

Mini Module KVG003

Cursed Scream



Labyrinth Lord
Compatible Product

KVG003

Mini Module Adventure

Cursed Scream

By Jim Baney

An Ebonyr Encounter Adventure for 4-6 characters of levels 3-4

Designed for the Labyrinth Lord Roleplaying game system

Credits

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Introduction

Cursed Scream is a Labyrinth Lord game mini-module designed for 4-6 player characters of level 3-4. A well-rounded party of good-aligned characters that have magical or enchanted weapons and at least one cleric will have a better chance of survival. This adventure takes place on a small offshore island.

Adventure Summary

The characters have been introduced to a wealthy merchant lord who is dying from a mysterious disease. He believes he has located the cure in long abandoned laboratory.

The item he seeks is a metal half orb with sigils on the outside. He'll offer the PC's a tidy sum of gold to retrieve the artifact. Merchant lord Thagos is a very cautious man and does not like to be conned out of his money. So he will drug the PC's into a deep sleep during dinner (no saving throw)

The characters wake up shackled to a swaying deck of a sailing ship. The captain quickly explains that the shackles are for everyone's safety. He'll unshackle the party and advise them they're coming up location where they'll be taken ashore. He'll also provide the party with two members of his crew and a scrying device.

The island is subtropical in nature. There will be several planned encounters with monstrous plant life, quicksand and Lizardmen.

After arriving at the laboratory complex they characters will notice it has partially sunken into a bog. They'll pass through ruined buildings and battle more Lizardmen and other hideous creatures before arriving at the main library.

The complex has partially sunk into the bog creating an underground maze of hallways half-filled with water. Here the characters

will have to fight their way through other monsters including molds, slimes and finally the Banshee.

After securing the other half of the **Orb of Wasting**, the characters will return to the dock for their return trip to the Merchant Lord. There they'll present the orb and will retrieve the reward that was promised.

Labyrinth Lord Section

Before running this adventure, it is recommended that the Labyrinth Lord read the adventure thoroughly and become familiar with the information provided. This will provide a better experience for the Labyrinth Lord and the players. This adventure is Labyrinth Lord compatible but with a little adjustment can be used with most OSR roleplaying games as well as 1st Edition.

Threat encounters are listed in the following format:

Monster, number encountered, Alignment, Movement rate, Armor Class, Hit Dice, Number of Attacks per round, Damage per attack, Save, Morale, Experience Points and Treasure found.

Example:

Banshee (1), AL E, MV 150', AC 0, HD 7, #AT 1, DG 1d8, SV F7, ML 12, XP 790,
Treasure

Background Story

The Merchant Lord Thalus Thagos is dying. His insatiable curiosity has finally gotten the best of him. He started hunting and collecting exotic and magical items as a way to enhance his wealth and find a way to prolong his life. One item he forced open and a green gas escaped and he inhaled it. After a few days he noticed parts of his skin peeling off. He hired researchers and dove into reading arcane texts himself, he had to find a cure.

After a few days he noticed that the object that released the mysterious gas was only half of an orb.

After further research he discovered that the other half of the orb may contain the antidote and may be located in an abandoned laboratory. He sent his son, Hartok, to secure the half orb. Hartok's party encountered hardship and deadly creatures. In one attack Hartok was badly hurt, lost his leg and most of his party was killed in their quest.

Lord Thagos decided to try again by using adventurers. He hedged his bets by sending two different adventuring parties who are unknown to each other.

Plot Hooks

Main Hook

Thalus Thagos has sent his son out into the local taverns and public areas looking for hardy heroes to accept his quest. He'll offer a nice sum of 1000gp each and they get to keep any treasure they find.

Alternate Plot Hooks

Here are some hooks that may be used or adapted to lure the party into the adventure:

Man the Rails!

The PCs are hired on as mercenaries to protect the ship that is traveling to the laboratory. The PCs can show their heroism and this convinces Hartok to seek their assistance ashore.

Pressed into Service

The PCs are taken hostage in a city wide sweep to press sailors into service. The ship is commanded by Hartok on the his way to the abandoned laboratory.

Swept Ashore

PCs are sailing aboard a ship caught in a storm and is wrecked on the rocks near the island that contains the abandoned laboratory. Hartok's ship comes upon the wreck and rescues the PCs and any remaining crew. He asks the PCs to help him find an item on the island in exchange for their rescue.

Chapter 1 - Meeting the Merchant Lord

If the PC's accept Hartok's offer to meet his father and accept the quest. Hartok will take the PC's to his father's mansion. There, Thallus will welcome the PC's with open arms. He'll wine and dine them. He'll offer 1000gp each, 200gp up front and 800gp when they get back with the item. He'll also let the PC's keep any treasure minus the item he's looking for.

The item he is looking for is a silver metal half orb object with snake intertwined around a staff.

He'll offer a toast to the PC's on their quest and wish them luck. After a few seconds of taking the wine the PC's will go unconscious.

The wine has been spiked with a sleeping agent that does not require a saving throw. The PC's will be taken to the ship and their feet shackled to the deck. The ship will then depart that night.



Chapter 2 - Journey to the Island

If the PCs follow the main plot hook read the following:

You slowly wake up. Your head is throbbing and the bright sunlight overhead doesn't help. Your legs seem really heavy, you try to move but you quickly notice that your feet are shackled to the deck and your weapons are missing.

The captain of the ship, Hartok, explains that Lord Thagos likes to hedge his bets and wanted to make sure the PC's were actually going on the mission and not run out on him. He requests the PC's be unshackled and their weapons returned to them.

Hartok will explain the mission in depth. You can paraphrase the following bullet points:

- The laboratory they're looking for is near the center of the island.
- The island can be very dangerous, that is how Hartok lost his leg. He'll refuse to go into further details.
- He will offer a basic map of the island. [See Island Overland Map]
- He will offer a basic sketch map of the laboratory complex [See Laboratory Complex Map]

When they near the shore, Hartok will advise them to follow the creek as best they can to get to the laboratory quickly. He'll also say that two of his men have volunteered to go with the PC's to make sure everything goes as planned and that they carry scrying devices. (False)

A longboat will be lowered to take them to the island.

Chapter 3 - Island Overland Journey

Overland Encounter 1

As the PC's travel towards the laboratory complex they come upon a pile of bones composing of fish and other creatures.

Two Giant Crabs are nearby in the creek bed and will attack the PC's on sight.

Giant Crabs (2), AL N, MV 60' (20'), AC 2, HD 3, #AT 2 (Pinchers), DG 2d6/2d6, SV F2, ML 7, XP 50

Overland Encounter 2

The path the PC's are taking leads into a small opening in the forest. The ground is becoming softer and muddier as they start to enter the bog. The Bullytoads have setup a pit trap to capture their next meal.

Pit Trap - This is a 6' x 6" x 10' deep pit. It is covered by camouflage to look like the surrounding forest floor. If a Player character is not actively searching for traps a weight of 50lbs or more will cause the covering to collapse. Any PC falling into the trap takes 1d6 damage. It takes a successful DEX ability check to get out of the pit. Any PC helping another PC will still require a DEX ability check but it is halved.

Bullytoads (6) AL C, MV 40' (150'), AC 6, HD 1, #AT 1 spear, DG by spear 1d6+1, short bow 1d6, SV F1, ML 9, XP 13 (4 spears, 2 short bows) Some Bullytoads use a nets to subdue their prey, **Treasure: 1d4 sp, 1d6 cp, Bottle of Lizardmen Urine, An iron torc with a etched with a flying dragon (100 gp)**

Bullytoads are a race of amphibious frog-men. When lightly encumbered they can swim at their full movement rate. They can make a hop attack, jumping up to 30" forwards and gaining +1 to-hit and +1 damage if using an impaling weapon. Bullytoads can breathe underwater for 10 minutes. Because their skin color changes to match their surroundings, they have a 75% chance not to be noticed when waiting

in ambush. In dry environments Bullytoads suffer -2 to-hit unless they have a source of water available to wet their skin.



Overland Encounter 3

The Lizardmen of this bog have been patrolling this area since the Bullytoads have arrived. They have been several small pitched battles between them.

Lizardmen Patrol (6), AL N, MV 60' (40'), AC 5, HD 2+1, #AT 1 by weapon, DG 1d6 +1 or weapon +1, SV F2, ML 12, XP 47 (4 Spear / 2 short bow) **1d6 gp each, 1d8 sp each**, 1 Lizardmen has an **emerald gemstone (60 gp)**, **Gold Signet Ring** (Non magical - origins unknown)

Overland Encounter 4

The forest has grown thicker and thicker as the ground has turned into a bog. Strange twisted vines and plants grow from every square inch of ground.

Several Fen Fiends has taken up residence near the laboratory. They've found the area to be full of potential meals. They'll strike the PC's when they get close to their lair.

Fen Fiend (2), AL LE, MV 90' (150'), AC 5, HD 3+1, #AT 2 Poison, DG 1d4/1d4 Claws, SV F3, ML 10, XP (Immune to cold and fire, victim must Save vs. Poison or be injected with a dozen mite-sized Fen Fiends larvae. A *Cure Disease* spell will kill the larvae, otherwise the host dies in 2d6 rounds.

See **New Monster section** for full description

Chapter 4 - The Upper Level Research Complex

Room 1

The entrance has two metal doors that are unlocked. No threats or treasure.

Room 2

Room was once a worship hall to a god of knowledge. A huge statue of the god stands at the opposite end (Circle star on the map). The walls appear slick and slimy.

Eye Droppers (3), AL N, MV 30', AC 8, HD 1+1, #AT 1 bite, DG 1d6, SV F1, ML n/a, XP 15.

If "to hit" roll is enough to hit AC 10 with any dexterity bonuses) it will adhere to the victim, attacking at +4 thereafter.

The basic form of an eye dropper is a gelatinous swirl of transparent protoplasm about the size of a sack. Its name comes from two unsettling features. Over its lifetime it accumulates the teeth and eyes of its victims, preserved within its plasm and put to work as new body parts. It also is able to climb walls and ceilings and will often wrap itself around a stalactite or lintel, From this location it will drop on its prey.

Room 3

This is a smaller room, but similar shape as Room 2. A smaller statue of another god of knowledge stands at the end. Rows of rotting wooden tables and benches are scattered around the area. The walls are covered in moisture and a mossy plant life.

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

Awakened Green Slimes are a poisonous slime subspecies. Due to the toxins constantly bubbling, they are always surrounded by floating bubbles. Perhaps due to the water-soluble poison in their bodies, they have trouble holding their form and have more difficulty maintaining a complete human form.



Room 4

This used to be the kitchen and food prep area. Rusting utensils, pots and pans hang from racks along the wall. Wooden crates filled with rotten food are stacked against a wall.

No threats or treasure

Room 4A

This room once contained sanctified food for special sacrifices to the gods of knowledge. The food has long rotted away. There is a small, locked wooden chest on one shelf.

Treasure: **An ivory statue of a god of knowledge (200 gp), 57 pp, 123 gp, 65 sp, Glass elf ear (25 gp)**

Room 5

Yellow Mold (2), AL N, MV 0, AC Always hit, HD 2, #AT Spores, DG 1d6 special, SV F2, ML n/a, XP 38

Two dead male humans

Two dead humanoid bodies float face down in the watery muck on the floor. The dead human were part of the other adventuring party Lord Thagos commissioned to find his antidote.

A thick leather satchel containing an **adventurers' kit**: 6 wax candles, two pieces of white chalk, two pieces of red chalk, a small bag of (100) clay marbles, a whistle, four pieces of charcoal, three large sacks, six iron pitons, a hammer, a tinderbox with flint and steel, 2 empty copper vials, a chunk of coal, and three large sheets of paper. (10gp)

A thick copper necklace set with a small aquamarine. (7gp)
Dagger (non-magical)

Room 6

This was once a storage room for ceremonial clothing and other religious items. The clothing is riddled with moth holes and mold.

Treasure: **A small sundial with a wristband (10 gp), a ceramic disk representing the sun (15 gp), and an arrowhead made out of an emerald (35 gp)**

Room 7

Walls are covered in moss and lichen. Little streams of water drain down from the ceiling and pool on the floor. What's left of the wooden furniture is broken and rotting away.

Giant Leech (1), AL N, MV 120' (40'), AC 7, HD 6, #AT 1 drain blood, DG 1d6, SV F3, ML 10, XP 570

Tucked away in one corner cover in a green film is the following object:

Shield of the Hammer (400 gp)

This shield bears the embossed sigil of an ancient Dwarven warhammer. While holding it, you can use a bonus action to make an attack with this shield. +2 to Hit when used by a Dwarf, +1 when used by any other race. 1d8 damage

Room 8

Two sleeping pallets with mattresses stuffed with straw. Two small foot lockers both unlocked and not trapped.

Treasure: **Amulet featuring a lion's head (10 gp), a crystal cube with light trapped inside, squeeze to illuminate a room for 1 round a day. (35 gp)**

Room 9

A regular sleeping quarters room with beds and footlockers. Most of the furniture is in a state of decay.

Several **Living Webs** have found a home here. They do not like intruders and will attack anything entering.

Living Web (3) AL N, MV 60', AC 9, HD 3, #AT 1, DG 1d6 Electrical touch, 3d4 Lightning bolt, SV F3, ML 9, XP 65. The touch of a living web delivers an electrical shock. They can also fire a *lightning bolt* twice per turn. The Living Web is unaffected by fire, water, heat or cold attacks. Blunt weapons only cause half damage. Living Webs are unaffected by *fear*, *repulsion* or similar spells.

See **New Monster Section** for full description

Room 10

Antechamber has metal benches lining two walls. A sigil in the shape of the moon is over a locked door.

There is nothing of value, no threats.

Room 11

This is a massive circular room with 5 high back metal chairs are attached to the walls. Most are bloodstained. There is a large symbol of the moon in the center of the room with a drain in the center.

Giant Black Widow Spiders (2), AL N, MV 60' (20'), AC 6, HD 3, #AT 1 bite, DG 2d6 poison, SV F2, ML 8, XP 80, Lair treasure: **160 gp, 210 sp, 290 cp, 1 aquamarine gemstone (75 gp)**

Room 12

Another storage room with shelves lining the walls. There are empty wooden boxes and bowls stacked on several shelves. There is nothing of value, no threats.

Room 13

The room has several "nests" made out of leaves and vines. Sigil-like scratch marks line the walls.

Lizardmen (4) AL N, MV 60' (40'), AC 5, HD 2+1, #AT 1 by weapon, DG 1d6 +1 or weapon +1, SV F2, ML 12, XP 47 (2 Spears / 2 Short bow) Treasure: 1d6 gp each, 1d8 sp each, one Lizardmen has a **Potion of Extra Healing**.

Room 14

Nests made out of leaves vines cover the floor. A hole in the wall leads to the outside.

Lizardmen (2) AL N, MV 60' (40'), AC 5, HD 2+1, #AT 1 by weapon, DG 1d6 +1 or weapon +1, SV F2, ML 12, XP 47 (1 Spears / 1 short bow) **Treasure: 1d6 gp each, 1d8 sp each**, one has a **silver brooch (20 gp)** on its collar.

Room 15

Several wooden chairs and tables are scattered around the room. Tapestries hung from the walls are in various states of decay.

Lizardmen (2) AL N, MV 60' (40'), AC 5, HD 2+1, #AT 1 by weapon, DG 1d6 +1 or weapon +1, SV F2, ML 12, XP 47 (1 Spears / 1 short bow)

Treasure: 1d6 gp each, 1d8 sp each, one has a ruby gemstone (35 gp), one has an metal necklace with a rusty anchor symbol, one has bracelet of silver fish hooks. (25 gp)



Area 15A

Net Trap - A trip wire is stretched across the passage here, approximately 6" off the ground. If no precautions are taken (i.e. actively searching for traps), the lead PC will trip over the wire. The Lizardmen all know the location of the wire.

If the trap is triggered, a net drops from the ceiling. The net fills the corridor for 20' and is covered with small stones that give weight to the net. The leading PC and the PC immediately behind him/her must roll a DEX ability check. Failure indicates that the PC or PCs are caught in the net.

To escape the net requires two rounds and DEX ability check each round. If another PC helps the entrapped PC the DEX ability check requirement is halved.

Room 16

More like an oversized passageway, this room has metal rings embedded into the walls at regular intervals. The walls are covered in lichen moss plants.

No threats or treasure.

Chapter 5 - The Lower Level - Laboratory

This lower level flooring is covered in about a foot of water. The bottom is a slimy mixture that is easy to lose your footing. Possible roll a DEX ability check during combat to see if the PC falls down. If so, the attacking monster is +2 to hit. It takes one round for the PC to regain their footing.

Room 1

Mold and mildew blacken the walls. Several prison cells line the main room. Some of the prison doors are open and groaning sounds emanate from them.

Zombies (3) AL C, MV 120' (40'), AC 8, HD 2, #AT 1, 1d6 Spear, SV F1, ML 12, XP 29

Room 2

Just like previous rooms, mold and mildew cover the wall. There is a small hole with an adjoining passage in one wall. The passage is only 2 feet high and partially filled with water.

The Blindheim will have just entered the complex from the small passageway. They are hungry and will attack immediately.

Blindheim (2) AL CE, MV 90' (120'), AC 6, HD 4+2, #AT 1 Special, DG 1d8, SV F4, ML 10, XP 290

Special attack: Save vs. Spell or be blinded for 2 rounds. When a PC is blinded the Blindheim will attack. The blind victim has a -2 to attack roll.

A Blindheim is a frog-like creature of low intelligence, with eyes that emit beams of light. When attacking a victim in its subterranean realm, a Blindheim opens its eyes, temporarily blinding the target..

Stout and thick-skinned, a Blindheim is just less than 4 feet in height and weighs 150 pounds. They live in the darkest, dampest regions of cavernous sprawls, particularly enjoying underground bogs, lakes, rivers, and swamps.

Although not aquatic, Blindheim are excellent swimmers. They prefer to latch onto branches or rock outcroppings, where they maintain the high ground while in pursuit of food. They use the light from their eyes to attract prey, but go dark when larger creatures approach.

No Treasure in this room

Room 3

Mildew covers the walls and metal table and chairs. A humanoid body floats face down in the water.

The dead human female has the following on her. She was on a mission from Lord

Thagos to retrieve the objects the PC's are looking for.

1 Dead female human

A leather vest with climbing gear: 12 iron pitons, a hammer, 50' of silk rope, a grappling hook, a set of bronze crampons, thick leather gloves, and a leather harness seat. (32gp for all)

A hooded cloak with a dozen inside pockets.

Leather Armor +1 (human sized)

Potion of Levitation

Rouser +1 Longsword

This magical sword will awaken its owner when danger is near, but only if the owner is asleep. A large ruby stone on the hilt of the sword will begin to glow and produce a magic tone quietly at first, but will increase in intensity as the danger draws nearer until the wielder grasps the handle of the sword, extinguishing/silencing the alarm.



Room 3A

This room has two small alcoves on either side with manacles attached to the walls. This is obviously a holding cell used by the previous occupants.

A large metal table is in the center of the room with a wooden bench along both sides.

Items found on the bench:

Dehydrated Homunculi

3 Vials of Holy Water

A foot-high bronze statuette of a pair of entwined nymphs, dancing. (8gp)

Potion of Healing

Garnet gemstone (45 gp)

Wand of Magic Missiles (page 116)

Potion of Splinter Spittle

The black liquid has slick rainbow sheen along its surface. When the imbiber drinks the entire potion they can spit a hail of wooden splinters at 1 target as an extra attack per round as a full I missile. 1d8 points of damage – 20ft range increment (60ft MAX range) – treat splints as magical for the purposes of damaging resistance. The potion lasts for 5 rounds.

Room 4

Very large circular room with 3 large metal posts situation in an arc. Several frog-like skeletons hang from manacles attached to the posts. Part of the wall on the west side has collapsed into a large pile of rubble. There are several work benches with bottles and glass containers containing fluids in various colors. Some glass beakers contain internal organs of some creature.

The Banshee is hiding behind the rubble. She will attack when she hears anything splashing in the room. The skeletons are not animated and therefore not a threat.

Banshee (1), AL C, MV 150', AC 0, HD 7, ATK 1, DG 1d8, SV F7, ML 12, XP 790

Treasure: Other half of the **Orb of Wasting** (Artifact needed by Lord Thagos), **Rod of Boiling (300 gp)**, **Searing Stones (2) (100 gp each)**, **Potion of Extra Healing**.



LL Note: Suggestions on how to play the Banshee

Due to the Banshees special attacks you can temper the monsters abilities to suit the game or PC's situation when they enter the Banshee's area.

1. You can assume that the Banshee has already used the Wail or Keen on the previous adventurers, who are now dead, and can only use it once per day. Therefore, it's not available to use.
2. Instead of Save vs. Death Magic on the Wail/Keen you can have the PC's that fail go to zero hit points.

Banshee Combat

Banshees are formidable opponents. The mere sight of one causes fear, unless a successful saving throw vs. spell is rolled. Those who fail must flee in terror for 10 rounds and are 50% likely to drop any items they were carrying in their hands.

A banshee's most dreaded weapon is its wail or keen. Any creature within 30 feet of a groaning spirit when she keens must roll a saving throw vs. death magic. Those who fail die immediately, their faces contorted in horror. Fortunately, groaning spirits can keen just once per day, and then only at night. The touch of a groaning spirit causes 1d8 points of damage.

Banshees are non-corporeal and invulnerable to weapons of less than +1 enchantment. In addition, groaning spirits are highly resistant to magic (50%). They are fully immune to *charm*, *sleep*, and *hold* spells and to cold- and electricity-based attacks. Holy water causes 2d4 points of damage if broken upon them. A dispel evil spell will kill a groaning spirit. A banshee is turned as a special undead.

Ecology of the Banshee

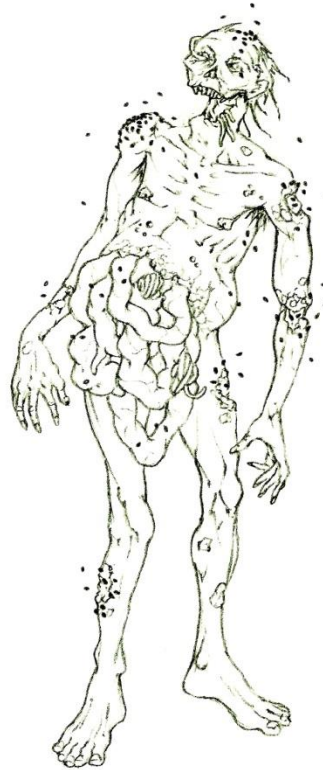
The banshee or groaning spirit is the spirit of an evil female elf – a very rare thing indeed. Banshee despises the living, finding their presence painful, and seeks to harm whomever they meet.

Banshees appear as floating, luminous phantasms of their former selves. Their image glows brightly at night, but is transparent in sunlight (60% invisible). Most banshees are old and withered, but a few (10%) who died young retain their former beauty. The hair of a groaning spirit is wild and unkempt. Her dress is usually tattered rags. Her face is a mask of pain and anguish, but hatred and ire burns brightly in her eyes. Banshees frequently cry out in pain – hence their name.

Room 5

Holding cell with bars and swinging door. The cell door is unlocked and opened. A putrid smells wafts from the cell due to the refuse floating in the water. There is nothing of value. The Zombies will not be here if the PC's engage the Banshee first.

Zombie (2), AL C, MV 120' (40'), AC 8, HD 2, #AT 1, 1d6 Spear, SV F1, ML 12, XP 29. These two Zombies will "animate" as soon as the Banshee engages intruders in combat in Room 4. They will slowly move towards the sound in Room 4, taking 3 rounds.



Ending the Adventure

The journey back to Lord Thagos can be easy or difficult as you want to make it. You can have several patrols of Lizardmen or Bullytoads harass the PC's on the way back to the dock.

When the PC's arrive back Ticao, Hartok will escort them to his estate to clean up before presenting them to his father.

Lord Thagos will want to see the PC's right away to see if they have the object that he desires.

If the PC's present the artifact to Lord Thagos he will thank them and ask them to stay for dinner. He'll quickly leave to his chambers to see if the artifact has the antidote that he so desperately needs. The antidote works and it saves his life.

Lord Thagos will throw a lavish celebration and he will take the PC's aside and ask they keep in contact for future adventuring quests. However, that's for another module.

New Magic Items

Rod of Boiling

A copper rod with nickel spheres on both ends, this rod senses when it is placed in a pot of liquid and generates heat to boil the contents. It takes 1 minute per gallon for the rod to bring the volume to a boil (At the DM's discretion, some substances like tar may take two or three times as long to boil). Any part of the rod that is not submerged is cool to the touch allowing for easy removal, and the rod does not heat up unless it is placed in a suitable cooking vessel with liquid.



Searing Stone

This broad flat granite stone has some minor fire runes on one side. When the stone is placed on a flat surface with this side upright, it heats the surface of the stone to a handsome 400 degrees. Cauldrons and pans are then placed upon its slightly concave surface for cooking or laundry. The effect instantly dissipates when stone is flipped over with the enchanted side down, rendering it safe to keep in the home. Coming in contact with the heated surface deals 1d4 fire damage per round. If a creature were to swallow the stone, it would not deal damage as the enchantment would not activate.



Master Hartok Thagos Backstory

Hartok was an orphaned child that had taken up the hard life of a wharf rat in and around the docks of Ticao. He was badly injured and left to die in the streets when the Merchant Lord Talus Thagos happened to traveling through with his retinue. He saw the child and compassion came over him. He took Hartok in and saved his life. He gave Hartok a good education and eventually adopted him as his son.

Hartok was tasked by his father to seek out ancient treasures in exotic and dangerous places. These quests brought the duo plenty of fortune and fame. However, one ancient artifact has unleashed a deadly disease upon Lord Thagos.

New Monsters

Fen fiends, extremely intelligent bug-like monsters, inhabit all manner of marshlands regardless of what the climate may be. They live in highly structured hives that most often resemble enormous termite mounds, although fen fiends some of the time lair in abandoned structures or in caves. Fen fiends resemble a horrible hybrid of bat, spider, and crab. Their bulbous heads are covered in sac-like growths and have no less than a half dozen eyes.

A fen fiend attacks with its serrated claws. If both claws hit a target in a single melee round, a fen fiend's barbed proboscis jabs at the target, striking quickly enough to gain a +2 on the to-hit roll. If struck, the poor victim takes 1-4 points of damage and must make a saving throw versus poison or be injected with dozens of mite-sized fen fiend gametes. These gametes burrow through their host's tissues toward the brain. A cure disease spell kills the larvae; otherwise, the host dies in 1-3 turns. After the host dies, the gametes fuse to form pea-sized eggs, which the fen fiends then harvest and move to the hives egg chamber.

If 12 or more fen fiends are encountered, there will be a leader with 4+1 Hit Dice, armor class 4, and a +1 damage bonus. If 24 or more are encountered, there will be the following additional fen fiends: a chief (5+1 Hit Dice, armor class 3, and a +2 damage bonus) and a sub-chief (as a leader above). If encountered in their lair, there will always be a chief and sub-chief. There will also be females equal 50% the number of males. These females guard the hive's egg chamber. Females are equal to males, but fight with a +1 to-hit bonus when defending the egg chamber. The egg chamber contains scores of eggs and dozens of larvae, the latter of which are cannibalistic. Larvae are equal to giant centipedes (to include the venomous bite).

Fen fiends communicate with each other telepathically out to a range of 12".

Living Web

Combat: The touch of a living web delivers an electrical shock. This attack causes a minimum of 1d4 points of damage. Webs of 3 to 5 Hit Dice inflict 1d6 points of damage, while those of 6 Hit Dice inflict 2d4 points of damage.

Living webs can fire a miniature *lightning bolt* (20 yard range, 3d4 points of damage) up to twice per turn. Living webs with less than 9 hit points can fire only one *lightning bolt* per turn. All web fragments have this power, thus a living web cut in two can fire four such bolts per turn. Living webs absorb all electrical energy, whether natural or magical, and permanently gain 1 Hit Die for each 8 hit points of electricity absorbed. Such energy causes the web to visibly grow.

They are unaffected by fire, water, heat, and cold attacks. Blows from edged weapons inflict full damage upon these creatures; such blows divide them into two smaller wisps. Each has half the parent's remaining hit points and will continue to advance on the prey. Blunt weapons will cause only half damage as the living web stretches to absorb the damage without tearing. Note that separation occurs only as a result of an opponent's attack or an accident: living webs cannot voluntarily divide.

Living webs attack instinctively; they are unaffected by *fear*, *repulsion*, or similar spells.

Habitat/Society: These creatures are nomadic omnivores that perpetually roam subterranean and wilderness areas. They prefer locations such as caverns and ruins, places full of normal webs that living webs can hide among. They spend their lives in endless search of plant life, carrion, and live prey. Ingested matter is converted into the electrical energy they use for movement and attacks.

Despite a lack of visible sensory organs, the living web can sense vibrations, variations in heat, and the presence of other

living webs. Such senses have a maximum range of 90 feet.

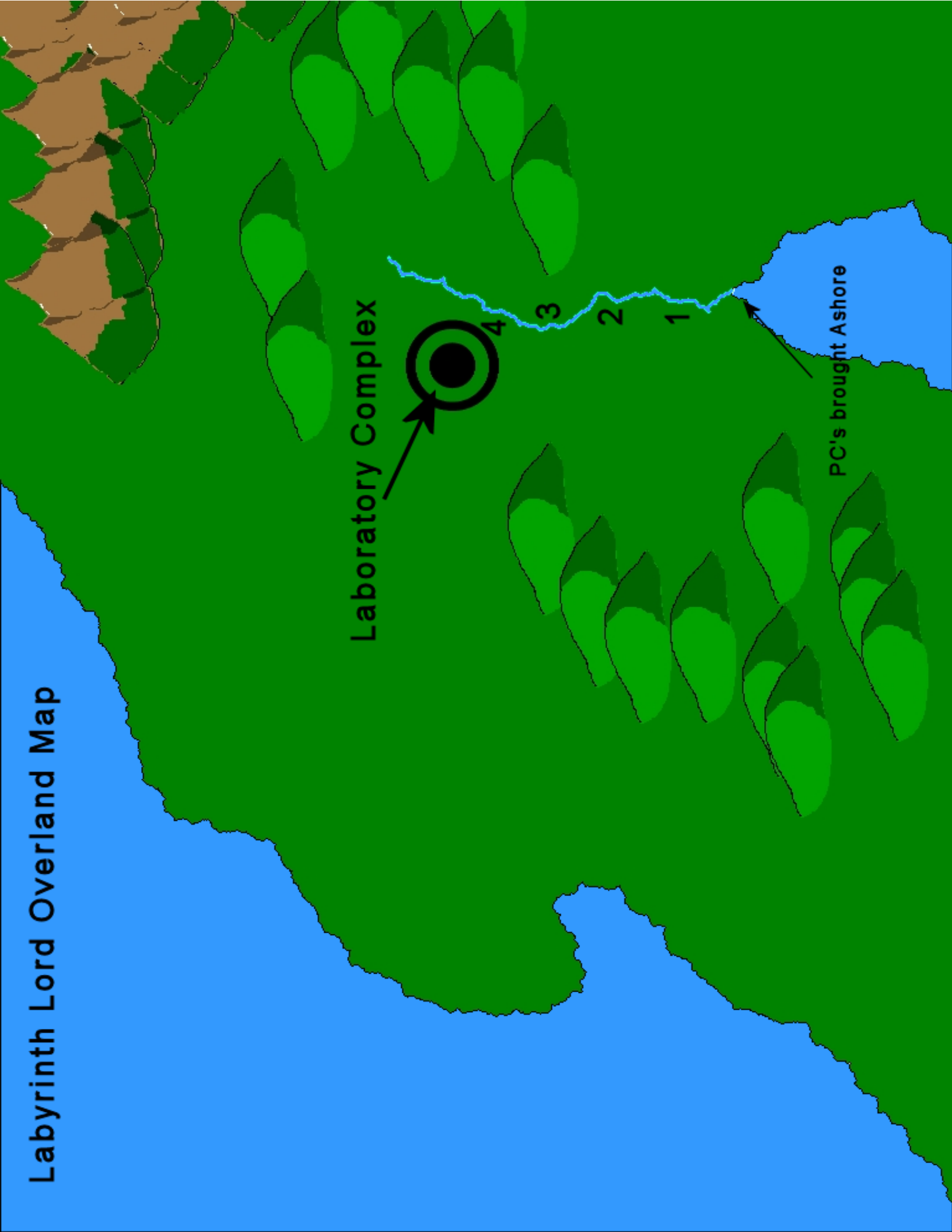
They seem to flow over surfaces, moving like caterpillars on millions of tiny filaments. The filaments can fuse together into a larger, denser mass. Living webs can climb walls and ceilings of any material. They never slip, and they grasp a surface so strongly that they cannot be removed by any physical or magical attack that fails to slay them.

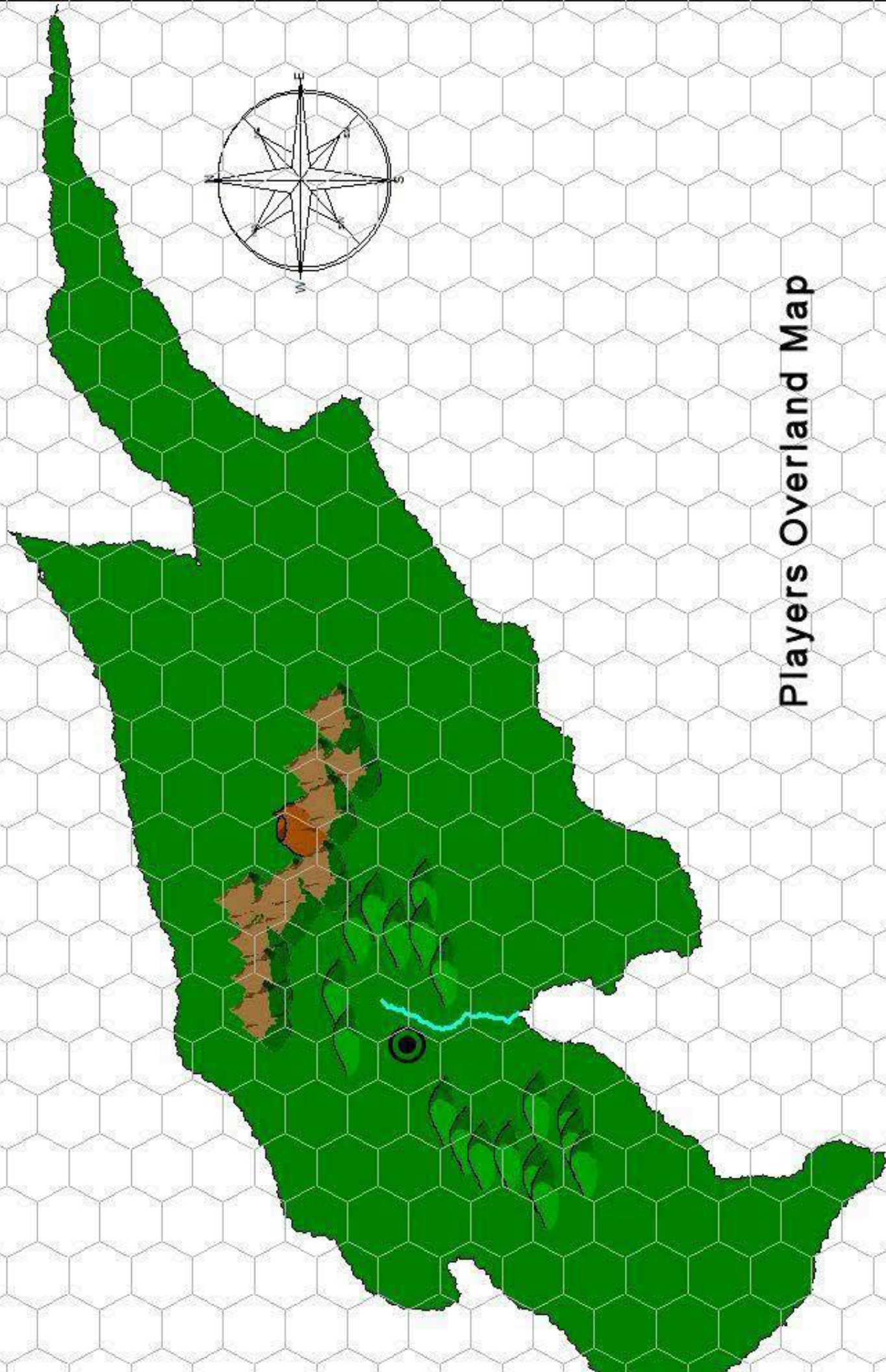
Though living webs move and act independently, they sense the direction and size of other living webs within 90 feet. If a living web detects another web with less than 9 hit points, it attempts to join together with the weaker web. If successful, it adds the hit points and Hit Dice to its own total, up to a maximum total of 6 Hit Dice.

Ecology: Living webs are useful for their role in killing vermin. They may be caught and used for guards in normally unused section of habitats and caverns.

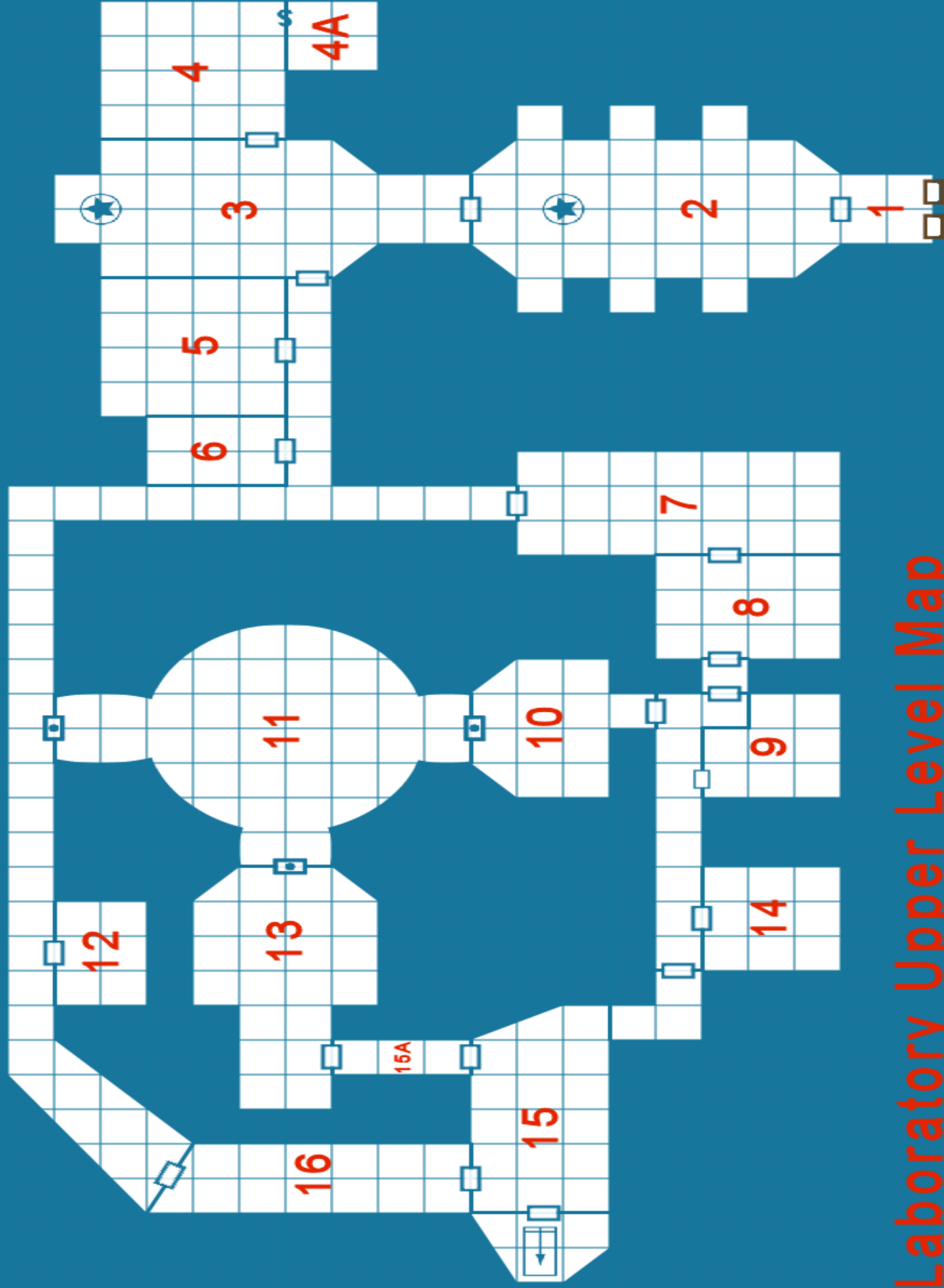
Map Key	
	Locked Door
	Unlocked Door
	Sarcophagus
	Pedestal
	Trap
	Statue
	Pillar
	Stairs Down
	Stairs Up
	Secret Door
	Secret Door One Way
	Floor Tunnel

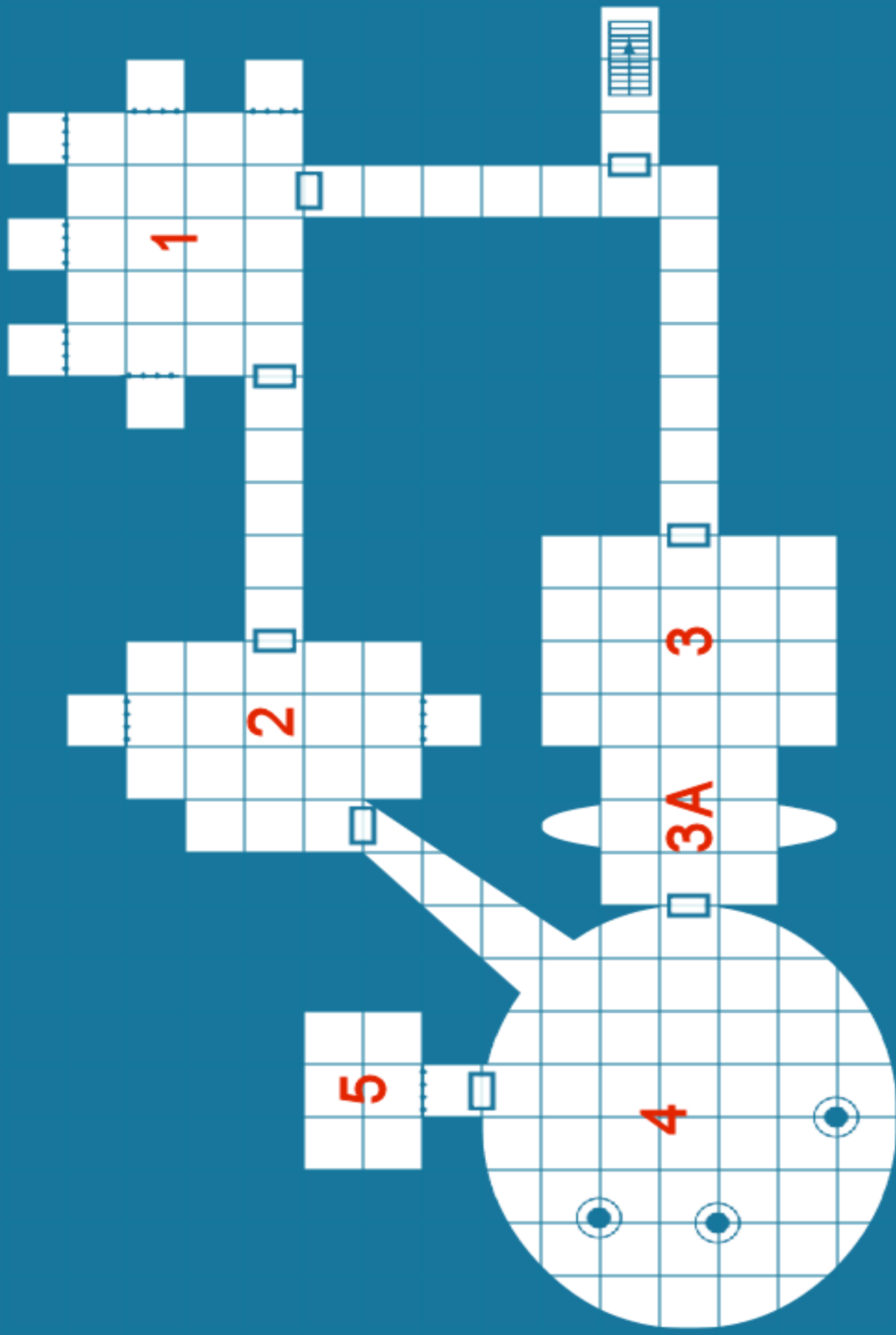
Labyrinth Lord Overland Map





Players Overland Map





Laboratory Lower Level Map

