

CLATTERDELVE

An Old School Adventure
for use with
Labyrinth Lord™ ,
Swords & Wizardry™
or
Other OSR-style
Pen & Paper
Games of the Imagination



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An Old School Adventure
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INTRODUCTION

What is This Thing?

Funny you should ask. This is a Mini-Adventure that includes Four New Magic Items, Five New Monsters, a Dozen Spells (six from *Space Age Sorcery*, six entirely new to this adventure), Two D12 Tables: one for Random Shiny Bits and another for Loose Change, One D30 Table for Random Strange Stuff, and Five versions of the Clatterdelve Caves map, which you are free to make copies of for your game. We ran out of time or else we would have tacked-on a few pre-generated characters, but there are some great online resources for that sort of thing, so it's probably not a big deal.

This isn't a very big place, but don't think that makes it a push-over. It's not. This adventure is set-up to accomodate 4-6 First or Second Level Characters. You can adjust things if you want to run fewer players/higher levels, like you need us to tell you that.

We simplified a few things, instead of listing Hoard Class or Treasure, we gave you Loot, which gives you how many rolls to make on the treasure tables included in this adventure. We also opted to not assign a hard and fast XP amount to the new monsters and instead noted what they were most equivalent to, XP-wise, to help facilitate ease of adaptation between rules-sets and settings.

DEDICATION

We want to thank Dan Proctor and Matt Finch for all their hard work assembling Labyrinth Lord™ and Swords & Wizardry™ respectively.

We also want to say thank you to Needles from the *Swords and Stitchery* blog, Porky from *Porky's Expanse*, Trey Causey at *From the Sorcerer's Skull*, John Till from *FATE SF*, Greg over at *Gorgon-milk*, Matt at *Rended Press*, Gus L at *Dungeon of Signs* and Jack Shear at *Tales of the Grotesque and Dungeonesque*; you guys rock and we appreciate all your support and encouragement over the last few years.

We also want to say thank you to all of our readers, followers and commenters at our blog. The last few months have been difficult. Damned difficult. But we're back on track now. The best is yet to come.

LOOKING FOR ADVENTURE?

An eccentric local magic user, Zogrim Dalviny, needs a few ~~cheap and disposable~~, hardy and inquisitive adventurer-types to go explore the Clatterdelve Caves. Are you up to the task?

If you ask around, no one has ever heard of this Clatterdelve place. If you ask about Zogrim, all you'll find out is that his money is good and he was raised by a foster family, the Dalvinys, who found him after a thunderstorm forty-odd years

ago. It's a shame how they were all killed in a freak accident while Zogrim was off training to be a spell-caster. Something about a demon?

In any case, Zogrim may not be exactly human, but he's accepted by the locals, some of them even tend to feel a bit protective of him, since he can tend to be a bit naive and too caught-up in his funny old books...

WILL YOU GO TO CLATTERDELVE?

There are three maps known to show the location of Clatterdelve. All of them are assumed to be forgeries. None of them agree on the specifics. There are no records of anyone ever returning from the place, mostly because, in all likelihood, no one has ever been to the place.

The third map doesn't even show any sort of trail or route to these peculiar caves. It just shows a picture of the entrance, a picture of a brazier heaped with burning coals, and another picture that seems to be showing a bunch of bones piled on the burning coals with a notation that might mean 'do this at midnight.' No one is sure why there are six tapir skeletons sketched along the left-hand edge of the map either.

After three years of off and on study, mostly off, Zogrim Dalviny, a virtually unknown magic user and self-professed student of obscurities and dubious profundities thinks that he has finally solved the riddle of the third map.

A brazier curiously similar to the one depicted on the third map was recently turned-up amid the wares of a traveling merchant who claimed to have acquired it from a party of grave-robbers and noting Zogrim's interest in the piece, the merchant was only too happy to give him a special price.

The old mage couldn't resist. The brazier was just what he needed to finally test-out his pet theory.

Zogrim believes that by following the simple directions depicted on the third map one can gain access to the Clatterdelve Caves...if only for a limited time.

That's where you lot come in.

Zogrim has an offer for your group...

ZOGRIM'S OFFER

Zogrim Dalviny will cover up to 30 gp worth of supplies, equipment and weapons for each party member who signs-on to go explore the Clatterdelve Caves.

The old guy is desperate to prove his theory once and for all, so a shrewd character could possibly negotiate a slight increase in what he will cover in terms of 'necessary equipment.'

You need to return within two hours, otherwise Zogrim cannot be held accountable for what might happen.

He feels confident that he can keep the way back open for that long without too much trouble.

But he doesn't want to push it.

You are expected to provide as complete a map of the caves as you can put together, as well as a full report of everything you see or encounter. A few samples would also be nice, but are entirely optional.

You get to keep any loot you carry back, though Zogrim would appreciate getting a look at any magical artifacts you manage to recover.

At the conclusion of a successful initial exploration of the Clatterdelve Caves, you will each earn 200 gp, with the possibility of a bonus for any exceptional discoveries or anything that will help prove that Zogrim was right all along.

Zogrim Dalviny

8th level magic user

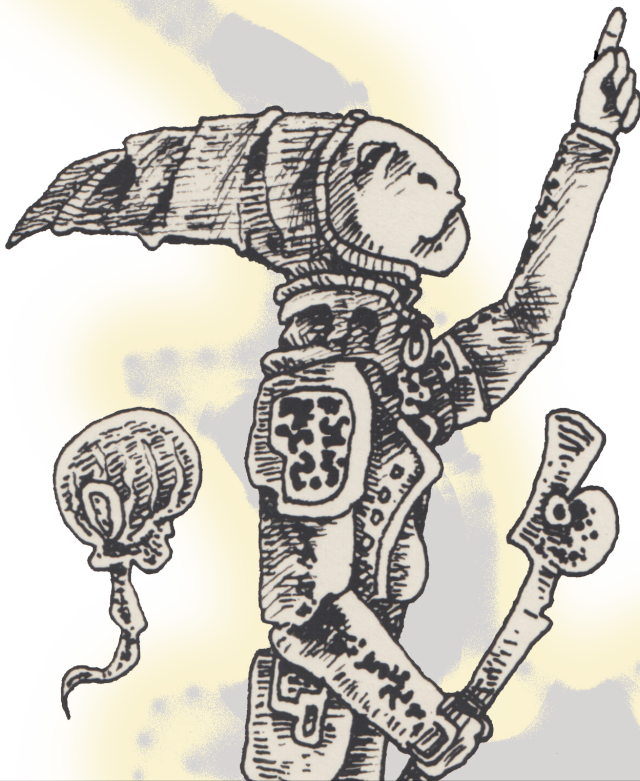
AL N, AC 6/13, Hit Points: 21

MV 120' (40'), #AT 1, DG 1d6 (staff) or by spell, SV MU 8, ML 7, Spells per Day: 3,3,2,2.

Gear: Staff +2, Dagger +1, Ring of Protection +1.

Spells Known: First Level: *Detect Magic*, *Read Magic*, *Shield*, *Sleep*, *Ventriloquism*. Second Level: *Arcane Lock*, *Knock*, *Locate Object*, *Web*. Third Level: *Dispel Magic*, *Fire Ball*, *Protection from Normal Missiles*. Fourth Level: *Arcane Eye*, *Charm Monster*, *Remove Curse*.

Zogrim's Familiar is a levitating plant-bulb with one tentacle ending in a single talon that inflicts 1-2 Damage. It is AC 7/12 has 8 hit points and communicates via *ESP*.



THE WAY AHEAD IS OPEN...



IF IT HELPS...

Zogrim will offer to cast *Arcane Eye* to scout out the caves immediately surrounding the aperture. He can reach Area 1, but then the interference from the aperture will cut off his spell. But not before he gets a good look at the Draelg that is in Room One...which he will then attempt to describe to the group, having never seen such a thing before.

IF THEY NEED A PUSH...

Every three turns that the group stands around talking or gawking and not actually exploring, roll for a Wandering Monster using the matrix on Page 15.

The brazier is lit. The coals are stoked. Midnight draws near and Zogrim has placed what he thinks are enough of the right sort of bones to make things work.

The smoke curling off of the coals takes on a bitter greenish cast. Strange runes bleed out of the map at the touch of the smoke.

Zogrim recites the words of power encapsulated within these runes.

The way to Clatterdelve opens before you.

Zogrim is ecstatic. The aperture opened. It actually opened. Now your group just has to go through it and do your part.

Just past the aperture is a dark passage, a rough-hewn corridor of sorts. The floor is covered with a layer of dust about ankle-deep. The walls have been carved with a sinuous, twisting and curling sort of motif. The ceiling is mired in a murky darkness, but you get the impression that there are many, many bones set into upper walls and vaulted ceilings like some sort of catacomb or chapel. The air is dry and has a slight tang of something metallic to it, but seems safe enough for as long as you intend to stick around.

The dust will rise in heavy, gray clouds as people walk through it. Not enough to obscure vision all that much, but it will irritate sinuses and throats, making people's voices a bit rough, but won't interfere with spell-casting. At least not right away.

ROOM ONE

A fairly large space that was once a natural cavern. The floor is damp near the entrance and the dust from the corridor has become a sticky sort of mud. The floor grows increasingly more wet the farther into the chamber one goes and as the flowstone is revealed. There are rough murals of coarse ochre slathered across the walls in a haphazard fashion. Most of them have been ruined or defaced by the humidity in the room, except the one closest to the entrance--that one was hacked into a mess with a pick or some similar miner's tool.

A Draelg (See P. 17) has been examining this chamber. It slithered up into the murk circulating across the ceiling to hide from the party. After 3 turns, 1d6 Clutchers will attack the Draelg, driving it towards the party...

Towards the back of the chamber a diligent searcher might discover 1-2 Strange Stuff and possibly one roll on the Shiny Bits Table.

Draelg (1) [AL C, MV 60'(20'), AC 7/12, HD 2 (9hp), #AT 1, DG 1d4 or 1d4(Acid), SV F1, ML 7, Loot: 1 roll on Loose Change Table (P. 18). Special: Draelg can use either *Passwall* or *Planeshift* twice a day.]

Clutchers (1d6) [AL C, MV n/a, AC 7/12, HD 1+1 (4,4,5,5,6,6 hp), #AT 1 each, DG 1d4, SV F1, ML 12 (Mindless), Loot: 1d4 random non-magical melee weapons.]

ROOM TWO

Black water drips from the ceiling. The floor slants down towards the back of the chamber. The floor becomes increasingly slippery from the slowly growing pool.

Six Hobyahs (P. 17) have decided to make camp

in this chamber. One of their band is seriously hurt, having run into the Gyradex swarm in Room Three. The Hobyahs are mischievous, but very hungry. An offer of food will get them to warn their newfound friends about the bad-nasty-things in the next room. If attacked the Hobyahs will defend themselves, however once they start to lose, they will dive into the pool and use a passage deep below to gain access to another series of caves.

Hobyahs (6) [AL C, MV 60' (20'), AC 7/12, HD 2+1 (10, 9,8,5,5,4,2 hp), #AT 1, DG 2d4 (bite) or 1d4 (dagger), SV F1, ML 4, Loot: 2 rolls on the Shiny-Bits table (See P. 12).]

ROOM THREE

Softly glowing saffron mold covers the lower two-thirds of the walls in this chamber, giving everything a funny orangish-yellow illumination. The floor is littered with shredded pillows, torn sheets, ripped blankets, old clothes and ruined luggage, all of it carried in here by the Hobyahs from Room Two. This was the loot they had taken from their last outing.

Underneath the rubbish is a swarm of Lesser Gyradex.

Lesser Gyradex (3d4) [AL C, MV 90'(30'), AC 6/13, HD 1 (8,6,6,6,5,5,5,4,4,4,3,3 hp), #AT 1, DG 1d2, SV F1, ML 12 (Mindless), Loot: 2d4 Strange Stuff (P. 13) mixed-in with the rubbish. Special: Swarm-attack, Target must Save or they are knocked down and 1d4 of the things latch on to them for a free attack next round.

ROOM FOUR

Beyond the Gyradex-infested rubbish of Room Three is a chamber strewn with broken and splintered bones. The walls are scorched and

pitted from nearly volcanic levels of heat. A solitary skeleton in a tattered yellow robe hovers in the air, its legs folded underneath it. It holds a black scroll in its left hand and a strange Bone-Torch in the right. It is only when you approach closer that you realize that this skeleton has no eye sockets.

The skeleton will light the torch and use it to attack the party if they disturb it. Should they destroy the skeleton, the black scroll contains one random spell from either page 18 or 19. The Bone-Torch is detailed on Page 14.

Yellow Skeletal Acolyte [AL C, MV 90' (30'), AV 7/12, HD 1+1 (7 hp), #AT 1, DG 1d4 (black flame), SV F1, ML 10, Special: Bone Torch prevents anyone within 30' radius from regaining hit points normally and restores 1 hit point per hour to all undead. It also blocks Darkvision/Infravision in a 30' sphere.]

ROOM FIVE

A cold, bright light streams from this chamber. It chills your bones and hurts your eyes to look into it. There is a dais of rough-cut black stone set towards the back of the chamber and an Os-suarial Orb rests upon it. The orb is guarded by Clutchers wielding maces, hammers and clubs, but these Clutchers will not stir or strike until someone touches the Orb.

The Orb weighs 100 pounds and is very, very cold to the touch, making it unwieldy and uncomfortable to lug about, in addition to being dangerous as it spontaneously casts *Raise Dead* spell within a 30' radius once every 3 Turns. Radiates *Continual Light* in 15' radius.

Clutchers (1d6) [AL C, MV n/a, AC 7/12, HD 1+1 (4,4,5,5,6,6 hp), #AT 1 each, DG 1d4, SV F1, ML 12 (Mindless), Loot: 1d4 random non-magical melee weapons.]

ROOM SIX

Six yellow-robed skeletal acolytes have been arranged in a semi-circle before a black-metal brazier roughly twice as big as the one Zogrim used to open the way to this place. The skeletons fall to tatters and pieces if disturbed. The brazier weighs 200 pounds and is moveable. It might be a hassle to lug this thing back, but it will certainly earn your bonus. Investigating the bits and pieces of the collapsed skeletons will reveal a crushed Clairvoyant Skull and a mask of pallid leather that causes 1 hit point of damage per round it remains affixed to a victim's face. Once donned, it requires a combined STR score of 20 to remove the thing.

ROOM SEVEN

A shattered mirror, actually only the gilded frame hangs on the far wall. The glass shards from the mirror have been trampled into a fine grit in the course of what appears to have been a pitched battle. There are large splotches of dried blood underneath the deep layer of dust. There are also several hacked-up skeletons in ruined armor scatted across the floor. The skeletons appear to be of two distinct types. One group wore oval-linked chain-mail, the other group wore lacquered leather and plant-spine armor.

Buried under two other skeletons are the bones of a Bronze-Faced Abbot. Disturbing the Abbot will reanimate 1d6 Skeletons in chain-mail that will attack with wavy-bladed long swords. If those are defeated, 1d6 Skeletons in lacquered leather and plant-spine armor will reanimate and attack wielding obsidian-flake axes. If those are defeated, the Bronze-Faced Abbott will rise from the dust, ring a gong and walk through a shimmering black gateway that closes after him.

Yellow Skeleton Warriors (2d4) [AL C, MV 60' (20'), AC 4/15, HD 2 (16,14,12,10,9,8 hp), #AT 1, DG 1d4+1 (Wavy-bladed long sword), SV F2, ML 11, Special: These skeletons slowly drip a waxy yellowish substance that can no longer regenerate back into living flesh.]

Green Skeleton Warriors (2d4) [AL C, MV 60' (20'), AC 6/13, HD 1+1 (11,10, 9,9,8,7 hp), #AT 1, DG 2d4 (Obsidian-flake axe), SV F2, ML 11, Special: Bones release clouds of slightly hallucinogenic spores when broken. These spores quickly grow into a fungal jungle unless destroyed with fire.]

Each set of skeleton warriors should receive one roll on the Loose Change table (p. 18). Digging around will also reveal a Clairvoyant's Skull (See P. 14).

ROOM EIGHT

More skeletons, very much like Room Seven. However, all of these skeletons are missing their heads. At least half of them are missing their fingers as well. Closer examination will reveal 1d4 Finger-Bone Darts [Thrown as a +1 weapon and causes 3d4 damage to one target of the caster's choice, then crumbles into dust.]

ROOM NINE

The back half of this chamber is covered with toxic lichen as produced by the *Lurid Lichenification* spell (See p. 19). The lichen causes 1d4 damage per round. It has been used to trap 2d4 Skeletons wearing oval-link chain-mail and wielding wavy-bladed long swords.

More interesting is the Ymid slumped against the near wall, staring at the trapped undead warriors. This creature has been wounded and is inclined to parley if possible. The Ymid needs

another three days before they can Planeshift again. Bringing this creature back to meet Zogrim is worth double XP as well as a sizable bonus. The Ymid knows the secret way to access the next level of this place...

Yellow Skeleton Warriors (2d4) [AL C, MV 60' (20'), AC 4/15, HD 2 (16,14,12,10,9,8 hp), #AT 1, DG 1d4+1 (Wavy-bladed long sword), SV F2, ML 11, Special: These skeletons slowly drip a waxy yellowish substance that can no longer regenerate back into living flesh.]

Ymid [AL C, MV 90' (30'), AC 4/15, HD 3 (currently 6, normally 18 hp), #AT 1, DG 1d4 (Arthame) or 1d6 (Staff) or by spell, SV MU5, ML 9, Loot: 1 roll on Loose Change table (P. 12), 1 roll on Shiny Bits table, 1d4 Strange Stuff (P. 13), Special: Ymids can use Planeshift once per week. Spells per day: 2,2,1. Spells Known: Detect Magic, Read Magic, Knock, Levitate, Fireball. Also 1d4 spells from pages 18 and/or 19.

ROOM TEN

Eight Yellow Skeleton Warriors are frozen in mid-combat with eight Green Skeleton Warriors. Floating overhead is a strange greenish-yellow Crystal that is studying the warriors. Anyone entering this room will distract the Crystal, releasing the skeleton warriors from their stasis. The warriors will attack the Crystal and ignore the party, at least until the Crystal is destroyed or escapes.

Crystal-thing [AL N, MV 90' (levitation), AC 3/16, HD 3 (20 hp), #AT 1, DG by spell, SV F1, ML 7, Special: uses Temporal Stasis, Time Stop, and Contact Other Plane once per week. Casts Wall of Fire, Charm Monster, and Mirror Image once per day. Communicates by modulated flashes of light. Searching for a way to get back to its plane of origin.]

Yellow Skeleton Warriors (2d4) [AL C, MV 60' (20'), AC 4/15, HD 2 (16,14,12,12,11,10,9,8 hp), #AT 1,

DG 1d4+1 (Wavy-bladed long sword), SV F2, ML 11, Special: These skeletons slowly drip a waxy yellowish substance that can no longer regenerate back into living flesh.]

Green Skeleton Warriors (2d4) [AL C, MV 60' (20'), AC 6/13, HD 1+1 (12,11,10, 9,9,9,8,7 hp), #AT 1, DG 2d4 (Obsidian-flake axe), SV F2, ML 11, Special: bones release clouds of slightly hallucinogenic spores when broken. These spores quickly grow into a fungal jungle unless destroyed with fire.]

Each set of skeleton warriors should receive one roll on the Loose Change table (p. 12). Digging around will also reveal 1d4 Strange Stuff (p. 13)



WANDERING MONSTER MATRIX

D6	
1	Gyradex (Lesser) (3d4) [AL C, MV 90'(30'), AC 6/13, HD 1 (8,6,6,6,5,5,5,4,4,4,3,3 hp), #AT 1, DG 1d2, SV F1, ML 12 (Mindless), Loot: 2d4 Strange Stuff (P. 13) mixed-in with the rubbish. Special: Swarm-attack, Target must Save (vs Death), or they are knocked down and 1d4 of the things latch on to them for a free attack next round.]
2	Yellow Skeleton Warriors (2d4) [AL C, MV 60' (20'), AC 4/15, HD 2 (16,14,12,10,9,8 hp), #AT 1, DG 1d4+1 (Wavy-bladed long sword), SV F2, ML 11, Special: These skeletons slowly drip a waxy yellowish substance that can no longer regenerate back into living flesh.]
3	Hobyahs (1d4+2) [AL C, MV 60' (20'), AC 7/12, HD 2+1 (10, 9,8,5,5,4,2 hp), #AT 1, DG 2d4 (bite) or 1d4 (dagger), SV F1, ML 4, Loot: 2 rolls on the Shiny-Bits table (See P. 12).]
4	Green Skeleton Warriors (2d4) [AL C, MV 60' (20'), AC 6/13, HD 1+1 (11,10, 9,9,8,7 hp), #AT 1, DG 2d4 (Obsidian-flake axe), SV F2, ML 11, Special: bones release clouds of slightly hallucinogenic spores when broken. These spores quickly grow into a fungal jungle unless destroyed with fire.]
5	Clutchers (1d6) [AL C, MV n/a, AC 7/12, HD 1+1 (4,4,5,5,6,6 hp), #AT 1 each, DG 1d4, SV F1, ML 12 (Mindless), Loot: 1d4 random non-magical melee weapons.]
6	Gyradex (Greater) (1d4) [AL C, MV 90'(30'), AC 5/14, HD 2 (14,12,12,9 hp), #AT 1, DG 1d4, SV F2, ML 12 (Mindless), Loot: 2d4 Strange Stuff (P. 13) mixed-in with the rubbish. Special: If the target of this mass-attack fails a Save (vs Death), they are knocked down and the Greater Gyradex get to make a follow-up attack at +2 to hit. Those knocked down can rise to their feet on the next round.]

RANDOM TABLE 1,2

D12	Random Shiny-Bits
1	A silver spoon worth 2gp.
2	(1d4) Silver Candle-Sticks, worth 12gp each.
3	A tarnished spittoon containing 1d4 gems worth 1d20 gp each. Save or suffer ugly rash for 1d4 days if you reach in after the gems.
4	One well-crafted steel fork, +1 bonus to hit, does 1-2 damage.
5	A large sack containing 3d6 smaller sacks. Inside the last sack is a pearl worth 200gp.
6	A small silver mirror that turns green when exposed to undead.
7	A glass dart that renders anyone it hits solid pink for 1d4 turns, negating invisibility and the like for the duration of the effect.
8	A gilded snail-shell converted into a salt cellar, worth 40gp. Still holds salt.
9	Cod-pieces usually aren't this ornate, but this one is encrusted with hundreds of tiny gem-fragments and its worth 20gp, perhaps more to a really vain buyer...
10	(1d4) gilded fish hand-carved from dwarf vertebrae worth 3d4 gp each. Carrying more than one increases your chances of drowning by 30%.
11	Three goblets and a bent candelabra bearing the armorial devices of some long forgotten branch of royalty worth 100gp, or more if you filed off the incriminating marks.
12	Richly gilded flagon wrapped with chimeric fleece. It converts any alcoholic beverage poured into it into Holy Water for 1 hour. Worth 150gp to non-dwarves.

D12	Loose Change
1	A curiously carved golden coin in the shape of a wheel with eight spokes worth 60gp.
2	(1d4) Silver rectangles stamped with a convoluted wave-like pattern, each worth 3d6 gp.
3	Squares of electrum imprinted with opposed griffins worth 1d4 gp each.
4	(1d8) crudely-stamped coins depicting some crowned guy with a big nose worth 1gp each.
5	(2d4) Black Sequins. Worthless.
6	(1d12) Copper chunks worth 4 gp total.
7	A silver octagonal coin bearing the image of a glorious eagle worth 20gp.
8	(1d6) Carved jade tokens worth 1d4 gp each, if you can find a collector.
9	Six enameled and gilded finger-bones from an ancient lich-queen worth 2d6 gp each.
10	Three gray coins that melt into fizzing puddles of goo when exposed to the sunlight. They become 1 HD Gray Oozes within 1 hour.
11	(2d4) Brass tokens for someplace called 'Madame Titulivia's,' whatever that might be...each coin has a 30% chance to revert to leaves and pebbles when next taken out of a pocket or pouch.
12	A single Platinum coin worth 20gp.

We have a fair number of random loot tables at our blog, such as the **Questionable Trinkets & Trash** series, that we're compiling into a PDF, soon to follow after this one.

You can also find a wide variety of Random Tables using the venerable 12-sided die at: **The Dungeon Dozen** (<http://roll1d12.blogspot.com/>)

RANDOM TABLE 3

D30	Strange Stuff
1	A summer sausage wrapped in greasy butcher-paper. No matter how many slices you cut off of the thing, there're always another few slices left.
2	A plunger that does 3d6 damage to all Oozes and the like.
3	A whistle that causes all sequins within 30' to explode for 2d4 damage.
4	Three lacy gloves that allow the wearer of the first two gloves to control the third one as a 5-pound limit <i>Telekinesis</i> spell.
5	A walking stick, the blade that used to be hidden inside is broken and lost.
6	Shiny, new Helmet. It teleports 30' in a random direction each time it is struck.
7	Brass trumpet that casts <i>Silence</i> spell when someone attempts to play it.
8	Three old keys that will break off and jam any lock they are stuck into as though someone had cast an <i>Arcane Lock</i> spell.
9	Three hundred pounds of walrus-blubber packed into a 5 pound bag...too bad the stuff has gone rancid.
10	Elegant and stylish, this expertly-crafted golden ring causes all corks and stoppers within 300' to crumble into dust.
11	(1d4) Acorns that grow into empty barrels if planted. The barrels will be worth 100gp or more to a distiller.
12	This small hand-axe causes previously split wood to merge back together when passed over it.
13	A sponge that never stops soaking-up freshly spilt blood.
14	A wineskin that remains empty no matter how much is poured into it.

D30	Strange Stuff
15	Six small piglets molded from maple sugar.
16	A platter that can be used as a +2 shield once.
17	Four caltrops that each fold into a stool.
18	250' feet of soggy rope.
19	Sixty-Two Iron spikes rusted into one lump.
20	A hammer that causes deafness in a 30' radius when it strikes metal.
21	A Magician's hat that reeks of carrots.
22	Five gleaming glass-daggers, -1 to hit, +1 to damage, each one can only be used once.
23	A small pot of really vile mustard.
24	Four pounds of rock salt in a leather bag.
25	Two bottles of vinegar stuffed with herbs; very aromatic, but no other special qualities.
26	Six random holy symbols, each one pitted and corroded from acid or something.
27	A 30-sided die carved from Mammoth tusk.
28	Three green cords that repel leeches if worn around one's neck.
29	An iron torch that burns oil and can be used as a weapon for 1d4 damage, plus fire, if lit.
30	A lump of green ice that causes water to boil if left submerged for more than 5 minutes.



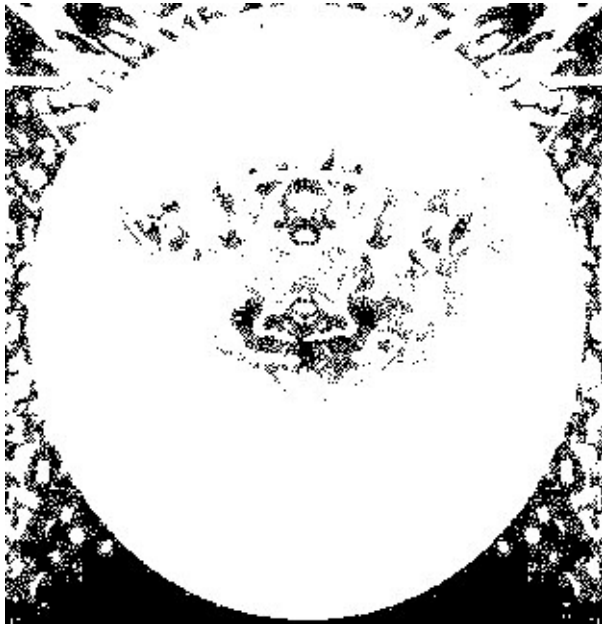
There is an entire sub-community devoted to the use of the 30-sided die in their games. You can find the **Order of the D30 on G+**.

MAGIC ITEMS

FINGER-BONE DART



This macabre weapon is crafted from the finger-bones of a dead cleric. The dart is thrown as a +1 weapon and causes 3d4 damage to one target of the caster's choice, then crumbles into dust.



OSSUARIAL ORB

It glows with the radiance of hundreds, possibly thousands of compressed bones culled from a hundred worlds. It serves a glorious purpose... but one only known to the Three Lich-Kings who created it in the first place. What you will notice if you spend much time around this thing is that every creature you kill while carrying it tends to rise again as a skeleton or husk...

[Spontaneously casts *Raise Dead* spell within a 30' radius once every 3 Turns. Radiates *Continual Light* in 15' radius.]

CLAIRVOYANTS' SKULL



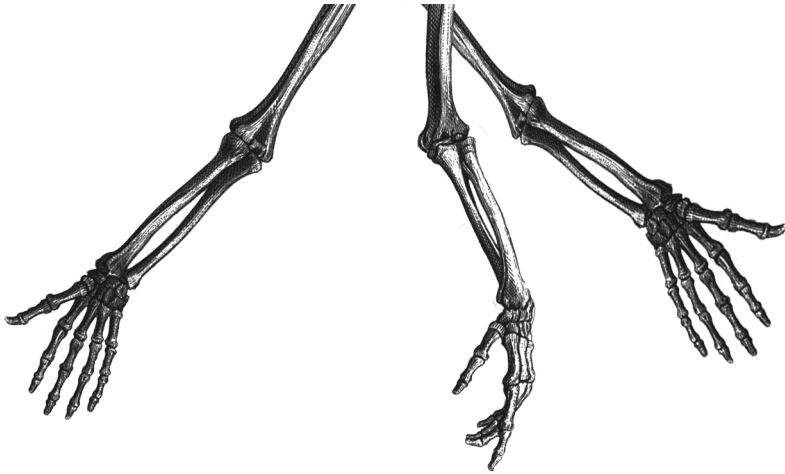
The skull of a clairvoyant morlock that has been specially-treated and magically-crafted to serve as a divination-tool. Whoever holds this skull in their left hand can gaze back in time by as much as 3d100 years, when placed in the right hand, the skull allows the user to look forward in time by 3d100 years. The only catch is that anyone using this thing must speak to it in Morlock, or else it deliberately misleads them. Any spell-caster who does not already know *Clairvoyance* can have it transcribed into their spellbook if they are willing to let the skull do so using 1d4 hit points worth of their blood.

BORLUND'S BLACK-FLAME BONE-TORCH



Fashioned from the arm-bone of a ghou, this torch burns with a grim black flame that prevents anyone within 30' radius from recovering lost hit points through normal means. It also bestows 1 hit point of healing per hour for all forms of undead. The black flame also blocks Darkvision/Infravision in a 30' sphere.

MONSTERS



Clutchers

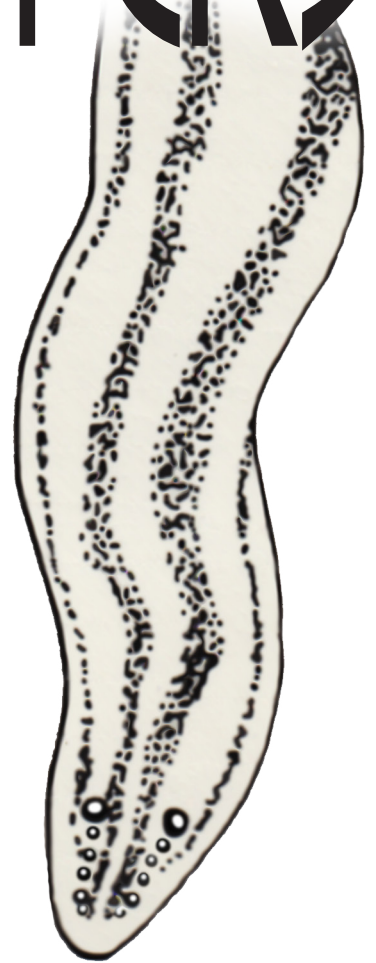
No. Enc.: 1d6
Alignment: Chaos
Movement: Special (Affect 10' radius)
Armor Class: 7/12
Hit Dice: 1+1
Attacks: 1 each
Damage: 1d4 or by weapon
Save: F1
Morale: 12 (Mindless)
Loot: 1d4 random non-magical melee weapons.
XP: Roughly equal to a skeleton.

The severed skeletal hands and arms of previous trespassers that have been reanimated to serve as defenders of the Clatterdelve Caves. Clutchers descend from the murkiness of the ceiling to attack from above. They gain a +2 bonus to hit due to surprise on their very first attack.

Draelg

No. Enc.: 1
Alignment: Chaos
Movement: 60' (20')
Armor Class: 7/12
Hit Dice: 2
Attacks: 1 (Bash or Spit)
Damage: 1d4 or 2d4 (Acid)
Save: F1
Morale: 7
Loot: 1 roll on Loose Change Table (P. 12).
XP: Roughly equal to a Blink dog pup.

Twelve foot long disembodied tongues with twelve eyes, the Draelg shift soundlessly through walls and ceilings up to twice per day. They greedily devour gems and coins, but avoid coming into contact with beer, which they find distasteful enough to drive them off.



MONSTERS

Gyradex (Lesser)

No. Enc.: 3d4

Alignment: Chaos

Movement: 90' (30')

Armor Class: 6/13

Hit Dice: 1

Attacks: 1

Damage: 1d2

Save: F1

Morale: 12 (Mindless)

Loot: 2d4 Stange Stuff (P. 13) in lair, if you find it.

XP: Roughly equal to a swarm of rats.

Gyradex are smallish worm-like scavenger-things that travel in small clutches. They are blind and sense their prey through vibrations. When attacking the Gyradex attempt to swarm around and upon one victim all at once. If the target of this swarm-attack fails a Save (vs Death), they are knocked down and 1d4 of the things latch on to them and get a free attack next round if not removed before then.



Gyradex (Greater)

No. Enc.: 2d4

Alignment: Chaos

Movement: 90' (30')

Armor Class: 5/14

Hit Dice: 2

Attacks: 1

Damage: 1d4

Save: F2

Morale: 12 (Mindless)

Loot: 2d4 Stange Stuff (P. 13).

XP: Roughly equal to a swarm of giant rats.

Larger, more aggressive version of the blind, mindless Gyradex. They prefer to gang-up on one victim at a time. If the target of this mass-attack fails a Save (vs Death), they are knocked down and the Greater Gyradex get to make a follow-up attack at +2 to hit. Those knocked down can rise to their feet on the next round when the nasty worm-things will attempt to knock them down all over again.

MONSTERS



Hobyahs

No. Enc.: 1d4+2

Alignment: Chaos

Movement: 60' (20')

Armor Class: 7/12

Hit Dice: 2+1

Attacks: 1

Damage: 2d4 (Bite) or by weapon

Save: F1

Morale: 4

Loot: 2 rolls on the Shiny-Bits table (See P. 12).

XP: Roughly equal to slightly more *durable*, but not necessarily tougher Hobgoblins.

Cowardly and dim-witted, always hungry, but incredibly afraid of even the smallest of dogs, Hobyahs would almost merit some shred of pity upon their plight. Almost. Those who have attempted to show charity towards these wicked little things have almost invariably wound up getting eaten by them.

We have more information on Hobyahs at our blog: hereticwerks.blogspot.com.



Ymid

No. Enc.: 1

Alignment: Chaos

Movement: 90' (30')

Armor Class: 4/15

Hit Dice: 3

Attacks: 1

Damage: 1d4 (Arthame) or 1d6 (Staff) or by spell

Save: MU3

Morale: 9

Loot: 1 roll on Loose Change table (P. 12), 1 roll on Shiny Bits table, 1d4 Strange Stuff (P. 13).

XP: Roughly equal to a Shadow, only with spell-casting ability in place of the strength drain and they're not undead.

Ymids are weird cyclopean sorcerers who traverse the myriad planes of existence in search of obscure knowledge. They cast spells as if two levels higher than their hit dice, in this case a 5th level Magic User (Spells per day: 2,2,1). We've provided a few spells that a typical Ymid might have in their repertoire on pages 18-19. We suggest giving the Ymid 3-4 (or more) of these strange spells to try out.

SPELLS

Here are 1d6 random spells taken from the pages of *Space Age Sorcery*, a Free grimoire of over 100 unique spells we put together with a little help from our friends like Needles, Porky & Mr. Till.

1

BOLT OF THE VACUUM

Spell Level: Magic User 2nd

Range: 60 ft.

Duration: Instantaneous

The mage strikes the target with a bolt of cold from outer space itself dealing 1d4 points of damage per level of the caster. The wounds are horrific and will not heal correctly. All magical healing has 1/3 normal effect.

2

BRAIN DUMP

Spell Level: Magic User 1st

Range: 60 ft. (Line of sight)

Duration: 1d4 minutes

Forces the target to stop everything, drop their defenses and begin to involuntarily recite everything they know about one particular mundane (i.e. incredibly boring) subject.

3

FULGEROUS FLAMES OF FALLAJORE

Spell Level: Magic User 3rd

Range: 30 ft. (see below)

Duration: 3d6 turns

Caster shoots scintillating sheets of vile yellow-green fire from their hands causing 1d6 damage to everything caught within a conical area extending out to a range of 30' with a maximum width of 20'. Once cast the flames roar forth for 3d6 turns and cannot be stopped until the torrent runs its course.

4

GLUTINOUS GLOBS

Spell Level: Magic User 3rd

Range: Caster

Duration: 1d4 days

Caster gains ability to fling sticky wads of vile, greenish goo from their finger-tips for the next 1d4 days. The globs do no damage, but slow anyone hit by them to 2/3 normal movement and cause a temporary penalty of -1 to DEX until the globs are removed, either by dispelling them or using a solvent of some sort.

5

INFECT

Spell Level: Cleric 1st / Magic User 2nd

Range: 20 ft.

Duration: Instantaneous

Caster inflicts magically-enhanced pathogens on target. Save or become infected, and thus subject to effects of sorcerous affliction. (We suggest using Gorgonmilk's **Dungeon Funk Table**, available from Rended Press).

6

TRANSFER BRAIN

Spell Level: Magic User 4th

Range: Touch

Duration: Instantaneous

Caster extracts the target's brain and transfers it to some ready receptacle or another body, including any convenient corpses, patchwork undead, or specially-prepared robots or brain-canisters.

& MORE SPELLS

...and here are 1d6 New Spells we haven't shared with anyone else yet.

1) ARREST DEVELOPMENT

Spell Level: Magic User 2nd

Range: Touch

Duration: 1d4 Hours per Level of Caster

Caster causes target to cease all further growth, maturation, evolution or mutation for the duration of the spell.

2) CESS-PIT OF VALARG

Spell Level: Magic User 3rd

Range: 30'

Duration: 1d4 Days

A foul spell, once cast it cannot be dispelled and must run its course. Upon uttering the last syllable of this warped summons, a cess-pit 10' in diameter and 30' deep seeps into existence at the location specified by the caster. The cess-pit gives off such a catastrophically bad smell that all creatures relying upon scent to track prey are *Confused* (as the spell) for as long as they remain within 30' of the cess-pit. Anyone falling into the pit takes 2d4 damage and must Save vs Death or contract a horrid disease, as if bitten by rats.

3) DRIPPING DOOM

Spell Level: Magic User 1st

Range: 10' per level

Duration: Random (1d30 Min.)

The ceiling, or any other regular overhead surface within range of the caster begins to drip caustic green acid causing 1d4 damage per level. The effect persists for 1d30 minutes.

4) EARFUL

Spell Level: Magic User 3rd

Range: 360'

Duration: 1 round per level of caster

Recipient of this spell becomes hyper-sensitive to all sounds in their immediate vicinity, incurring a -2 penalty to Initiative, To Hit rolls, and Saves for duration of the spell. There is a 20% chance of the victim overhearing some potentially useful gossip while under the effect of the spell.

5) HAZE OF HAJMEER

Spell Level: Magic User 2nd

Range: 10' per level

Duration: 1d4 Hours

This spell forms a fluctuating, heat-shimmer-like orange wall of energy between the caster and anyone else they wish to separate themselves from. The wall will absorb 1d4 magical damage from spells or items per level of the caster. It leaves behind a distinctive oily smear.

6) LURID LICHENIFICATION

Spell Level: Magic User 2nd

Range: 10' per 3 levels of caster

Duration: Save or permanent

Caster calls forth a voracious mass of Polar Lichen that quickly fills-up the space allotted to it. Anyone coming into contact with the Polar Lichen incurs 1d4 damage per round despite any defenses they might have thought would protect them.

MAP 1

Feel free to make copies for your home game!



Clatterdelve Caves: RAW

MAP 2



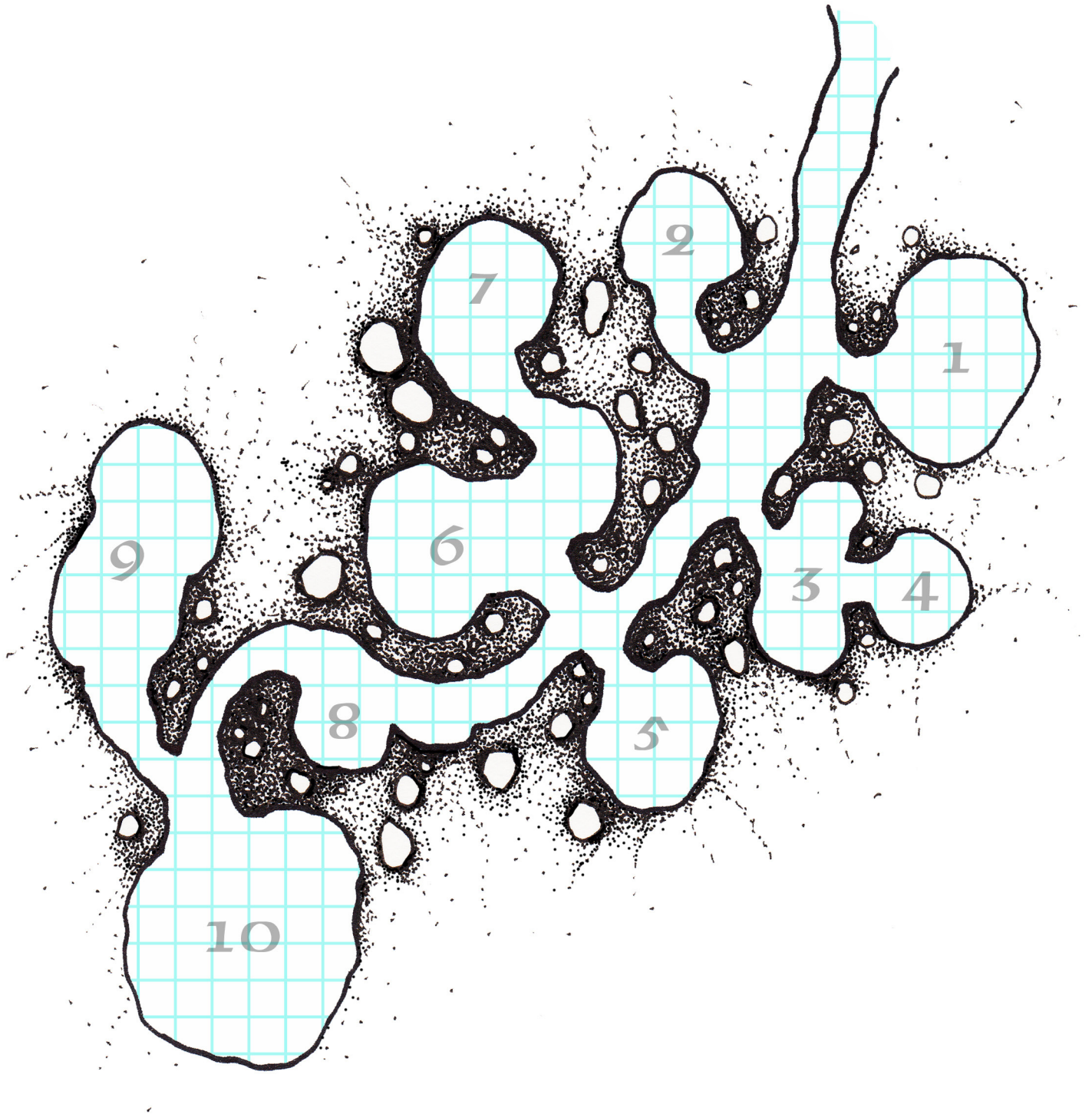
Clatterdelve Caves: Keyed (Numbered)

MAP 3



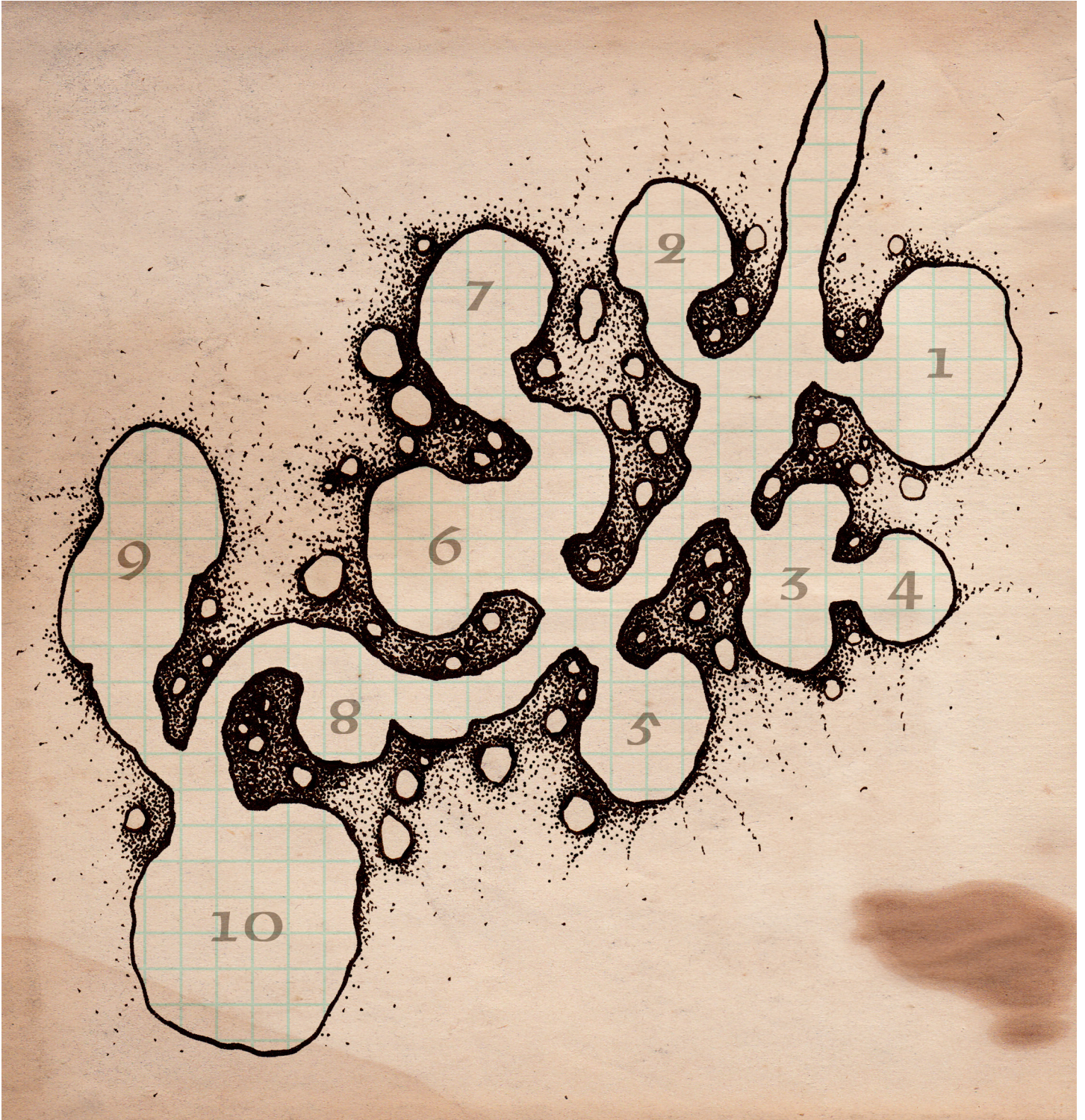
Clatterdelve Caves: Griddy-no numbering

MAP 4



Clatterdelve Caves: Gridded & Numbered

MAP 5



Clatterdelve Caves: Griddy, Numbered & Fancy-Dancy

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