

# ATARIN'S DELVE



**A Labyrinth Lord adventure designed for  
4-6 characters of 1st-3rd level**



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## Credits

<b>Written by</b>	Peter C. Spahn
<b>Art</b>	Tony Mullins, Johnathan Bingham
<b>Maps</b>	Dyson Logos
<b>Production</b>	Small Niche Games
<b>Special Thanks</b>	Keith Kilburn, Derek Thornton, Jimmy and Susan Bramble, Harold Bates, Seth Walker, Owen Barron, Christopher Sigmund, Jeff "Bighara" Sparks, Benoist Poire

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# ATARIN'S DELVE

*Atarin's Delve* is a short **Labyrinth Lord™** adventure designed for 4-6 characters of 1<sup>st</sup>-3<sup>rd</sup> level (about 8-10 levels total). The adventure takes place in a cave system that was once sacred to a humanoid race known as the cathla (see **New Monsters**), but has now been taken over by a cult of the water goddess Makil (Pannas) from the Chronicles of Amherth setting.

The adventure is a simple dungeon crawl that presents several opportunities for roleplaying. The characters are assumed to be members of the Adventurers Guild from the Chronicles of Amherth setting. If this is not the case, the LL must design an alternate hook to get the characters to explore the cave system.

## Adventure Background

Ages ago, an ancient tribe of cathla dwelt in a series of sacred caves near a large unnamed lake in the land that would one day become the Duchy of Valnwall. These cathla lived in relative peace until humans from Herth began exploring and settling the region. After several violent clashes, the cathla used their water magic to overwhelm and drive off the invaders.

The surviving humans fled the area, but eventually returned better prepared and in greater numbers. The humans stealthily entered the sacred caves during the tribe's sleep cycle, and a wizard named Velron of the Purple Rose used a spell to transmute the water in the cathla's sleeping chambers to stone. Velron thought this would be enough to kill the creatures, however, the cathla's affinity with water instead bonded them to the stone, placing them in a petrified, dormant state.

Many years later, an eccentric Dolmvay baron named Crandall Apperson built a lavish manor home on the shores of the lake that he named Lake Onzetta after his late mother. During construction of his family tomb, workers unearthed the cathla's sacred cave system. Apperson became obsessed with cathla civilization, collecting numerous artifacts for study and developing a particularly unhealthy fixation on their water goddess Makil.

Apperson turned the sacred caves into a hidden temple to what he called the "Blue Lady of Onzetta Mere" and secretly recruited members of his new cult from other noble and wealthy families in the area. One of the first things Apperson did was redesign the likeness of Makil to make her more appealing to his followers. Instead of a female cathla, the Blue Lady appears in their mythology as a buxom human woman with blue skin, gills, and webbed hands and feet. Under Apperson's guidance, the cult met once every month to revel in drunkenness and debauchery and conduct bizarre rituals he hoped would entice Makil to take mortal form.

Apperson drowned during one of these occult celebrations, and the Church of Law and Order quickly launched an inquiry into the strange circumstances surrounding his death. Although the investigation turned up nothing, the remaining cult members grew fearful and decided to temporarily disband.

Apperson's manor home soon fell into ruin and for ten years the remaining cultists met infrequently three or four times each year. During one of these meetings, a new initiate named Joseph Laurents stole several pieces of

cathla jewelry from the sacred caves and sold them on the black market. One of these pieces ended up in the hands of an esteemed archaeologist named Jerol Atarin.

After locating and questioning the sullen Laurents, Atarin determined that the jewelry had been discovered near Lake Onzetta. Taking a small team of apprentices, he began exploring the lake's shores and questioning its closemouthed residents about knowledge of what he called the "Lake People" (the cathla).

Atarin eventually discovered the high cave entrance to the sacred caves. Quickly, realizing he had stumbled upon a major find, he sent an apprentice back to Dolmvay to obtain authorization to continue his excavation. Atarin also realized that something was not quite right about the cave complex and, having received several veiled threats from some of the lake's residents, Atarin decided to hire a few adventurers to protect his team.

In the meantime, Atarin began excavating the cathla sleeping chambers, using water to soften the porous rock enough to scrape out the cathla "statues" in the floor. This water treatment slowly revitalized some of the petrified cathla who sprang to life and killed Atarin's apprentices. Atarin barely managed to escape by barricading himself inside an inner chamber.

Unbeknownst to Atarin, the remaining members of the Cult of the Blue Lady had met in secret and decided to drive Atarin out of the caves, by force if necessary. The cultists donned ceremonial robes and imposing masks to hide their identities and entered the caves yesterday in search of Atarin and his team. The cathla attacked and killed several cultists and the terrified survivors managed to hide in a storage room.

This is the current situation when the characters first arrive at the delve.

## Beginning the Adventure

The Adventurers Guild received Jerol Atarin's letter, assessed the threat as minimal, and chose the characters to respond. The characters arrive at the shores of Lake Onzetta to find Atarin's camp near the base of the cliffs. The firepit is cold, personal effects are strewn about,

and the ground is churned up in several places from signs of a struggle. There is no sign of Atarin or his team, but the high cave mentioned in Atarin's letter is clearly marked with a red flag on the cliffs above.

**Note:** As an alternate hook, the Labyrinth Lord can have the characters discover the ruined camp during their travels.

## Places of Note

### Lake Onzetta

Lake Onzetta is a wide, peaceful lake surrounded by forests on three sides and a line of steep cliffs on the fourth. Apperson Manor (see below) can be seen atop the highest cliff.

### The High Cave

The High Cave is located in the side of the bluff about thirty feet above the water. The cave entrance is hidden by rocky outcroppings, but a red flag waves at its mouth and the narrow trail leading up to it is marked by white chalk. Inside the cave, a staircase cut from stone winds down to the Lake Entry (**Area 14.**).

### Apperson Manor

Apperson Manor is a dilapidated manor home on the cliffs above Lake Onzetta. After Apperson's death, Lord Delemvar Miles emptied the house of its contents and allowed it to fall into disrepair. The manor's expansive gardens are now overgrown with weeds and creeper vines.

### The Apperson Cemetery

Located in the gardens behind the manor, this family cemetery consists of a crumbling mausoleum and over two-dozen headstones. The mausoleum is marked as the tomb of Lord Crandall Apperson.

### The Tomb of Lord Crandall Apperson

This mausoleum is supposed to be the final resting place of Lord Crandall Apperson. The tomb consists of a single stone sarcophagus in the center of the chamber. A stone staircase inside the sarcophagus leads to the Cemetery Entry (**Area 1.**) in the **Temple of the Blue Lady**, where Apperson is really entombed.

# The Temple of the Blue Lady

This underground temple is a series of natural caves and worked stone chambers designed by Lord Crandall Apperson. The temple is chill and damp all year round, and the sound of dripping water is present throughout. The cave walls and floors are covered with lichens, algae, and numerous stalactites, stalagmites, and other mineral formations. Torch sconces are spaced about ten feet apart along the walls, everywhere except in the Chamber of Lore (**Area 9.**). All staircases are carved from natural stone.

When Lord Apperson was alive, the Cult of the Blue Lady used the temple regularly as a place for meetings and rituals. The chambers were once lavishly decorated with expensive tapestries, thick rugs, and plush sofas and chairs, all colored in various shades of blue. Without upkeep, however, these furnishings have succumbed to mold and decay from the damp.

**Areas 7., 9., 13.,** and the southeast chamber of **Area 12.** contain large pools of water fed by natural springs. The main chamber of **Area 12.** contains a large pool of water created by Atarin's team during their excavation. Many other smaller pools of stagnant water have collected in natural basins throughout the caves. The reawakened cathla use these pools for transportation, observation, and to ambush intruders. Excessive light and noise alerts the cathla to the presence of intruders. Afterwards, anyone who looks into a pool of water has the vague feeling of being watched.

## 1. Cemetery Entry

A stone staircase leads up to the Tomb of Lord Crandall Apperson. The east landing overlooks the Arga Lair (**Area 3.**), so if the characters are quiet, they may notice the lizards first. A single ironbound wooden door is located in the south wall. The door is locked. The lock may be picked, the door may be forced

open in one round with a successful Open Doors roll at a -1 penalty, or it may be battered down in one turn. Any noise made here is sure to draw the arga lizards from **Area 3.**

## 2. Entry Worship

This area is empty except for a stone statue of the re-imagined goddess Makil resting in the northern alcove. A small basin of water cut into the stone in front of the goddess is covered with algae. Two polished shell necklaces and a bracelet made of semiprecious gems and carved bones once adorned the statue, until they were stolen by a cultist named Joseph Laurents (see **Adventure Background**, above). The entry worship area was used for quick religious ceremonies and to introduce new initiates into the cult.

## 3. Arga Lair

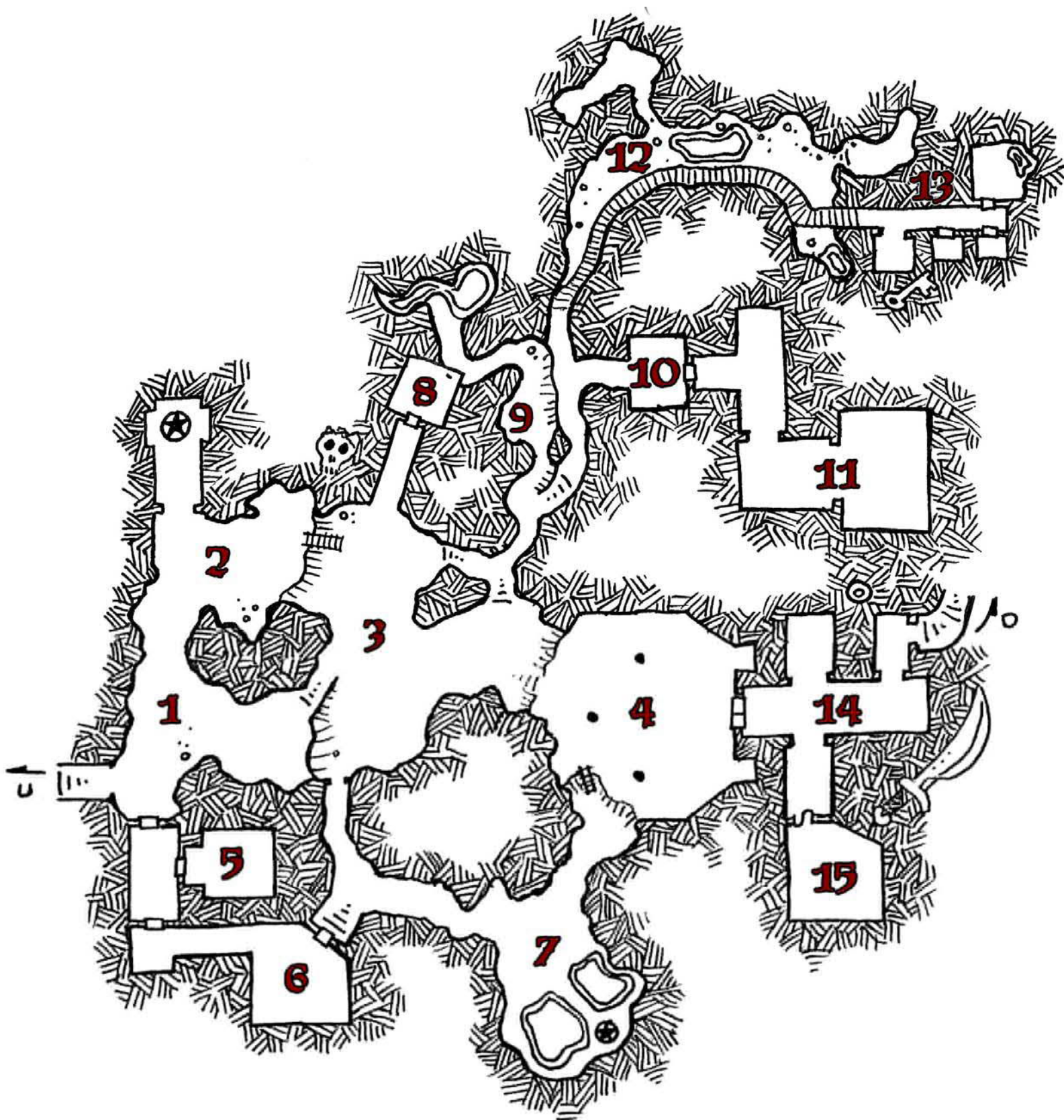
Three arga lizards have made this chamber their lair. The grisly remains of several horses, a few cultists, and Atarin's apprentices lie scattered across the floor. Two arga lizards are present when the characters first enter the temple; the third is roaming around the caves (see **Temple of the Blue Lady Random Encounters**, pg. 7) The arga lizards are attracted to excessive light and noise anywhere in the caves, arriving in 2d4 rounds. They are vicious and attack on sight.

**Arga Lizard (2):** AL N; MV 150' (50'); AC 6 (natural); HD 2+1; hp 12, 10; #AT 1 (bite); Dmg 2d4; SV F3; ML 9; XP 50.

## 4. Main Hall

Once the main gathering place of the cathla tribe, the cultists have turned this chamber into a ready room where they prepare for various lakeside rituals. The walls are covered with murals portraying beautiful blue men and women with webbed hands and feet, cavorting shamelessly through the water under the lustful gaze of the Blue Lady. This was a depiction of





cathla life, as envisioned by Lord Apperson. A huge set of bronze double doors set in the east wall leads to the High Cave (see **Places of Note**, above) above the shores of Lake Onzetta. These doors are unlocked and open outward.

During holy days, the cultists used this chamber to disrobe, sing, dance, engage in pleasures of the flesh, and then stream naked through the doors to leap into the waters below. It was during one of these rituals that Lord Apperson slipped during his jump, hit his head on the rocks, and drowned in the lake.

## 5. Private Sitting Room

Lord Apperson used this sitting room to entertain guests and discuss the mysteries of the cult with new initiates. The room is covered with damp, moldering sitting room furniture.

## 6. High Priest's Quarters

This chamber is filled with damp, moldering bedroom furniture. A crumbling locker at the foot of the bed contains a number of strange devices once used in bizarre private rituals of the flesh.

## 7. Temple Baths

A large statue of the cult's version of the goddess Makil overlooks two stone pools filled with water. The cult reshaped these pools into proper rectangular pleasure baths, but over the years, mineral deposits have made the pools rough and uneven. The cathla once used these pools as breeding pits. The pool to the left of the statue contains the rotting hindquarters of one of Atarin's mules as well as several globs of recently laid cathla eggs.

## 8. Cult Storage Room

This ironbound wooden door is locked and barricaded from the inside, requiring an Open Doors roll at -2 to break down in own round. This chamber was the cult's primary storage room. It contains moldy bins, a barrel of stagnant water, several lengths of moldering rope, four rusty (but usable) hooded lanterns, five bottles of oil, and several bundles of torches wrapped in waterproof cloth. Dark blue ceremonial robes hang from a row of pegs on the north wall, and a small chest beneath each

robe contains a blue mask and webbed gloves and webbed boots dyed blue.

The Blue Lady cultists Lord Delemvar Miles, Lena Apperson, Joseph Laurents, and Lady Matilda Winnow have taken refuge here. These cultists are part of a larger group that came to scare Atarin out of the caves, but were attacked by the reawakened cathla. They can hear the arga lizards moving around in **Area 3**. and are afraid to come out.

If the characters break down the door, the cultists scream in terror and try to hide amongst the supplies. Once Lord Miles realizes the characters are not monsters, he offers to pay them 500 gp just to lead them safely back to the surface. The cultists had not planned for a long stay. They are cold, wet, hungry, and want out of the caves.

If the characters hesitate or begin asking too many questions, Miles becomes agitated and Lena Apperson has to step in several times to calm him. Miles claims that he and his companions came into the caves to talk to Atarin when they were attacked by humanoid lake monsters. He tells the characters he saw Atarin and his team die so there is no point looking for them. Lady Winnow and Joseph Laurents back up his claims, but characters who make a successful Wisdom check at -2 notice a frown on Lena Apperson's face. She does not volunteer any additional information, but if asked, she says they found the remains of several young men, but cannot say whether or not Atarin was among them.

If asked about the cult robes, masks, and webbed gloves and boots, Miles tells the characters not to concern themselves about that. If pressed, Miles admits they had come to scare Atarin off, but the cultists refuse to divulge any information about the cult. Lena apologizes and explains that in the past, members of their faith have been persecuted by the Church of Law and Order. Lena denies any suggestions that their goddess might be connected to the cathla, stating that the Blue Lady is a benevolent water goddess.

If the characters are injured, Lena tries to heal them using her random latent magical ability. The LL may decide whether this works, depending on the party's overall condition.

**Lord Delemvar Miles:** see pg. 9 for statistics.

**Lena Apperson:** see pg. 9 for statistics.

**Joseph Laurents:** see pg. 9 for statistics.

**Lady Matilda Winnow:** see pg. 10 for statistics.

## 9. Chamber of Lore

This part of the caves was once home to the cathla shaman. The cliff wall on the eastern side is 15' high and covered with algae. A dwarf character or a character experienced in masonry notices something strange about the wall. Scraping away the algae reveals a huge bas-relief of the true Makil surrounded by male and female cathla cavorting through the water. This image was the inspiration for the re-imagining found in the Main Hall (**Area 4.**).

The shallow pool in the northern section of the cave was considered sacred to the tribe and was where the shaman once communed directly with the goddess Makil. The bottom of the pool is covered with luminescent algae, clearly revealing a 10' long giant catfish. This creature is in a magically induced sleep. If someone disturbs the waters of the pool, the catfish opens its eyes. One round later, the catfish begins to move aggressively towards the characters. One round later the catfish attacks anyone within ten feet of the pool.

This encounter is likely lethal to low-level characters. Almost any character would know this, so the LL should make sure the players are aware of that once the catfish begins to move. Once the characters leave the area, the catfish returns to its dormant state and regenerates all lost hit points.

**Giant Catfish:** AL N; MV swim 90' (30'); AC 6 (natural); HD 8+3; hp 56; #AT 5 (bite/4 feelers); Dmg 2d8/1d4 each feeler; SV F4; ML 8; XP 620.

## 10. Sitting Room

This chamber was used as a sitting room for established cultists, but the furnishings have long since turned to moldering scraps. The ironbound wooden door in the east wall is locked and covered with fresh claw marks. It has been barricaded from the other side and

requires an Open Doors roll at -2 to open in one round. The door can also be battered down in one turn.

## 11. Atarin's Last Stand

These chambers were the official meeting and dining rooms of the Cult of the Blue Lady. On the east wall of the main chamber, a slime-covered mural depicts the re-imagined goddess Makil surrounded by a number of robed, praying cultists. Lord Apperson and several other cultists were used as models for this mural. Characters who have met the cultists from the Cult Storage Room (**Area 8.**) may make a Wisdom check at -2 to recognize the younger likenesses of Delemvar Miles and Matilda Winnow among the cultists. They also notice that the high priest (Lord Apperson) bears a strong resemblance to Lena Apperson.

The archaeologist Jerol Atarin has been hiding in these caves for the past three days. Atarin is the last surviving member of his team. He is cold, hungry, and thirsty, but still very much alive. Atarin has witnessed the cathla's ability to transport themselves through water and has soaked the contents of his water skins into several rags. He has had nothing to eat in two days.

When the characters break into the chamber, Atarin attacks them with his walking stick (treat as a club). Assuming he survives, Atarin quickly realizes his mistake and becomes overjoyed to see the characters. He quickly explains what has happened and asks the characters to guide him back to the surface.

Fearful that Atarin might escape without helping to free the rest of their tribe, the cathla take this opportunity to attack. If the characters possess water skins, the cathla explode out of the skins, achieving surprise on a 1-5 on 1d6. If the characters do not possess water skins, the cathla and any remaining arga lizards break down the door to **Area 10.**

If the fight goes badly for the cathla, they retreat, but harry the characters back through the caves, attacking with surprise for one round and then fleeing back through water. The cathla are determined to capture Atarin, and even pursue the characters into the forests beyond, only giving up the chase once the characters reach an established settlement.



**Jerol Atarin:** see pg. 9 for statistics.

## 12. The Delve

This area served as the cathla tribe's main sleeping quarters. The petrified bodies of about two-dozen cathla lie in the floor of this chamber, appearing to be carved directly from the stone. A large basin full of water lies near the center of the main chamber. This basin was the site being excavated by Atarin and his team when the cathla revived.

A long wooden catwalk lies along the south wall of this chamber. Atarin built this catwalk to avoid damaging any Lake People artifacts. A pool of water on the catwalk level in the southeast portion of the chamber is fed by a natural spring.

## 13. Tombs

This area serves as the burial chambers for Lord Apperson and several other prominent cultists. The doors are actually stone slabs that take 5 rounds to slide out of the way.

Atarin and his team removed the first slab and exhumed its contents. Realizing the tomb had nothing to do with the Lake People, he decided to concentrate on the main dig.

The northernmost tomb is the final resting place of Lord Crandall Apperson. At Apperson's request, the cultists exhumed his body and submerged his coffin in the pool in the northeast corner of the chamber. Apperson has since reanimated as an ashogarr (see **New Monsters**). Characters who take a moment to examine the coffin hear the ghoul scratching at its lid on a roll of 1 on 1d6.

**Ghoul:** AL C; MV 120' (40'); AC 7 (natural); HD 2+1; hp 16; #AT 2 (fist/touch); Dmg 1d2 + special; SV F3; SA drowning; ML 10; XP 82.

## 14. Lake Entry

This passageway leads to a stone staircase that winds up to the High Cave in the cliffs above Lake Onzetta.

## 15. Secret Room

This secret room was known only to Lord Apperson who used it to store his collection of recovered cathla artifacts. In addition to rotting furniture, this chamber contains a locked chest

that holds assorted cathla bones, shards of broken pottery, crude stone weapons, a flute-like instrument that can only be heard beneath the water, and a remarkable three-foot-tall silver statue of the true goddess Makil (1,500 gp). Also in the chest is Apperson's journal which details his finding of the caves, his unhealthy obsession with the goddess Makil, descriptions of a number of bizarre rituals, and the names of every known cultist from his time (including Lord Miles and Lady Matilda).

## Concluding the Adventure

If all goes well, the characters rescue Atarin and the Blue Lady cultists and escape the caves. After making a report to the guild, Atarin wants to continue his excavation and offers to pay the characters to act as guards. The characters must deal with any surviving cathla first. Afterwards, Lord Miles may hire brigands to discourage exploration of the temple.

If Lord Crandall Apperson's private journal is discovered, the information contained within could be damaging to the reputation of the surviving cult members. If Lord Miles learns of the journal's existence, he attempts to buy it for 1,000 gp. If the characters refuse, he pays thieves (or assassins) to steal the book for him. If the book is turned over to the Church of Law and Order, the resulting investigation shatters the cult and sends most of the surviving cult members to prison or into hiding. If this happens, Lord Miles uses his political connections to free himself and may return later to take revenge upon the characters.

Lena Apperson inherits all of her grandfather's wealth and property. She is taken as a ward of the church and accepted into the priesthood for proper training. In time, she could become a friend and ally of the characters. As a reward for rescuing her, she might give the characters money or she might grant them one of her grandfather's deeds to a dwelling (ruined keep, sailing vessel, plot of land, etc.) that is of course located in a dangerous land overrun by monsters. . .

Any surviving cathla may eventually learn how to resurrect their slumbering brethren. Afterwards, the cathla begin harassing settlements throughout the region and the

characters may be called upon to provide information and/or deal with the menace.

## Temple of the Blue Lady Random Encounters

The Labyrinth Lord may wish to spice up this adventure with a few random encounters. Roll 1d6 whenever the characters enter an empty chamber. On a roll of 1, either choose an encounter from the following table or roll one at random. Any commotion alerts the cathla and brings the remaining arga lizards from **Area 3** in 2d4 rounds.

### Temple of the Blue Lady Random Encounters

1. Attack from Above
2. Roaming Lizard
3. Beetle Swarm
4. Cracked Floor
5. Crawling Caverns
6. Gone Batty
7. Lurking Cathla
8. Mad Cultist
9. Rat Nest
10. Watch Your Step

#### Attack from Above

The characters hear a sharp crack as a stalactite falls from the ceiling. One character chosen at random must make a saving throw vs. petrify or be struck for 1d4 hit points of damage. The stalactite is a normal mineral formation that has weakened over time, although the characters may suspect it to be a creature such as a piercer.

#### Roaming Lizard

A third arga lizard is roaming the caves. It attacks on sight.

**Arga Lizard:** AL N; MV 150' (50'); AC 6 (natural); HD 2+1; hp 13; #AT 1 (bite); Dmg 2d4; SV F3; ML 9; XP 50.

#### Beetle Swarm

One character chosen at random steps onto a thick pile of moist fungi, disturbing a nest of tiny crawling cave beetles. The beetles swarm over the character, causing 1 hit point of damage before they can be swatted off. The beetles can only be fully removed with a

thorough washing and the character can feel them crawling beneath his clothing until he has time to bathe. These crawling beetles impose a -1 penalty to all Dexterity checks and a -2% penalty to all Move Silently, Hide in Shadows, and Pick Pockets checks.

#### Cracked Floor

One character chosen at random steps onto a brittle rock formation, plunging his foot into a 2' crevasse. The character must make a saving throw vs. petrify to avoid taking 1d4 hit points of damage.

#### Crawling Caverns

A carcass scavenger is worming its way through a crack in the wall. The characters see its ropy tendrils first. One round later, they can see its head (and may attack it as normal). Two rounds later, the disgusting creature squirms into the chamber and attacks.

**Carcass Scavenger:** AL N; MV 120' (40'); AC 7 (natural); HD 3+1; hp 15; #AT 8 (stingers); Dmg None; SV F2; SA paralysis; ML 9; XP 135.

#### Gone Batty

The characters disturb a colony of normal bats nesting in the ceiling. The bats swarm around the characters, making spellcasting impossible and imposing a penalty of -2 to all to-hit rolls and saving throws for 2d6 rounds. The commotion is sure to draw the attention of the cathla and any remaining arga lizards, who arrive in 1d6 rounds and attack.

**Bat (36):** AL N; MV 9' (3'), fly 120 (40'); AC 6 (natural); HD 1 hp; hp 1; #AT 1 (confuse); Dmg None; SV 0-level human; SA confuse opponents (no spellcasting, -2 to-hit, -2 saving throws); ML 6; XP 6.

#### Lurking Cathla

One character chosen at random spots a cathla standing in the shadows behind some stalagmites. The cathla immediately disappears to warn the rest of its tribe. If the characters investigate the area the cathla was standing in, they find only a shallow natural basin filled with water.

### Mad Cultist

The characters encounter a disheveled cultist named Thurman Higginsby wandering through the caves. Higginsby is Lord Miles's blacksmith. He was driven insane after witnessing the deaths of the other cultists and passed out from fear. Higginsby screams and flees once he sees the characters. If pursued, he attempts to dive into a small basin of water, knocking himself unconscious for the remainder of this adventure. Any cultists with the characters (other than Lena) suggest leaving him, as he would only slow everyone down.

**Thurman Higginsby:** treat as a 0-level human with Strength 17.

### Rat Nest

The characters disturb a lair of normal rats nesting in the ceiling. A dozen rats fall onto one character chosen at random. They attack for one round before scattering in different directions.

**Normal Rat (12):** AL N; MV 60' (20'), swim 30' (10'); AC 9; HD 1 hit point; hp 1 x 12; #AT 1 (bite per group); Dmg 1d6; SV 0-level human; SA disease; ML 5; XP 6.

### Watch Your Step

One character chosen at random slips on a patch of wet fungi and must make a saving throw vs. petrify. Failure means the character twists his ankle, suffering 1 hit point of damage and reducing his movement rate by 1/2 for the rest of the day unless the injury is healed magically.

## NPCs of Note

### Archaeologists Guild

The Archaeologists Guild is a small but well-funded guild dedicated to unlocking the mysteries of Amherth's past.

#### Jerol Atarin

Atarin is an elderly scholar, explorer, and one of the heads of the Archaeologists Guild. He is an expert on ancient cultures and has spent countless hours in the field. Atarin is a tough, no-nonsense kind of man who is passionate about his work.

**Jerol Atarin:** treat as Lawful 0-level human with Intelligence 16. Atarin should be considered a Sage as noted in the **Kinds of Specialists** section of the **Labyrinth Lord™** core rulebook.

### The Cult of the Blue Lady

The Cult of the Blue Lady is dedicated to the worship of the water goddess Makil (Pannas). The cult was founded several decades ago by Lord Crandall Apperson, who led his followers in the exploration of pleasures of water and the flesh. The cult went underground after Apperson's death, but is ready to make a comeback.

#### Lord Delemvar Miles:

Lord Miles is a wealthy nobleman who helped found the Cult of the Blue Lady. Miles is an arrogant, selfish, and demanding man who has many political connections throughout the Duchy. Miles is hungry for power. He adopted Lena Apperson to help him take control of the cult and has groomed her for the role of High Priestess. Miles plans to ply the innocent young girl with mood-enhancing drugs and then join with her in one of the cult's more bizarre

pleasure rituals. Miles intends to use the cult to supplant the Church of Law and Order in the Duchy and will let nothing stand in his way. He is a difficult man to deal with and his abrasive manner should immediately put him at odds with the characters.

**Lord Delemvar Miles:** treat as a Neutral 0-level human.

### **Lena Apperson**

Lena Apperson is Crandall Apperson's estranged granddaughter. Her parents were killed several years ago and Lord Delemvar Miles adopted the teenager in his bid to gain control of Apperson Manor and the Cult of the Blue Lady. Lena is a latent whose ability to manifest a random spell is seen as a sign she is favored of the goddess. Once Miles discovered her power, he inducted her into the cult and has prepared her to become its High Priestess. Lena is a kindhearted, compassionate, and naïve. Miles has convinced her that he has her best interests at heart, but she has begun to see through some of his lies.

**Note:** If you are not running the Chronicles of Amherth setting, Lena has the power to cast one random cleric spell each day.

**Lena Apperson:** treat as a Neutral 0-level human with Charisma 16.

### **Joseph Laurents**

Joseph Laurents is the small, foppish son of a local nobleman and renowned former adventurer named Lord Rigel Laurents. Joseph is a lazy young man who prefers to dress in bright colors and extravagant finery. He is a huge disappointment to his father. After Lord Rigel denied his allowance, Joseph stole several cult ritual items and sold them on the black market. One of these items is what led Atarin to Lake Onzetta. Joseph is fearful that Atarin can expose him as a thief and would like to see him dead. Although he is not brave enough to kill Atarin himself, he may try to place the elderly scholar in danger during combat, at the Labyrinth Lord's discretion.

**Joseph Laurents:** treat as Neutral 0-level human.

### **Lady Matilda Winnow**

Lady Matilda is the aging wife of a lecherous nobleman named Lord Halmen Winnow. Ignored by her husband, Lady Matilda has fallen in love with Lord Miles, and waits on him hand and foot, entirely unaware that he constantly manipulates her to his own ends. Lady Matilda is so enthralled with Lord Miles that she would kill to protect him—or if he asked her to. Matilda is a skilled herbalist and healer who may use her craft to get close enough to kill a seriously injured character, preferably without anyone else finding out. She is insanely jealous of Lena Apperson. This jealousy would likely turn to murderous rage if she knew Lord Miles's plans for the girl.

**Lady Matilda Winnow:** treat as Neutral 0-level human.

### **Cathla**

A total of five cathla (two males and three females) were awakened by Atarin's delving. The cathla have been scouting the area around Lake Onzetta and are angry at the signs of human settlements. If the characters attempt to communicate, the cathla make it known they are only interested in acquiring Atarin. They believe Atarin to be some type of magic-user and want to capture him alive so he can resurrect the rest of their tribe to help drive off the invaders.

**Cathla (5):** AL N; MV 90' (30'), swim 180' (60'); AC 6 (natural); HD 2; hp 14, 13, 12, 8, 7; #AT 1 (claw or bite); Dmg 1d4 or 1d3 + special; SV F4; SA travel through water to surprise on a 1-5 on 1d6; ML 10; XP 190.

### **Arga Lizards**

During their exploration of the surrounding area, the cathla came across three arga lizards. The cathla brought the creatures to the caves to serve as guards.

**Arga Lizard (3):** AL N; MV 150' (50'); AC 6 (natural); HD 2+1; hp 13, 12, 10; #AT 1 (bite); Dmg 2d4; SV F3; ML 9; XP 50.

# New Monsters

## Arga Lizard

No. Enc.: 2d10 (4d10)  
Alignment: Neutral  
Movement: 150' (50')  
Armor Class: 6  
Hit Dice: 2+1  
Attacks: 1 (bite)  
Damage: 2d4  
Save: F3  
Morale: 9  
Hoard Class: None  
XP: 50

Arga lizards, also called dog lizards, are fierce horned lizards about the size of a large dog. Arga lizards have long forelegs and squat powerful hind legs that enable them to move at a fast, loping run. They are extremely adaptable and can be found in almost any terrain and climate. Argas hunt in packs of two to twenty, using an acute sense of hearing to track prey. Arga young are born live, but for at least two weeks after the birth, they are fed and cared for by the parents.

Argas are fierce creatures that are unwelcome or illegal in most towns. If found young, arga lizards can be domesticated and trained as guard and war beasts, although they do not make good pets, especially around young children. Arga young sell for as much as 100 gold pieces, if a buyer can be located.

## Ashogarr

No. Enc.: 1d4 (2d4)  
Alignment: Chaotic  
Movement: 120' (40')  
Armor Class: 7  
Hit Dice: 2+1  
Attacks: 1 (fist) or 1 (touch)  
Damage: 1d2 or see below  
Save: F3  
Morale: 10  
Hoard Class: None  
XP: 82

Ashogarrs are undead creatures that appear as waterlogged zombies, often covered with seaweed, barnacles, or rotting vegetation. Ashogarrs are the remains of drowning victims, particularly those killed by murder or neglect.

Ashogarrs possess a cunning intelligence and are capable of solving simple problems. They cannot swim, but can walk along the ocean floor at one half their normal movement rate. Tales of ashogarrs climbing anchor chains to clamber over the sides of a ship are common, especially among the pirates of the Shipwreck Isles.

Anyone touched by an ashogarr must make a saving throw vs. spells. Failure means the character's lungs begin to fill up with water, causing a fit of choking that imposes a -2 penalty to-hit, a -2 to AC, and a -2 to all ability checks. Any healing magic such as a *cure light*



wounds spell or *potion of healing* negates these effects. If no such magic is available, a saving throw vs. death is required after 6 rounds. Failure means the character drowns, only to rise again on the following night as an ashogarr. Creatures that breathe water as well as anyone under the effects of a spell or magical item that conveys *water breathing* are immune to this power.

Ashogarrs are immune to *sleep*, *charm*, and *hold* spells. When slain, they dissolve into a puddle of watery sludge.

## Cathla

No. Enc.: 1d4 (2d10)

Alignment: Neutral

Movement: 90' (30')

Swim: 180' (60')

Armor Class: 6

Hit Dice: 2

Attacks: 1 (bite or claw or weapon)

Damage: 1d3 + special or 1d4 or by weapon type

Save: F4

Morale: 9

Hoard Class: XV

XP: 190

Cathla are amphibious humanoids with whiskered, fishlike faces, wide mouths full of teeth, spiny shoulders, and webbed claws and feet. Cathla in and around near large freshwater lakes, fetid swamps, and occasionally large sewers. They are carnivores who eat mostly fish, but some tribes have developed a taste for human and nonhuman flesh. The average cathla male stands about six feet tall, but appears larger because of the bulkiness of its head and neck. Cathla young resemble large, spiny fish whose arms and legs grow as they mature. They are hatched in breeding pits and are unable to hunt by themselves for several weeks.

Cathla may attack with weapons, claws, or bite. If a cathla succeeds with its bite attack, the opponent must make a saving throw vs. paralyze or be struck by the cathla's long flailing whiskers and be blinded for 1d4 rounds. See the **Labyrinth Lord™** core rulebook for rules on blindness.

If six or more cathla are encountered, one will be a 4 HD leader that delivers an extra +1

to damage on attacks and is worth 380 XP. If ten or more are encountered, one will be a 3 HD shaman worth 380 XP that is able to cast cleric spells as a 1<sup>st</sup>-3<sup>rd</sup> level cleric.

Cathla are remnants of an ancient and more powerful race who once commanded powerful elemental magics. They are attuned with the element of water and possess several unique water-related powers. They are able to transport themselves at will from one source of water to another within 500', in a manner similar to the *dimension door* spell. Cathla possess powers similar to a *crystal ball with clairsaudience*, however, they can only perceive places located near a water source. This combination of powers enables the cathla to surprise on a surprise check roll of 1-5 on 1d6. The water source needed to activate these powers need not be large—the monsters have even been known to explode out of decanters and water skins.

Cathla worship Makil, Goddess of Water (Pannas), who appears in their myths as a powerful female member of their race. Cathla lairs are simple underwater complexes centered around a shrine to Makil. The cathla are a dying race who seldom venture into the world, preferring the solitude of their watery shrines. Few people living near a cathla lair even know they exist, and the cathla have instead become bogeymen used to scare young children.





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