

Mini Module KVG01

Assault on the Star-god



Labyrinth Lord
Compatible Product

KVG001

Mini Module Adventure

Assault on the Star-god

By Jim Baney

**An Ebonyr Encounter Adventure for 4-6 characters, of levels 1-2
Designed for the Labyrinth Lord Roleplaying game system**

Contributors

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Introduction

Assault on the Star-god is a Labyrinth Lord adventure for a party of 4-6 first and second level characters. It is compatible with the Labyrinth Lord Basic Rules and Advanced Edition Companion. The detail level in this module is very sparse to make it easier for you, the Labyrinth Lord, to describe the scene in your own words or voice. Please read the entire adventure before running it with your players.

Background

Over a decade ago a spaceship crashed landed after a battle in the remote mountains. The local tribesmen went to investigate where the "star" fell and never returned until a few years ago. The aliens captured or killed the investigating tribesmen and turned many into worshippers of themselves.

They told their new cult followers to convert their villages to Star-god and to bring rubies and silver as offering. The aliens needed these materials to fix their ship.

After several years the cultist couldn't bring the material needed in sufficient quantities and the power levels of their machines have diminished significantly.

The remaining alien has changed its plans and now has decided to try and contact its home planet and chance that their enemies will not locate them. The aliens have found that rubies have the needed energy to boost their signal. The cultists have been bringing them the material they've desired by raiding the villagers and local mines.

Player Background

Traveling through a remote and deeply forested area, barely explored and lightly populated, you encounter many small woodland villages where the leather-skirted people give harsh glances and few words of welcome.

If the PC's try to talk to a villager on the streets they will quickly walk away as they glance around nervously.

One of the natives will wave to the PC's from behind a building. He will take the PC's aside and will tell the following story:

The villages in this area have been repeatedly attacked for the past few years by (says in a whisper) the soldiers of the Star-god.

If the PC's press the villager to speak of this mysterious god, the villager offers this:

"To the east, where the forest meets the mountains, there is an ancient temple. It was here before the Great King came to rule us; it was here before my people came here. It was here before we drove the Niash clans from this forest."

He looks around, as if suspicious that spies might be overhearing, and continues. "In this temple a few years ago a star fell from the sky. Now the temple has fallen under the sway of the evil cult that reigns in this forest. They worship a great deity which is loathsome to look upon, but which makes them do its bidding."

"Our warriors captured a few of their fighters once, and we learned from them that this Star-god comes to the temple to be fed by the priests every month. The fighters claimed that their god is mightier than all other gods."

"They also claim that someday, the Star-god will take them away to the Stars to live in his Resplendent House. Some of the Star-god soldiers told us that housed within the temple is a sign of Star-gods power, a great, flawless ruby about the size of my fist."

If the PC's interests are piqued, the villager will offer to draw a rough map of the area and the location of the Star-god temple.

If the PC's decide to question other villagers, most will run away or tell them to get away from them. Some will talk, but only quickly and give the following rumors:

Rumor Table 1	True / False
The worshipers of the Star-god have raided the village for red stones recently	True
The Star-god cultist steal babies at night for sacrifices in their temple	False
I've heard that the Star-god has warriors made out of metal to protect his temple.	True
The Temple doesn't exist and the Star-god followers are just out to make all of villagers slaves	False

Overland Travel

LL Note: The PC's will have to follow old dis-used trails and will have to hack their way through dense thickets. They may be trapped on high ridges by sudden rain-storms that send muddy floods bursting through the knife-edged ravines, and they'll have to haul their armor and weapons up steep, brush choked slopes. It will take 1 day to reach the Tower and another day to reach the temple. Movement is reduced by a half.

LL Note: See the Labyrinth Lord Overland Map

LL Note: Hand out the Players Overland Map or download it from Knightvisiongames.com

<http://knightvisiongames.com/mini-modules/assault-on-the-star-god-kvg001/>

LL Note: To keep the overland travel interesting you may want to throw a couple of wandering monsters at the party to keep them on their toes.

Wander Mon- sters (d4)	Stats
Goblins	AL C, MV 60' (20'), AC 6, HD 1-1, ATK 1, DMG 1d6 (Spear), SV 0 Level Human, XP 5
Orcs	AL C, MV 120' (40'), AC 6, HD 1, ATK 1, DMG 1d6 (Spear), SV F1, XP 10
Brigand Men	AL C, MV 120' (40'), AC 8, HD 1, ATK 1, DMG 1d6 (Scimitar), SV F1, XP 10
Spitting Beetle	AL N, MV 120' (40'), AC 4, HD2, ATK 1, DMG 1d6 (Bite) + Toxic Spray, SV F1, XP 38
Giant Killer Bees	AL N, MV 150' (50'), AC 7, HD 1d4hp, ATK 1, DMG 1d3 (Sting) + Poison, SV F1, XP 7
(1) Giant Centipede	AL N, MV 60' (20'), AC 9, HD 1d4hp, ATK 1, DMG Poison, SV 0 Human, XP 6



Abandoned Tower

A three story stone tower looms in the distance. The exterior is covered in vines and looks in disrepair. There are several fire pits nearby that previous travelers have used. There are two windows on the second floor facing east and west and two arrow slit windows on the 3rd level facing north and south.

The tower is used by the Star-god cult as a lookout and patrol base to "discourage" local villagers and brigands from getting to the temple.

Level 1

Pile of wooden boxes and trash are next to the walls.

Level 2

Rotting and partially destroyed furniture has been scattered around the room.

Level 3

The room has two wooden sleeping pallets with blankets, one chair and a small table. Other items are 2 candles, 4 torches and flint for fire making.

Two Star-god cult members are stationed here to keep a watch out for intruders into their territory. They've been pretty bored lately and may be too lazy to actually keep watch out the windows.

Cultist (2): AL C, MV 120' (40'), AC 7, HD 1, ATK 1, DMG 1d6 (Scimitar), SV F1, XP 10

Overland Travel Part 2

It will be another day of travel for the PC's to get to the Temple.

LL Note: You may want to roll for a wandering monster here as well.

Temple of the Star-god

As you climb the last hill you see the grey metal roof of a structure standing above the treetops. It is of strange make, unlike any architecture you have ever seen, covered in bizarre symbols and carvings. There doesn't seem to any windows and the only entrance is at one end.

The sound of thin high flutes and drums is heard as some sort of ceremony has begun.

1) Entrance

A set of great metal steps, lined with more bizarre carvings of beings you've never seen, ascends through the wall to leading inside the structure.

No monsters/threats or treasure.

2) Guard Room

Squatting on either side of the room are hulking creatures, vaguely manlike in shape, have thick, grey metal skin. Both creatures have tubes for arms.

Robots (2) AL: N, MV: 30` (10`), AC: 4, HD: 2, ATK: 2 (fists), DMG: 1d8/1d8, SV: F4, XP: 40

The two robots are almost out of power and can only swing their laser cannons as clubs. They move very slowly, so each PC gets an additional attack per turn for every robot attack turn.

Treasure: Each robot has a ruby in its chest (75gp value)

3. Robot Recharge Station Room

Six glass and metal chambers line the walls. Four of the chambers are occupied by metal-men. Some strange lights blink on an off above the chambers.

The metal-men are deactivated robots that have run out of power.

No Monsters/threats in this room

Treasure: Each robot has a ruby gemstone in its chest worth 75gp value each.

4. Cargo Hold

Metal boxes of various sizes are stocked on top of metal pallets throughout this rather large room.

There's a 50% chance that **2 cultist guards** in room 5 will hear the PC's and investigate.

Most of the boxes are empty. Some contain wire and old metal parts. There isn't anything of value to the PC's.

5. Cult Guard Room

Two sets of metal bunk beds lines the walls. There is a metal desk, chair and wardrobe.

Two cult guards are stationed here. There will be a 50% chance they will investigate any unusual noise in Room 4 (Cargo Hold)

Cultist Guards (2): AL C, MV 120' (40'), AC 7, HD 1, ATK 1, DMG 1d6 (Scimitar), SV F1, XP 10



Treasure: The wardrobe contains two red robes (2sp value each) and two metal staffs.

6. Airlock / Docking Port

Small room with several dials and levels are located on one wall. A circular closed door is opposite the entrance. Strange symbols in red have been painted on the door and walls.

The dials and levers are the control panel for the airlock. The red symbols are warnings and how to operate the device. The control panel is not powered.

There are no threats and nothing of value.

7. Combat Control Station

You enter a large circular room that has low, metal benches that have levers and dials. Above the benches are black glass windows. In the center of the room, on a pedestal, is a large chair with dials and levels on the arms. Four humans, dressed in red robes, lie on the floor making strange sounds.

The humans are new cult members that have not been given the privilege of going into the inner sanctum to meet the Star-god. They will attack the PC's on sight.

Cult members (4) AL C, MV 120' (40'), AC 9, HD 1, ATK 1, DMG 1d4 (Dagger), SV F1, XP 10

8. Cult Priest Quarters

Same setup as Room 5 - Two sets of metal bunk beds lines the walls. There is a metal desk, chair and wardrobe.

Treasure: Inside the wardrobe (locked) is a small sack leather sack that contains two rubies (25gp value each).

The priest will be conducting a ceremony in room #10 and therefore will not be present in this room.

9. Engineering Room

A metal bench completely lines the walls of this room. Strange levels and knobs are built into the bench. Dark glass screens are above and built into the bench. Two unconscious Halflings are shackled to the floor.

If the PC's inquire how the Halflings were captured, they tell the following story:

We heard about a large ruby and decided to try their luck in acquiring it. Well, our luck ran out when we were captured. We refused to convert

to the Star-god religion. So, they tied us up and put us in this room.

The Alien had never seen a Halfling before and wanted to "study" them further.

The Halflings will want to help the PC's destroy the cult and possible the Star-god himself. They haven't seen the Star-god but they have heard him nearby. He makes a sound like a chain dragging on a floor.

Halfling NPC Stats: Merric Tosscombe is a male Halfling, recognizable for his exceptional ugliness. He has high Intelligence and low Dexterity. He has a talent: he has perfect memory. He tends to stare off into the distance and is arrogant in his dealings with others.

AL: L, MV: 90' (30'), AC: 7, 7hp, ATK: 1 (weapon), DMG: 1d6 or weapon, SV: H1, ML: 7, LVL: 1

He is protective of colleagues or compatriots. If you asked him, he would say that his Ideal is, "Neutrality!" If he has a flaw, it is that he has a shameful or scandalous history.

Finnan Goodbarrel is a male Halfling, recognizable for his ragged, dirty clothes. He has high Constitution and low Wisdom. He has a talent: he paints beautifully. He tends to fidget and is blustering in his dealings with others.

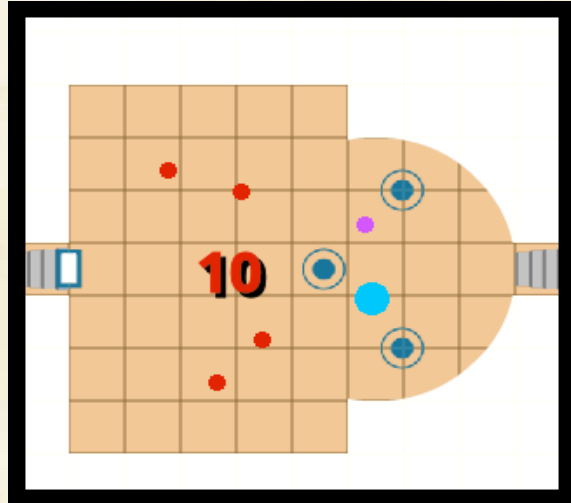
AL: L, MV: 90' (30'), AC: 7, 6hp, ATK: 1 (weapon), DMG: 1d6 or weapon, SV: H1, ML: 7, LVL: 1

He is protective of a sentimental keepsake. If you asked him, he would say that his Ideal is, "People!" If he has a flaw, it is that he envies another's possessions or station.

There are no threats or treasure in this room.

10. Main Bridge (Inner Sanctum)

This room is rather large with curved walls on one end creating a half circle. Three large round objects with needles point to an opening in the ceiling. The light of Callista, one of Ebonyr's moons, illuminates the room. Several cult members are wailing and dancing on the floor. A green haze fills the room with a strange smell that feels enticing. A shaved-head priest looks towards the open ceiling and pleads for the Star-god to appear.



LL Note: The green haze is a potent hallucinatory drug activated by the sweat of the celebrants' bodies. It will not affect the PC's for up to 4 rounds.

The cult members seem oblivious to your presence. Suddenly a metal door slides open at the far end above some steps. A strange black robed human-like being walks glides into the room making a chain dragging sound. It has a metal head with grates, metal body and arms that end in long claw fingers. Strange symbols have been carved on the front of the metal body and the fabric skirt on its waist.

The map below depicts the location of the cult members (red), Cult Priest (purple) and Star-god Alien (blue)

The black robed figure does not acknowledge your presence and moves to one of the needle objects and starts pressing buttons and moving levers. The needle objects light up in an eerie red glow. A beam of light shoots out of all three needle objects at the same time into the opening in the ceiling.

The black robed figure then speaks in a series of clicks and tones and black cloud forms in the middle of the room. The cloud morphs into a mass of tentacles and eyes. The human priest wails out "BEHOLD THE STAR-GOD, ATTACK THE UNBELIEVERS!"



The "Star-god" is actually an illusion created by the alien. Treat as *Phantasmal Monster spell*. It will attack the PC's, but it cannot do any harm.

LL Note: Cult member combat actions:

The cult members will attack first with daggers.

Cult members (4) AL C, MV 120' (40'), AC 9, HD 1, ATK 1, DMG 1d4 (Dagger), SV F1, XP 10

The priest will engage after 1 round with his Scimitar.

Cult Priest (1) AL C, MV 120' (40'), AC 7, HD 2, ATK 1, DMG 1d6+1 (Scimitar), SV F1, XP 10

The Alien will start to conjure spells

Alien (1) AL: N, MV: 30' (10'), AC: 4, HD: 4, ATK: 2 (Claws) + Spells, DMG: 1d6/1d6 + Spells, SV: F4, XP: 230

The alien has the following Magic Items which it will use first: **Ring of Protection** and **Gem of Human Control**.

It will then engage in melee combat with claws if it has to.

If the Alien gets below 5hp it will turn in full retreat (+2 attacks for PC's) and attempt to flee to room #11 and lock and bar the door behind him. If the Alien does not make it to the room #11 in safety and goes to 0hp the following happens:

The Alien will collapse and the top of the head will open. A small slug-like creature will start crawling out and will say: **"Mercy, Mercy, Please don't kill me!"**

Slug Symbiont Alien (1) AL: N, MV: 10' (2'), AC: 9, HD: 1hp, ATK: special / spells, DMG: special, SV: 0 human, XP: 5

Special Attack: If the Slug comes in contact with any living flesh it will dissolve into the flesh (2 rounds) and take complete control of the creature after 3 rounds. Anyone trying to remove the Symbiont with bare hands has to *Save vs. Poison* or become controlled by the Slug within 3 rounds. Gloved hands are not affected.

Roll Ability Check - DEX + Modifiers to see if the Slug was removed. *Curse Disease Spell* will force the Symbiont to "morph" outside the skin so it can be removed.

If the PC's don't kill the Slug Symbiont outright and decide to interrogate use the following table:

Rumor Table 2	True / False
I come from the Stars.	True
My star ship was damaged and I crashed here a long time ago.	True
I've been sent by the Star-god to convert you to his faith.	False
The Star-god will destroy if you kill me.	False
I know of a cavern complex that has many red stones that you seek.	True
The red robed humans captured me/us to do their bidding. I would have been killed if I/we didn't do what they said!	False

11. Aliens Quarters

Glass-like orbs illuminate the room with a soft white light. Large glass containers filled with what looks like water, sit on metal shelves with black tubes attached to them. Four slug-like creatures are in containers of fluid. One slug lays motionless on a separate shelf.

Slug Symbiont Alien (1) AL: N, MV: 10` (2`), AC: 9, HD: 1hp, ATK: special / spells, DMG: special, SV: 0 human, XP: 5

The Slug Aliens are harmless inside their containers. Removed and the PC's run the risk that the Slugs will attack. The PC's are able to communicate to the Slugs while they are in their containers. It's up to you, the Labyrinth Lord, if they'll talk to the PC's.

Use the Rumor Table 2 to see what the Slugs communicate.

Concluding the Adventure

If the PC's fail to defeat the Star-god Alien (Retreat or Die), they will be rescued in the next few days and escape.

If the PC's manage to capture one or more Alien Slug Symbiont, it's possible that they will learn that many wizards would pay a high price for such a prize. (**LL discretion**)

If there are any cult members alive in the temple they will want to worship the PC's as deliverers.

The Star-god cult will die out quickly after word spreads that the creatures are not gods at all and or they have escaped. Will the Aliens return? Will one of the cult members rise up and create a new "god" that will threaten the region? That's for another module to decide.

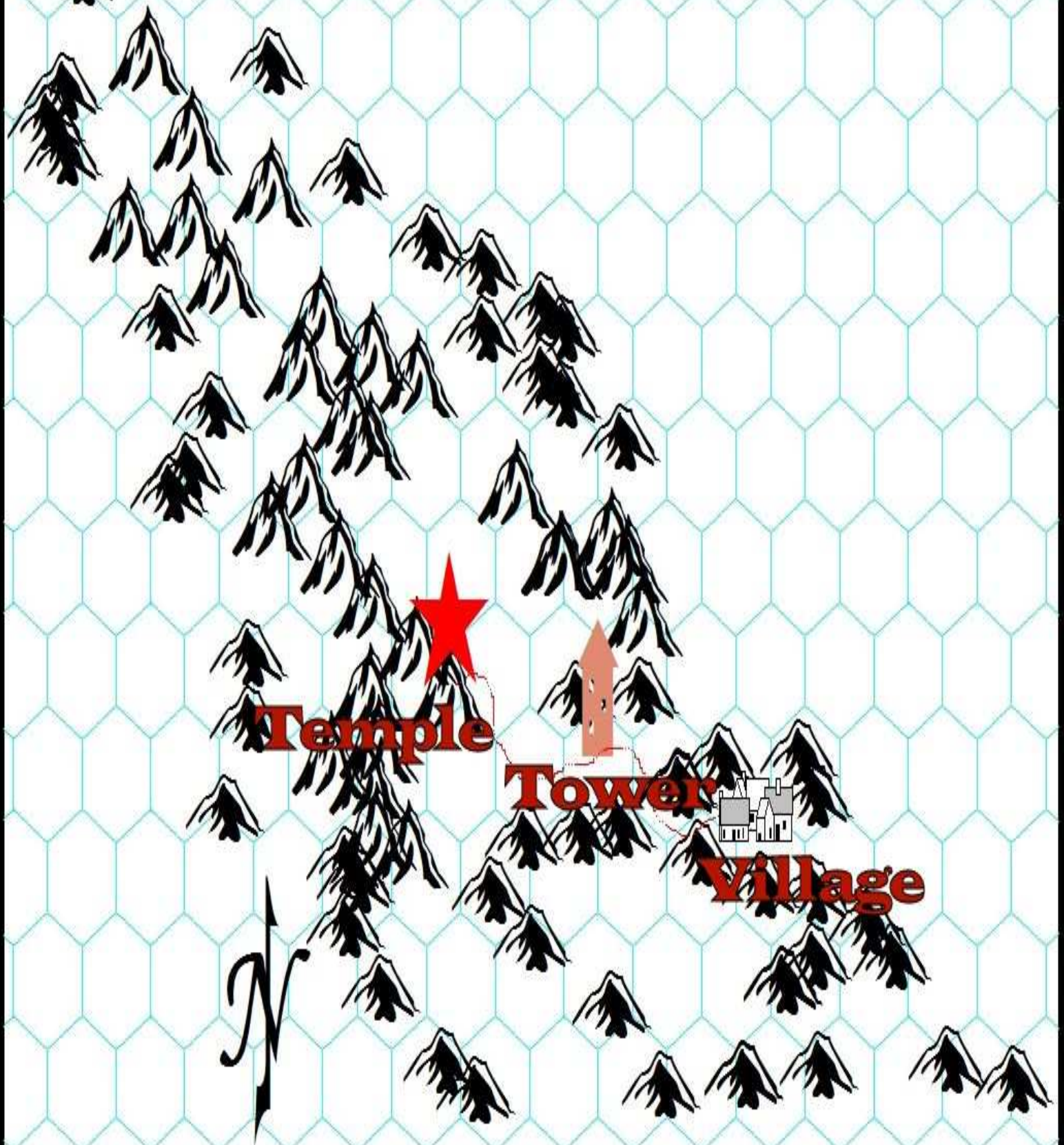
Magic Items

Ring of Protection +1—See description on Page 113 of the LL Book

Gem of Human Control— Once pointed at a subject the Gem grants the spell-like ability of Charm Person for 3d6 rounds.



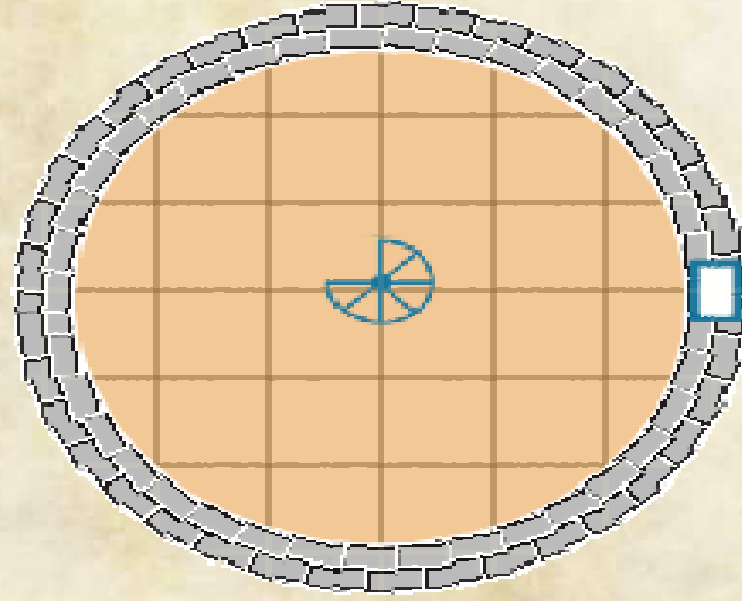
Labyrinth Lord Overland Map



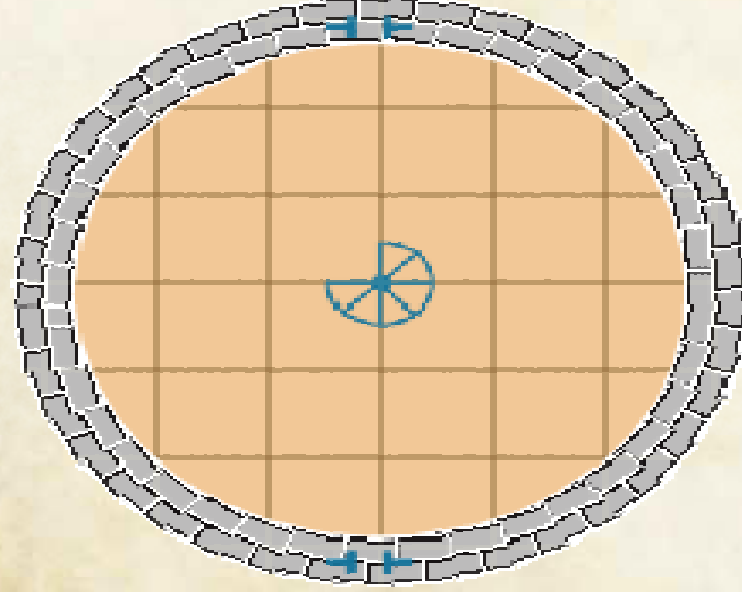
Players Map



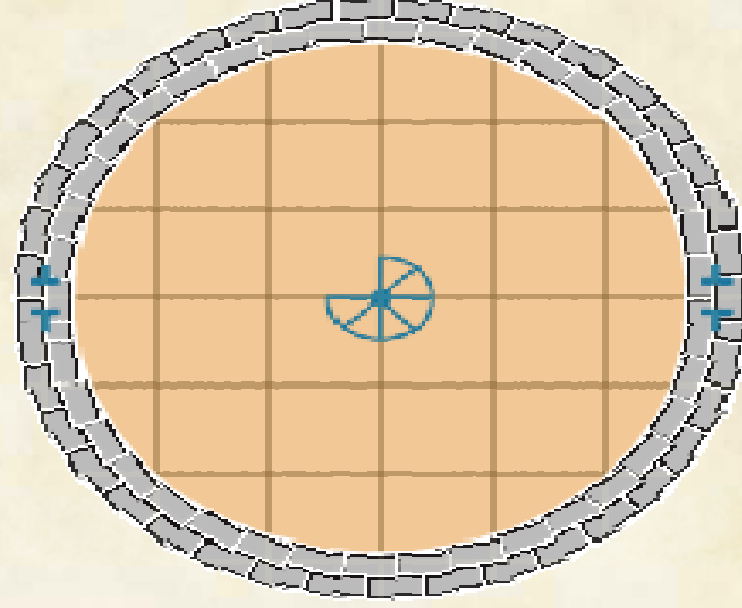
Level 1

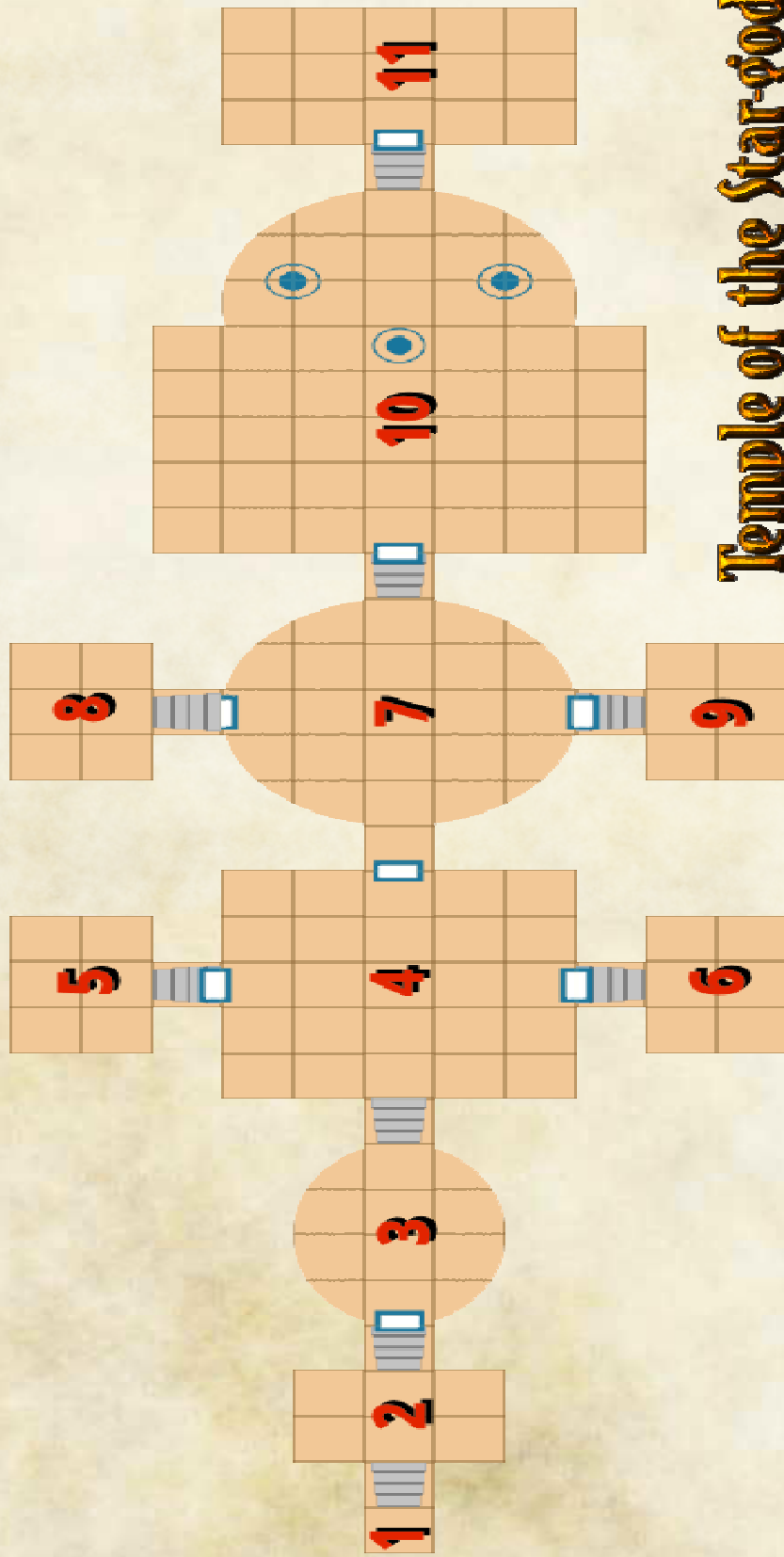


Level 2



Level 3





Temple of the Star-god

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Labyrinth Lord Notes:

