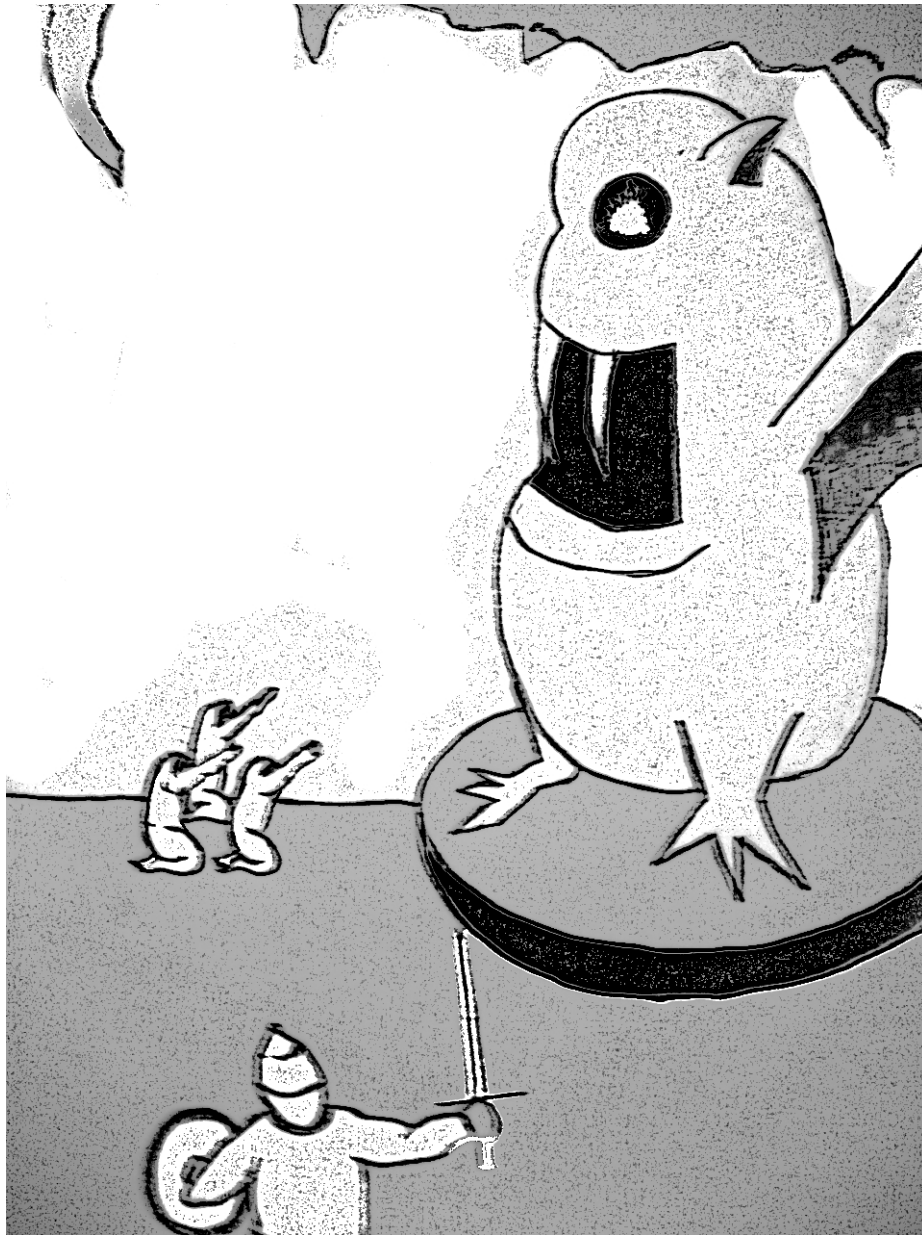


Broken God's Pain

Labyrinth Lord Edition
A Low Level OSR Adventure



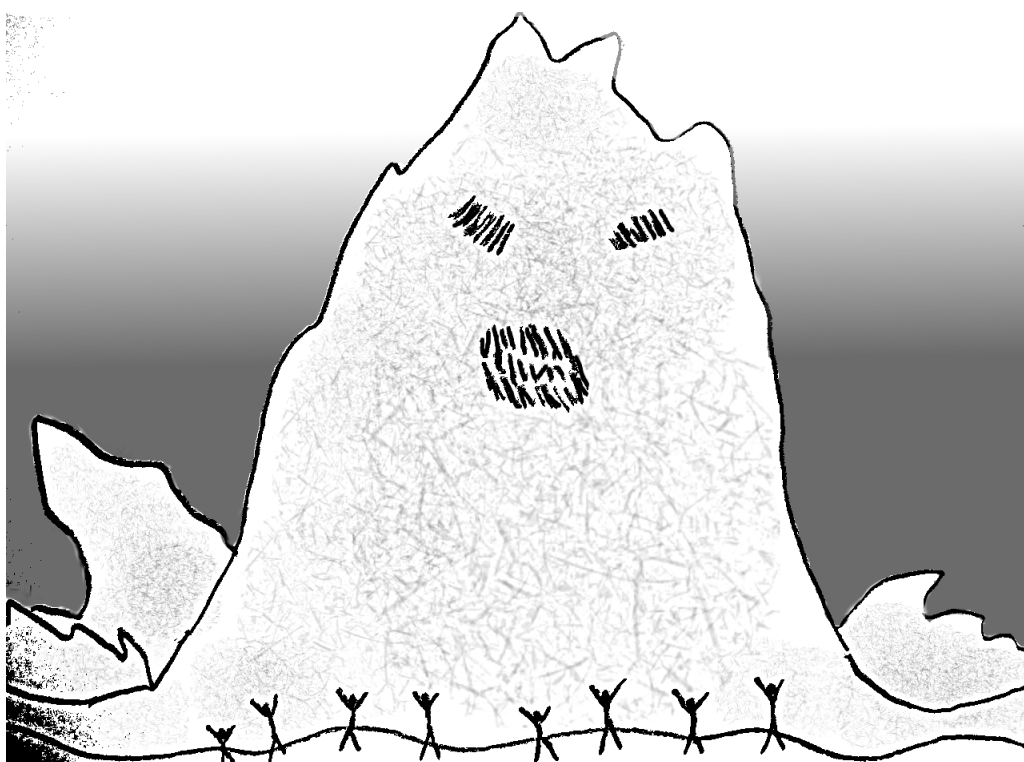
**Broken God's Pain
Labyrinth Lord Edition
A Low Level OSR Adventure
By
Unbalanced Dice Games**

Broken God's Pain

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Labyrinth Lord's Introduction

Long ago the people by the water were protected by a god. They thrived and all seemed good. The god forged a body so he could be with them in the flesh. It was a stone body, it didn't move. But he could speak to his people directly through it. The priests grew angry when they found that the people needed them less than before and they conspired. Into the caves the high priest went and found a new god. The old god's body was taken to the caves and smashed. The people felt lost without their old god and began to worship the new god the priests brought to them.

The old god's body was strewn across the caves so it could never be whole again. His power was not completely gone but he slept. The new god used his power to keep the old god asleep. Priests came to him to learn his ways. With their submission he changed the people over time, making them more to his liking.

Years and years have passed. The new god's spell has weakened. Out of his slumber the old god has awakened. All he feels is pain for the people he has lost and his broken body. It is time for him to leave the caves and that is why he has turned his attention to the party.

The Adventure Uses Labyrinth Lord

The adventures uses Labyrinth Lord and Advanced Edition Companion. Both are freely available on the internet and can be gotten in book form as well.

Player's Start

Each character falls asleep at the same time and begins to dream. A mournful voice will speak to them telling them that they will come and find him. He tells them that he is a god and has cursed them to do his task. They will find out what this is in time. A woman will show them how to begin their search.

The characters awake standing on top of a large wave. Their feet are on top of the wave's crest. The bottoms of their feet are wet and they occasionally get sprayed with the wave's mist. Across the water they are being transported at an amazing rate. They pass sea monsters and ships in seconds. Soon they see the shore and the wave stops. The characters are flung through the air and land roughly on the sand. The wave is gone and in the distance they see the village of Quiet Sails. Something tells them that they must go there and find the woman the god

has spoken of.

The Labyrinth Lord should read the sections under “Old God Notes And Instructions”. This explains what the party's ultimate task is: to find the pieces of his body and reconstitute him.

Labyrinth Lord should hint that something bad that has happened must be because of the curse!

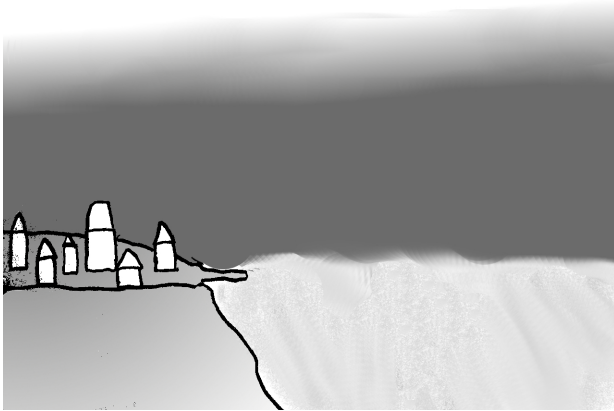
The World Of The Village And The Caves

It is up to the Labyrinth Lord to figure out where these are. An unfamiliar setting would be best as this will add to the party's confusion. The party is in the grip of Quiet Sails and the Caves. The simpler it is for them to just leave lessens the impulse to get the “curse” of the broken god removed.

The “Curse”

The curse is a delusion of the Old God. He has power enough to bring the party to Quiet Sails but not enough to curse them. The party will never know this and his words will only be psychological. In the Old God's mind he sees the party resisting his power and his curse ripping them apart at night. One character at a time dies until they comply. This is only in the Old God's mind. The

Village Of Quiet Sails



Near the shore are a group of buildings. There are some small fishing boats. People are on the beach and around the buildings. It seems peaceful.

As the party gets nearer a small post marks the village as "Quiet Sails". The first building is a guardhouse. A man walks out to greet them in leather and is wearing a sword. He tells them his name is "Bronco", he keeps the town's peace and wants to know their business. If the party tells him that they are here in search of the old god he will tell them that it sounds like a bunch of nonsense. He tells them they can spend the night and they should be on their way. He heads back to the guardhouse, the village awaits.

Most buildings seem normal. The people live off the water and a little farming. The men walk around with fishing gear and the wives are usually busy doing something with

fish. Children chase each other around. Some act like little mice, others act like bats chasing them.

Some houses have stuffed bats on the walls. If asked about them the people tell the party that their easy to catch in the caves nearby. They trade their stuffed bats with other people further inland. If asked about the old god they will give the party strange stares. Some will seem frightened. The people here worship the bat god in secret and live in terror of the legend of the old god. If asked who they worship they tell the party to go talk to the local priest about their sun god worship.

It is important to read the Empathic Guide area as this is crucial to get the party to the caves.



1 Guard House

A simple house. Two rooms. Front one is where Bronco watches the road to Quiet Sails. Back room is sleeping quarters. There is a locked safe with 10 GP in it behind Broco's bed.

Bronco
(AL LE, MV 120'(40'),
AC Chain mail 5, HD 4,
AT Long sword or Club,
DG Long sword 1d8 Club 1d6,
SV F4, MR 12, XP 80)

HP: 15

Bronco is no fool when it comes to fighting. He will knock a character down to 6 HP and try to knock them out with his club. If he gets the chance the characters will wake up a mile away from the village. The Labyrinth Lord should have the Empathic Guide find them and take them to the caves.

2 Normal House

Small family. Roll 1d4 for number of children. Roll to determine the children's sex: odd female, even male. Not much money can be found

in the house, maybe 1-2 GP each.

Fighting Male
(AL LE, MV 120'(40'),
AC 9, HD 1, AT Club,
DG 1d6,
SV F1, MR 12, XP 10)

HP: 4 each

Wife and Children
(AL LE, MV 120'(40'),
AC 9, HD 1, AT None,
DG N/A,
SV F1, MR 6, XP 0)

HP: 2 each

3 Merchant

The Merchant can sell the party items like leather armor, swords, arrows and such. Nothing fancy. Plenty of salted fish that the party can buy. 1 GP buys a weeks rations of salted fish. He lives next to the merchant house with his family, use a Normal House to generate it. He will offer lodging and food for the night for 1 SP per character. In the morning the town guard will come and see

them off.

Merchant
(AL LE, MV 120'(40'),
AC 9, HD 1, AT Short sword,
DG 1d6,
SV F1, MR 9, XP 10)

HP: 3

4 Boat Maker

He makes boats for the village and occasionally a new house. The boat maker will sell the party a small boat that holds 2 for 20 GP. The boat is the size of a canoe and comes with a couple of oars. It weighs only 20 pounds and can be dragged by one character or carried by two. He lives in a Normal House.

Boat Maker
(AL LE, MV 120'(40'),
AC 9, HD 1, AT Stick,
DG 1d2,
SV F1, MR 6, XP 10)

HP: 4

5 Priest

The Priest lives in a little temple. There are no symbols on the building. If asked about this he says that the building is a recent addition and they haven't got the resources to build anything too fancy. The building seems to be made up off old wood. If the party does any investigations of the building they will find an odd mask in a closet that has bat wings sticking out where the ears are. The priest if asked about this will tell them it is for an annual festival when they dress up as animals. He knows little about the sun god and will only say that he is bright.

Priest
(AL LE, MV 120'(40'),
AC 9, HD 2, AT Mace,
DG 1d6,
SV F2, MR 12, XP 20)

HP: 6

6 Elder

The Elder lives in a better furnished Normal House with his wife. There are no children. They are white haired and frail. He runs the town and will be found sitting outside of his home. He will greet the party and ask

them their business. If the party mentions the old god to him he will laugh for a bit. Then he will get serious. "It'd be best if you leave the town in the next hour. We don't like people coming here talking about a bunch of religious nonsense."

The town guard will confront them soon after and tell them to get out. As the party leaves the town they will see the people gathered watching them. In front of them the Elder will be dancing and making wing motions with his arms. The people will attack them if they return.

Elder
(AL LE, MV 120'(40'),
AC 9, HD 3, AT Staff,
DG 1d6,
SV F3, MR 10, XP 50)

HP: 9

7 Village Drunk

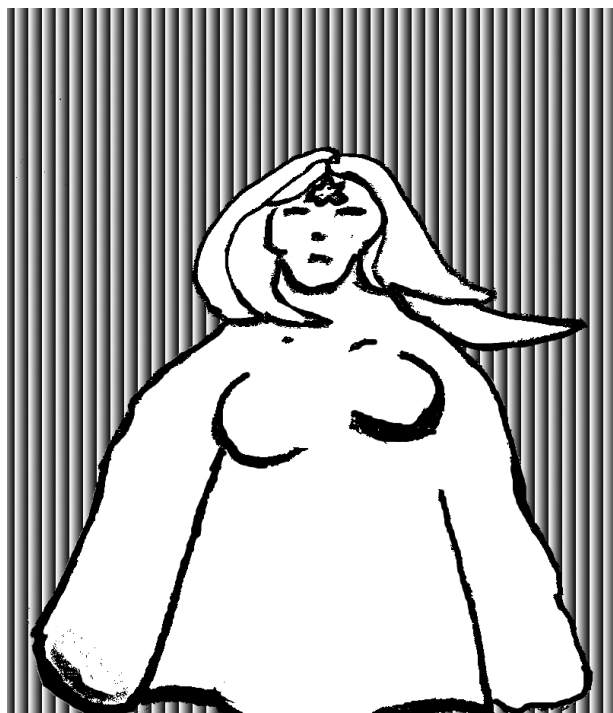
The place seems just like a Normal House but a man is always out front every day wandering and completely drunk. He will walk up to the strongest appearing male in the party and start babbling "Your here to put your bat in my wife aren't you? Always sticking their bats in our

women. I'll not let you and your bat this time!". He will take a swing at the character but fall down. His wife will rush forward and tell the party to get away or she will go get Bronco.

Drunk
(AL LE, MV 120'(40'),
AC 9, HD 1, AT Unarmed,
DG Unarmed,
SV F1, MR 12, XP 10)

HP: 8

8 Empathic Guide



A young woman with white hair is watching the party from a Normal House. Her home lacks a male and

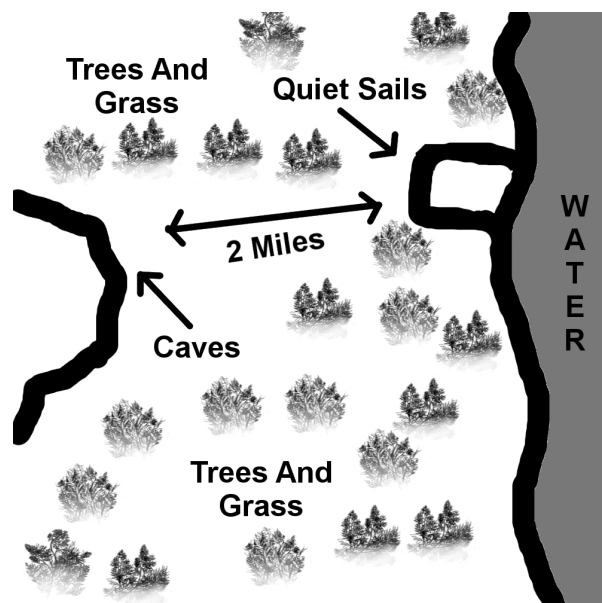
children. She will walk by the party and whisper “When you leave I will meet you.”. After the party leaves the village and are out of sight of it she will appear. “I have some idea of what you seek. My name is Eala. Ever since I can remember I have felt a great pain coming from the caves. It never stops, the aching... at times I can feel my body being broken into different pieces. The dreams of the blue glow things. I will show you where to begin your search.”.

She will lead the party close to the caves(a couple of miles distant from Quiet Sails), eyesight distance. The guide will point at it “there it is.” and depart. During the journey she will not tell the party anything about the bat god cult. Most questions she will respond to with “such things are forbidden for me to talk about.”.

Eala
(AL LN, MV 120'(40'),
AC 9, HD 2, AT Dagger,
DG 1d4,
SV F2, MR 8, XP 20)

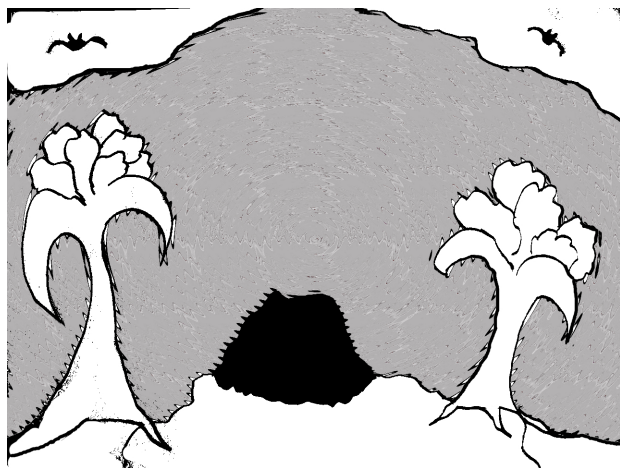
HP: 6

The Journey To The Caves



The caves are 2 miles away from the village. The journey(s) there and back will go unimpeded. It's like there isn't any life anywhere but plants and an occasional animal. As they go along the party will start to realize that they are following a hard to recognize path. Funny trees will appear every 1/10th of a mile that seem like giant bats out of the corner of their eyes. At times it seems like the grass is actually little fingers pointing them in the right direction.

Caves

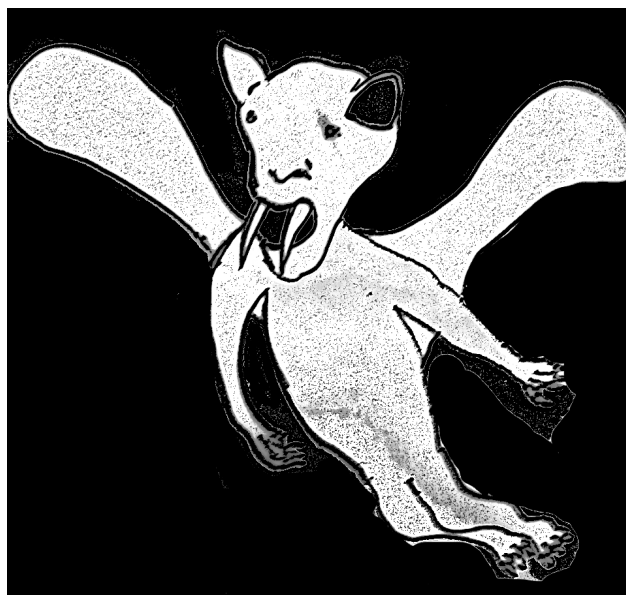


The caves are filled with many things besides the minions of the new god. Parties should be on their guard as they travel through the tunnels. The most numerous foes they will encounter are the worshipers of the bat god, human or Manunbat. The old god is safely hidden around the caves. He cannot help the party at all. His power has been spent bringing the party here. The new god, the bat god, is the ruler of the caves.

The caves are generally unlit except where there are humans and any creature that can't see in the dark. When there is lighting it is usually a torch or two that is made out of bone. The bone torches have a hole dug into one end that is filled with leaves and bat dung. This burns slowly and creates 2 different lights: green and purple. The stone is gray and dirty hand prints will be seen from time to time on it. The party when they speak will seem to hear voices echoing

through the caves that are not theirs.

Random encounters are determined by where the party is at. There are no strict guidelines for area but roughly base the area on the letter suffixes that adorn the room/cave areas.



C Area: This is the human worship area. Roll every 10 rounds a d4. A roll of 3 or higher and the party encounters 3-5 Worshipers.

Worshipers

(AL LE, MV 120'(40'),
AC 9, HD 1, AT Knife,
DG 1d4,
SV F1, MR 12, XP 10)

HP: 4 each

D Area: This is the Manunbat area. Roll every 10 rounds a d4. A roll of 3 or higher and the party encounters 2-4 Manunbats.

Manubats

(AL LE, MV 120'(40')

Fly 30'(10'),

AC 9, HD 1, AT Bite or Strike

DG Bite 1d4 Strike 1d6

SV F1, MR 9, XP 13)

Plant Skeleton

(AL LE, MV 120'(40'),

AC 5, HD 2, AT Strike or

Root Grab,

DG Strike 1d8 or Root Grab,

SV C2, MR 11, XP 29)

Other areas: These do not produce as many encounters. Roll every 20 rounds. A roll of 4 and the party encounters:

1. Plant Skeleton and
2 Manunbats

2. 2-4 Manunbats

3. 2-7 Worshipers

4. 1-4 Manunbats and
1-4 Worshipers

A Section

1A Entrance

The characters enter an empty cave. Passages lead out of it in many directions. There is dust on the floor and nothing else. It looks undisturbed. A couple of bats hang from the ceiling.

The first time the party enters the cave they will have a vision. The room will turn pitch black and they won't be able to move. They will see 7 blue glowing rocks floating in the air in front of them. A deep voice will say "This is my body. Find these rocks. Take them to the water and submerge them all at once. Find me....". The vision ends at this point.

2A Low Bat Caves

The cave's ceiling is very low 7'. Hundreds of bats hang from it, a huge living mass. The party, if they walk through the cave will cause the bats to start to swarm. Any character caught in the swarm will take 1 HP per round or fall to the ground, player's choice. The only way the party can get through the cave without disturbing the bats is on their hands and knees. Being low to the ground also protects the characters from the bat swarm

when it is active. Movement on the ground is very slow, only at 1/3rd the party's normal rate.

3A Bridge Over Chasm

A large chasm runs through the cavern. It is 50' long and seems bottomless. Across the chasm runs a rope bridge with wood plank footing. The party can only cross it in a single file. The first time the party crosses the Labyrinth Lord should select a character to have a plank break out from beneath him. The character will catch himself and hang from the bottom of the bridge. He can pull himself up but the bridge will further break on an odd die roll and he will fall into the chasm. If the other party members help him up then this does not occur.

A character who falls into the chasm should be considered lost. The Labyrinth Lord can decide if he survives somehow but what happens to him should remain a mystery until later in the module or after the adventure is over.

4A Earthquake And Cave In

The first time the party journeys through these caves there will be an earthquake. The other 4A caves the party are not in will be completely filled with boulders, dirt, rocks, etc... . The party's current cave will be partially filled. Characters will not be damaged but it will be harder to move through this cave. The partial cave in reduces movement by half.

5A Little Ball



A sharp rumbling enters the cave. Out of a wall shoots a small ball that looks like a bowling ball with something attached to it. It rolls across the floor and stops right in front of the party. The thing attached to it is a round helmet with eye holes. This is mounted on a round gray rock.

It will start talking in a high squeaky voice once it has stopped

moving. "What are you doing this far in the caves? Don't you know it's dangerous here!?!". When it learns that the party is on the hunt for the old god it will say "I'm glad that didn't happen to me!". It knows nothing of the old god or what lurks deeper in the caves. It typically just rolls around this cave and in the tunnels it has dug. It will tell the party that it thinks that there is a dragon somewhere deeper in the caves. If the party asks what it, the little ball, is it will say "I'm me!". The little ball won't spend that much time with the party and will suddenly roll off saying "Gotta go!". Into a hole in the wall it will exit.

Little Ball

(AL CN, MV 200'(66'),
AC 7, HD 1, AT None,
DG N/A,
SV F1, MR 4, XP 10)

HP: 5

6A Unlucky Ned

This is the cave that Ned uses to hunt in. The cave next to it is where he sleeps. Both are connected by a ledge that is 15' high, 10' wide and 10' below the ceiling. The other cave is where he climbs up from the

floor by using a ladder.

Ned is lacking his left arm and his right leg. He wears rags and the skins of dead Manubats that he runs across. Dirty white hair hangs around his head. The top is bald.

He used to be a pirate but his boat sank. He was the only one of his crew that made it to shore. Unlucky for him he landed in the village. The people were brutal to him and left him for dead. He lived but lost his two limbs. To survive he made a shelter in the caves and has an uneasy truce with the Manunbats of the caves. He gets around on a bone crutch and spends his time perched on the ledge waiting for intruders to enter.

When the party enters he will quietly start shooting at them with his dart gun. The darts are small enough not to do any damage but have a poison on them that will make a character not able to move his legs unless they make a saving throw. This lasts ½ to 2 hours. He later comes off his perch and knocks them out with his crutch. For every person he captures for the Manunbats he gets a week of food. The party will not see who is shooting the darts. He will be hidden in the shadows on top of the ledge. If he knocks one character down they will hear "Got you bugger!" coming from the ledge. Ned only has 5 darts on him and when those are gone he will go into the other cave, come down the ladder and return to fight the party with his

crutch.

When Ned is down to 5 HP or less he will say "Ok I give up! Don't kill me!". He will then tell the party that he wouldn't have killed them. He explains to them that he has to protect the cave from monsters and he thought they were something not friendly. He says his poisoned darts sometimes makes him see funny. He tells the party to give any character he darts some time and his legs will start working again. If the party asks what happened to his limbs he will tell them cave monsters took them years ago. Then he will start to head back to his ledge muttering "Guess I really am unlucky Ned". Once on his ledge he will pull his ladder up. From then on he will not attack the party but stay hidden.

Unlucky Ned
(AL N, MV 60'(20'),
AC 9, HD 2, AT Crutch or
Blowgun,
DG Crutch 1d6
Blowgun(See Above),
SV F2, MR 7, XP 20)

HP: 10

7A Termites

The cave has long roots hanging down from the ceiling. The walls have fist sized holes all over the place. Different places in the cave have piles of wood dust on them. Wind from outside can be heard coming through the holes.

Once the party starts walking around the room they bump into the roots. There are enough roots hanging down that it is impossible to walk in the room without pushing some aside. One round into it fist sized termites will start jumping out of the holes in the wall and try to land on the characters. Each round a termite targets each character until the character has 3 termites on it. If it lands it sticks to the character's body and will then target any wooden or leather equipment the character has on his person. This means leather armor, staffs, clubs, torches, bows, etc... . If a termite hits the character it hits that item instead. Its powerful jaws completely destroys the item. Magical items are not destroyed, there is something about them that repulses the termites. Once all the wooden and leather items are gone from a character the termite jumps back into its hole. Termites that miss landing on a character leap back into their hole the round after their miss.

There are 12 holes from which the termites are jumping out of. All a

character needs to do is hit one of these holes and it will close. A hole has an AC of 9. Only one termite at a time can exit these holes. Once all the holes are closed the termites will no longer be able to attack the characters.

Big Termites
(AL N, MV 120'(40'))

See Above,

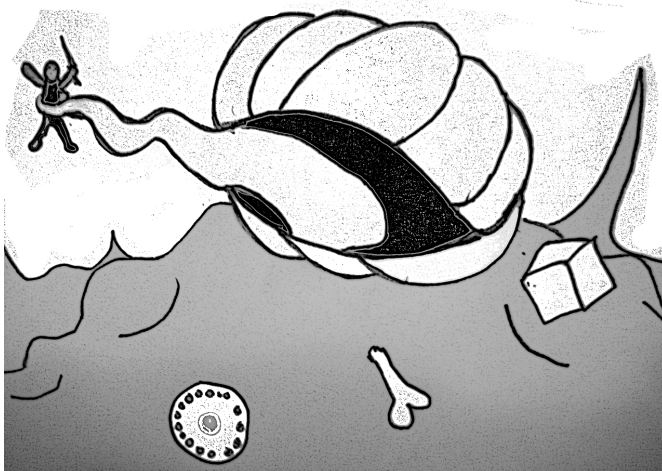
AC 9, HD 1, AT See Above,
DG See Above,
SV F1, MR 12, XP 13)

HP: 2 each

8A Stairs Chute

The steep stairs are not quite what they appear to be. They descend downwards. Once the last character is on the stairs they will fold into the floor. The stairs have been turned into a slippery chute and the party will slide down it at a rate of 30' a round. They will fly out of the chute and end up deposited in the Garbage And Clam Thing area. Once the characters have left the chute the stairs will be restored. Ascending the stairs does not cause the chute to activate. The entry into the Garbage And Clam Thing area is 20' above the floor. The party will need to climb up a wall to get back to the stairs/chute.

9A Garbage And Clam Thing



This cave has a huge amount of garbage and goo spread out across

the floor. It smells terrible and the character's feet will make a squishy noise as they move around in it. As they move around a character has a 1 in 10 chance of getting stuck in the goo/garbage on the floor. Every round gets stuck check. They will not be able to move until they make a saving throw, 1 roll per round.

In the center of the cave appears a huge Clam Thing. It is 30' in diameter. The Clam Thing does not move but can turn 90 degrees per turn. When the party enters it will be sleeping. If the party moves around the room on the 5th round one of the characters will accidentally make a large noise. His foot will hit something and large racket will echo through the room. At this point the Clam Thing will awaken. It will begin turning towards the character that made the noise and once it is facing him will attack him. Out of its mouth will shoot a huge tongue. If it hits a character he is wrapped by it. The tongue will pull the character to the clam at a rate of 15' a round. Once it reaches the Clam Thing the character will be sucked inside of it and is neutralized for the rest of the combat. He is deposited in a large sack underneath the clam thing. The sack is full of garbage and various body parts of recent victims. If all the characters end up in its gut the Labyrinth Lord can decide that they all end up digested or can allow them to cut themselves out of the gut after a couple of hours. If the Clam

Thing is killed it retches up all the garbage and any characters it has consumed. Swallowed characters will be flung through the air and hit the wall, taking 1d4 damage from the impact. The characters outside of the Clam Thing will be covered with its vomit but they will not suffer any damage.

Clam Thing
(AL N, MV 0,
AC 3, HD 5, AT See Above,
DG See Above,
SV F5, MR 12, XP 350)

HP: 22

The tongue will let go of a character if dealt 10 HP of damage. It will pull back into the Clam and rest for a round. Damage to the tongue does not affect the clam's HP.

10A Water Serpent Passage



This area is marked 3 times on the map. The outer marks indicate the start of the area. The middle one is the halfway mark.

Water fills this passage. As soon as a character descends into it they will find themselves wading in 3' of water. There is a good 5' of head room above the water top.

When the party reaches the halfway mark in the passage they will hear a loud splash. As they look ahead they will see that the water is greatly disturbed by something and that it is getting closer and closer to them by the second. Give the party two rounds to prepare.

At this point the water serpent attacks. It will first try to wrap itself around the largest character. After that its target will be the smallest in the group. As combat proceeds and characters are knocked out of commission it will try to wrap around the next largest and bite the next

smallest and so on.

Further down the passage there is a small shelf where the water serpent rests. There is a dung pile against one of the walls which is filled with the skeletons of men and different animals. If the party can stand digging in the dung they will find a ring with a bat head on it. Wearing it allows the character the ability to fly through the air at a rate of 3' when in the presence of a Bat God Idol. They will suddenly feel that they can fly when within 100' of one.

Water Serpent
(AL N, MV 120'(40')

Swim: 150'(50')

AC 5, HD 3, AT Bite or Crush,
DG Bite 1d6 Crush 1d4,
SV F3, MR 12, XP 50)

HP: 12

Characters wrapped by the
Water Serpent take Crush damage
each round.

11A Mausoleum



The large door is guarded by two skeletons hanging from chains on either side of it. There is a large bar on the front of the door, as if someone was trying to keep something inside of it. The bar is heavy enough that it requires two people to remove it and place it back into its spot.

The first chamber has 13 coffins in it. Each coffin is open and has a man's terribly decayed body in it. The bodies are completely wrapped in green cloth rests in each. Only one is not wrapped in green. The non green one is wrapped in black cloth. Several lids are leaning against the wall. These take two characters at least to place over a coffin and seal it. It takes one round to move a lid over a coffin and another round to seal it.

The second chamber has a stone table in the center of it. There is a skull resting in the middle of the table. On top of the skull sits a triangular helmet that appears to be

completely covered with eyes. From the first chamber one gets the impression that the eyes are watching the party.

If the party searches the coffins they will find a variety of treasures in each of the green coffins:

1. A cup that burns if water is put in it, like a torch.
2. A scroll that if read causes the gold, silver and copper on a character to double. Scroll turns to ash after using. It's unclear what it does until used.
3. A silver flyswatter that if held will keep the holder safe from any normal fly bite.
4. A little doll the size of a finger. If held in the palm of a character's hand it will do a dance that mends 1d4 hit points once per day.
5. A green gauntlet that withers any plant it touches. Against plant creatures it does 1d6 damage if a hit is scored and the plant creature must make a save or be stunned for a round. Plant Skeletons are affected by its power.
6. A very stale loaf of bread. If crumbs from it are ate the character will be well fed for a day, no need to eat or drink. A character can get 12 days of crumbs out of it. The character will know when he has ate enough.
7. A stick that will turn into a shovel and back when the holder wills it. The character finds he can shovel twice the amount of material he could before.
8. A long sword that acts like a +3 sword against any undead for 8 hits. After this it breaks in two. Reforging it makes it into a normal sword, no bonuses. Plant Skeletons will be treated as undead by it.
9. A fake eye that has a faint red glow in the center of it. If a character puts it into an empty eye socket it will give the character infravision while inserted.
10. A small cube with a picture of a man walking on water on each side. This allows the holder to walk on water for 1-8 rounds per side. As soon as the character

starts walking on water a side loses its picture. Once all the sides are used up the cube fades away.

11. A potion that if drank sets the character's skin on fire for 10 rounds. Anyone hitting him takes 1d6 points of fire damage. Insects are repelled by the flames.

12. A book entitled "False Gods". Reading it takes a day and the character who read it will be plagued with doubt about whether his deity is real or not. He will not be able to receive any spells from his deities for a month. The character also gains a saving throw of +1 for a month from any spell whose origin is divine.

The black shrouded coffin does not contain any body at all. Once the cloth is opened up a plague of flies swarms out and fills the mausoleum. Characters start to take 1 point of damage per round from fly bites as soon as the cloth is opened. A saving throw negates this damage but must be made each round. The flies will keep biting until the characters flee the mausoleum. If any character tries to destroy the flies they will have an unpleasant surprise as the flies keep on coming out of the coffin. The

characters can stop the plague by putting a lid over the fly coffin. Once sealed the flies in the mausoleum fall to the ground dead and turn to dust a round later. Alternatively the characters can get outside of the mausoleum and close the door. If the door is not barred back up the flies blow open the door in one round. Once the door is closed the flies on the outside fall to the ground dead as well. If the door is not closed the flies do not stop chasing the characters and hunt them down until they are dead. Reopening the door restarts the fly attack.

The second chamber holds the eye helmet. On the skull is written a simple message:

To see we must have your eye
All around and from behind
You will see with your lost eye
Fear not your gift, not you will be blind

If a character puts it on his head his left eye pops out and rolls up onto the helmet. The eye then becomes part of the helmet, there is no way to remove it and put it back in the character's head. When the helmet is worn the character can see in all directions. But the character must make a saving throw each time he puts it on or be paralyzed until removed. The eyes instead of watching this world have focused on

another dimension that is completely incomprehensible to the wearer. The character stops moving and has this dumb look on his face.

cage down. A character will have to spend one round reaching up and detaching the cage from its chain. Then he can open the door and shake the piece out of it. At that point the piece is the characters.

12A Birdcage(Piece)

The party comes across a birdcage hanging from the ceiling. A blue light is shining from inside of the cage. A nest can be seen inside of the cage. The blue light is coming from a piece of the broken god. The cage is 3' high with a 3' diameter.

A character can try to open its door and reach in and grab what is glowing blue. If he does so the character will get a terrible electrical shock from the birdcage and be thrown to the ground. For one round he will not be able to feel the hand that reached for it, it is numb.

The cage can be attacked. It has an armor class of 9 and 5 HP. When the cage is reduced to 0 HP it shatters and the broken god piece can easily be picked up. But whoever destroyed the cage will lay 1-2 eggs every 12 hours and tweet like a bird while he is doing it. Each egg takes 4 rounds to lay, during which the character is totally consumed with his egg laying and can do nothing else. The character will lay eggs for a week. The eggs are normal chicken eggs.

The safest solution is to take the

B Section

1B The Dark Wall

The party comes upon a solid black wall in the passage. Initial touching of it will show that it is solid. Any character that physically examines it will notice that it is becoming softer to the touch the longer he touches it. Eventually it becomes passable, like water. The wall becomes solid again after the characters stop touching it. When the characters attempt to go back they must do the same things as they did to get through on the other side.

As characters pass through the wall they hear a low voice speaking in their heads "We need your shadows, come come come....". After passing through the wall many things will be noticeable different. Colors are absent from sight, everything is black or white. The characters cannot hear what each other is saying. It's clear that sound is exiting their mouths but no one can hear anything.

2B Servants Of The Sweet Shadow

The passage opens up into a larger cavern. Another dark wall is

situated towards the back. An entrance surrounded by a couple of pedestals is in the center of it. Floating towards the characters are a couple of men whose bottom halves are a black mist. The top half shows a thin muscular body. Their skins are dark and their heads have no hair. As they get closer it becomes apparent that they are identical.

The servants will try to grab a character each and drag them to the entrance. If the party fights back they will start swinging at the characters. Once destroyed another pair of servants will emerge from the entrance and engage the party in combat. When the servants are destroyed they break up into black cubes, triangles and circles and are absorbed by the dark wall.

After the servants are no more the voice will be heard again "You have struck down my servants. Come to me, I have need of your shadows...". The entrance will become pure white and the characters will smell a sweet smell.

Servant

(AL LE, MV 120'(40'),

AC 8, HD 2, AT Fist,

DG 1d6,

SV F2, MR 12, XP 20)

HP: 7 each

3B The Sweet Shadow



Hanging from the ceiling is a large insect abdomen. Where there should be a head is a black electric cloud. This is the Sweet Shadow. Beneath the abdomen is a large glass bowl, 10' in diameter. It is filled with a black substance. A large staff is sticking out of the substance. Picking it up reveals that it terminates in a spoon head. The substance seems gooey and slowly pours from the spoon end as if it were honey. The voice speaks again "Please eat my black honey, I need your shadows".

If any character eats the black honey he will not notice anything happening to him. But behind him his shadow will become detached from him and begin forming into a Servant. It takes 3 rounds for the shadow to be transformed. Once done the character will no longer have a shadow until the servant is destroyed. The voice will continue to encourage

the characters to feed on the black honey.

Once it becomes apparent that the characters will not feed or continue to feed it will attack as well as any Servants that have been created. If it subdues the party it will force feed them the black honey and have its Servants take them to the other side of the dark wall. Returning to fight again the party will be warned that they cannot hope to reclaim their shadows, have they not lost once already? This time the voice tells them they will not survive.

When the Sweet Shadow is destroyed everything associated with it will disappear, the dark walls, the room the characters are in, the servants, etc... . The cavern will almost be completely empty. At the party's feet will be a normal sized wasp walking around.

Sweet Shadow

(AL LE, MV 0,

AC 8, HD 5, AT Black Spit,

DG Save or fall asleep,

SV F5, MR 12, XP 350)

HP: 30

The Sweet Shadow can create Servants out of its own body. For each one it creates the Sweet Shadow loses 7 HP and this damage

will not heal for a week.

Fresh Servant
(AL LE, MV 120'(40'),
AC 8, HD 2, AT Fist,
DG 1d6,
SV F2, MR 12, XP 20)

HP: 7

4B Piranha Pond(Piece)

The cavern has a large pond in it. In the center of the pond is a small island. From the shore a small blue glow can be seen on it.

The pond is deep enough that a character cannot walk to the island. Any character who enters the water will have a 1 in 4 chance per round of attracting the pond's inhabitants. When a 1 is rolled the character will start to feel some slight nibbles on his flesh, the beginning of the piranha attack. The next round the nibbles become nasty bites. For each round of biting the character takes 1d4 points of damage. Getting out of the water will stop the damage. The piranha will patrol the 10 foot square in the water where the character got out of for 10 rounds then they will disperse. The character, if he reenters the pond at this point will be attacked again. Entering at another place or when the attack subsides will

restart the dice roll check again.

The island is made up of sand. Around its edges are skeleton pieces strewn everywhere. Another little pond is in the center of the sand island. The blue glow seems to be coming from it. In the center of the pond is a piece of the broken god. The pool is easy to wade into and there won't be any trouble picking the piece up. Once the piece is taken out of the pool the sand island will start to sink into the larger pond. The characters on the island will suddenly notice that their feet are underwater. The sinking rate is quick and the party will not be able to stand on it anymore in 3 rounds. At round 2 the water will be up to their necks. At this point the Piranha attack checks should be restarted.

5B Waterfall



This large cavern has a waterfall pouring out of its ceiling into a pool. There are several ledges around the ceiling. A mist is in the air making it hard to see if anything is on the ledges. There doesn't seem to be any stream exiting out of the pond, why the waterfall hasn't flooded the cavern is a mystery.

On top of the pond floats several dead Manunbats. On closer examination they don't seem to have been dead that long. Their wings have been cut from them and their front sides are smashed as if they fell from somewhere high.

After the party starts to investigate the dead Manunbats 4 Manunbats will descend down from up

above and attempt to attack them from behind. They will always keep the party between themselves and the pool. After 2 Manunbats have been slain there will be a great disturbance in the water.

Roll to determine what emerges out of the pool:

1. A large crustacean arm that ends in a claw.

(AC: 5, AT Claw, DG 1d6)

HP: 8

2. A couple of smaller crustacean arms that end in claws.

(AC: 5, AT 1, DG 1d4)

HP: 4 each

3. A tentacle that wraps around a target and squeezes. A hit from a tentacle squeezes the character and raises the AC by 2 while squeezed. Tentacle must be destroyed to release target.

(AC: 6, AT 1, DG See Above)

HP: 5

4. A tentacle that ends in a biting fish head. Its bite causes target 1 HP of damage and the target must make a saving throw or start bleeding 1 HP per round until fixed.
(AC: 6, AT 1, DG See Above)

HP: 5

Each round another one of the above comes shooting out of the pool, roll to determine which. The maximum number that will emerge should equal the number of characters in the party. Number two on the list should count as one. Destroying an arm when the maximum number has been reached allows another arm to emerge, roll again next round. The arms continue to emerge until (number in the party/2) of them have been destroyed. Then all the arms pull back into the pool and the thing completely disappears. The arms attack as 1 HD monsters. Give the party 100 X.P. for defeating the arms.

The thing reaches out of the pool occasionally and snags a flying Manubats. What it is and where it rests is another mystery. Manubats who have proven cowardly are sent here as punishment. They are considered redeemed if eaten by the thing.

Manubats

(AL LE, MV 120'(40')

Fly 30'(10'),

AC 9, HD 1, AT Bite or Strike,

DG Bite 1d4 Strike 1d6,

SV F1, MR 9, XP 13)

HP: 3, 4, 7, 3

6B Crossbow Trap

Once the party is halfway across the cave something will click in the floor and a set of crossbows suspended in the ceiling will fire. Each character is attacked as if by a 1 HD character. If hit they are struck by a crossbow bolt and take 1d6 damage. The only way to avoid the trap is to walk around the edges of the cave. The party may notice the crossbows if they search the far reaches of the cave's ceilings. They are 10' off the ground and rest above a ledge. There will be one for each character. Each is easy to disarm, there is a little piece of string strung from their triggers to a metal bar that pulls back when the party gets to the center of the room.

7B Cart Storage

The cave holds a strange cart contraption. It is a large cart with 4 wheels. The front part has a seat which can hold one person. Pedals are in front of this with glowing chains reaching from them to the wheels under the cart. Anyone who pedals the cart will find that it moves at a 12' movement rate and can carry 1000 pounds easily. The cart has an AC of 2 and can take 16 points of damage before it is destroyed. It was built by the Long Bearded Hermit years ago to help him feed his favorite creature, the beast in the Waterfall area pool.

8B Long Bearded Hermit's Home



This is a complex of 3 caves. The first one is the entry chamber which has a chair and a glass ball next to it on a table. The second has a bed and a chest with a couple of robes in it. The final room has a bookcase in it with books on underground life. One is a drawing book filled with sketches of a giant wave caught inside of a glass ball.

In the entrance the party will find a bald hermit sitting in a chair staring at the glass ball. He is dressed in a robe. His most noticeable feature is a long white beard that extends to the ground and stretches out for 5'. The

hermit will look up and tell the party that he heard them coming. He has seen the party's future in his glass ball and it does not look good. He tells them that they will be fed to some terrible beast in a pond. He will look into his glass ball again and look at the party with a crazy smile on his face. His beard will extend out and try to attack a character. Each character he hits with his beard is wrapped up in its hair as if entangled by a web spell. If the beard webs every character he will put their bodies in the cart from the Cart Storage area. With that done he will cycle them to the Waterfall area to be fed to the beast in the pool.

Long Bearded Hermit

(AL CE, MV 120'(40'),

AC 9, HD 3, AT See Above,

DG See Above,

SV MU3, MR 8, XP 65)

HP: 12

C Section

1C Pyramid Cavern(Piece)

The cavern has a high ceiling. In the center is a 2 stepped pyramid. Near the pyramid there are several huts. Further back in the cavern the party can make out a stream. Not far behind that appears another stream but this one has lava flowing in it.

A couple of men are on top of the pyramid. There are large poles on the top with torches illuminating the area. A large stone with a flat top is in the center of it. The men are waving their hands over the stone and something has a blue glow beneath their hands.

The huts have a large number of people milling around. They seem intent on what is going on the top of the pyramid. Torches on polls burn next to the huts.

This cavern is the home of the bat god's human worshipers. The men at the top of the pyramid are guarding a piece of the old god. They are dressed in black robes and have capes on that almost look like 2 large bat wings.

Each hut has 10 or so women and children gathered around it. They all are dressed in brown robes. The children, even the one's in their teens, prefer to walk around on all fours.

There are 5 warriors guarding the people and the priests. They are naked except for the loin cloths they wear. In their hands they hold nasty looking knives. Their heads are shaved so that the outline of a bat can be seen on top. When they see the party they will waste no time in confronting them. The priests will stay on top and guard the piece, only moving forward to attack if hit by missile fire. The people will retreat to the stream and if they are attacked will run into the lava stream like mad animals.

2 Priests
(AL LE, MV 120'(40'),
AC Bone Armor 6, HD 3,
AT Mace,
DG 1d6,
SV C3, MR 10, XP 80)

HP: 11 each

If both priests are still active they can use the old god piece to heal the warriors. Once every 2 rounds they can lift the piece above their heads and out of it will shoot a blue light onto a warrior. This will resurrect one warrior from death or heal him completely. The players will have no idea how they do it.

Spells:

Shove Blow x 2

(points a finger and causes a character to be knocked down.

The character takes 1d6 damage. A save negates the effects of the spell.)

Warriors(5)

(AL LE, MV 120'(40'),

AC 9, HD 1, AT Knife,

DG 1d4,

SV F1, MR 10, XP 10)

HP: 4 each

Women and Children

(AL N, MV 120'(40'),

AC 9, HD 1, AT None,

DG N/A,

SV F1, MR 5, XP 0)

HP: 2 each

2C Nexus Caves

The caves have shovels stacked against the walls. It looks like they have been randomly dug into with man sized wholes everywhere. Nothing is in these holes. There are a couple of empty cages big enough to hold one man in each of the caves.

These caves are nexus points between this world and the dimension of the bat god. Every month on a full moon he fills the walls with the reincarnated souls of those that have worshiped him. The people in the Digger's Barracks begin digging these people out of the wall and cage them. The reborn are taken to a Bat God Idol and sacrificed to him. This goes on for most of the month with the diggers only getting a week of rest.

A digger Foreman will enter the caves while the party is here and he will inquire why they are here. The Foreman is wearing leather armor and a bat mask covers his face. The wings extend out over his ears. He will explain that there are no reborns here yet, the moon is not full. If the party presses him he will explain the how the nexus caves work. At some point he will get suspicious and head off to the Digger's Barracks to get the other foremen to come and capture the party.

Foreman

(AL LE, MV 120'(40'),

AC Leather 7, HD 1, AT Club,

DG Club 1d6,

SV F1, MR 10, XP 10)

HP: 6

3C Digger's Barracks

The room has 4 wooden huts close to the back wall. 5 men wearing bat masks are walking around. They are dressed in leather armor. In the center of the room is a rack with a man in it. A man with a whip alternates between whipping the man and turning the rack's crank some. The man screams out each time he is whipped or the crank is turned. "I will dig harder next time!" he yells.

The huts have caged doors on each and are locked. Each hut except one contains ten men who have hunched over backs. Their arms are incredibly muscular. They walk around with their eyes to the ground. If any notice the party close to the doors they will rush the door and try to grab them through the bars. One of the men outside has the keys to the locked doors. If the diggers are let out they will try to overpower the party and put them in the cages stored in the room. After that they will be taken to a Bat God Idol area to meet their final fate.

The foremen once they are aware of the party in the room will waste no time and rush them. A couple are armed with whips, the remaining are armed with clubs. If a character is knocked out of combat they will demand the party's surrender. If the party submits they will be locked up in the empty hut.

They will stay there for a week while the foremen debate whether or not to sacrifice them to the bat god or turn them into new diggers. Roll a d4: 1-2 sacrificed, 3-4 diggers.

Foreman

(AL LE, MV 120'(40'),

AC Leather 7, HD 1, AT Club or
Whip,

DG Club 1d6 Whip 1d2,
SV F1, MR 10, XP 10)

HP: 6 each

Digger

(AL N, MV 120'(40'),

AC 9, HD 1, AT Unarmed,
DG Unarmed,

SV F1, MR 6, XP 10)

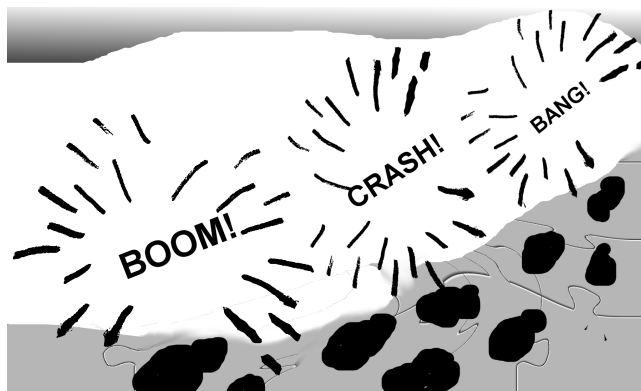
HP: 2 each

4C History Lesson

On the walls of the cave are painted scenes from the past. They seem to depict a statue with a friendly face on it with many people gathered before it. The next scene shows a large Manunbat appearing before a small group of men. After this the scene shows the Manunbat tearing

the statue into 7 different pieces. The final picture shows the people gathered before the Manunbat kneeling in worship. Written on this scene in a language that is very similar to what is spoken in the world. It is the word "Victory".

5C First Village



The cavern is filled with old ruined buildings. Strwn across the floor are skeletons everywhere, the bones blackened. This was the first village of the bat god worshipers. In one of the buildings the party will come across an old dusty book that is a short diary of the worshipers. It details their turning away from the old god to the bat god. The last few pages mentions that the old god is having his vengeance and then it stops.

If the party touches the old bones they will start to hear large footsteps coming towards them. Loud thuds on the ground. Bones will start to crack on the outskirts of the

village and skeletons will fly into the air. A dust cloud will start to form and it moves towards the party. The thing that is coming towards the party is invisible. It is the punishment of the old god. When it reaches the party it will attack each character for a couple of rounds. If the party flees it will not follow them into the tunnels, its mandate is to destroy anyone in the old village.

Invisible Punisher
(AL CE, MV Stomp Walk

120'(40'),

AC 3, HD 8, AT Terrible Blow,

DG 2d4,

SV F2, MR 12, XP 1060)

HP: 25

This creature is like an Invisible Stalker but is slightly different. It is invisible and the ground is greatly disturbed where it stomp walks. The party will know where it generally is by seeing the disturbances it causes but still will suffer the penalty of attacking an invisible creature. The Labyrinth Lord may want to affect a terrified look on his face if he thinks the party is too weak to fight it, something to get them to leave the area.

6C Temple

The room is carved into the rock. A 10' tall Manunbat stands before a pile of corpses as if it is performing a religious ceremony on an altar. 10 men kneel before it and are chanting something that the party cannot understand. They wear nothing but loin clothes. Nasty looking daggers rest at their sides. Every round a large fire erupts and shoots up to the ceiling behind the Manunbat. The Manunbat will occasionally pick up a corpse and throw it into this fire. The men will cheer each time this happens.

The worshiping will stop once the party is noticed. The men attack with their knives while the large Manunbat shouts orders at them. When half the men have been killed it will reveal its true nature. The arms and legs will fall away and it will become man sized. It will remove its head to reveal that it is a Plant Skeleton and that it was wearing a "costume". If the party gets a chance to inspect the costume they will find that it is made of cloth and has stilts and arm extenders.

The Plant Skeleton joins the fight once it has shed its costume. As it moves forward the fire becomes very strong and increases until it burns up every corpse. Once the Plant Skeleton is killed the fire dies away.

Plant Skeleton

(AL LE, MV 120'(40'),
AC 5, HD 2, AT Strike or
Root Grab,
DG Strike 1d8 or Root Grab,
SV C2, MR 11, XP 29)

HP: 9

Worshippers

(AL LE, MV 120'(40'),
AC 9, HD 1, AT Knife,
DG 1d4,
SV F1, MR 10, XP 10)

HP: 4 each

D Section

1D Bat God Idol

The cave has a large stone statue of a bat resting on a dais. Two fires burn in its eyes. Several men and women are held by these large arms that terminate in claws. The clawed arms are sticking out of the ground in 20 different spots around the cave. Standing in front of the bat statue are 4 Manunbats.

The statue is of their god, it is their Bat God Idol. A voice that seems to come from the Bat God Idol starts to speak to the party. "Welcome new worshipers. Come embrace the Manunbats and they will teach you my ways.". The Manunbats raise their arms up and stand their waiting for the characters to come to them. If any of the characters come forward a Manunbat will embrace him and slowly fly through the air and take him to an empty clawed arm. There he will place the character and its hand will restrain the character for the rest of the encounter. If the party doesn't start to move towards the Manunbats quickly the voice will speak again. "You will not find that rotten fish head fake god of yours. We have hidden him in many places, none know their jails except for me. We will feed on you tonight.". The Manunbats will

begin to attack.

After the combat the party will notice a couple of things. First a curtain behind the Bat God Idol will become apparent. Second that all the people in the clawed arms are dead. Any character that has been put in a clawed arm will not be able to get free. Inside of the Bat God Idol's mouth is a soft tongue that if pulled will release every person restrained by a clawed arm.

The curtain is easy to pass through, it is two sheets of cloth. Behind the curtain stands a Plant Skeleton. This is the high priest of the Bat God. He was the one speaking to the party. The Bat God only talks through his high priest, there being only one per community. The priest if not attacked immediately will try to barter his way out of the situation. He will tell the party how to release all the people in the clawed arms and tell them the location of the broken piece in the Piranha Pond. He will not tell them that the water is full of piranhas and will in fact tell them that it is an easy swim to the island.

If attacked and his hit points are cut in half he will attempt to flee. First his skeletal parts will fall from the plant part that is holding them. Then the plant part will start to burrow into the ground. It takes two rounds for him to escape. Once burrowed into the ground there is no way for the party to follow it.

Manunbats

(AL LE, MV 120'(40')

Fly 30'(10'),

AC 9, HD 1, AT Bite or Strike,

DG Bite 1d4 Strike 1d6

SV F1, MR 9, XP 13)

HP: 4, 5, 8, 4

Plant Skeleton

(AL LE, MV 120'(40'),

AC 5, HD 2, AT Strike or

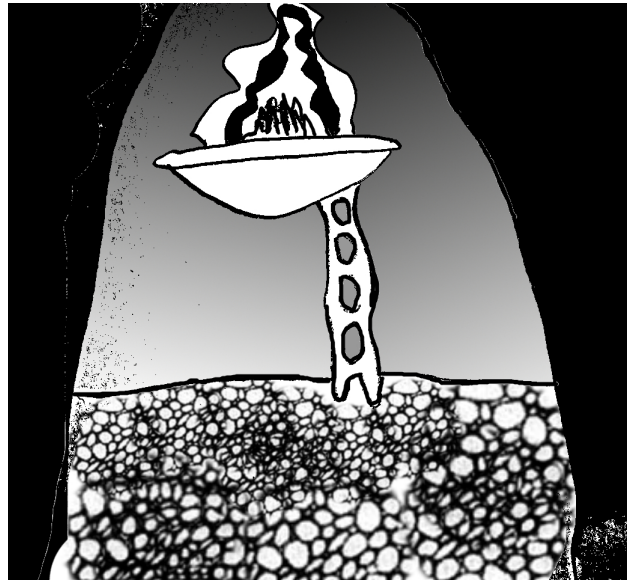
Root Grab,

DG Strike 1d8 or Root Grab,

SV C2, MR 11, XP 29)

HP: 16

2D Floating Disc



Around the cavern floats a rock disc, 15' diameter, with a fire burning in the center of it. Ropes dangle over its sides, reaching the ground. The disc is 20' feet in the air, it is hard to tell from the ground if anything else is on it. It floats around the cavern in a circular fashion, moving at 5' a round.

There are enough ropes dangling that 5 characters can climb up to the top of the disc. Once there they will see a Bat God Idol sitting in the middle of the fire. If any character stands before the idol so that its eyes can see the characters the disc will flip over if the idol cannot detect any signs that the characters are worshipers of the bat god. Characters beneath or close by the disc will be dosed with fire and take 1d6 damage. Those on top of the disc will fall to the ground and take 1d6 falling damage. Those on the ropes must make a

saving throw or be thrown from the ropes and also take 1d6 points of damage.

If the party waits in the cavern for a long time there is a 2 in 4 chance per day that 3-6 Manunbats will enter the room. They will fly up to the disc and begin worshipping the Bat God Idol. Unless the party does something that really makes the Manunbats notice them they will be ignored until they are finished and start to leave the cavern.

Manunbats
(AL LE, MV 120'(40')

Fly 30'(10'),

AC 9, HD 1, AT Bite or Strike,

DG Bite 1d4 Strike 1d6

SV F1, MR 9, XP 13)

HP: 4 each

3D Plant Skeleton Alterations



All around the room are comatose men with roots growing into them. Their skin is rotting and their bones are partly exposed. The roots are growing out of the walls and are keeping the men upright against the them. If the party counts they will find that there 13 of them.

In the center of the room is a Bat God Idol. Out of its feet grow roots that extend across the floor and grow into the comatose men and the walls. Its eyes are filled with dirt and its mouth is full of moss.

This Plant Skeleton transformation is the special gift of the bat god. He needs priests to live through the ages and transforms them after a period into plant skeletons. The current batch will be sent out to start up new bat god cults in the land.

If a character touches a root extending out of the wall it will instantly wrap around the character's arm and pull him against the wall. Other roots will wrap around the character one he is touching the wall. The character will go comatose in 1d4 rounds. The party can free the character by hacking off the roots that hold him, it takes the party 4-8 rounds to cut the character out of the roots. The comatose state will quickly leave him after being freed.

If the party frees a comatose man from the roots he too will cease being comatose. But the man will be angry and begin shouting for help. In 3 rounds will emerge a Plant Skeleton with 4 Manunbats from the tunnels to investigate what is going on.

Freed Man

(AL LE, MV 120'(40'),
AC 9, HD 2, AT Unarmed,
DG Unarmed,
SV C2, MR 11, XP 29)

HP: 10 each

Plant Skeleton

(AL LE, MV 120'(40'),
AC 5, HD 2, AT Strike or
Root Grab,
DG Strike 1d8 or Root Grab,
SV C2, MR 11, XP 29)

HP: 9

Manunbats

(AL LE, MV 120'(40')
Fly 30'(10'),
AC 9, HD 1, AT Bite or Strike,
DG Bite 1d4 Strike 1d6,
SV F1, MR 9, XP 13)

HP: 4 each

4D Courage Room(Piece)



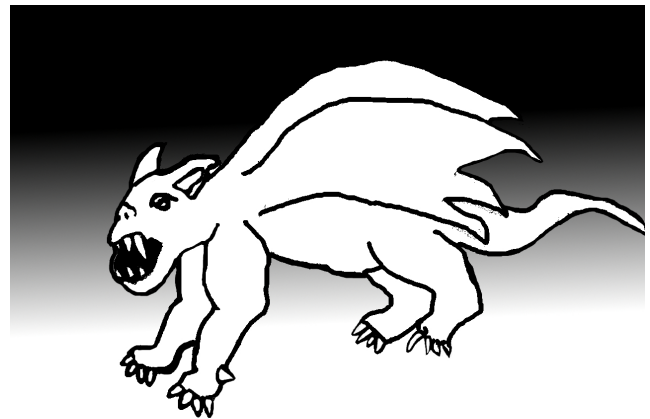
The entrance opens up to a small ledge. 20' feet below the ledge is a floor with spikes sticking out if everywhere. A small bridge extends from the ledge to a raised stone. The bridge is covered with spikes as well. An altar is in the center of the stone, something is glowing blue on top of it. Above the stone hangs a large slab, suspended from a single large chain. The slab hangs 5' above the altar and it has a diameter at least as large as the stone. The underside of the slab has spikes coming out of it.

The bridge is large enough that one character can cross it at a time. The crossing character must move at 1/3rd their normal rate or be tripped up by the spikes. Falling on the spikes does 1d6 points of damage. Falling into the pit does this damage as well as falling damage.

Once all the crossing characters reach the stone the bridge retracts into the ledge. The characters on the

stone can make out that the blue glow is coming from a piece of the broken god. The overhead slab descends slightly with a sharp clang of the chain. If a character gets closer to the altar the slab descends as before an inch for every foot the character gets closer to the altar. When a character puts his hand on the piece the whole stone starts shaking and the sound of a chain breaking can be heard. But once the piece is picked up all this stops. The spikes retract everywhere and the slab ascends into the air. The bridge extends out to the stone minus the spikes. As it extends out it widens out enough so all the characters can return on the bridge together, not in single file.

5D Winged Wolf Steeds



The cave has been altered to be a kennel. It has a 30' high ceiling. In the front of the room a man walks with a large metal prod. The end of the

prod has a bolt of electricity arcing from one side to the next. His face is human for the first half but after the nose it transitions into that of a Manunbat. The body is encased in leather armor.

In the back of the room several wolves are chained to the wall. They appear to be slumbering. One stands up and unfolds a pair of bat wings. It has a saddle on its back, large enough for a person to sit on.

The man asks the party what they are doing here. He has already let 10 wolves out to be ridden and has only 5 left. There is no way he can let the rest of the wolves out until they've had their rest. This and so on, he seems convinced the party is here to take some wolves out for a ride. Each round this goes on roll a die: even nothing, odd a wolf starts to growl. Once a wolf starts to growl he walks back and unchains one a round and tells it to eat the party.

The freed wolfs take to the air and attack the party once moving at full speed. A winged wolf can only go 3' the first round, the rounds after that it can move 15' in the air. The wolves prefer fighting in flight to on the ground. One of its favorite tactics is to dive bomb a character which not only does damage if it hits but will knock a character down. Dive bombing requires that it is 30' above a character. It takes 2 rounds to complete a dive bomb attack.

The man after he releases all the wolfs will use his electric prod on the party. If the wolves are killed he will surrender. The party will not be able to get that much useful information out of him. He is partly insane and really only knows this cave and how to take care of the wolves. He will promise not to tell anyone that they are here and will tell anyone that the wolves were taken out and never returned.

There are 10 wolves out for a ride and these will eventually be returned here. Each day after roll a d10, the result is the number of wolves returned. If the numbers are cut down from 10 then roll the dice again if it is higher than this number.

Wolf Keeper
(AL LE, MV 120'(40'),
AC 9, HD 2, AT Electric Stick,
DG 1d4 +1,
SV F2, MR 9, XP 20)

HP: 7

Stick does not do any electrical damage, only in the Wolf Keeper's hands

Winged Wolves
(AL LE, MV 120'(40') ,

Fly 30'(10'),

Fly 150'(50')

AC 8, HD 1, AT Bite,

DG Bite 1d6,

SV F1, MR 9, XP 10)

HP: 5 each

6D High Hole

The cavern has an extremely high ceiling of 300'. At the top can be seen a bit of the sky. The top has a 20' diameter opening in it. At some point something dug out this cave and opened a hole in the ceiling. Winged wolf riders use this as a means to leave the caves and return. It is not easy for normal creatures to enter or leave and so it remains unguarded.

7D Mother Guards

Two Manunbats stand at attention next to the far passage exit. They carry shields and odd looking rods. The rods curve at the top like a cane handle and end in a wooden bat head. The heads have two sharp

silver teeth sticking out of them. The Manunbats when the party enters will march forward shoulder to shoulder.

The Manunbats will target the fighters in the group first. Their rods can be used to damage characters with 1d6 per hit. They also have been specially trained to use their rods to disarm opponents. If they hit a character instead of doing damage they can hook their weapons and tear them out of the holder's hands. The weapon will fly into the air and land 10' behind the guards. Only the Manunbats know how to disarm with the rods, regular characters will not be able to use them so.

Manunbats
(AL LE, MV 120'(40')

Fly 30'(10'),

AC 9, HD 1, AT Bite or Strike,

DG Bite 1d4 Strike 1d6,

SV F1, MR 9, XP 13)

HP: 8 each

8D Fertility Ritual

Against the right side of the cave is another Bat God Idol. A lit torch sticks out of its side. On the floor directly in front of the Bat God Idol is a 10' diameter straw bed. The

Bat God Idol has two metal plates resting in the eyes with a good amount of oil on top of them that can be set on fire. If the party looks under the straw bed they will find paintings of a large Manunbat being walking out of a fire and mating with a large bat.

If the characters touch the Bat God Idol the bat god may use its power. A human female, if present, in the party will fall into a trance. She will walk to the Bat God Idol and pick up the torch and light the oil plates in the eyes. Then she will stand in the center of the straw bed with her arms stretched to both sides, giving the impression of wings. Her stomach will glow red and then she will wake from the trance. The character has been impregnated by the bat god and will give birth to a Manunbat in 3-8 months. The Labyrinth Lord decides what experiences she undergoes from being pregnant with the creature.

9D Queen Zhannox



A large 10' tall bat sits in the cave. Her wings are folded around her and two eyes can be seen peering over them. Before her is a nest made of bones, twigs and moss. 15 1' tall Manunbats are crawling around it. Next to the nest is a boulder with a clay goblet on it. Zhannox will unfold her wings, fly in front of the nest and let out a loud shriek.

Her attack is with her wings and her bite. If two characters are within 5' of each other she will attack both at the same time with her wings. Roll the attack die and apply the result to both of the characters. Each character hit by her wing takes 1d6 points of damage. She will save her bite for unarmored characters, they seem easier to bite. The bite does 1-8 points of damage and the character must make a save or bleed $\frac{1}{2}$ a hit point each round until stopped.

The child Manunbats will not attack the party but will try to get away

from them if they get close. The goblet contains milk. There is enough milk in the goblet to give each character a sip. One sip of the milk heals 1d8 HP. Sipping it more than once does not provide any more healing.

Queen Zhannox
(AL LE, MV 120'(40'))

Fly 240'(80'),

AC 5, HD 5, AT See Above,

DG See Above

SV F5, MR 12, XP 500)

HP: 22

Little Manunbats
(AL LE, MV 30'(10'))

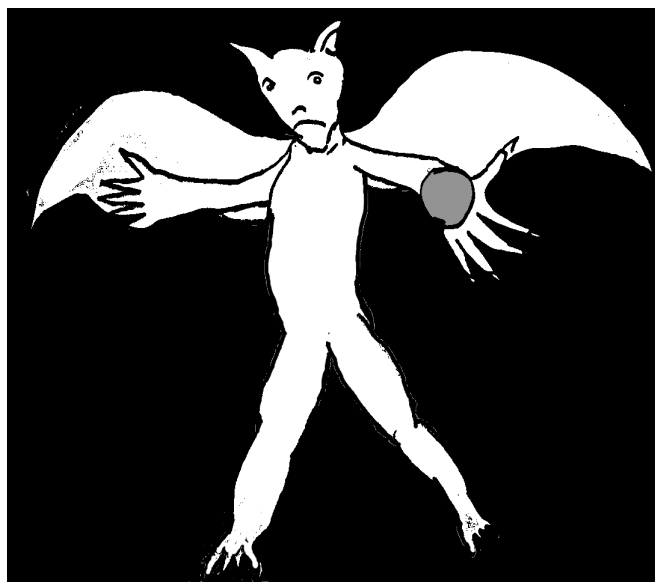
AC 9, HD 1, AT None,

DG None,

SV F1, MR 6, XP 0)

HP: 1 each

10D Mouth Door



A large Bat God Idol is sculpted into the wall. Its mouth is large enough that a couple of characters could walk into it at a time. Before it sit 2 Manunbats playing what appears to be marbles. They will be engrossed in their game and will not notice the party until they are halfway into the cave. Then they will rise up and attack. They will use their marbles as bullets from a sling. The Manunbats toss a marble in the air and hit it with their wings which propels the marble at a character. Each Manunbat has 10 marbles. The marbles act as bullets from a sling and have the same range. 1D4 HP of damage each.

The mouth of the Bat God Idol is deep. When investigated they will find that there is a door in the back of it. Opening it leads to a tunnel that takes them to the outskirts of the Village.

The characters will find a trapdoor at the end of the tunnel. When they open it up sand will come flowing down, they will be on the beach.

Manunbats

(AL LE, MV 120'(40')

Fly 30'(10'),

AC 9, HD 1, AT Bite or Strike,

DG Bite 1d4 Strike 1d6

SV F1, MR 9, XP 13)

HP: 4 each

E Section

1E Living Cave(Piece)

The cave seems to be empty except for a large fleshy bulb that is growing out of the far wall. A faint blue glow can be seen on the bottom of the bulb.

As soon as the first character enters the cave a grumbling can be heard and the party will see something moving towards them on the floor. This is the mouth of the cave. The glowing bulb contains a piece of the broken god. It has given the cave a life of its own. The mouth of the cave is a moving maw that will try to attack anyone that enters the cave. It looks like a slight bump on the ground that has a 10' diameter. It moves at a rate of 15' a round. Once it is close enough to a character to attack it will open up to reveal several sharp teeth that look like stalagmites. The mouth attacks as a 1 HD monster and if it hits it does 1d4 damage. Any character killed by it will be swallowed by it and his body will be lost to the cave. The mouth itself has no HP and attacking it will do nothing. The glowing bulb is another matter. It has an AC of 9 and 10 HP. Once the bulb is destroyed the mouth will melt away like hot butter. The bulb will burst and let out a bunch of water. As the water

flows out the piece of the broken god will come as well. It will roll and rattle on the floor and end up resting not that far from a character. Award the party 50 X.P. for surviving the living cave.

2E Rock and Sand Piles

The passage descends steeply into this cave. There are 15 rock piles on the floor of the room. On the ground between these are fish skeletons. Each of the rock piles is placed on a pile of sand. Glug glug noises can be heard within each of the piles. One pile lacks the glug glug noises and seems to have a red glow coming from somewhere in it.

If a regular rock and sand pile has its rocks removed a water geyser shoots out of it. After 10 rounds the geyser will have flooded the cave with one foot of water. Each pile that is removed will produce another geyser that accelerates the flooding. A second geyser produces a foot of water in 5 rounds, a third in 2.5 rounds, etc... . This flooding will fill the entire cave and go halfway up the passage leading to it. Putting the rocks back in place does not turn off a geyser once it is started.

The red glowing pile does not produce a geyser. If a character digs for awhile he will find a red ruby the size of his hand. The ruby is shaped

to give the appearance of an eyeball. It looks like there is something going on inside of the ruby.

If a character looks into the ruby while holding it in his hand he will see a strange vision. A red cavern filled with Manunbats hanging from the ceiling. On the ground is a huge Manunbat with a sack of people in front of it. It keeps on reaching into the sack and eats a person. The vision continues and all the people are eaten. Suddenly the character realizes that he is in the hands of the Manunbat and he is being put in its mouth. When the first bite comes down on him the vision ends.

The character will notice that the red ruby has turned into a large bat and that he is tightly holding it with his hand. After releasing the bat it returns to its ruby form. If he does not immediately let go of the bat it will bite the character's hand. The character must make a saving throw or he will find himself shrinking. When he reaches 1 inch in height the red ruby will return, encasing the character inside. The bat will be gone at this point. Any character that looks into the ruby will see the character being eaten by a large Manunbat.

To break the character out of the ruby the party must put the ruby in the eye socket of a Bat God Idol. Once this is done the character will come falling out of the Bat God Idol's mouth and regrow to his former proportions. The ruby will be in the eye socket

waiting for its next victim. The character will remember nothing but being eaten by a giant bat repeatedly for what seems an eternity.

If the party reconstitutes the old god he will tell them how to free the trapped character. He explains that this is an old torture device used by the bat god. Someone must have stolen it from the Manunbats so it couldn't be used again.

3E Before The Stairs

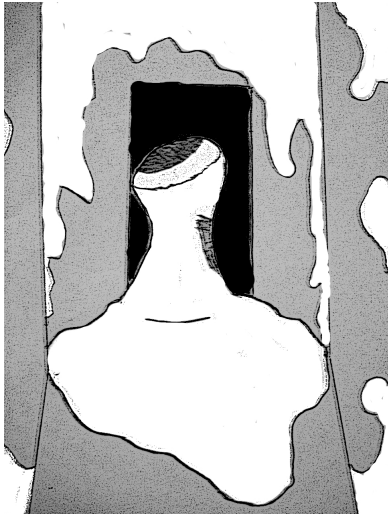
This area is partially filled with bricks. It looks like it was once completely filled in but the left side has collapsed allowing one character at a time to squeeze through. Once to the stairs the party can move unimpeded.

4E Rest Chamber

This is a nice little room. It has a door that can be barred from the inside keeping out anyone who doesn't break the door down. The party can get completely rested here. Each time they return to the chamber roll a d4. If a 1 comes up the room will have completely collapsed. Half way up the stairs the party will find the passage totally filled with big rocks and dirt. There is no way to dig

through it since the collapse happened in the chamber as well.

5E Dangerous Exit



The passages to this room are covered with a lime colored moss for 50'. Close to the room the moss turns into green slime. The room is covered on the floor, walls and ceiling with green slime. Out of the center of the slime grows a birthing tube.

As the party gets within 20' of the room the lime moss will grow at a rapid rate and block the path behind the party. It takes 2 rounds for it to completely fill the path. Every 10' filled requires 10 HP of damage to be dealt to it, hits are automatic. When 10' is destroyed it will be possible to move through the cleaned area for 4 rounds. Then it fills in again, which takes 2 rounds. Since the moss starts 50' away and begins to fill in at the 20' mark they need to clear out 30' of

moss to escape.

If a character tries to move through the moss it will adhere to him and the character will be stuck like in a web spell. This lasts until the 10' moss area he is in is destroyed. Once the moss has closed the tube will start to produce creatures that will move to attack the party. This happens every 2 rounds. The creatures are 3' tall, green, have 2 legs and for a head they have a large claw. The tube will not stop producing until destroyed or the party has been defeated. Then the creatures pull the bodies into the slime mass and they themselves are reabsorbed by it.

There is a stairway passage that leads to the outside on one of the walls but there isn't anyway to get past the slime. If the party destroys the slime they can take the passage. But the slime will reform itself in 1 day from the lime moss. The only way to stop this from happening is to destroy the large amount of lime moss in the passages. Any moss left over will regrow in a day as well and once it is regrown the slime will regrow as well.

Green Slime Birth Tube
(AL N, MV 0,
AC 9, HD 1, AT None,
DG N/A,
SV F1, MR 12, XP 10)

HP: 3

Green Slime
(AL N, MV 3'(1'),
AC NA no roll needed,
HD 2, AT 1,
DG See Below,
SV F1, MR 12, XP 38)

HP: 16



Falls from the ceiling. Once it touches it clings to a character. In 6 rounds all clothing and armor is devoured. 4 rounds after this the victim is completely devoured. Only fire hurts it and the damage is divided between the victim and the slime. Cure Disease destroys it instantly.

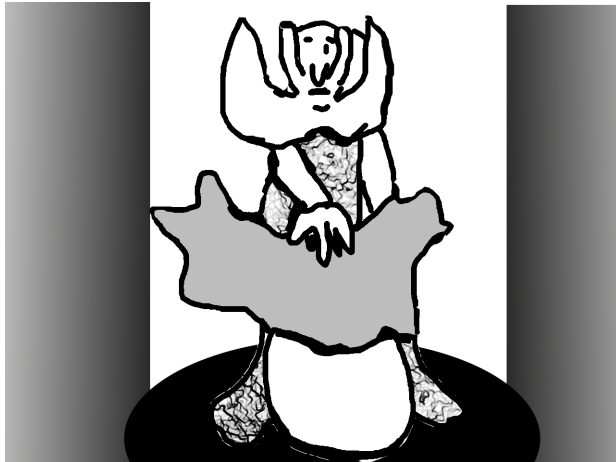
Green Slime Claw Head Critter

(AL N, MV 120'(40'),
AC 9, HD 1, AT Claw head,
DG 1d6,
SV F1, MR 12, XP 10)

HP: 4 each

F Section

1F Circle Tunnel and Round Room(Piece)



The party comes upon a circular structure. In front of them on its wall is written the number 7, glowing blue. Above the 7 there is some writing that the party can read:

Round the room walk 7 more
A piece inside hidden from the war
Round the room walk 7 more
Once done we give you a door

Around the room there is a passage that encircles it. If the party walks around the passage and returns to the spot where the 7 is written a change will have occurred. Instead of big blue 7 there will be a 6. The poem will change to reflect this. Each time

the party walks around the passage the number will decrease by one as well as the numbers in the poem. When 0 is reached the number and the poem disappear and a door appears instead. The door will automatically open if a character touches it.

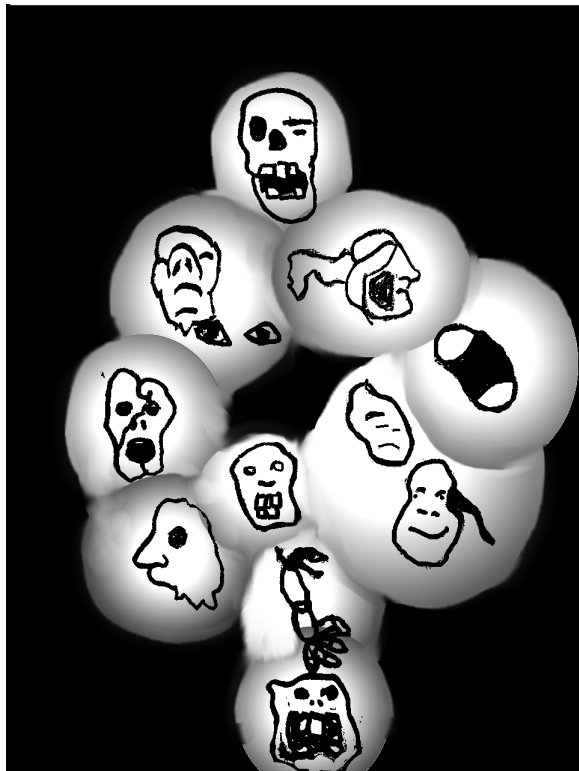
Inside the room stands a man. He is almost naked except for the occasional rotten rag that hangs from his body. He is bald and has a beard and moustache. Instead of growing towards the floor both grow upwards. In front of him is a pedestal with a blue glowing rock(a piece of the old god) on it. His right arm is extended and his hand rests on top of it. The man is covered in dust and cobwebs.

He does not move at all until the party is within 5' of him. Then his jaw twitches and moves to the left and to the right. A very hoarse voice speaks "You solved the door riddle, I'm the only one that has ever solved the door riddle. What are you doing here?". If the party tells him that they are here for the rock he will speak in a frightened voice "I have been here for ages. I cannot die while I touch this rock. Please do not take it from me! I will turn to dust and be nothing. Just go away and shut the door!".

If the party attacks the man nothing will happen. Swords bounce off, spells fizzle when they touch him. He will do nothing but just stand there exactly as the party has found him.

The rock can be removed from the pedestal. A character must grab it and pull it out from the man's hand. As the character's hands reach for it he will shout out "Please NO! Don't kill ME!". When the piece is removed he immediately begins to turn to sand. His flesh flows away and then his bones. When he has totally disintegrated a wind blows into the room and the sand flies away with it.

2F Old Worshiper's Prison



The entrance to this room is blocked by a large round door. In the center of the door is a bat face with two fangs sticking out of it. Character's will not be able to move

the door nor will any lock picking open it. Listening to it will reveal nothing, it is 5' thick and made of solid stone.

There is one way of opening it. If the character's inspect the teeth of the bat head they will notice that one of the teeth appears not to be part of the door but is stuck in a hole within the head. If the tooth is pulled on the character will notice that it slightly moves. Continuing to pull on the tooth takes 10 rounds of pulling to completely remove. Any strength bonuses remove the number of rounds that the tooth must be pulled on.

Once removed gas will come spilling out of the socket. It fills the first ten feet in front of the door. A character who does not make his saving throw will fall to the ground giggling, this lasts for 2-4 rounds. After this the door will start to screech and fall forward onto the first ten feet of the passage. The falling happens one round after the screech and will smash any character within 10' of it. The character automatically takes 1d10 points of damage and will need another character's assistance to get out from underneath the door.

Inside the chamber the party will find 20 decayed men and women standing. They are completely rotten with few human features left on them. But before the party attacks them one of them will start to speak. He will ask them if the god has come to save them at last. After a little interaction

the talking corpse will explain to them that they are the last worshipers of the old god. They would not convert to the worship of the bat god and were locked in this chamber. The old god made them partly immortal so they could wait for him to free them. But being partly immortal did not stop any of them from physically dying and begin rotting through the years. Even with the door opened now they will wait here until the old god comes.

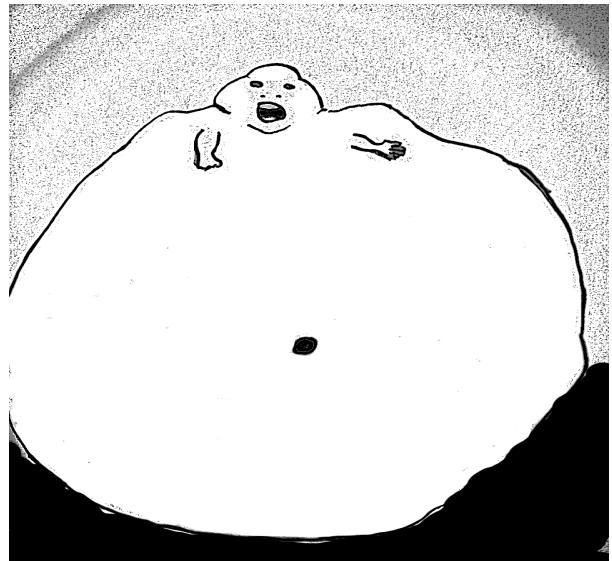
If the party explains to them that the old god has talked to them and is having them search for his body's pieces then they will want the party to lead them to the water outside. The corpses will attack any creature the party runs into if they lead them out of the caves. Once they reach the water the corpses will walk into it and keep walking until they are no longer visible.

Old Worshipers
(AL LN, MV 120'(40'),
AC 8, HD 2, AT Fist,
DG 1d6,
SV F2, MR 12, XP 36)

HP: 7

Manunbats and Worshipers must make a saving throw or flee them in terror. Old worshipers are a form of undead and are immune to mind and sleep attacks.

3F Blob Man



Half of the room is filled with the bulk of a man who is enormously fat. His head is of normal size and tops the blob. The fat flows everywhere. His hands are hardly visible and his legs are not present. Across from him is a giant empty table.

He will greet the party and ask them if they have brought him anything to eat. If the party asks who he is he will explain that he was the last high priest of the old god. In fact he is the one who started the worship of the bat god. The old god in his displeasure cursed him and over time he gained this gigantic bulk. Every day the table in front of him is filled with an enormous amount of food. The table flies up to his mouth and dumps all of it down his throat. He can still hear the old god chastising

him, "I was not enough, maybe this will sate you."

The Blob Man no longer can cast any of his priestly spells but he can heal the characters. For each day of rations a character offers to him he will heal the character of 1d8 HP of damage. All the character must do is put the food on the table. The table will float into the air and dump the rations down his throat. The blob man will burp and his belly will shake. Out of his large belly button a white light will shoot towards any who put food on the table. The healing will happen at this point.

The Blob Man will warn the party of the bat god. He tells them that they should not fall for his tricks and to not join with his worshipers. If he learns of their search for the old god he will ask the party to request that his curse be lifted.

Blob Man
(AL LN, MV 0,
AC 9, HD 3, AT None,
DG N/A,
SV C3, MR 12, XP 65)

HP: 20

4F Old God's Artifacts

A great broken stone slab is in the entrance. It looks like this cave was sealed by it but something smashed it. The floor is covered with ash as if a great fire occurred here. Against a wall is a stone table with three things on it. These are the artifacts of the old god, his high priest would wear these:

1. Amulet of a fish bending in and chasing its tail.
2. Rod that is a straight tentacle, something you'd see on an octopus.
3. Robe that is white and has waves painted on it.

Individually these items do nothing. But if a character puts on the amulet and robe and holds the rod he will begin to float in the air and have spasms. A chorus of voices will echo in his head calling him "traitor". The character will need to make a saving throw to release the rod or take off the amulet. Other characters can do this for him. Once one of these items is taken from the character he will stop floating. At this point the room will start to smoke and flames will shoot out everywhere. One of the walls will

crack and lava will come pouring out. The characters must flee or be destroyed by the lava that will fill the cave up in 4 rounds.

If the characters take any of the artifacts with them the party will suffer a -1 to their saving throws while they have the items on them. The party will sense that great bad luck is radiating out from the artifacts while they carry them. Throwing them into the lava will not destroy them they are immune to it. The Manunbats and Plant Skeletons will sense the characters are carrying these things and laugh at the party if encountered. A Plant Skeleton may say "fools, your broken god is gone...".

5F Agonizer

The cave is filled with a white light. It is emanating from a being that is standing next to one of its walls. When the party investigates this being they find that it is chained to the wall. It looks like a human skeleton but its bones keep on changing shape. Some parts get larger, some smaller. It quivers. The eye sockets have a red glow in them that at time seems to be blood.

The being whispers "Free me, I can complete your quest. Free me." . That's all it says over and over. Any character that touches the being will see his hand or weapon pass through

it. The being is completely insubstantial.

If the party looks to free the being they will notice that its manacles have all these pictures carved on it. The first shows a man being wrapped in chains. One picture depicts a man with his mouth open swallowing a skeleton. The manacles are easy to open, there are a couple buttons that can be pressed that open them.

Once freed the being will stumble forth and the party will hear it whisper "I can complete you now". Then he will leap toward a character and pry open the character's mouth. Down his mouth and into his body the being leaps. At this point the character's face assumes a terrible grimace. He looks at the other party members and growls. Then he makes to escape the party and starts to run away.

The party may try to subdue the character but it will fight back with its special power and continue trying to flee. The Agonizer's special power is its ability to make others feel agony. He looks at a character and the character must make a saving throw or feel terrible pain for 2-8 rounds. The pain makes spell casting impossible and the character attacks at -4. When the character moves he must make another saving throw or fall to the ground for the rest of the round.

Only when the possessed

character is down to 25% of his HP will the Agonizer be forced out of him. That or some exorcism spell. The Agonizer will scream "No!" and will go flying back to his chains and be as the party found him. Any characters that look at him will hear him whisper again "Free me. I can complete your quest. Free me". Award the party 50 X.P. if they are able to go through the encounter without losing a character.

6F Vigorn the Vampire Tracker

A man appears carrying a torch. He is dressed in a robe and has a patch over one of his eyes. The patched side has a huge scar running from his mouth all the way to the top of his head. He yells at the party "You damned bat cultists, where are you hiding it? Tell me or I will cut all of you down!". With that threat he unsheathes his long sword and slowly begins to move forward. If the party does not tell him that they are not bat cultists he will attack them.

Telling him that they are not bat cultists changes the situation. He sheathes his sword and extends his hand. "I am Vigorn, a vampire tracker. I have spent many days in these caves tracking a vampire that has taken refuge here. So far I have found nothing. Perhaps if we join forces we can help each other?". If the party accepts Vingorn's offer he

will fight with them for 10 encounters/areas. After this time he will tell them that he thinks he will have an easier time tracking the vampire solo. He will shake everyone's hand, wish them luck and head off in a different direction than the party is going. Vingorn can be found in the NPC section.

7F Vampire Traces

The cave has bloody corpses laying everywhere. 10 men and 3 Manunbats are scattered on the floor. Their necks will have large holes in them and the bodies will seem bloodless. If Vingorn is with the party he will remark that the vampire must still be here as these are very fresh victims. He will study the ground and note that there are two trails. He will want to investigate them and starts to head off down the passage to the Air Vent. The other trail leads to the Vampire Coffin area.

8F Air Vent

The cave is not notable except for a small 2' diameter pipe that goes at a 45 degree angle all the way to the outside world. It opens at about 5' above the floor. There are blood traces all over the first foot of the pipe.

Vingorn, if with the party, will say that the vampire has left the caves and he will have to track it on his own outside. If they haven't followed the other trail in the Vampire Traces area then he will head off to inspect that trail before he departs the caves.

9F Vampire Coffin

The first cave here has a large cart that is being filled with corpses by 2 Manubats. Vingorn will yell at them "There is no difference between a vampire helper and a vampire!" and immediately attack. The Manubats return the attack.

The corpses in the cart all have large chunks ripped out of their necks, each is bloodless. Vingorn after the fight will comment "The vampire has fed well with these bat cultists. There must be some deeper connection I am not seeing."

The second cave has a coffin resting with a pit dug in the ground. Vingorn will jump down on it and break it open, "It smells like vampire all right, damned thing.". He will throw a character a small gold bat god idol(10 GP) that he finds in it. After this he will burn the coffin. "Our time together here is finished my friends. Some day we may meet again and then I will show you how to destroy our common bloodsucking foe.". He will give the characters 50 GP for

helping him and a ring that will identify them as friends of the Silent Stake. The ring is made of iron and has a large circle on its top. A sword crossing a large fang is carved on the circle.

The Silent Stake is the group of vampire trackers he belongs to. They operate in strict secrecy since so often the rulers of an area are under a vampire's influence and would execute them. With that he heads for a cave exit. For a moment it seems like there is someone watching the party.

Manubats

(AL LE, MV 120'(40')

Fly 30'(10'),

AC 9, HD 1, AT Bite or Strike,

DG Bite 1d4 Strike 1d6,

SV F1, MR 9, XP 13)

HP: 7, 6

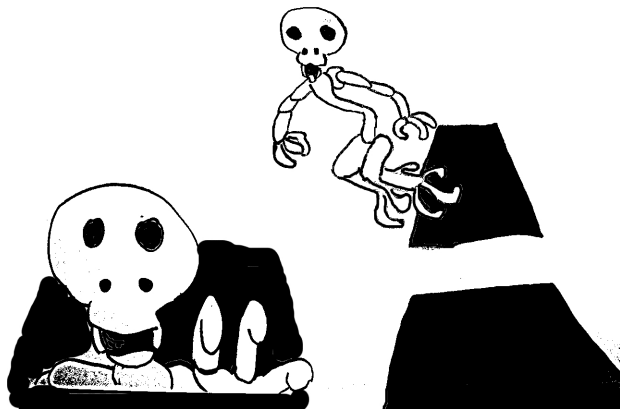
10F Rectangle Portal

At the end of the passage appears a large rectangle, 7' high by 5' wide. Its center is empty, each side is about 1' wide. On the right side is a door knob. If a character turns the door knob the center of the rectangle will be filled with black and white static

for a moment. Then the picture will get clearer and the party will find themselves looking down on the Entrance cave. If they pass through the rectangle the characters will fall from the ceiling and land on the floor. After the last character goes through the rectangle it falls from the ceiling, all mangled and broken. Any characters on the other side will see the rectangle crumple in on itself and disappear. If the party does not go through the rectangle it will return to its former state until the doorknob is turned again.

G Section

1G Pit Room(Piece)



The room has 9 pits that are arranged in a 3 by 3 grid. There is a 3 foot walkway between each one allowing one character to stand between the pits at a time.

The pits themselves are 10' squares, 20' deep. The bottom of each one is filled with mud. Several white bones stick out of the mud in these pits. If a character throws something down into the pits or descends he will notice that the mud seems to move slightly. Trying to determine what is causing the movement will turn up nothing. One of these pits(marked X on the map) has a blue glow against one of its walls. If a character descends into this pit to see what that is he will find a piece of the broken god. The piece is chained to the wall. It takes 1d4

rounds to free it from the chains.

Once a character has descended into the piece pit the movement in the other pits will be revealed. Every round a large skeleton of a frog like man will jump out of a pit. This happens for 8 rounds, 1 per pit. The skeleton will try to jump on a character, tackling him into a pit. The tackle/fall into the pit will not cause any damage as the mud provides a nice cushion. There it will fight and if it succeeds in defeating a character it will jump back up and go after another.

Frog Skeleton
(AL CE, MV 120'(40'))

Jump: 240'(80'),

AC 6, HD 1, AT Claw or

Tackle

(See Above),

DG Claw 1d6

Tackle(See Above),

SV F1, MR 12, XP 16)

HP: 3 each

2G Dead Dragon

The cavern is filled with the skeleton of a large dragon. The floor is littered with large boulders. It looks

as though there was once a tunnel that the dragon could have crawled through. It's completely sealed now with cold lava and boulders. The tunnel that led to this room is too small for the dragon to have entered through it. Across the room, near to one of its tail end rests what could be a man in plate mail armor. An occasional gold piece flickers on the cave floor. Near the skull is an extremely large vase that is covered in a chain mail sheet.

If the party searches the room they will find 20 GP in total. The dragon's hoard has been taken and this is all that's left. The armored man is just an empty suit of plate mail, still functional. It is filled with ashes. A long sword sticks out of the skull of the dragon. A few large red scales can be found under the skeleton. Inside the vase will be found the remains of a large dragon egg.

3G Nice Fish

This cave is a pool with a little stream running into and out of it. There is a hole in two parts of the cave where the water enters and leaves. Large fish, perhaps carp, are swimming in the pool. The pool is constantly being replenished with fish from the stream. Any character fishing will be able to catch 1-4 fish per hour. One fish equals one meal

for a character, 3 fish are a complete day of rations.

4G Oil

This cave's floor has an inch thick layer of oil covering it. Out of 2 cracks in the walls oil is constantly trickling in. The party can gather oil here for further use. They should be able to fill up 3 containers of oil per day in this cave. Lighting the oil in the cave causes all the oil to catch on fire. Characters caught in the blaze will take 1d4 points of damage per round while in the cave. The Labyrinth Lord decides when the fire goes out and the room starts to refill.

5G The Exile

A single Manunbat descends from the ceiling 10' in front of the party. He waves a white flag and begins to speak. "I want to be friends! I need your help, let's not fighty.". If the party doesn't attack and continues the discussion he lets them know what he wants. "I no like being a Manunbat. The bat god turned us into Manunbats long ago. I have the right to be human but no will help. No I am hated by bat god worshipers and must hide. Hunt me they never stop. Can't leave caves looking like Manunbat.

Will you help me?”.

If the party agrees to do so he will explain what he has in mind. “Not far away is a little place which I no enter. One of our caves has paintings of the bat god taking old god's blood and putting it in something. I think I have found it. Me drink old god's blood and become human I think. I take you to cave, Ok?”. If the party agrees then he starts to lead them to the Old God's Blood area.

If the party already has the vial from the Old God's Blood area then the Exile will want it. Use the text at the end of that area as a guide for how things play out.

Manunbat Exile
(AL LE, MV 120'(40')

Fly 30'(10'),

AC 9, HD 1, AT Bite or Strike,
DG Bite 1d4 Strike 1d6,
SV F1, MR 9, XP 13)

HP: 8

6G Passage To Bandits

The passage is blocked by a large pile of boulders and rocks that fill it completely to the ceiling. Trying to remove the rocks and boulders will just result in more rocks falling

forward to take its place. If the party searches the pile carefully they will find a little string close to the side of a wall and on the floor. If they pull on the string they will hear a series of explosions and dust will fill the passage. The pile will fall into a pit and the party will be able to proceed further on in the passage.

7G Bandits

The cave contains 5 bandits. They are relaxing by a fire and will not notice the party giving them a free round of attacking if they proceed to fight. If they talk to the bandits they will be completely surprised that they have gotten through the rock pile. They will want to know how they got past it, is there a passage that they don't know about? They will invite the party to eat with them. After feasting they will commence to have a great drinking party and ask the party to rest and heal here with them. If the party spends a day with them the bandits at a moment of their choosing will attack the party. They won't be interested in prisoners, they just want the party's loot.

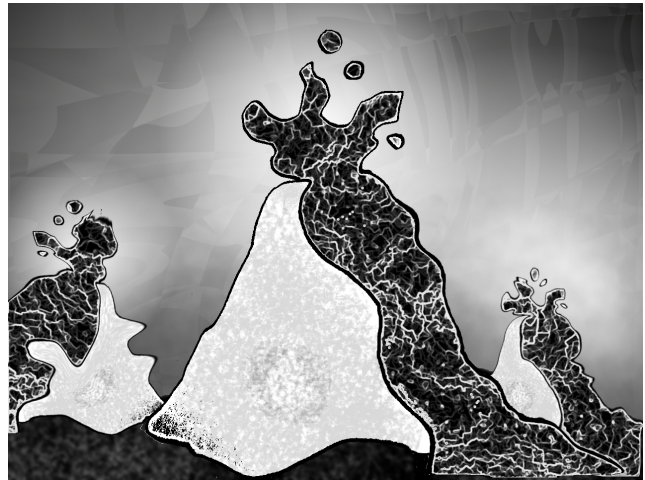
There are several straw beds in the cave. Against one is a large chest full of their loot. There is 200 GP and 2 bottles of fine wine(2 GP each) in it. There is a passage out of the cave that leads to the outside. The

passage ends at a wall with an opening at the bottom. The crack at the bottom is 2' tall and 5' wide, one character can get through it at a time. Once through the party will be on the outside again.

Bandits
(AL CE, MV 120'(40'),
AC Leather 7, HD 1,
AT Short sword,
DG 1d6,
SV F1, MR 7, XP 10)

HP: 5 each

8G Volcanoes



3 small volcanoes are spread across the floor of this cavern. They are 15' high and have 5' diameter openings on the top of them. Small streams of lava pour down their sides and seem to cool before they reach the ground.

When the party reaches the middle volcano a strange creature will emerge out of the last one. It looks like a large red carrot with all these small fingers on the bottom of it that act like feet. The creature is some odd minor fire elemental. It will come scuttling towards the party and start swinging its top at them like a sword. If the party gets close enough to a volcano it will scuttle up and jump in. It will cause the volcano to erupt. Anyone within 10' of the volcano must make a save or take 1d6 points of fire damage. Once the party backs away it will come scuttling out and continue to attack.

The back volcano from which

the fire elemental emerged has a dagger floating on top of it. Anyone reaching for it directly will take 1d6 points of damage from its terrible heat. The dagger once cooled down can be removed from its sheath. The dagger will have little flames shooting out of its blade. It does +1 damage to cold creatures. The dagger can be used to start fires and it will keep the character warm enough that he will not have to worry about ever freezing to death from the weather.



Carrot Shaped Fire Elemental
(AL LN, MV 120'(40'),
AC 6, HD 3, AT Head Butt,
DG 1d6,
SV F3, MR 12, XP 50)

HP: 13

Immune to fire

9G Ambush

At this point the party is besieged from the front and behind. 3 Manunbats come out the front passage. One round later 5 bat Worshipers strike from behind. The Worshipers have pants on and a big bat tattoo is on the back of each.

The Exile, if present, will try to get in the center of the party and evade both sides of the attack. The Manunbats and the worshipers will concentrate their attacks on the characters that are closest to the exile. If the characters between the attackers and the Exile fall then they will attack the exile directly. If the Exile is not present then they randomly attack characters.

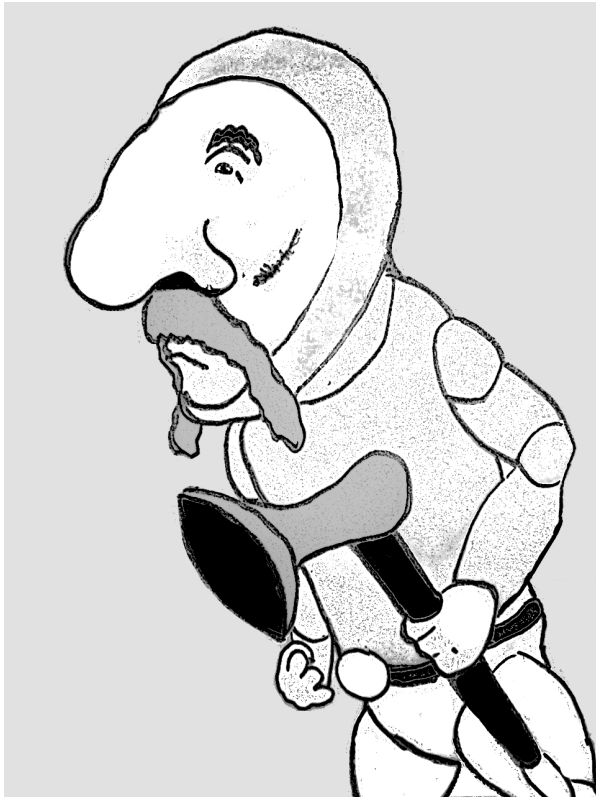
Manunbats
(AL LE, MV 120'(40') ,
Fly 30'(10'),
AC 9, HD 1, AT Bite or Strike,
DG Bite 1d4 Strike 1d6,
SV F1, MR 9, XP 13)

HP: 4, 3, 6

Worshippers
(AL LE, MV 120'(40'),
AC 9, HD 1, AT Club,
DG 1d6,
SV F1, MR 9, XP 10)

HP: 4 each

10G Old God's Blood



As the party get's within 50' of the cave the Exile, if present, will stop and say that he can't go any further. When asked why he explains that he feels a terrible fear and just can't go forward. The party feels nothing and

can continue forward. The Exile sits down against the side of the passage and waits.

In the center of the cave is a broken statue. The belly and legs are standing up while the upper half rests on the ground. It is a statue of a man who is just standing there doing nothing special. The statue is hollow and there is some fluid in the bottom of it. If the party takes some of the fluid out they will find that it is just ordinary water. While they are in the cave they hear a loud sniffing noise that seems to follow them around.

If the party searches the cave further they will notice that against one wall the floor looks noticeable different. A 3' x 3' square is composed of clay instead of stone is in the ground. It can be dug through in a round. Under it wrapped in dried skin is a vial. The vial contains a drop of bluish liquid. Any character that drinks it will feel strange as if his whole body is changing but nothing will happen that can be seen.

At the moment that they break through and pick up the vial the party will be attacked. The center of the room where the statues pieces are explodes upward with a bunch of dirt and rocks. Out of the ground emerges an odd looking man. His nose is gigantic and is almost the same size as his head. Under the nose hangs a greenish mustache. His skin is blue and his eyes seem to be made of swirling water. He is

outfitted in white plate armor and carries a large hammer. He will focus his attacks on who carries the vial. Any character that hits him will be drenched in water shooting out of the man, as if a pail of water was tossed on him. If defeated he will tell the party before dying "Don't drink it, don't let anyone drink it!". Then he will melt away into a puddle of water, armor and weapon as well.

When the party returns to where the Exile, if present, was waiting roll a die. If odd the exile will be dead. He appears to have died from fright. If even then the following occurs. The Exile will ask for anything they found. If they give him the vial he will thank the party and leave them. If they do not give the party the vial he will get very angry and tell them that they lie. After he calms down he asks them if they will escort him to the outside, he can no longer stay in these caves. He will try to find some other underground dwelling to live his life out.

Big Nosed Guardian

(AL LN, MV 120'(40'),

AC 5, HD 3, AT Hammer,

DG 1d10,

SV F3, MR 12, XP 50)

HP: 14

Old God Notes And Instructions

Pieces Of The Old God

Once these pieces were broken parts of a statue. Over time they have lost their body part shapes and now are translucent blue rocks. They are always damp on the outside. A strong blue glow emanates from each one, giving off the equivalent light of a lit torch. When the party has gathered all of these pieces(7, 1 per Section) they can take them to the water by Quiet Sails and submerge them. Then the old god will mend as detailed in the next section.

Healing The Old God

Once the party puts the last piece of his body into the water the pieces will turn into water. The water surface will start to foam. If the old worshipers were led to the water they will suddenly arise out of the foam. Their bodies will start to heal and they will become normal people again. After this happens the water will start to recede everywhere and a giant stationary 100' wave will tower above the party. Two giant eyes will be

visible towards the top. A thunderous voice will roar out "You have completed your task, I lift my curse upon you". With that the wave will suck up the worshipers into its mass. Then it will turn and rush off towards the village. The village will be completely wiped off the face of the world and the wave will then move off deeper into the waters and eventually submerge into it. Reward the party 1000 X.P. .

At this point the Labyrinth Lord may return the party to where they left or let them explore the world they are in. When it is time to leave they will fall asleep and dream that they are little waves that are moving at a quick pace over the water. As they near shore they become more human like. The last thing they remember before they wake up is lying naked on the beach. The adventure is over!

The Old God and The New God

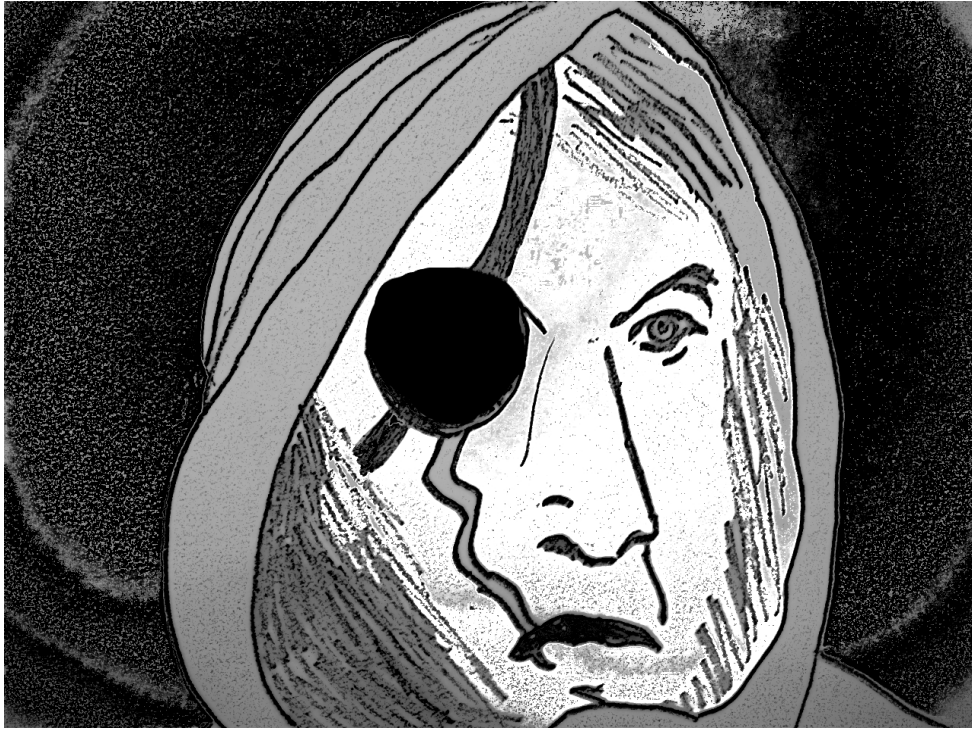
The old god was a very powerful water elemental who made the mistake of helping the people who lived close to the water. They in turn began to worship him, and he became a minor god. All seemed well until the new god noticed the old god's presence. The new god is actually older than the new god. He is a mysterious deity from deep in the ground that uses the bat as one of his

manifestations. He converted the new god's priesthood to his worship and brought the people under his control. The old god lacked the power to confront the new god. He had to bide his time.



NPCS

Vigorn the Vampire Tracker



2nd level Fighter

2nd level Magic User

No. Enc.: 1

Alignment: Lawful Good

Movement: 120'(40')

Armor Class: 6

Hit Dice: 4(attacks as 2nd level fighter)
15 HP

Attacks: Long sword

Damage: Long sword 1d8

Save: F2/MU2

Morale: 12

Hoard Class: None

XP: 135

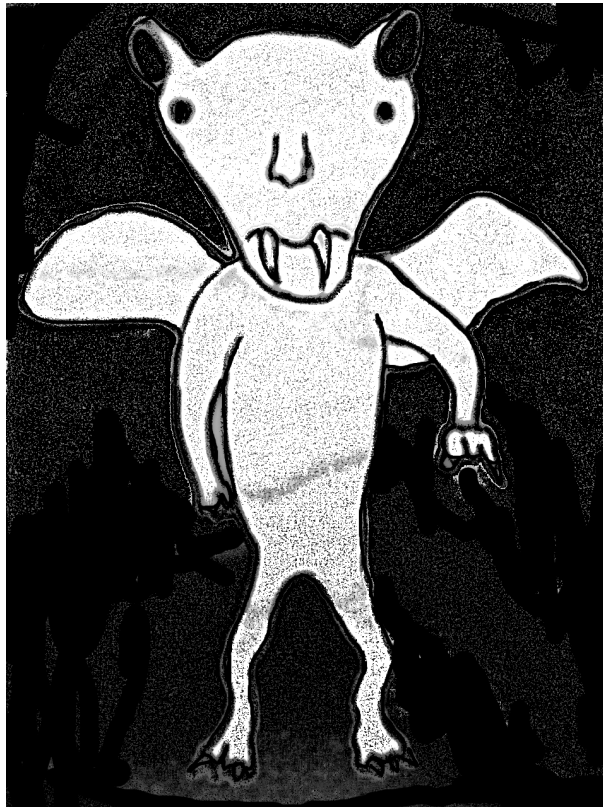
Spells :

Protection From Evil, Shield

Vigorn belongs to the secret group called The Silent Stake. He doesn't say much but stays focused on his current task, which is tracking a vampire.

New Monsters

Manunbats



No. Enc.: 1d4 (1d8)
Alignment: Lawful Evil
Movement: 120'(40')
Fly 30'(10')
Armor Class: 9
Hit Dice: 1
Attacks: Bite or Strike
Damage: Bite 1d4 Strike 1d6
Save: F1
Morale: 9
Hoard Class: None
XP: 13

Once humans in the long past. They are now the Bat God's improved version of humanity. The human in them is hard to see anymore, they seem more bat than man. Totally dedicated to the Bat God, they provide an unwavering group of worshipers for him. They hate humans that do not worship the Bat God and believe they should be purged from the world.

Manunbats have infravision that matches their normal vision. Also

they can use their hearing to see anyone who is invisible or hidden. Anyone who tries to sneak up on them does so as if they are 2 levels lower than they are.

Manubats appear as human sized bats with arms and legs. Their colors vary from brown to black.

Plant Skeletons



No. Enc.: 1d4 (1d4)
Alignment: Lawful Evil
Movement: 120'(40')
Armor Class: 5
Hit Dice: 2
Attacks: Strike or
 Root Grab(See Below)
Damage: Strike 1d8
 Root Grab(See Below)
Save: C2
Morale: 11
Hoard Class: None
XP: 29

Human priests who have proven their loyalty to the Bat God. He changes them into plant skeletons that will live much longer and can spread his worship more effectively. They appear as human skeletons with roots and plants growing all over them.

The plant skeleton has a special attack. Instead of doing damage with a hit its roots will quickly grow and sink into a character's arm. The arm

goes numb and can no longer be used. Roll a die, odd the left arm is affected. Even the right arm is affected.

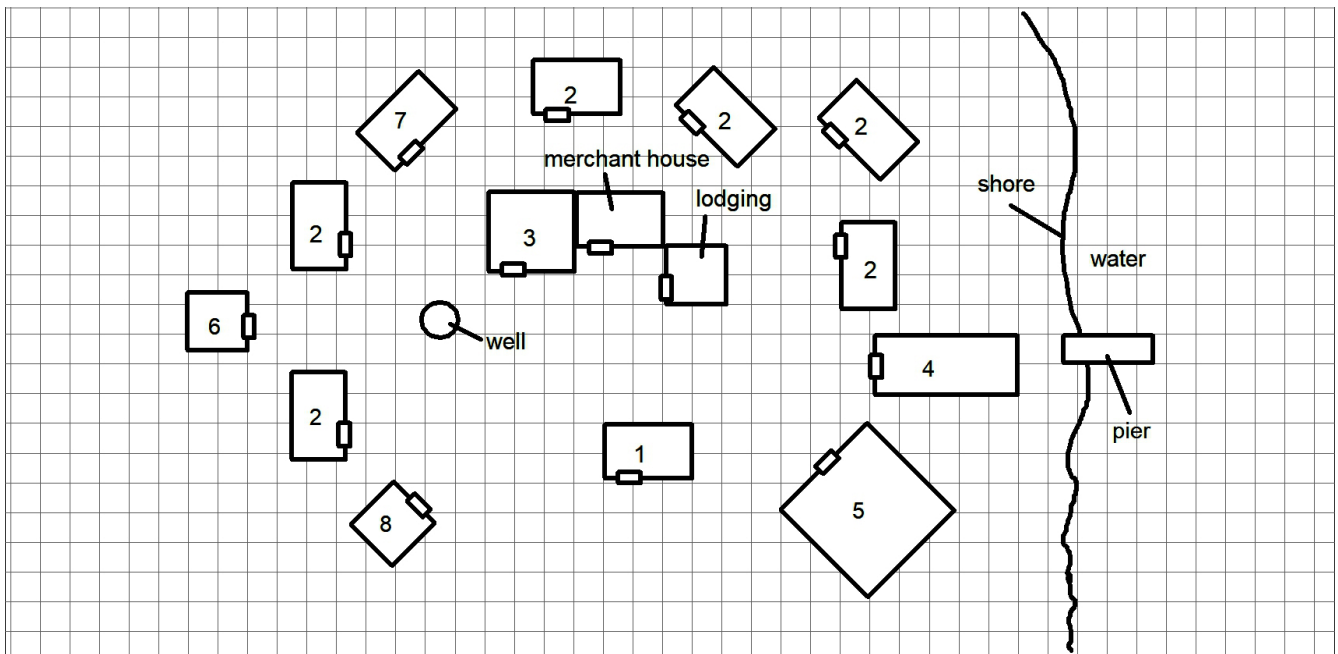
The Plant Skeleton does not see through normal means. The plants that grow on it provide it with vision allowing them to see in the dark. They can also commune with the roots of other plants and see through the plants they are attached to.

Maps

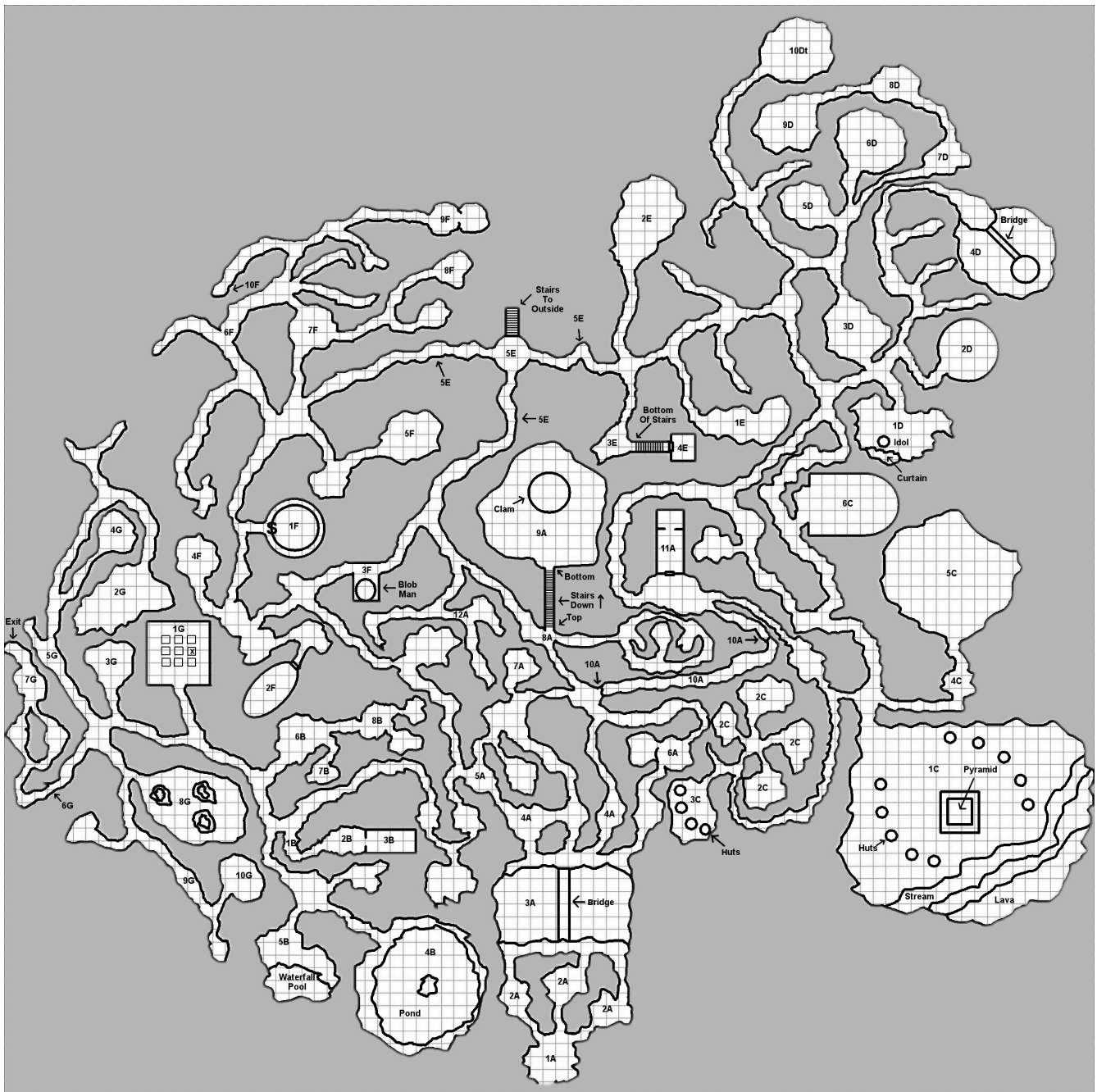
The first is of the village of Quiet Sails.

1 Square = 10'

Quiet Sails



Complete Caves Map



Caves Map Pieces

The next 6 maps are pieces from the main map. Areas in the main map are given section numbers: A, B, C, D, E, F and G. The pieces correspond to these areas. The pieces connect to one another. Tunnels that end and have an identifier that is LetterNumberLetter indicates that the tunnel connects to another map piece. The first example is this:



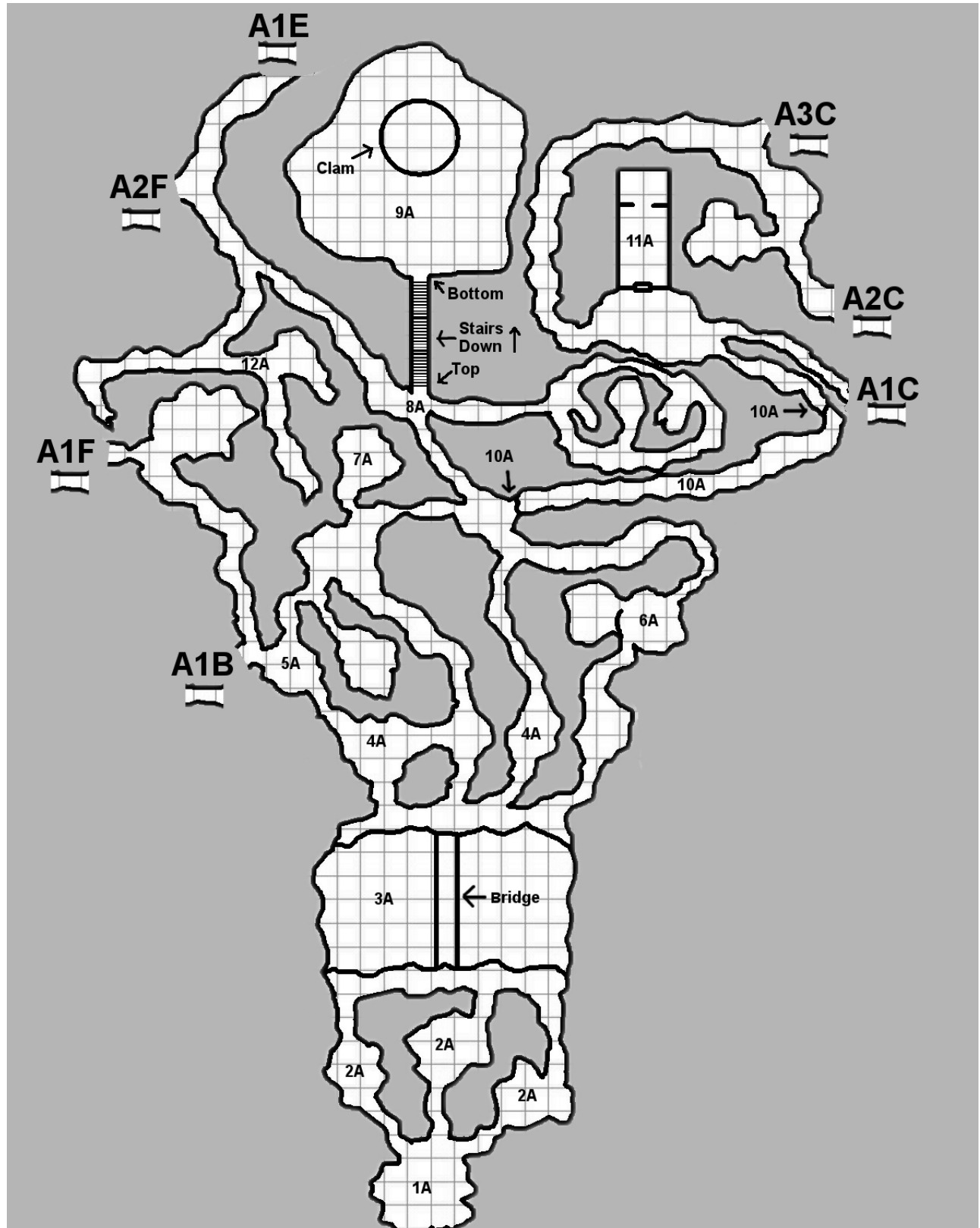
This example means that at this point the D section connects to a place in the E section that has the exact same marker.



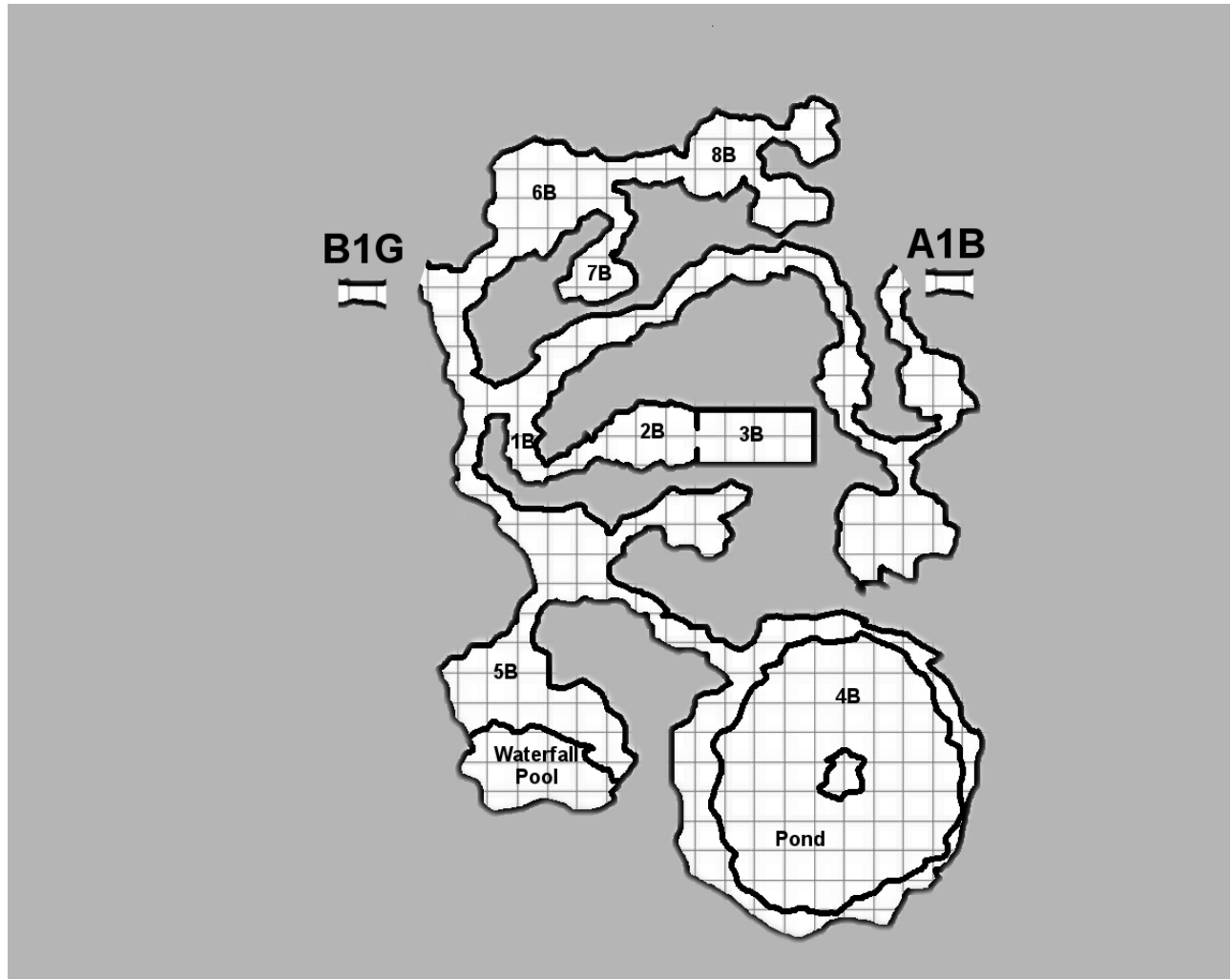
The next example would mean that A and F have tunnels that are connected and share the same marker. Each marker has a little tunnel icon below it.

The makers makes it easy to jump to the other maps and precisely know where the tunnels connect. You can use this system or follow the whole map.

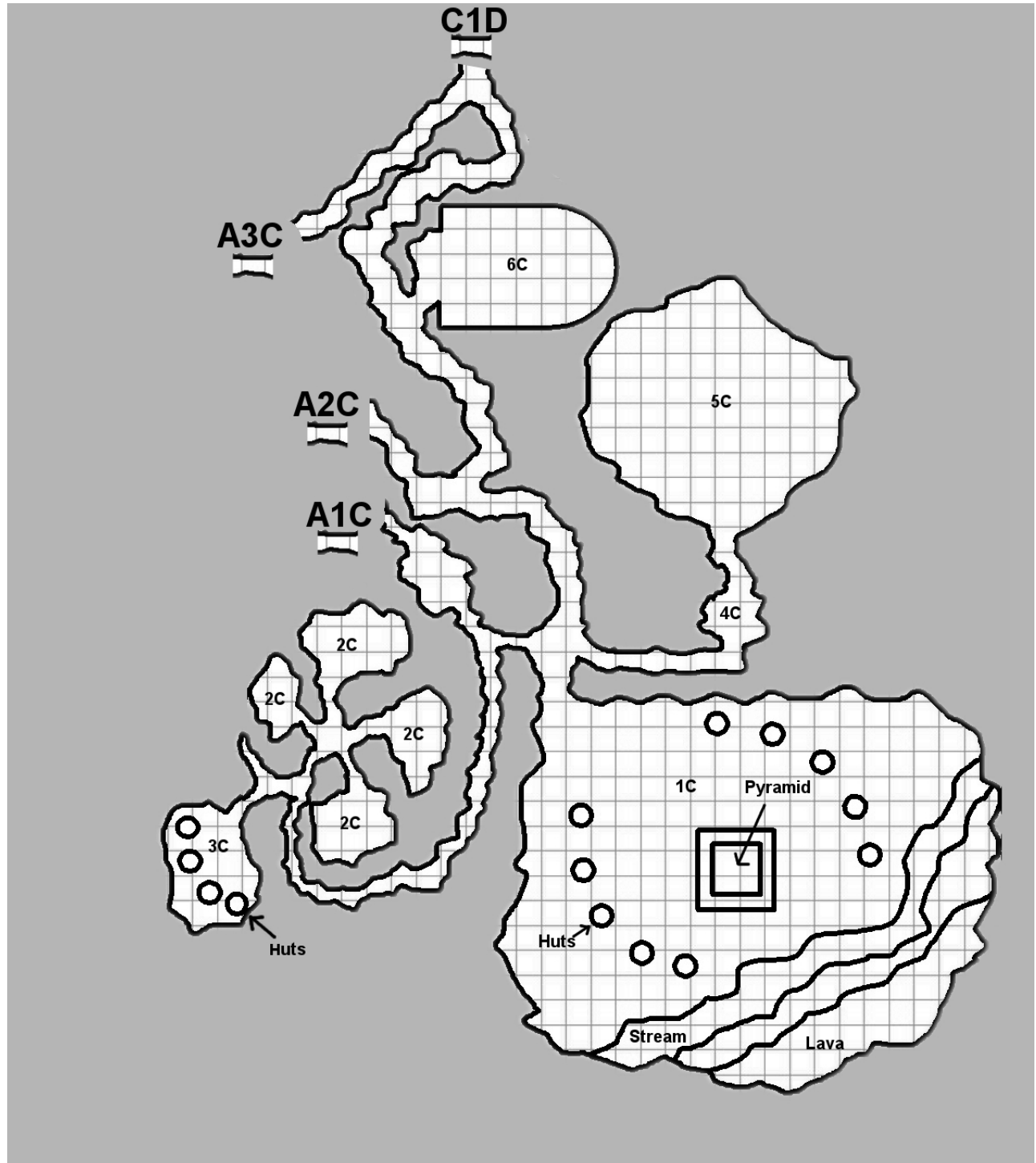
A Areas



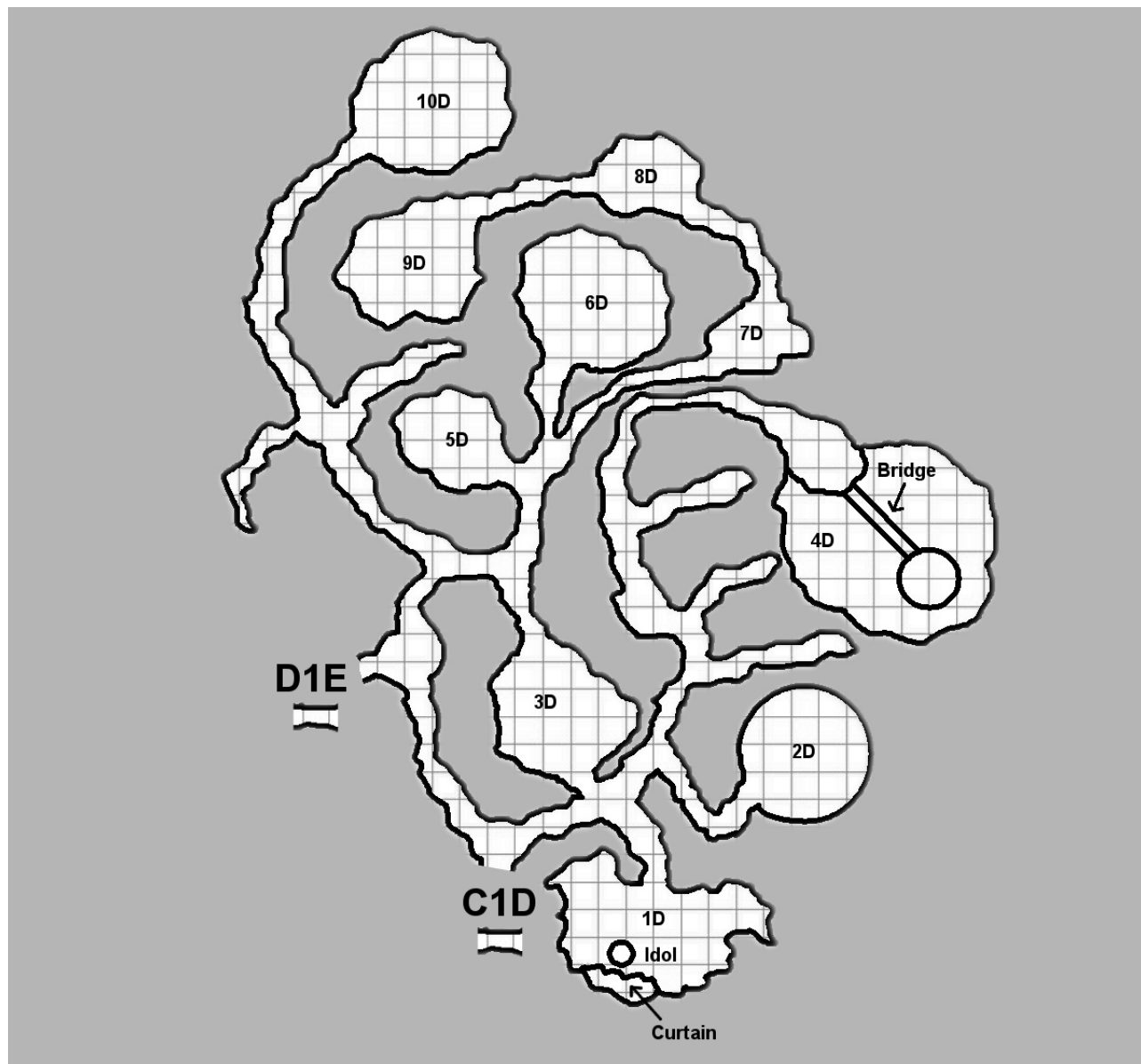
B Areas



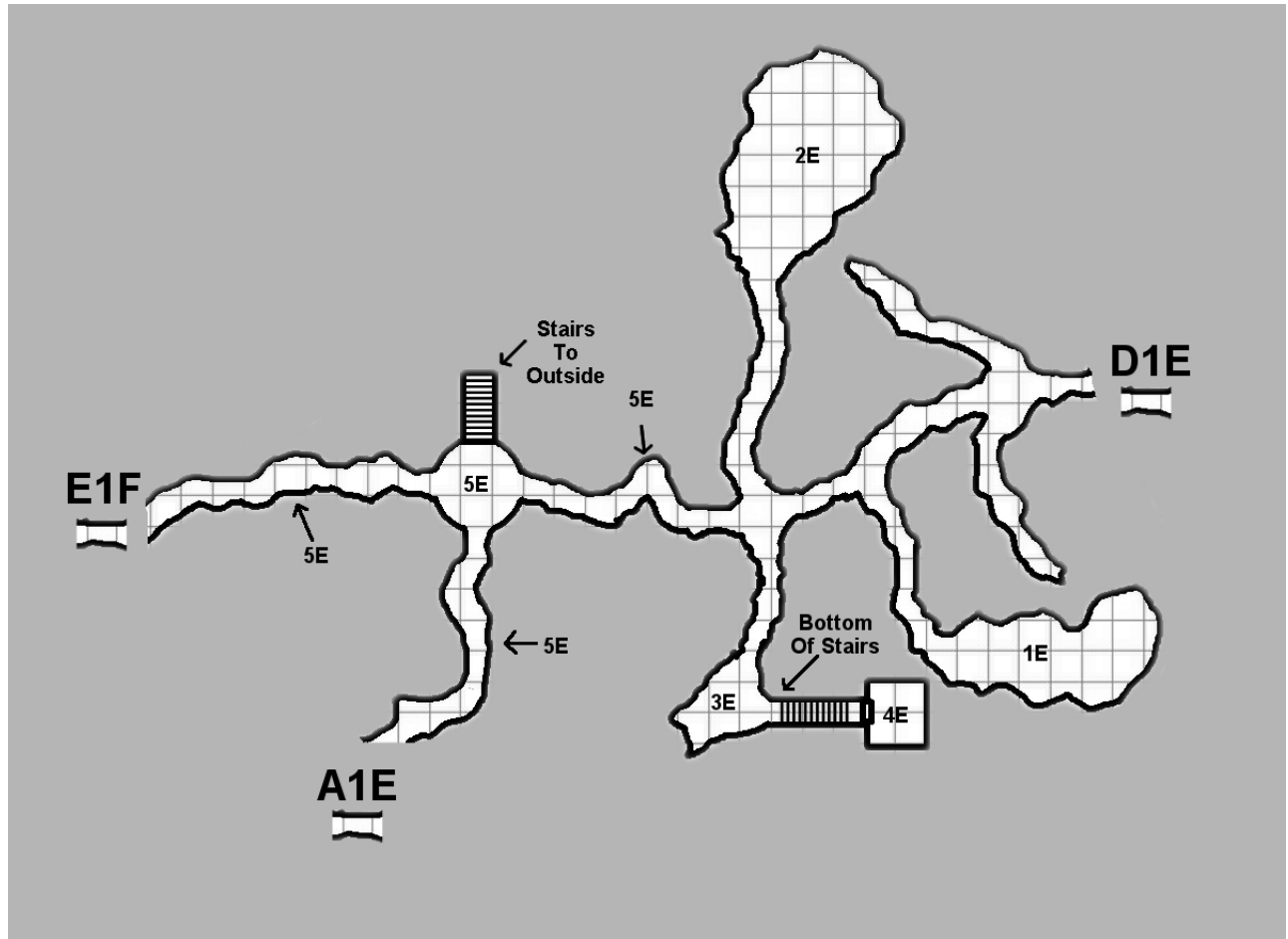
C Areas



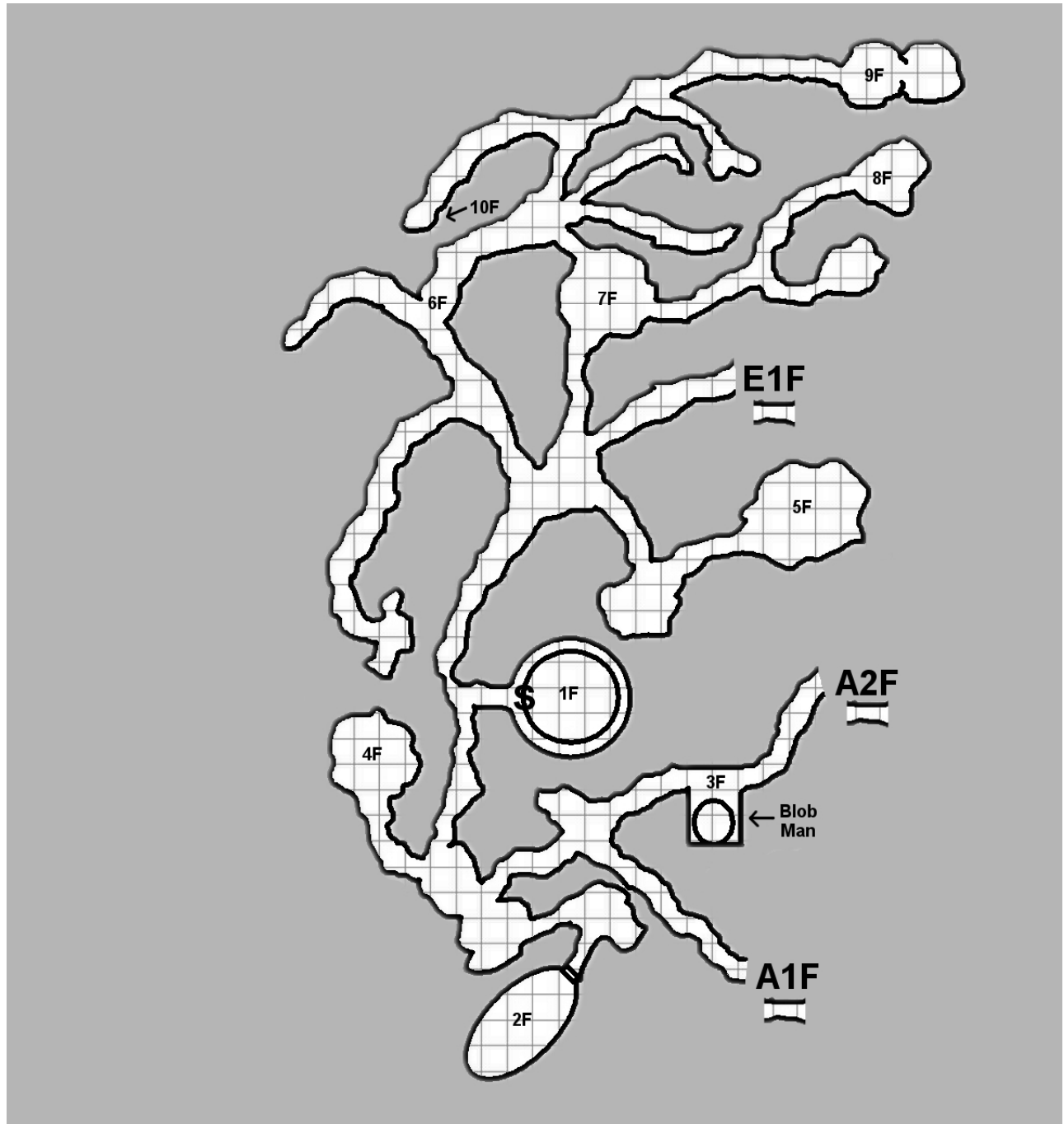
D Areas



E Areas



F Areas



G Areas

