

GT3

INTO THE FARDEEP

AN ADVENTURE FOR CHARACTER LEVELS 1-2



The path of the delver leads deep into the ancient Bitter Root Mountain. Deep in the heart of the dwarven mine, Kharnos Dzin, a secret is unfolding. Will the adventurers find the trail of Gilban Pembroke, the famous dungeon delver? What dark motives lie hidden from the light? Great dangers and the chance for great rewards await those who enter the FarDeep...GT3 Into the FarDeep is the third and final adventure in the Gate series, in which the PCs must find and rescue a famous adventurer well past his prime. Knightvision Games invites you to explore the mysteries of the FarDeep and chart your own course to high adventure!



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Compatible Product

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Introduction

GT3 Into the FarDeep is the third and final installment of the Gate adventures taking place in and around the abandoned mines of Kharnos Dzin. In this adventure, the PCs must decide if they will risk it all for fortune and glory in the search for Gilban Pembroke, famous dungeon delver.

The PCs begin this adventure on the brink of a great underground precipice. Smoking ruins of what was the Cult of Heimos' expedition into the mines of Kharnos Dzin are all that remain of the enemy. Now the PCs must decide to descend into the cavern in the hope that Gilban is alive. The risk is great but the reward even greater. A royal deed of land is the prize for returning the retired delver home to his anxious wife.

If the PCs take up the challenge, they will encounter the final outpost of the failed mission to salvage a mysterious comet. The last vestige of the Cult of Heimos lies in wait in the depths, driven mad by the mysterious vibrations of the alien object. Deep in the caverns, the PCs may also find clues to Gilban's fate, including a strange Treasury of the Gods containing long discarded bronze clockwork men (and perhaps a few recently revived ones...) If the PCs can overcome these challenges, they will discover Gilban's escape route--a perilous journey on an underground river.

The final stage of the adventure reveals a great underground sea filled with many marvels and dangers.

The PCs will encounter a wild assortment of strange beings--friend and foe, as they explore the FarDeep Sea. Intelligent plant creatures, riddle posing elementals, swarthy pirate slavers, and mysterious cosmic life forms known as Celestial Tears, all combine into an adventure filled 'sandbox' of adventure. Will the PCs find Gilban? And if so, what other adventures lie in wait for these brave souls?

Get em in the Game

1. The PCs continue the adventure from GT2 *Come Hell or High Water*
2. The PCs are delving through a cavern and a rock slide opens up a hole to this adventure
3. PCs are teleported here by an evil wizard

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

Stop: if you are a player in this adventure, please stop reading. The following information is intended for the Labyrinth Lord to run the adventure. This will enhance the gaming experience.

Labyrinth Lord: The italic red areas are meant to be read aloud to the players (PCs). You will see **LL notes** scattered about this module to further assist you in the adventure.

Descent into the Chasm

You are in a large cavern amid the burning remains of an encampment. The ground around you is littered with the fallen--red robed cultists and undead dwarves. The battle of the dwarven mine, Kharnos Dzin appears to be over for now. You stand at the edge of a great precipice. A scaffolding reaches out into the blackness. A derrick used for lifting heavy loads sits upon the scaffolding. An immense wooden spool of rope plays out from the derrick attached to a large lead container hanging from the scaffolding. The roar of rushing water fills the cavern. Water plunges over the edge into the darkness below. From somewhere below you also hear a distinct low humming sound. You can feel a slight throbbing in your chest.

[**LL note**--LL may make a secret save vs. spells for each PC. Failure means they will develop a slight headache (no other game effects for now).]

The lead container is square in shape and hollow, one side seems to have a couple latches with which to open the container. If opened, it will be empty.

This area is clear of monsters at the moment. However, if the PCs stay in the chasm for more than one hour, the Labyrinth Lord should make a random encounter check once each hour thereafter with a 1-in-6 chance per hour of encountering the Tainted (undead dwarves). If encountered, there will be 1d6 Tainted dwarves. [**See New Monster appendix for Tainted Dwarf**]

The PCs have only a couple options at this point. **1)** call off the search for Gilban Pembroke and proceed back upward through Kharnos Dzin to the surface or **2)** climb down into the chasm and continue the search for Gilban.

The chasm is slick with moisture as the water coursing downward creates a fine mist, coating the walls. There are many hand and footholds in the wall to aid in the climb downward. The descent is 300'.

The Labyrinth Lord should have the PCs make a climb check as they descend, but give modifiers if PCs take precautions, using ropes, etc. The climb check should be made halfway down the face of the cliff. The scaffolding derrick has enough rope to reach the bottom. Otherwise, the PCs will need to take inventory of their rope and use it carefully. In the crevices of the cliff face are a variety of creatures that may attack. There is a 1-in-6 chance for each PC to be attacked as they descend.

Roll d4	Monster
1	Stoneskin Spider
2	Giant Poison Centipede
3	Constrictor Snake
4	Bats

Stone skin spider (4), AL N, MV 60' (20'), AC 5, HD 2, #AT 2 bite and claw, DG bite 1d6/1d6, SV F2, ML 7, XP 10 each. [see **New Monsters Appendix**]

Giant poison centipede (2), AL N, MV 60' (20'), AC 9, HD 1d4 hp, #AT 1 bite, DG Poison, SV 0 level human, ML 7, XP 6 each.

Constrictor snake (2), AL N, MV 90' (30'), AC 6, HD 5, #AT 2 bite and constrict, DG 1d4/2d8, ML 8, XP 350

Bats (15), AL N, MV 9' (3') Fly 120' (40'), AC 6, HD 1 hp, #AT 1 bite, DG 1 hp, SV 0 human, ML 6, XP 6 each. This flock of bats will fly around the target creating confusion and requiring the victim to make an additional climb check (DEX ability check).

Cultist Outpost

At the base of the chasm is a rocky slope. The water falls into a large pool which flows over the lip of the pool into an underground river. The low hum has grown louder but still does not equal the volume of the falls. The hum causes a throbbing in your chest and head.

[**LL note**--each PC must save vs. spells or suffer a headache, causing nausea and -1 to attack rolls. Lying near the pool are two human sized bundles wrapped in canvas and tied. A large stack of lead sheeting lies nearby. An empty water skin sits on this stack. A rough trail follows the flow of the water. Noise is deafening here from the waterfall.

The canvas bundles contain the bodies of two cultists. Each wears a copper pendant (worth 5gp) They have red welts covering their bodies and their eyes are glazed and open in death's stare. Their ears are scratched and torn and appear to have been bleeding at one time. No other wounds are evident. The stack of lead sheets contain about two dozen 2' square sheets.

Treasury of the Gods

The trail leads along the top of a narrow ravine, following the river. A red robed figure runs down the trail towards you, a crazed look in his eyes and red welts upon his face and arms. His mouth is open to scream, but no sound is heard. When he sees you, he turns and leaps to into the rushing water below. Ahead on the trail is a makeshift rope bridge spanning the river to a crack in the cliff face. Several shallow caves are near this crack.

The rope bridge appears rickety but will safely support one PC at a time. If two or more PCs cross at the same time, there is a 1-in-6 chance the bridge will break, dropping PCs into the rushing water.

[**LL note**--see Swimming rules, page 46, LL Rule-book]

If the PCs enter the crack in the wall, they will have a 2-in-6 chance of disturbing the tainted bats in the nearby caves. If the PCs explore the nearby caves, they will automatically disturb these bats.

Tainted Bat colony (20) AL N, MV 9' (3') Fly 120' (40'), AC 4, HD 2, #AT 1 bite or claw, DG 1d6 bite, SV F2, ML 10, XP 20 each. This swarm of bats will react in an aggressive manner due to exposure to the comet.

Hall of Statues-- *The crack in the cliff face winds upward to a pair of large double doors made of bronze.*

[**LL note**--a STR check is necessary to open the doors, which will screech on the hinges when opened.]

Beyond the bronze doors is a rough cavern with a level sandy floor. The humming sound is lessened here and the aching in your head feels better [reduce the effects of the headache]. A strange orange light bathes the room in an eerie glow [the source unseen, but magical in nature]. Standing in rank and file are a score of bronze statues depicting armored men, weaponless, and wearing great bronze helms. A stone archway lies beyond the bronze statues and there are a doorways on either side of the hall.

The statues are 6 ½ foot tall bronze soldiers. If the PCs examine the statues closely, they will find that several empty spaces appear in the rank and file. The missing statues are not in this room.



South Chamber

*The bronze door to this room is closed. It is 10' tall and has a large ring handle. [**LL note**--It will require a STR check to pull open.] This 30' by 50' chamber is carved from the rock. The ceiling has collapsed long ago and debris chokes the room. A large wooden frame lies smashed in the corner of the room. Debris and dust cover everything. An ancient wooden chest lies open in another corner.*

Closer examination of the chest will reveal that it has handled recently as the dust appears to have been wiped from the lid. It is empty.

[**LL note**--The chest has a false bottom and contains the following treasure: 100 pp, 2 rubies (worth 100gp each), a **stone cloak**, and an **Ever-burning torch** (see magic item appendix).

Additional searching turns up a bronze wash basin and a battered bronze water pitcher. The pitcher is magical (see magical item appendix: **Pitcher of the Gods**) and if commanded, will pour out a pitcher full of whatever drink the user most desires.

North Chamber-- *This bronze door is also 10' and has heavy wooden beams jammed into it. Several iron spikes have been hammered into the door.*

[**LL note**--PCs will need to work at it to remove the spikes.] As you pull the door open, you see the body of a cultist lying against the door, nails broken and bloodied. Red marks smear the inside of the door.

Farther inside the door are scattered tools, hammer, chisel, pry bar, small tongs, and a small lead chest (closed). If opened, the chest will contain several shards of the comet, that vibrate with a faint hum.

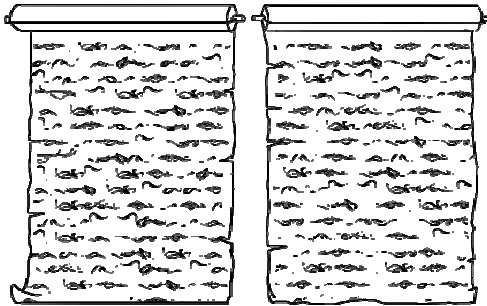
[**LL note**--PCs within 5' of the exposed shard need to make a save vs. spells or feel sick with headache, -1 to attack rolls.]

In the center of the room stands another bronze armored man, dented and battered. It will rise and move towards the PCs, attacking with its strong metal hands. PCs within 5' of the armored man will need to make a save vs. spells or also feel the headache effects. If the PCs defeat the armored man and investigate the remains, they will see a shard of the comet affixed within the helm. It will vibrate causing a painful headache to those that hear it.

Tainted Clockwork Man (1) AL N, MV 30' (15'), AC 3, HD 4, HP 18 (It is damaged and currently has 9 HP left), #AT 1, DG by weapons or fists 1d4, SV F4, ML 12, XP 300

PCs within 5' of the armored man will need to make a save vs. poison or also feel the headache effects. If the PCs defeat the armored man and investigate the remains, they will see a shard of the comet affixed within the helm. It will vibrate, buzzing and causing a painful headache.

Buried amongst the rubble will be the following treasure: a decorative steel bracelet (**Dern's instant shield**), and a **scroll of armoring** (see magic item appendix).



The Workshop--*A large (15') carved archway in the main chamber leads to another room, also lit by an orange light. Inside the room, slumped in the doorway are the bones of a giant.*

[**LL note**--the PCs will have to step over the bones to get into the room. In the center of the room is a large forge (the ashes are cold), and many large tools (all giant sized). The giant that worked here was a Cyclops servant of the gods. He died when the comet struck.]

A small brazier lies near the corner of the room. It is full of ashes. Smaller human sized tools are piled nearby as well as piles of armor and mechanical parts. A crude wooden workbench stands nearby. Upon it lies an armored gauntlet. In the corner of the room is a large metal box, rectangular about 5' long 3' tall. Near the box is a small bowl, cracked and an empty water pitcher. A wooden bucket sits in a opposite corner. In it is human waste (which looks dried and thus fairly old). A heavy iron ring is set high into one wall. The chain is about 30' long and (appears dwarven made to any dwarf examining) leads down to a pair of shackles.

(examination shows the rivets have been cut). The metal box is made of sheets of hammered lead, it contains a rough blanket. Hidden in the blanket is a small silvery bit of metal no bigger than a pumpkin seed. It glows faintly with a bluish white light.

[**LL note**--this is a **Tear of Palandria** (see magical appendix).]

Also under the blanket is a small tin box. Within is the stub of a beeswax candle and several pieces of wax rolled into small pointed cylinders and a scrap of parchment.

[**LL note**--the wax was used by Gilban Pembroke as protection from the vibration of the comet. If PCs use the wax to plug their ears, they will gain a +4 bonus to saves vs. effects for the comet.]

[**LL Note** - PCs will see a scrap of parchment, with some tiny, cribbed, script (see player handout page #)]

Secret Passage

A narrow stone staircase winds downward into the darkness. A thick coating of dust on the steps is disturbed by footprints.

If the PCs examine the footprints, they will notice there are in fact two distinct sets of footprints. One set of footprints is curiously missing the right footprint. [**LL note**--The secret passage will lead to a small cave connecting to the far end of the comet cavern.]

Cavern of the Comet

The trail continues to follow the river until it opens into a great chamber lit by several large braziers. One wall of the chamber has collapsed leaving a large ramp of debris. At the top of this mountain of rubble are two armored men moving towards a large dull gray object.

Sitting crossed legged off the trail on a boulder is a blood soaked cultist staring vacantly towards the pile of debris. A cruel copper dagger lies on his lap, stained with blood as well. His arms are covered in red blotches, eyes sunken and glazed. His ears are bleeding. He sits, unmoving, completely catatonic. Farther along the trail are several cultists, red welts on their skin, throats cut. At the base of the rubble, another red robed figure stands amongst a group of kneeling cultists. With a crazed look on his face, he plunges his dagger into the neck of one of the cultists. He babbles, foaming at the mouth. Casting eyes upon you, he signals to his brethren. Instantly they turn and move silently towards you.

The cultists will rush the PCs trying to grab or pummel them into unconsciousness (using non lethal attacks) in order to gain additional sacrifices. The cleric is a Mogren, level 5 cleric but is insane



and will act in a confused manner. Roll d6 each round. Result of 1-3, he attacks PCs using spells or cursed dagger, 4-5 he attacks his own men with dagger, 6 he stares blankly at the comet. He is completely insane.

Mogren Leader (1) AL Chaotic, MV 120' (40'), AC 6, HD 2, #AT 1, dagger, DG 1d4, SA Paralysis, Undead, SD: Infravision, SV F2, ML 9, XP 80. The cleric has the following spells available; Cause fear, Cause light wounds.

Special attack: Paralysis - Like a ghoul, Mogren posses 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.

Servants of Heimos (Cultists) (5) AL Chaotic, MV 120' (40'), AC 9, HD 1-1, #AT 1, grapple or fists, DG 1d2 (sub-dual), SV 0 level human, ML 11, XP 19

Treasure: The leader will have a bracelet of bloodstones (worth 300gp) and a copper holy symbol around his neck (worth 5gp). The cultists will each have a copper holy symbol (5gp each). The comet shard is tended by two bronze clockwork men.

They are non-sentient and will mindlessly work to move heavy rock and debris from the comet. These clockwork men will not attack the PCs. Lead sheets have been hammered into place

around much of the comet. Lying near the base of the rubble pile is an ivory scroll tube. Inside the tube is a scroll with a 2nd level cleric spell, **silence 15' radius**. The cult of Heimos has discovered that the effects of the comet are dampened by casting silence spells upon it. Unfortunately, this discovery is too late in coming. The cultists in this area are all insane from constant exposure to the comet.

Close proximity to the comet (50' or closer) even shielded as it is, requires a save vs. spells -2 penalty or suffer a stabbing headache (-2 to all actions), nausea, and bleeding of the ears. If successful, another save must be made after one turn. Prolonged exposure to the comet's vibration (regardless of distance) results in red welts forming on the body, insanity, and eventually taking on an undead state of being similar to the Tainted Dwarves.

[**LL note**--The PCs may want to destroy the comet, but unless they have greater magic (possibly a permanent silence spell), they will fail. A further adventure might be to return to Kharnos Dzin and destroy or retrieve the comet.]

The water flows through the cavern, winding past a jumble of boulders and into a narrow tunnel at the far end. Near the water's edge are several wooden poles and a coil of rope. The mud along the bank shows signs of footprints.

[**LL note**--Gilban and his clockwork friend built a raft at this point and made their escape on the river.]

If the PCs decide to follow the trail of Gilban Pembroke, they will need to build a raft. Rope and lumber can be found near the entrance to this cavern (near the comet debris pile).

The great cavern in which the comet lies holds a pool on the opposite side. At the edge of the pool is a muddy bank. Signs of footprints can be found in the mud. Two sets--one pair of boot prints, and the other set looks like one bare foot [the left] and a circular impression of about three inches in diameter. Laying on the bank are several long wooden poles and a few short sections of rope. The water flows from this pool onward through a wide, but low ceiling cavern passage, about 40' wide and 5' from the water's surface to the ceiling. In the great cavern, closer to the comet area are several stacks of wood posts, small logs for building scaffolding, bundles of rope, canvas, and assorted tools.

[LL note-these are the building materials for a raft.]

Simple Raft Building

Each square foot section of raft will have 5 structural hit points (shp) and can carry 5 lbs of cargo. (See page 57 of the *Labyrinth Lord* rulebook.) This assumes that the raft has been securely lashed with rope.

Each raft will have an armor class of 9 and structural hit points dependent on their dimensions 5 shp per square foot section of raft.)

The Subterranean River

After travelling a short distance along the river, the PCs will lose any ill effects from the comet's vibrations. Determining the passage of time will be difficult for the PCs. There is no sunlight to mark the passage of days. The LL should evoke a feeling that the PCs are unsure how long the trip has been--it could be days or weeks or longer? The journey will take about one week of travel with one or two opportunities for short stops along the banks to repair the raft and rest. The LL may wish to have an inventory of the PCs food supplies. The water is abundant and will be safe to drink this far down.

All of the pollutants which plagued Kharnos Dzin will have been greatly filtered and diluted by now. Darkness surrounds the raft and only the rush of the water breaks the silence. The river channel averages about 20' wide in most places, narrowing and widening in others.

The ceiling height is about 15' but may drop to 3' in some areas. The water depth varies widely, averaging about 10' deep. If a PC falls into the water, the LL may determine the depth by rolling 3d6.

The water is a chilly 56 degrees. Anyone who falls overboard will need to seek a source of warmth and get dry or face hypothermia (unconscious in 1-2 hours (1d6+6 turns) and death in 1-6 (1d6) hours. PCs will have to figure out the best way to accomplish this. Certain magical devices, such as a ring of water breathing, will negate the effects of the chilly water.

Random Encounter Tables for River Passage,

check once every 6 hours, four checks per day. There is a 1-in-6 chance of having an encounter. Roll 1d12 on the table if encounter check indicates an encounter.

1. Low ceiling. Each PC must make a Dex check or bump head (1d4 damage).
2. **Giant Leeches** (2) AL N, MV 120' (40'), AC 7, HD 6, #AT 1 (drain blood), DG 1d6, SV F3, ML 10, XP 570. When a giant leech hit in combat, it latches on to the victim and drinks 1d6 hp of blood per round. The only way to release a victim is for the victim to die or the kill the leech.
3. Luminous algae light a short section of the tunnel. A dark area in the shape of an arrow has been scratched into the wall. Perhaps it is Gilban's work.
4. Opens into a small pool area with a low shelf of rock. PCs could use this as a resting point. But had better tie up their raft securely!
5. Large stone poking out of the river. Water running moderately fast through here. The stone will



attack the PCs raft as a 1st level fighter. The damage will be similar to being hit by a large ship's ram (1d6+5) x10 shp.

6. Pocket of bad gas. Save vs. poison or take 1d6 damage.

7. **Toadstools** (5) AL N, MV none, AC 6, HD 2, #AT 2 (jellyfish like stinger arms), DG 1d4 each, Save vs. Paralyze or the appendage is paralyzed for 1d4 rounds.

8. Passage widens, waters slow down. Enters a large cavern with a rocky beach. The river tunnel continues at the opposite end of the cavern. There are no other exits.

9. **Stirge** (8) AL N, MV 30' (10') Fly 180' (60'), AC 7, HD 1, #AT 1, DG 1d3, SV F2, ML 9, XP 16. First attack by a Stirge gains +2 to hit due to speed. A successful attack allows the Stirge to attach itself to the victim. This causes 1d3 hp/round of blood sucking damage.

10. Noise from ahead. Gulping sound and then a big splash! (Probably a giant catfish. Will not attack PCs)

11. Bend in the tunnel (Dex check to avoid losing a random item).

12. Rapids (Dex check or fall overboard). The raft is considered attacked by a 1st level fighter. If the attack is successful, the damage will be (1d6+2) x 10 shp.

Eventually the river slows to a wide, slow flowing river, knee deep. A large sand bar sits in the middle of the river, strange fungus grows from it like a forest. On each bank, additional fungus grows. The cavern is large and a glow of light appears ahead.

The river makes one last lazy bend and opens into a bright beach scene of white sand and sparkling blue waters. The temperature is a balmy 80 degrees and green vegetation crowds the beach. In the sky you see several large blue white orbs providing illumination equivalent to daylight. The orbs wander in the sky varying little in altitude but never dimming.

The FarDeep Sea is constantly illuminated. The expansive cavern reaches upward into a hazy sky and no end can be seen from the shore.

The blue water is inviting and seems surprisingly refreshing. The pollution from Bitterroot Mountain has had no affect on these waters. Wheeling in the distance are great winged birds, feathered in emerald green, with long loping necks and pointed beaks.

The blue waters are dotted with small islands in the distance.

On the beach are several bamboo racks above the remains of a small fire. A small dried fish still lies on one of the racks. To the right runs the underground river flowing into the sea.

A large stand of bamboo borders the river's opposite bank and beyond that are forested hills. A small game trail runs into the jungle.

[**LL note**--to the left is the territory of the plant men, the Khugai, and to the right a game trail leads to a pirate outpost and Gilban's hut. The pirates, known as the Drakkoth, capture slaves and resupply at this point. PCs will see a pirate ship sail from the cove upon first arrival. The outpost will have no pirates upon first visit, but the pirate ship will return in ten days.]

The outpost is a small wooden palisade with a heavy stockade in the center for defense. A slave pen is also inside the walls.

Up above the outpost, hidden in the hills, is a small lean to built by Gilban and his clockwork companion, Sir Clank, made an encampment here. Upon arrival to the FarDeep Sea, they be-friended the plant men.

The plant men consider Gilban as a returning god because he is accompanied by a working clockwork man. Gilban is suffering from an injury inflicted by the Mogren. His right leg was cut off at the knee to keep him from escaping. Gilban has fashioned a wooden stump and needs a crutch to hobble along.

Territory of the Khugai (two hex radius from hex 627)

The Khugai are a race of plant warriors. They are very territorial and will challenge any who enter their domain. If the PCs travel through the Khugai territory, they will hear a hollow drumming sound (of the Khugai drumming upon hollowed logs in warning). Then, the Khugai will use their stealth and camouflage ability to attempt to surround the PCs.

If the PCs initiate combat, the Khugai will fight. If the PCs attempt to communicate the fact they are seeking Gilban, the Khugai will immediately become friendly. The Khugai have learned a few words of common from Gilban. Communication will be difficult and slow.

They will believe that Gilban is a god because he walks in the company of a bronze man. They will tell PCs that Gilban set sail looking for the "source". If asked about the largest island in the distance, they will state that it is sacred and no one should go there. [LL note--the Khugai will offer shelter, protection, and food to the PCs for as long as they care to stay in the Khugai territory. They will not travel onto the FarDeep sea.]

Khugai (10), AL N, MV 120' (40'), AC 3, HD 1, #AT 3 (2 wood arm-swords/1 tendril), DG 1d6/1d6/1d4. (see **New Monster appendix**).

The Pirate Camp (hex 1822)

The game trail leading to the Pirate Camp has been trapped by the pirates in the hope of catching either game or a Khugai slave.



Pitfall Trap (hex 1923)--This 10' deep trap is well camouflaged on the jungle trail. The first person to enter the trap area must make a Dex save (with a -2 penalty) to avoid the pit. If another person follows close behind, that person must make a Dex save (with no penalty) to also fall in. A third person on the trail may need to make a Dex save (with a +2 bonus) to avoid falling in (LL discretion).

Net Trap (hex 1922)--When the victim enters the area of this trap, he must make a Dex ability check (-2 penalty) or become entangled in the rope net and lifted into the air. The victim in its struggles will become entangled in the net and cannot climb out.

The pirate camp is encircled by a wooden palisade about 50' diameter. A gate sits open in the side of the palisade. A heavy wooden beam lies inside. In the camp is a wooden lean to (with several hammocks strung out), man-sized wooden cages (for captured slaves), a fire pit with an iron kettle, and several kegs and a barrel. The kegs will contain: drinking water (6), iron nails (1). A hammer lies near the kegs. A barrel of salted fish sits under the lean to.

Gilban's Hut (hex 1726)

The game trail has been trapped by Gilban in an attempt to deter pirates and secure game.

Stabber Trap (hex 1626 on trail leading to Gilban's Hut) - A clockwork trap made of bamboo and vines is set along the jungle trail. When activated, a set of sharpened bamboo spikes will spring out at a 3' height along the trail. This will act as a 4th level fighter attack. If successful, the spikes will cause 1d4 damage. The damage causes the movement rate of the victim to be reduced to half until healed.

Dead Fall Trap (hex 1726 on trail leading to Gilban's Hut) - The trap is triggered by a trip wire across the trail. A Dex ability check is needed to avoid it. Triggering the trap causes a large log to come swinging down for 1d6 of crushing damage.

Up a small game trail to the top of a grassy hill, sits a bamboo hut. It has four walls, a man sized door, and several windows. A small fire pit sits outside the hut. The ashes are cold. A charred bone is in the ashes. The hut is small with a woven grass bed, a bamboo stool and table. On the table lies a handmade of bamboo. The fingers are attached with strands of woven fiber. A thin scrap of wood has letters scratched into it, "Leaving to find the source, beware the Drakkoth. G.P."

There are drinking gourds and a couple bowls carved of wood.

Leaning against the hut is a bamboo spear with a black obsidian tip (razor sharp). Several other pieces of obsidian are on the table. Some have been worked into blades. A heavy stone axe sits in another corner. The stone head is quite heavy [was used by the clockwork man].

Behind the hut, a small fishing net hangs in a tree. Several small islands dot the surface of the blue-green sea. In the distance far beyond the smaller islands is a larger island. This is a sacred island to the plant men and home to the gods. Gilban learned of this from the plant men and with the clockwork man's aid, fashioned a boat to travel there--in part for a desire to escape, but also to gain knowledge.

In addition to the plant men's territory, Gilban's camp, and the pirate outpost, there are four islands [encounter areas] that the PCs can explore in their search for Gilban. Each island is home to a particular elemental; water, earth, air, and fire. Other smaller islands dot the FarDeep Sea and the Labyrinth Lord may add any encounters he sees fit or use the following:

Random Monsters

Coral Dragon (1), AL C, MV 90' (30'), Swim 90' (30'), AC 3, HD 6 (hp 26), #AT 3 (bite/claw/claw) SA paralytic contact poison, DG 1d4/1d4/1d4, XP 350.

Save vs. Poison: Coral dragons possess a paralytic contact poison in their skin which causes paralysis for 2d6 minutes. A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless

Heliotoad (3), AL N, MV Fly 90' (30'), AC 5, HD 2 (hp 13), #AT 1 (tongue), DG 1d4 tongue lash, XP 29

Flying toads that use large air sacs to float above FarDeep Sea. They use their tongues to lash out and catch prey.

Silverbarb Jellyfish (5), AL N, MV Swim 90' (30'), AC 6, HD 2 (hp 11), #AT 1 (barb tentacle), DG 1d4 SA save vs. shock damage 1d6, XP 38.

The Silverbarb attack by lashing out with a tentacle that does 1d4 damage and possible can cause a shock damage of 1d6. The Silverbarb Jellyfish is colored in a silver sheen with large black eyes.

Water Weed (1), AL N, MV 30' (10'), AC 7, HD 4 (hp 22), #AT 1, DG 1d4 water stream, XP 80. The Water Weed is a large green/black vegetative mass that cruises the FarDeep Sea looking for easy prey. It gets close to its potential victim and uses a high water spray to cause damage and stun it prey for easy consumption.

Elemental Islands

Atoll of Maris, Lord of the Reef (hex 619)

Water Elemental (1), AL N, MV 60' (20'), Swim 180' (60'), AC 0, HD 12, #AT 1, DG 1d8, SV F12, ML 10, XP 2800

A narrow stretch of rocky shore appears ahead of you. Bits of coral can be seen below the surface on both sides of the raft. The shore curves around a stretch of open blue water forming a lagoon. Schools of small fish dart in and out of the coral reef and seabirds flock along the shores. A large algae covered stone juts out of the center of the lagoon.

This atoll is home to Maris, Lord of the Reef, a water elemental. The elemental is intelligent and will ask the PCs a riddle. If they answer the riddle correctly, the water elemental will give them a large pearl (worth 500 gp) and allow them to pass. If they fail to answer the riddle correctly, it will sink back into the water and order a **Silverbarb jellyfish** to attack.

Silverbarb Jellyfish (5), AL N, MV Swim 90' (30'), AC 6, HD 2, #AT 1 (barb tentacle), DG 1d4 SA save vs. shock damage 1d6, XP 38.

The Silverbarb attack by lashing out with a tentacle that does 1d4 damage and possible can cause a shock damage of 1d6. The Silverbarb Jellyfish is colored in a silver sheen with large black eyes.

The Riddle of Maris, Lord of the Reef

*Feeder of flame, bringer of rain,
Traveler unbounded, but for my domain
Leaf and tree bow down to thee,
In tempest wed to the sea
What am I?
(answer--It is the wind)*

Isle of the Stone Idols (hex 512)

A tall granite island rises out of the sea. Large boulders litter the rocky beach. Small blue crabs scuttle along the beach. A set of wide stone steps lead upward to the top of the cliff.

If the PCs decide to climb the steps they will see the following.

The top of the cliff opens upon a field of stone. In the middle of which are two immense stone heads facing each other within a large ring of stones. Near each monolith is a small stone obelisk about 3' tall with depressions to place one's hands.

[LL note]--If the PCs place their hands in the depressions, the stone heads to rise from the ground revealing that they are in fact attached to immense stone golems. By experimentation, the PCs will find that they can control the golem but only within the ring of stones. If the other stone golem is activated, it will face the first golem and assume a fighting stance. They will battle with the PCs controlling them.

Stone Idols--Alignment: Neutral, Movement: 60' (20'), Armor Class: 4, Hit Dice: 10, #AT 1 (fist), Damage: 2d12, Save: F10, Morale: 12, Hoard Class: None, (Note:1200 XP total will be awarded to the party for the encounter.) If the PCs wish to have the stone idols battle, roll initiative as normal combat. Each controlling player makes one attack as a 10 HD monster, dealing damage as per the monster description.

Special rules--If a PC rolls a 20 to hit, it will cause the other stone idol's head to fly off and roll back to its beginning position (and the PC will be rewarded with a trophy, see **treasure** below.)

If a PC misses the opponent by 5 or more, one of the following will occur.

Roll 1d6

1. PCs idol will swing wildly losing its balance (automatically losing initiative next round.)
2. PCs idol stumbles, kicking boulders towards the controlling PC (DEX save to avoid small boulder, 1d6 damage.)
3. PCs idol makes a glancing blow causing rock fragments to fly towards opposing PC. (DEX save to avoid fragments, 1d4 damage.)
4. PCs idol swings wild doing the splits (automatically losing initiative next round and causing a collective groan from all male PCs.)
5. PCs idol spins wildly allowing opponent idol an additional attack this round.
6. PCs idol misses, leaving itself exposed next round (-2 to AC next round.)

When either stone idol is defeated, its head will fly off and its body will shatter into rock fragments. The head will roll back towards the place where the PCs found it. The other stone idol will raise its arms in triumph and then do the same as the defeated idol. The stone idols will magically reset after one hour.

Treasure: If a PC defeats his opponent by rolling a 20, he will receive a special treasure. A **necklace of stone warding** will appear on top of the obelisk. Hidden in a crevice amongst the ring of stones is a bone scroll tube with the magic-user spells; **tremor**, **casting stone**, and **armor of stone** (see *New Magic Item appendix*).

Isle of Aerynn, Lord of Winds (hex 179)

Wind gusts scour the rocky sides of this island.

100' high cliffs rise out of the sea culminating in a windswept grassy plateau. Great flocks of emerald birds roost high amongst the cliffs.

A small sheltered beach on the south side of the island provides the only landing site on the island. It is flanked on both sides by jagged rocks protruding from the water. At the base of the cliff, a jumbled heap of metal armor lies in the sand.

This is the clockwork companion of Gilban Pembroke. It is immobile but may be reactivated by opening its chest panel and winding the clockwork mechanism.

When Gilban reactivated this particular clockwork machine, he unknowingly discovered a way to create sentience in it by using the Tears of Pallandria.

If reactivated, it will ask the PCs about Gilban and tell the PCs the story of how he and Gilban traveled the underground river to land upon the shores of the FarDeep Sea.

Gilban wished to find the "source" spoke of by the Khugai in order to escape the inner sea. He will also tell of Gilban's encounter with the water elemental.

The clockwork man tells of Gilban waiting on the shore of this island while he climbed these cliffs to scout the island.

The last memory the clockwork man had was seeing black sails approaching the island and then slipping from the cliffs and falling.

Sir Clank, Clockwork Man

No. Encounter	1
Alignment	Neutral
Movement	30' (15')
Armor Class	3
Hit Dice	4
Hit Points	20 (current HP is 12 due to damage)
# of Attacks	1
Damage By weapon or fists	1d4
Save	F4
Morale	9 (due to sentience, if non-sentient it would be 12)
XP	300

Sir Clank is the accidental discovery of Gilban Pembroke. A shard of the Tear of Palandria was fitted inside his helm causing the machine to become a thinking being. It was this clockwork man that helped Gilban escape the Cult of Heimos and has kept him safe until now. Sir Clank considers Gilban his father and will do whatever he can to aid him.

Immune to any mind spells or charms, the clockwork man does not need to eat, sleep, or breathe. A clockwork man does not heal naturally but must be repaired by a skilled blacksmith or weapon-smith. It must be wound once every 8 hours to remain activated. If not wound, the clockwork man will become dormant.

If the PCs attempt to climb to the top of the plateau, each climber will have a 2-in-6 chance of being attacked by an **emerald ibis** defending their territory.

Emerald Ibis (6) AL N, MV 30' (10') Fly 180' (60'), AC 6, HD 1, #AT 1 beak, DG 1d6, SV F1, ML 8, XP 20

At the top of the cliff, the PCs will find a wind-swept plateau. As the PCs explore the area, strong gusts of wind will blow towards them, swirling, pushing and pulling them.

[**LL note**--PCs must make a STR check to remain upon their feet. This will occur a little distance from the edge and the PCs may fear being blown over but the wind will subside before this happens. The wind will form into a creature made of swirling air. It will speak to the PCs a voice like the sound of a thousand gales.]

It will ask the PCs what purpose they have coming to see Aerynn, Lord of Winds. The elemental will

ask the PCs to present a champion to answer a riddle.

If the champion answers correctly, then a boon may be granted. If the champion answers incorrectly, he shall fly from this isle [meaning the air elemental will use his wind powers to push that person over the edge of the plateau.

The PC must make a STR check to stay on his feet. The elemental will attempt three times to push the PC over the edge.

[**LL note**--whether the PC lands on the rocky shore or in the water and the amount of damage taken is at the discretion of the LL. If the elemental fails, it will yield and allow the PC to leave the way he came. The rest of the party will be allowed to leave regardless of the fate of their champion.]

The Riddle of Aerynn, Lord of Winds

*You cannot take from me
but I take until I am full*

*Buckets and ships both fear me
yet I am loved by toad and vole*

*What am I?
(Answer--It is a hole)*

If the riddle is answered correctly, Aerynn will reduce in strength to a gentle breeze, creating a pathway along the grass and whispering "Come..." It will lead the PCs to a rocky cairn with an opening in the side.

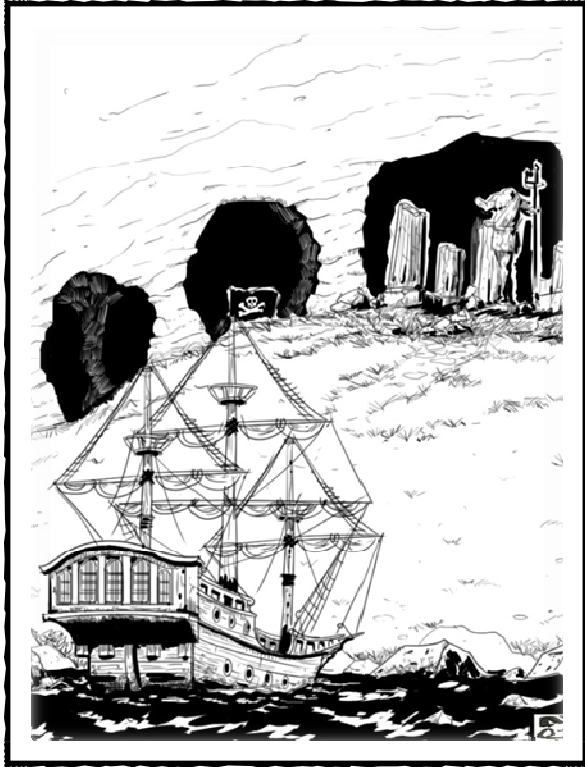
Runes are carved around the entrance. These are magic symbols of travel. The entrance leads to a magical gate which will teleport (one way) the users to the entrance of the Temple of Celestial Tears.

Aerynn, Lord of Winds (Air Elemental) (1), AL N, MV Fly 360' (120'), AC 0, HD 12, #AT special, DG 2d8, SV F12, ML 10, XP 2800.

Temple of the Celestial Tears (hex 63)

An island of basalt juts out of the FarDeep Sea. It is wreathed in a cloud of steam created by the volcanic activity on this island. Black volcanic rock thrusts out of the steam like a dagger pointing toward the sky.

This is the home of the Celestial Tears. A temple was created here long ago by an unknown race to pay homage to the elemental beings. The temple is in ruins and the island overrun by fire newts, but it is still the location of the Source (a cosmic birthing chamber for the Celestial Tears.)



Cliff Steps

A lagoon shelters a black sand beach. A narrow stone stairway is carved out of the cliff face and winds upwards to the temple. The stairway is guarded by four flame newts. They are frightened by the Medusa-kin and will not harass the pirate's boarding party. The newts will attack the PCs if they climb the stairs.

Flame Newts (4), AL N, MV 100' (30'), AC 4, HD 3, #AT 1, DG 1d4 basalt spear & Ashen Breath, Save vs. breath weapon or go unconscious for 1d4 rounds from lack of oxygen, SV F5, ML 6, XP 125. The flame newts have crude obsidian necklaces (worth 50gp each).

Petrified Forest

Midway to the temple is a forest of petrified trees, ancient stone sentinels to an earlier time. "Fireflakes" fall in this petrified forest (ash and embers that may ignite flammable material. Each PC will have a 1-in-6 chance per turn of having an item of clothing catch fire while in this area.) A wood and rope bridge showing signs of recent repair, spans a channel of lava. The heavy ropes appear to have been coated with some kind of plant sap making them fire resistant.

Temple of the Celestial Tears

The PCs have reached this temple entrance in one of two ways. The first, by climbing the cliff steps and making their way through the petrified forest. The second approach is via the teleportation gate found on the Isle of Aerynn. If this is the case, the PCs will gate to the entrance of the temple. The gate is one way and cannot be used to return to the Isle of Aerynn. No symbols or clues indicate the presence of this gate.

Ancient columns of white marble flecked with gold striations rise out of a long stone courtyard. A crumbling statue to a long forgotten god stands guard. Its head lies broken at the base. A bronze trident tarnished with age rests in the statue's grip. Most of the columns have broken but a few remain standing. In the center stands a reflecting pool. The pool is dark as the void of space. Tiny flecks of light swirl in the depths rising to the surface.

If the PCs reach into the pool the lights will withdraw to the depths. The substance does not feel wet but more like a thick vapor. It is cold to the touch but not so cold as to do damage.

Near one of the fallen columns, a wooden keg (empty) lies cast aside. Weeds grow up through the cracks in the tiled pavement. Stray embers have scorched many of the weeds but clusters of blue green bushes show no damage.

The waxy leaves produce a fire resistant residue when crushed.

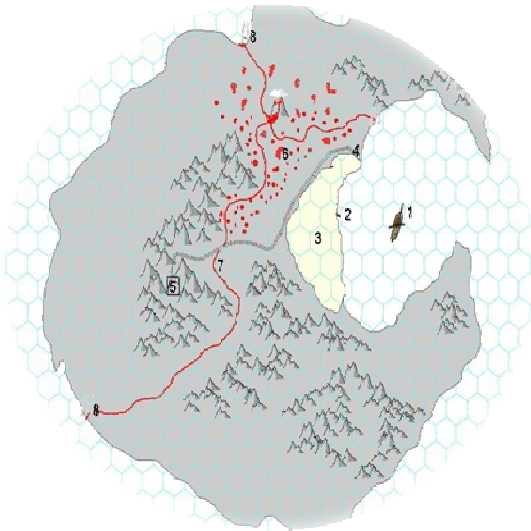
[**LL note**--these plants were used by the pirates to coat the bridge leading to this temple. A fire resistance bonus may be given to the PCs who decide to take advantage of these plants.]

There is no treasure in this temple, but it is the source and birthplace of the Celestial Tears. The reflection pool serves as an incubator for these creatures.

The Drakkoth know of this and periodically send search parties to this location in the hope of finding an emerging Celestial Tear. This is a rare event and an unpredictable occurrence but nevertheless a priceless find for the Drakkoth.

The Drakkoth have arrived on the island by the time the PCs get there. If the PCs have been teleported from the Isle of Aerynn, they will meet the pirates coming into the temple.

If the PCs arrive by raft, they will meet the pirates coming back from the temple. In either case, Gilban will be held captive with the main party of pirates. A small crew will remain behind to guard the ship.



Map Key

1. Drakkoth Ship
2. Pirate row boat
3. Beach made of unique light-colored basalt sand
4. Winding stone steps carved out of basalt
5. The Source - Tempe to the Celestial Tears
6. Forest of petrified trees. Fire and ash fall like Fireflakes.
7. Lava pool flow like slow moving rivers.
8. Steam rises up where lava pours into the sea.

Drakkoth Boarding Party

The boarding party is all that remains of the Drakkoth crew. The captain and many crewmen were killed during the journey to this island. The remaining crew are searching the temple area for any young Celestial Tears that they may capture and bring back to the Drakkoth city.

Their reward will be as great as the risk they are taking. In addition to the Drakkoth pirates, a Medusa-kin is in their company. She will use her petrification ability to subdue any foe. Failing that, she will flee the melee, taking the row boat on the beach if possible.

S'lessa, daughter of the Medusa (Medusa-kin) (1), AL Chaotic, MV 90' (30'), AC 8, HD 2, #AT 1 (weapon), DG 1d6 Short bow, SA paralyzing gaze, SV F2, ML 7, XP 55

Special attack: Paralyzing Gaze - Medusa-Kin focus their power upon a single creature within 30 feet just like a Medusa actively using its gaze. The targeted creature can avoid the gaze as save vs. paralysis or be paralyzed for 2d4 rounds. This creature can use this ability 3 times per day.

Drakkoth Leader (1) AL C, MV 120' (40'), AC 4, chainmail and shield, HD 2, #AT 1, DG 1d8 (longsword), SV F2, ML 8, XP 20

Drakkoth Pirates (5) AL C, MV 120' (40'), AC armor type, leather or none, HD 1, #AT 1, DG 1d6 (cutlass or club), SV F1, ML 8, 6 if leader is killed, XP 10

Gilban Pembroke AL N, MV 60' (20') due to wooden leg, AC 9, no armor, HD as T12, HP 32 (currently 11 due to injury), #AT 1, DG 1d2 (fists), SV T12, ML 9. Gilban is an old man with a pair of broken spectacles. His gray hair is tied back with a cord and he has a long grizzled beard. In spite of his age, he is still quite spry although his movement is hampered by a wooden leg. Gilban is very intelligent and the light of curiosity can be seen in the twinkle of his green eyes. He has most of the skills of a 12th level thief, but those skills that require dexterous movement such as climbing and moving silently, should be penalized by the Labyrinth Lord to reflect his wooden leg.

If rescued, Gilban will want to find his mechanical companion, Sir Clank. He will also feel empathy for the Khugai slaves and wish them returned to their territory.

Khugai slaves (3)--in chains AL N, MV 120' (40'), AC 3, HD 1, #AT 1 (they have had their armswords and tendril hacked off by the pirates upon capture), DG 1d2 (fists), SV F1, ML 10 One is helping Gilban walk and the others will be carrying; a wooden chest (containing Mythinen chains), kegs of water, rope, and other supplies. The Mythinen chain (20' long) is used by the pirates to restrain any Celestial Tears they encounter. This chain has innate magical properties and will be highly valuable to magic users (worth 500gp).

Treasure: The Drakkoth leader will have 12gp, 25sp, a golden bracelet (worth 200gp), and an ornate sword (worth 300gp). The crewmen will have a total of 64sp. The medusa-kin has a cop-

per bracelet (worth 40gp), a ruby pendant (worth 300gp), and a vial of blood red liquid (snake venom, save vs. poison or die).

The Sea Witch, Drakkoth Pirate Ship

The ship lies about 500' offshore and is guarded by a small crew of three pirates with orders to sound the bell if any adversary is sighted.

If the PCs approach the ship, the pirates will ring the ship's bell to sound an alarm. They will fire a shot from each of the large ballista (two of them) mounted on the ship trying to hit the PCs raft or rowboat with flaming arrows. Then the pirates will attack with crossbow, switching to cutlass as the PCs board.

The lifeboat has 10 structural hit points, an AC 9, and can travel at 30' per round. From the beach, it will take 16 rounds for the lifeboat to reach the ship. The pirates on guard will be able to reload one ballista before the PCs reach the ship. So, the maximum number of ballista shots fired will be three.

Ballista -- attacks as a 3rd level fighter, DG 4d4 hp or 1d4 shp, rate of fire: once every 6 rounds.

Drakkoth Pirates (3) AL C, MV 120' (40'), AC armor type, leather or none, HD 1, #AT 1, DG 1d6 (cutlass or club), SV F1, ML 6, XP 10. The pirates will lay down their weapons as soon as one of their number is killed.

This ship is 100 feet long, 30 feet wide, and has a draft of 8 feet. It has two masts and black canvas sails. The Sea Witch has a cargo capacity of 15,000 pounds. Two ballista, one fore and one aft, shoot heavy arrows. The hold contains a dozen slaves (Khugai), salted fish, wine, strong brandy, lumber, and iron ingots.

The captain's quarters has an iron bound wooden chest (locked) containing 300gp, 1200sp, a silk pouch of rough cut gems (15 gems worth 50gp each), a small wooden box with 6 white pearls (worth 30gp each), a silver bracelet (worth 200gp) and a pair of opal earrings (worth 150gp).

In the hold near the front of the ship will be a small Celestial Tear. It is bound by chains made of Mythinen. A scourge of Mythinen hangs in place nearby.

The navigator uses this to beat the creature into submission. The dimly glowing orb will give off emotions of sadness, fear, and pain. The PCs will be able to cut the chains, freeing the Celestial Tear if desired. The chain is worth 500gp and the scourge is worth 150gp.

[**LL note**--freeing the Celestial Tear will provide a bonus of 1000 XP to the PCs.]

[**LL Note:** Secrets--The Drakkoth have learned how to enslave small Celestial Tears, that appear as small blue-white orbs about 3' in diameter. Mythinen chains are necessary to hold them. They are bound and placed within the cargo holds of the pirate ships. Doing this allows the pirates to levitate the ships in flight. The pirates are able to move into the outer world using the Celestial Tears where they raid the innocent for slaves and treasure.

The Celestial Tears create no heat, but are whipped into flight by pirate's using Mythinen whips. Flight is limited for the Celestial Tears dim after each flight needing time to rest. During this time of rest, the pirates sail their ship in the conventional manner.

Intelligent beings yet pacifists, the Celestial Tears endure the treatment, eventually dying. Death actually occurs from the separation of a Celestial Tear from others of its kind. It needs physical contact with its kin.

The Drakkoth come to the island to look for "seedlings", small offspring of the Celestial Tears. Rare in nature, they are taken by the pirates and brought to their city across the FarDeep Sea.]

Concluding the adventure

If the PCs manage to free the Celestial Tear, it will float through the ship's decks and swiftly rise to join the larger celestial tears in the sky. A short time later the PCs will see a large glowing light descend and hover near the PCs. It will remain dimming in brightness to a soft glow.

If the PCs approach, it will contact each PC telepathically using images to communicate. The PCs will see visions of stars and the celestial tears wandering through the heavens and then coming to rest within the center of the world of Ebonyr to birth seedling celestial tears.

Next will come visions of the Drakkoth, enslavement, fear, and pain. Finally, visions of release from the Mythinen chains and joy at reunion.

The PCs will see a cobblestone street, the Pembroke manor, and the face of Gilban's wife. A blue white light will encompass the party and they will experience a feeling of lightness and movement upward. They will be returned to the street in front of Pembroke Manor.

Gilban, reunited with his wife, will gladly sign and turn over the deed granting land and a title to the holder. The PCs will need to determine who will be the land holder. The land will pass down to their heirs as long as they serve the crown. Details of the land grant are to be determined by the LL. A suggestion may be to provide a small fiefdom on the edge of a frontier or wilderness. A knight-hood may be conferred upon the deed holder providing he clear the land of monsters and develop it (by building a stronghold and attracting villagers.)

Ideas for Further Adventure

1. Explore the FarDeep and its many wonders.
2. Locate the pirate city and free the enslaved Celestial Tears.
3. Develop the new territory given to the PCs for rescuing Gilban.

Appendix 1: New Magic Items & Spells

Dern's Instant Shield--this steel bracelet, when the command word is spoken, grows to become a **+1 medium steel shield**. The command word is engraved on the inside of the bracelet and must be spoken to transform the bracelet into a shield and back again.

Everburning Torch--This magical torch measures 1½ feet in length. The handle is fashioned from polished bone or ivory, while the spherical head is composed of a strange, spongy material that glistens with a viscous oil that is constantly renewed. The torch may be ignited by any ordinary means or by the command word (inscribed on the torch).

Once burning, it will continue to burn until the flame is doused, smothered, or the user speaks the command word. A doused torch does not need to be dried out, and may be reignited immediately.

The flame of the torch is completely smokeless, and its effective radius of illumination is 30 feet.

Pitcher of the Gods--this common bronze pitcher will (once per day) pour out the beverage most desired by the user. It can create the finest vintage of wine, the stoutest dwarven ale, or whatever drink the user wishes, but will do so only once per day. Nothing else will ever pour forth from it (no poisons, potions, lamp oils, etc.) No command word or gesture is needed to activate the pitcher.

Mythinen--this metal is imbued with natural magical properties. One property is the ability to bind magical creatures. Many magic users consider this material a very valuable part of their arcane research.

Tear of Palandria - this is a tiny fragment of the moon of Palandria. It will glow with blue white light when in the presence of Children of Heimos (Mogren). The light will cause pain to them similar to Palandria's moonlight. [See New Monsters--Mogren]

Scroll of Armoring

Reading this scroll causes a shimmering and sparkling gray light to form around the reader. The light gives the reader a +3 bonus to Armor Class for 3d4 rounds. This scroll is usable by magic-users.

Necklace of Stone Warding--this necklace of rough gray stones provides magical protection of 10 hit points from any physical damage incurred. When it has reached the 10 hit point limit, the necklace will drop from the wearer's neck and shatter.



Stone Cloak--Made of heavy gray wool fabric, this otherwise unadorned cloak is imbued with a powerful defensive magic. Whenever the wearer is struck by a physical blow, the cloak hardens to the consistency of stone and absorbs the brunt of the attack. In doing so, it grants a +3 bonus to AC.

New Spells

Tremor - 1st level Magic-User spell

Duration: 2 turns

This spell causes a small, localized tremor in the ground with a 10ft radius. Targets in this area must make a skill check vs. DEX or suffer -4 on all attack rolls for as long as they remain in the affected area or until the spell ends.

Casting Stone - 1st level Magic-User spell

Duration: 1 hour

The caster can enchant a small rock of sling-stone quality. This stone may be thrown by hand for 1d4 DG/caster level up to 10d4. The stone will remain enchanted for one hour per level, and can be used by those other than the caster.

Armor of Stone - 2nd level Magic-User spell

Duration: 1 hour

The caster can give one target creature an armor-like covering of stone. This will reduce the targets movement rate by 10ft. In addition they gain +3 AC. The spell can absorb 30hp of damage. The protection ends either after the duration is up or it has absorbed the full amount of damage that it can withstand.

Appendix 2: New Monsters

Emerald Ibis

No. Encounter	1d6
Alignment:	Neutral
Movement	30' (10') Fly 180' (60')
Armor Class	6
Hit Dice	1
# of Attacks	1 beak
Damage	1d6
Save	F1
Morale	8
XP	20

The emerald ibis is a large, long necked bird with brilliant emerald green feathers. Their long wing-span is massive and glide gracefully through the air. They have a long, rapier-like beak (1d6 DG). Their nests are built among cliff faces. Females lay pale green eggs that are fist-sized. They are very territorial, will threaten with raucous caw, then attack with beak, but will retreat if injured. Their feathers are collected as decoration by the Khugai and the Drakkoth.

Flame Newts

No. Encounter	(4)
Alignment	Neutral
Movement	100' (30')
Armor Class	4
Hit Dice	3
# of Attacks	1
Damage	1d4 basalt spear & Ashen Breath, Save vs. breath or go uncon- scious for 1d4 rounds from lack of oxygen
Save	F5
Morale	6
XP	125

Flame Newts are "cousins" of the Flame Salamander with lesser skills. They are much smaller than Salamanders ranging in height from 4' to 6' Tall, Walking upright they use their hands to touch or use weapons. Their bodies are midnight black and do not reflect any light. Because of this their skin does not emanate heat. The one major difference is the Flame Newt has a breath weapon of ash that can make an opponent unconscious. They can also use their touch as a 5th level Magic-user *Burning Hands* spell. Because their spears are made out of basalt, a porous rock, they only inflict 1d4 damage.

Mogren (Children of Heimos)

No. Encounter	1d4
Alignment	Chaotic (neutral evil)
Movement	120' (40')
Armor Class	6
Hit Dice	2
# of Attacks	1 (weapon or touch/damage by weapon type)
Damage	1d6
Special	Paralysis, infravision, undead
Save	F2
Morale	9
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).

Khugai

No. Encounter	1d20
Alignment	Neutral
Movement:	120' (40')
Armor Class	3
Hit Dice	variable (usually 1 to 4 HD)
# of Attacks	1 / 2 wood arm-swords and tendrils
Damage	1d6/1d6/1d4
ML	10
XP	135

Combat: The creature will attack with its tendrils first. They shoot out of the neck area towards their opponent. On a successful hit, 1d4 damage and the hit leaves a small sap globule that causes 1 hp damage per round until washed off with water. The second and third attacks are from wood swords that sprout and retract, at will, from the creatures arms.

Physical description: The Khugai are wide, short, but powerful. Their arms and legs are thick and strong, ending in root-like digits. Their bodies are hunched forward, branches spouting from their upper back, shoulders, and head to support a thick canopy of broad, deep green leaves. Their faces are bark-like with a crown of leaves on top. Their voice resonates in deep, rich, and melodic sounds. They produce small clusters of reddish flowers among their leaves during spring, which later develop into bunches of slightly bitter berries.

Society: Khugai spend much of their time roaming their territory testing themselves in battle, seeking any worthy opponent. They are a fearless and hardy race and although primitive, have a complex code of honor. The Drakkoth have enslaved many of their people and are bitter enemies of the Khugai.



Clockworks

"Children? What children? Oh, these old things? They aren't children, my friend. They are weapons!"

- Gilban Pembroke, creator of the clockworks (before he discovered a sentient clockwork man.)

No. Encounter	1d8
Alignment	Neutral
Movement	30' (15')
Armor Class	3
Hit Dice	4
# of Attacks	1
Damage	By weapons or fists 1d4
Save	F4
Morale	12
XP	300

Immune to any mind spells or charms, the clockwork man does not need to eat, sleep, or breathe. A clockwork man does not heal naturally but must be repaired by a skilled blacksmith or weapon-smith. It must be wound once every 8 hours to remain activated. If not wound, the clockwork man will become dormant.

Physical Description

Though there is some variety between the various models of clockworks, most tend to stand fairly tall and stout, around 6' (and sometimes half as wide). Their hardwood frames are covered with varying degrees of armored plating, and most take pride in keeping themselves polished and gleaming. Their faces vary in expression based on their construction, with some clockworks possessing eerily human-like visages, and others having little more than two eye sockets and a jaggedly-chiseled jaw. Many clockworks choose to decorate themselves, etching designs or runes into their frames. They favor functional robes and loose tunics, but just as often choose to go without clothing at all.

Stone skin spider

No. Encounter	1d4
Alignment	Neutral
Movement	60' (20')
Armor Class	5
Hit Dice	2
# of Attacks	2 bite and claw
Damage	Bite 1d6/1d6
Save	F2
Morale	7
XP	10 each

They live mainly underground, in caves and the FarDeep, though they have been found in old ruins.

Physical Description

They are grayish-brown in appearance, enabling them to blend into the rock around them. This, coupled with their lack of body heat, makes them 95% undetectable when they are still.

Stone skin spiders are primarily solitary creatures, except for when seeking a mate.

The female lays a clutch of eggs (which look like pebbles) in a safe place, leaving fresh prey for the hatchlings. The hatchlings will then be left alone to fight amongst themselves, leaving only the strongest to carry on.

Combat

Stone skin spiders do not build webs like other spiders, but instead prowl the FarDeep looking for prey, much like a wolf spider. If it finds an area with plenty of prey, it will build a small lair, ambushing unwary victims by jumping out or dropping down on them. Their camouflage makes them virtually undetectable until they strike.

Tainted Dwarf

No. Encounter	1d4
Alignment	Chaotic
Movement	60' (20')
Armor Class	4
Hit Dice	2+1
# of Attacks	1 (battle axe/war hammer)
Damage	1d8/1d6
Save	F2
Morale	12
XP	30

Physical Description

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)

Background

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.

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Version 1.0a

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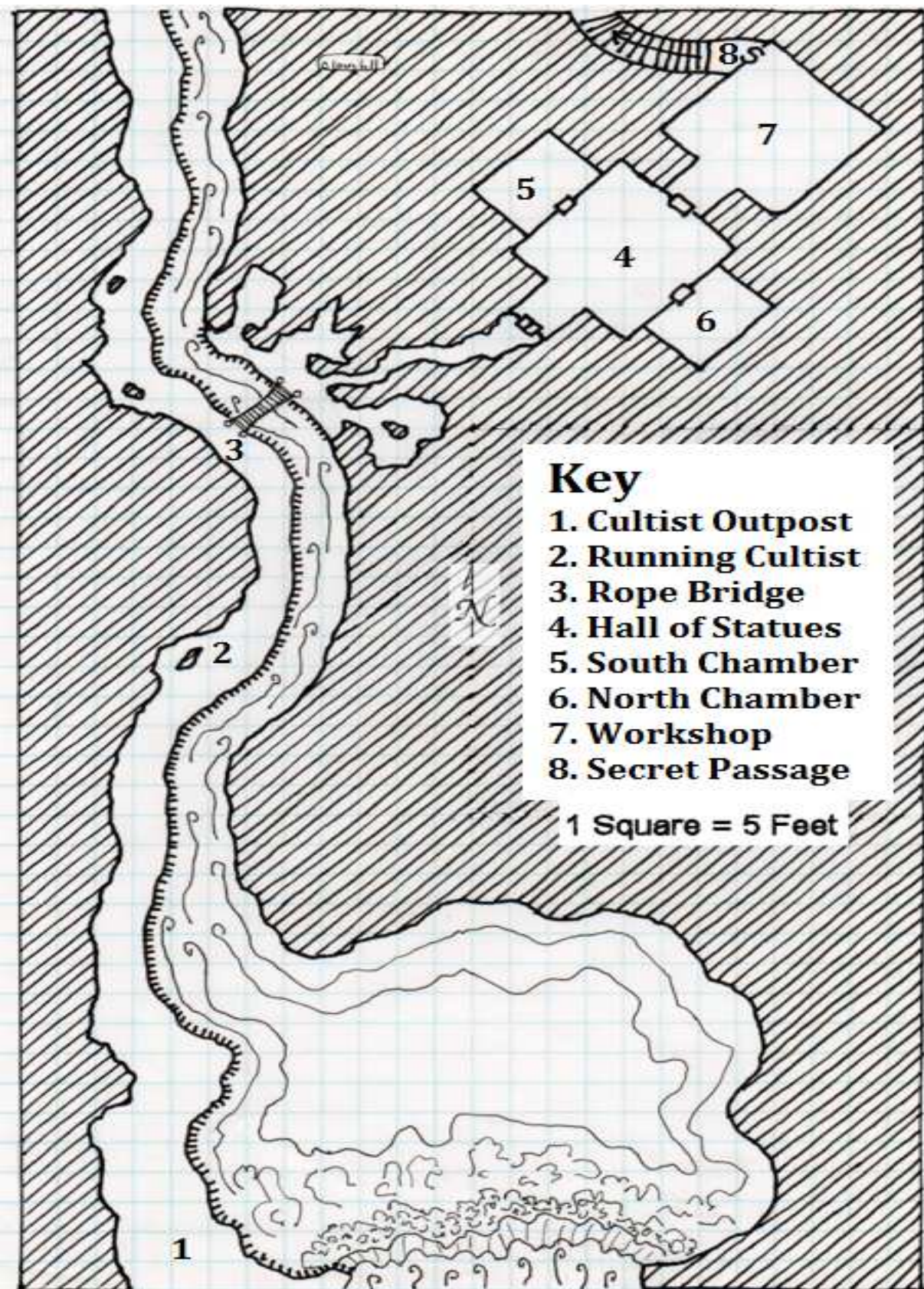
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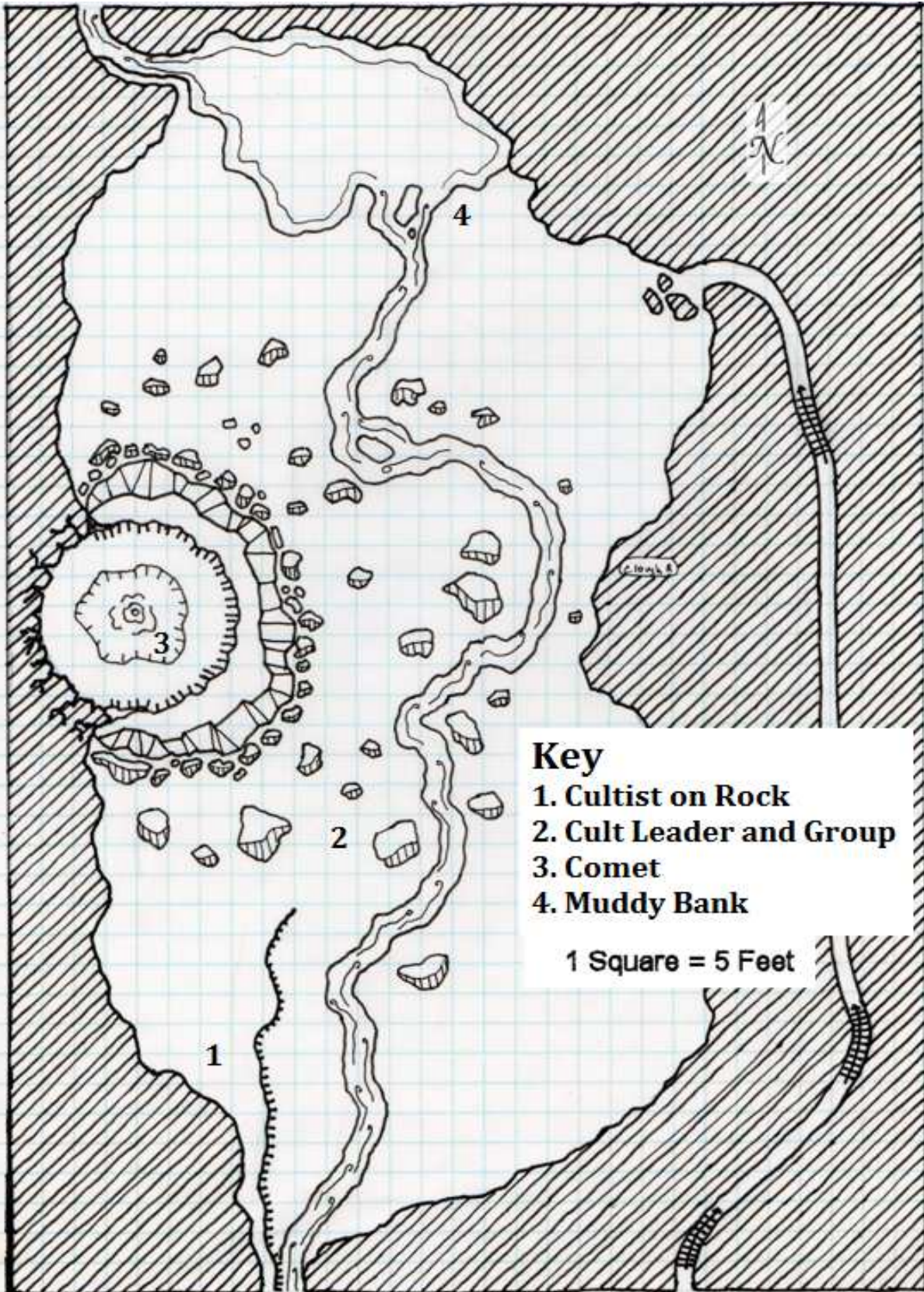
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Insanity grows amongst them. They have learned to dampen the comet's vibration.
I must flee soon or all is lost. I've made a discovery that they do not know.
We will make a break for the river. I am too weak to move back through the mines,
they are guarded anyhow. We shall build a raft and take our chances.
If anyone finds this, tell my wife I love her and that I am sorry.

Gilban Pembroke of Wickersham

Labyrinth Lord Notes

Labyrinth Lord Notes (cont)

Labyrinth Lord Notes (cont)



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