through 5th level will be revealed as needed after the requirements are met. The order of the spells can either be rolled randomly, chosen by the GM, or if proper sacrifices are made, the GM may even allow the player to be able to choose which spell their character gets next. If the suitable amount of Wizard experience is acquired and the blood marks accomplished, these further spells will be revealed to potentially learn:

Level 1: *Protection from Evil, Affect Normal Fires, Wall of Fog, Detect Undead, Taunt, Feather Fall, Unseen Servant, Magic Missile, Erase.*

Level 2: *Invisibility, Uncontrollable Laughter, Summon Swarm, Fog Cloud, Spectral Hand, Deep Pockets, Flaming Sphere, Whispering Wind.*

Level 3: *Lightning Bolt, Invisibility 10 ft Radius, Vampiric Touch, Dispel Magic, Wraith Form, Monster Summoning 1*

Level 4: *Black Tentacles, Polymorph Other, Charm Monster, Wall of Ice,*

Level 5: *Dismissal, Summon Shadow, Contact Other Planes (Only the Planes of Hell).*

Level 6-9: To be determined by the GM.

Usually after *Contact Other Plane* is learned, the Master will soon be possessed by a Devil, become Lawful Evil if not already, and more than likely become a NPC as determined by the GM.

The tome is immune to fire, electrical and/or cold attacks, water damage, as well as the natural elements and environments. The tome will form more pages if needed, but will always stay at 9 lbs of encumbrance.

Immersion of the book in Holy Water for 6 turns will destroy the **Book of Nether**.

XP: 12,000



Artist: © 2006 Bradley K McDevitt

Candelabra of Sorrow: This candelabra is crafted of silver and is very gothic in appearance. Its base is ringed by tiny rat-sized skulls that also adorn its stem, and all leer outward in each of the prime directions—north, south, east, and west. There are five arms that extend from the stem and it can hold 5 slender, tallow candles. When a candle is lit, it will last a total of 10 hours before a new candle is needed, and it will give a special effect:

1 candle: Provides light in a 5 foot radius that is not prone to wind or rain and will stay lit until the owner blows it out or it is completely submerged in water. Although, any sprinkling of holy water will immediately extinguish the candle.

2 candles: Provides light in a 10 foot radius and has the same effects as the first candle.

3 candles: Provides light in a 15 foot radius and has the same effects as the first candle. However, when three candles are lit, a connection with the Ethereal Plane is opened and the candelabra burns in both the plane it's in and the Ethereal Plane. The light shining in the Ethereal Plane will attract spectral undead and spirits that may be friendly or unfriendly towards the bearer.

4 candles: Same effects as three candles, but also provides a more potent detection of unseen spirits and invisible beings in a 20 foot radius, as similar to a combination of a *Detect Invisibility* and *Detect Undead* spells. However, a backstab attempt by a rogue may still be successful if the bearer is not aware of the rogue. The bearer may start to see ghosts of deceased loved one and other spirits, but can not communicate with them. The bearer may also have a chance for a wandering encounter, however, the bearer and anyone in the 20 foot radius will never be surprised.

5 candles: When all five candles are lit at the same time, it keeps all the effects up to the 4th candle and in addition, the light turns to a bluish color with blue flames. The bearer is able to *Speak to Dead* as per the cleric spell for double the duration, however, once the duration is over, all the candles will need to be replaced.



Artist: Aaron Fairbrook....because I can't draw.

Legends say that the **Candelabra of Sorrow** recieved its name from a young talented mage who created it to reach out to his deceased wife. Those wishing to converse with dead loved ones would pay a hefty fee for this item.

XP: 1,000



Artist: © Headless Hydra Games, Justin Hernandez

Golden Torc of the Bear: The shamans of the lands sometimes craft magical necklaces, rings, torcs, and other jewelry that symbolizes their Clan's animal. These gifts are given to heroes of the Clan or its leaders.

The **Golden Torc of the Bear** is made of gold and appears to have a golden bear head on the back with two arms ending into bear claws that encircle the neck of the wearer. The torc allows the wearer to communicate with bears and gives a +4 to reaction rolls. It can also charm a bear once a week and operates exactly like the spell *Charm Animal*, except it only works on any specie of bear. Only one bear can be charmed at one time.

XP: 750

NEVERMORE MINES OVERVIEW



MINER'S BARROW MOUND



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TYPICAL BARROW MOUND AREA 2



THE HOWLING CAVE AREA 4



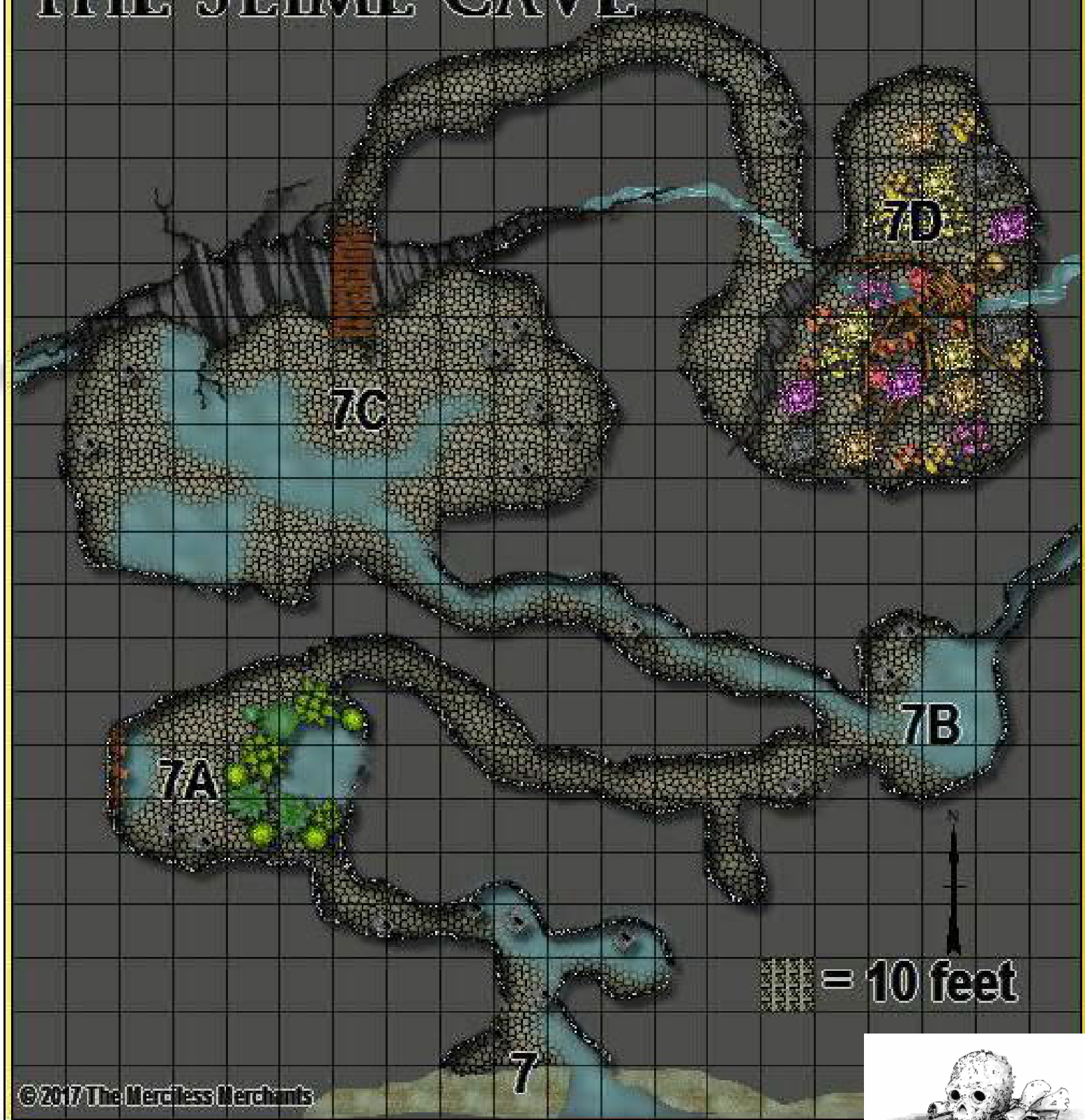
Artist: Maciej Zagorski, The Forge

WEREWOLF CAVE AREA 5



© 2017 The Madless Madarts

THE SLIME CAVE



Artist: Maciej Zagorski, The Forge

THE NEVERMORE MINES

MAP 1



= 10 Feet





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For Gold & Glory By Justen Brown

With Contributions and Editing By: Moses Wildermuth, Chris Knowles, and Dan Hyland

Additional Proofreading By: Warren E. Raper III and Adam Delway

Based on Original Rules By: David "Zeb" Cook, Steve Winter, and Jon Pickens

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THE NEVERMORE MINES

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