

GT1

PATH OF THE DELVER

AN ADVENTURE FOR CHARACTER LEVELS 1-2



Secrets to all things lie in the heart of Bitter Root Mountain...and the only thing between you and its secrets is an army of Orcs, a horde of undead creatures, and a secret cult that will turn your blood cold...Dare ye enter?



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GT 1 PATH OF THE DELVER

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



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Introduction

Secrets to all things lie in the heart of Bitter Root Mountain...and the only thing between you and its secrets is an army of Orcs, a horde of undead creatures, and a secret cult that will turn your blood cold...

Summary of the Adventure

The Path of the Delver adventure begins within the town walls of Wickersham, where the PCs investigate the mysterious disappearance of Gilban Pembroke, famous dungeon delver from years gone by. Aided and accompanied by his young niece (Penelope) the PCs discover clues leading to Kharnos Dzin, an ancient dwarven mine many miles to the north. The party will be secretly followed by Cog, a gremlin and friend to both Gilban and Penelope.

The PCs will need to make camp at Beacon Hill, an ancient watchtower, in preparation to finding the entrance to Kharnos Dzin somewhere at the base of Bitter Root Mountain. Many dangers await the PCs in their journey to Bitter Root. A haunted battlefield, demonic crows, and a tribe of goblins are just a few of the obstacles in their path. Kharnos Dzin, once home to the dwarves, has since become a secret haven for the cult of the god Heimos (represented by a small dark red moon). This cult is bent on killing the sister of Heimos, the goddess Palandria, (embodied as a large pale moon) by pulling her from the sky.

The Cult of Heimos is hidden deep within Kharnos Dzin and the PCs will encounter them while searching for Gilban Pembroke. The lower levels of Kharnos Dzin were badly damaged by earthquakes and meteor strikes during the Great Cataclysm (believed to have been set into motion by an ancient sect of the Cult of Heimos.)

This adventure, the first in a series, will detail the lower levels of Kharnos Dzin and its inhabitants.

Get 'em in the game

The PCs are contacted by Penelope Pembroke, niece of the famous dungeon delver, Gilban Pembroke. Everyone has long declared him dead. She wants him found.

PCs receive a letter by messenger from the town of Wickersham (see handout: Appendix 4).

Labyrinth Lord Notes:

Penelope Pembroke could be a childhood friend or acquaintance of one of the PCs. The messenger is a young lad named Tomas, stable boy at Pembroke Hall.

Other possible scenarios to consider getting the PCs into this adventure:

- The PCs are contacted by a high level church official in regards to information they have gathered about a secretive cult within Kharnos Dzin.
- The PCs will be hired to scout the location and gather information on this cult. [**LL note:** The church official could loan the PCs several of the useful items (Delver's Spectacles) listed in Gilban's workshop to aid them in the mission.]

A dwarven merchant tells the tale of an ancient dwarven mine and the riches buried within. He has a map to the entrance to Kharnos Dzin. For a small sum, he will share the map with the PCs. [**LL note:** You may wish to give the PCs an incomplete map of level 1 of Kharnos Dzin.] The merchant may also have a few of the items from Gilban's workshop to sell to the PCs (for a small profit, I'm sure...)

Scene 1 - Pembroke Hall

The streets of Wickersham (map page 43) appear as those of any modest sized walled town. A large castle overlooks the town, its image of strength marred by the crumbling

towers and an air of age. Through merchant filled avenues and narrow streets, you wind your way until at last you see the residence known as Pembroke Hall. For a hall, it is modest to say the least. The three story stone building has seen better days. Gray slate tiles cling to the roof, cracked and missing in places. Several windows are boarded up and weeds poke through the shrubbery. A feeling of despair hangs over the place.

As you approach the house you see four rough looking men standing on the front steps. They are arguing with an old man. You can hear one of the men say, "...we'll be back in the morning and you had better tell her ladyship to start packing." The old man begins to protest but is cut short--"The Delver's dead! You ought ta know that by now! My master held up his part 'o the bargain...he looked high and low fer him...but he's dead!" Snickers erupt from several of the other men. As the PCs approach, the men will eye them warily as they pass by. [Four 0-level thugs, AC 9, weapons--daggers and fists] When the thugs walk into the street, the leader will shout with alarm as his pants fall down. The other men will laugh raucously, but the leader will look around him alarmingly.

[**LL note:** this is the work of pixies, see Garden description Pembroke Hall.]

The old man is Bevin, Lady Pembroke's servant. He will appear flustered, but relieved at the site of the PCs. Bevin will invite the PCs into the hall, declining to speak of the incident on the steps.

Within Pembroke Hall, the PCs will meet Lady Pembroke and her niece Penelope. [**LL note:** you may wish to describe parts of Pembroke Hall such as the Grand Hall as the PCs enter. See below.]

Lady Pembroke--elderly woman in her 70's, gray hair, modestly dressed, intelligent but sad eyes.

Penelope Pembroke--beautiful girl, early 20's, raven haired, green eyes, slim build, hopeful expression on her face.

LL Note: Lady Pembroke and Penelope will meet with the PCs and offer the following information.

Gilban Pembroke was a famous dungeon delver long ago and through his deeds was honored with a title and holdings in Cormandy. He has been missing for over a year. He was last seen climbing the steps to his workshop.

Reverend Bainbridge, a local clergyman, has cheated Lady Pembroke out of most of her fortune by promising to find her husband. Now the Reverend is attempting to lay claim upon Pembroke Hall. [**LL note**--Bainbridge is a side plot to the story and if the PCs decide to investigate him, he will leave town for a while. His "church" is a rented building in near the merchant district. He is a slippery character and will have hired thugs protecting him.]

Lady Pembroke will tell the PCs that recently she discovered a key that was placed on her pillow one evening. She will tell them that it is the key to Gilban's workshop and that Gilban is trying to get a message to her. Last night, she and Penelope went to the workshop but became frightened when they saw a light and heard quick footsteps. Bevin, the servant, investigated but found nothing. Elena, the housekeeper, swears Pembroke Hall is haunted and Lady Pembroke is wondering if this is true. [**LL note**--Cog, a gremlin and friend to Gilban, has been living in Gilban's secret workshop. He placed the key on Lady Pembroke's pillow after overhearing her discussion with Penelope about losing Pembroke Hall. Cog feels that he is to blame for Gilban's disappearance and feels sad that Pembroke Hall may be lost as well. He wants to speak with Lady Pembroke, but is still too scared to do so.]

If the PCs investigate Gilban's workshop and find new clues to Gilban's whereabouts, Lady

Pembrooke will offer them the last thing of value that she has--a royal deed of property in Northern Cormandy which was given to Gilban Pembrooke long ago for service to the crown. This includes the title to lands and authority to govern the holdings by royal decree from the crown and is readily transferable to any person that Gilban sees fit. The only problem is that Gilban needs to sign the document. This may be an excellent motivation for the PCs to find Gilban. For now, Lady Pembrooke will give the PCs a pair of opal earrings (worth 100 gp) to cover any necessary expenses.

Overview of Pembrooke Hall--the stone building is in disrepair due to neglect these many years. The servants, Bevin (stoic, loyal) and his wife Elena (nervous, superstitious), do the best they can maintaining the hall, but are getting on in years. Pembrooke Hall is decorated in dark paneled wood and antique furniture. The curtains and tapestries show the signs of age. The property exudes a feeling of life at a standstill. The walls of the Grand Hall are adorned with a variety of mechanical devices [many built by Gilban] for marking the passage of time. Most have stopped working, but several continue to tick and signal the hours. A portrait of Gilban Pembrooke hangs in the hall. He is a small man, middle aged, wearing round framed glasses, with green eyes alight with mischief.

Other areas of interest the PCs may have access to:

Garden--the private garden at the back of the residence is well tended and filled with a variety of flowers and shrubs. **[LL note:** Elven PCs may notice that the garden looks much too beautiful to have been cared for by humans, but is the work of the fey. In fact, Lady Pembrooke has been befriended by pixies.

They often visit her in the garden or through the study window. They are very shy and will remain invisible to others. Penelope has heard Lady Pembrooke speaking to someone, but believes it

to be an expression of grief over her husband's disappearance.]

Loft--old furniture, draped in white sheets, is stored in this large room. A dusty sofa sits against one wall.

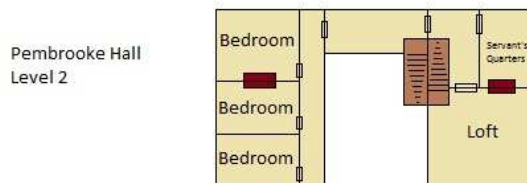
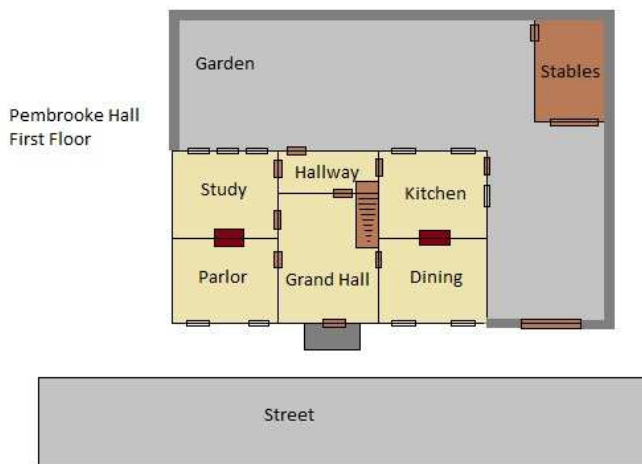
Attic Stairs--Hanging from the door sill at the foot of the attic stairs is a wreath of small dark purple flowers and vines with brass bells. **[LL note:** Elena put it there to ward off evil spirits.]

Attic--Clutter lies in every corner--old paintings, chests of old clothes, furniture. **[LL note:** give this room an unsettling feel...play up the spooky setting.] Against one wall is a small workbench and stool. On the workbench is a wooden clock with the back open and parts scattered about. Other clocks hang on the wall, covered in dust and long since stopped. A few tools lie on the workbench.

Three small closet doors are set into the opposite wall. The middle door is slightly ajar [leading to Gilban's actual workshop.] As the PCs approach the door, it will slam shut forcefully. Upon inspection, PCs will see some crudely made scratches in the door. These are magic symbols [no effect] scarred into the wood of the door, denoting hex magic, death, and doom. After the door slams shut, it will rattle and shake violently and a cackling hag's voice will croak..."Leave this door or return never more..." (Magic mouth) and the door will rattle and shake violently and suddenly stop. A successful find traps check will show the door is rigged with a mechanical device, cleverly hidden in the frame. No lock on the door.

The small closet appears to be a broom closet. An old bucket lies in the corner and a crooked black broomstick is lying on the floor. If the broomstick is touched, an evil hag's cackle will again emanate from somewhere behind the

PCs. If the PCs examine the back wall, they will see a faint glow of light from keyhole. The silver key will gain access to Gilban's workshop. The other two closets are packed with discarded dishes, linens, an old set of silverware (worth 75gp), and assorted clock parts.



Gilban Pembrooke's Workshop

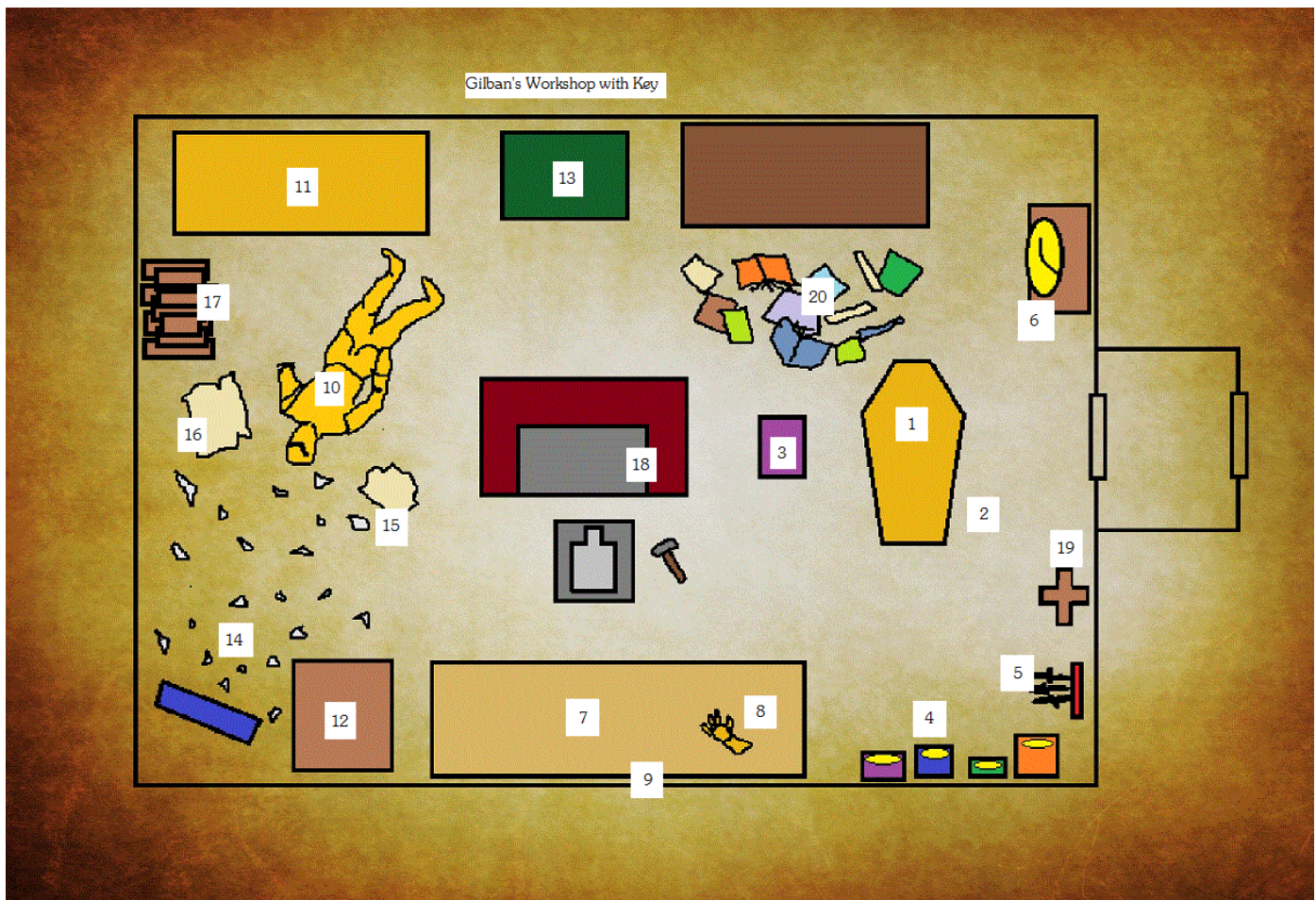
As the secret door is opened, the room will go dark. If PCs produce some light, they will see a wisp of smoke coming from a candle sitting on a small workbench. The room appears to be another workshop. The floor is scattered with books and papers and many large items fill the room.

1. Copper Water Tub—a man sized copper crate sits on the floor. **[LL note**--if the PCs mistake this for a coffin, let them...] It has a copper cover with two stout handles. The tub is half full with dank water. In the water is a small brass ring (worthless).

2. Clockwork Gills—lying next to the copper tub is a metal tank with a leather harness. A copper tube connects the tank to a glass bowl. A lever mechanism on the tank causes a clockwork pumps to circulate air from the tank into the glass bowl. This device is defective. It has a use time of ten minutes but a 2-in-6 chance of failure each minute used.

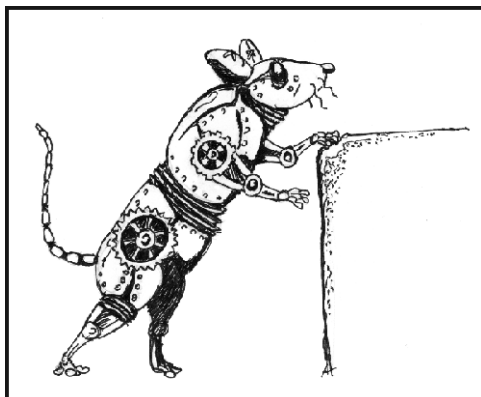
3. Jeweled Treasure Chest (a silver coin lies next to this chest)--this ornate, jewel adorned copper chest (fake jewels) is engraved with the words "Keep Out" written in common, elvish, and dwarvish. The first person to touch the chest will receive an electric shock, painful but no damage. The chest will be harmless thereafter. The chest has a latch, but no lock. Inside will be a black velvet bag containing a pair of fine silk gloves [*Gloves of Fumbling*--cursed gloves that will make the wearer feel dexterous, but the first time the wearer needs to depend upon dexterity, the curse will be felt (person's dexterity score will be halved while wearing the gloves). The effect of this curse will last for 1d6 days and after that the gloves will become normal and can be removed. Otherwise, the gloves may be removed with a remove curse spell.]

4. Wall of Clockworks—this wall is covered in mechanical clockwork devices. All are busily ticking away. **[LL note:** it may appear strange to some players that the clocks are running.] Many were created by Cog [see Gremlin below] and have strange effects—movement works backward, hour hand spins quickly, cuckoo does strange things...also there are a few clocks that Gilban created that function normally.



5. Target--a small target hangs on the wall. Three throwing knives are centered in the bull's-eye.

6. Grandfather Clock—this ornately carved clock is made of dark wood and stands 7' tall. The front of the cabinet is decorated with the carving of a sun. It is ticking but running backwards. Cog, the Gremlin is hiding (invisibly) within the cabinet. If the PCs search or open the cabinet, a small clockwork mouse will dart from under the clock and run up a random PCs pant leg.



7. Workbench this workbench has shelf with many small cubby holes and drawers. On it is a candle (wick still has a trail of smoke from it). Also on the workbench are assorted tools, a clock being assembled (by Cog), an armored glove [*Clockwork Gauntlet*], and sketches of a suit of armor [the bronze man].

The workbench also has various locks and doorknobs lying about along with an assortment of lock picks.

8. *Clockwork Gauntlet*—upon inspection the armored hand will grab the person's hand (causing 1 hp dmg). It can be removed by pulling it off (causing 1-2 hp additional dmg) or by resetting the mechanism inside the hand (using one of the lock picks).

9. Map over Workbench—various coastlines and maps of tunnels and dungeons with names unknown. A small map of Wickersham is tacked on the wall. See Map of Wickersham.

10. Clockwork Man of Bronze—a suit of bronze armor lies in a heap on the floor. A front panel is open in the chest exposing metal rods and gears. A few parts lie on the floor. A spilled oil can lies nearby creating a small pool of oil. If the PCs attempt to assemble the clockwork man, it will not work for them.

11. Alchemy Cabinet—acids for cleaning parts, oils, grease, some flasks labeled acid or poison (vary in strength, Labyrinth Lord's discretion as to the potency of any item.) Also in this cabinet are 6 yellow cake flares individually wrapped in a waxed paper.

12. Box of Spare Parts—for clockwork man

13. Trunk of Disguises—common cloaks, beggars outfit, one fine silk outfit (250gp), and a dull yellow hat (Brimstone Hat) that smells of smoke.

14. Tattered Scroll—a map with written with runes [see handout in Maps Appendix]. The runes are dwarven. If any PCs can read dwarvish, they will recognize the word “Kharnos Dzin”. [LL note: any dwarf PC will know that Kharnos Dzin was an ancient dwarven mine, destroyed many years ago.]

15. Scroll entitled “The Skies and Stars Alight” written by Crucis Del Minarian. It details the phases of the moons Heimos and Palandria.

16. Woodpile—stashed behind the woodpile is a cracked china cup, saucer, wedge of moldy cheese and burnt toast. (Cog has been here.)

17. Forge—the fireplace has been converted to a small forge. Wood and ashes lie cold within. An

anvil and small hammer set in front of the forge. Lying about the anvil are bits of metal that appear to be hammered into crude parts (Cog did these.)

18. Cloak Stand--holds a backpack with 50' of fine silk rope and a small grappling hook.

19 Library--scrolls and books lie in a jumbled heap at the foot of these shelves. For each turn searching, there is a 2-in-6 chance of finding a spell scroll with one 1st level magic spell. Maximum of three scrolls available. [LL note: LL's discretion to choose spells or randomly roll.]

LL Note: Books that may be found:

Magical Materials: The Powerful and the Profane by Tarragon

A Cyclopedia of Magical Metals by Taranine the Delver

Chronicle of the Dukes by Skald Xeno

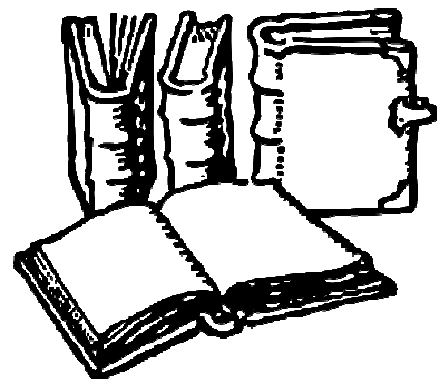
Secrets of the Forge: The Famous Dwarven Blade and its Manufacture by Tosvig of Axehead

The Swords of Truth by Grandmaster Archilius

The Logic of Numerics by Gystiana Magna

The Grand Herbalist's Compendium by Avon Riga Mynydd

Song of Wind Magic by Roselyn of the Hawkers





A gremlin, “Cog”, spends most of his time in the workshop. When the PCs enter, he will turn invisible, extinguish the candle, and hide within the cabinet of the Grandfather’s clock. If discovered he will become visible and cry out in a strange high pitched voice, “I am not a bad egg! Master Gilban said so! I am not a bad egg!” He will repeat this if threatened then turn invisible and try to escape through the chimney. If approached calmly, Cog will settle down and speak to the PCs invisibly at first and then will appear perched on a ceiling rafter. He will retell the story of how his master was taken through the magic mirror and it was all Cog’s fault (or so he believes. The truth is that Gilban, in an attempt to research the clockwork man, opened a magic portal to an area in Kharnos Dzin. He had encountered clockwork men in this area long ago and decided to “jump through” the portal to get a

closer look at one. Unfortunately for Gilban, the Cult of Heimosis was waiting on the other side). Cog is wearing Gilban’s Delver Spectacles.

The PCs may consider taking some of the items in the workshop. Lady Pembroke is unaware of the nature of many items her husband had been working on and therefore will not care what the PCs “borrow” to help find her husband. Penelope, on the other hand, will be curious about their find and will want to speak with the PCs in private. She will insist on travelling with the PCs (and Cog will undoubtedly trail behind the party invisibly to protect her). [See NPC section for Penelope’s stats.]

Lady Pembroke will offer the loft of Pembroke Hall as a place to stay and make plans. She will mention that Gilban often frequented the Delver’s Lantern, an alehouse in town. Many retired adventurers know Gilban there.

[**LL note:** Once the PCs conclude that Kharnos Dzin is the most likely location of Gilban Pembroke, Lady Penelope will inform them that Beacon Hill is the nearest outpost to Kharnos Dzin, but the PCs will need authority from Castle Wickersham to go to this outpost. She will give the PCs a letter of introduction to the Castellan in Wickersham. After meeting with the PCs, he will decide to either give those papers of authority or deny their request. [**LL note:** LL may make a reaction check with the Castellan, modified by a -2 for Lady Penelope’s note (if delivered) and by any other modifiers you see fit. No more than +4 or -4 total. A reaction roll of neutral [6-8] will mean the Castellan signs the papers of authority and provides on additional help. A reaction roll of indifferent [3-5] will indicate the Castellan may provide some additional help (perhaps an escort to accompany the PCs to Beacon Hill). A roll of friendly [2] will result in the Castellan writing his

own letter of introduction and loaning horses to the PCs in addition to providing an escort. All other reaction rolls will result in the PCs failing to gain their papers. Another option is for the PCs to contact the local thieves' guild and hire someone to forge papers to gain access to Beacon Hill. Wickersham has many resources available to the PCs. Adventuring supplies will be available in the marketplace or the guild shops in town. **[LL note:** prices will be as listed in the LL/AEC rulebooks.] Magic and alchemy supplies may be purchased in town at several specialty shops. Many churches are established in Wickersham. **[LL note:** the people of Wickersham worship a lawful good deity known as Theos.] Wickersham also has a fighter's guild mainly to provide guards for traveling merchants, and a thieves' guild that dabbles in small time protection rackets, burglary, and other illegal ventures.

The Delver's Lantern (Alehouse)

This run down alehouse is home to retired soldiers, men-at-arms, hirelings, and lantern bearers. Most are past their prime, but lucky to have survived an adventure or two and spend the coin they've earned. Gilban Pembroke was a regular at this tavern and his stories of adventure captivated the patrons. All of the regulars here are drinking buddies of Gilban, consider him a good friend and would do anything to help find him. **[LL note:** PCs may find rumors here, hirelings, and other information. Many of Gilban's friends have heard about Lady Pembroke's bad deal with Reverend Bainbridge and have begun a close watch of Pembroke Hall for sign of trouble. If the PCs do not investigate Reverend Bainbridge, his hired thugs will come back again to Pembroke Hall in 1d4 days. LL may make a reaction roll of +2 to determine the thugs next course of action, with a score of 9+ resulting in an assault upon Bevin, the servant. Regardless, the patrons of the Delver's Lantern will become involved in the encounter and send the thugs packing!]

"There never was a delver like Gilban Pembroke..."

Rumors found at the Delver's Lantern

- Some folk say Pembroke Hall is haunted (false)
- Penelope Pembroke is more capable than she appears (true)
- Gilban took his fortune and ran away to an island in the Surjian Sea (false)
- The Reverend Bainbridge is a miserable weasel come to Wickersham to con Lady Pembroke (true)

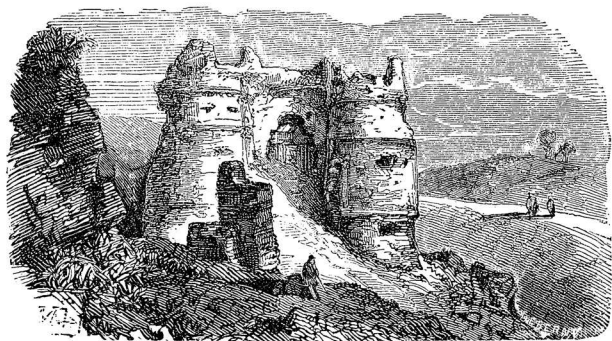
Beacon Hill (hex 1512)

The watchtower known as Beacon Hill lies about a day's march (24 miles) to the northeast of Wickersham. The road to Beacon Hill is little more than a track in the wilderness. Two wagon ruts mark the path. Eventually, the PCs will come upon a crumbling tower set high amongst a granite hilltop and overlooking an area of grasslands.

To the north sit the Dwarven Mountains including Bitter Root and to the south lay forests and fields and the path to Wickersham. East and west are grasslands, dotted with woods, and to the northeast just beyond the Dismal River lies the Goblin Hills. The watchtower at Beacon Hill has seen better days. The upper parapets have crumbled leaving several holes in the exterior, the stone walls are in disrepair and the place appears to be abandoned until the PCs move closer.

Several guards posted on the trail will order the PCs to halt and demand to know why they are travelling in this vicinity.

[LL note: Now would be a good time for the PCs to produce a letter of introduction.]



Scene 2 - Beacon Hill

Background

Beacon Hill is a military outpost commanded by Sir Jovan Dassin, a Knight of Cormandy Garrison of 12 men, well equipped, plus other folks that come and go (bringing supplies for the tower)

Rangers pass through occasionally with intelligence of the area

Scouting parties are sent out regularly and will on occasion make contact with the gnomes of Northwood

The fort commander will not look kindly on adventurers but will allow PCs to stay IF they have letter of introduction from a figure of authority in Wickersham

The men will be tight lipped about anything the PCs inquire (not wanting to upset the commander). However, if the PCs return successfully from a foray into the wilderness, the commander and the men will begin to offer helpful information about the area surrounding Beacon Hill

Beacon Hill has a visiting friar (3rd level cleric) that frequents the guard post (most often when monthly supplies of provisions and wine are carted in from Wickersham)

Their mission is to keep alert for any danger and inform Castle Wickersham

See Appendix for Map of Area Surrounding Beacon Hill

LL note: Map scale is one hex = 1 mile.

Characters with a movement of 40' can cover roughly 24 miles per day (2 miles per hour for 12 hours) in open terrain. Riding horses double this (4 miles per hour). See Labyrinth Lord p.45 - Time and Wilderness Movement.

Chance of Wandering Monsters by Location and Terrain

Roll three times per day while traveling (morning, noon, and night).

LL note: Entering any of the following areas-- Cawyck Fields, Sorrow Marsh, Goblin Hills, Northwoods, and Valley of Kharnos Dzin result in a wandering monster check in addition to the daily checks.

Chance of Encounter

Beacon Hill and Grasslands	1 in 6
Cawyck Field	3 in 6
Sorrow Marsh	3 in 6
Goblin Hills	2 in 6
Gnomes of the Northwoods	2 in 6
Valley of Kharnos Dzin	3 in 6

Cawyck Field (Hex 1811 and two hexes in each direction)

In the midst of this grassy plain, a battle raged long ago between men and Orcs. Terrible losses were suffered on both sides and this area is haunted by the memory of that event.

Travelers through Cawyck Field may experience memories of that battle in the form of the Fog of War (see New Monsters Appendix).

Other supernatural creatures (mostly malevolent) roam this area. Goblins, Orcs, and other humanoids have long since learned to avoid this area.

d6	Day	Night
1	Murder of Crows	Jackalwere
2	Wild Dogs	Stirges
3	Insect Swarm of Flies	Dreadling
4	Giant Rat	Shadow
5	Wolf	Skeletons
6	Fog of War	Fog of War

King's Mound (hex 1510)

Several dozen mounds rise up out of the plains here. It is rumored that this is the burial site of the leaders of the ancient battle at Cawyck Field. Regardless of the time of day visited, the King's Mound area will have a Murder of Crows flocking on the site. Other treasures and dangers may lurk within the burial mounds. [LL should use his own discretion regarding what may be buried at this site...and who may be guarding it!]

Gnomes of the Northwoods (forest stretching from hex 0706 to hex 1509)

A small band of gnomes consider the Northwoods to be their ancestral home and defend it against goblin raiders, trolls, and others.

The gnomes have dug comfortable homes into the sides of the forested hills. Most are quite elaborate and secure. The gnomes are a friendly folk to most (except for goblins) and will welcome the PCs if they come in peace (especially if they have gnome or dwarven members in their party). The animals of the forest often work as sentries for the gnomes and many dwellings often have pet badgers nearby.

The gnomes have a general idea of the location of Kharnos Dzin. The only other information they may offer the PCs is that the goblins have been working for the Orcs, carrying water into the mines.

d6	Day	Night
1	Gnome Scout	Giant Badger
2	Giant Badger	Gnome Patrol
3	Giant Hawk	Giant Owl
4	Wild Game	Stag Beetle
5	Wild Boar	Dire Wolf
6	Gnome Patrol	Goblin Raiders

Witchmere Woods (forest around hex 1303)

This is a dark forest of heavy pine. Light can barely penetrate the forest interior.

The gnomes of the Northwoods declare that it is the home of an evil witch and will never enter it. [LL may wish to populate this forest with creatures of his own choice.]

Goblin Hills (hills around hex 2507)

The Goblin Hills are a bleak, scrub filled area of low rising hills. Stunted pines and craggy rock sprout from the red soil.

The Dismal River winds slowly through the hills, filling the Sorrow Marsh with foul water from the Bitter Root Mountain.

The area is marked with warnings (black spears with skulls, etc.) denoting this as goblin territory. Many of the hills have clearly marked trails which the goblins use to trap animals and intruders.

Goblin traps may include snares, arrow traps, pitfalls, etc. The Goblin tribes all pledge fealties to the Goblin King called Urg'nash. The Goblins live in ancestral tunnels dug into the hills.

d6	Day	Night
1	Goblin Trap	Goblin Patrol
2	Giant Centipede	Giant Spider
3	Insect Swarm (Wasps)	Goblin Water Carriers
4	Goblin Patrol	Worg
5	Giant Carnivorous Fly	Giant Fire Beetle
6	Worg	Goblin War Party w/ Worgs

Sorrow Marsh (marsh around hex 2207)

This marsh has sickening reddish ooze flowing into it from the Dismal River. The water is foul to taste and has a bitter odor. After the Great Cataclysm, when pieces of the moon Palandria fell from the sky, the great aqueducts within Kharnos Dzin were destroyed, diverting the water through the mines and collecting poisonous minerals from deep inside Bitter Root Mountain. Several locations within the marsh are sources of fresh water in the form of natural springs, and this is why the Cult of Heimos recruits goblins to carry water into the mountain.

The marsh has a combination of open water, areas of dry land, and shallow water which can be traversed although slowly [reduce movement rate by 1/2]. The marsh is the lair of a terrifying beast, the froghemoth, who preys on wildlife and the occasional stray goblin.

[**LL note-** PCs foolish enough to fight this monstrosity will certainly die. The froghemoth will devour one PC and then retreat into the marsh to digest its meal.]

d6	Day	Night
1	Froghemoth	Froghemoth
2	Killer Frog	Pit Viper
3	Goblin Water Carrier	Stirges
4	Insect Swarm (Flies)	Insect Swarm (Flies)
5	Giant Killer Bee	Giant Rat
6	Flightless Bird	Giant Tick

Froghemoth (1), AL N, MV 30' (10')/Swim 90' (30'), AC 4 (body), 2 (tentacles), 5 (tongue), HD 16, #AT 6 (4 tentacles, 1 tongue, 1 bite), DG 1d10 (tentacles), 1d8 (tongue), 4d6 (bite), HP 74, SV F8, ML 10, Hoard Class XIX, XP 4,200

The froghemoth is a weird aberration that dwells in marshes and swamps. It appears as a huge frog-like creature with 4 large tentacles in place of its front legs, each with AC 2 and 20 hit points; a 10-foot long tongue, with AC 5 and 14 hit points; and a retractable eyestalk on top of its head. Its underbelly is yellow, its body green, and upper legs are mottled green. The froghemoth attacks using its tentacles and tongue to grab opponents. Grabbed opponents are shoved into the froghemoth's mouth.

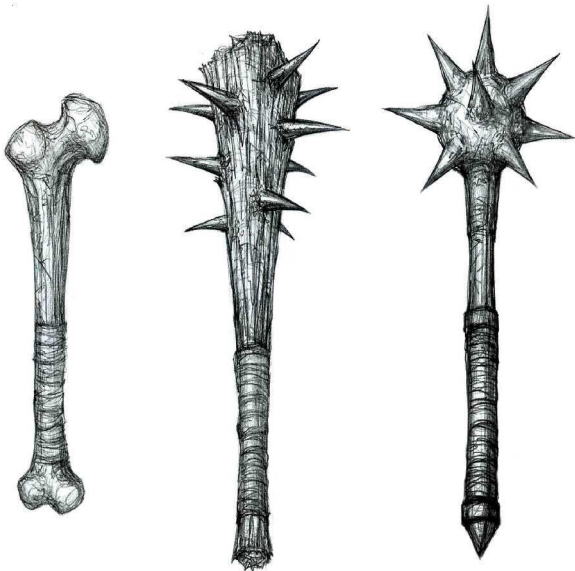
A grabbed character is drawn toward the froghemoth's mouth at a rate of 5' per round. He or she may break free by making a successful force doors roll, suffering a -1 penalty for every appendage of the froghemoth that successfully grabbed him or her (but a roll of 1 on 1D6 always succeeds). Those drawn into the creature's mouth suffer 4D6 points of damage immediately from its teeth and an additional 1d8 points of damage from digestive juices every round until either the grabbed character or the froghemoth is dead.

Froghemoths are immune to the damage of all electrical attacks, but are slowed for one round after each successful attack involving electricity.

Valley of Kharnos Dzin (grasslands leading to entrance of Kharnos Dzin, hexes 2304, 2404, 2503)

The Valley of Kharnos Dzin is a bleak landscape of brown grass and scrub squeezed between the lofty dwarven mountains and the blighted goblin hills. Long shadows fall over the valley offering respite for Orcs and goblins from the brightness of day.

Orc tribes mark the valley with signs of their claim upon it. Night in the valley brings out many of the dangerous denizens in the area. Even goblin water bearers travel the valley by daylight.



d6	Day	Night
1	Orc Patrol	Orc Patrol
2	Orc Patrol	Mountain Lion
3	Wolf	Orc Hunting Party
4	Goblin Water Bearers	Giant Ticks
5	Goblin Water Bearers	Orc Raiders
6	Troll	Troll

The Gate to Kharnos Dzin - Level 1 (hex 2502)
LL Note: Refer to Labyrinth Lord Rulebook p.44 (Listening at doors and detecting secret doors) and p.45 (Traps and Detection). Clever players will want to find out what is behind a door instead of blindly crashing through. **LL note:** Gray text should be read aloud or paraphrased to the PCs.

Scene 3 - Kharnos Dzin - Level 1

1. Entrance Gate to Kharnos Dzin

Room Description: Massive iron doors that have seen better days are partially opened. The room you enter is roughly 15' x 15' with a high ceiling. The area is completely absent of any furniture. Two creatures, standing next to the wall, snort, grab their weapons and charge at you. The Orcs are supposed to be on guard duty, but may have fallen asleep (-1 to initiative roll).

Orc (2) AL C, MV 120' (40'), AC 6, HD 1, HP 5, 3, #AT 1 (Shortsword and spear), DG 1d6 or weapon, SV F1, ML 8, XP 10

Treasure: Each orc has 1d8 sp and 1d12 cp. Orc #1 has a silver earring (10gp value) and a copper neck chain (10 gp value), Orc #2 has a gold nose ring (20 gp value) and a silver ring inlaid with a ruby (50 gp value).

2. Outer Courtyard

Room Description: This huge courtyard is about 45' x 35'. The ceiling is high vaulted with an imposing dome. A large set of stone steps lead west. On the east side is large iron door that is closed. There are large amounts of rubble on the northeast side of the courtyard. A colossal statue of a dwarf stands in the northern end of the room. Five creatures are gathered near the statue and they don't look happy.

The Orcs have been tasked to protect the entrance to Kharnos Dzin for their employers, the Cult of Heimos. They're only in it for the money and if the Sub Leader is killed or half the regular orc soldiers are incapacitated the rest will try to flee the courtyard to the wilderness outside. **LL note:** If a large battle breaks out (which is most likely)

there is a 50% chance the Orcs from room #3 will join in the combat.

Orc Sub Leader (1) AL C, MV 120' (40'), AC 5, HD 2, HP 11, #AT 1 (Shortsword or spear), DG 1d6 or weapon, SV F2, ML 8, XP 20. Treasure: 7 cp, 10 sp, 3 gp, Potion of Extra-Healing, gold ring (25 gp value), gold neck chain (50 gp value), silver earring (15 gp value)

Orc (4) AL C, MV 120' (40'), AC 6, HD 1, HP 7, 5, 3, 3, #AT 1 (Shortsword or spear), DG 1d6 or weapon, SV F1, ML 8, XP 10 - Orc #1 has a silver ring (15 gp value), Orc #2 has a copper earring (5 gp value), Orc #4 has a copper neck chain (10 gp value) as well as a silver ring inlaid with a garnet (30 gp value).

Treasure: Each orc carries 1d6 gp, 1d8 sp, and 1d12 cp.

3. Inner Courtyard

Room Description: This is another large courtyard with large piles of rock on the east and west sides. Stone stairs lead down on the northern side of the courtyard. Two creatures want to greet you with their weapons.

These Orcs are resting here from earlier guard duty. There is a 50% chance they will hear combat in room #2 the Outer Courtyard and move to investigate.

Orc (2) AL C, MV 120' (40'), AC 6, HD 1, HP 4, 3, #AT 1 (Shortsword or spear), DG 1d6 or weapon, SV F1, ML 8, XP 10. Orc #1 has a silver neck chain (45 gp value), Orc #2 has a copper ring (5 gp value) and a copper neck chain (10 gp value).

Treasure: Each orc carries 1d6 gp, 1d8 sp, and 1d12 cp.

4. Terrace

Room Description: This long terrace is suspended in the blackness. The walls are 4' high and the ceiling is missing. When you look over the edge all you see is blackness and smell sulphur. There are closed iron doors on the

north, south, and at the end of the terrace to the west. It appears empty.

The terrace is suspended like scaffolding. Both sides end in darkness. If a PC falls, it is 100' to the bottom of the cavern, where a sulphur slurry mix has collected, it is almost certain death.

Monsters: none

Treasure: nothing of value

5. Blacksmith shop

Trapped door

The PCs come across an iron-bound door with no handle and a small, protruding face with an iron ring in its mouth. If a PC tries to knock with the iron ring, the face spits it out and lodges some very long and very sharp teeth in their hand! Damage is 1d4.

Room Description: This room is about 25' x 20' in size. The floors, walls and ceilings are blackened with soot. What was once a furnace and a forge have been partially destroyed. The room seems empty of any creatures.

Monsters: none

Treasure: nothing of value



6. Store Room

Room Description: This room contains hundreds if not thousands of small cogs and bolts, dozens of spare tools and huge stacks of large parchment paper. A large metal barrel of oil stands in the back next to a strange device with a blade attached to it. There are dozens of huge sheets of metal rest against the wall.

This was the storeroom for many of the dwarven blacksmiths and master craftsman before Kharnos Dzin was abandoned.

Monsters: none

Treasure: When, if, the clockwork machine is activated, it can be used to cut the sheets of metal into any 2D shape the user wants. If all the metal is transported to a blacksmith it would be worth about 500 gp. The machine is worth about 100 gp broken, 500 gp if in working order. [LL note: if Cog, the gremlin, accompanies the group, he may be distracted by this machinery and stay behind for some time to examine it.]

7. Quarters

Room Description: This small room contains several beds, simple night stands and an open, empty wardrobe. A dwarven-sized stone desk is near the southern end of the room. The entire room is covered in a fine layer of dust. Three creatures can be seen.

This was once a sleeping quarters for the dwarven inhabitants of Kharnos Dzin. Now an orc leader and his guards use it as a headquarters of sort.

Orc Leader (1) AL C, MV 120' (40'), AC 5 (includes +1 for magical shield), HD 4, HP 22, #AT 1 (Shortsword or spear), DG 1d6+2 or weapon, SV F4, ML 8, XP 50, 24 cp, 11 sp, 8 gp, 5 garnet gems (20 gp value each), +1 spear and +1 shield, *Potion of Iron Skin*, platinum ring (120 gp value), platinum neck chain (200 gp value), gold ring with diamond (150 gp value).

Orc (2) AL C, MV 120' (40'), AC 6, HD 1, HP 8, 3, #AT 1 (Shortsword or spear), DG 1d6 or weapon, SV F1, ML 8, XP 10. Orc #1 has a gold neck chain (75 gp value), Orc #2 has a silver ring (25 gp value) and a copper neck chain (20 gp value).

Treasure: Each orc has 1d6 gp, 1d8 sp, 1d10 cp, and one ruby gem (worth 10 gp each).

8. Chapel

Room Description: This room is fairly large. It is 35' long by 20' wide. Large amounts of smashed wooden furniture lie about. The strong smell of urine fills the air. A large creature can be seen at the far end of the room. It pulls a short sword and sneers.

This hobgoblin has been tasked by the Children of Heimor to watch over the Orcs. He will fight to the death to meet his orders.

Hobgoblin (1) AL C, MV 90' (30'), AC 6, HD 1+1, HP 7, #AT 1, DG 1d6 (+1short sword), SV F1, ML 8, XP 15. The hobgoblin wears a gold neck chain (100 gp value) and a silver ring inlaid with a ruby (85 gp value)

Treasure: Silver ring (10 sp value), *Potion of Underwater Breathing*, and a *Coin Purse of Holding* [see Magic Items] containing 135 cp, 46 sp, 17 gp, and 5 emerald gems (15 gp value each).

9. Terrace

Room Description: The room has no ceiling with 4' short walls. Stone steps lead to the north and there are open passageways leading to the east and west. A large amount of stone rubble lies in the area. There is also a large hole in the floor 30' to the west. No creatures can be seen.

Monsters: none

Treasure: nothing of value

9A. Room Description: A massive amount of stone rubble lines this part of the terrace. You hear a knocking sound coming from it.

Ghost Hammer (2) AL C, MV 40' (80' when charging), AC 3, HD 1, HP 3, 1, #AT 1 (war hammer), DG 1d6, SV F1 (immune to cold-based spells), ML 12, XP 50

Treasure: If the PCs search the rock pile they will find the corpse of an orc. It has a small metal box in a backpack containing 14 gp, 19 sp, and a ruby gem (50 gp value).

10. Storage Room

Room Description: Wooden shelves line the room. Some of them have been destroyed. Small metal tins, some opened line the remaining shelves and the floor. A strong odor of rotted food permeates the room. No creatures can be seen.

Monsters: none

Treasure: nothing of value.

11. Old Mages Quarters

Room Description: After a few steps into this room, your light source begins to dim, casting a faint light only a few inches from its source. The floor seems to be littered with glass and it crunches under your boots. As you move about the room you bump into stone ledges that are empty. No creatures can be seen.

This small room contains a small bed, simple night stand and an open, empty wardrobe. The bed is well made and undisturbed. The entire room is covered in a fine layer of dust.

Subterranean Locust (1), AL N, MV 60' (20') Fly 180' (60'), AC 4, HD 2, HP 4, #AT 1 bite, slam, spit, DG 1d2/1d4/see special, SV F2, ML 5 XP 20. Special: produce a brown, sticky spit that they propel to 10' away. Spit attack succeeds against AC 9 opponents. Save vs. Poison or be incapacitated for 1 turn.

Treasure: If the PCs search carefully among the furniture they will find a *Ring of Underwater Breathing* and a *Scroll of Ward against Magic* (LL book page 113).

12. Officer Quarters

Room Description: This room seems to have been the quarters for a high official or officer. A large bed, desk, dresser, and wardrobe, made of exquisite wood are arranged around the room. The south and west walls have been engraved with a row of arcane runes. No creatures can be seen.

This room used to be decorated in a fine manner for a high dwarven military officer.

Monsters: none

Treasure: If the PCs search carefully they will find a small leather bag hidden in one of the desk drawers. It contains 13 gp, 27 sp and 1 diamond (50 gp value)

12A. Vault

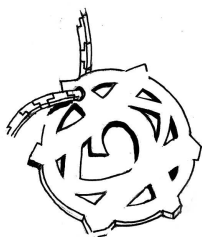
Trapped/secret door

Burning Hands Trap - the trap is activated when the door is found and an attempt is made to open it without deactivating the trap. The door heats up and causes 1d4 damage (save vs. spell take 1/2 damage)

Room Description: As your light source illuminates the room, you notice that this room is bigger than it appears. You notice several closed wooden chests in the middle of the room. The room appears to be empty of any inhabitants.

Monsters: none

Treasure: Chest #1 contains +1 short sword and a ruby gem (20 gp value). Chest #2 contains an amulet (*Amulet of Hilde* - when worn adds +1 to the PC's intelligence score and grants protection from normal missiles. (i.e. arrows, thrown rocks, etc) for 1d4 rounds once per day. Chest #3 contains 10 pp, 89 gp, 40 sp, and 36 cp.



Amulet of Hilde

13. Canteen

Room Description: A very long room about 50' x 20'. There is a large amount of stone rubble filling the north end. A large hole in the floor leads to darkness below. Five creatures slink towards you.

This room was a main eating area for the dwarves. The ratlings have used this room for a staging area to forage in Kharnos Dzin for some time.

Ratling (5) AL C, MV 120' (40'), AC 7, HD 1 (1d4 hp), HP 4, 4, 2, 2, 1, #AT 1 (club/bite/claw) DG 1d4/1d4/1d4, SV F1, ML 8, XP: 15 Languages Common, Rat Tongue, Equipment: hide armor, club.

Treasure: Each Ratling has 3 gp and 5 sp on them. One Ratling has +1 dagger tucked into a leather belt.

14. Quarters

Room Description: This room has several simple beds and wardrobes arranged around the room. Several giant rats scurry towards you, squealing in anger.

This area used to be a military barracks for dwarves.

Giant Rat (2) AL N, MV 120', (40), AC 7, HD 1d4 hp, HP 3, 2, #AT 1 (bite) DG 1d3, disease, SV F1, ML 8, XP 6

Treasure: *Scroll of Cure Disease* and 27 gp can be found in the wardrobe.

15. Sick Ward

Trapped door

Arrow trap - 1d6 damage. If the trap is not deactivated when the door is opened; an arrow will shoot across the room towards the entrance.

Room Description: Several beds line each side of the room. Part of the ceiling has collapsed in the northern part of the room. The rubble has destroyed several beds. Small stone shelves are over each bed. Some sort of writing can be seen engraved on the walls.

Monsters: None

Treasure: If searched carefully, the PCs will find a *Potion of Cure Light Wounds* lying among the rubble. The script on the wall is written in dwarven, but is so damaged that it is illegible.

16. Toppled Statue Room

Room Description: This area is a large circular open platform with 3' high walls. A passageway leads to the northeast and south. A raised circular platform sits in the middle of the room. Several pieces of a toppled statue litter the southwest part of the room. A large hole is seen in the floor on the eastern side. Several creatures can be seen peeking around the statue base.

This platform used to house a minor dwarven god of war. It doubled as an assembly area as well. The Orcs toppled over the statue and the ratlings took over after that. If overwhelmed, the ratlings will try to move to room #13, not knowing their comrades fate there.

Ratling (6) AL C, MV 120' (40') , AC 7, HD 1 (1d4 hp), HP 4, 3, 3, 2, 2, 1, #AT 1 (club/bite/claw) DG 1d4/1d4/1d4, SV F1, ML 8, XP 15, languages: common, rat tongue, equipment: hide armor and club.

Treasure: the ratlings have 1d6 sp and 1d8 cp each.

17. Armorer

Room Description: As you walk into this 20' x 15' room, you see several empty weapons racks that line the walls. There is a large pile of damaged swords and spears in the southeast corner. A large hole in the floor is near the northeast corner. A strange child-like creature stands near the hole.

The child is a **Dreadling** AL C, MV 90' (30'), AC 6, HD 2, HP 15, #AT 2, touch/menace laugh, DG 1d4, save vs. petrify or paralyze for 1d4 rounds. SV F2, ML 12, XP 90, Special Qualities:

Infravision 60 ft. Dreadlings are menacing spirits born from those who die in a state of fear and horror. They are ephemeral spirits, resembling small, misshapen children, which glow a luminous blue when excited. Dreadlings seek out those they

perceive as being vulnerable, and sow fear in all those around them. Just as a vampire feeds off blood, Dreadlings feed off of fear, becoming swollen and bloated off the fear they devour. When a Dreadling dies, it explodes in a nova of fear. All creatures within 10 ft. of it when it is destroyed must save vs. petrify/paralyze or fall unconscious with fear for 1d4 rounds. A

Dreadling feeds on the fear of its foes. At the beginning of each round, a Dreadling gains an amount of temporary hit points equal to the number of creatures within 30 ft. that fail their saving throws. These temporary hit points last for 1d4 rounds.

Treasure: If searched carefully the room contains a +1 war hammer and Shield of the Identifier

18. Quarters

Room Description: Looks like someone didn't like what was in this room. Large amounts of what was once furniture are strewn about the room. No creatures can be seen.

Monster: none

Treasure: If the PCs search through all the piles of wooden furniture they will find an emerald gem (35 gp value).



19. Upper Hall

Room Description: A very large room with stone rubble piled in the southwest corner. Stone stairs lead to the northeast. There is a large iron door to the west and east. No creatures can be seen.

This room used to be a great assembly area for dwarven officers.

Green Slime (1), AL N, MV 3' (1'), AC NA, HD 2, HP 9, #AT 1, DG special, SV F1, ML 12, XP 38

The slime will drop on the last PC who enters the room.

Treasure: There are 35 sp in a small leather pouch in the rubble pile.

20. Clerics Quarters

Trapped room

Electrified net trap - Save vs. spell-device or take 1d4 damage (Save takes 1/2 damage)

Room Description: This is a small room, 20' by 20' in dimension. Large pile of rubble is near the southwest corner. Several beds and dressers are in the room. Tapestries depicting homage to a dwarven god hang on the walls. No creatures can be seen.

Dwarven priests used to have their quarters here.

Monsters: none

Treasure: If the PCs search carefully they will find the following: dagger (non-magical), *Scroll of Cure light wounds* and a dwarven holy symbol (75 sp value).

21. Jail

Room Description: This room seems to be a prisoner holding area. Manacles line the walls as well as metal torch braziers. A simple stone table and benches are in the center of the room. No creatures can be seen.

Monsters: none

Treasure: nothing of value

21A. Solitary Confinement Cell

Room Description: This is a circular room with a single pair of manacles attached to the wall. A small rotting bucket is the only other item in the

room. Three skeletons turn towards you and charge.

Skeleton (3), AL C, MV 60' (20'), AC 7, HD 1, HP 7, 5, 4, #AT 1, DG 1d6 (short sword), SV F1, ML 12, XP 13. Skeleton #1 wears a silver ring (25 gp value), skeleton #2 wears a silver neck chain (35 gp value), skeleton #3 wears a silver earring (30 gp value)

Treasure: nothing else of value.



21B. Solitary Confinement Cell

Room Description: Small circular room with a pair of iron manacles attached to the wall. No creatures can be seen.

Monsters: none

Treasure: nothing of value.

21C. Solitary Confinement Cell

Room Description: Circular room with a pair of iron manacles attached to the wall. No creatures can be seen. There is a single shiny object on the floor. No creatures can be seen.

Exploding Coin Trap

The coin is a delayed, small fire ball blast, 1d4 DG to any creature in the room. If deactivated, the coin can be used again as a trap or weapon unlimited times. (XP 15)

Monsters: none

Treasure: nothing of value.

21D. Solitary Confinement Cell

Room Description: You enter a circular-shaped room with a pair of iron manacles attached to the wall. No creatures can be seen.

Monsters: none

Treasure: nothing of value

22. Cloister

Room Description: This is a large circular room with no windows or doors other than the stone steps that lead into the room. A large menacing statue of a dwarf holding a hammer stands on a pedestal in the center of room. A great section of the floor is damaged in the northeast and a gaping hole can be found there. Four pale humanoids, with glowing eyes, appear from behind the statue and move towards you.

Morlocks (4) AL C, MV 120' (40'), AC 8, HD 1, HP 8, 5, 4, 2, #AT 1 (club), DG 1d4, SV F1, ML 9, XP 5

Treasure: 20 cp total

23. Torture Chamber

Room Description: This room contains the implements of torture. Racks, manacles and an iron maiden are arranged around the room. Metal braziers line the wall. A large globular creature can be seen oozing towards you.

Goomi (1), AL N, MV 20' (6''), AC 8, HD 2+1, HP 12, #AT 1, DG 1d4+1 (slams into opponent)

Special Attacks: Acid 1d4+1, SV F3, ML 12, XP 50.

Acid: They may also spit acid to make a ranged touch attack dealing the same damage as their slam attack, with a range of thirty feet. This acid does not affect stone, but will affect organic substances and metal.

Treasure: If searched, the PCs will find a partially clothed skeleton lying in the corner of the room. The skeleton's backpack contains a *spell book* with the following spells - *Cure Serious Wounds*, *Read Magic* and *Shield*.

24. Temple

Room Description: Gigantic five-side open space. Large amounts of rubble scattered about the room. Several holes have been created in the floor from falling debris or a weakened structure. A massive stature of a dwarf holding a battle axe in his right hand dominates from a high pedestal. Several creatures are in the room.

Orc Sub Leader (1) AL C, MV 120' (40'), AC 5, HD 2, HP 8, #AT 1 (Shortsword or spear), DG 1d6 or weapon, SV F2, ML 8, XP 50 **Treasure:** small leather pouch has 1 ep, 15 gp, 7 sp, and 9 cp. The orc wears a gold neck chain (75 gp value) and a silver ring (35 gp value).

Orc (4) AL C, MV 120' (40'), AC 6, HD 1, HP 7, 4, 4, 2, #AT 1 (Shortsword or spear), DG 1d6 or weapon, SV F1, ML 8, XP 10 **Treasure:** 4 sp and 11 cp each.

Orc #1 wears a copper neck chain (15 gp value),

Orc #2 wears a copper ring (5 gp value)

Orc #3 wears a silver earring (25 gp value) and

Orc #4 wears a gold ring inlaid with a sapphire (65 gp value)

Treasure: If searching carefully the PCs will find a simple silver ring (*Ring of Wisdom*).

[This ring raises the wearer's wisdom by 1 point for as long as it is worn. This ring can be used by any class and race.]

25. Canteen

Room Description: Circular open platform with three foot walls. A passage continues to the west. Overturned wooden tables and benches are scattered about. Piles of stone litter the floor. A jagged hole runs along the northern side. No creatures can be seen.

Monsters: none

Treasure: nothing of value

26. Barracks

Room Description: 20' by 20' room. The northern wall has six small beds and chests. The southern wall has tables and benches on either side of the door. A metal candle lantern hangs from the ceiling. No creatures are seen.

Monsters: none

Treasure: If searched, the PCs will find a total of 9 gp, 17 sp, and 25 cp in the chests.

27. Officer Quarters

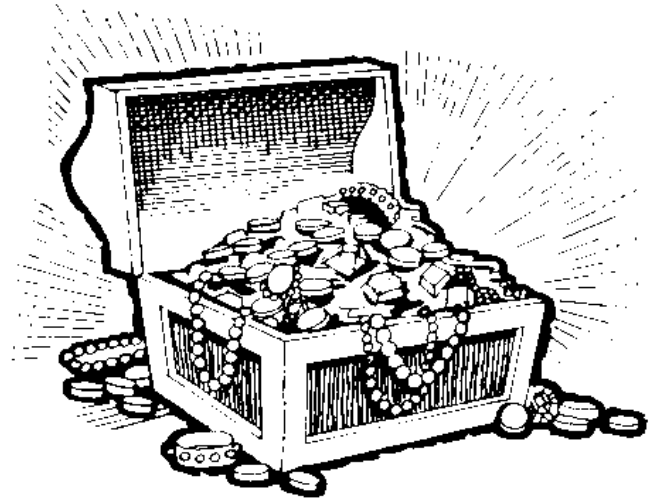
Room Description: Two large, comfortable looking, beds and wardrobes are situated on the west and east side. A large pile of rubble lies in the northeast corner. A large desk sits against the southwest wall. A skull-like creature hovers in mid air near the center of the room.

Spine Glider (1), AL C, MV 40' (20'), AC 2, HD 2, HP 12, #AT 1, DG 1d4 Bite/Special, SV F2, ML 12, XP 75

The spine skeleton looks like a bleached-white skeleton with a skull attached. It floats in midair by an unknown force.

The bite causes 1d4 damage and causes paralysis (Save vs. paralysis for 1d4 rounds).

Treasure: Inside one of the wardrobes is a key (to locate the #28 treasure vault). The key acts a homing beacon, turning red when it is near the secret door to room 28.



28. Treasure Vault

Room Description: Cobwebs adorn the corners of this 10' wide and 20' long room. Several closed chests line the south wall. No creatures can be seen.

Monsters: none

Treasure: The chests are locked/untrapped.

Gauntlets of Tunneling and scroll with command word, 75 gp, 135 sp and 200 cp in large leather pouch.

LL Note: Gauntlets of Tunneling are dull, gray leather gloves studded with smooth rounded pieces of granite. When the command word is spoken, written inside the glove, the gloves glow red hot for two hours. The wearer can tunnel through unworked rock as if it was soft soil 2' per round.

29. Chapel

Room Description: This room has several stone benches facing a large stone block inscribed with strange runes.

Floor Trapper (1) AL N, MV 10' (5'), AC 5, HD 3, HP 13, #AT 1 (Crush), DG 1d4 (grab) 1d4 (crush), SV F3, ML 12, XP 65

This creature is a flat, 2-inch thick, 10-foot radius disk; its upper surface is covered with a thick, tough hide that has the appearance of stone. Its underside is pale white, pulpy flesh

studded with dozens of stubby legs. The floor trapper hunts by positioning itself in a well-traveled cavern. It wraps itself around its victim and begins to crush them. The initial grab attack deals 1d4 damage. Creatures that survive the grab take 1d4 crushing damage unless the save vs. spell-like devices.

Treasure: There is nothing of value. The runes are in an ancient dwarven tongue that basically says that the dwarven god must be obeyed at all times.

30. Guard Post

Room Description: This large circular platform has three foot walls. There is a closed iron door on the southeast side another is the west side. The passage continues to the north. Large piles of rubble litter the floor. Two pig-faced creatures move towards you.

Orc (2) AL C, MV 120' (40'), AC 6, HD 1, HP 5, 2, #AT 1 (Shortsword or spear), DG 1d6 or weapon, SV F1, ML 8, XP 10.

Orc #1 wears a gold neck chain (55 gp value)

Orc #2 wears a silver ring (25 gp value).

Treasure: The Orcs have 1d6 gp and 1d8 sp each.

31. Quarters

Room Description: Several sleeping pallets are against the eastern wall. A large pile of stone rubble is against the north wall. A large bag with poles attached to it sits against the southern wall. Four green-colored creatures can be seen.

Goblin (4) AL C, MV 60' (20'), AC 6, HD 1-1, HP 5, 3, 2, 2, #AT 1 (Shortsword), DG 1d6, SV 0, ML 7, XP 5.

Goblin #1 wears a gold nose ring (35 gp value),

goblin #2 wears a silver earring (30 gp value),

goblin #3 wears a copper ring (10 gp value) and

goblin #4 wears a gold ring (35 gp value).

Treasure: Each goblin carries 1d4 sp and 1d6 cp.

32. Quarters

Room Description: This rather long, narrow room has large piles of rubble mixed with smashed furniture.

Monsters: none

Treasure: nothing of value

33. Treasure Vault

Room Description: As you enter the room you see two metal chests against the north wall. Piles of stone rubble cover the floor near the southern wall. You see no creatures.

Monsters: None

Treasure: Each chest is locked and untrapped. One chest is empty and the other chest holds a brown bag filled with fresh water. The bag is a magical item, *Always Full Water Container*, created to haul fresh water around above and underground.

34. Storage Room

Room Description: As you look around the room you notice that shelving has been carved into the walls. Several metal boxes line the shelves in a haphazard way. There is a large hole in the western part of the floor. No creatures can be seen.

Brown mold (1) AL N, MV 0, AC 8, HD 2, HP 15, #AT 1 (cold damage), DG 1d6 special, SV F2, ML N/A, and XP 45. The mold is on the ceiling and will drop down on the first PC that enters.

Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5' in diameter, and the temperature is always cold in a 30' radius around it. Living creatures within 5' of it take 1d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage instantly destroys it.

Treasure: nothing of value

35. Merchant Hall

Room Description: Large decaying curtains partition this room into six smaller stalls. Piles of stone rubble have collected near the southeast corner. No creatures can be seen.

Dwarven merchants used to set up shop and sell their wares to the soldiers stationed on this level.

Monsters: none

Treasure: nothing of value

36. Merchant Quarters

Trapped door - The Foot Dart

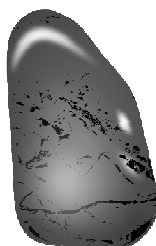
This trap is triggered by weight on a part of the floor. The walls are plated with wood. When someone steps on the trigger, a click is heard, and a dart shoots out from the wall on each side leaving the wooden panels ripped off. The dart shoots out at the height of one's hips.

A few yards after that, again a pressure plate will cause the click, but this time, the dart pairs come at foot level, and one pair in front of the passing character, one a bit behind, so he will go unharmed unless he tries to jump away.

Room Description: This room is rather large compared to the recent rooms you have explored. Piles of stone rubble lie near a small hole in the southeastern corner. Several ornate wooden beds and wardrobes are situated in the room. A worn tapestry hangs over one of the beds depicting a battle scene of dwarves and goblin-like creatures. No creatures can be seen.

Monsters: none

Treasure: A small metal box (locked and untrapped) contains 4 pp, 7 ep, 38 gp, and a gold ring with an emerald gem (75 gp value).



37. Treasure Vault

Room Description: A small chest sits near piles of rubble on the western side. No creatures can be seen. This vault was used to house the merchants' riches and some goods.

Monsters: none

Treasure: The chest is locked but not trapped. It contains a *Scroll of Languages*. This scroll is inscribed with the name of a language (gnome, giant, black dragon, etc.) and some arcane symbols. When the name of the language is read aloud, the symbols on the scroll flash, and the scroll turns to dust.



The reader then permanently gains the ability to speak the language that was written on the scroll. If the reader already speaks the language on the scroll, he instead gains the ability to read and write that language. If the reader can already read, write, and speak the language, then the scroll's magic is wasted.

38. Quarters

Room Description: As you scan this room, you notice a closed wooden door on the north side. Piles of rubble and scattered sleeping furs lie in the center. Several creatures stand and move towards you.

Kobolds (5), AL C, MV 60' (20'), AC 7, HD (1d4 HP), HP 4, 3, 3, 2, 1, #AT 1, DG 1d4-1, SV 0, ML 6, XP 5. Kobold #1 wears a silver neck chain (25 gp value).

Kobold #2 wears a copper earring (5 gp value).

Kobold #3 wears a silver earring (20 gp value).

Kobold #4 has a small ruby in his pocket (10 gp value) and kobold #5 has a silver ring (15 gp value).

Treasure: Each carry 1d4 sp and 1d4 cp.

39. Treasure Vault

Room Description: Part of the ceiling has collapsed leaving a pile of rubble strewn along the northern wall. Two closed metal boxes are in the center of the room. No creatures can be seen.

Monsters: none

Treasure: One box is unlocked and empty. The other has four silver rings (non-magical, worth 15gp each.)

40. Kitchen

Room Description: A foul smell invades your nostrils. There is a small oven and counter space along the eastern wall. Filth encrusted plates and dirty mugs litter the counter. A massive vat of a strong smelling liquid sits in the northwest corner. The southwest corner has a huge hole. No creatures can be seen.

Monsters: none

Treasure: nothing of value

41. Weapons Vault

Secret/trap door - Pendulum trap

The trap is activated by a pressure plate on the opposite side of the door. If the trap is not deactivated when the first character steps through the door, a war hammer is released from the ceiling and swings towards the door, DG 1d6.

Room Description: Two weapon racks can be seen along the north and south walls. A large wardrobe is against the western wall near a large pile of rubble. No creatures can be seen.

Monsters: none

Treasure: All of the weapons are damaged, rusted and useless. There is one piece of armor (*dwarven chainmail +1*) lying in the corner.

42. Great Forge Hall

Room Description: A large, damaged, forge is against the eastern wall with a huge hole in the floor just to the left of it. A stone bench has been built into the southern wall. A stone pedestal stands in the center. Piles of stone rubble sit in the southeast corner. No creatures can be seen. This

used to be the main forge on this level of Kharnos Dzin. All manner of weapons and tools were fabricated and repaired here. The dwarves took all items of value with them when they left.

Monsters: none

Treasure: nothing of value

43. Makers Hall

Room Description: A portion of the floor has collapsed in the northwest corner. Piles of rubble lie near the door. Several overturned wooden tables and chairs are scattered about the place. Rows of shelves are along the walls. No creatures can be seen.

Monsters: none

Treasure: nothing of value

44. Quarters

Room Description: The southeast corner of the room is dominated by a massive hole in the floor. Piles of rubble are scattered about the room. There are several beds and chests arranged near the eastern and southern walls. **Zhud (3)** AL C, MV 60' (20'), AC 4, HD 2, HP 9, 8, 6, #AT 1, DG 1d8, Crossbow/poisoned bolt, SV F2, ML 8, XP 20. Zhud #1 wears a platinum neck chain (130 gp value), Zhud #2 wears a gold ring (40 gp value) and Zhud #3 has a diamond on a copper neck chain (65 gp value).

Zhud are silent stalkers of the dungeons (+1 initiative). They take great care to assemble traps and quick ambushes, and strike from hiding. There is a 10% chance that a crossbow bolt will be poisoned.

Treasure: each Zhud has 1d6 gp, 1d6 sp, and 1d10 cp each. One has a *Potion of Underwater Breathing*.

45. Quarters Vault

Room Description: Piles of rubble lie against the western wall. Huge stone shelves are built into the walls and are partially filled with utilitarian items such as pots, pans, kettles, and hooks. No creatures can be seen.

Monsters: none

Treasure: all of the items, sold at a small town market, may fetch 30 gp.

46. Treasure Vault

Room Description: Part of the floor is missing in the southwest corner. You can see strange inscriptions and a battle scene drawn on the northern wall. Several chests, some open, are in the middle of the room. The ceiling seems to be moving.

Rot Grubs (20), AL N, MV 10' (2'), AC 9, HD 1 hp each, #AT special, DG special, SV 0, ML N/A, XP 5. Rot grubs will viciously burrow into living flesh until they reach the heart and kill their host. Your options, if you find yourself engrubbed, are to apply flame to the entry point, to have a cure disease spell cast upon you, or to die in 1-3 turns.

Treasure: All the chests are unlocked and empty

47. Stairway to Level 2

Spiked Stair Trap

Somewhere near the middle is a false step that will set off a trap. When a PC treads on the stair, the stair cover breaks (unless the trap is detected, disarmed or avoided). The PC's foot falls into a group of angled spikes - the spikes are angled 45% downwards - so no damage is taken initially when the PC steps on the trap. The weight of the PC and the force of the fall will force the foot to the bottom of the trap. (Save vs. Dexterity). If the character does not try to remove his/her foot very carefully and take their time doing so - they will impale their foot on the spikes. (Great on for catching thieves this one - they are unlikely to be wearing metal footing!)

A large, stone spiral staircase leads up into the darkness.

Monsters: none

Treasure: nothing of value

Scene 4 - Kharnos Dzin - Level 2

1. Stairs up from Level 1

Room description: The large stone staircase you have been walking slowly upwards ends at a large rectangular room. You can make out an arched entrance to the east and a cave entrance to the south. Several large furs are laid out on the floor with snout-nosed creatures lounging on them. Most of the creatures seem to be sleeping except for one sitting with its back to you.

Orcs (5) AL C, MV 120' (40'), AC 6, HD 1, HP 7, 5, 3, 3, 2, #AT 1 (Shortsword or spear), DG 1d6 or weapon, SV F1, ML 8, XP 10. Orc #1 wears a copper neck chain (10 gp value), orc #2 wears a copper neck chain (10 gp value), orc #3 wears a silver ring (15 gp value), orc #4 carries a small topaz gem (50 gp value) and orc #5 has a gold ring (30 gp value).

Treasure: each orc carries 1d4 gp, 1d4 sp, and 1d8 cp. No other treasure is in the room.

2. Cavern

Room description: The light of your torches can barely cover this enormous cavern. A huge column dominates the center to support the ceiling. The walls glisten with a slimy substance. No creatures can be seen.

Flying Fang (winged snake) (1), AL C, MV 120' (40'), AC 5, HD 2, HP 8, #AT 1, DG 1d6 (Claw) or 1d4 (bite) or 1d4 (whip tail), Save F3, ML 10, Hoard class VI, XP 70.

The Flying Fang is a bat-winged serpent or snake. They use their whip-like tails, needle sharp fangs or claws to attack their foes.

Treasure: from previous victims the PCs will find *banded armor +1* (human sized), spear (non-magical), 42 sp, 55 cp, and a garnet gem (5 gp value).

3. Cavern

Room description: This Large natural cavern has several massive stalactites hanging from the ceiling. Parts of the southern wall of the caverns have collapsed into a huge rock pile. Large cobwebs are near the stone rubble. No creatures can be seen.

Giant Black Widow Spiders (2) AL N, MV 60' (20') Web 120' (40'), AC 6, HD 3, HP 12, 9, #AT 1 (Bite), DG 2d6 and save vs. poison or die, SV F2, ML 8, XP 80

Treasure: Gold bracelet (20 gp value)

4. Small Chapel

Room description: A small circular room opens up in front of you. What looks like a small altar has been carved into the wall across from the entrance. Several small dwarven statues line the altar. Pieces of a broken statues or pottery litter the area. The ceiling is covered with scorch marks from a flame.

Pyrefly (4), AL N, MV 150' (50'), AC 7, HD 1d4 hp, HP 4, 2, 2, 1, #AT 1 (spit fire), DG 1d4, SV F1, ML 9 XP 20. The Pyrefly has chamber in its belly that produces a napalm-like substance that it spits out at foes. Because the amount is so small it only causes 1d4 damage and a 10% chance that clothing, or other combustible material will catch fire and cause 1d4 damage each round until it is put out.

Treasure: If the PCs take the time to look around the room, they will find a dagger (non-magical), a dwarven helm (non-magical) and a 17 sp in a small metal box (unlocked/not trapped).

5. Quarters

Room description: This 20' x 30' room is covered with a layer of moldy and dank straw. The walls are lined with large (5' high) ceramic vessels, many cracked and broken. All are empty, but retain a reddish brown residue inside. Within one of the vessels is a small metallic object. It appears to be a bronze clockwork mouse (similar to the

one in Gilban's workshop). Unfortunately, it will not function.

Monsters: none

Treasure: none

6. Supply Room

Room description: The walls of this room have been carved with shelves all the way to the ceiling. Rusty metal cans and rotten barrels line the shelving. Smashed wooden boxes litter the floor. The ceiling has a old oil lantern that looks usable.

Monsters: none

Treasure: nothing of value, except for the oil lantern (2 gp value). There's enough oil in the lantern for 6 hours of use. The lantern has a hood to completely block the light if needed. There is also a deflector that can shine the light in one direction up to 40 feet.

7. Orc Room

Room description: This room is sparsely furnished with a few dwarf sized stools and a broken table. Three small beds have been shoved together to form a larger bed. Several murals have been painted on the walls depicting dwarves praying to an idol.

Orcs (2) AL C, MV 120' (40'), AC 6, HD 1, HP 5, 3, #AT 1 (Shortsword or spear), DG 1d6 or weapon, SV F1, ML 8, XP 10. Orc #1 wears a silver neck chain (35 gp value) and orc #2 wears a copper ring (5 gp value)

Treasure: 1d4 gp, 1d4 sp, and 1d8 cp each. No other treasure in the room.

8. Sleeping Quarters

Room descriptions: The floor of this room is covered with straw and fur blankets. A pile of bones can be seen in the southwest corner. This is the sleeping quarters for the Orcs in room #1

Monsters: none

Treasure: nothing of value

9. Mine Shaft

Room description: Discarded mining tools lay near what appears to be a collapsed tunnel. Large boulders and rubble pack the tunnel. No draft can be felt. A faint tapping can be heard from within the pile of rubble. If the PCs inspect the rubble, a dozen cave crickets will burst forth and jump away from them causing no harm.

Cave Crickets (1' long), harmless to the PCs

Treasure: nothing of value

10. Mushroom Cave

Room description: As you walk slowly down the passageway you encounter a dank, musty smell. As you survey the large cavern before you, you notice, what looks like large mushroom trees enveloped by a fine mist. Other fungus, on the walls and ceiling, give off a blue luminescent light partially illuminating the cavern. Water drips slowly from stalactites high up in the ceiling. Large amounts of rock debris litter the floor around the mushrooms. The chamber is empty of any movement.

Giant Mushrooms (4) AL N, MV n/a, AC 9, HD 2, HP 10, 8, 6, 6, #AT Special (spores), DG (see description), SV F2, ML 8, XP 90.

The mist is actually a cloud of inactive spores. The cloud smells like mold or mildew. Moving through the cloud or touching a mushroom releases the active spores. The PC must save vs. poison or be struck down with lung rot. This ailment will kill by suffocation in 2d4 weeks.

Description: Each mushroom is roughly 7 feet high with a 5 foot diameter cap. Fire damage does +1 per turn.



Treasure: *Gloves of Climbing*

These gloves permit the wearer to climb sheer walls with a 95% chance of success (check per ten feet of climbing). Usable by all, but Magic-users.

11. Cavern Junction

Room description: Several passages lead from this extremely large cavern. The light from your torches can barely see the ceiling, which must be over 30' high. The cavern is covered with piles of rubble which makes the footing unstable.

Monsters: none

Treasure: nothing of value

12. Fungi Cavern

Room descriptions: A flowstone (curtain of rock) drips reddish orange water into a small pool at the far end of the cavern. Stalactites hang from the ceiling and the floor is dotted with stalagmites. No monsters appear in this cavern. Hiding near the flowstone is a small (4' tall) violet fungi. It will remain still in hiding until someone approaches the pool. The water within the pool is poison (save vs. poison or become violently ill, unable to move for 2d6 turns).

Violet Fungi (1), AL N, MV 3', AC 7, HD 3, HP 9, #AT 2 tentacles, DG save vs. poison or rot into a corpse after 1d4 rounds, SV F3, ML 8, XP 80

Treasure: Within the pool is a skeletal hand with a fine golden bracelet engraved with a running horse (worth 250gp)

13. Giant Tick Cavern

Room description: Large amounts of stone rubble and smashed stalactites litter this large cavern. Intermixed with the stone, several bones can be seen protruding. A huge stone pillar stretches from the floor to the ceiling supporting the ceiling overhead. As you gaze around further

you're not sure if the parts of the southern wall is moving or it's an illusion of some sort.

The "moving" wall is composed of **Giant Ticks (4)** AL N, MV 60' (20'), AC 6, HD 1d4 hp, HP 3, 3, 2, 2, #AT 1 (bite), DG 1d4 save vs. poison, SV F1, ML 8, XP 60

Giant ticks drain blood at a rate of 4 hit points per round after a successful hit. Their bite causes disease, which will kill the victim in 2d4 days (Cure Disease spells will remove the infection). A giant tick can be forced off a victim by fire as well as by killing the beast

Treasure: If the rubble is searched carefully the following will be found: Ruby gem (35 gp value), silver necklace (20 gp value) and Diamond gem (53 gp value)

14. The Cavern of Goo

Room description: You find yourselves standing in another huge cathedral-like cavern. Part of the southwestern wall has collapsed into a huge pile of rock, moist dirt and mud. Small piles of stone rubble have collected along all the walls. No visible creatures can be seen.

The Brown Goo creatures are hiding among the mud and moist dirt. They will attack as soon as the PCs get within 5 feet.

Brown Goo (3), AL N, MV 60' (fly) 20' (swim/crawl), AC 6, HD 3, HP 11, #AT Special, DG Special, SV F3, ML 8, XP 120

Tactics: The Brown Goo will attempt to attach itself to a breathing humanoid's face and try to choke it to death. They are immune to poison, sleep effects and paralysis. They are highly susceptible to magical weapons at +2 damage. Cold and fire-based spells or weapons have +1 to hit and +1 damage to Brown Goo. There is a 50% chance the victim will take damage from the weapons or spells as well.

Treasure: small shield (non-magical) and a *potion of Invisibility*

15. Mine

Room description: This oval shaped cavern looks man-made by the chisel marks all along the walls. The ceiling is covered in many small stalactites. A large pile of stone debris has been concentrated along the western wall area. Another passage opens up the north.

Monsters: None

Treasure: nothing of value

16. Crystal Mine

Room description: A chill fills the air as you enter this cavern chamber. It feels like there is an air vent somewhere, but can't be seen. In the center of the room is a large crystalline formation that pulses with a very dim blue color. The cave ends in another passage heading south.

The crystalline formation is not a sentient creature or deadly in any way.

Mist Guardian (1), AL N, MV 90' (30'), AC 0, HD 3+1, HP 15, #AT 1, DG special, SV F4, ML 10, XP 200

Tactics: the Mist Guardian's body is perpetually enveloped in shifting wreaths of a silvery mist. Three times per day the creature can use the mist tentacles to entangle any creature within 30 feet. The tentacles will cause 1d4 damage/round until the PC makes an Ability Check vs. Strength (STR) to break free. To conceal its movements, the Mist Guardian can replicate the effect of a invisibility spell (no saving throw)

Treasure: Scattered around the room from previous occupants are hand axe (non-magical), mace (non-magical) and 32 gp in a small leather pouch.

16A. Passageway

Room description: This rock strewn tunnel is almost impassable. You'll have to climb up over large boulders while keeping a wary eye out for creatures that want to have you for lunch.

Dungeoneering: Movement rate is 1/2 normal movement

Monsters: none

Treasure: nothing of value

17. Giant Rat Cavern

Room description: This dark cavern is a mess of rock piles and animal droppings of some sort. A large boulder of immense size has lodged itself right in the middle of the cave. Small pools of water have collected on the floor from dripping water above. Two tunnels lead to exits, one to the east and one to the south.

Giant Rats (8) AL N, MV 120' (40'), AC 7, HD 1d4 hp, HP 4, 3, 3, 2, 2, 2, 1, 1, #AT 1 bite, DG 1d3, disease, SV F1, ML 8, XP 6

Treasure: nothing of value

18. Cavern

Room description: The walls widen to produce a oblong shaped cavern about 35' long by 15' feet at its widest. Small stone spikes cover the floor with very little walkway between them. Massive piles of rock debris are everywhere. A foul smelling odor assails your nose, yet you can't tell where it's coming from.

Marker Beetle (2) AL N, MV 120' (40'), AC 4, HD 2, HP 9, #AT 1 bite/special, DG bite 1d4, poison, SV F2, ML 8, XP 50

Special: there is a 50% chance the bite will be poisonous. Save vs. poison or suffer 1d4 rounds of fright (-2 attack). If after 4 rounds the sufferer takes 1d6 damage.

Treasure: long sword (non-magical), large shield (non-magical) and human sized chainmail (non-magical) can be found on a skeleton found under some rubble. *Bracelet of Good Fortune*-wearer may re-roll any initiative, attack roll just made, or may make a saving throw against any ongoing effect that a save can end.

18A. Debris filled Passage

Room description: This rock choked passageway never seems to end. Sometimes you have to crawl

on your hands and knees just to make it through certain areas. Finally you come to a part of the tunnel that opens up a little. There you see several green creatures attempting to lift a large leather bag affixed between two long poles.

The goblins are carrying a bag filled with fresh water to Orcs and other creatures on the next level. They will try to fight off the PCs but will flee to another area if three or more of their numbers are killed. If captured they will only speak in goblin and know only where they are supposed to go. They know nothing more.

Dungeoneering: Movement rate is 1/2 normal movement

Goblins (6) AL C, MV 60' (20'), AC 6, HD 1-1, HP 5, 4, 3, 2, 2, 1, #AT 1 (short sword), DG 1d6, SV 0 level human, ML 7. Goblin #1 wears a silver chain (20 gp value), goblin #2 has a silver ring (15 gp value), and goblin #3 wears a gold ring (25 gp value). Goblins 4, 5 and 6 have no other valuable items.

Treasure: each goblin carries 1d6 gp, 1d10 sp, 1d4 gems (10 gp value)

19. Cave Corridor

Room description: The cave corridor is choked with rock formations and stalactites. The footing is very unstable with rocks and pebbles lying about. Several pig-faced creatures block your path ahead.

Orcs (4) AL C, MV 120' (40'), AC 6, HD 1, HP 8, 6, 5, 3, #AT 1 (Shortsword or spear), DG 1d6 or weapon, SV F1, ML 8, XP 10. Orc #1 wears a gold neck chain (30 gp value), orc #2 carries a jasper gem (45 gp value), orc #3 carries a diamond (40 gp value) and orc #4 has a silver nose ring (30 gp value)

Treasure: each orc carries 1d4 gp, 1d4 sp and 1d8 cp. One carries a *potion of Cure Light Wounds*.

20. Guard Post Cave

Room description: A small glowing brazier of coals sits in the center of this room. Kneeling

beside it is a pale man dressed in a formal silk jacket with wildy coiffed hair. He is flanked on either side by two large pig faced humanoid. He gracefully stands and pulls a glowing red poker from the coals and moves towards you with a cruel smile on his lips. His companions prepare to charge with heavy spears.

Mogren (Child of Heimos) (1) AL Neutral evil, MV 120' (40'), AC 7, HD 2, HP 7, #AT 1, weapon or touch, Damage by weapon type, SV 2, ML 9, XP 80, Special Qualities: paralysis, infravision, undead. The Mogren wears a neck chain of Mythinen (300 gp value). A Mogren can use the spell, Cinder Cloud, once per day. [See Appendix 3--New Spells]

Orcs (2) AL C, MV 120' (40'), AC 6, HD 1, HP 3, #AT 1 (Shortsword or spear), DG 1d6 or weapon, SV F1, ML 8, XP 10, each orc has 1d6 gp and 1d8 sp.

Orc #1 wears a gold chain (50 gp value)

Orc #2 wears a silver neck chain (35 gp value)

Treasure: *+1 large shield*, small iron bound box with 45 gp and 68 sp.

21. Desecrated Temple

Room description: This place contains many implements of torture, such as the wheel of pain, iron maiden, and a stone table (altar). A massive statue of a dwarven god lies toppled on a circular dais. Its eyes chiseled out. Many bones are stacked neatly on either side of the room. Skulls are piled in geometric patterns. A brazier of glowing coals sits in the center of the chamber. Some sort of mirror is on the far wall behind the raised dais. Elaborate diagrams of a circular object have been painted in dark red on the walls. On top of the raised dais, a horrifying creature with massive arms and dark red scales looms over two pale humans. It turns its single lidless eye towards you....

Lesser Demenos (1), AL C, MV 60' (20') AC 2, HD 4, HP 18, #AT 1 (claw, bite or spell), DG

1d4, SV F3, ML 8, XP 220. A Lesser Demenos can use a Fear Ray spell once per day.

Fear Ray: The Lesser Demenos will turn his head towards the PCs, raise its hands and a wave of dread and fear will wash over the PCs that are within a 20' area. The PC must save vs. paralysis or be panicked for 1d4 rounds and cannot engage in combat (This may cause the PCs to flee the area until the spell is over).

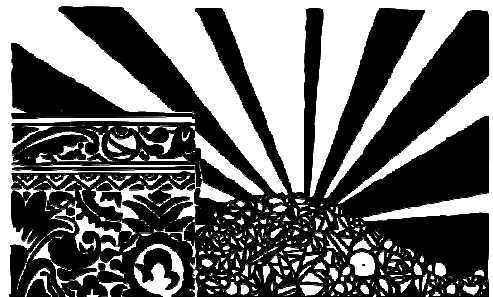
Mogren (Children of Heimos) (2) AL Neutral evil, MV 120' (40'), AC 7, HD 2, HP 9, 7, #AT 1, weapon or touch, Damage by weapon type, SV F2, ML 9, XP Special Qualities: paralysis, infravision, undead, XP 80. Mogren #1 wears a gold neck chain with symbol (130 gp value) and Mogren #2 wears a silver ring with emerald inlaid (100 gp value). Mogren can use the spell, Cinder Cloud, once per day. [See Appendix 3--New Spells]

Orcs (2) AL C, MV 120' (40'), AC 6, HD 1, #AT 1 (Shortsword or spear), DG 1d6 or weapon, SV F1, ML 8, XP 10, each orc has 1d6 gp and 1d8 sp.

Orc #1 wears a gold ring (40 gp value)

Orc #2 wears a copper neck chain (15 gp value)

Treasure: *Potion of Cure Light Wounds*, *+1 Scimitar* and *+1 Ring of Protection*, Small iron chest with 400 sp.



LL Note: The gate to the next level is the mirror on the raised dais. To gain access, the PCs will need to do one of the following:
The magic glasses called Delver Spectacles may be used to see the arcane writing in the mirror. If

the PCs do not have this item already, the Labyrinth Lord may have Cog appear with the spectacles on top of his head.

Next to the mirror will be a clay pot with a reddish substance in it and a brush. Wearing the Delver Spectacles will allow the user to see magical tracings (symbols) in the mirror's glass. The tracings need to be painted over with the red paint. When this is done, the paint turns bright then fades away and the mirror's reflection is replaced by an image of another room (next point in the portal - Module GT2)

If the PCs seem to be getting nowhere fast, they may notice what appears to be a keyhole in the top of the mirror and discover that around the neck of one of the Mogren is a key that can be inserted into it to activate the portal.

22. Residence

Room description: This parlor was once a room of beauty. A large fine bed and other furnishings are situated around the room. A large, dusty, overstuffed chair is against one wall. A corpse-looking creature stands up near the bed and moves towards you.

Bloated Briner (1), AL C, MV 120' (40'), AC 8, HD 2, HP 10, #AT 2 (claw/claw), DG 1d6/1d6/special attack, SV F1, ML 12, XP 110
Special attack: If both claw attacks hit, the creature will draw its victim into an embrace causing automatic 1d6 damage each round thereafter. Contact with a Briner causes loss of moisture until the victim has been desiccated (resulting in a dried husk). After this, the Briner becomes bloated with moisture and has the special ability to spew forth a briny solution into the face of its attackers. This solution will on a failed save, cause nausea (-2 to hit) for 1d6 rounds.

Treasure: a small bag of garnet gems (60 gp total value) can be found in a dresser drawer.

23. Dining Hall

Room description: This formal dining room has seen better days. A massive mahogany table and dwarven-sized chairs sits in the center of the room. A cupboard with clean china and crystal goblets is along the far wall. The table has been set with a fine white linen and places are set for four people. Under the table lies the partially gnawed leg bone of a humanoid creature, possibly a goblin.

Monsters: none

Treasure: the total value of the china and crystal is 200 gp (in a large city) and 100 gp (in a small village or town). There is nothing else of value.

Concluding the Adventure

With the Lesser Demenos and his cultist attendants dead, the characters will have a sense of triumph or dread if the PCs are repulsed and bloodied.

1. They may wish to regroup and heal up a little to fight the cultists again.
2. They may press on by going through the mirror, leading to the next adventure in this series GT2.
3. They may return to Wickersham to appraise and sell their loot, heal up, and return for future adventures in Kharnos Dzin.

Supporting Cast (NPCs)

Penelope Pembroke

[**LL note:** depending on what type of character the party needs to fill it out, Penelope could be either a magic user or a thief. Two versions are offered below.]

Penelope Pembroke, 1st level magic-user, AC 6, hp 4, Str 9, Int 15, Wis 11, Dex 17, Con 11, Chr 14, magic dagger +1, ring of protection +1, Vial of Tears of Palandria, spell book with read magic, sleep, light, charm person

Penelope Pembroke, 1st level thief, AC 6, hp 4, Str 9, Int 15, Wis 11, Dex 17, Con 11, Chr 14, magic short sword+1, boots of elvenkind, Vial of Tears of Palandria, leather armor



Cog, Gremlin, AC 5 (due to invisibility), HD 1, HP 6, Str 7, Int 13, Wis 8, Dex 14, Con 14, Chr 11, MV 90' (30') or fly 180' (60'), #AT 1, DG 1-4 (wrench), Special-Invisibility, infravision 60', ML 7, equipment--delver's goggles, lock picks, yellow cake flares (3), wrench, backpack, wheel of cheese (moldy), clockwork mouse

Hirelings

LL Note: Here are a couple NPCs, if needed, to fill out the adventuring party.

Nara Sarden (F), 2nd level fighter, AC 4, hp 12, Str 15, Int 14, Wis 12, Dex 16, Con 14, Chr 8, weapon +1 long sword, Potion of Cure light wounds, banded mail armor.

Keth Vankord (M), 2nd level cleric, AC 7, hp 11, Str 14, Int 17, Wis 16, Dex 14, Con 17, Chr 10, and weapon mace, spells: cure light wounds, detect evil.

Appendix 1 - New Monsters

Bloated Briner (Salt Corpse)

No. Enc.:	1d4
Alignment:	Chaotic (evil)
Movement:	120' (40')
Armor Class:	8
Hit Dice:	2
Attacks:	2 (claw, claw)
Damage:	1d6/1d6
Special:	Desiccate and Brine Spew
Save:	F1
Morale:	12
Hoard Class:	None
XP:	110

The Bloated Briner or Salt Corpse appears in one of two forms. The first is a desiccated corpse that lurches blindly forward seeking moisture, usually in the form of living bodies. If both claw attacks hit, the creature will draw its victim into an embrace causing an automatic 1d6 dmg each round thereafter.

Contact with a Briner causes loss of moisture until the victim has been desiccated (resulting in a dried husk). After this, the Briner becomes bloated with moisture and has the special ability to spew forth a briny solution into the face of its attackers. This solution will on a failed save, cause nausea (-2 to hit) for 1d6 rounds. After releasing this briny solution, the Bloated Briner will once again be able to desiccate.

Demenos, Lesser

No. Enc.:	1d4
Alignment:	Chaotic (evil)
Movement:	60' (20')
Armor Class:	2
Hit Dice:	4
Attacks:	1 (claw, bite or spell)
Damage:	1d4/1d4/special
Special:	Fear Ray
Save:	F3
Morale:	8
Hoard Class:	None
XP:	220

These are the weakest of all Demenos kind. They are giant-sized at 7 feet tall, although their torsos are over-sized in relation to their arms and legs. They are “knuckle draggers” so this will slow their movement. Because of this, they prefer hand-to-hand combat to smite their enemies. They are red in color, each appearing identical to all others. Lesser Demenos are what usually form the main ranks of any Demenos army. Although the weakest of Demenos kind, they have a strength of 19.

Fear Ray: The Lesser Demenos will raise their hands and waves of fear will envelope the PCs within a 20' area of the creature. The PC must save vs. paralysis or be panicked for 1d4 rounds and cannot engage in combat.

Dreadling

No. Enc.:	1
Alignment:	Chaotic (evil)
Movement:	90' (30')
Armor Class:	6
Hit Dice:	2
Attacks:	2 (touch/menace laugh)
Damage:	1d4/save vs. petrify
Special:	Menace laugh
Save:	F2
Morale:	12
Hoard Class:	None
XP:	70

Special Qualities: Infravision 60 ft.

Dreadlings are menacing spirits born from those who die in a state of fear and horror. They are ephemeral spirits, resembling small, misshapen children, which glow a luminous blue when excited. Dreadlings seek out those they perceive as being vulnerable, and sow fear in all those around them. Just as a vampire feeds off blood, Dreadlings feed off of fear, becoming swollen and bloated off the fear they devour.

When a Dreadling dies, it explodes in a nova of fear. All creatures within 10 ft. of it when it is destroyed must save vs. petrify/paralyze or fall unconscious with fear for 1d4 rounds.

Devour Fear

A Dreadling feeds on the fear of its foes. At the beginning of each round, a Dreadling gains an amount of temporary hp equal to the number of creatures within 30 ft. that fail their saving throws. These temporary hp last for 1d4 rounds.

Fog of War

No. Enc.:	1
Alignment:	Chaotic
Movement:	Nil
Armor Class:	Nil
Hit Dice:	Nil
Attacks:	Special
Damage:	Special
Save:	Nil
Morale:	Nil
Hoard Class:	None
XP:	100

The fog of war is a supernatural mist which settles upon old battlefields. The mist is the distillation of psychic energies of those fallen in battle. It rises from the ground creating a chilling effect in all who come in contact.

Victims must save vs. paralysis or suffer the following effects:

1-2 wander off in a random direction (for 1d6 hours)

3-4 Fall into a catatonic state (for 1d6 hours)

5 Attack nearest person in a blind rage (for 1d6 rounds)

6 Attack self (for 1d6 rounds) automatically hitting with any available weapon

In addition, the victim loses all memories (including any memorized spells) for the past 1d6 days.

The fog of war is unaffected by wind, melee or missile attacks, and most spells with the exception of certain clerical spells such as bless, protection from evil, chant, exorcise, or others at LL's discretion.

Goomi

No. Enc.:	1d4
Alignment:	Neutral
Movement:	20' (6")
Armor Class:	8
Hit Dice:	3
Attacks:	1 (slam or special)
Damage:	1d6/1d6
Special:	Acid Spit
Save:	F3
Morale:	12
Hoard Class:	None
XP:	130

Goomi are intelligent oozes, they are capable of emotion and sentient thought (though they're not very good at it yet). They need to eat and breathe, but not sleep. Goomi have a natural slam attack dealing 1d6 damage.

Goomi are shaped like the torsos of humanoids set atop a main blob, about 4 1/2' tall and weigh about 120 pounds. Except they lack any sort of features, such as fingers, eyes, mouths, or anything else requiring detail, and are semi-transparent.

They have nothing in the way of organs, except darker patches of slime in their heads that functions like a brain. They range in color from gray to green to blue or teal, but they all have that darker patch.

They hold weapons by half-submerging them in their blob-like hands, and it seems to work just as well. Pieces of clothing hang loosely over their bodies. Goomi don't have male or female genders, they simply divide once they get large enough. They have the urge to feed and divide like so about once every twenty years.

Acid: They may also spit acid to make a ranged touch attack dealing the same damage as their slam attack, with a range of thirty feet. This acid does not affect stone, but will affect organic substances and metal.

Gremlin (Fey)

No. Enc.:	1-3
Alignment:	Chaotic (any)
Movement:	90' (30') or fly 180' (60')
Armor Class:	5
Hit Dice:	1
Attacks:	1
Damage:	By weapon
Special:	Invisibility
Save:	M3
Morale:	7
Hoard Class:	III

The gremlin is a magical creature with an insatiable curiosity for technology. Unfortunately this curiosity is not matched with an aptitude for technology. Contrary to their reputation, gremlins do not actively desire to sabotage technology items. Instead, they often disable a device due to their eagerness to know how it operates.

Gremlins speak common and the language of the fey, but are very shy, preferring to turn invisible and flee. Like pixies, gremlins may remain invisible even when attacking. Any technology that gremlins encounter, they must make a morale check. If the check fails, they immediately begin to tinker with it and invariably disassembling it.

Ghost Hammer

No. Enc.:	1d4
Alignment:	Chaotic (evil)
Movement:	40' (80' when charging)
Armor Class:	3
Hit Dice:	1
Attacks:	1 (war hammer)
Damage:	1d6
Special:	Immune to cold-based spells
Save:	F1
Morale:	12
Hoard Class:	None
XP:	25

Ghost Hammers were created by master dwarven weapon smith as guardians of their shops when

they were away. When the dwarves abandoned Kharnos Dzin, the Ghost Hammers moved about the fortress looking for their masters. They will attack any creature within 5 feet of their presence. They will not attack dwarves of any race or alignment.

Mist Guardian

No. Enc.:	1
Alignment:	Neutral
Movement:	90' (30')
Armor Class:	0
Hit Dice:	3+1
Attacks:	1 weapon or special
Damage:	Special
Save:	F4
Morale:	10
Hoard Class:	IV
XP:	200

Tactics: the Mist Guardian's body is perpetually enveloped in shifting wreaths of a silvery mist. Three times per day the creature can use the mist tentacles to entangle any creature within 30 feet. The tentacles will cause 1d4 damage/round until the PC makes an Ability Check vs. Strength (STR) to break free.

To conceal its movements, the Mist Guardian can replicate the effect of a invisibility spell (no saving throw) avoid direct combat if possible, preferring to misdirect their foes and flee. However, a mist maiden who has been forced or tricked into the sunlight may develop a deadly thirst for revenge, stalking her foes ethereally and waiting for nightfall before choking the life out of them.

They have a symbiotic relationship with the crystal objects that they enjoy. (It's a one-way relationship). If the crystal formation or object is damaged, they will attack with full force.

Mogren (Children of Heimos)

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

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

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

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

Murder of Crows

No. Enc.:	Always 13
Alignment:	Chaotic (evil)
Movement:	360' (90')
Armor Class:	8
Hit Dice:	1 hp per bird
Attacks:	13
Damage:	1
Special:	Raucous Caw (creates confusion)
Save:	F4
Morale:	12
Hoard Class:	None
XP:	35

The murder of crows is the possession of a flock of crows by an evil spirit. One of the crows is actually the embodiment of this malevolent spirit and if hit, the rest of the flock will be released from its control and fly away. The evil spirit is indistinguishable from the other crows and has the same stats. The flock will continue to attack until the evil spirit has been hit. There will be a 1in13 chance to kill the spirit initially and if one crow is killed, the probability changes to 1in12 and so on. Anyone within a 30' radius of the murder of crows will need to save vs. Spells or suffer confusion as per the spell for 1d6 rounds.

Spine Glider

No. Enc.:	1
Alignment:	Chaotic (evil)
Movement:	40' (20')
Armor Class:	2
Hit Dice:	2
Attacks:	1 (bite/special)
Damage:	1d4
Special:	Paralysis
Save:	F2
Morale:	12
Hoard Class:	None
XP:	80

The spine skeleton looks like a bleached-white skeleton with a skull attached. It floats in midair by an unknown force. The bite causes 1d8 damage and causes paralysis (Save vs. paralysis for 1d4 rounds).

The Spine Glider was created long ago by a mad wizard looking for immortality. He took a human skull and a unknown humanoid spine and invoked dark magic to bring his creation alive. The creature awakened became enraged and killed its creator and now floats around looking to fill its lust for death.

Zhud

No. Enc.:	1d10
Alignment:	Chaotic (evil)
Movement:	60' (20')
Armor Class:	4
Hit Dice:	2
Attacks:	1 (weapon)
Damage:	1d8 crossbow
Special:	Poisoned bolt
Save:	F2
Morale:	8
Hoard Class:	XVI
XP:	75

Zhud are silent stalkers of the dungeons (+1 initiative). They take great care to assemble traps and quick ambushes, and strike from hiding. There is a 10% chance that a crossbow bolt will be poisoned.

Background: The Zhud have twisted minds of what reality really is. They blame other dwarves in particular and all other races, in general in forcing them into the dark deep subterranean caverns of Ebonyr. They seek out abandoned wells, caves, etc to strike at the heart of their perceived enemies.

Appendix 2 - New Magic Items

Bracelet of Good Fortune -wearer may make one reroll, per gaming session, any initiative, attack roll just made, or may make a saving throw against any ongoing effect that a save can end.

Brimstone Hat--pointed felt hat the color of brimstone (bright yellow). The hat smells slightly of smoke and sulfur. When the hat is taken off and reached into, the user will feel a wooden stick, which if pulled from the hat, emerges as a lit torch (functions as a normal torch). The user may pull as many torches from the hat as he has placed inside it (torches do not need to be lit upon placement, but will come forth lit). The hat will come with 2d6 torches inside and will accept no other objects nor produce anything but lit torches. The Brimstone Hat will hold a maximum of d100 torches.

Clockwork Mouse--this tiny mechanical mouse can, when the key is wound, move forward a distance of 60' at a speed of 30' per round and return along the same path. The path can be set for straight ahead, curve to the left, or curve to the right. Each setting results in the mechanical mouse returning along the path.

Coin Purse of Holding--can hold 10lbs of coins or other small items yet feels like it contains only a few coins. When opened, two coppers will fall out unless a magic word is spoken. Contents vary according to what was placed within by the previous owner.

Delver's Spectacles--these glasses have three pairs of lenses with following properties:
Detect Illusionary, invisible, and magically hidden objects.
Magnification--bonus to pick locks (+10%), detect secret doors (+1 to success)

Shades--protection against blinding light effects (and they look cool...)

Gloves of Fumbling (Cursed)--gloves will result in Dex penalty of 1/2 x Dex until removed (remove curse spell).

Ring of Underwater Breathing - This very powerful and very rare ring allows an adventurer to act and perform under water as if on land. Missiles fire normally. Breathing and all actions are done if on dry land (but done in 3 dimensions). Walking or running in any direction including up, down, diagonal, etc. is hampered only by gravity, such as up a hill, down a hill, etc. The ring does not aid in helping the wearer swim.

Shield of the Identifier - can discern the bonuses (at an 80% chance) and special powers (40% chance) of all enchanted armor, shields, and helms within a 50' radius. The shield possesses an Intelligence of 15 and speaks in a voice inaudible to all but the wearer. If detected, the shield can then nullify the identified bonuses and abilities for 1 round per experience level of the user. Only one item may be neutralized at a time, and only once per day.

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

Yellow Cake Flare--small cakes of a yellow substance which upon exposure to air, flare up brightly for 1 round, blinding creatures that fail to save vs. Petrification for 1 round. Light sensitive creatures are blinded for 1d6 rounds.)

Appendix 3 - New Magic Spells

Cinder Cloud

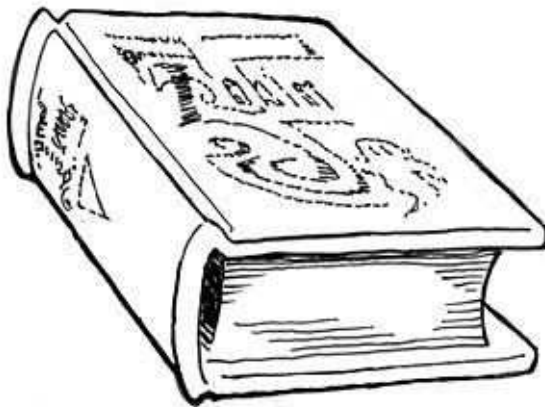
Level 1 (Cleric)

Range 100'

Duration: 1 round/level

Upon casting this spell, a 20' diameter cloud of smoke and cinders appears before the caster.

Creatures caught within the cloud or passing through take 1 hp damage per round they are within the cloud and also must save vs. Spells to avoid coughing and choking from the smoke (-2 to any action until clear of the smoke.)



Appendix 4 - Player handouts

Letter to PCs

“Dearest _____,

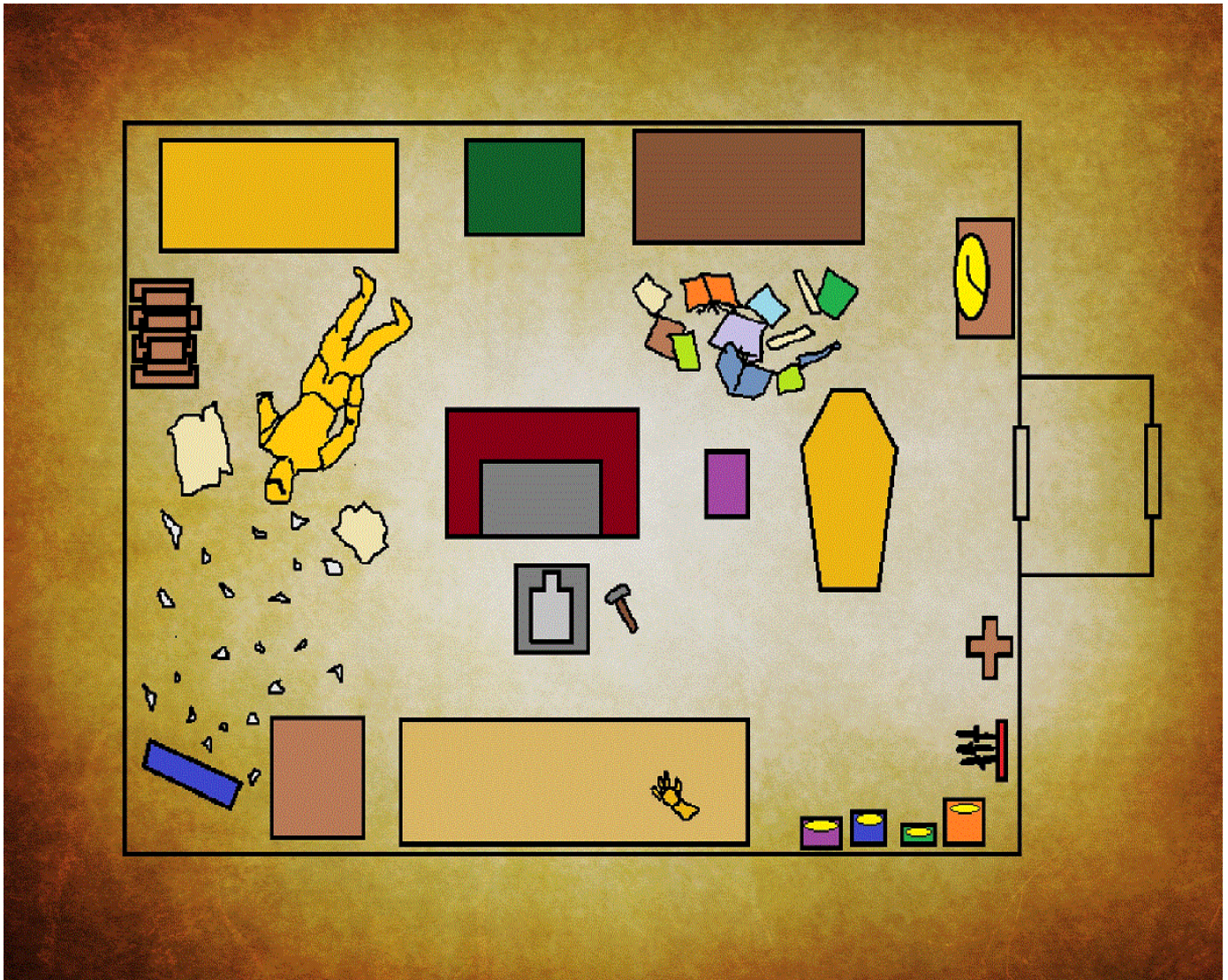
I write to you with urgent hope that this letter arrives in time. My dear Aunt Millicent, the Lady Pembroke is in trouble. She has of late; come into financial difficulties and I fear she is losing grip on her sanity. The circumstances of which result from the disappearance of my beloved uncle, Gilban Pembroke, Lord of Pembroke Hall. My aunt has near reached the end of her fortune searching for her husband. In the past fortnight I have learned that she has been deceived into giving her remaining wealth including Pembroke Hall over to an unscrupulous man. This man has made claims that he will find and return my uncle but has offered only veiled hints of promise which have turned into naught but lies. I fear the stress of the situation will be the undoing of my Aunt. I have on occasion overheard my aunt talking to herself in the study and I have found her behavior very peculiar at times and she has of late taken to spending her days locked in her study or in the garden. I am also curious about Pembroke Hall. The housekeeper is quite certain it is haunted and I have awoken to hear strange noises in the night. I am determined to get to the bottom of this.

I understand that you have made your mark in this world through skills and bravery that others do not possess, and I beg you, come to Wickersham. Please help Lady Pembroke if you possibly can. Save her from this scoundrel...Lady Pembroke may have some small reward for you and I can assure you of my eternal gratitude. Please do not let her know I have spoken of her eccentricities. I have convinced my aunt to meet with you in the hope that you may bring a happy resolution to our most dire situation. The messenger is a trusted servant and will wait upon your answer.

With deepest regards,

Penelope”

Player Handout of Gilban Pembroke's Workshop



Map found in Gilban Pembroke's Workshop

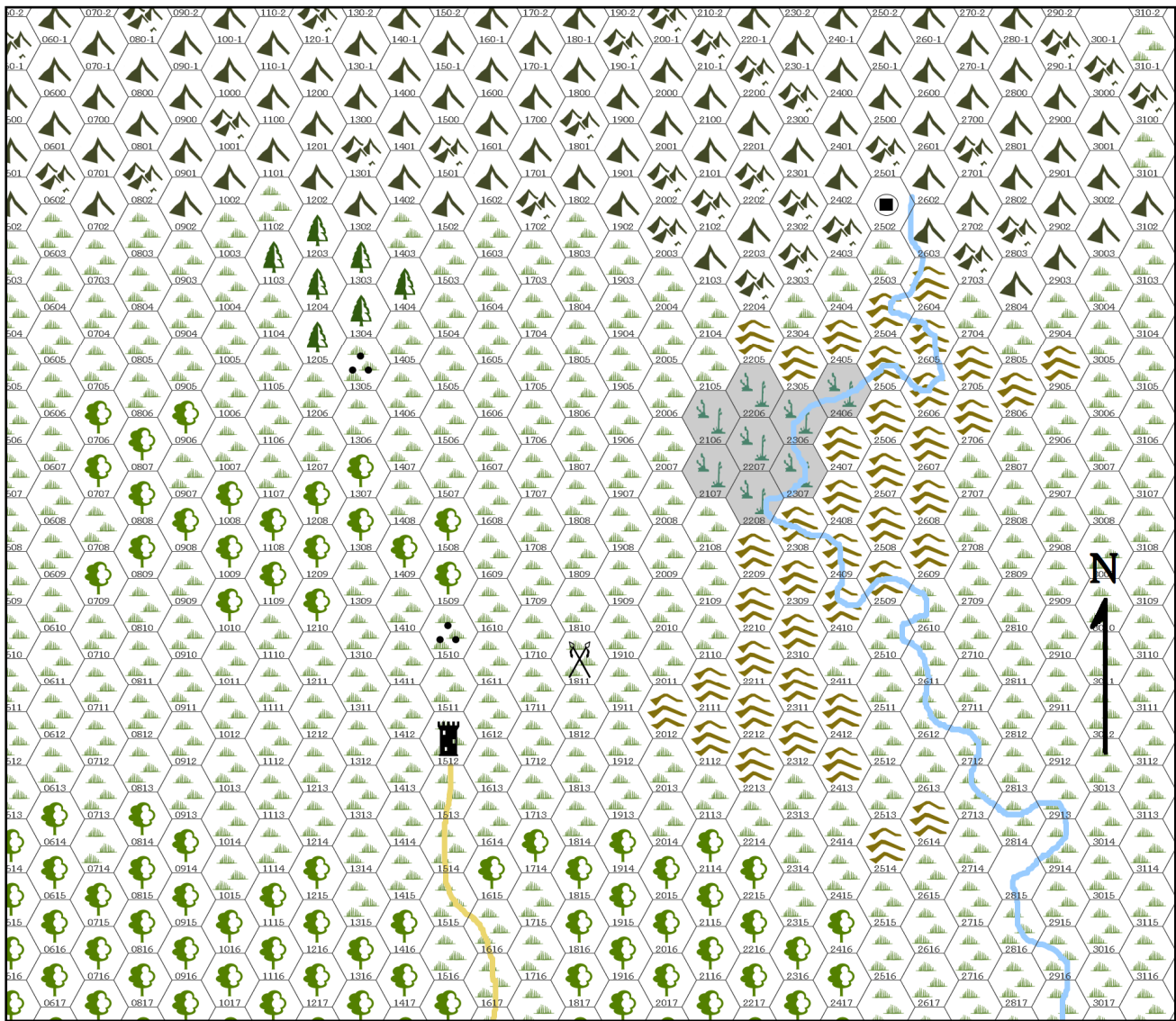


Maps

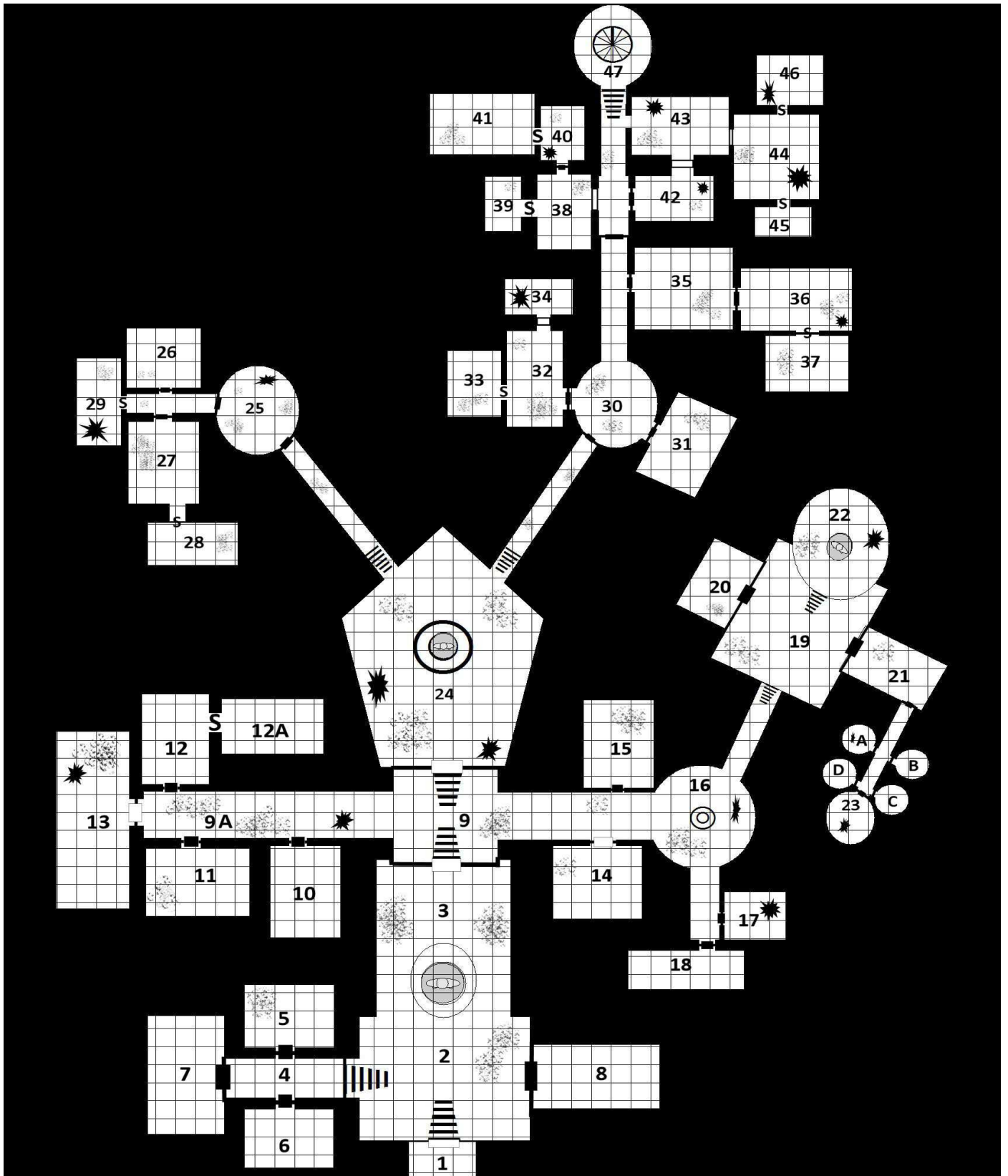
Map of Castle Wickersham



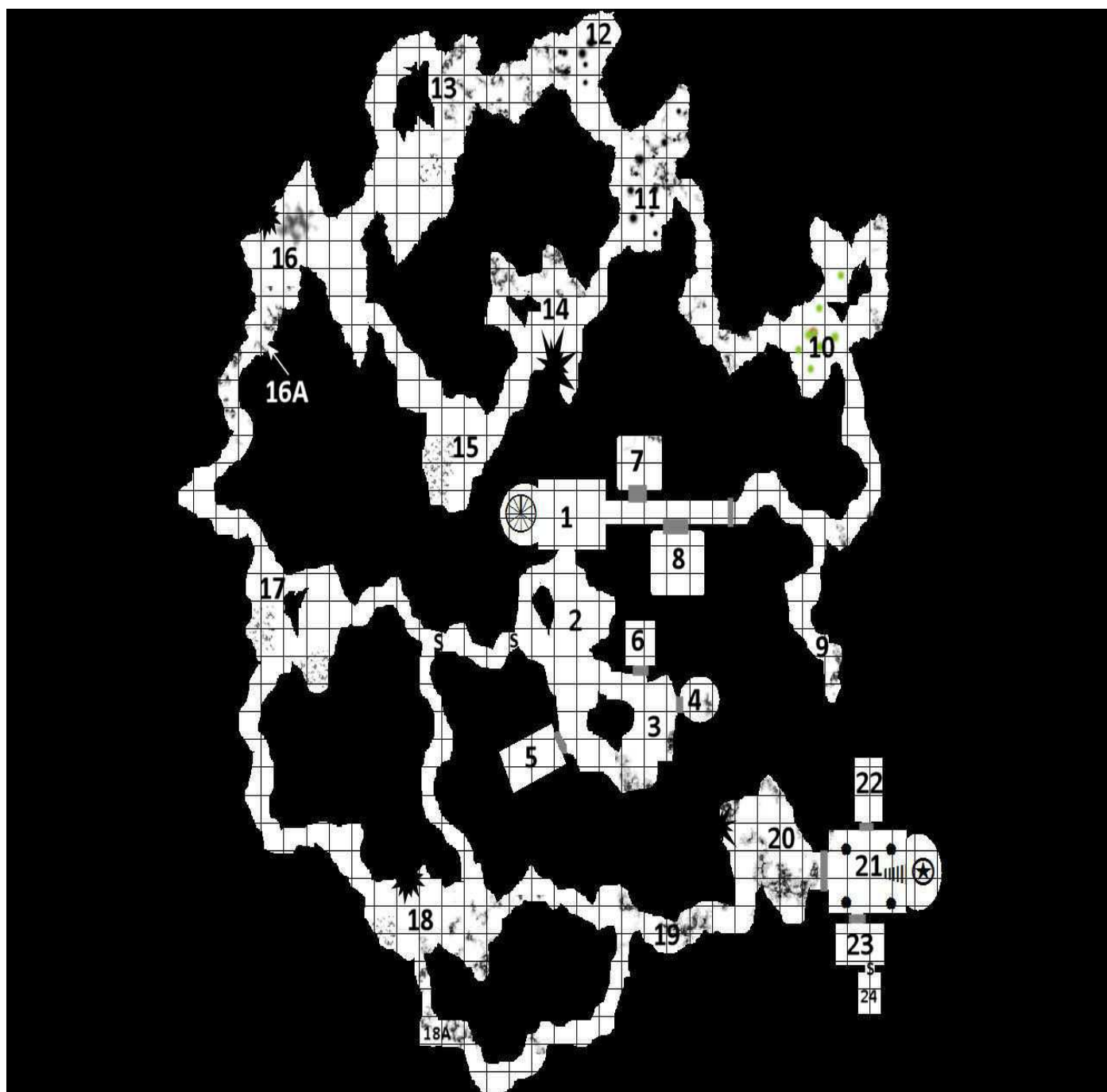
Beacon Hill Wilderness Map



Kharnos Dzin - Level 1 Map



Kharnos Dzin - Level 2 Map



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http://inkwellideas.com/roleplaying_tools/hexographer/index.shtml

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