

TROUBLING EVENTS



By Shane Ward

A Crimhuck Adventure

Labyrinth Lord
Compatible Product

Labyrinth Lord™ is copyright 2007-2011, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.2, available at www.goblinoidgames.com. Troubling Events is a low level adventure compatible with the Labyrinth Lord™. 3 Toadstools publishing is not affiliated with Daniel Proctor, Goblinoid Games Copyright 2006 – 2009. (Font, layout, style of artwork). Are reserved as Product Identity.

3 Toadstools Publishing
4D7H8 4L8T8T8L8T8T8 888T8T8T8T8T8

Introduction

I really like “Swords & Sorcery”, like in abundance. I’ve been slowly working on a setting called “Crimhuck”, which can be found on my blog <http://3toadstools.blogspot.ca/p/crimhuck.html>

It’s a semi unknown continent that has just been discovered in recent years; however it hasn’t been fully mapped. Well that isn’t exactly correct, it was previously discovered by other races, however there’s a whole new group of explorers that have just found the continent and they live in the “frozen” in a village known as Tilla. Crimhuck contains tons of dangers! Dinosaurs, Barbarians, Viking-esq raiders, Middle Eastern/Egyptian influenced cities, wrapped up in (well maybe warped up in) the S&S aesthetic.

Recently I posted a fun map I drew in a very Dyson Logo’s type style for a “free map Friday”. The map is licensed under creative commons so you can just go right ahead and use it for something if you like! Just remember to tag me, and or give me a bit of cred. I have been slowly working on different styles of cross hatching to attempt to get away from basically doing a bad copy of Dyson’s killer style. Eventually some of those maps should hopefully see the light of day. For awesome Dyson Maps go here <https://rpgcharacters.wordpress.com/>

Using Steve C’s “Random dungeon generator” and an AS&H adventure generator I culled together the rooms and story. Note: You should be able to pop this adventure into any campaign world you are using, it is after all DIY.

The adventure is set in the city of Yahleui on the eastern coast of Crimhuck. Painting a brief picture of Yahleui, it is one of the oldest cities on the continent, thousands call it home. It’s ruled by a Shah named Halack Grandise, an iron fisted tyrant if there ever was one! The city is a bustle of activity, built upon trade with nations across the sea. The main source of income is from silver mines located near the city. Most of the buildings are made from hard packed sandstone. This adventure is intended for a group of 1st level characters.

Formatting

Room descriptions within this adventure are formatted exactly like this.

Labyrinth Lord Information is formatted like this.

Monster Stats are formatted like this - **6 Skeletons** AC 7, HD 1, MV 60’ (20’), #AT 1, D 1D6, Save F1, ML 12 , AL Chaotic, XP 13

Adventure Premise

Set in the city of Yahleui, the heroes have only recently come to the continent of Crimhuck, seeking adventure. The heroes are met by a large comely woman in a tavern called the “Winding Trail”, her name is Hilde. She tells them that if they can safely get a magical ring to her employer deep in the sewers under the city they will be rewarded with precious gemstones. She will resort to goading and betting that heroes can’t do it if she has to. The sewers beneath the city are a very dangerous place. Her employer is a sage who lives underground and does strange experiments far from prying eyes. The city is very big and he lives in a section of the sewers that has been cleaned out, and re-routed.

The sage is part of a secret order called “The Followers of Sabyl”. They are tasked with subverting the rule of the Shah. The order is not evil, it is however in hiding. Rumours exist of the order, but none of have been proven. The sage and the rest of the order have been working towards the goal of replacing the Shah with a better more religious ruler. They follow the tenants of a long dead demi god called “Sabyl” who is neutral in alignment.

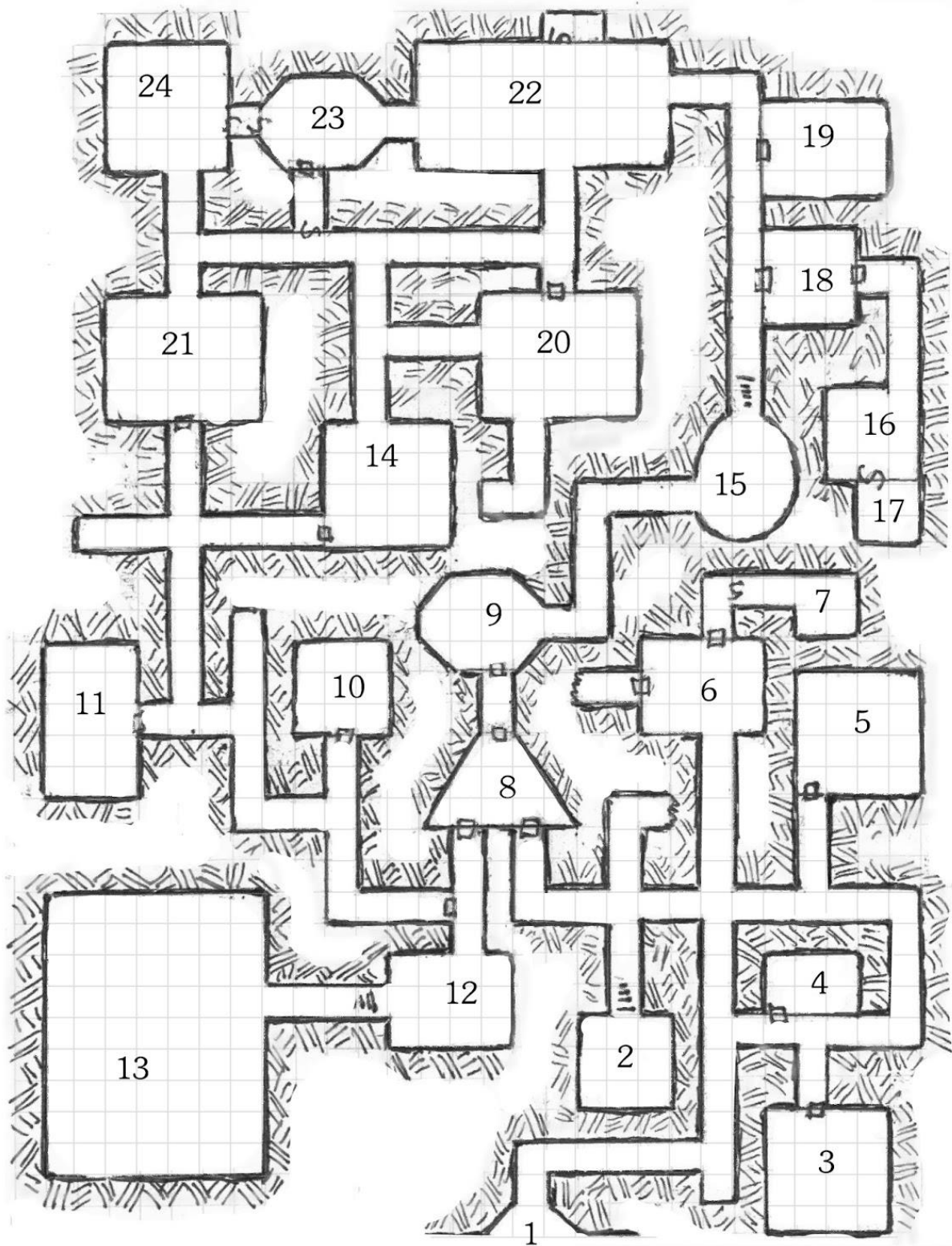
Unbeknown to the heroes there is a gang of thieves hot on the trail of the ring. Turns out the ring was stolen from the thieves, who had previously stolen it from someone else.

During the conversation in the tavern, a local soldier overhears everything and quickly sends word to his superior that the heroes have a powerful ring that may have once belonged to a king, but hasn't been seen in years.

It is a race against time to find the sage in the underground. Hot on the trail of the players are two groups, a gang of thieves and a group of soldiers from the city. Every time the players get into a new room in the sewers roll 1d8. If a roll of 1 comes up the thieves have tracked them down. If a roll of 2 comes up the soldiers have tracked them down. The acolytes of Sabyl are unaware of the sages plans, and depending on reaction check will either hinder or help the PCs.

6 Thieves AC 7, HD 1, MV 120'(40'), #AT 1, D 1D6 Short Bow/Short Sword, Save T1, ML 6, AL Chaotic, XP 10

6 Soldiers AC 7, HD 1, MV 120'(40'), #AT 1, D 1D6 Short Bow/Short Sword, Save F1, ML 6, AL Neutral, XP 10



Free Map Friday Sept 16/2016

3 Toadstools Publishing
 D-T-H-H J-A-N-E-C-A-L-L-E-F-O-R-J-I-C-K-Y

Room Descriptions

1. Entrance: The entrance to the sewers is located along a riverbank within the city. Suspiciously there is no sewage or pipes coming out of the entrance.

2. Guard Room: A set of stairs leads up into this open room. Within the room are two chairs and a small table. There are two human guards sleeping in the chairs, an empty bottle of wine sits on the table. The room is 15'x15'.

If the PCs wake the guards and a fight ensues one of the guards will raise an alarm by blowing into a large horn. The guards in room 3 will hear the horn and come running in 1d6 rounds. The guards carry no treasure save for 1d12 CPs each.

2 Guards AC 7, HD 1, MV 120'(40'), #AT 1, D 1D6 Short Bow/Short Sword, Save F1, ML 6, AL Neutral, XP 10

3. Barracks: This room contains bunks and small chests with equipment for the guards of the sewers. The room is 20'x20'. The room contains four guards.

2 Guards AC 7, HD 1, MV 120'(40'), #AT 1, D 1D6 Short Bow/Short Sword, Save F1, ML 6, AL Neutral, XP 10

4. Pantry: The door to this room is locked. Inside the room is lined with barrels & shelves containing food stuffs. The room is 15'x 10'.

There is a magical trap in this room, when the door is opened and the PCs walk into the room it fills with black smoke. The smoke is harmless and is meant to keep the guards from eating too much.

5. Empty Room: The door to this room is stuck and is almost unmoveable. In the room are a long wooden broken table and an old fireplace with a mantle. The room is 20'x20'.

Within the fireplace are old burned papers, one of them details the suspicions of the sage. While it is difficult to make out, the players will learn that the sage believes the ruler of Yahleui (Halack Grandise) may in fact be some kind of undead.

6. The Adventurer Room: The floor of this room is covered in refuse; in the ceiling is a leaking pipe. Throughout the room are what appear to be adventurers carved out of stone, they are all in action poses as if they had been in a fight. There is a door to the west and north. The room is 20'x15'.

Behind the door to the west is a tunnel that was never completed, the door is trapped and will sound an alarm in room 7, the Acolyte studying will run into the room in 1d4 rounds.

7. Secret Study: There is an acolyte in this room studying by candle light. Along one of the walls hangs the stone head of a medusa, it is covered in cobwebs. The room contains a book shelf and a table. The room is 10'x10'.

On the book shelf are a variety of books detailing the history of the city, the secret order of worshippers, and a small spell book that contains 3-1st level spells. The books are worth 5 GPs each there are 10 of them. The acolyte carries "Pocket Lint of Bless" on him; it adds +2 to all saving throws for the balance of the day. The medusa head maybe worth something to somebody.

1 Acolyte AC 2, HD 1, MV 60'(20'), #AT 1, D 1D6 Mace, Save C1, ML 7, AL Neutral, XP 10

8. Herb Garden: This rather strange room is filled with plants that grow underground; there is an unnatural possibly magical light in the room. The room is slightly triangular in shape. There is a door to the north, and two doors to the south.

Most of the plants in this room have some alchemical properties; there is a flower pot in the centre of the room with very bright yellow flowers. These flowers are sought after by alchemists and are used when making healing potions. They are worth 10 SPs each, and there are 6 of them. If the flowers are eaten the PC receives one hit point.

9. Empty: This room is empty, except a rather strange looking rubber chicken that seems quite out of place in a fantasy world. There is a corridor to the east. The room is 20'x15' in its largest section, the walls are slightly angled.

10. Rubble Room: There is a pile of rubble 20 feet deep leading up to the room, one of the walls must have collapsed over the years.

In order to get into this room the players are going to have to clear the way, this may make a lot of noise and take quite a bit of time, remember to roll 1d8 to see if the thieves or the soldiers show up. The room has broken pipes, and there is sewage 5 feet deep within, a quick search will reveal a rotten bag, inside the bag is a set of teeth still connected to a jaw, a rusted dagger, and 20 GPs.

11. Ajar: The door to this room is ajar. The room is filled with cobwebs. The room is 25' by 15'.

If a search is made a Brass Sabyl head belt buckle (worth 25 GP) will be found amongst the rubble.

12. Strange Pole: There is a 10 foot tall pole in the centre of this room, it looks to be made out of marble, and is multi coloured. The room is 20' by 15', there is a set of stairs leading down to room 13.

If anyone touches the pole, any of the coins they are carrying will turn into glass marbles for 24 hours.

13. Sages Room: This room is filled with large bookcases, tables with weird bubbling apparatus, and skulls in jars. A few scrubby looking children tend to very large plants; one of them is in the corner roasting something over a fire pit. The room is 45' x 35'.

The sage has brought the hero's here as part of a test for the order. The PCs were followed when they came to the city, and have been spied on ever since. The order has been looking for some adventurers to help overthrow the local government. The sage whose name is Raklla designed the test to make sure of the competency of the heroes. The sage will tell the players that if they want the jewels they will have to complete another much more interesting quest for him, he will however double what they were originally supposed to receive. The Sage believes that the Shah is actually a vampire, and to bring down the local government the order must cause discourse within the population and eventually assassinate or remove the Shah. In the interim the sage will induct the heroes into the secret order while the plans are being made. The ring they were sent to bring him is entirely worthless and non-magical.

The sage is a high level priest / alchemist.

Raklla AC 2, HD 6, MV 60'(20'), #AT 1, D 1D6 Mace, Save C6, ML 9, AL Neutral, XP 500 Spells: Cure Light Wounds, Light, Protection From Evil, Remove Fear, Bless, Hold Person, Cure Disease

14. Whispering Armoury: The door to this room is locked. Within the room are large chests and barrels, all of which have armour and weapons in them. There are 10 suits of leather armour, 15 maces, 5 daggers. There is a corridor leading out of the room to the north, and a door to the east. The room is 20' x 20'.

Upon entering this room one of the players will hear another player whispering insulting things about them to another player. This will randomly continue with different players hearing things as long as they stay in the room.

15. Drain: There is a large metal grate in the floor this room, a pipe from above drains sludge into the grate.

When the players enter this room they will hear the chattering squeaks of a swarm of rats behind them. (It's entirely up to you if they just hear it or there are actual rats!).

15 Normal Rats AC 9, 1 hit point, MV 60'(20'), #AT 1, D 1D6 + disease, Save NM, ML 5, AL Neutral, XP 5

16. Burnt: This room looks like it recently had a huge fire, there is rubble lying around everywhere, half burnt books, and an old chest. Amongst the rubble is a skeleton with a book beside it. The room is 15' x 15'. There is a corridor to the north.

The chest is locked it contains 50 SPs. The book is an evil spell book, anyone touching it must save vs spell or take 2d6 damage. The book contains 3-1st level spells. The books cover is outlined in gold, and the name of a long dead demi god is written on the cover. There are 2 Cobras in the room. If a search is made for secret doors the players will find a small lever that opens a fake wall to south, room 17.

2 Cobras AC 7, HD 1, MV 90'(30'), #AT 1, D 1D3 Bite + Poison, Save F1, ML 7, AL Neutral, XP 15

17. Secret Room: Behind the secret wall are 4 barrels against the wall.

From right to left, left barrel contains 2 healing potions, 2nd barrel is trapped with a crossbow (1d6 damage), the 3rd barrel is open and contains nothing, and the 4th barrel has two weeks' worth of rations, and a piece of cloth that appears to be a holy symbol.

18. Naïve Warrior: Asleep on a makeshift bed made from a tarp is a young looking warrior; beside him is an axe and a sack. The room is 15' x 15'; there is a door to the east and west.

There is a warrior named "Arah-kyl" who has made camp in this room. He is extremely naïve and believes that he is one of the best fighters in

the world. He is actually just extremely lost. While speaking with Arah-kyl the PC's will hear a Horn blast echoes off in the distance. The sack contains a rusted dagger (1d4-1), 5 CPs, and a crudely drawn map from room 18 back to the entrance detailing the shortest route.

Arah-kyl AC 7, HD 1, MV 120'(40'), #AT 1, D 1D6 Hand Axe, Save F1, ML 6, AL Neutral, XP 10

19. Empty: This room is completely empty; the door is unlocked and ajar.

When in this room the heroes will hear creaks and cracks coming from the ceiling. If the PCs stay here longer than 1d4 rounds, the ceiling will make even louder sounding creaks. If the PCs stay any longer there's a 1 in 6 chance that there will be a cave in. Any players not rolling a successful saving throw vs death will receive 2d6 damage from falling rubble. Anyone successful managed to get out of the way just in time, and receives no damage.

20. Gone Weird: This room is 25' x 20'; there is a door to the north and corridors to the west and south. There are weird glowing spheres that rotate and float randomly around the room.

The spheres are just weird and not harmless.

21. Burnt Body: This room is 25' x 20'; there is a door to the south and an open corridor to the north. Along the east wall is a burnt torch and the body of a young child clothed in rags.

The child is an illusion, allow a save vs spell, if successful the hero will see that there's a trapdoor in the floor. Below the trapdoor is a sack containing 300 GPs, and a necklace with a large tooth (the tooth allows a player to re-roll any dice, twice, it cannot be recharged).

22. Large Smelly Room: This room smells extremely bad. It's a very large room, 40' x 20' the room is covered in spider webs, something shiny glints off the torch light in the centre of the room.

There is a secret door to the north, if a search is made a player will find a small rope that hangs from the centre of the ceiling. If the string is pulled a large door will open spilling out sewage into the large room. The room will fill up with sticky sewage in 1d4 rounds; anyone engaging in combat will have a -2 penalty to their attack rolls. Movement rates are halved. There is a giant spider in the room. There is a small silver ring in amongst the spider webs; it is a ring of poison resistance. (+4 to all saving throws vs poison).

Giant Spider AC 7, HD 2, MV 120'(40'), #AT 1, D 1D8 + Poison*, Save F1, ML 7, AL Neutral, XP 35 **the poison does 1d8+2 damage and will kill the PC in 4 days if left untreated.*

23. Just A Room: This room is a fairly odd shape; it is 20' x 15' at its largest point. There is a door to the south that is locked.

If a search is made a secret door will be noticed in the west wall, it is magical and will only open if a "Dispel magic" is cast. This also goes for the secret door to the south.

24. Scream! This room is 20' x 20". Within the room is a large chest against the north wall. There is also a few suits of leather armour (2) that look to be in terrible shape.

When the PCs enter this room they will hear a young girl screaming behind them. She is running down the hallway the PCs just came from. She is an escaped slave, dressed in rags. She needs the players help to get out of the dungeon! The chest is locked, within the chest is a note written on a piece of papyrus it appears to be an IOU. There are 5 CPs and 10 SPs in the chest.

More On Yahleui & Crimhuck

As time goes on I will continue to write more about the continent of Crimhuck & the city of Yahleui in particular. A few things to keep in mind regarding the world, it is low magic and a very brutal place. For the most part Crimhuck is populated with humans. Typical fantasy races like Elves & Dwarves do not exist within the world. That being said they may have come from the lands to the east. It's entirely up to you. It is my intent to slowly fill up the world with adventures, rumours, maps and all the other little fiddly bits that come along with world building.

Who Is This Guy?



Shane started out playing Fighting Fantasy (TM) books when he was 13. Around the same time he played his first game of D&D (TM) with his cousin. Later he started writing his own adventures for the Advanced Fighting Fantasy game (TM) and played many hilarious adventures with his friends.

Fast forward a few years later, a snowy Christmas morning in Canada, he opened up his first present to find that he was given copies of all the main books for AD&D 2nd Edition (TM). As he got older he found less time to play games and read books and took a few years of sabbatical from all things RPG. (Insert sad face).

As of 2013 he was asked by his cousin in law to teach him how to play D&D (TM) and his love affair was re-born! Having never really spent much time on Google +, he decided to check it out and found this HUGE community of these apparent “gronards” that played this game called OSR. What the heck is that? Check it out on Google + it's an amazing community of likeminded RPG-er's (is that a word?) that really dig the early version of the “World's Most Popular Role Playing Game” (TM). Shane found all these cool clones of the original set of rules and fell in love with RPG's all over again! (Do yourself a favor if you don't know about the OSR go on and google it).

Check out www.3toadstools.blogspot.ca to read Shane's daily rambling about RPG's

Cheers! And keep those dice rolling!

Contact info: email: shanepatrickward AT gmail DOT com. 3 Toadstools Publishing C/O Shane Ward, 76 Hart Ave, Winnipeg, MB R2L 0K5

Helpful Links

Steve C's "Random Dungeon Stuff Generation"

<https://drive.google.com/file/d/0B8bzz49SDaoodGFvNzhHMHVUSHU4SWZWRnlBOEJIIdw/view?usp=drivesdk>

Random Sword & Sorcery Adventure Generator: North Wind Adventures:
<http://www.hyperborea.tv/resources.html>

3 Toadstools Maps: <http://3toadstools.blogspot.ca/p/maps.html>

3 Toadstools Crimhuck: <http://3toadstools.blogspot.ca/p/crimhuck.html>

Dyson Logos Maps: <https://rpgcharacters.wordpress.com/>

Declaration Of Product Identity

Crimhuck™ is considered product identity; it is a world that I created (3 Toadstools publishing) the map by Shane Ward (3 Toadstools Publishing) is licensed under a Creative Commons Attribution-Noncommercial-Share Alike 2.5 Canada License. Inquiries about permissions beyond the scope of this license should be made by contacting Shane Ward. The artwork on the first page of this adventure is from openclipart.org and is considered free use.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a

Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. The following material is released as Open Game Content as per the terms of the Open Game License: All character and monster stats, all magic item abilities, all spells, trap mechanics and other items that describe game mechanics. All other content remains Product Identity.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Cave Cricket from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors , Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax

Labyrinth Lord™ Copyright 2007-2009, Daniel Proctor. Author Daniel Proctor.

Troubling Events Copyright 2016 Shane Ward 3 Toadstools Publishing.