

GT2

COME HELL OR HIGH WATER

AN ADVENTURE FOR CHARACTER LEVELS 1-2



What evil machinations lie hidden in the flooded depths of ancient Kharnos Dzin? Whispers in the dark summon the uninitiated...as evil brews beneath the surface of a dead city. Great rewards lie in store, but will adventurers find more than they had bargained for?



Knightvision
Games

Labyrinth Lord
Compatible Product

GT 2 COME HELL OR HIGH WATER

Adventure for 6-8 characters of Level 1 or 4-6 characters of Level 2

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"Water, taken in moderation, cannot hurt anybody." - Mark Twain

Credits

Writers: Jim "knightvision" Baney and John "jcftao" Feldman

Cover Artist: Katy "kovah" Grierson

Interior Artists: Martin Siesto, Dani Kovacs, Ryan Sumo and Katy "kovah" Grierson



Introduction

Welcome to the world of Ebonyr.

During the Great Cataclysm a comet slams into the moon Palandria. Great chunks of the moon and the comet fall from the sky. Pieces of it strike the dwarven mines of Kharnos Dzin, destroying thousands of dwarves, reducing the mines to rubble, and collapsing the aqueducts causing the river to flood the city.

The comet has strange radiation causing mutation of living creatures. Surviving dwarves attempt to rebuild the mines. Many are affected by the radiation, eventually dying but arising as zombies (not in the classic, brain eating sense) whose one goal is to rebuild the mines...which they continue to do (over time clearing out much of the rubble in the lower areas).

The Long Night settles in. The world of Ebonyr is cloaked in darkness for what seems an eternity with only a few points of light like candles in a void. The Old Gods have long since gone. Palandria, the goddess of light, moves slowly through the night sky, a savage scar across her once beautiful form. Her counterpart, Heimos, savage and cruel, glows red with resentment and anger. Brooding and waiting to strike out once again. His followers have once again crawled out from under their dark retreats to finish the work of their master.

The Cult of Heimos has begun searching for artifacts from the Great Cataclysm. They believe that the comet is a holy object sent by their god, Heimos. They search throughout Ebonyr for pieces of the comet.

Within Kharnos Dzin, the Cult of Heimos has set up transport devices to move within the mines. They have hired Orcs and goblins to secure the area and transport fresh water into the mine. In the lower levels of the dwarven mines, they have begun searching for the comet only to learn that the Tainted (zombie dwarves) inhabit the tunnels below the sunken city. The Cult of Heimos is building a container for the comet and are waging a war against the zombies. A big problem is that much of the area is flooded and also exposure to the comet has caused mutations in some of the cultists (creating the Briners that roam the upper mines and dwarven cliff village). The Cult of Heimos has discovered a cache of mechanical men which they plan to reanimate to collect the comet.

Summary of the Adventure

If using GT2 *Come Hell or High Water* as follow-up from GT1 *Path of the Delver*, the PCs gain access to the heart of the dwarven mine, Kharnos Dzin. This area was once the access to the cogwork water distribution throughout the entire complex. It was built around a vertical cavern approximately 200' in height. The adventure is far from linear. The PCs have

multiple avenues for exploring both sides of the cavern and learning its secrets. The bottom half of the cavern has been flooded. This was the main citadel of the waterworks area. Many of the rooms have magical air pockets for the PCs to investigate. Finally the PCs will encounter several evils that lurk in the caverns below the towers. Hopefully they've sharpened their swords and memorized their spells. (Insert evil laugh).

Get 'em in the game

There are several ways for the Labyrinth Lord (LL) to get the PCs into the game:

1. Use GT1 as a springboard.
2. Have the PCs discover a magical gate to take them to Kharnos Dzin.
3. The PCs are captured by evil cultists and taken to Kharnos Dzin as slaves. Can they escape their captors and foil their evil plans?

Labyrinth Lord Notes

You, the Labyrinth Lord (LL), will see special notes throughout this adventure. These are intended to assist you in certain encounters where monster tactics or rules will advance the storyline.

Stat block explained: See page 61 of the Labyrinth Lord book.

Scene 1 - Area 1

See Map page 48

LL note: The highlighted areas are meant to be read aloud to the players (PCs).

The PCs will most likely enter this room from the magic mirror gate from GT1.

1. Mirror Room/Barracks

After passing through the magic mirror gate you see before you a long barracks room. Several rows of bunk beds with many foot lockers and wall lockers are situated in the room. The room has no windows or light source.

Bloated Briners (2), AL C, MV 120' (40'), AC 8, HD 2, Hp 10, #AT 2, (claw/claw), DG 1d6/1d6/special attack, SV F1, ML 12, XP 110 each.

Special attack: If both claw attacks hit, the creature will draw its victim into an embrace causing automatic 1d6 damage each round thereafter. Contact with a Briner causes loss of moisture until the victim has been desiccated (resulting in a dried husk). After this, the Briner becomes bloated with moisture and has the special ability to spew forth a briny solution into the face of its attackers. This solution will on a failed save, cause nausea (-2 to hit) for 1d6 rounds.

LL note: This room was once the barracks area for dwarves guarding the upper areas of this cavern. They made sure the aqueduct remained safe and the water flowed. That all changed when the comet struck many years ago.

Treasure: If the room is searched carefully the PCs will find a small leather bag with 21gp and a small diamond (35gp value)

2. Meeting Hall

You see a large open hall with several round and rectangular tables. The ceiling

is supported by a massive arch rising from each corner of the room.

Goblins (3), AL C, MV 60' (20'), AC 6, HD 1-1, Hp 4 each, #AT 1 weapon, DG 1d6 short sword, SV 0 level human, ML 7, 5 XP each.

Treasure: Goblin 1 - silver armband (15gp value) and 11sp, Goblin 2 - silver neck chain (10gp value), 3gp and 15sp, Goblin 3 - silver ring (40gp value), 12gp and 10sp.

3. Observation Deck

The hallway ends in an open air platform dimly lit by a blue light from far above. You can barely discern that you're inside a huge cavern. A two foot high wall surrounds the platform.

Silver Floater (2), AL N, MV 120' fly, AC 7, HD 4, hp 14, #AT 2, DG 1d4 electric shock, SV F3, ML 8, 150 XP each.

These huge, floating bags closely resemble flying Man o' War Jellyfish. They hunt by floating over a target and reaching down to grab the victim with their flexible tendrils. Once captured, the victim is repeatedly jolted with electric shocks, then drawn into the sack for digestion. Floaters only hunt for food, and will depart after capturing a live meal.

Silver Floaters sense their prey by electrical emissions, allowing them to hunt in total darkness. Since they make no noise, Floaters will often gain complete surprise for their strike. However, they are not well armored against attack, relying on their height and extension to remain out

of reach of most attacks. Electric stinging cells on their outer sack protect them against birds and other flying predators. Floaters sometimes hunt in packs, communicating via tiny electrical flashes.

LL note: The observation deck was once manned by dwarven sentinels keeping watch for intruders. The dwarves used to have several "flying machines" that carried resources from one level to another with ease.

Treasure: None

4. Kitchen

Down a spiral staircase you enter another room that looks like a kitchen. There's a large butcher's block in the center of the room with several barrels scattered against the walls. Cooking utensils attached to the wall hang over the counters. A closed-door is on the western side. This room contains no windows and there is no light source.

Monsters: none

Treasure: If searched carefully the PCs will find a small bag of 10 garnet gems (100gp value)

5. Storage room

The door hinges creak ever so slightly. As you gaze around the room, you see that there are many barrels and wooden crates stacked against all the walls. There seems to be some sort of small stone staircase leading down just like the other rooms. There are no windows or available light source.

Monsters: Dwarf (1), AL L, MV 60' (20'), AC 4, HD 1, hp 6, #AT 1 light crossbow

or war hammer, DG 1-6, SV D1, ML 8, XP 10

Treasure: silver arm band (worth 50 gp), 2 gems (worth 30 gp each)

LL Note: If the PCs interact with the dwarf located in this room you may wish to award XP for the role-play.

From a behind stacked barrels and wooden crates, a cloaked figure of a dwarf appears. "I seek to parlay, but I must tell you my kinsmen have you outnumbered..." The figure stands slightly crouched waiting for a reply.

LL Note: If the PCs agree to parlay he will continue, but if the PCs try to fight, he will try to escape down the stairway.

"My name is Duersun of the Anduum clan of dwarves. My ancestors have worked these mines for countless generations. But the times have changed for the worse. Many unwelcome and dangerous creatures hunt the mines. I see that you are different from the many that tread these halls. That is why I come to you in peace.

We have watched you engage our common foe within these mines and we seek your alliance in exchange for information. We wish to warn you that this area is hunting grounds for Briners."

The PCs will need to make an encounter reaction check (with any modifiers the LL wishes to add)
Roll 2d6 (+/- modifiers)

Result

Dice roll 2 on 2d6 - "Brothers, sent by Korek! Come! Let us eat and drink! Then we will guide you to our stronghold!"

"Cult of Heimos has misplaced their god...he is lying in wait below...they have been searching for him" (The strange comet is lying at the bottom of the flooded city.)

"We have vowed to stay with Kharnos Dzin to return it to its former splendor."

"Korek, the god of life-giving waters will provide us all refuge. Seek Korek out and rest with him..."

"Korek protects his servants by flooding the city below...keeping us from the worst of the taint. Yet you can see we are not free from the evil below." He pulls back his hood and PCs will see his beard is patchy and missing in places and his skin has large red scabs. (Flooding helps shield dwarves above from major effects of the comet's rays.) "Korek will guide us home safely. Come, we will take the aqueduct."

Dice roll of 3-5 on 2d6 - "What you seek is not in this area. Perhaps elder Dolthur has the knowledge you seek. I will tell you where he may be found..." (Directs PCs to the Shrine of Korek)

"Korek will guide you safely. You must journey by way of the aqueducts"

Dice roll of 6-8 on 2d6 - "We wish you no harm. May Korek guide you safely on

your journey.” (Dwarf will neither hinder nor help PCs.)

Dice roll of 9-11 on 2d6 - “Well, I see I misjudged your intentions. Leave Kharnos Dzin now or by Korek, suffer the consequences.” (Dwarf will secretly follow the PCs and try to attract Briners to their location.)

Dice roll of 12 on 2d6 - “Robbers! May Korek purge your unclean souls!” (Dwarf will fire crossbow and then charge into melee. Morale will be 12 due to fanatic fervor.)

6. Guard room

As you enter this room you see a small wooden table and chairs in the northeast corner of the room as well as a small wooden bridge allowing travel across a stone trough that bisects the room in half. The sunken trough runs from east to west. A small crate lies next to the trough on the northwest side of the room and a smashed wooden door is an exit on the south side. An open archway allows an exit to the southeast.

Goblins (4), AL C, MV 60' (20'), AC 6, HD 1-1, Hp 4 each, #AT 1 weapon, DG 1d6 short sword, SV 0 level human, ML 7. 5 XP each

LL note: This room once had dwarven guards watching over the water mill operations. The goblins have since taken it over a forward area against intruders.

Treasure: Goblin 1 - Gold armband (50gp value), 15gp/30sp

Goblin 2 - gold nose ring (10gp value)

Goblin 3 - silver ring (5gp value), emerald gem (30gp value) and +1 short sword

Goblin 4 - Potion of Extra Healing, gold ring (45gp value)

7. Water wheel room

A stone spiral staircase ends in a rather large room that is partially lit from torches attached to the walls. In front of you there are several wooden chairs and a pile of partially smashed wooden crates. Just to your right you see some sort of trough that runs down the center of the room from west to east. A small wooden bridge crosses this trough immediately to your right. Nearby a water wheel is attached to a stout wooden pole. A stack of wooden barrels set against the wall. The trough exits the eastern side of the room with a walkway on both sides of it.

LL note: the water from the underground springs would enter this room and turn the wheel powering the mill in room #8. Because the underground geology has changed the water has been diverted and the aqueducts stand empty. The wheel sits suspended by the wooden rod connected to the mill.

Goblin Sub-Leader (1), AL C, MV 60' (20'), AC 6, HD 2, Hp 12, #AT 1 weapon, DG 1d6 short sword, SV 0 level human, ML 7, 15 XP.

Treasure: Two gold armbands (25gp value each), 2ep, 15gp and 27sp

Goblins (2), AL C, MV 60' (20'), AC 6, HD 1-1, Hp 4 each, #AT 1 weapon, DG 1d6 short sword, SV 0 level human, ML 7, 5 XP each.

Treasure: Goblin 1 - 5gp and 13sp, Goblin 2 - 3gp and 7sp

8. Grist Mill room

A large wooden contraption dominates the center of this room. Barrels of many sizes are scattered in all four corners. On the right side of this cog-work there is some sort of faucet or spigot. There are no windows in this room or available light source.

LL note: The “contraption” is in fact a grist mill for crushing wheat, barley, etc into flour. The dwarves are ingenious craftsmen and have harnessed the power of the water to better their lives.

Monsters: none

Treasure: none

9. Entrance to the mines

This room is circular in shape with a smashed door entrance to the north and an open archway to the west. Hand carved stone steps lead down from the southern side of the room. Just like all the other rooms there are no windows and no illumination.

Monsters: none

Treasure: none

10. Open air platform

Another platform, as the one above you, opens up to the cavern. A soft blue light barely illuminates the platform. A small wooden bridge allows travel across the trough. The trough disappears into the darkness.

LL note: a sentinel once watched over the aqueduct here as it moved to the lower levels.

Monsters: none

Treasure: none



11. Aqueduct

Travelling down the trough you have to watch your footing because there seems to be some sort of slime on the floor. Is it possible that this may be some type of ancient aqueduct that carried water to levels below. The now empty aqueduct seems to be hand-carved stone and is roughly 5 feet across with 6 foot high walls on each side.

LL note: The aqueduct is hand-carved out of stone at a slight degree to keep water moving. The aqueduct is now empty except for the remaining slime that is harmless on the floor. The LL may want to ask for a DEX ability check every once in a while to see if the PCs fall from the slime (taking 1d4-1 damage).

Giant Bats (3), AL N, MV 30' (10') Flying 180' (60'), AC 6, HD 2, hp 12, #AT 1 bite, DG 1d4, SV F1, ML 8, XP 20 each

The giant bats will attack from above and will only withdraw when they have lost half of their starting hit points.

Treasure: none

12. Broken aqueduct span encounter

As your party travels down the dry aqueduct, you come to an area that has been damaged leaving a small, yet challenging, chasm to cross to the other side. It looks like part of the aqueduct span has given way into the darkness below. For most humans the jump doesn't seem too bad, but for smaller creatures it may be difficult.

The damaged area is about 7' across. The PCs may need some sort of equipment to get across.

LL Note: They could try a DEX ability check with a +2 penalty (due to equipment) if they attempt to jump to the other side.

As an option, the LL may want to grant XP for finding an alternate way across the broken span using their gear or found materials.

Monsters: none

Treasure: none

Area 2 – Plaza

2-1. Aqueduct Junction (map pg 49)

The aqueduct ends at the edge of a cliff face overlooking a ruined plaza. A large

square stone junction appears to direct the flow of water downward. The shaft has no running water, but the walls are slick with moisture. Stone handholds are carved into the aqueduct wall near the junction and another set of handholds are carved inside the shaft leading downward. A faint glow of light comes from the bottom of the shaft. No sound can be heard.

LL note: If the PCs use the handholds near the junction, they will gain access to the Plaza. The handholds inside the junction descend 50' to end at another aqueduct (leading to the hand of Korek). If the PCs use the handholds to descend the shaft, they'll need to make an ability check vs. Dex (with a -4 bonus) to keep their hold. Tying off or using a rope to belay, will negate this check. The shaft will end in the palm of the statue of Korek (**see Shrine area**).

Monsters: none

Treasure: none

2-2. Plaza

The stonework of this plaza showcases the craftsmanship of the dwarves. A plaza of inlaid marble lies in ruins surrounded by the dusty hulk of fallen buildings and walls. A small section of buildings remains bordering the plaza to the north and west. A series of balcony windows stare vacantly towards the plaza and a lone doorway is set into the western wall. A three tiered fountain sits in the center of the plaza. No water pours forth.

Inside the dry fountain is a small frog with large bulbous eyes. It will hop around in the fountain trying to get out. If a PC

touches or picks it up, the frog will bite them (too small to do any real damage).

Monsters: none

Treasure: scattered around the fountain are 12 gp and a small gem (worth 50 gp).

2-3. Ruins

A great pile of collapsed stone buildings lie jumbled and piled like giant dominoes. The desiccated body of a giant frog lies on the plaza in this area.

Hiding behind several large blocks are two **bloated Briners**. One of the creatures is bloated (from draining the giant frog) and appears as if it may burst. The other is a desiccated skeletal corpse. Both creatures turn towards the PCs and shamle forward. A raspy moan emanates from them. **LL note**--the bloated Briner will use a spew attack and then join the other Briner in attacking the party.

Bloated Briners (2), AL C, MV 120' (40'), AC 8, HD 2, hp 10, #AT 2 (claw/claw), DG 1d6/1d6/special attack, SV F1, ML 12, XP 110.

Special attack: If both claw attacks hit, the creature will draw its victim into an embrace causing an automatic 1d6 damage each round thereafter. Contact with a Briner causes loss of moisture until the victim has been desiccated (resulting in a dried husk). After this, the Briner becomes bloated with moisture and has the special ability to spew forth a briny solution into the face of its attackers. This solution will on a failed save vs poison, cause nausea (-2 to hit) for 1d6 rounds.

Treasure: none

2-4. Gallery

The stairway to this long gallery is covered in bat dung. Within, a half dozen arched windows face the plaza. High pitched twittering and chirping can be heard.

As the PCs enter this gallery, a flock of bats will rush forth causing no damage but flying amongst them. A section of the wall stained by bat droppings shows the outline of a rectangle. A secret door will pivot open easily when pushed and provide a passage to the boulevard (nothing within the passage).

Bat swarm (40), AL N, MV 9' (3') Fly 120' (40'), AC 6, HD 1 hp, AT (confuse), DG none, SV 0 Human, ML 6, Hoard none, XP 6

Treasure: None

2-5. Guardhouse

Several stone benches lie overturned in this room. A door on the adjacent wall is ajar.

Monsters: none

Treasure: Under one of the stone benches is a dented silver cup (worth 30 gp).

2-6. Gallery

At the end of this long gallery a robed dwarf stands near one of the windows, crossbow in his arms.

This is Golgun, a servant of Korek, the Life Giver. Depending on the PCs actions, he will do one of the following; if the PCs appear hostile, he will leap from the window onto a pile of rubble and attempt to escape. If the PCs are accompanied by other dwarves from Kharnos Dzin, he will parlay (-2 bonus to reaction check if

another dwarf of his clan is with the PCs. Add other bonuses or penalties based upon PCs actions. Use the reaction table from Area 1-5.)

Dwarf (1), AL L, MV 60' (20'), AC 4, HD 1, hp 6, #AT 1 light crossbow or war hammer, DG 1-6, SV D1, ML 8, XP 10

Treasure: silver arm band (worth 50 gp), 2 gems (worth 30 gp each)

2-7. Boulevard

This room appears to be the remains of a long boulevard. Several doors are on one side of the passage. Rubble chokes off the far end. Moisture drips from long cracks in the ceiling. Three pairs of bulbous glowing eyes stare out at you. A hollow croaking chorus erupts as three creatures hop towards you.

Killer Frogs (3), AL N, MV 60' (20'), swim 120' (40'), AC 8, HD 1+4, HP 8, 6, 5, #AT 3 (2 claws, bite), DG 1d2/1d2/1d4+1, SV F1, ML 7, XP 21

Killer frogs are 2' long and attack with vicious claws and a bite. They crave human flesh and attack with no provocation.

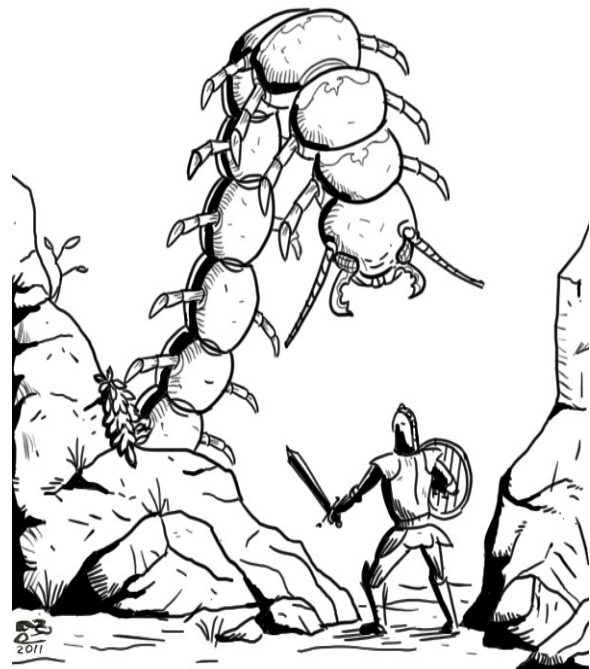
Treasure: none

2-8. Side room

The wooden door to this room is swollen tight. PCs need to make an open doors check at -1. The room contains several smashed stoneware vessels. A bronze sink lies overturned in the corner. Water trickles into the room from a crack in the wall.

Monsters: none

Treasure: underneath the sink is a grime encrusted glass vial (**potion of ESP**).



2-9. Side room

A rotten door clings to rusted iron hinges. Inside this room you see a collection of debris and moldy filth.

Two **giant centipedes** nest amongst the garbage.

Giant centipedes (2), AL N, MV 60' (20'), AC 9, HD 1d4 hp, HP 4, 2, #AT 1 (bite), DG poison, SV 0 lvl human, ML 7, XP 6.

These 1' long centipedes prefer dark, wet locations. Giant centipedes attack with a poisonous bite. No damage is inflicted by the bite, but anyone bitten is entitled to a saving throw versus poison. Failure indicates that the victim is horribly sick for

a period of 10 days, and can only move at 50% of normal movement. No other physical activity is possible.

Treasure: none

Shrine to Korek the Life Giver

(See Shrine Map pg 50)

An immense statue of a muscular dwarf is carved into an outcropping of stone. One arm is outstretched as if calling the life giving water down to his people. The other arm is bent downward as if extending a gift to a child. Broken sections of aqueduct are attached to both arms. No water flows from the aqueduct.

Behind the statue's left hand lies the shaft leading from area 2--the Plaza.

1. Pool

This long rectangular pool once fed by water from the aqueduct, is now dark and brackish. Runoff streams in from long cracks in the walls of the cavern. The water in the pool flows into a small channel at the end of the pool and then off the edge of a cliff.

Stone steps lie hidden just under the surface of the dark water. The pool is also home to a large mutated frog. The 6' long giant frog will attack with its tongue if someone attempts to walk the stepping stones. At the base of the statue is a secret door allowing access to the shrine.

Giant frog (1), AL N, MV 30', (10'), swim 90', (30'), AC 7, HD 3, HP 14, #AT 1 (bite), DG 2d4, SV F3, ML 7, Hoard none, XP 65.

Giant frogs inhabit swamps, rivers, lakes, ponds or other bodies of water. They average 6' long and 250 lbs in weight. Much like their giant toad cousins, giant frogs blend into their environment, surprising opponents on 1-4 on 1d6. Giant frogs can leap 180' (60') and attack the same round. They often attack by extending their immensely long tongues that are three times as long as their bodies, to strike with +4 on the attack roll.

If the victim fails to attack the tongue before the next round, he is drawn to the mouth of the frog and bitten for an amount of damage dependent on the frog's size. If the victim weighs more than the frog but not twice as much, he may attack the tongue an additional time before being dragged.

Victims weighing more than twice the weight of the frog are not dragged. In addition to these attacks, giant frogs have a swallow attack, and are able to swallow human sized opponents or smaller. Swallowed creatures suffer 1d6 damage from digestion per round.

Treasure: none

2. Shrine

This chamber is softly lit but no source of light is evident. The sound of trickling water echoes in the room. Murals on the walls depict scenes from the life of a dwarven deity. The area is clean and shows no sign of neglect. The walls are lined with stone benches and the floor is inlaid with beautiful stone in shades of

blue and green. At the far end of the shrine a large marble font stands along the wall. Water trickles into it from a stone tube in the wall.

This is the shrine to Korek, the Life Giver. The water in this basin is pure and will restore 1d6 hit points to any who drink it (once per day but the water loses its healing properties if transported.) An aura of good (Protection from Evil) radiates from this area. To the right of the font a secret door leads to the sanctuary of the priests of Korek.

Monsters: none

Treasure: none

3. Pit Trap

The covered pit trap has a 2-in-6 chance of triggering when walked upon. When triggered, the trap will deposit anyone standing within the area of the trap into a 10' pit. The lid will close again, sealing those trapped within.

4. Guard Post

Several benches and a small wooden table sit in the center of this room. A weapons rack is on the wall. It contains several war hammers, light crossbows, and shields. Several large clay pots sit in the corner sealed with waxed cloth.

Two dwarves stand guard here at all times. They will challenge any who come this way. If a servant of Korek is with the PCs, the guards will speak quietly with the dwarf and then allow the PCs access to this area (taking them under guard to the High Priest of Korek.) If the PCs are alone, the dwarves will raise the alarm, throw the clay pots (containing green

slime), fire crossbows, and engage in melee.

Dwarves (2), AL L, MV 60' (20'), AC 4, HD 1, HP 6, #AT 1 light crossbow or war hammer, DG 1-6, SV D1, ML 8, XP 10

Treasure: they have a total of 50 gp and 12 gems (worth 20 gp each).

5. False Door

This stout oak door is iron bound and has a sturdy lock.

The door is a well designed false door intended to deceive any intruders.

6. Priest Quarters

Half a dozen small bunks are neatly arranged in the room along with wooden furniture. A kettle bubbles on a small cooking brazier. The smell of a savory stew fills the room. A stout dwarf tends to the kettle. A long scar crosses his face and a black cloth patch covers one eye.

Dwarf (1), AL L, MV 60' (20'), AC 4, HD 1, HP 6, #AT 1 war hammer, DG 1-6, SV D1, ML 8, XP 10

Treasure: the cook carries a small pouch of azure gemstones (12 gems, worth 10 gp each).

7. High Priest's Quarters

This room is furnished modestly. Tapestries depicting scenes in the life of Korek hang on the walls. A small brazier burns giving welcome warmth. The room is illuminated but no source can be seen. A heavy tome lies open upon an iron pedestal. An old dwarf rises from his chair. His long white beard hangs low nearly touching the floor. He is dressed in green

robes and wears a silver pendant of a water jug.

The spartan living quarters here belong to Dolthur, chief priest of Korek.

Dolthur, Dwarven Cleric 5th level, AL L, MV 60' (20'), AC 4, HP 26, #AT 1 (mace and spells), DG 1d6, Spells (1st lvl) cure light wound, protection from evil, command, (2nd lvl) augury, hold person, (3rd lvl) cure disease, ML 10, XP 350. Dolthur carries a holy symbol (worth 50 gp).

He will offer the PCs food and drink. Stools are brought into the chamber and after his guests are comfortable he will offer the following information to the PCs. *Ages ago during the Great Cataclysm, when the mountain shook and the city flooded, many of my clan perished. The survivors began to rebuild and found that which smote the Bitter Root Mountain. It lay in the lower mines under the city. Those that tried to move the stone came away changed. Many a dwarf tried and never returned. They still remain below, toiling in an unnatural state."*

The upper levels of the mine became filled with the darkness...worshippers of the dark god, Heimos. We have watched their plans and struck when we could. But being few in number to begin with, we are now but a handful. Praise Korek for protecting us."

"Beyond the doors of the Great Hall lies a balcony which remains unflooded. It is within that the Cult of Heimos stores their provisions. In this area is a copper bell

suspended over the water and by this conveyance they transport workers and supplies under the water to the sunken city."

Dolthur will offer assistance but require that the PCs names be inscribed in the Great Record of Kharnos Dzin.

The record book will have information of the cultist's activities as reported on by the priests of Korek. Evidence of Gilban Pembroke will be within. (Stating that a captive human passed through the upper levels of Kharnos Dzin about one year ago under heavy guard by the Cult of Heimos.)

Dolthur will provide the PCs with healing spells, pure water, food, and a guide to the Great Hall (through the mines).

8. Entrance to Mine

The covered pit trap has a 2-in-6 chance of triggering when walked upon. When triggered, the trap will deposit anyone standing within the area of the trap into a 10' pit. The lid will close again, sealing those trapped within.

Area 3 Level 1 Mines

(Map pg 50)

1. Foreman's Quarters

As you open the closed wooden door, you enter what looks like a small bedroom. Two small beds are arranged against the western wall and a table and several benches are on the opposite side. A closed door made out of wood is the

only other exit to the south. This room has no windows and no light source.

LL note: This room once housed a dwarven overseer or foreman for the lower mines. It also provided another defensible choke point against intruders.

Monsters: none

Treasure: none

2. Cavern

The entrance to this cavern is full of rock scree. It looks like part of the northern wall has collapsed into a large pile in the center of this cave. The cavern is roughly 20 feet across at its widest and 25 feet from north to south. There are no signs of recent habitation.

LL note: The blackscale constrictors have several well concealed burrow holes high up the wall. They will “leap” from the holes with a +2 initiative for surprise.

Blackscale Constrictor (2), AL N, MV 90' (30'), AC 5, HD 5, hp 23 each, #AT 2 bite & constrict, DG 1d4/2d8, SV F3, ML 8, 360 XP each

Treasure: Scattered among the rocks, the PCs will find bones of previous victims. Among the bone yard the PCs will find the following: **Potion of Giant Strength**, **+1 mace**, long sword and small metal shield.



3. Water filled mine

The tunnel opens up to a rather long cavern. The southern portion of the cavern is filled with water that glows with a dark green color. A light mist hangs over it. You're not sure if something is playing tricks on your eyes--you see shadows in the water.

LL note: Only the lower (southern) part of the mine is flooded. The slug will move from the water to attack the PCs when they move near the center of the mine.

Giant Slug (juvenile) (1), AL N, MV 60' (20'), AC 8, HD 6, HP 28, #AT 1 (bite), DG 1d12, SV F6, ML 10, XP 1000

Treasure: If the PCs search inside the slug they will find a spell scroll inside a silvery metal tube. The tube is made out of Mythinen (250gp value). The spell scroll contains the following spells: Grasping Hand, False Trap, and Blink.

4. Mine end

The cavern ends abruptly with a large hole in the floor. Your dark vision or

torchlight can barely make out the floor below.

LL note: The grimgrubs have a colony at the top of the mine right over the hole and another colony (if looking at the map under the #4) on the next level. Four grimgrubs will attack from above and four will try ambush coming up through the hole from the level below.

Grimgrubs (8), AL N, MV 20' (10'), AC 7, HD 1-1, hp 5 each, #AT 1 bite, DG 1d4, SV 0 level human, ML 7, 5 XP each.

Treasure: none

LL Note: The Grimgrubs are hanging from the ceiling above the hole and the ceiling on the next level. They will attack from above and below through the hole.

Grimgrubs are small and ferocious mammalian predators that somewhat resemble a caveman head with paws and sharp teeth. They are constantly hungry, hyperactive creatures, with a temperament somewhere between a bull mastiff and a wolverine, and are quite capable of attacking creatures much larger than themselves. Grimgrubs are continually active, with no discernible sleep cycle, and requiring less than 10 minutes of general inactivity to rest in any 24 hour period. They are immune to fatigue and magically induced sleep.

The natural habitat of grimgrubs is highly varied, for these adaptable creatures have been found dwelling in forests, swamps, hills, rough terrain, and mountains, and in climes ranging from the subarctic to the tropical, as well as in subterranean places. Their natural prey consists of small game,

vermin, and the occasional kobold or halfling, but they can eat almost any form of meat, or subsist if necessary on fungus. Grimgrubs are smarter than other animals and can be trained (with patience), and as such are often found semi-domesticated and used as guard animals by Orcs, hobgoblins and bugbears, particularly in areas where wolves are not present.

In combat grimgrubs attack with a lunge and snapping bite; when packs are present, latecomers will often clamber on top of their pack-mates already in melee to launch attacks at unoccupied areas of a man-sized opponent. They will bite at anything that presents itself, but because of their size usually strike at shins, feet, ankles, halfling, gnomes and other low targets.

5. Water filled mine

Making your way around the bend in the cavern you see a large pool of water on the south side of this cavern. It glows with a dark green color. The water isn't stagnant for it shimmers ever so slightly.

LL note: There are a series of extremely long air tubes that connect to the surface. They are only a few inches wide. This allows fresh air into this area and makes the water shimmer. The dwarves made these long ago. However, creatures have now found their way down to inhabit the abandoned areas.

Monsters: none

Treasure: none

6. Mine end

Making your way across the water you come to another cave. Broken mining tools lie next to the walls. They include shovel and pick axe handles. Small piles of rock have been torn from the cavern walls. At the far end of the cavern a large hole opens up. As you peer into it you see that there is another level below you. Getting down there will be another challenge.

LL note: Somehow the Troggs have found a way into this area, possibly through a rock fissure that has since closed up. They are in desperate need of food and will fight to the death to get it.

Troglodyte (3), AL C, MV 120' (40'), AC 5, HD 2, hp 10 each, #AT 3 (2 claws, bite), DG 1d4/1d4/1d4, SV F2, ML 9, 38 XP each.

Treasure: Trog 1 - 2 diamonds (35gp value each), Trog 2 - small leather pouch with 2pp, 7gp and gold nugget (100gp value), Trog 3 - copper armband (5gp value) and 18gp

7. Cavern

A small cave opens up in front of you. Large piles of rock have fallen from a partially collapsed ceiling against the eastern side of the cavern. A small tunnel leads to the southeast but abruptly ends. There are several mining tools leaning against the wall.

LL note: This unique monster will sit right above the rock pile in the center of the room looking for prey. It will pounce down on the nearest victim with a +2 initiative (surprise).

Crystalline Spider (1), AL N, MV 60' (20'), AC 4, HD 2, hp 15, #AT 1 bite, DG 2d6 non poisonous, SV F2, ML 7, XP 100.

Resembling large spiders, these creatures have a crystalline body that is nearly transparent to light, making them difficult to see when stationary.

Treasure: if the spider's area is searched, the PCs will find a spell scroll of Remove Fear in a bone case.



Area 3 Level 2 Mines

(Map pg 51)

1. Mine entrance

Navigating through the hole you enter a rather circular cave. There is an exit leading to the south. The cavern appears naturally made with small streams of water flowing from the ceiling into cracks in the cavern floor.

LL note: The trap below is activated by a loose rock floor plate at the cavern exit (right below the #1 on the map).

Trap: A wall of acoustic force blasts the ears and takes a force of will to get

through. It will make characters temporarily deaf for 1d6 rounds. Saving throw: Save vs. Petrify or Paralyze.

Monsters: none

Treasure: none

2. Mine junction

The tunnel enters a rather elongated cave filled with huge boulders in the center. The massive boulders block most of the passageway. It will take some time to pick your way around. You discover another tunnel leads to the east and another large tunnel leads to the south.

Monsters: none

Treasure: none

3. Water filled mine

The cave passageway enters a pool of water that is the same green color as you saw in the upper-level. Across the water you see another large cavern which is about seven or eight feet across the pool. The water is quite still and it gives you an eerie feeling.

LL note: The giant crawfish inhabit the water area and will move quickly from the water to the dry area to engage the PCs for a potential meal. They aren't fast enough to surprise any adventuring PCs.

Giant Crawfish (2), AL N, MV 60' (30'), AC 7, HD 4, Hp 13 each, #AT 2 claw, DG 1d4/1d4, SV F3, ML 7 XP 130.

Treasure: none

4. Partially collapsed cavern

As you make your way around the large boulder and debris field in the center of this rather large cavern, you see there's a

natural arch passageway leading to the northeast. Several wooden buckets and damaged wheelbarrows are against the northern wall.

Monsters: none

Treasure: If the PCs take the time to search around the cavern they will find a damaged metal box that is locked (untrapped). The box contains a jasper gem (30gp value), Amethyst gem (50gp value) and two gold nuggets (100gp each).

5. Moss covered cavern

Your torchlight illuminates this massive cathedral cavern. Towering massive amounts of huge boulders and rock will hinder any kind of travel across this grand cavern. You see there is another tunnel leading to the north and the larger opening leading to the south. Some sort of moss or lichen covers the upper level of the cave walls.

LL note: The moss is actually a Green Mound monster. It will start forming on the ceiling (takes 1 round) near the #5 on the map and drop down near that area (LL discretion). It will move towards the PCs will reckless abandon to feed.

Green Mound (1), AL N, MV 20' (10'), AC 3, HD 3, hp 12, #AT 1 pounce, DG 1d4 per round until monster is removed, SV F2, ML 10, XP 500

This slimy infestation is usually found in damp, underground locations. Unable to move readily, Green Mounds lie in wait for food to come to them, often dangling from ceilings where they can drop on passing creatures.

Once in contact with food, the slime begins dissolving the material and converting it into more slime. Mounds can quickly eat their way through most metals and more slowly through plant matter, but has little or no effect on rock or glass.

Treasure: Among the rocks will be found a non-magical longsword.

6. Mine entrance

Entering a small semicircular cave with another tunnel leading to the south, you notice that the walls of this cave are marked by pick axes used during the mining of this area. Rock debris litters the floor.

Monsters: none

Treasure: none

7. Flooded mine

This cavern has about a dozen huge boulders in the center that will be hard to get around. Another underground pool of water forms the southern boundary to this cave. The water, as before, is green in color and glows ever so slightly. Your vision or torchlight can barely make out yet another tunnel leading on the opposite side of the pool. It looks like the only way to get there is a swim.

LL note: The flooded area is about 5' deep. The Stoka live under a ledge in the eastern part of the pool. The Stoka are mostly scavengers but will attack living prey if the opportunity presents itself (i.e. the PCs).

Stoka (sewer fish) (2), AL N, MV swim 150' (50'), AC 6, HD 4+2, HP 18, #AT 1 bite, DG 1d8, SV F3, ML 7, 15 XP each.

Treasure: near the water's edge are 15gp scattered about along with a gold ring (25gp value)

8. Pinch point tunnel

You can tell that this tunnel was hand carved. The tunnel pathway has a gentle grade with several iron torch sconces carved into the wall every six or seven feet. The tunnel comes to pinch point where the tunnel closes in on both sides. You see another room before you.

LL note: The pressure plate for the trap below is located at the "T" (see map).

Trap description: A pressure plate activates an illusionary wall of ice that appears in front of the PCs. It will feel cold and have icy spikes protruding from it (save vs. spells or take 1d4 damage.)

Monsters: none

Treasure: none

9. Statue room

Forming a quasi-triangle shape, this cave has a huge stone statue on a pedestal to the north and wonderfully carved stone steps leading to the southwest. Opposite the statue are some sort of glyphs carved into the walls. At the foot of the glyphs are two bodies that appear to be goblins. Even though some of your party are skilled in other languages no one can make out the writings.

LL note: The Wisp will be hiding initially behind the statue and move from there to where the #9 is on the map.

Shock Sphere (1), AL C (evil), 150' (50'), AC -4, HD 5, hp 28, #AT 1, DG 2d8 electric shock, SV F6, ML 7, 1500 XP.

Shock Sphere's are devious, evil balls of electricity. Many have fallen victim to the attraction of their sparkly light, and were lured to their death.

Treasure: Behind the statue, in the base, is a hidden door that contains a small leather bag that contains 45 ep, 124 gp and 90 sp.

Area 4 Water Mill

(Map pg 51)

1. Corridor

Traveling down the stone steps you notice this area is completely different than the cave above. The walls have been built with exquisite craftsmanship and the floor is highly polished. Iron torch sconces are placed about every 5 feet. A large iron door is in front of you.

Monsters: none

Treasure: none

2. Circular room

As you swing open the door you enter a circular room dominated by a wooden table and bench on the west side. Several large holes have been dug recently with fresh dirt on the floor near the table. This room has no windows or light source. A double iron door is closed on the opposite end of the room.

LL note: The giant rats have recently burrowed their way into this room and plan to use it for a nursery. They will defend their recent conquest until their number is reduced by 50%. The remaining rats will flee back through their

burrow holes. The holes are too small for the PCs to enter.

Giant Rats (6), AL N, MV 120' (40'), Swim 60' (20'), AC 7, Hp 3 each, #AT 1, DG 1d3 bite + 5% chance of disease, SV F1, ML 8, XP 6 each.

Treasure: none

3. Barracks

This area is rather large compared to the previous rooms. Part of the northwest wall has collapsed creating a large rock pile. A large iron door leads to the southwest. Looking down towards the east you see wooden bunk beds with several tables at the far eastern side of the room. A small hallway runs further east.

LL note: If the PCs talk above a whisper in the room, the two goblin guards will hear and move to investigate. The door to room #4 is partially open. The door to room #5 is closed, yet unlocked.

Monsters: none

Treasure: none

4. Mess Hall

A huge wooden table sits in the center of the room. Part of the northeast wall has collapsed creating another large rock pile. A hallway to the east passes through a stone arch. Several dusty tapestries depicting a religious festival can be seen hanging from the walls. Another archway leads to the south.

LL note: The two goblins will be sitting at the table with their weapons on the table. They are bored with no recent action to hone their skills. They will hear any talking coming from room #3 or room #10.

Goblins (2), AL C, MV 60' (20'), AC 6, HD 1-1, Hp 4 each, #AT 1 weapon, DG 1d6 short sword, SV 0 level human, ML 7, XP 5 each

Treasure: Goblin 1 - 21sp, 15cp, silver armband (15gp value), Goblin 2 - 15gp, 33sp, 1 garnet gemstone (5gp value), potion of healing.

5. Armory

This room is definitely a weapon storage room. Rusting rack of swords and hammers lie against the southwest corner. Another rack of small metal shields hangs against the northeast corner. A small table, with what looks like sharpening tools, is against the western wall. Another closed metal door is on the south and an open archway with a dark passage leads to the east.

LL note: The door to this room, from the adjoining room #3, is made of wood and can be easily listened through. The goblins, if alerted, will shout an alarm and take up positions with the sub-leader in front. The door to room #5 is closed and unlocked. If the more than 50% of the goblins are wounded or killed, the others will attempt to flee to room #6.

Goblin Sub-Leader (1), AL C, MV 60' (20'), AC 4, HD 2, hp 8, #AT 1 weapon, DG 1d6 short sword, SV 0 level human, ML 8, XP 15

Goblins (5), AL C, MV 60' (20'), AC 6, HD 1-1, Hp 4 each, #AT 1 weapon, DG 1d6 short sword, SV 0 level human, ML 7, XP 5 each

Treasure: Goblin sub-leader - Bracelet of Shielding, 25gp, 15sp, silver earring (7gp value)

Goblin 1 - 12gp, 17sp, Goblin 2 - 23sp, Goblin 3 - 7gp, 13sp, Goblin 4, 5sp and silver ring (3gp value), Goblin 5 - 8sp, copper armband (3gp value)

6. Cogwork Water Mill

A low rumble comes from behind a stone door. The great room is divided by the teeth of large stone gears. Entering this room, your mind races to take in what you're seeing. Huge metal and wood interlocking cogs form some sort of machine. The ceiling and floor are open with gears protruding from both top and bottom. The gears move in a slow clockwise pattern by an unseen power source. The only other door in this room is on the opposite side of the room. A sunken stone trough exits the room to the east and several large wooden barrels and burlap sacks are stacked against some of the walls. Another closed metal door leads to the west. A very small passageway with a closed metal door leads to the east.

LL note: The goblins from room #5 move through this room on their way to room #7. The goblins are spooked by the giant cogworks and chattering noises within them (Cogwork Teeth). The Cogwork Teeth are the "watchdogs" of the machinery and will attack until destroyed if any creature moves east of the #6 on the map.

LL note: While battling the Cogwork Teeth the PCs may come into contact with

the cogwork gears and sustain damage or lose items. See the Mishap table below.

Cogwork Teeth (8), AL N, MV 30' (15'), AC 4, HD 1-1, Hp 5 each, #AT 1, DG 1d4 bite, SV 0 level human, ML 10, XP 5 each.

Description: Mechanical teeth that look like wooden or iron dentures on legs. A mad gnomish wizard 'invented' these beings. He created over one hundred mechanical teeth and locked them in his basement. After his death, the creatures escaped and raided the town. The citizens were able to wipe out most of the dentures, supported by a group of adventurers. Some teeth escaped, however. Ever since, a lot of mechanical teeth have been killed. They've also been captured by magic users who discovered how the creatures were created. This resulted in a small, but still growing population of mechanical teeth in the world today.

Cogwork teeth lack eyes, ears, and nose. They make this up with their high sensitivity to vibrations in the air and the earth, caused by moving creatures. This enables the creatures to sense all beings within 60 feet.

Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to ability damage, energy drain, or death from massive damage. Unlike most constructs, mechanical teeth don't have darkvision.

Immunities: Since mechanical teeth lack eyes, ears, and nose, they're immune to

all sight-, sound-, and scent-based attacks. This includes gaze attacks, illusions, and spells like ghost sound and stinking cloud.

Treasure: none

LL Note: Game Mechanics—If a PC makes an attack and misses by more than 5, he must also make an ability check vs DEX or suffer a mishap.

Mishap Table

Roll 1d6

- 1 Fall into the gears and take 2d6 crushing damage.
- 2 Cloak/clothing caught in gear, take 1d4 damage and lose cloak/clothing
- 3 Shield or weapon caught in machinery, item is damaged or lost
- 4 Armor caught on gear, 1d6 damage and armor is damaged (-1 to AC)
- 5 Backpack caught on gear, 1d4 damage and lose backpack
- 6 Knocked flat, lose any remaining action this round

7. Leader quarters

This room has been richly appointed with a double bed with ornate head and foot board. Part of the western wall has partially collapsed upon the bed. Just to the east of that is a beautiful desk chair sitting in the northeast corner. In the southeast corner sits a large wooden wardrobe and next to that is a small wooden table and chair.

LL note: The goblin leaders will move to investigate any combat going on in room #6. They will not be able to hear any combat in room #5 due to the heavy metal. If they are found here by the PCs

they will attempt to fight their way out. If one of them is killed the other will attempt to speak to the PCs and beg for his life (in goblin). He will only offer that his overseers are based in the lower caverns under the water.

Goblin war band leader (1), AL C, MV 60' (20'), AC 4, HD 3, hp 11, #AT 1 weapon, DG 1d6 short sword, +1 Lightning Whip DG 1d6+2 electrical damage 1d6, SV F4, ML 7, XP 50.

Goblin sub-leader (1), AL C, MV 60' (20'), AC 6, HD 2, hp 9, #AT 1 weapon, DG 1d6 short sword, SV 0 level human, ML 7, XP 15

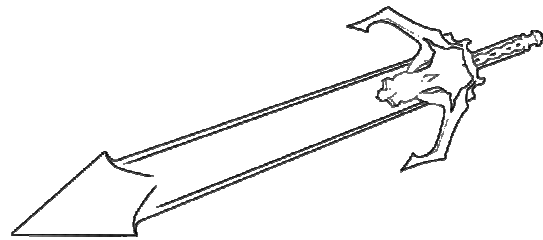
Treasure: Goblin warband leader - 135gp, 220sp, 300cp, 4 emerald gems worth 45gp each, gold neck chain (75gp value), gold armband (55gp value), gold earring (35gp value), **Lightning Whip Gauntlet**.

On a command word the gauntlet creates a whip made of braided arcs of electricity that can be used to strike nearby foes. The whip lasts for 2d4 rounds and then cannot be used for 24 hours. The whip can strike any target within 15' of the caster gaining a +3 bonus on attack rolls if the opponent has a metal weapon or is wearing metal armor, causing 2d6 points of electrical damage.

Treasure: Goblin sub-leader - 60gp, 60sp, 1 diamond gemstone (65gp value), +1 Bastard sword "*Bloodletter*"

Many claim that this crimson blade actually holds a trapped evil spirit, but there is no evidence of this being true. The +1 bastard sword ability to inflict grievous wounds tends to perpetuate such

theories. Much like a *Sword of Wounding*, *Bloodletter* continues to cause damage after its initial strike. Each time the blade damages an opponent, it inflicts an additional 1d4 points of damage (blood loss) for 1d4 rounds. Multiple wounds from *Bloodletter* result in cumulative bleeding damage.



8. Old guard room

Centered in this room is a large wooden table with six chairs. Empty metal racks are on the west and east walls. The room opens up into yet another area and a closed metal door leads to the north.

LL note: The Giant Ticks will be upside on the ceiling above this room. They will drop down to attack anyone or anything that enters this room. They will flee if they go below 5hp each.

Giant Tick (2), AL N, MV 30' (10'), AC 3, HD 3, hp 14, #AT 1, DG 1d4, SV F3, ML 8, XP 29

Giant ticks drain blood at a rate of 4 hit points per round after a successful hit. Their bite causes disease, which will kill the victim in 2d4 days (Cure Disease

spells will remove the infection). A giant tick can be forced off a victim by fire as well as by killing the beast.

Treasure: If the room is searched carefully the PCs will find a small metal box under a loose stone in one of the corners. It contains 30ep and 3 topaz gemstones (50gp value each).

9. Aqueduct cistern

The northern area of the room is open. A large stone cistern dominates the eastern two thirds of the room. An opening is at the top with a small metal ladder leading towards it. On the west side of the cistern another trough leads to an opening under the west portion of the room. A small metal door leads to the west as well.

LL note: The Screeplings will attack fast moving creatures first and slower moving second. They will attack until killed.

Screeplings (2), AL C (evil), MV 150' (50'), AC 5, HD 4, hp 13, #AT 2 bite/claw, DG 1d4/1d4, SV F4, ML 11 XP 160 each

Screeplings are squat, hunched over creatures armed with long, wicked claws instead of fingers on each hand. Their eyes are black with a golden glitter. Screeplings are hardly more than a squat skeleton covered in a veneer of dry, crisp, blackened skin. Like a corpse that had dried in the sun for years.

Screeplings have a supernatural speed and strength, and can scale sheer surfaces and ceilings. The Screepling is known for its incessant laughter, doing so even when being hacked to pieces. Screeplings are unaffected by most additive magic attacks; setting one on fire seems to only make it

more deadly. Weapons of any sort would damage its body, though axes are most effective.

A screepling's weakness is its vision. It only attacks people when they are standing still or moving quickly. Anything moving at a slow, constant speed is ignored by the Screepling. They see better in the dark than humans see in the light.

Treasure: none

10. Open air platform

Entering this open air platform you see a large stone statue that sits on the northern side of the platform. The statue is facing south and looks like a dwarven hero clad in plate armor, wielding a massive hammer and shield. A stone aqueduct supported by a massive arch comes in from the northeast and ends in a huge hole in the center of the platform. The platform is surrounded by a two foot high wall with the water line just below it. A small wooden boat is tied to a metal ring attached to the wall. Off in the distance you can see a small building floating in the water.

LL Note: The small building is actually the top of a tower (tower 1 map) that is submerged.

Monsters: none

Treasure: none

Area 5 - Mines (below the shrine)

(Map pg 52)

1. Mine entrance

A discarded pick axe lies against one of the rough hewn walls. The air is damp and the floor is slick with moisture.

Monsters: none

Treasure: none

2. Large chamber

The rotten remains of wooden crates and barrels are scattered throughout the room. Puddles of dank water pool in the room. An ancient bronze chain hangs from the ceiling. Huddled against the far wall of the chamber are four small humanoids. Two wooden casks lie in the middle of the room. The goblins are carrying water to the cultists. They are lost in the mines, demoralized, and willing to parlay with the PCs to save their lives.

Goblins (4), AL C, MV 60' (20'), AC 6, HD 1-1, Hp 4 each, #AT 1 weapon, DG 1d6 short sword, SV 0 level human, ML 7, XP 5 each.

Treasure: the goblins carry a total of 12 gp and 2 gems (worth 20 gp each).

3. Large chamber

This larger area seems to be the junction for many mine tunnels. The flicker of a thousand pin points of red light move towards you. A swarm of rats runs through the chamber, eyes glowing in the torchlight as they scurry towards you.

Swarm of Rats (30), AL N, MV 60' (20') Swim 30', (10'), AC 9, HD 1 hit point, #AT 1 (bite, per group), DG 1d6, disease

(5% chance per bite), SV 0 lvl human, ML 5, Hoard XI, XP 6

Treasure: none

Ordinary rats range in size from 6" long to 2' long. They can be black, brown, or gray in color. They live in packs that can consist of great numbers. Rat packs get 1 attack per 10 individuals; inflicting 1d6 hit points of damage per hit. If a character is swarmed by a whole pack, he must succeed in a saving throw versus death or fall to the ground under the writhing rodent horde. He may stand up the following round, but makes a new saving throw if still under the swarm. The opponent can make no attacks until he gets back on his feet.

They are disease carriers, and any time a character is bitten by a rat of any variety there is a 5% chance the character contracts a disease. A saving throw versus poison is permitted, and should it fail the character dies of the disease 1d6 days later. A successful saving throw indicates that the character gets ill and is bedridden for 30 days, at the end of which there is a 25% chance the disease proves fatal. The spell cure disease will cure this infection.

4. Air shaft (leads to blocked tunnel)

You look upon an open stone shaft approximately 5' wide. The air in this shaft is still. The air shaft leads downward to a blocked mine passage.

Monsters: none

Treasure: none

5. Large room

Piles of rubble and overturned carts lie discarded in this room. An ancient lantern hangs on the wall. Hiding behind the carts are a pair of giant rats. They will squeal sharply when discovered and lunge forward to attack.

Giant rats (2), AL N, MV 120' (40') Swim 60', (20'), AC 7, HD 1d4 hit points, #AT 1 (bite), DG 1d3, disease (5% chance per bite), SV F1, ML 8, Hoard XX, XP 6

Treasure: buried in the rubble amongst a nest of trash is a silver belt buckle with dwarven markings on it (worth 50 gp).

6. Air shaft leads to diving platform in Cult Stronghold

A strong breeze comes from this corridor. If the PCs listen carefully, they will hear sounds from below. A sharp cracking sound followed by an agonizing cry ring out from a shaft at the end of the corridor. A heavy iron grate covers the shaft. LL--the PCs will need a combined STR of 25 to lift the heavy grate. The shaft is 3' wide and leads to the Flooded Balcony, room 6-6.

Monsters: none

Treasure: none

7. Large chamber

A slight breeze can be felt moving through this room. The room feels colder than most rooms in this area and an strange feeling of despair hits you as you enter. The walls are slick with moisture and in the middle of the room is a pile of hammers.

The air flow in this room is coming from the airshaft (room 6). As soon as the PCs enter the room, a hammer will fly from the pile towards a random PC. This will continue for three rounds or until the PCs leave the room. The culprit is a dwarven spirit that continues to defend this area of the mine.

Poltergeist (1), AL C, MV 60' (20'), AC Special, HD 3, hp 15, #AT 1 (Hammer), DG 1d6, SV F3, ML 10, Horde none, XP 65. Physical attacks do not harm poltergeist. They may only be harmed by magic spells or turning by a cleric. Each day a poltergeist may make one attack per hit die, and then it must rest for 24 hours. The attacks will take the form of objects being pushed or thrown at the target. An overwhelming feeling of despair emanates from these spirits. Poltergeists also have the ability to reduce the temperature of their surroundings to make it noticeably chilly. These spirits are turned by lawful clerics as undead of a level equal to their hit dice.

Treasure: none

8. Stairs to Cult Stronghold

The sound of dripping water echoes from the bottom of this stairway. Your torches flicker, wavering in the draft of air moving through the mine.

Monsters: none, but there is a crossbow trap at bottom of stairs. A bolt fires from a hidden location, attacking as a Fighter level 1, for 1d6 damage.

Treasure: none

Area 6 - Cult stronghold

(Map pg 52)

1. Flooded hallway (partially)

The stairway opens into a 30' wide passageway mostly filled with water. Two large bronze doors are ahead of you, tarnished with the age of time. The right door is pushed inward leaving an opening about three feet wide.

The passageway leading away from the doorway is flooded and soon becomes a stairway leading downward eventually becoming a rubble choked dead end.

Monsters: none

Treasure: none

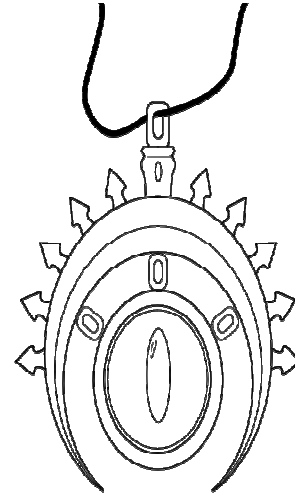
2. Great hall

This great empty space is partially filled with pools of water. Several robed humans lie fallen in the center of the room. One of the robed men lies locked in the grip of a gaunt dwarf--his clothes tattered and rotting like the flesh of the wearer. The dwarf's skin is putrid and a translucent blue. His beard is nothing more than a few wisps of pale hair. Crates and barrels are piled high barricading the front of a tunnel entrance. Another heavy door stands closed at the far end of the hall.

The bodies are those of a cultist and a tainted dwarf. The heavy door at the far end of the room is locked. Key for this door is on the cultist chief (Mogren) in room #4.

Monsters: none

Treasure: the dead cultist has a polished copper holy symbol (symbol of Heimos, worth 5 gp)



3. Guard post

As you approach this room, four robed humans move silently to attack. Two of the men carry strange looking bone tubes and daggers, the other two wield heavy maces. Two of the cultists will attack using the bone tubes (see description in New Monster section) and the other two will attack with heavy mace. There is a 4-in-6 chance that the cultists in room #4 will hear the combat and reinforce their allies.

Cultists (4), AL C, MV 120' (40'), AC 9, HD 1, hp 2, #AT 1 (weapon or special), DG (weapon or bone tube), SV 0 lvl human, ML 11, XP 19.

Treasure: The four cultists each wear a small copper holy symbol (5 gp each) and carry copper ceremonial daggers (10 gp each). The bone tubes are inscribed with symbols but are of no value. There are some dwarven furnishings in the room and rotten tapestries. In a small copper jar

is a grey powder (this is the poisonous fungus used in the bone tube weapons. Unless caution is taken, there is a 2-in-6 chance of accidentally inhaling the fungus and suffering the effects as per the weapon).

4. Cultist chief HQ

A pale skinned robed figure stands in the middle of the room. His long white hair trails behind him, woven into a strange pattern. At his side are two robed humans holding heavy maces. He smiles malevolently, raises his arms, and begins to chant.

The cleric will cast cause fear and touch one opponent while his servants attack with maces. On the next round the cleric will throw a fine orange dust into the face of one PC (will need to make a ranged touch attack). The powder is a dried fungus which will (save vs poison) cause blindness for 1d6 turns. If the save is made the target will still suffer blurred vision for 1d6 rounds.

A small altar sits along one wall. On it is a shiny copper platter etched with strange astrological symbols. The walls are covered with thin lead panels. Dwarven furnishings are in the room. On a table is a wooden keg (drinking water) and a bag of dried rations (1 week supply).



Mogren cleric 2nd level (1), AL C, MV 120' (40'), AC 7, CL 2, HP 9, #AT 1, weapon or touch, Damage by weapon type (mace), SV CL 2, ML 9, XP Special Qualities: paralysis, infravision, undead, XP 47. Mogren can use the spell, **Cinder Cloud**, once per day. The cleric has the following spells available; Cause fear, Cause light wounds.

Cultists (2), AL C, MV 120' (40'), AC 9, HD 1-1, HP 5, 4, #AT 1 (weapon or special), DG (weapon or bone tube), SV 0 lvl human, ML 11, XP 19.

Treasure: The copper platter is worth (250 gp), the priest wears a copper holy symbol (worth 5 gp) and carries an iron key. In one corner of the room is a large locked chest (poison needle trap) with the following inside: assorted dwarven goblets and utensils (worth a total of 500 gp), a bag of gems (10) worth 50 gp each, and one vial (potion of healing).

5. Vault for comet

The narrow stairway leads to an iron gate. Through the bars you can see a small room with a barred cell on either side. The gate and both cell doors are locked (key found on the Mogren leader). The south cell is empty, but the north cell is occupied. The remains of a goblin hang on the wall. Its eyes bulge, glazed and lifeless, and tongue swollen and distended. Large red blotches cover the goblin's torso. A small metal box lies in the center of the room facing the goblin. Its lid is open.

The box is made of lead. Inside the box is a small fragment of orange stone. This is a small piece of the comet. If a PC steps into the cell or examines the goblin, it will gasp and reach out to attack.

Tainted Goblin (1), AL C, MV 0 (chained), AC 8, HD 1-1, HP 2, #AT 1 (claws), DG 1-2, SV 0 lvl human, ML 12, XP 5

Treasure: none, but the shard may be of value to a magic user. Precautions must be made to transport the shard since it is toxic and must be contained within the lead box. Prolonged exposure to the shard will cause death and then an undead condition similar to that of the tainted dwarves.

6. Flooded Balcony

This large balcony is littered with piles of rubble and large stones. Dozens of barrels and crates are stacked throughout the area. A large rusty iron derrick stands over the hole and a heavy chain is suspended down into the water. A figure in rust

colored robes stands over a group of humanoids struggling to crank a winch. He picks up a lash and whips them while they toil.

Cultist (1), AL C, MV 120' (40'), AC 9, HD 1-1, HP 5, #AT 1 cat-o-nine tails or dagger, DG 1d4, SV 0 lvl human, ML 11, XP 19.

Goblins (3), AL C, MV 60' (20'), AC 6, HD 1-1, Hp 4 each, #AT 1 weapon, DG 1d6 short sword, SV 0 level human, ML 7, 5 XP each. LL--Goblins will flee if given the chance. They are demoralized by harsh treatment by the cultists.

Dwarf (1), AL L, MV 60' (20'), AC 9, HD 1, HP 2 (but 7 when fully healed), #AT 1 (fists), DG 1-2, SV D1, ML 8, XP 10. LL--this dwarf is badly beaten and in bad shape. His name is Granley and he is from the Shrine of Korek area. He was captured by the cultists many months ago. Unfortunately, he can't tell this to the PCs since his tongue has been cut out. Granley will help the PCs if rescued. He will motion that something is in the water and point to the cultist. (The diving bell is in the process of being raised and will contain three cultists.)

Treasure: The cultist has a copper holy symbol (worth 5 gp) and a copper dagger (worth 10 gp). The room is filled with boxes of dried food, kegs of fresh water, sacks of coal, a small forge, tools, lead ore, a large smelting pot, and crudely hammered sheets of lead.

Diving Bell

The winch is attached to a copper bell shaped object with an opening in the bottom. The cultists use this device to

transport material and personnel to areas of the sunken city. If the diving bell is raised using the winch (combined STR 25 to raise the diving bell) three cultists will emerge from the bottom of the bell and will automatically be surprised by the PCs. **Cultists (3)**, AL C, MV 120' (40'), AC 9, HD 1-1, HP 4, 3, 3, #AT 1 (mace), DG 1d6, SV 0 lvl human, ML 11, XP 19.

Treasure: Each cultist has a copper holy symbol (worth 5 gp) and a copper dagger (worth 10 gp).

If the PCs wish to use the diving bell, someone will have to unlock the mechanism holding it in place. In addition, it will take a combined STR of 25 to lower it safely. If the mechanism is not lowered carefully, there is a 3-in-6 chance that it will miss the hatch underwater (see Tower 3, room 1).

Level 2 - Underwater City

Inside the sunken city--

“Beware the Hall of Gilkas—the Mogren have fortified this against attacks by the tainted and within they work towards some great task...more so in recent months.”

(Map pg 53)

LL note: Swim rules - See page 46 of the Labyrinth Lord book.

Optional underwater combat rules: The PCs can hold their breath underwater one round for each point of their CON. If a character takes damage while underwater, he must make a saving throw vs. petrify or lose 1d6 rounds worth of air.

Once a PC is out of air, he will drown in 1d6 rounds. A rescuer can resuscitate a drowned PC if it's within five minutes. He must be heaved out of the water, laid flat, and have the water pressed out of his lungs, which takes 1d6 rounds.

Hacking or slashing weapons such as long swords, morning stars, bows take -2 penalty to hit.

Tower 1

Room 1 - Observation room

Outside the room: If the PCs are coming across the water, by boat, swimming, etc. they will see the following. **As you approach the small building you notice it is circular with several windows evenly spaced around it.**

LL note: Suggest a DEX ability check to climb from the boat or water into the window or risk falling into the water.

Inside the room: The room is rather sparse with a spiral stone staircase leading down. There are several iron hooks above the windows.

Monsters: none

Treasure: none

Room 1A - Quarters

The room is flooded from the huge holes in the western and eastern walls. Piles of rock, which were probably the walls, lie scattered about.

Monsters: none

Treasure: none

Room 2 - Quarters (flooded)

LL note: the water in the flooded rooms is somehow magically held--the room below is completely dry. The PCs would pass through a magical force field that is unseen and cannot be dispersed.

Water swirls though several damaged walls. The room, or what's left of it, is completely flooded. Small fish dart though the area.

LL note: The Sea eels will lie and wait outside the damaged walls and try to ambush their prey inside the room. (+1 to initiative)

Sea eel (3), AL N, MV 150' (50'), AC 8, HD 1-1, hp 5, #AT 1 (bite), DG 1 (save vs. poison or die 1d4 rounds), SV F1, ML 7, XP 20

Treasure: none

Room 3 - Storage locker

Barrels and crates are stacked around the room. A low hanging oil lantern is suspended from a chain in the ceiling in the center.

LL note: The tainted ones are zombie-like in motion and look. They will almost ignore the PCs unless they are attacked or impeded in any way.

Tainted Dwarves (3) AL C, MV 60' (20'), AC 4, HD 2+1, HP 12, 10, 7, #AT 1 (battle axe), DG 1d8, SV F2, ML 12, XP 30.

Treasure: Dwarf #1 - 2 Jasper gems (25gp value each), Dwarf #2 - 1 Amethyst gem (20gp value), Dwarf #3 - 1 diamond gem (55gp value)

Trade depot hall #1

The hall runs from east to west. Part of the ceiling has collapsed leaving a large amount of rubble to the east. The western end has completely caved in and blocks any further progress. There is a stone archway with well worn stairs leading down. A metal track runs down the middle of the hall.

LL note: The tainted dwarves are pushing a small cart down the tracks. Their location will be between Tower 1 and Tower 2.

Tainted Dwarves (3) AL C, MV 60' (20'), AC 4, HD 2+1, HP 11, 8, 8, #AT 1 (battle axe), DG 1d8, SV F2, ML 12, XP 30.

Treasure: Dwarf #1 - 1 Obsidian gem (15gp value), Dwarf #2 - 2 garnet gems (20gp value each), Dwarf #3 - 1 Topaz gem (25gp value) & 1 emerald gem (35gp value)



Waterfall

Water from a large crack in the ceiling has created a massive waterfall that drops through the floor into the unknown. There is a small path on either side to travel past the water.

LL note: If the PCs decide to rappel down the waterfall wall, they must make a DEX ability check at the midpoint or fall. The wall is 60' in height. The damage is 1d6 per 10' drop. Additional precautions may add a bonus to the check or negate it. The floor of the cavern below is room #4.

Monsters: none

Treasure: none

Trade depot hall #2

This hall is rather long with a small metal track running down the middle. Several stalls line both walls indicating this may have once been a market of some kind.

LL note: The tainted dwarves will be in the middle of the hall guarding the stairs to the lower levels.

Tainted Dwarves (2) AL C, MV 60' (20'), AC 4, HD 2+1, HP 13, 9, #AT 1 (war hammer), DG 1d6, SV F2, ML 12, XP 30.

Treasure: Dwarf #1 - silver nugget (15gp value) and 1 Citrine gem (25gp value), Dwarf #2 - 1 Jasper gem (30gp value) and 1 Opal gem (20gp value)

Tower 2

Room 1 - Penthouse (flooded)

This small, circular room has large pieces of rotting wood and debris floating around. The western side of the room has broken off and allows exit to the outside.

LL note: The Mer-shark makes this room his lair. He can only be surprised in his lair 10% of the time. The other 90% he will move to the outside walls and try to ambush and trespassers.

Mer-shark (1) AL N, MV Swim 120' (40'), AC 4, HD 3, hp 7, #AT 1 bite or claw, DG 2d4 bite, 1d4 claw, SV F2, ML 7, XP 160

Mer-sharks have a merman body with a shark head, lifeless black eyes, and a dorsal fin. They possess legs but rarely use them. Their hands are not webbed but are large with long claws. They often wear belts woven from aquatic plants that hold shells filled with treasure they have collected from prey.

Treasure: Seashell filled with 12pp, 8ep, 21gp, 6sp and 1 pearl (55gp value).

Room 2 - Quarters (flooded)

Small fish scatter when you enter this flooded room. You see shattered pieces of furniture floating around. Large holes in the walls allow access to the outside.

LL note: The Cutlass Worms are behind the rotting desk in the north part of the room. They will wait till their prey is near the center of the room before attacking.

Cutlass Worms (2), AL N, MV Swim 150' (50'), AC 5, HD 3, hp 17, #AT 1 bite, DG 1d4, Special: Paralysis, SV F3, ML 6, XP 150 each.

Cutlass Worms look no different than their land cousins. However, when they emerge from the water into the air, they take the form of a glassy, serpentine being. Their bite, while causing little damage, will drain the life from its victim

and cause paralysis (save vs. paralysis). The Cutlass Worm will attempt to take its prey into the water and consume it.

Treasure: If the room is searched the PCs will find a small metal box in the rotting desk which contains a Sapphire gem (35gp value) and Topaz gem (30gp value)

Room 3 - Miners chapel

A huge statue of a dwarf holding a pick axe and hammer dominates the northern wall. Wooden benches are positioned at angles towards the statue. A stone spiral staircase leads up.

LL note: The tainted dwarves are kneeling in prayer to their god, but in reality are recreating the daily routines of their lives. They will rise to attack any intruders.

Tainted Dwarves (4) AL C, MV 60' (20'), AC 4, HD 2+1, hp 9, #AT 1 (weapon), DG (weapon), SV F2, ML 12, XP 30 each.

Treasure: Dwarf #1 - 3 ruby gems (25gp each), Dwarf #2 - 1 Opal (30gp value) and Garnet gem (15gp value), Dwarf #3 - 1 Amethyst gem (40gp value) and 2 emeralds gems (45gp value each).

Tower 3

Room 1 - Observation room

If the PC are coming from the top via the diving bell.

As the diving bell nears the top of a submerged building you notice a metal hatch of sorts on top off the room. The bell's floor settles on top of the hatch and matches it perfectly. The hatch appears unlocked.

If the PCs attempt to open the hatch it will be unlocked and untrapped.

The room appears empty and dry. Work benches are attached to the walls with tools lying on the benches and hanging from the walls. Lead sheets, metal strips, and leather scraps are scattered on the floor as well as the benches. Along the southern wall a circular stairwell leads down.

If the PCs are coming up the stairs from room 2:

The room appears empty and dry. Work benches are attached to the walls with tools lying on the benches and hanging from the walls. Lead sheets, metal strips, and leather scraps are scattered on the floor as well as the benches. In the ceiling is a round metal door with a heavy metal lever on it. If the PCs attempt to open this hatch, water will begin to seep in around the edges. The hatch will not open completely due to the water pressure pushing down upon it.

Monsters: None

Treasure: Behind the steps is a *+1 Trident* leaning against the wall.



Room 2

Workshop(flooded)

This room is flooded with a green colored water from floor to ceiling. The spiral staircase continues to another level. Work benches are attached to the walls with some tools still lying around. Some pieces of wood are seen floating in the water.

LL note: The Dragonfish will seek out PCs if they enter this area and engage in combat right away. They will only flee if they get below 50% hit points.

Dragonfish (3) AL N, MV Swim 120' (40'), AC 7, HD 2, hp 14, #AT 1 bite, DG 1d4 bite, DG 1d6 spine rake, SV F1, ML 8, XP 20 each.

The Dragonfish will attack with a bite then will try to rake its spines against their opponent.

Treasure: none

Room 3 - Dining hall

This room is dry and quite inviting. Several large round and square tables are situated around the room. Faded banners hang from the walls. Tattered tapestries cover the walls depicting mining activity and flowing water. Several trenchers and goblets are on a table and beside them are bowls of porridge. A lit candelabra bathes the room in a soft glow. The spiral staircase continues down. Six cultists hide in waiting behind the tapestries. They will wait until the PCs enter the room and then attempt to surprise them.

Cultists (6), AL C, MV 120' (40'), AC 9, HD 1, HP 5, 4, 4, 3, 2, 2, #AT 1 (mace), DG 1d6, SV 0 lvl human, ML 11, XP 19.

Treasure: Each cultist has a holy symbol (worth 5 gp) and also carries a copper dagger (worth 10 gp).

Room 4 - Barracks

You enter another dry room with beds arranged against the north and south walls. A small wooded table is situated in the northeast corner. In the center of the room stands an evil looking pale humanoid in red robes and four human cultists at his side. He wordlessly signals the cultists to move to attack. Two of the cultists carry bone tubes and the other two have maces.

Mogren Cleric Lvl 1, AL C, MV 120' (40'), AC 7, CL 1, HP 5, #AT 1, weapon or touch, DG 1-6 (mace), SV CL 1, ML 9, XP 25. Special Qualities: paralysis, infravision, undead. Mogren can use the spell, **Cinder Cloud**, once per day. The cleric has the following spell--protection from evil.

Cultists (4), AL C, MV 120' (40'), AC 9, HD 1, HP 4, 3, 3, 2, #AT 1 (weapon or special), DG (mace or bone tube), SV 0 lvl human, ML 11, XP 19. **LL note:** see monster description (Cult of Heimos) regarding using the bone tube as a special weapon.

Treasure: Each cultist and the leader wear copper holy symbols (5 gp each) and have ceremonial copper daggers (10 gp each)

The leader also carries a small iron key in his robe (key to room 2 Caverns). In a

small wooden box under one of the tables (unlocked, no trap) are several pieces of dwarven made jewelry (worth 100 gp each) and a copper jar with symbols on it (five doses of bone tube poison).

Any PC who opens the jar will 2-in-6 chance the PCs will suffer effects of the bone tube poison. See description of cultist's bone tube weapon in monster section.

Caverns

Room 1 – Pool (Map pg 53)

After traveling down the stone steps you enter a huge man-made chamber. The room is square with an extremely high ceiling that has partially collapsed. The area has a dirt floor with a large pool of water in the center. Three robed humans leap up to attack with maces. Three other doors are in this room. The door to the west and south are both barred (from this side) with heavy beams. A smaller door to the east has a padlock on it (key is on cultist leader in room 4 Tower 3)

Cultists (3), AL C, MV 120' (40'), AC 9, HD 1, HP 4, 3, 2, #AT 1 (mace), DG 1d6, SV 0 lvl human, ML 11, XP 19.

Treasure: Each cultist has a holy symbol (worth 5 gp) and also carries a copper dagger (worth 10 gp).

Room 2 - Quarters

Several sleeping pallets and storage boxes are arranged against the walls. A small cooking fire and pot are in the center. Intricate designs of the moon and its many stages adorn the walls. Two robed figures

lie still on sleeping mats. Their faces and arms are covered in red blotchy sores and they stare upwards with glazed stares.

LL note--these men are suffering from the effects of the comet and will die within the next 1d6 hours, arising again to become tainted undead.

Cultists (2) (sickened and incapacitated)

Treasure: Each cultist has a holy symbol (worth 5 gp). A wooden box in one corner contains four flasks of lamp oil. Nothing else of value is in the room.

Room 3 - Storage room

Several large metal boxes and wooden barrels are piled about the room. A door in the far wall of the room is broken and hanging open on one hinge. You can see a rough cave passage beyond.

Monsters: none

Treasure: The boxes contain dried rations (approximately 300 lbs of food, enough to supply 10 men for 30 days, 60gp total value) and the barrels are filled with fresh water. Behind one of the barrels is a shiny silver object. Upon examination it appears to be a round pocket watch, the glass face is cracked and it no longer functions. The back is engraved with the initials "G.P."

Room 4 - Waterfall cavern

The waterfall fills the cavern with a constant and deafening roar. The water enters a large pool and forms a underground river moving towards the southwest.

LL note: The waterfall starts from area between the Trade Depot Hall #1 and #2 and cascades down to this cavern. The

water pools and flows towards room #5. Use the wandering monsters table to see who or what is milling around.

Monsters: none

Treasure: none

Room 5 - Cavern

Two massive natural stone columns support the ceiling of the this large cavern. Loose gravel covers the area from what looks like recent mining operations. Another exit can be seen to the south.

LL note: Use the random table below to see who or what is milling around.

Monsters: Random monster table, results of 1 or 2 on a d6 = 1d4 Tainted Dwarves, 3 or 4 = 1d4 Cultists, 5 or 6 = empty.

Treasure: 1d4 gemstone for Tainted Dwarves (i.e. jasper, emerald, diamond and amethyst), Cultist will have holy symbols (5 gp value).

Room 6 - Cavern

A grand cavern opens up before you. Stalagmites and stalagmite's cover the area. A large columns looks like it draped in frozen water is to the southwest.

LL note: Use the random table below to see who or what is milling around.

Monsters: Random monster table, results of 1 or 2 on a d6 = 1d4 Tainted Dwarves, 3 or 4 = 1d4 Cultists, 5 or 6 = empty.

Treasure: 1d4 gemstone for Tainted Dwarves (i.e. jasper, emerald, diamond

and amethyst), Cultist will have holy symbols (5 gp value).



Room 7 - Mining Operations Cavern

You feel the blast of heat before you really get a chance to see anything. You see that a magma fissure has opened up in the middle of a huge cavern. Several huge metal cogwheels seem to be powered by the magma. They turn giant drills in the eastern wall. An underground river rushes from the north and exits to the south.

Tainted Dwarves (6) AL C, MV 60' (20'), AC 4, HD 2+1, hp 14, #AT 1 (battle axe), DG 1d8, SV F2, ML 12, XP 30 each.

There is also a 40% chance that the PCs will encounter 1d4 cultists moving through the area towards Room 8.

Treasure: Dwarf #1 - 2 small emerald gemstones (20gp value each), Dwarf #2 - 1 Ruby gem (75gp value).



Room 8 - Waterfall and Chasm (Leading to GT3)

The underground river cascades down into a massive crevice in the center of this immense cavern. Next to the river is a large metal scaffolding and a derrick. A pitched battle is in progress between red robe cultists and a group of tainted dwarves. The noise blocks out the sounds of the battle. Men in red robes scuttle about the structure throwing heavy beams and sheets of metal down on the dwarves. Others are engaged in melee with the tainted dwarves in and around a small camp of tents. Several of the tents are engulfed in flames. A large metal container tilts precariously at the edge of the scaffold, held suspended in place by stout ropes of the derrick. The scaffolding juts out into the crevice about 15' and is about 10' tall. A red robe humanoid with pale skin and white hair is hanging from the metal container. Three tainted dwarves close in upon him.

LL note: See Room 8 - Waterfall and Chasm Map of this Area in the Maps Appendix.

Mogren Cleric, Lvl 3 (injured), AL C, MV 120' (40'), AC 7, CL 3, HP 7 (injured), #AT 1, weapon or touch, DG 1d6 (mace), SV CL 2, ML 12, XP 95 Special Qualities: paralysis, infravision, undead. Mogren can use the spell, **Cinder Cloud**, once per day. The cleric has the following spells available; darkness, cause light wounds, hold person.

Cultists (9), AL C, MV 120' (40'), AC 9, HD 1, HP 5, 5, 4, 4, 4, 3, 3, 2, #AT 1 (mace, dagger, or bone tube), DG (by weapon type), SV 0 lvl human, ML 11, XP 19.

Tainted Dwarves (6) AL C, MV 60' (20'), AC 4, HD 2+1, HP 10, 8, #AT 1 (war hammer), DG 1d6, SV F2, ML 12, XP 30.

Two tents are on fire, four are not. There is a 2-in-6 chance each round for another

tent to catch fire. **LL note:** If the PCs defeat the foes in this cavern and search the area they will find the following:

If one of the tents remains unburned, inside the PCs will find a board with drawings upon it. Most of the drawings are of the scaffolding and the metal container. One of the drawings is of a clockwork man. On the back of this sketch will be a scrawled note (from Gilban Pembroke) "I've been taken down the hole, it may be too late to save me, but you must stop them for all our sake! G.P."

Treasure: In one of the tents is a polished copper platter with strange symbols on it (worth 250 gp), a small padlocked chest containing a ruby studded tome with engraved copper sheets (the sacred text of the Cult of Heimos, worth 1,000 gp), three small bars of dwarven gold (250 gp each), a small copper vial containing a thick red liquid, foul smelling and bitter to taste, it will (save vs. poison) cause instant death, a small velvet bag with 10 rubies (worth 50 gp each).

Concluding the adventure

This module effectively ends with the PCs defeating the Mogren and his henchman in the cavern and finding more clues to the location of Gilban Pembroke. The adventurers may stay in the area to rest and recuperate from their wounds. However, the threat of the Tainted Dwarves hangs ever near.

What lies within the chasm? On what dark and mysterious plan does the Cult of

Heimos work? Is the master dungeon delver, Gilban Pembroke, still alive after all this time?

Continue the adventure in GT3.....

Appendix 1 - New Monsters

Silver Floater

No. Enc.:	1d4
Alignment:	Neutral
Movement:	120' fly
Armor Class	7
HD	4
#AT	2 (electric shock)
Damage:	1d4 electric shock
Save:	F3
Morale:	8
Hoard Class:	none
XP:	150

These huge floating bags closely resemble a flying Man o' War Jellyfish. They hunt by floating over a target, then reaching down to grab the victim with their flexible tendrils. Once captured, the victim is repeatedly jolted with electric shocks, then drawn into the sack for digestion. Floaters only hunt for food, and will depart after capturing a live meal.

Silver Floaters sense their prey by the electrical emissions, allowing them to hunt in total darkness. Since they make no noise, Floaters will often gain complete surprise for their strike. However, they are not well armored against attack, relying on their height and extension to remain out of reach of ground beasts. Electric stinging cells on their outer sack protect them against birds and other flying predatory.

Floater sometimes hunt in packs, communicating via tiny electrical flashes.

Cult of Heimos

These crimson robed figures belong to the Cult of Heimos and are organized into separate and distinct castes.

Children of Heimos believe themselves to be the offspring of Heimos. These are the Mogren. Their word is law amongst the cult. The Children devote themselves to finding ways to commune with Heimos, invariably causing chaos in the world in the process. The Children of Heimos often have levels as clerics and all have some innate spell ability.

Mogren (Children of Heimos)

No. Enc.: 1d4
Alignment: Chaotic (neutral evil)
Movement: 120' (40')
Armor Class: 6
Hit Dice: 2
Attacks: 1 (weapon or touch/damage by weapon type)
Damage: 1d6
Special: Paralysis, infravision, undead
Save: F2
Morale: 9
Hoard Class: None
XP: 80

The Mogren are a subterranean race of humans, distantly related to Morlocks, but having aspects of both Morlocks and Ghoul. They are undead, but appear to the casual observer to be civilized in manner and dress. Mogren have taken on

courtly affectations in their speech, dress, and interestingly enough--hair styling. Medium build and height in stature, Mogrens are pale and fine featured with long white hair which they sculpt into elaborate designs. They are able to see perfectly well in the dark (infravision 90') and have a sharp sense of smell. Like a ghoul, they possess a paralyzing touch causing those who fail their save to become paralyzed for 1d6 turns. A *cure light wounds* spell will remove the effect. Mogren are turned in the same manner as ghouls but have an additional weakness. In direct sunlight, all actions are at -2 and when Mogren encounter the light of the moon, Palandria, they will weaken and die (taking 1 hp of damage per round) unless they find darkness.

Although related to ghouls, they show none of the outward appearances of being feral. Only when feasting do Mogren revert to the savagery of their ghoulish cousins. They are a sadistic and cruel race that prefers to capture rather than kill opponents, opting to wound and disarm with their rapiers.

Mogren will invite their prisoners to dine formally with them, consuming the dull and keeping the intellectually stimulating ones alive as pets for further discussion. The Mogren worship the dark god, Heimos, and secretly scheme to affect his return. Some Mogren have class levels (most often cleric or fighter).

Servants of Heimos (Cultists),

No Enc: 1d6
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 9
Hit Dice: 1-1
Attacks: 1 (by weapon type)
Damage: by weapon type
Save: 0 lvl human
Morale: 11
Hoard Class: none
XP: 19

These cultists come from a variety of races. All have been recruited to be the followers of Heimos. The price of this membership is to remain forever silent--by removal of their tongue. Mogren, the Children of Heimos, consider these servants as expendables, but will not sacrifice them, that is a fate for the unbelievers. Servants of Heimos are considered 0 level humans. They have the following special abilities.

Servants of Heimos are trained to work and move in silence and as a result, they surprise opponents 50% of the time. They are fanatically loyal (morale of 12). Although they cannot speak, the servants communicate with sign language known to all members of the Cult of Heimos. They sometimes use a special blowgun weapon, a bone tube, filled with a dried fungus powder (one use per encounter). When the bone tube is employed, armor is ignored but dexterity bonuses are still considered (roll to hit as a missile weapon). Upon a successful hit, the target must make a save vs poison or fall into a hallucinogenic state. One of the following

will happen (unless noted all effects last for 1d6 turns).

- 1 Slumber--target falls to the ground, fast asleep
- 2 Terror--target suffers the effects of a Cause Fear spell, cowering or fleeing in fright
- 3 Death--target falls into a deathlike state
- 4 Blindness--blind, -4 to hit
- 5 Sorrow--sadness overwhelms target, -2 to all actions
- 6 No effect other than blurring of vision for 1 round, -2 to hit

Breath of Heimos--Heimos knew that in order to enact his evil plans, he would need others to walk amongst the nations of the world. The Children (Mogren) are ill suited for this and the mute Servants of Heimos are impractical. So, the leaders decided to examine new recruits and put the most promising ones through rigorous training. The result is a monastic group well versed in the art of deception and assassination. Stats vary for this group of cultists, but all have some level of assassin class.

Tainted Dwarves of Kharnos Dzin

No Enc: 1d6
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 4
Hit Dice: 2+1
Attacks: 1 (by weapon type)
Damage: by weapon type
Save: F2

Morale: 12
Hoard Class: none
XP: 30

Physical traits: 4' tall, red eyes, no skin and exposed muscles that have become gray.

Resistant to water, air and psionic spells. (+2 to save). They are weak to fire and earth-based spells as well as druidic spells. (-2 to save). They also have Infravision of 60'.

Tainted Dwarves mostly use battle axes (DG 1d8) or war hammers (DG 1d6)

The Tainted Dwarves weren't always "tainted". The process began after the Cataclysm and the comet that struck Kharnos Dzin.

The comet gave off just enough radiation to kill humans and other surface dwellers, but turned the dwarves into sadistic drones that craved nothing but work and the treasure it reveals. No longer requiring food or drink, they roam the lower caverns of Kharnos Dzin digging until their arms and legs fall off. They will defend their mining operations to the last dwarf.

Cutlass Worms

No Enc: 1d6
Alignment: Neutral
Movement: 150' swim (50')
Armor Class: 5
Hit Dice: 3
Attacks: 1 (bite)
Damage: 1d4/paralysis
Save: F3
Morale: 6
Hoard Class: none

XP: 150
Cutlass Worms look no different than their land cousins. However, when they emerge from the water into the air, they take the form of a glassy, serpentine being. Their bite, while causing little damage, will drain the life from its victim and cause paralysis. (Save vs. paralysis)
The Cutlass Worm will attempt to take its prey into the water and consume it.

Mer-shark

No Enc: 1d4
Alignment: N
Movement: 120' (40')
Armor Class: 4
Hit Dice: 3
Attacks: 1 (bites or claw)
Damage: 2d4 bite/1d4 claw
Save: F2
Morale: 7
Hoard Class: none
XP: 160

Mer-sharks have a merman body with a shark head, lifeless black eyes, and a dorsal fin. They possess legs but rarely use them. Their hands are not webbed but are large with long claws. They often wear belts woven from aquatic plants that hold shells filled with treasure they have collected from prey.

Screeling

No Enc: 1d4
Alignment: Chaotic
Movement: 150' (50')
Armor Class: 5
Hit Dice: 4
Attacks: 2 (bite/claw)
Damage: 1d4/1d4
Save: F4
Morale: 11
Hoard Class: none
XP: 160

Screelings are squat, hunched over creatures armed with long, wicked claws instead of fingers on each hand. Their eyes are black with a golden glitter. Screelings are hardly more than a squat skeleton covered in a veneer of dry, crisp, blackened skin. Like a corpse that had dried in the sun for years.

Screelings had a supernatural speed and strength, and can scale sheer surfaces and ceilings. The Screeling are known for its incessant laughter, doing so even when being hacked to pieces. Screelings are unaffected by most additive magic attacks; setting one on fire seemed to only make it more deadly. Weapons of any sort would damage its body, though axes were most effective.

A screeling's weakness is its vision. It only attacks people when they were standing still or are moving quickly. Anything moving at a slow, constant speed is ignored by the Screeling. They see better in the dark than humans see in the light.

Poltergeist (1), AL C, MV 60' (20'), AC Special, HD 3, #AT 1 (Hammer), DG 1d6, SV F3, ML 10, Horde none, XP 65.

No Enc: 1
Alignment: Chaotic
Movement: 60' (20')
Armor Class: Special
Hit Dice: Varies
Attacks: 1 per HD per day
Damage: 1d6
Save: As fighter level equivalent to HD
Morale: 10
Hoard Class: none
XP: Varies per HD

Physical attacks do not harm poltergeist. They may only be harmed by magic spells or turning by a cleric. Each day a poltergeist may make one attack per hit die, and then it must rest for 24 hours. The attacks will take the form of objects being pushed or thrown at the target. An overwhelming feeling of despair emanates from these spirits.

Poltergeists also have the ability to reduce the temperature of their surroundings to make it noticeably chilly. These spirits are turned by lawful clerics as undead of a level equal to their hit dice.

Crystalline Spider

No Enc: 1
Alignment: Neutral
Movement: 60' (20')
Armor Class: 4
Hit Dice: 2
Attacks: 1 (bite)
Damage: 2d6 (non poisonous)
Save: F2
Morale: 7
Hoard Class: none
XP: 100

Resembling large spiders, these creatures have a crystalline body that is nearly transparent to light, making them difficult to see when stationary.

Grimgrubs

No Enc: 1d10
Alignment: Neutral
Movement: 20' (10')
Armor Class: 7
Hit Dice: 1-1
Attacks: 1 (bite)
Damage: 1d4
Save: 0 lvl human
Morale: 7
Hoard Class: none
XP: 5

Grimgrubs are small and ferocious mammalian predators that somewhat resemble a caveman head with paws and sharp teeth. They are almost continually hungry, hyperactive creatures, with a temperament somewhere between a bull mastiff and a wolverine, quite capable of attacking creatures much larger and tougher than themselves. Grimgrubs are almost continually active, with no

discernible sleep cycle, and requiring less than 10 minutes of general inactivity to rest in any 24 hour period; they are immune to fatigue and magically induced sleep.

The natural habit of grimgrubs is highly varied, for these adaptable creatures have been found dwelling in forests, swamps, hills, rough terrain and mountains, and in climes ranging from the subarctic to the tropical, as well as in subterranean places. Their natural prey consists of small game, vermin, and the occasional kobold or halfling, but they can eat almost any form of meat, or subsist if necessary on fungus. Grimgrubs are smarter than other animals and can be trained (with patience), and as such are often found semi-domesticated and used as guard animals by Orcs, hobgoblins and bugbears, particularly in areas where wolves are not present.

In combat grimgrubs attack with a lunge and snapping bite; when packs are present, latecomers will often clamber on top of their pack-mates already in melee to launch attacks at unoccupied areas of a man-sized opponent.

They will bite at anything that presents itself, but because of their size usually strike at shins, feet, ankles, Halflings, gnomes and other low targets.

Bloated Briners

No Enc: 1d6
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 8
Hit Dice: 2
Attacks: 2 (claw/claw)
Damage: 1d6/1d6 - Special attack
(see below)
Save: F1
Morale: 12
Hoard Class: none
XP: 110

Special attack: If both claw attacks hit, the creature will draw its victim into an embrace causing an automatic 1d6 damage each round thereafter. Contact with a Briner causes loss of moisture until the victim has been desiccated (resulting in a dried husk). After this, the Briner becomes bloated with moisture and has the special ability to spew forth a briny solution into the face of its attackers. This solution will on a failed save vs poison, cause nausea (-2 to hit) for 1d6 rounds.

Cogwork Teeth

No Enc: 1d10
Alignment: Neutral
Movement: 30' (15')
Armor Class: 4
Hit Dice: 1-1
Attacks: 1 (bite)
Damage: 1d4
Save: 0 lvl human
Morale: 10
Hoard Class: none
XP: 5

Mechanical teeth look like wooden or iron dentures on legs. A mad gnomish wizard 'invented' these beings. He created over one hundred mechanical teeth and locked them in his basement. After his death, the creatures escaped and raided the town. The citizens were able to wipe out most of the dentures, supported by a group of adventurers. Some teeth escaped, however. Ever since, a lot of mechanical teeth have been killed. They've also been captured by magic users who discovered how the creatures were created. This resulted in a small, but still growing population of mechanical teeth in the world today.

Cogwork teeth lack eyes, ears, and nose. They make this up with their high sensitivity to vibrations in the air and the earth, caused by moving creatures. This enables the creatures to ascertain all beings within 60 feet.

Traits: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, ability damage, energy drain, or death from massive damage. Unlike most constructs, mechanical teeth don't have darkvision.

Immunities: Since mechanical teeth lack eyes, ears, and nose, they're immune to all sight-, sound-, and scent-based attacks. This includes gaze attacks, illusions, and spells like ghost sound and stinking cloud.

Green Mound

No Enc: 1
Alignment: Neutral
Movement: 20' (10')
Armor Class: 3
Hit Dice: 3
Attacks: 1 (pounce)
Damage: 1d4 per round until monster is removed
Save: F2
Morale: 10
Hoard Class: none
XP: 500

This slimy infestation is usually found in damp, underground locations. Unable to move readily, Green Mounds lie in wait for food to come to them, often dangling from ceilings where they can drop on passing creatures. Once in contact with food, the slime begins dissolving the material and converting it into more slime. Mounds can quickly eat their way through most metals and more slowly through plant matter, but has little or no effect on rock or glass.

Shock Sphere

No Enc: 1
Alignment: Chaotic
Movement: 150' (50') fly
Armor Class: -4
Hit Dice: 5
Attacks: 1 (electric shock)
Damage: 2d8/paralysis
Save: F6
Morale: 7
Hoard Class: none
XP: 300

Shock Spheres are devious, evil balls of electricity. Many have fallen victim to the attraction of their sparkly light, and were lured to their death. No one knows where this menace arose, but it is certain they enjoy baiting their insidious trap. The Shock Sphere attacks with an electric bolt shooting out from its body. The bolt can reach 50' before instantly fading. A PC must save vs. paralysis or take 2d8 rounds and become paralyzed for 1d4 rounds.

Appendix 2 - New Magic Items

Lightning Whip Gauntlet

On a command word the gauntlet creates a whip made of braided arcs of electricity that can be used to strike nearby foes. The whip lasts for 2d4 rounds then can't be used for 24 hours. The whip can strike any target within 15' of the caster gaining a +3 bonus on attack rolls if the opponent is wearing, carrying a metal weapon, wearing metal armor or is made of metal-causing 2d6 points of electrical damage.

+1 Bastard sword "*Bloodletter*"

Many claim that this crimson blade actually holds a trapped evil spirit. However, there is no evidence of this being true. The +1 bastard sword ability to inflict grievous wounds tends to perpetuate such theories. Much like a *Sword of Wounding*, *Bloodletter* continues to cause damage after its initial strike. Each time the blade damages an opponent, it inflicts an additional 1d4 points of damage (blood loss) for 1d4

rounds. Multiple wounds from *Bloodletter* result in cumulative bleeding damage.

Appendix 3 - New Magic Spells

Cinder Cloud

Level 1 (Cleric)

Range 100'

Duration: 1 round/level

Upon casting this spell, a 20' diameter cloud of smoke and cinders appears before the caster. Creatures caught within the cloud or passing through take 1 hp damage per round they are within the cloud and also must save vs Spells to avoid coughing and choking from the smoke

(-2 to any action until clear of the smoke.)

Sample Characters and NPCs

Here are some starting Player Characters for players to use and a list of hirelings for NPCs.

Valnar, human fighter, 3rd level, HP 18, Str 17, Int 10, Wis 9, Dex 13, Con 14, Chr 12, plate mail, two handed sword and two javelins.

Wolfram, human fighter, 2nd level, HP 14, Str 14, Int 11, Wis 10, Dex 14, Con 16, Chr 9, chainmail and shield, longsword, spear.

Bolgin, dwarf fighter, 2nd level, HP 16, Str 13, Int 10, Wis 10, Dex 12, Con 18,

Chr 10, plate mail, battleaxe, and crossbow.

Metris, Elven magic user, 3rd level, HP 9, Str 9, Int 17, Wis 13, Dex 15, Con 12, Chr 13, spell book with five 1st level and two 2nd level spells (player's choice), three darts.

Tyros, human magic user, 2nd level, HP 8, Str 10, Int 15, Wis 10, Dex 14, Con 13, Chr 9, spellbook with five 1st level spells (player's choice), dagger.

Hamm, human cleric, 3rd level, HP 15, Str 14, Int 10, Wis 16, Dex 13, Con 14, Chr 12, chainmail and shield, mace, sling.

Hestra, human cleric, 2nd level, HP 11, Str 12, Int 10, Wis 14, Dex 16, Con 14, Chr 13, banded mail and shield, flail.

Perg, halfling thief, 3rd level, HP 12, Str 11, Int 10, Wis 9, Dex 17, Con 13, Chr 11, leather armor, Shortsword, and sling.

Simon, human thief, 2nd level, HP 7, Str 14, Int 12, Wis 10, Dex 16, Con 11, Chr 13, leather armor, short bow, and club.

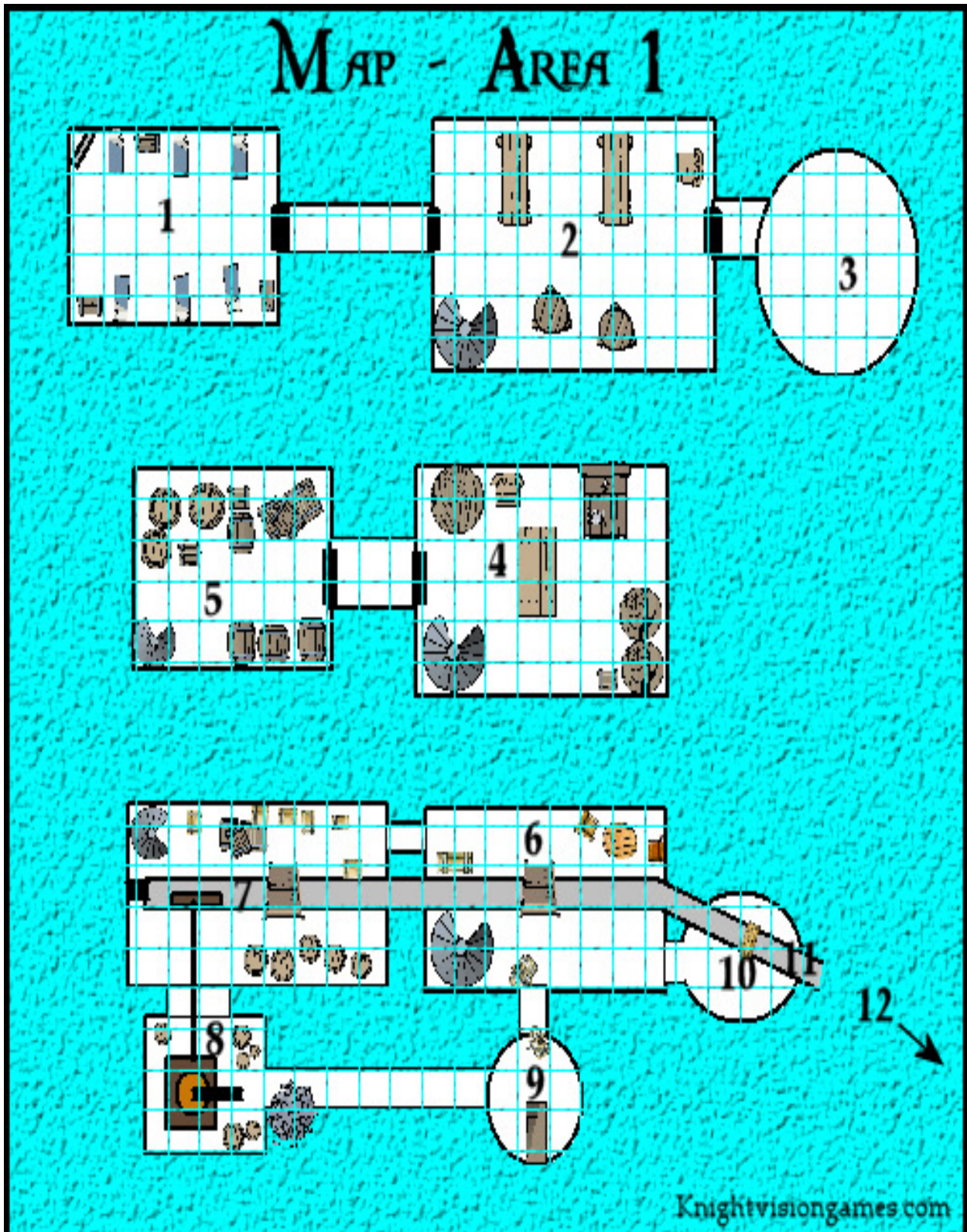
Artemis, half elf, ranger, 3rd level, HP 17, Str 14, Int 12, Wis 12, Dex 13, Con 16, Chr 12, studded leather and shield, longsword, and longbow.

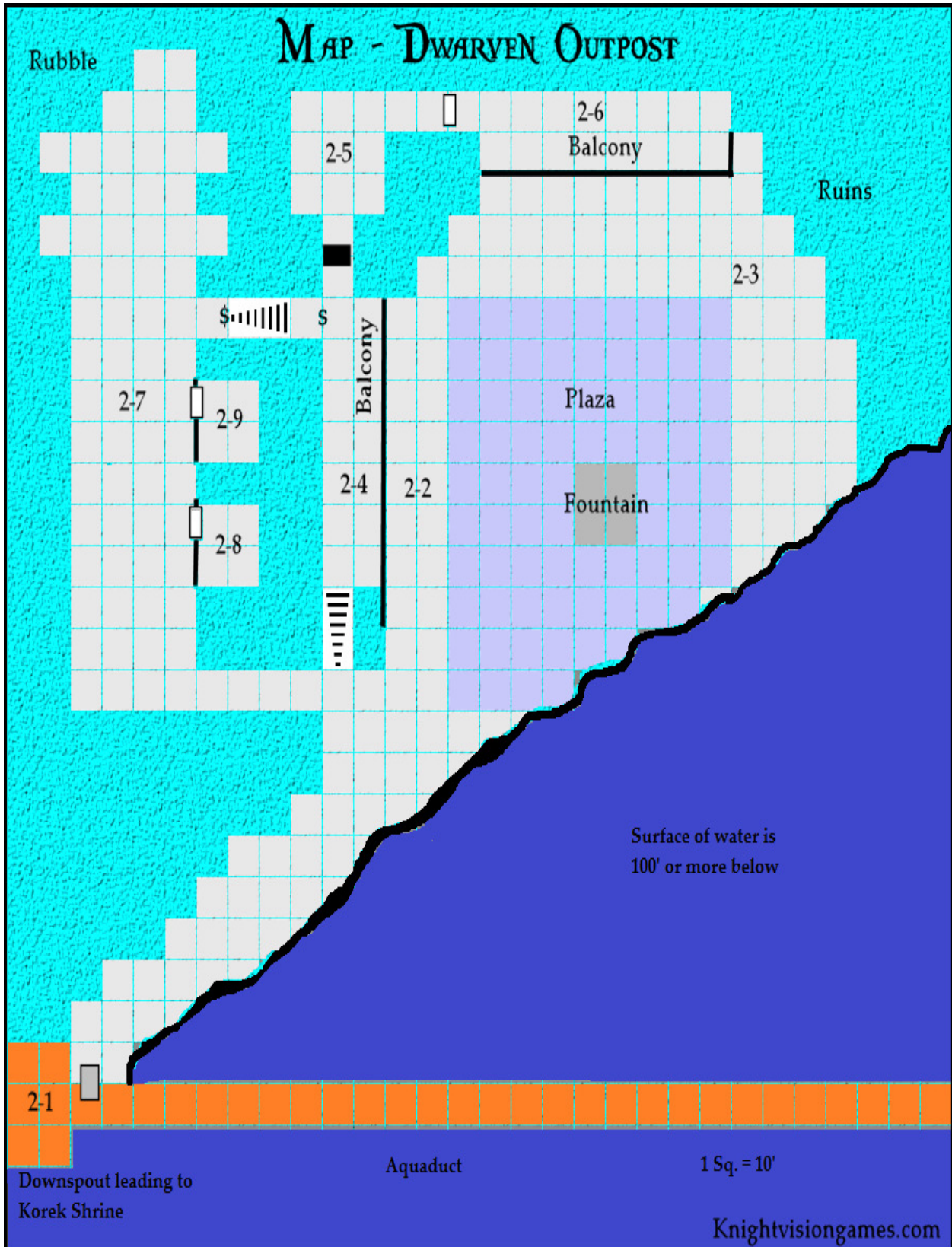
Men-at-arms and hirelings

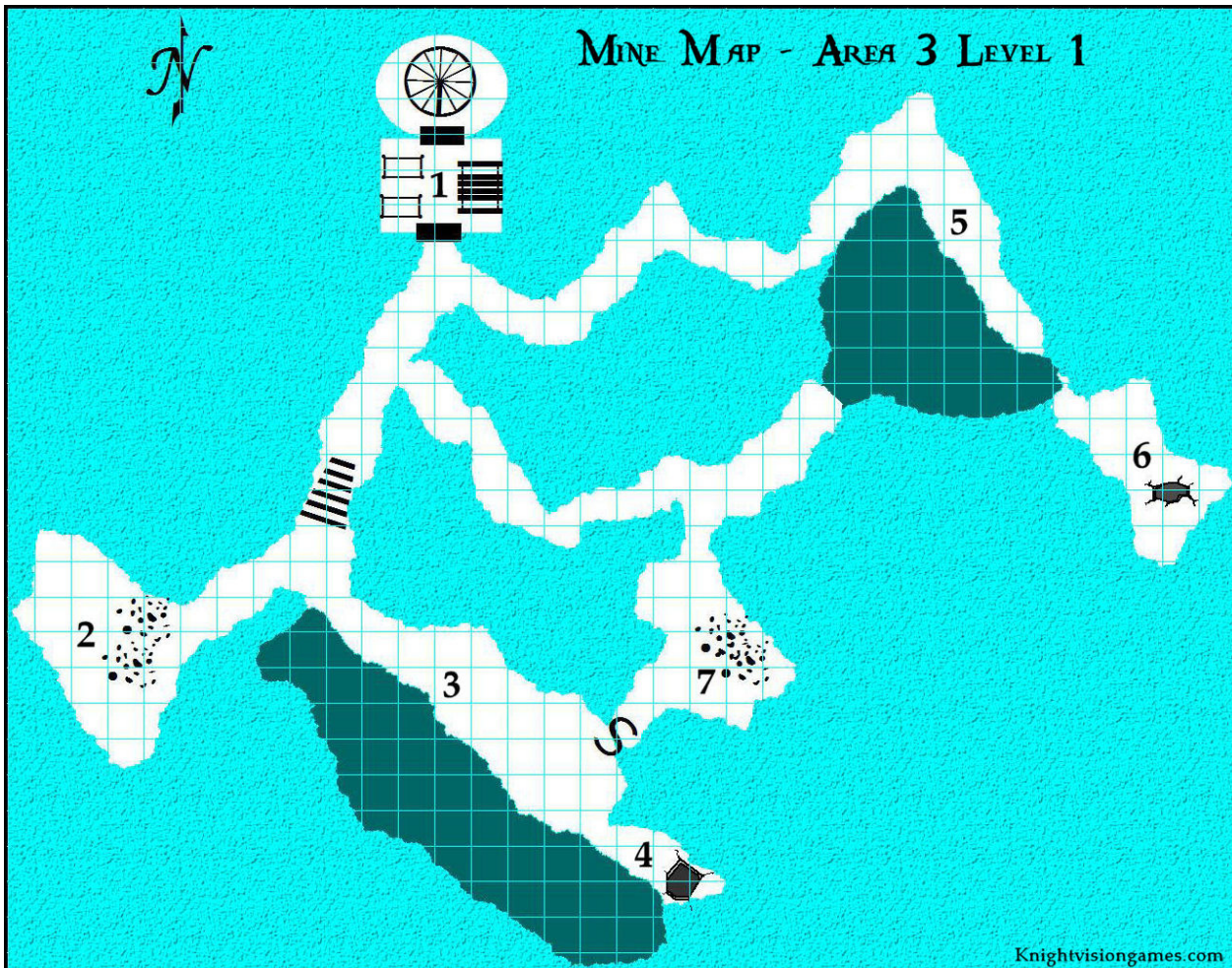
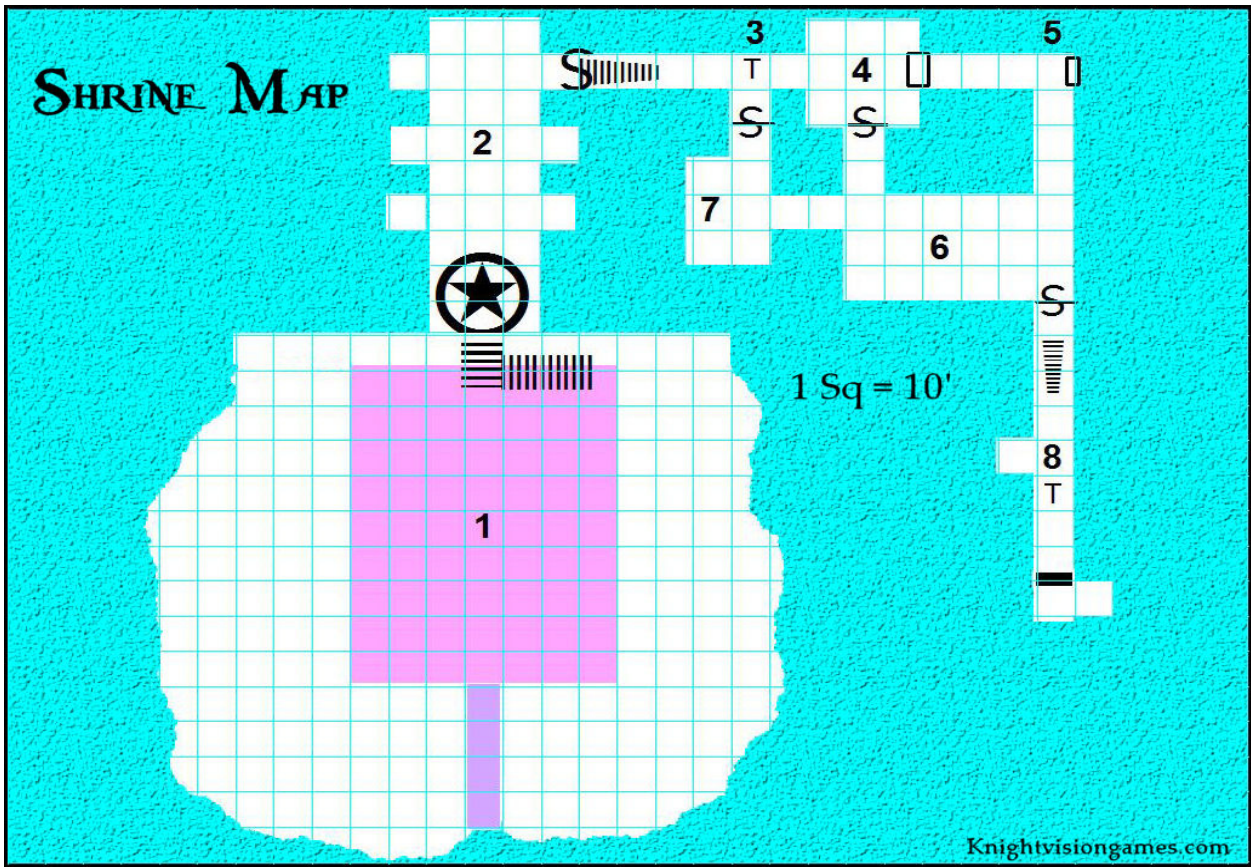
1. Percy, man-at-arms, human, 5 hp, chain and shield, spear.
2. Yardley, torch bearer, human, 3 hp, none, dagger.
3. Del, man-at-arms, dwarf, 6 hp, scale and shield, longsword.
4. Vin, man-at-arms, human, 4 hp, studded leather, longbow, dagger.
5. Burl, torch bearer, dwarf, 4 hp, leather, hammer.
6. Olin, man-at-arms, human, 5 hp, chain, pole arm.
7. Rann, man-at-arms, human, 3 hp, scale and shield, longsword.
8. Denk, torch bearer, halfling, 4 hp, leather, Shortsword.
9. Corbin, man-at-arms, human, 6 hp, studded leather, pole arm.
10. Tamry, man-at-arms, human, 4 hp, chain and shield, hand axe.
11. Sep, torch bearer, 3 hp, none, dagger.
12. Worton, man-at-arms, 4 hp, human, scale, crossbow, dagger.

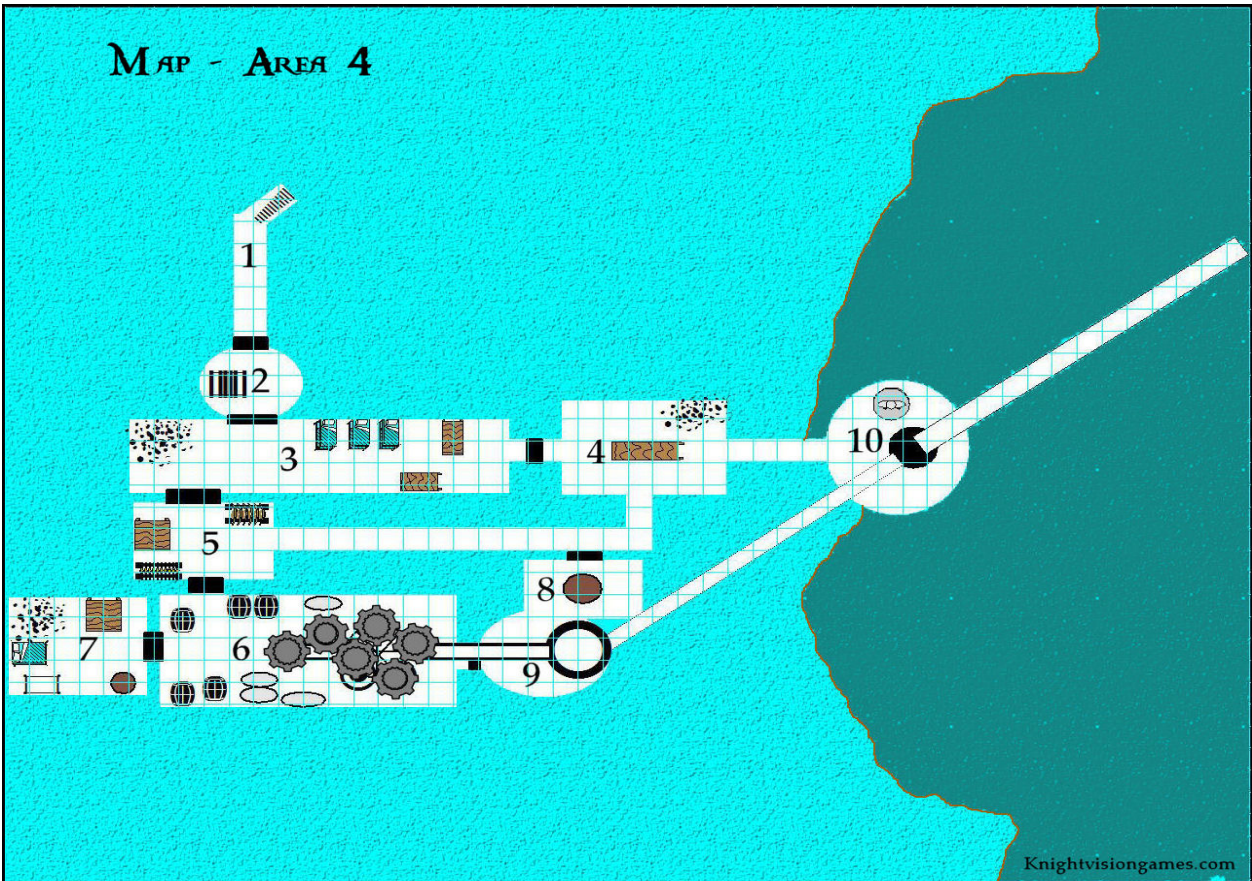
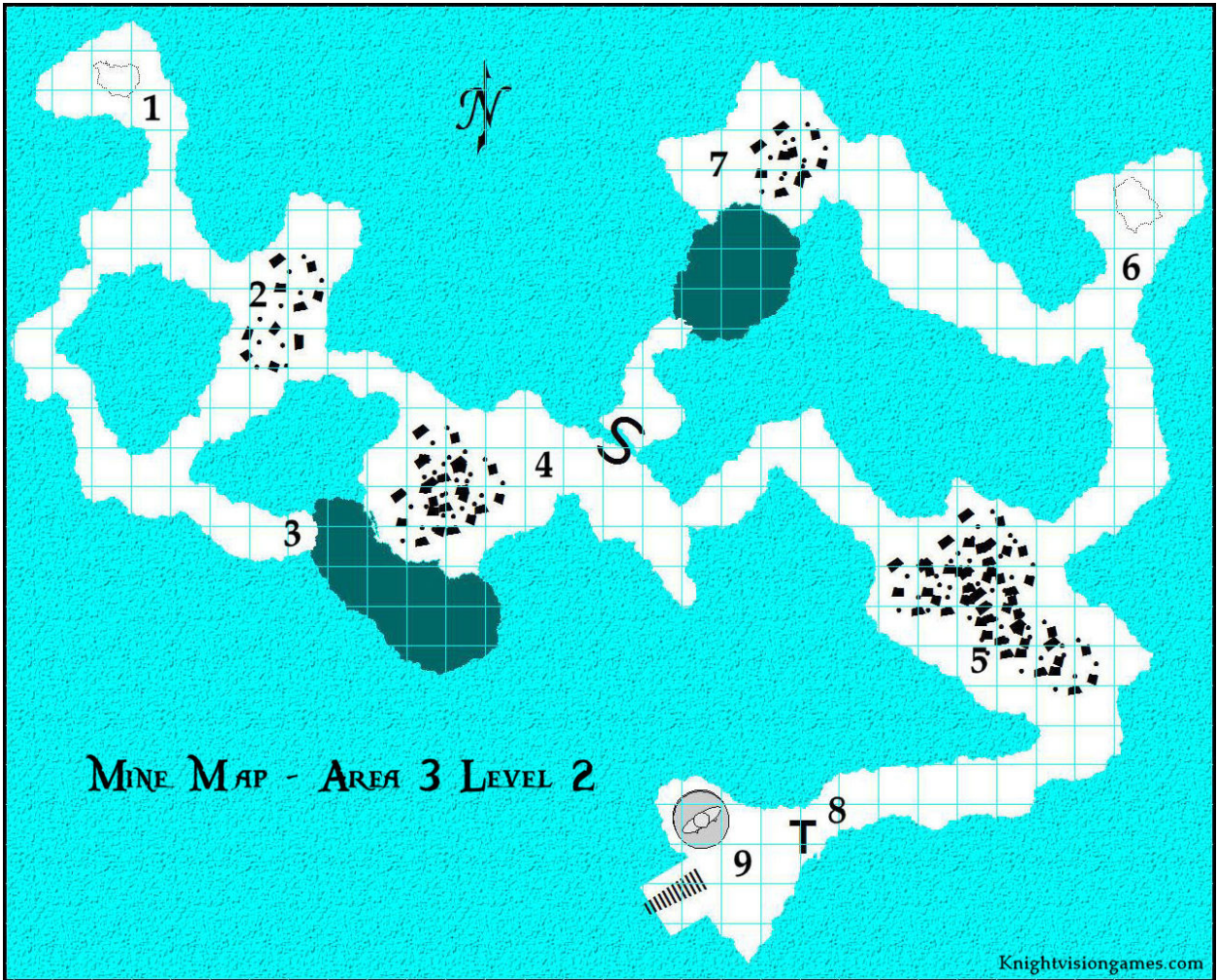
Maps

1 Square = 10 feet unless noted

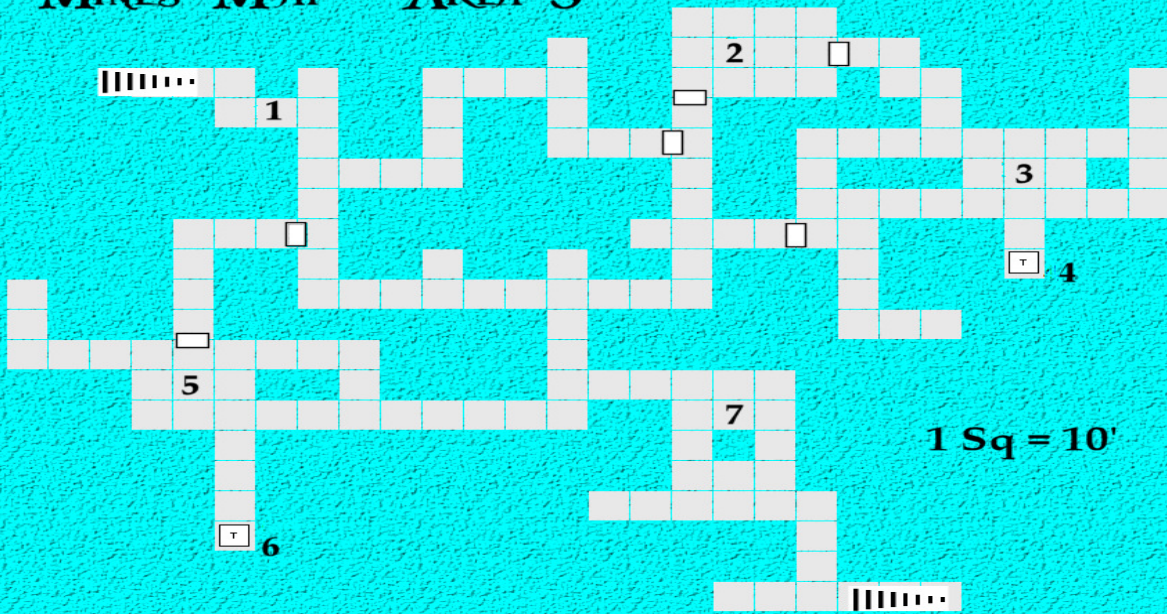




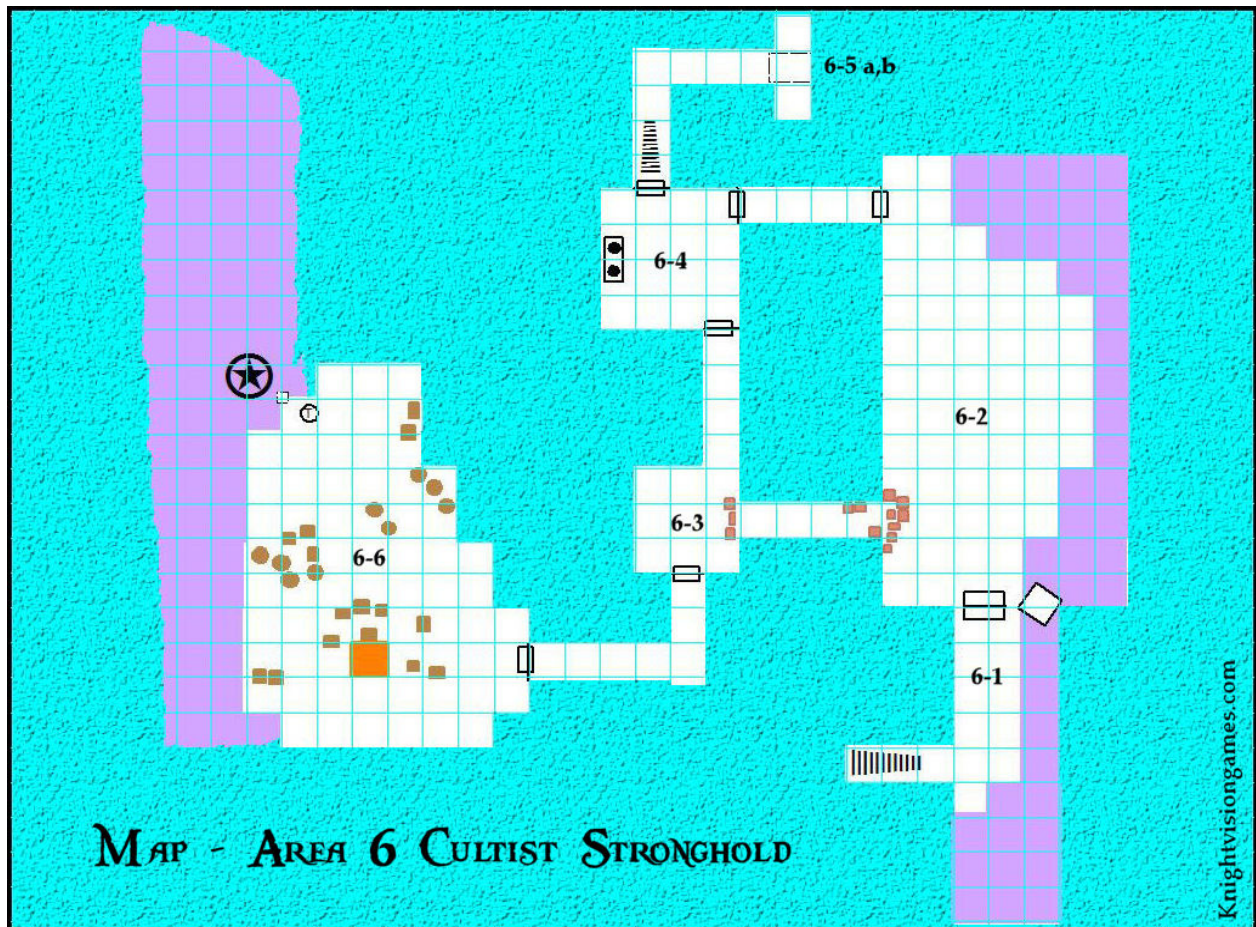




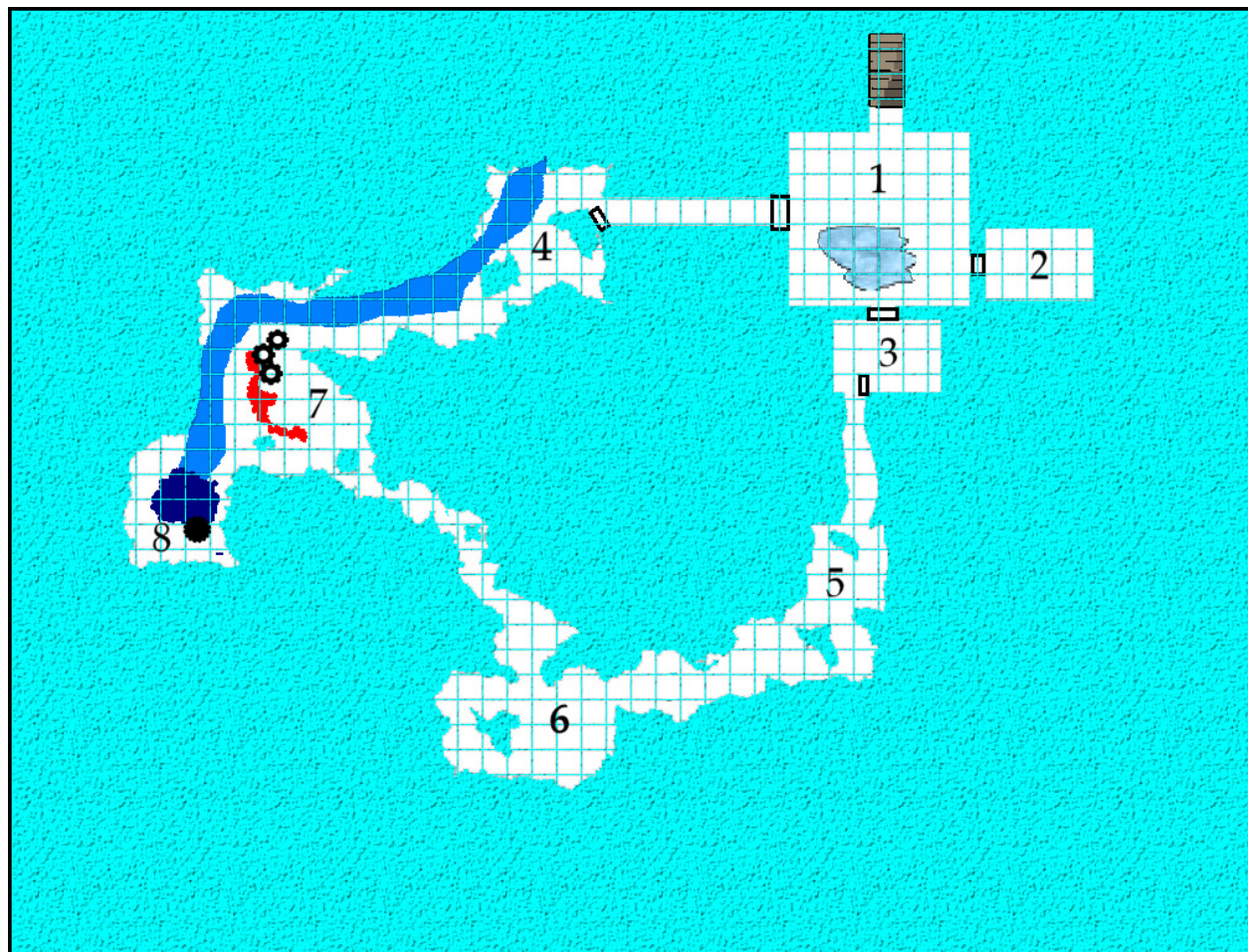
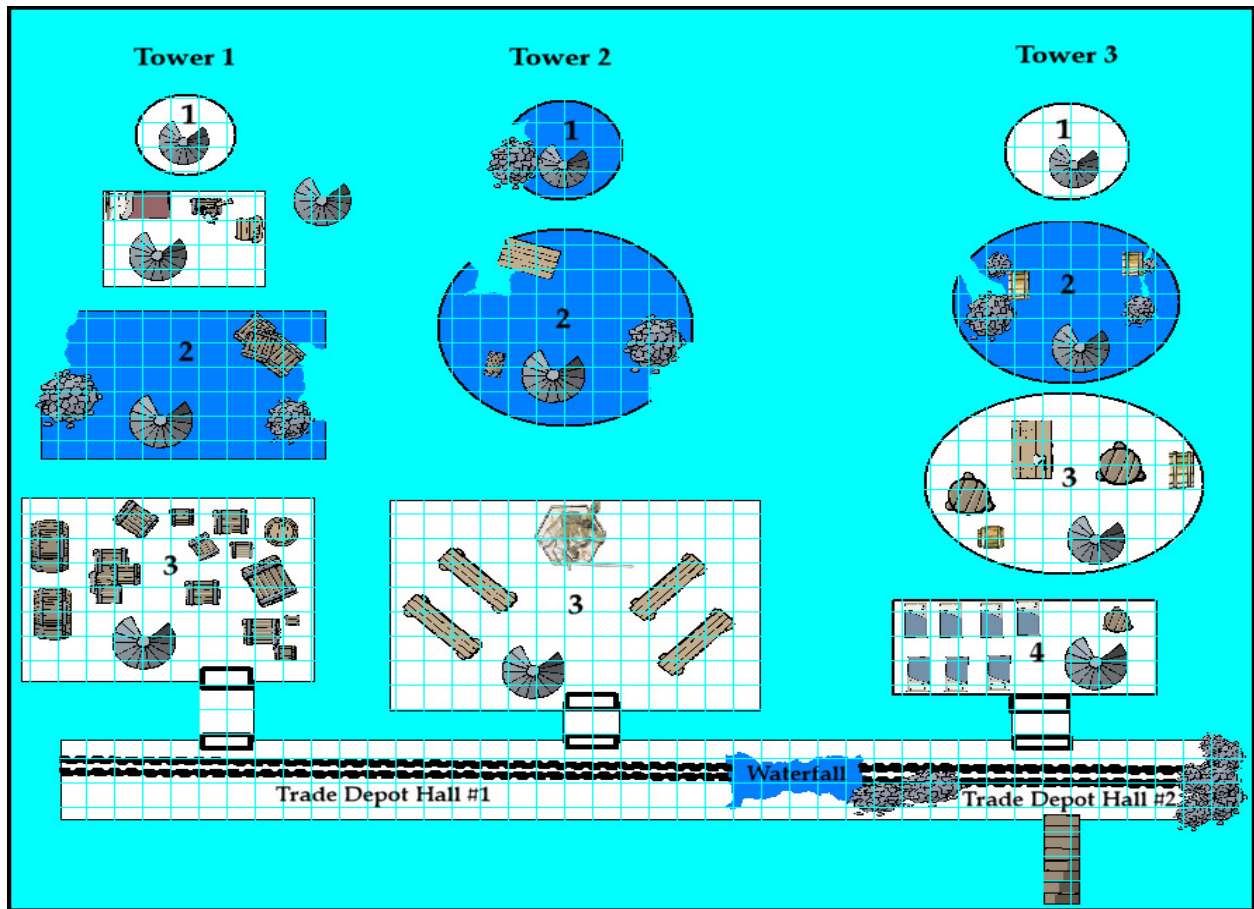
MINES MAP - AREA 5

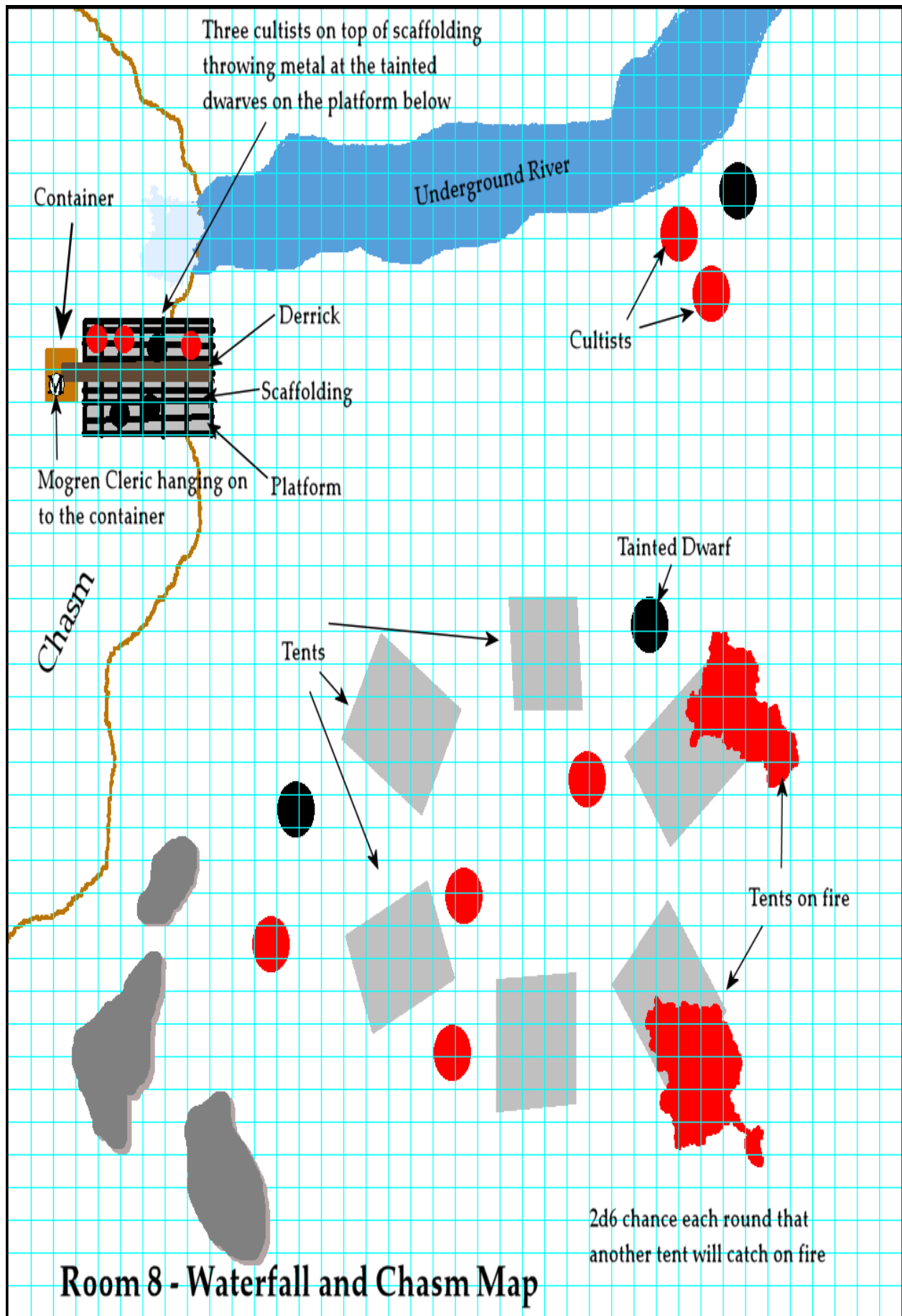


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