

# Adventures in Karak



Being an overview of the Land of Mithgarthr,  
with a focus on the Kingdom of Karak.

# The Land of Mithgarth: Adventures in Karak

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## Introduction

Mithgarthr is a large island located in the temperate zone of the Methal Ocean, on the planet Cairnvarthi. It has a pleasant climate, with calm ocean breezes, temperatures that stay mostly in the 70's and 80's, and otherwise generally mild weather.

This campaign setting gives Labyrinth Lords, both new and old, a solid foundation for exciting adventures with little work. Enough detail on the land of Mithgarthr is provided to give a solid feel for the locale without suffocating the LL's imagination.

In this supplement, an overall picture of Mithgarthr is given. There is a history, starting when humans first settled the land, a calendar, an overview of the different races and monsters, and information on the gods worshipped. After this, there is more detailed information on the Kingdom of Karak, which was the first of the two human kingdoms established on Mithgarthr.

Further supplements on Mithgarthr will be published in the near future detailing the other human kingdom of Nordriki, the realm of the Dwarves, Gnomes, and Halflings, The Great Alfenwald, home of the elves, and finally the western frontier lands, which will cover the lands south of Nordriki but north of the Alfenwald, and the Piraten Inseln islands off the southwest coast of Mithgarthr.

## A Brief History

**1AM (Age of Mithgarthr):** The Tyska people were in the middle of a dark age. Many set out from their homeland in search of greener pastures. In this time of migration, a group led by Wilhelm Karak landed on the south-western shores of Mithgarthr. Heading eastward and discovering The Great Alfenwald, Karak's expedition met the native

elves who, though suspicious of the humans, guided them out of the Alfenwald and pointed them towards the eastern shores where they could establish a new home. The land was perfect for the settlers. The soil was rich, the coastal climate warm, breezy, and inviting, and the small mountain range (now known as the "Tralaburgs") separating the eastern coast from the larger inland helped protect the land from the more monstrous wilderness in the west.

**5AM:** The city of Karak was founded and quickly grew prosperous, having established trade with the nearby and friendly dwarves of Barak-Tor. It wasn't long before Wilhelm was named king by his people. He established a kind, fair rule over his new, growing kingdom.

**5-25AM:** Elkin, Teller's Cove, Riverton, and Middenheim were established.

**75AM:** Middenheim had grown almost as large as the royal city, and was starting to become a hub of sea-based trading.

The settlers, now known as Karakians, prospered. They established more settlements throughout their lands, and kept open and friendly relations with the dwarves, gnomes, elves, and halflings. It seemed that they had found utopia; A land of relative peace, year-long summer, rich soil, and plentiful game. Life continued on peacefully for the next 900 years.

**c. 875AM:** The Wiking people from lands far to the north had started carrying out sea-based raids on their neighboring lands. They mostly stayed within a thousand or so miles from their homeland, however there were some who ventured further abroad. It wasn't long before they landed on the north-western coast of Mithgarthr. They found the land much more hospitable than their cold home, and started establishing settlements.



**900AM:** The northmen had discovered the mountain pass leading into modern day Tordendal, and they established the first settlements there which would later become Mele-naar.

**905AM:** Drekiyum ("Dragonhome") was established on the southern shore of Dragon Lake. The town and the lake were both named after the fact that the surrounding mountains are infested with dragons.



**922AM:** A northman by the name of Ulfrath Vikersson saved Drekiyum by slaying a powerful red dragon who threatened the town. The men of Drekiyum and the surrounding settlements crowned Ulfrath their konungr (king), and swore their allegiance to him.

**935AM:** Ulfrath headed an expedition to explore further east. The northmen had found the eastern pass between the northern mountains (now called the "Drekibergs" by the northmen) and the southern mountains (the "Suderbergs"). They sailed south from the pass and when they landed they founded the town of Jarski (which is now part of Karak). From there, they headed southeast and discovered the town of Riverton.

Surprised at finding a human settlement, Ulfrath raided the town. Some townsfolk were able to escape and rush word to Karak. When Ulfrath's forces came to Mountain Pass Road, they were met head-on by

Karak's army who made quick work of the invaders. Ulfrath was captured and brought before before King Tiber von Vill. Tiber showed Ulfrath mercy, and instead of holding him as a prisoner he started treating him as a political emissary.

The two grew a bond of mutual respect and within a month had come to an amicable agreement about their kingdoms. The land to the west of the Drekibergs and Suderbergs would be known as Nordriki (The Northern Kingdom), while the kingdom of Karak would remain as it had been for the last thousand years.

**936AM:** An official treaty known as the Mithgarthr Charter was drawn up as an official agreement between the two kingdoms. It was this document that gave Mithgarthr its name.

The two human kingdoms, along with the native demihumans, enjoyed peace for the next two decades.

**960AM:** A Karakian named Boroneth Aelness started making a name for his self, first as an adventurous mage, and soon thereafter as a wickedly charismatic power-hungry man.

**965AM:** Boroneth had started amassing a cult of rabidly loyal followers, who began to worship him as a god.

**968AM:** The Northmen witnessed an amazing phenomenon. On the first day of Blumenmon, a giant blue flash of light exploded upwards into the sky, coming from the lands north beyond the Drekibergs, which had remained, for the most part, unexplored. Before the end of the month, a large team of men from both human kingdoms, with the elves and dwarves, set out on an expedition to explore the northernmost lands of Mithgarthr.

**968-970AM:** Meanwhile, wary of whatever evil Boroneth could be bringing about, the elves sealed off the border of the Alfenwald. But out of concern for their human and dwarf friends, they established an outpost in a small forest close to the capitol of Karak, naming it Alfjum. The troops that the elves would provide to support their allies would be stationed in Alfjum, while the rest of the elven kingdom would remain safe in the Alfenwald.

**970AM:** A group of survivors from the northern expedition landed in Jarski, barely alive, and bringing with them tales of a horrible, twisted and unnaturally frozen wasteland. They told of beasts unlike anything any of them had ever seen, which swiftly rained death upon the expedition.

**971AM:** A small band of adventurers – Geller McRath, Gurri Bloodbeard, and Swiftmoon Treerunner – led an attack on one of Boroneth Aelness’ outposts, discovering his plan to amass an army of beasts, called Svartalfen, that he had created using dark magic to combine orcs and elves.

**975AM:** On the 13th of Garthmon, the Great War started. Boroneth’s forces descended upon the lands of Karak, coming in ships from the frozen north. Boroneth was overconfident, and did not expect the combined forces of the Karakians, the Northmen, the elves, and the dwarves to be waiting on him. The evil hordes of Svartalfen never made it any further inland than Eagle River.

On the 5th of Klarmon, roughly three weeks after the onslaught began, Boroneth appeared on the battlefield. Furious that Mithgarthr hadn’t been conquered in a flash as he expected, he decided to take the fight into his own hands. By sunset on the third day, Boroneth had fallen.

It was shortly after Boroneth fell that the heroes of the battle – Nathaniel Firebringer,

Gurke Krieger, and Wilhelm Moerder, warriors from the kingdom of Karak who fell Boroneth, and Sven Sigalf and Toki Krigtann, warriors from the Northern Kingdom, who discovered Boroneth’s battle plans and were able to warn the forces of good – ascended into immortality. Within 100 years, they were worshipped as gods throughout Mithgarthr.

The celebration and revelry that followed over the next few years provided enough distraction that Boroneth’s cult was able to successfully tie up their loose ends and sink into the shadows, without the good peoples realizing they hadn’t been eradicated. Once they went into hiding, they remained silently waiting for the next five centuries.

**995AM:** The elves had started to withdraw from the lives of the other races. Even though they were happy that a common evil had been stopped, they realized that Boroneth was human, and had the humans never settled this land, this would have never happened. Although they kept a small presence in Alfjum, they became increasingly reclusive.

**1125AM:** Contact between the elves and the other races was almost unheard of; most who ventured into either Alfjum or the Alfenwald were never heard from again. The dwarves, gnomes, and halflings however, continued growing their relationships between the human kingdoms.

The times following The Great War lulled back to the peaceful ways the land knew before Boroneth, and five centuries passed before Mithgarthr was threatened again.

**1475AM:** On the 8<sup>th</sup> day of Klarmon, exactly 500 years after Boroneth fell, his cult made their first strike in ages on the towns of Teller’s Cove and Jorsfarth. A band of adventurers from Teller’s Cove set out to destroy artifacts, called “Rakentors,” which supposedly contained fragments of Boroneth’s soul.

On the 13<sup>th</sup> day of Feuermön, the heroes from Teller's Cove succeeded in destroying the final Rakentor, which released Boroneth's soul.

As Boroneth's soul was released, a group of heroes from Tordendal happened to be close to tracking down an evil wizard, Sanser Ttam. They found Ttam in the middle of a dark ritual, witnessed him absorbing what was Boroneth's soul, and slew him.

**1476AM:** The heroes from Tellers Cove are all lost in a quest for the dwarves of Barak-Tor, save for a mage named Morkar who had taken a sabbatical to study in the libraries of Karak.

**1525AM (current year):** Morkar is revealed as having become a servant of evil and chaos, and starts his machinations to take over the realm of Mithgarthr.

## Mithgarthian Calendar

The Mithgarthian calendar consists of twelve months, with 28 days per month. Each month is split into four weeks of seven days.

The months are, in order: Nuemon, Vattimon, Drekimon, Blomstmon, Garthmon, Klarmon, Juwlmon, Feuermön, Gelbmon, Schnellmon, Sebmon, and Kaltmon.

The days of the week are Suntag, Firetag, Gurktag, Wiltag, Sventag, Toktag, and Moontag.

| Sun. | Fire. | Gurk. | Wil. | Sven. | Tok. | Moon. |
|------|-------|-------|------|-------|------|-------|
| 1    | 2     | 3     | 4    | 5     | 6    | 7     |
| 8    | 9     | 10    | 11   | 12    | 13   | 14    |
| 15   | 16    | 17    | 18   | 19    | 20   | 21    |
| 22   | 23    | 24    | 25   | 26    | 27   | 28    |

## People of Mithgarthr

### Karakians

The people of Karak, descended from the Tyska people, tend to have light to olive complexions with light hair and green or brown eyes. Their height averages at about 5'9" for males and 5'2" for females. Karakians have long since lost the superstitions of their ancestors and are an inviting, warm people. Education is fairly important, especially in the larger towns (Karak, Riverton, and Middenheim). The people of Karak are relatively religious, focusing on the five gods who saved the land from destruction. It is very rare to find a Karakian who doesn't worship The Five, at least in some manner. Karakians speak Mithgarthian, the common tongue of Mithgarthr. It is closely related to Tyskanian, from which it evolved.

### Nords

The people of Nordriki are descended from the northmen from the Wikinger islands. They tend to be pale complected with blonde hair and ice blue eyes. Males stand an average of 6'2", females 5'8". They value actions of men over wishful thinking towards the gods. However, most Nords do still acknowledge the gods of their ancestors, as well as The Five. Nords also speak Mithgarthian, having adopted it around 936AM when the Mithgarthr Charter was signed, although it is peppered with words and phrases from the tongue of their ancestors.

## Elves

The elves of Mithgarthr have been on this island for tens of thousands of years, long before any of the other races. The elves of Mithgarthr average about 5' for both males and females; have a slender build, pale skin, and jet black hair. Most elves, while acknowledging all gods, direct their worship and reverence to nature itself. The elves were friendly with the humans when they first arrived, even directing them towards rich land to settle. However, after the first rise of Boroneth, they became secluded and have withdrawn completely to The Great Alfenwald (with a small group set up in their outpost of Alfjum), sealing its border with magical energy. Few elves speak the common human tongue anymore. In general, the elves dislike humans, and are very wary of the dwarves, halflings, and gnomes since they still interact with humans.

## Dwarves

The dwarves have been settled in Mithgarthr almost as long as the elves. When they first arrived, they found the craggy, steep mountains to be very much to their liking, and rich with ore and other treasures. The dwarves have cities and fortresses throughout all the mountains on the island, almost all of them interconnected. Most dwarves aren't really religious and focus more on ancestral worship than worship of the gods. When the gnomes and halflings arrived on Mithgarthr they meshed almost seamlessly with the dwarves, and it is not an uncommon sight to see these three races together. All dwarves speak Mithgarthian, along with their own tongue.

## Halflings

The halflings of Mithgarthr arrived about 500 years before the humans and quickly befriended the dwarves and gnomes. They settled in the hills at the southern end of the Tralaburgs, close to Barak-Tor, and also in the hills that run along the eastern border of the Sudr Swamps. They are a peaceful race, whose culture focuses mostly on farming and brewing wines. They speak both

Mithgarthian and the language of the dwarves.

## Gnomes

The gnomes of Mithgarthr have been around almost as long as the dwarves. When word of the prosperous mountains the dwarves had settled spread, it took little time for the gnomes to come and establish an almost symbiotic relationship with them. The gnomes' inventions and cleverness help the dwarves with their mining endeavors. Gnomes are a fairly peaceful race concerning themselves more with inventing and treasure than with war and strife. Gnomes speak both the language of dwarves, and Mithgarthian. The following is the information needed to play a race-as-class, Mithgarthian gnome.

|                  |               |
|------------------|---------------|
| Requirements:    | DEX 13, INT 9 |
| Prime Requisite: | DEX and INT   |
| Hit Dice:        | 1d6           |
| Maximum Level:   | 8             |

Gnomes are physically similar to dwarves, though they are about half the height (2'-2½' tall) and of thinner build. They have tan to brown skin, large noses, and light eyes. Males grow beards almost as long as they are tall. They despise (and are despised by) kobolds, and get on well with dwarven clans, which they tend to live intermingled with. Even with all these similarities to dwarves, gnomes are able to cast magic spells as a magic-user of the same level (similar to elves). A gnome must have at least 13 in both prime requisites in order to get +5% to experience. They must have a DEX of 16 and an INT of 13 to get a +10% bonus.

They can wear similar armor and wield similar weapons as thieves, however because of their small stature, they are limited to weapons which are neither large nor require two hands. They can, however, use a long sword if they use two hands to wield it. Any armor must be specially crafted for a gnome,



and weighs half as much as that same armor for a man.

Gnomes have infravision of 90 feet. They are expert miners, and are able to detect slanting passages, traps, shifting walls, and new construction on 1-2 on 1d6. Gnomes gain a +1 bonus to saving throws versus earth based attacks (including acid and petrification).

Starting at first level, gnomes have the skills of a thief that is two levels higher, along with the ability to backstab as a thief. For example, a 1<sup>st</sup> level gnome has the skills of the third level thief, an 8<sup>th</sup> level gnome has the skills of a tenth level thief. At 4<sup>th</sup> level, gnomes gain an 80% chance to read any normal language.

When a gnome reaches 8<sup>th</sup> level, he has the option of creating an underground stronghold that will attract gnomes and dwarves from far and wide. A gnome ruler is only allowed to hire gnome and dwarf soldiers and mercenaries, but may hire other races for other tasks.

Like halflings, larger than man-sized creatures suffer a to-hit penalty. Gnomes speak the same languages as dwarves.

## Gnome Spell Progression

| Class Level | 1 | Spell 2 | Level 3 | 4 |
|-------------|---|---------|---------|---|
| 1           | 1 | -       | -       | - |
| 2           | 2 | -       | -       | - |
| 3           | 2 | 1       | -       | - |
| 4           | 2 | 2       | -       | - |
| 5           | 2 | 2       | 1       | - |
| 6           | 2 | 2       | 2       | - |
| 7           | 3 | 2       | 2       | 1 |
| 8           | 3 | 2       | 2       | 2 |

## Gnome Saving Throws

| Level | Breath Attacks | Poi-son/Death | Pet-rify/Para. | Wands | Spells |
|-------|----------------|---------------|----------------|-------|--------|
| 1-3   | 13             | 8             | 10             | 9     | 12     |
| 4-6   | 10             | 6             | 8              | 7     | 10     |
| 7-8   | 7              | 4             | 6              | 5     | 8      |

## Gnome Thief Skills

| Level | PL | F/RT | PP | MS | CW | HS | HN  |
|-------|----|------|----|----|----|----|-----|
| 1     | 27 | 20   | 30 | 30 | 89 | 20 | 1-3 |
| 2     | 31 | 23   | 37 | 37 | 90 | 27 | 1-3 |
| 3     | 35 | 33   | 40 | 40 | 91 | 30 | 1-3 |
| 4     | 45 | 43   | 43 | 43 | 92 | 37 | 1-4 |
| 5     | 55 | 53   | 53 | 53 | 93 | 47 | 1-4 |
| 6     | 65 | 63   | 63 | 63 | 94 | 57 | 1-4 |
| 7     | 75 | 73   | 73 | 73 | 95 | 67 | 1-4 |
| 8     | 85 | 83   | 83 | 83 | 96 | 77 | 1-5 |

## Gnome Level Progression

| Experience | Level | Hit Dice |
|------------|-------|----------|
| 0          | 1     | 1        |
| 4,065      | 2     | 2        |
| 8,125      | 3     | 3        |
| 16,251     | 4     | 4        |
| 32,501     | 5     | 5        |
| 65,001     | 6     | 6        |
| 130,001    | 7     | 7        |
| 200,001    | 8     | 8        |



## Mithgarthian PCs

If playing with only the core Labyrinth Lord™ rules, players can be any class other than an elf. This includes the new gnome class, detailed previously.

If the Labyrinth Lord is using the Advanced Edition Companion™, the following race/class combinations should be allowed:

- All classes from the core book, sans elf.
- Dwarf: Cleric, Fighter, Thief
- Gnome: Cleric, Fighter, Illusionist, Thief
- Halfling: Fighter, Thief
- Human: Cleric, Druid, Fighter, Illusionist, Magic-User, Paladin, Ranger, Thief

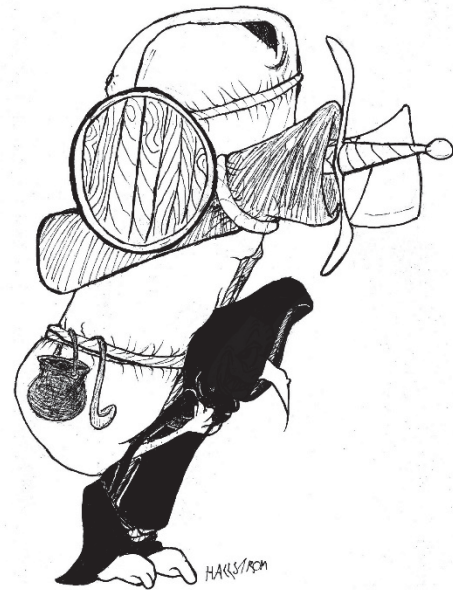
## Gooblitts

Another race that is of importance to new PCs are Gooblitts.

Gooblitts are a wee race of creatures native to Mithgarthr. Though related to the other goblinoid races they are Lawful creatures, and often used by dwarves, halflings, and gnomes as retainers because of their loyalty and their ability to carry much more weight than their little frames would indicate.

On occasion, gooblitts will have human masters, but they are less loyal to humans than they are the demihumans. Any time a human-owned gooblitt gains enough XP to level, they have a 25% chance of losing their loyalty to their master and leaving permanently. Once a human-owned gooblitt reaches fifth level, they will stay loyal to their human master until their death.

Gooblitts stand 1½'-2' tall and weigh about 30 pounds. They have skin that runs the same gambit as goblins (all manner of greens, yellows, browns, and even some with reddish and blackish coloring), are hairless, and tend to wear simple brown robes that almost completely cover themselves. When they're carrying their masters' things, some say they look like small balls of leather and burlap and less like a creature.



Gooblitts speak the racial language of their masters; in the case of dwarves and gnomes this is dwarvish, for halflings and humans it is common.

### Levels and XP

Gooblitts start at level zero, with six hit points, a THAC0 of 20, an AC of 8, and are capable of delivering 1d4-1 points of damage with their spears (see below). They gain XP from both kills and treasure, but only a half share. At 1,000 XP, they reach level one, roll 1d6 for their Hit Die, and start using the following chart for their stats:

| Level | XP     | AC | HD  | THAC0 | DMG   |
|-------|--------|----|-----|-------|-------|
| 1     | 1,000  | 7  | 1d6 | 19    | 1d4   |
| 2     | 2,000  | 6  | 2d6 | 18    | 1d4+1 |
| 3     | 4,000  | 5  | 3d6 | 17    | 1d6   |
| 4     | 8,000  | 4  | 4d6 | 16    | 1d6+1 |
| 5     | 16,000 | 3  | 5d6 | 15    | 1d8   |

Once a gooblitt reaches fifth level, they stop gaining XP for leveling, but start taking ¼ of their master's share every time XP is awarded. This represents the personal bond between the two being nurtured. If a PC decides to not grant his gooblitt this XP, there is a cumulative 15% chance that each time XP is awarded the gooblitt will leave the PC for good.

### Combat

Gooblitts are surprisingly capable of melee combat, and fight fiercely to protect their masters. They have a naturally high armor class (they're so small that they're very hard to hit), and are very proficient with their preferred weapon which is a type of poleaxe no bigger than three feet in length. Gooblitts wield these weapons with one hand, but are incapable of using a shield. They are also capable of using daggers and slings in combat, but when doing so only do 1d2 damage. Gooblitts save as a fighter of equal level.

### Quirks

Once a gooblitt has gained 5<sup>th</sup> level, they have a chance of gaining an extra power as their bond with their master increases. Each time their master gains a level, there is a cumulative 10% chance of gaining a quirk. A gooblitt can only learn one quirk, which is determined randomly:

#### 1d12 Quirk

|   |                 |
|---|-----------------|
| 1 | Hits As Magic   |
| 2 | Clairvoyance    |
| 3 | Detect Magic    |
| 4 | Direction Sense |

|    |                   |
|----|-------------------|
| 5  | ESP               |
| 6  | Foe               |
| 7  | Healing           |
| 8  | Magic Resistance  |
| 9  | Revenant          |
| 10 | Sense Deception   |
| 11 | Vicious           |
| 12 | Weapon Resistance |

*Hits As Magic:* The gooblitt can hit creatures that require magic weapons to hit them.

*Clairvoyance:* The gooblitt has bonded so strong with its master that when its master concentrates (performing no other actions) they can see through the gooblitt's eyes. If attacked while concentrating, the PC is surprised, loses initiative in the first round of combat, and loses their DEX bonus to AC. If this quirk is gained, there is a 5% chance that the gooblitt also has clairaudience.

*Detect Magic:* Twice per day, the gooblitt can alert its master if an item is magical, per the spell.

*Direction Sense:* The gooblitt has developed a perfect sense of direction and can never become lost.

*ESP:* The gooblitt's bond with its master is so strong that it can hear and understand basic commands conveyed by thought alone, with a range of 100'.

*Foe:* The gooblitt has developed a hatred for a particular kind of creature and gets two attacks per round against them. The Labyrinth Lord should choose this foe based on the PCs past role-playing.

*Healing:* 1d3 times a day (rolled when the quirk is first gained and staying the same from then on) the gooblitt's hands can turn a glowing green, and bestow 1d8+5 points of healing to whoever he touches.

***Magic Resistance:*** An innate magic resistance of 25% has been gained by the gooblitt.

***Revenant:*** The gooblitt can fight until reduced to -10hp. If its master is still in danger, it rises as a zombie one round later to fight until any enemies are destroyed.

***Sense Deception:*** The gooblitt will always know if his master is being lied to.

***Vicious:*** The gooblitt deals double damage.

***Weapon Resistance:*** The gooblitt can only be hit by magic weapons.

## Gods of Mithgarthr

Over the history of Mithgarthr, there have been many different gods worshipped by the many races that live on the island. While the demihuman and other intelligent races (goblinoids, giants, etc.) still worship their ancestral gods, the humans worship a group of heroes-turned-gods, known collectively as "The Five." Five hundred and fifty years ago, they saved the realm of Mithgarthr and are still worshipped to this day for their deeds.



### Nathanial Firebringer

**Alignment:** Neutral

**Followers Alignment:** Any. Clerics must be neutral.

**Special Clerical Powers:** Clerics may use any weapon that is made out of metal.

**History:** Nathanial Firebringer was a mighty fighter from Aeostburg, in the kingdom of Karak. Shortly after he turned 15, he travelled to Eastpoint Keep and volunteered for service in the King's Army. He spent the next 20 years serving, regularly going on patrols to the Sudr Swamps, making sure the lizardmen there kept to the swamps and left the people of Grassfel and Nareth alone. When an expedition was pulled together to explore the lands north of the Drekibergs after a giant flash of blue light had been seen from the south side of the mountains shooting up to the sky, Nathanial jumped on the chance. He was one of the few survivors from that expedition. A year after returning from the north, he joined in the forces that were set to repel Boroneth's attack on Mithgarthr. When Boroneth made his appearance, Nathanial gathered a party to infiltrate Boroneth's position and attack him directly. It was Nathanial Firebringer whose blade ended Boroneth's life.

**Personality:** Nathanial Firebringer is generally soft spoken, but there is underlying air of authority to his words. Only in extreme circumstances will he interact with mortals, as he feels that usually the world can keep itself in a comfortable position between good and evil on its own. When he does make himself known to mortals, though, he makes a grand show of it, appearing in his manifestation form and arriving with great thunder and lightning streaking across a darkened sky. In situations like this, instead of his typical soft spoken manner, Nathanial speaks in a booming voice. After his initial introduction, his voice calms back down to normal.

**Appearance:** Nathanial manifests himself as a 10' tall man, incredibly muscular, with long black hair. He is clad in glossy black plate mail with a glowing red blood drop on the chest, with a giant two-handed sword slung across his back.

**Symbol:** A red drop of blood.



## Gurke Krieger

**Alignment:** Chaotic

**Followers Alignment:** Neutral or Chaotic.  
Clerics can be either.

**Special Clerical Powers:** Clerics must use wooden bludgeoning weapons: clubs, staffs, torches, shillelaghs, etc.

**History:** Gurke was a warrior hailing from Logerton. His father was a logger, so as a child Gurke became fond of playing with wooden sticks and logs, using them usually as clubs to hit things. As he grew, his martial skill increased and he became a well-known adventurer in the central parts of Karak. Keeping true to his child-hood ways, his preferred weapons were always some sort of wooden bludgeoning device. He was known for carrying a club in each hand and going completely berserk in battle, batting down enemies left and right. When the survivors of the northern expedition returned and Gurke heard about it, he immediately set off to meet the survivors and exchange tales of adventure. He quickly made friends with Nathaniel Firebringer, and as such is one of the men Nathaniel grouped with when the time came to defeat Boroneth. Gurke fought wave after wave of Boroneth's personal Svartalfen guard, keeping them occupied while Nathaniel made his way into position to slay Boroneth.

**Personality:** A drinker in his mortal life, Gurke still enjoys imbibing as a god. He often manifests in disguise to drink in mortal taverns. Gurke expects his followers to be pugnacious and discourages his clerics from using healing magic, preferring them to use magic that aids them and their comrades' combat.

**Appearance:** Gurke manifests usually only to drink in mortal establishments. He varies his appearance each time, so as to not attract attention. When he manifests for his followers, however, he appears as a man of small stature, with fire-red hair, and a mighty beard, holding finely carved tiger wood shillelaghs in each hand.

**Symbol:** Two crossed clubs.

## Wilhelm Moerder

**Alignment:** Neutral

**Followers Alignment:** Neutral or Chaotic.  
Clerics can be either.

**Special Clerical Powers:** Clerics may use daggers, short swords, and crossbows. They may use typical cleric weapons as well, but do so at a -2 penalty.

**History:** Wilhelm Moerder was a cleric hailing from Teller's Cove. Within his first few years of service to the church of the old Tyskian gods, he was kicked out. Wilhelm, being neutral at heart, had a hard time following the lawful nature of the order. He felt that the restriction on what weapons he could use were asinine, and his brothers started calling him "Moerder" prior to his leaving as "only someone obsessed with murder would want to use blood-shedding weapons in the service of the Holy Church." Wilhelm was not actually a raving murderer like this would imply, but he enjoyed the terrifying reputation the name gave him, so he kept it. Having lost the grace of his order, Wilhelm set out seeking gold and fame. In his travels, he became an adventuring partner with Gurke and went with him when he set out to meet the survivors of the northern expedition. Having become a skilled marksman by this time, Wilhelm acted as a sniper, making sure that Nathaniel was able to position himself to slay Boroneth without worrying about surprise attacks.

**Personality:** Wilhelm feels that things should always be the way they want to be, within reason. He prefers his clerics use the same weaponry that he himself used, as it is a constant reminder to them to always do what their heart tells them just as Wilhelm did.

**Appearance:** Wilhelm manifests as a man wearing a battle-worn suit of full plate armor with the symbol of the old church (a sword

laid upon an anvil) placed upside down on his tabard, with two swords hanging from his belt.

**Symbol:** A skull with a sword behind it, vertically, with the point down.

### Sven Sigalf

**Alignment:** Chaotic

**Followers Alignment:** Any. Clerics must be Chaotic.

**Special Clerical Powers:** Clerics may use all typical cleric weapons, and may also use lutes (as a club). If using a lute, it only delivers one blow before it is destroyed, but that blow will cause 2d6+2 points of damage. Clerics must have a CHR score of at least 14.

**History:** Sven Sigalf was a thief from the Northern Kingdom who was known for travelling about, playing his lute for coin during his formative adventuring years. He was one of the best lute players in the realm, and as such he responded poorly to anything but praise of his playing ability. It was not uncommon for him to destroy his lute by breaking it over the heads of any who criticized his talent. During one of his early adventures he had teamed up with Toki Krigtann, a cleric of Wodan (one of the Nords' old gods). The two became close friends and went on many other adventures together. It was Sven and Toki who were part of the reconnaissance team who discovered Boroneth's plans to attack Mithgarthr in direct battle. Had it not been for this information, the good peoples of Mithgarthr would have been unprepared for Boroneth's attack, and the result of that battle would have been drastically different.

**Personality:** Sven is very charismatic, and expects his clerics to be, as well. He believes that playing music and spinning entertaining tales to be the most powerful driving force of change in the universe.

**Appearance:** Sven manifests as a man of slight build, with flowing blonde hair, wearing colorful clothes typical of a bard or jester. If offended (which happens easily), he will use a frantic, chaotic playing of his lute as a magical way to force awe upon those around him.

**Symbol:** Two crossed lutes.

### Toki Krigtann

**Alignment:** Lawful

**Followers Alignment:** Lawful or Neutral. Clerics must be Lawful.

**Special Clerical Powers:** Clerics are restricted to by-the-book weapons. In addition to spells allowed for each level, clerics also get one free Cure spell (of whichever type is level appropriate) per day. Must have a CHR score of at least 13 and an INT score no higher than 12.

**History:** Toki Krigtann was a cleric of Wodan hailing from Drekijum. Toki joined the order as a young child when he was orphaned. He excelled at the order's teachings and was devout. As a young man, Toki started going out on adventures to help spread the word of Wodan. Although he was kind at heart, Toki was ferocious in battle when the need arose. However, he never could bring himself to use the spears that Wodan allowed his clerics to use, as he hated the idea of drawing blood. He preferred to use his powers for healing his comrades and others in need. While on their mission scouting Boroneth's battle plans, Sven would not have survived after gathering critical information had it not been for Toki's healing magic.

**Personality:** Toki has an almost child-like view of the world; he chooses to try and see the good that he believes is inherent in most living beings.

**Appearance:** Toki manifests as a middle-aged, gentle-tempered man, with long brown

hair. He wears robes of white, with two gray ravens in the center.

**Symbol:** A rabbit.

## Chaos

In addition to The Five, there is another powerful spiritual entity in Mithgarthr. It is known collectively as "Chaos," and is comprised of the Demons and Devils listed in the Advanced Edition Companion™, with Orcus being the most prevalent of them all.



Most evil beings in Mithgarthr have some connection to Chaos, especially the more intelligent ones. The open worship of these beings is strictly forbidden in the laws of both Nordriki and Karak, with punishments up to and including execution.

The forces of Chaos have a burning hatred for the gods of Mithgarthr, as they believe that the ascension of mortals into godhood is disgusting. They are a constant and ever-present threat to the realm and the good peoples that live there.

Note that Chaos in this sense is separate from chaotic alignment. Players can be chaotic, but not be evil and aligned with the forces of Chaos.

## The Magic of Chaos

Since the power of Chaos is ever-present in Mithgarthr, as of late its tendrils have been wrapping themselves around anything they can. With the evil mage Morkar emboldening the goblinoid tribes and increasing the amount of worship the vile god Orcus receives, it is becoming more common for beasts encountered being shamans.

### Rules For Chaos Shamans

In general, the creatures most likely to be found using Chaotic magic are goblins, orcs, lizardmen, ogres, and ratten. However, any monsters in Mithgarthr who have aligned with either Morkar or with Orcus directly have a possibility to being a Chaos Shaman.

When designing an adventure, the Labyrinth Lord™ (LL) should determine which monsters are shamans when it makes sense for one to be. For example, in an average dungeon that has 10-15 orcs, there might be one shaman among the group. However if the adventure is raiding a known site of unholy Chaos rituals, there may be handfuls of shaman present.

When a monster is decided to be a shaman, their hit dice should be raise by one, and their XP calculated to reflect the higher HD and casting ability. A shaman monster has

1d3 spells for each HD they have. They can have more than one of the same spell ready to cast, if the LL so desires. Of course, once a spell is cast it is unusable until the shaman has a chance to rememorize it.

The Chaos Spells outlined herein are different in that they don't have traditional spell levels. However, they're all malleable enough that if the LL feels they need more "oomph," they're easily modified on the fly to make more powerful versions of each spell. For example, the spell Conjure Goblinoids for a party of low level adventures should have a few goblins show up. Some spells give examples of how it will be altered depending on the situation. The LL should feel free to expand upon this if he so desires.

Note that these spells are meant only for monsters that have some sort of tie to Chaos or Orcus. PCs CAN NOT LEARN THESE!

**Ball Of Flame:** This spell is cast at a single target for 2d4 points of damage. The target may save for half damage.

**Berserker:** The target of this spell will attack twice in the round the spell is cast, and will gain a +1 to hit and +1 to damage.

**Chaotic Fog:** All non-Chaotic creatures within a 50' radius will become frozen in fear and will be unable to move or attack (no save) the first round the spell is cast. Each round thereafter, a PC may attempt to make a WIS check to break free of the spell. PCs under the effect of this spell must roll initiative as normal, and attempt their WIS check when their turn comes. The spell itself lasts for 1d4 round per HD of the shaman.

**Chaotic Protection:** All Chaotic creatures in the same room as the shaman gain a +1 to their AC for 1d4 rounds per level of the shaman. For every three HD of the shaman, the bonus is increased by 1. A 1HD shaman grants a +1, a 3HD grants a +2, a 6HD grants a +3, etc.

**Chaotic Raise:** During combat, the shaman may bring back a fallen comrade. The target rises the round after the spell is cast as an undead version of its previous self (meaning a cleric may attempt to turn), with max hit points.

**Command:** The target of this spell immediately comes under control of the shaman with no save. However, each round thereafter the target may attempt to break the spell with a successful WIS check. A PC affected by this spell must roll initiative as normal, and at the beginning of their turn they can roll to break free of the spell, otherwise their actions that round are up to the shaman.

**Conjure Undead:** This spell conjures up 1d6 of a level-appropriate undead. They start rising out of the ground the round the spell is cast, but cannot take action until the next combat round.

**Conjure Goblinoids:** This spell conjures up 1d6 of a level-appropriate goblinoids (goblins, orcs, bugbears, hobgoblins). They appear out of nowhere in a blast of chaotic energy the round the spell is cast, but cannot take action until the next combat round.

**Death Bolt:** A beam of Chaotic energy blasts forth from the shaman's hand towards a single target, unerringly striking for 1d4+1 points of damage per HD of the shaman.



**Dread:** This spell causes a single target to become full of terror. While under the effects of the spell, the target suffers a -2 to hit. Each round after being effected, the target may attempt to break the spell by making a successful WIS check with a penalty equal to the shaman's HD.

**Escape:** This spell allows the shaman to disappear and instantly teleport with 100% success to a destination known only to the LL.

**Mirror Magic:** This spell allows the shaman, regardless of initiative, instantly reflect a spell back at its caster, with full effects. Once cast, the shaman's turn for that round is over.

**Rain Of Fire:** This spell creates a downpour of flames that causes damage in a 50' diameter centered on the shaman to everyone, both PCs and monsters, who are in the area of effect, except the shaman. Damage is 3d4 plus the shaman's HD. For example, a 5HD shaman would cause 3d4+5 points of damage. There is no save to reduce the damage of this spell.

**Rain Of Ice:** This spell creates a downpour of ice that causes damage in a 20' diameter to everyone, both PCs and monsters, who are within the area of effect. Unlike the Rain Of Fire spell, Rain Of Ice can be cast in an area up to 50' away from the caster. Damage is 2d4 plus the shaman's HD. There is no save to reduce the damage of this spell.

**Rust:** This spell must be targeted at a specific item made of metal. It instantly causes the item to rust and crumble into nothingness. If the item targeted is magic, it gets a save based on the level of the shaman:

| Shaman's HD | Saving Throw |
|-------------|--------------|
| 1-2         | 10           |
| 3-4         | 12           |
| 5-6         | 14           |
| 7-8         | 16           |
| 9+          | 18           |

**Shocking Bolt:** Similar to a lightning bolt, this spell causes a bolt of electricity to shoot forth from the shaman's hand. It causes 2d4 plus the shaman's HD in damage, with no save to reduce. Unlike a traditional lightning bolt, a shocking bolt will NOT set fire to combustibles nor will it melt metal. It also cannot break through barriers; the spell will dissipate if it strikes a wall or door or something similar.

**Snooze:** This spell puts the target into a deep sleep with no save. Each round after the spell takes effect, the target may attempt to awaken by making a successful WIS check. A penalty equal to the shaman's HD should be applied to the ability check

**Vengeance:** Similar to the spell unseen servant, this spell allows the shaman to summon forth an invisible entity. However, unlike an unseen servant, this chaotic being can be used to attack a foe of the shaman's choosing. The round after this spell is cast the invisible devil will attack as a creature with the same amount of HD as its target, and will have a +2 bonus to hit. A successful blow will cause 2d4 plus the shaman's HD points of damage. For example, if an invisible creature summoned by a 3HD shaman is attacking a sixth level fighter, he uses the attack roll table for a 6HD monster, and causes 2d4+3 points of damage on a successful hit.

**Whirlwind:** This spell causes a whirlwind to rise up and surround the target. If cast before the target has had a chance to act

in the round the spell is cast, the target loses their action that round. If the target has already gone the round the spell is cast, they lose their action next round instead.

**Wall Of Flame:** This spell creates a 10' tall wall of flame that surrounds the shaman with a 3' radius. It lasts for an amount of rounds equal to the shaman's HD. Although the shaman can continue to cast spells at foes from within the safety of the flames, spells cast at him will dissipate when they hit the flame walls. Anyone attempting a missile or melee hit on the shaman while the wall is up will suffer a -4 to hit. Anyone attempting to move through the wall will suffer 1d6 points of damage per HD of the shaman.

## Monsters of Mithgarthr

Most of the monsters in the Labyrinth Lord™ core rulebook and the Advanced Edition Companion™ can be used in Mithgarthr. However, there are a few creatures that are most prevalent, and will be encountered often when exploring dark places or fighting the forces of Chaos.

Orcs and goblins can be found most often throughout the land. Their devotion to Orcus and willingness to serve those who serve Chaos make them the perfect minions.

Ogres are also fairly common throughout Mithgarthr. Though not as smart as orcs and goblins, they are equally faithful in their service of Chaos.

Lizardmen are common mostly in the southern parts of Karak. They completely infest the Sudr Swamps, and although they tend to keep to themselves it is not unheard of to find them assisting the forces of Chaos throughout the Karak. They are much less common in Nordriki, however.

Dragons are also relatively common in Mithgarthr, with red, white, black, and green being the species most often encountered.

The Labyrinth Lord should keep these monsters (goblins, orcs, ogres, lizardmen, and ratten) relevant throughout the course of a campaign, adjusting their Hit Dice and XP rewards upwards to match the party's strength. The thought of marauding orcs should frighten any man, be he first level or tenth.

Finally, there are the Ratten.

### Ratten

|            |                       |
|------------|-----------------------|
| Alignment: | Chaotic               |
| Movement:  | 120' (40')            |
| AC:        | 4 (or by armor)       |
| Hit Dice:  | 3                     |
| Attacks:   | 3 (claws, bite)       |
| Damage:    | 1d3/1d3/1d6 or weapon |
| Save:      | F3                    |
| Morale:    | 10                    |
| Hoard:     | XX                    |
| XP:        | 95                    |



Ratten are a man sized, rat-like race of creatures who live in labyrinthine burrows. It is unknown how far their tunnels go. The

only known area where they breach the surface is to the west of Black Lake, to the west of Riverton.

Ratten keep to themselves and are not known for carrying out attacks on human settlements, however it is not uncommon for them to have skirmishes with dwarves and gnomes in places where their burrows meet up with dwarven tunnels. They will, however, defend their homes voraciously, and have no qualms about eating the flesh of any beings who invade their burrows.

The bite of a ratten is likely to cause disease (save vs. poison at -2 penalty or have a 30% chance of dying; disease lasts 1d6 days regardless of whether it is deadly or not), as is the scratch of their claws (save vs. poison or have a 20% chance of dying, disease lasts 1d6 days).

Ratten are exceptionally dexterous, and as such they may dual wield weapons with no penalty. Even when attacking with two weapons, a ratten is capable of delivering a bite attack.

Since they spend most of their time underground, ratten can see extremely well even in complete darkness. However, they attack at a -3 penalty if fighting in the sun (and a -1 penalty from a bright light source like a *light* spell; fire-light does not cause a penalty).

Ratten tend to organize as tribes, with 100-500 members per tribe, and with all tribes being woven together as a giant pack under the head of a pack leader. For each tribe, there will be one shaman of 10th level. Shamans are slightly smaller, standing only about four and a half to five feet tall, have white fur, and ram-like horns on their head. Ratten keep giant weasels as mounts, and they are commonly found throughout ratten burrows. Giant rats are also common in their burrows, as ratten tend to keep them as pets.

## The Kingdom Of Karak

The land in the far eastern portion of Mithgarth is known as Karak. Its westernmost border is the river that runs from Tendril Lake and turns south at the Dalevald, splitting the great southern forest into the Alfenwald on the west, and Aeostwald on the east. Running through the center of Karak are the Tralaburgs, the northernmost portion wrapping around Alfjum, and the southernmost portion ending around Barak-Tor and Torgoth.

In the furthest southern portions of Karak lie the Sudr Swamps, a soggy wasteland full of lizardmen. Though they usually stay in the swamps (and the Karakians usually stay out), there are occasional conflicts between the lizardmen and the Sanftehuegel, the hilly region east of the swamps.

Karak's main road is the Royal Highway, which runs all the way from Teller's Cove, the northernmost town in Karak, to Nareth, the southernmost town. A smaller road, Haendlerstrasse (Merchant's Road), runs from Jarski, through Hildale and Riverton, and finally ending in the town of Bloodvale. There is also Der Grosse Dunklestrasse (The Great Dark Road) which runs from Middenheim into the Tralaburgs where it forks, one direction leading out towards Logerton, the other to Barak-Tor.

In northern Karak, west of Black Lake, are the Ratten Burrows. Possibly because of the ratten themselves, or possibly because there simply aren't any settlements near it, conflict between Karakians and ratten is minimal.

Karak is ruled by King Erik Tiberson von Karak, who is kind and wise, but who is also getting into his later years. His son, Prince Magnus Eriksson von Karak is in line to take the throne when the time comes. Magnus, while younger and relatively inexperienced, is easily as kind as his father, and will make a great king when his time comes.

## The Royal City of Karak

Population: 30,000

Ruler: Erik Tiberson von Karak

The Royal City of Karak is the capitol city of the kingdom of Karak. It is of course home to the royal castle, along with a vast number of shops and businesses. Although not boasting sprawling docks like Middenheim, Karak has a steady stream of new goods that arrive almost daily from smaller ships that ferry cargo from the larger shipments that land in Middenheim.

A large portion of the city is walled, with imposing towers spaced about every mile or so. A few smaller settlements have sprung up over the years on the outskirts, but as the gates to the city are rarely ever closed, people who live in these settlements are not seen as outsiders, but as equal citizens of the city.



Karak is always bustling, with traffic coming and going from Elkin and Riverton, both of which provide a large amount of farmed staples to the royal city.

Karak is home to Die Zauberschule, the largest college of magic in Mithgarthr. Gaining acceptance to the school as a student is rare. However, the mages there do willingly work with the public (at least with those who have proven themselves as worthy of the college's time) for the learning of new spells.

## Aeostburg

Population: 10,000

Ruler: Herzog Dieter Brun

Aeostburg is a "stammes-herzogtuemer" (duchy) of Karak. It was established about 100 years into Karak's history, intended to provide an arm of the king in these southern reaches of the kingdom.

The herzog (duke) of Aeostburg is directly appointed by the king. Historically, the herzog has been a just, fair man who treats those under his rule with respect. Dieter Brun is no exception.

Aeostburg is home to an elite militia that specializes in dealing with the lizardmen in the nearby Sudr Swamp. The regularly patrol the Sanftehuegel, and are the reason this region is safe to inhabit.

There is a large thieves guild in Aeostburg, led by a man named Fritz Mueller. Unlike the guild in Middenheim, which is full of unsavory types, the Bruderschaft der Schurken ("Brotherhood of Rogues") focuses more on the adventurous use of thief skills. Fritz is a good man with a kind heart, and is always looking out for the good of Karak and his fellow man.



## Bloodvale

Population: 2,500  
Ruler: None

Bloodvale is a newer settlement to the east of Riverton. When the heroes from Teller's Cove were on their quest to destroy the Rakentors, they secured a keep occupied by bandits in the mountain pass between Riverton and the little docking village that provided Riverton a small amount of trade with Middenheim.

Within a month or so of securing the place, naming it Bloodmist Keep, and establishing themselves as its new inhabitants, the workers whom they hired to rebuild started to form a settlement around the keep. They also started building up the small coastal village as more shipments arrived from Middenheim to rebuild the keep.

Bloodvale is still very small, and other than basic services, is still reliant on Riverton for many of its needs.

## Eastpoint Keep

Population: 1,500  
Ruler: Ritter Fritz Krieger

Eastpoint Keep isn't so much of a town as it is a military outpost with a small community that has formed around it. Roughly half of the inhabitants are members of the king's army.

The keep was originally established about 500 years after Karak was founded. Raiders from the lands to the east were common for a short time after it was discovered that Mithgarthr had been inhabited, and Eastpoint was established to handle this.

Although it has been roughly 1,000 years since then, the keep remains active and vigilant against outside threats from the east.

## Elkin

Population: 7,000  
Ruler: Buergermeister Tomas Stitz

Elkin is a town built in two parts, one on the mainland and the other across the Karakian Channel on the same island as Teller's Cove. A ferry service runs constantly between the two sides, assuring that travel is uninterrupted even on this portion of the Royal Highway.

The majority of residents of Elkin are fishermen, farmers, or ranchers. The more adventurous make a living deep-sea fishing. The most adventurous folk move to bigger and better places.

The waters in the Karakian Channel are home to great whites; it is very dangerous to swim in these waters.

## Grassfel

Population: 3,000  
Ruler: None; town council

Grassfel is a small town to the east of Aeostburg. It is the only human settlement in the Sanftehuegel, as most of the inhabitants of that region are halflings living in small villages.

The town is quiet and nondescript. The majority of inhabitants are farmers, as the vast fields in this region of Mithgarthr lend themselves well to being cultivated.

A famous dungeon, Dyson's Delve<sup>1</sup>, is located about fifteen miles south-southeast from Grassfel.

## Hilldale

Population: 6,500  
Ruler: Buergermeister Klaus Bauer

Hilldale is a small ranching community on the west side of the Dalevald. Because of the lush grasses that grow around this area,

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<sup>1</sup> Dyson's Delve (Copyright 2012, Dyson Logos) is available on RPGNow, and also on Dyson's blog: [rpgcharacters.wordpress.com/maps/dysons-delve](http://rpgcharacters.wordpress.com/maps/dysons-delve)

Hilldale is known for raising the best cattle in all of Mithgarthr.

Hilldale is one of the only places in Mithgarthr where the elves of the Alfenwald interact with humans. Twice a year on the equinoxes, ranchers in Hilldale will find they are short a cow from their herd, but they also always find a small fine leather bag or elven craft with a handful of gold coins in it tied to the collar of one of their other cows.

### **Jarski**

Population: 8,000

Ruler: Buergermeister Karl Guten

Jarski was originally founded by the Nords when they first came to the eastern portion of Mithgarthr. However, it was less than a year from the time Jarski was founded that the Mithgarthr Charter was signed, in which Jarski was officially made part of the kingdom of Karak.

The town is very similar to Jorsfarth, save for the absence of Nordriki soldiers. Most families are fishers; they avoid farming in the open fields to the east because of the ratten.

### **Logerton**

Population: 6,000

Ruler: None; town council

Logerton is a large logging town located south of Riverton, on the shore of Loggersee Lake, and right at the edge of the Aeostwald. Unfortunately for the people of Logerton, they were also located less than thirty miles away from Boroneth's old main temple. The town was destroyed by Svartalfen in 1475AM, and has since been rebuilt.

### **Middenheim**

Population: 35,000

Ruler: Herzog Felix Gottfried

Middenheim is not only the largest city in Karak, but in all of Mithgarthr. It was

founded only 10 years after the capital city, and quickly grew as the major seaport of Mithgarthr, and surpassed even the royal city in size and population. It is now considered a "stammes-herzogtuemer" (duchy) of Karak, and is ruled by a herzog (duke).

Busier even than Seedorf, almost anything goods- and services-wise can be found here. People from many different countries can be found in Middenheim.

The dwarves of Barak-Tor have a large presence in Middenheim, as they are the largest provider of ore to Karak.

The largest Thieves' Guild in Mithgarthr, "Die Gilde der Diebe," is based in Middenheim. Although the population as a whole is aware of the guild, they still conduct all their business in shadows, and do not operate out in the open.

### **Nareth**

Population: 6,000

Ruler: Buergermeister Franz Mittlieb

Nareth is the southernmost town in the kingdom of Karak. It focuses mostly on deep sea fishing, although there is also a goodly amount of trade between Nareth and some of the pirate communities of the Piraten Inseln (the islands off the southwestern shores of Mithgarthr).

### **Riverton**

Population: 10,000

Ruler: Buergermeister Finn Flussman

Riverton is the third largest town in Karak. Not only is Riverton the royal city's main supplier of freshwater seafood, but the lands surrounding it provide great soil for farming as well.

A large public house, The Lazy Water, greets travellers coming from the royal city. This pub is known throughout Karak for the sweet white wine produced from the grapes that grow in this area.

Riverton is home to another school of magic, the Riverton School of Arcane Arts. It is not near as large as Die Zauberschule and focuses mostly on lower level magic (any spells the school has available to sell to adventurers are level four and lower).

With the town being located at the crossroads of The Royal Highway and Haendlerstrasse, it is a fairly busy town. Also, since the town of Bloodvale was founded, Riverton has started getting a more constant flow of new goods coming in from Middenheim.

### Teller's Cove

Population: 5,000  
Ruler: Mayor Jens Krieger

Teller's Cove is the northernmost town in the kingdom of Karak. It is located on a small island across the Karakian Channel and situated around a peaceful cove that provides an abundant amount of seafood.

A quiet and gentle town, Teller's Cove doesn't have much to offer in ways of excitement and supplies other than the most basic are next to impossible to find.

### Wood's Hollow

Population: 1,000  
Ruler: None; town council

Wood's Hollow is the smallest town in Karak (excluding of course small villages of a few hundred people that dot the land). It was originally founded by the folk of Hilldale who grew tired of commuting for their work.

Wood's Hollow is notable because it is near an old temple that was built when the Tyska were first settling the land, which is dedicated to a god all but unknown in Mithgarthr, and is rumored to contain a magical fountain of health.





## Karakian Holidays

Although there are many small celebrations and festivals that happen throughout the year in the different towns and villages, there are a few holidays that are celebrated throughout all of Karak.

The Winter Solstice happens on the 1<sup>st</sup> of Nuemon. The Summer Solstice is on the 1<sup>st</sup> of Juwlmon.

The Day of the Five is a celebration of the battle against Boroneth in which The Five were successful, marking the deed which allowed them to ascend into godhood. This is celebrated on the 8<sup>th</sup> of Klarmon, generally preceded by a week of feasting and firth.

Todestag, the Day of Death, is celebrated on the 28<sup>th</sup> of Schnellmon. It is said that this is the time of year when the realm of the dead can freely interact with the realm of the living.

## Laws of Karak

In general, there are few laws that are considered royal. Most towns are free to make and keep laws as they see fit. The Labyrinth Lord is encouraged to create and use them as needed, but they should always keep in mind that Karak is overall a very Lawful and Good kingdom, and as such unjust laws very, very rarely happen, and are usually struck down by the king when brought before him in appeal.

**Murder** is against Royal Law, and is punishable by death.

**Treason** is against Royal Law, and is punishable by imprisonment of at least five years all the way up to death, depending on the circumstances.

**Larceny** is against Royal Law, and is punishable by up to ten years in prison.

**Worship of Chaos** is against Royal Law, and is punishable by imprisonment of at least five years all the way up to death, depending on the circumstances.

Most towns contain small jails, and for local law enforcement with shorter sentences than Royal Law, these are usually used. However, some towns do transport prisoners to be held in the dungeons under Castle Karak.

## Churches of Karak

Temples are common throughout Karak, with each town having at least a temple dedicated to The Five, and the larger towns also having temples dedicated to each of The Five individually.

The most common services offered by the temples, other than the more mundane like weddings and funerals, are healing magics.



Temples offer healing potions cheaper than they can be found in apothecaries, but only to clerics. Potions of Healing are normally 250gp, but for clerics they are 200gp. Potions of Extra Healing are normally 2,250gp, for clerics they are 1,750.

Temples will cast Cure spells on injured PCs for a cost of 10gp per level of the spell. Curses can be removed by temples, at the cost of 50gp, plus a small service to the temple. Finally, dead PCs can be raised at a cost of 750 gold per level of the dead PC. Dead PCs can also be resurrected at the cost of 1,500 gold coins per level of the dead PC.



## A Threat in Grassfel

This short adventure will introduce a group of new PCs to the town of Grassfel in the kingdom of Karak, which makes a great base of operations for lower level characters. It is the beginning of the Heroes of Grassfel campaign, which will have the PCs exploring all over Karak to stop the machinations of an evil wizard, Morkar. Of course if the Labyrinth Lord wishes to create their own adventures in Mithgarthr, this can be used as simply a starting point, and the plot hook at the end can be ignored.

### Adventure Background

Grassfel is a small town of a few thousand folk located in the pleasant southern grasslands of Karak. It is normally a quiet town, with very few “exciting” things ever occurring, except of course the holiday festivals. Occasionally merchants from Nareth, River-ton, and (most commonly) Aeostburg will come to sell their wares. There’s always a parade when troops from Eastpoint Keep pass through. And of course, there’s always some excitement and entertainment when groups of adventurers come to town on their way to seek fame and fortune in a place known as Dyson’s Delve that is nearby.

Unfortunately for the denizens of Grassfel, their nice quiet existence is about to be rattled. Some fifty years ago, a young mage named Luxstrahl and his brave band of friends from Teller’s Cove had attempted to thwart the revival of an evil man named Boroneth Aelness. During their quests, Luxstrahl took leave from his group to study at Die Zauberschule to improve his magical prowess. His companions were all slaughtered while he was gone and after hearing

this news he went mad, delving further and further into the darker aspects of magic. First, it was to try and save and avenge his friends, but he soon gave way to the power of Chaos.

Luxstrahl, having now taken the name Morkar, has begun a quest for great power, in hopes of not only gaining reign over Mithgarthr, but enslaving all souls in the name of his foul god Orcus.

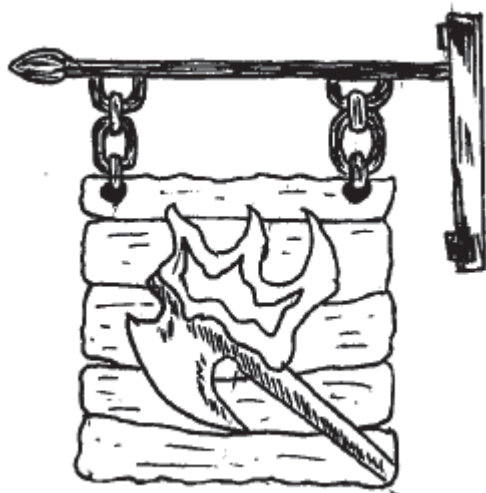
A small magic item that Morkar has in his sights is thought to be in possession of a loner ratten whose burrow is rumored to be in the northwestern edges of the Sanfte-heugel. This item, known as “*Gustav’s Luck*,” is a golden set of thief’s tools said to help even the most unskilled person make easy work of locks. The PCs will be tasked with obtaining this item.

### Getting The Party Involved

For the Labyrinth Lord (LL) it will be easiest to have all PCs be from either Grassfel itself, or one of the small villages in its surrounding area. This module will work well as an introductory adventure for a new campaign, and if the LL doesn’t plan on running the full “Heroes of Grassfel” campaign, having all the PCs from the area will give them an innate reason to adventure: saving their home.

As stated, this short module will be the beginning of the “Heroes of Grassfel” campaign series, which will follow the PCs from their beginning here all the way to their final showdown with the evil mage Morkar. However, the LL can easily ignore the hook presented by the town sage Rattgevr at the end of the adventure and send the PCs off on whatever direction he desires.

Regardless of which direction will be taken after the fact, the adventure begins in a stereotypical (and most convenient) manor: with the band of adventurers sitting at the bar in Grassfel's sole public house, The Fiery Poleaxe.



The 'Axe is ran by an old man named Hermann Ziehlberg, a survivor from when Logerton was destroyed fifty years ago. He was able to free his family from their burning home using a poleaxe, and named his pub in honor of that. He's a boisterous man, especially for this age, and is almost always in a great mood.

The pub itself is moderately busy, as it usually is on any given night of the week. The typical low rumble of conversation fills the room, along with the clinking of silverware and beer mugs. However, a hush falls over the crowd when an old man, dressed in embroidered robes that are fine quality but showing their obvious age, enters the pub. Hermann quietly tells the party that this man is named Rattgevr, and says that they may want to listen to what he has to say.

The old man makes his way to the center of the main hall, clears his throat, and says

in a voice that seems meek with undertones of great power.

"My friends... It seems I am in need of some, er, 'adventuring' types. Join me for a pint if you're interested."

Rattgevr then takes a seat at the table nearest him. If approached by the PCs, he'll beckon them to sit, introduces himself as the "town sage," and tells them that there is an item known as *Gustav's Luck* that he needs retrieved before someone with bad intentions is able to get their hands on it.

If asked about *Gustav's Luck*, Rattgevr explains that they are magical thieves' tools that make picking locks much easier.

If asked about the person with "bad intentions," Rattgevr asks the party if they have heard of a man named Luxstrahl (they have not). He then asks them with a lowered voice if they've heard the name "Morkar." Any PC making a successful WIS check will have heard the name, mostly in scary stories they were told as children about an evil wizard. If they make jest, Rattgevr gently but sternly lets them know that Morkar is a real man, and a true threat to the good people of Karak.

As incentive, Rattgevr offers up *Gustav's Luck* to the party to keep if they can recover it. Rattgevr has no need of it; he just wants to assure that Morkar's minions are unable to retrieve it.

Finally, Rattgevr explains that he believes an old ratten named Stilink is in possession of the tools. He has been long outcast from his tribe, and has made his solitary nest in an old halfling burial crypt in the far western parts of the Sanftehuegel, about a day's travel if the party skirts around the northwestern edges of the hills.

## *Rattgevr The Sage*

*Magic User, Level 20*

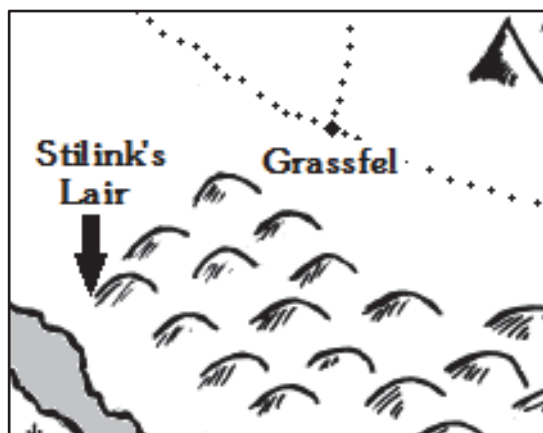
*S:9 D:7 C:18 I:18 W:16 Ch:12*

*HP:74 AC:0 (Rattgevr's Robe Of Steel )*

*Spells Known: All magic-user and illusionist spells; spells currently memorized are left up to the Labyrinth Lord.*

If the party needs to equip themselves while in town, they are able to find most things on the equipment list. However, armor is limited to padded, leather, studded leather, and shields. Weapons available are daggers, short swords, hand axes, short and long bows, maces, spears, quarterstaves, and slings.

### The Lair of Stilink



At this point, it is fairly late into the evening, and the party would be well advised to get a good night's rest before this undertaking.

The travel can be as eventful or uneventful as the LL wants. If the LL would like to randomize the experience, checks should be made for random encounters. Each check should be rolled on 1d6, with a 1 or 2 indicating that an encounter happens. The first check will be when the party stops for lunch on their travel, the second check when

they stop for dinner and finally a third check if they set up camp before entering the halfling tomb, as nightfall will be creeping up on them at this point. Consult the following chart if a random encounter occurs:

### 1d4 Encounter

- 1 Goblins (AC: 6, HD: 1-1, hp: 5, 5, ATT: 1d6 (short swords), MV: 60' (20'), S: NM, M: 7)
- 2 Wolf (AC: 7, HD: 2+2, hp: 13, ATT: 1d6, MV: 180' (60'), S: F1, M: 9)
- 3 Travelling Halflings (A group of 1d6 halflings are on their way up to Grassfel to sell their wares: earthenware beer mugs.)
- 4 Goblins (AC: 6, HD: 1-1, hp: 7, 3, ATT: 1d6 (short swords), MV: 60' (20'), S: NM, M: 7)

If the party does setup camp, they will be attacked overnight by a group of goblins (AC: 6, HD: 1-1, hp: 7, 6, 5, 5, ATT: 1d6 (short swords), MV: 60' (20'), S: NM, M: 7) who come out from the tomb on patrol.

The entrance to the halfling tomb is easy enough to find, as its entrance is stonework in the side of a hill and unobscured. None of the interior is lit, so PCs will need their own light sources (of course giving away their location to the infravision-wielding creatures inside).

Areas 1 and 2 are made of stonework. Dwarves can tell that it was masoned by halflings. The ceilings in these two areas are only five feet high, so human PCs will have a difficult time maneuvering, and if combat occurs in either room will suffer a

-2 to hit, and will lose any DEX bonus they have for their AC.

Areas 3 through 8 have all been burrowed out of the hill by the ratten Stilink and are roughly eight feet tall.

Any goblins en-counterred can possibly be talked to (if any PC speaks goblinoid), but the most the party will get out of them is that they are there to get a “shiny” to please “Lord Morkar.”

1.) This chamber is filthy from dirt and leaves that have blown in over the years.

There is a group of goblins (AC: 6, HD: 1-1, hp: 7, 6, 5, 5, ATT: 1d6 (short swords), MV: 60' (20''), S: NM, M: 7) who are on guard in this room. However if the party camped outside of the tomb, and had a random encounter, they will have encountered this group already (the overnight guard patrol is a separate group of goblins and will be encountered regardless).

2.) Stairs descend about 20' into this dank, musty burial chamber. Halfling-sized burial niches can be found on the east and west walls, about four or five from floor to ceiling at each point (there are fifty total niches). Most have been long ago looted, however there is a 25% chance for each niche searched that the party finds a small earthen jar with 1d10 silver pieces, and a 10%

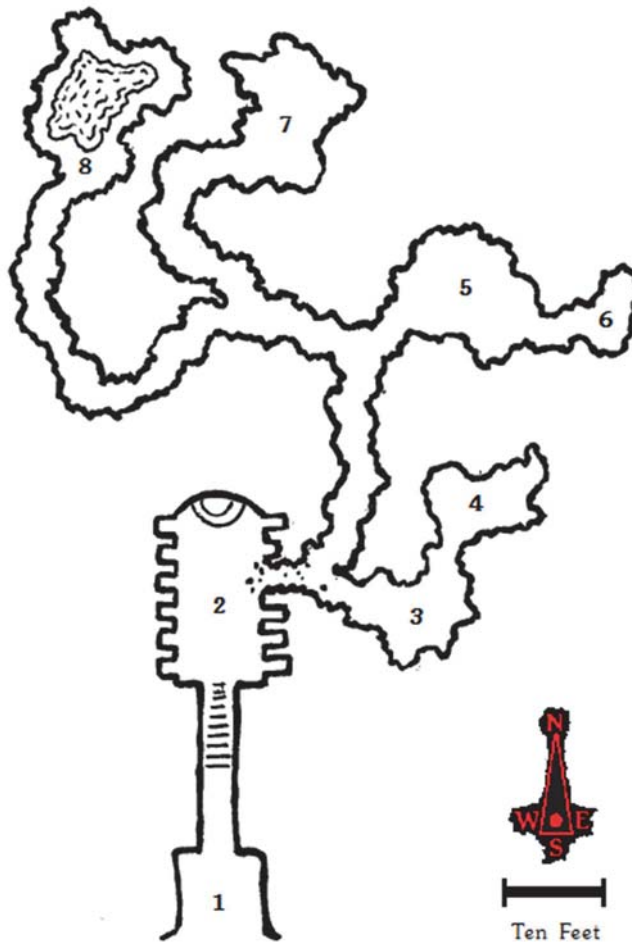
chance of finding a jar with 1d10 gold pieces.

An altar in the north appears to be some sort of halfling god, long forgotten. One of the groups of burial niches on the eastern wall has been busted through, and a burrowed tunnel leads into the darkness.

3.) A group of goblins (AC: 6, HD: 1-1, hp: 7, 6, 5, ATT: 1d4 (daggers), MV: 60' (20''), S: NM, M: 7) will have seen the party's light and will be waiting to ambush them, gaining surprise on 1-5 on 1d6. The stronger one has a pouch on his belt with 23 gold coins in it.

4.) The goblins have avoided this chamber after one of their own went to explore it and never returned. It is home to a crab spider (AC: 7, HD: 2, hp: 8, ATT: 1d8 and poison, MV: 120' (40''), S: F1, M: 7), which is currently clinging to the ceiling. The party will see the desiccated corpse of a goblin lying in the middle of the

room. If they examine it without stating they're watching the ceiling, the spider drops and gains automatic surprise. If the party is watching the ceiling, the spider can still drop to surprise on a 1-4 on 1d6, because of its natural camouflage. PCs who are bit get a +2 bonus to their save because of the weak nature of the spider's venom.





5.) This is the lair of the old ratten, Stilink (AC: 4, HD: 3, hp: 24, ATT: 1d3/1d3/1d6, MV: 120' (40'), S: F3, M: 10). Because of his old age, he doesn't carry the danger of killing with his diseased claws and bite, but he still would be a formidable opponent for low level PCs. He can be bargained with though, especially if the PCs can prove to him that they have killed the goblins who have been invading his home. He will not give access to his treasure horde in room 6 without a fight, but he will tell the party that knows of the "glowing golden bits" if they ask about *Gustav's Luck*. He tells them he lost those years ago while fishing in the pool in area 8, but they're welcome to search for it since the party killed the goblins.

6.) This cavern contains the treasure Stilink's has collected over the years. He will not allow the PCs to search through this, unless he is dead or otherwise incapacitated. There is a haphazard pile of copper (7,000) and electrum (600) coins, buried in them is also an anklet worth 300gp, a *potion of flying*, and a *ring of regeneration*.

7.) It appears this is where Stilink throws his refuse. The whole room stinks of rotten food and death. Any PCs searching the room will have to make a successful CON check each turn, or be forced to leave the area vomiting. If more than two turns are spent searching the room, the party will eventually move enough junk around that an ogre skeleton (AC: 5, HD: 3, hp: 15, ATT: 1d8, MV: 60' (20'), S: F2, M: 12) can animate and rise to attack, gaining surprise on a 1-3 on 1d6.

Once the skeleton is taken care of and the party is free to further search the pile, they will find a total of 67gp, 23sp, and 5cp.

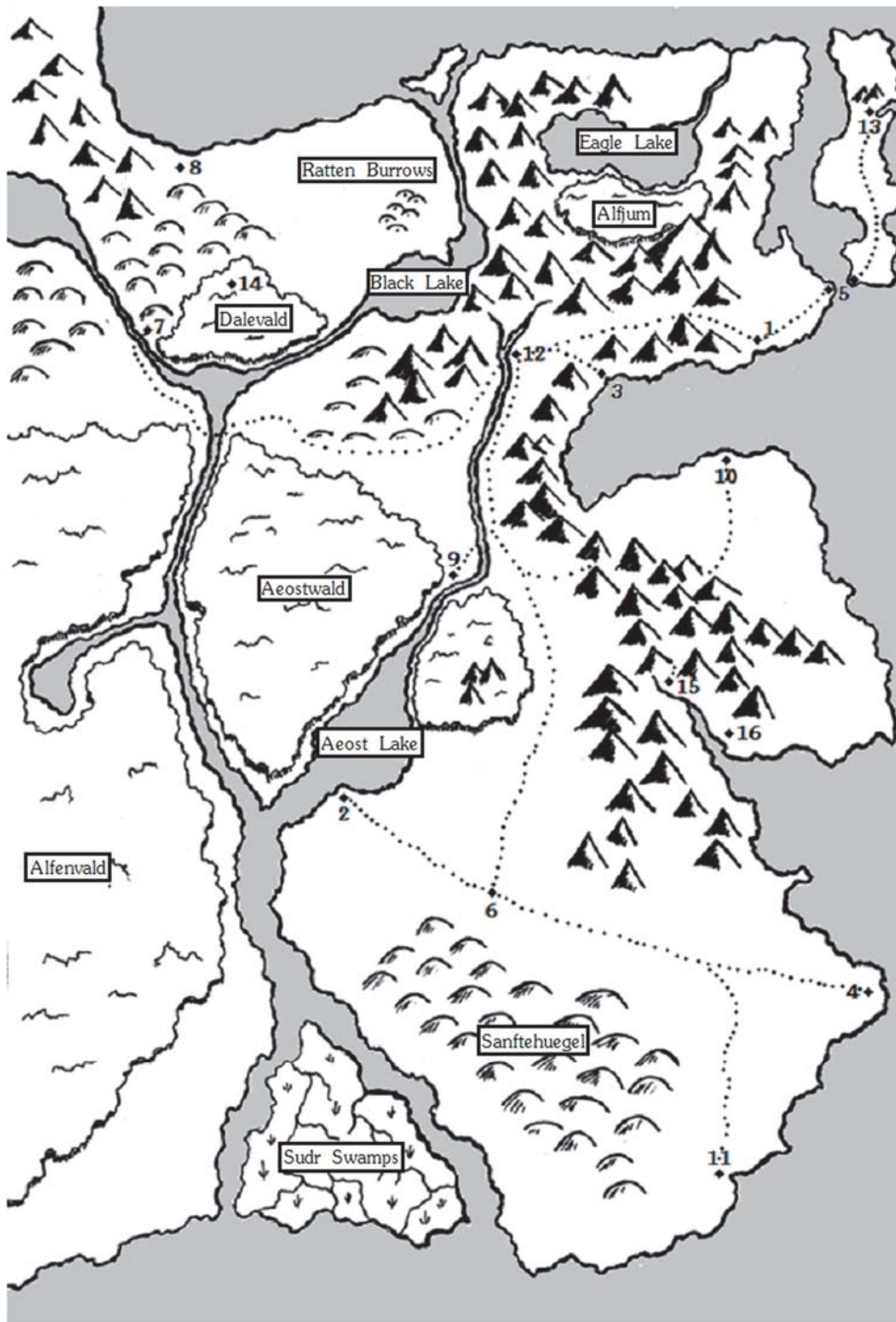
8.) A large pool dominates this room, being fed constantly by water that drips from the stalactites above it, and draining through a small hole in the bottom that runs for miles to an underground river that is far off, unknown, and inaccessible. Blind cave fish happily call this pool their home, and provide plenty of food for both Stilink, and the sea snake that inhabits the pool. Any PC who dives trying to find *Gustav's Luck* has a 25% chance of successfully grabbing the item, but also has a 35% chance of being attacked by the sea snake (AC: 6, HD: 3, hp: 10, ATT: 1hp/poison, MV: 90' (30'), S: F2, M: 7). Each successive dive adds 5% to the chance of finding the item, and a 5% chance to being attacked. If the item hasn't been found before the snake is killed, it will be found on the first dive made after dispatching the beast.

***Gustav's Luck:*** These magical thief's tools appear to be made of gold, and emit a soft golden light (good enough to illuminate a 10' diameter) when held in the hands of a thief. They will never break, regardless of circumstances. Also, they a 5% chance per character level at picking locks; a 1<sup>st</sup> level thief gains an extra 5% to his lock picking ability, whereas a 5<sup>th</sup> level thief would gain a 25% bonus.

## Back To Grassfel

Once the party has possession of *Gustav's Luck*, they can keep it if they so desire. They can also completely go on their way, if they choose. However, if they bring it to Rattgevr he smiles and thanks them, but insists they keep it as payment. He also throws in a small velvet sack with 100gp as an extra payment for the party being thoughtful enough to inform him that they were successful.

# The Kingdom Of Karak



- 1 - The Royal City Of Karak
- 2 - Aeostburg
- 3 - Bloodvale
- 4 - Eastpoint Keep
- 5 - Elkin
- 6 - Grassfel
- 7 - Hildale
- 8 - Jarski
- 9 - Logerton
- 10 - Middenheim
- 11 - Nareth
- 12 - Riverton
- 13 - Teller's Cove
- 14 - Wood's Hollow
- 15 - Barak-Tor
- 16 - Torgoth



50 Miles



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# Adventures in Karak

"Adventures in Karak" provides everything a Labyrinth Lord needs to start adventuring in the land of Mithgarthr. Karak was the first of Mithgarthr's two human kingdoms, founded when humans first set foot on the island.

This book covers the history of Mithgarthr from when the humans first settled, an overview of races and monsters (including a new monster, the "Ratten," and a new race-as-class gnome for PCs), information on the gods of the land (both good and evil, with a new magic system for those who follow the evil gods of Chaos), information for the major towns, cities, churches, and laws in the Kingdom of Karak, and finally an adventure set in the town of Grassfel for first level PCs to introduce them to the setting.

All of the setting material gives enough detail for the Labyrinth Lord to get a solid feel for the world, without having their creativity stifled by superfluous fluff. While there are adventures published set in Mithgarthr that further detail our version of this land, referees who are just looking for a fun setting in which to set their own adventures, the realm of Mithgarthr is perfect.



**Labyrinth Lord**  
Compatible Product