

Labyrinth Lord
Compatible Product

Dungeon Module SW001

The Caverns of Ugard

And "The Assault On The Thieves Guild"



The name Ugard is notorious with pain and fear! Thru-out the surrounding lands Ugard and his minions threaten, bully and extort money and lives. The vile Minotaur is holed up in some caves on the outskirts of town. This OSR Compatible Adventure can easily be placed into any campaign.

Written By Shane Ward

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The Caverns Of Ugard

Version 3.0

A low level cavern crawl compatible with the Labrintyh Lord. 3 Toadstools Publishing is not affiliated with Daniel Proctor, Goblinoid Games Copyright 2006 – 2009. (font, layout, style of artwork, etc.) are reserved as Product Identity.

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Grab a copy of Labrintyh Lord
<http://www.goblinoidgames.com/abyrinthlord.html>

BIG THANKS TO:

Map Hash Pattern for Gimp Created By Morgajel
You can grab it here –

http://www.rpgnow.com/product/126612/Map-Hash-Pattern-for-Gimp?filters=0_2893_0_0_0

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awesome.

You can check out their Website & blogs here:

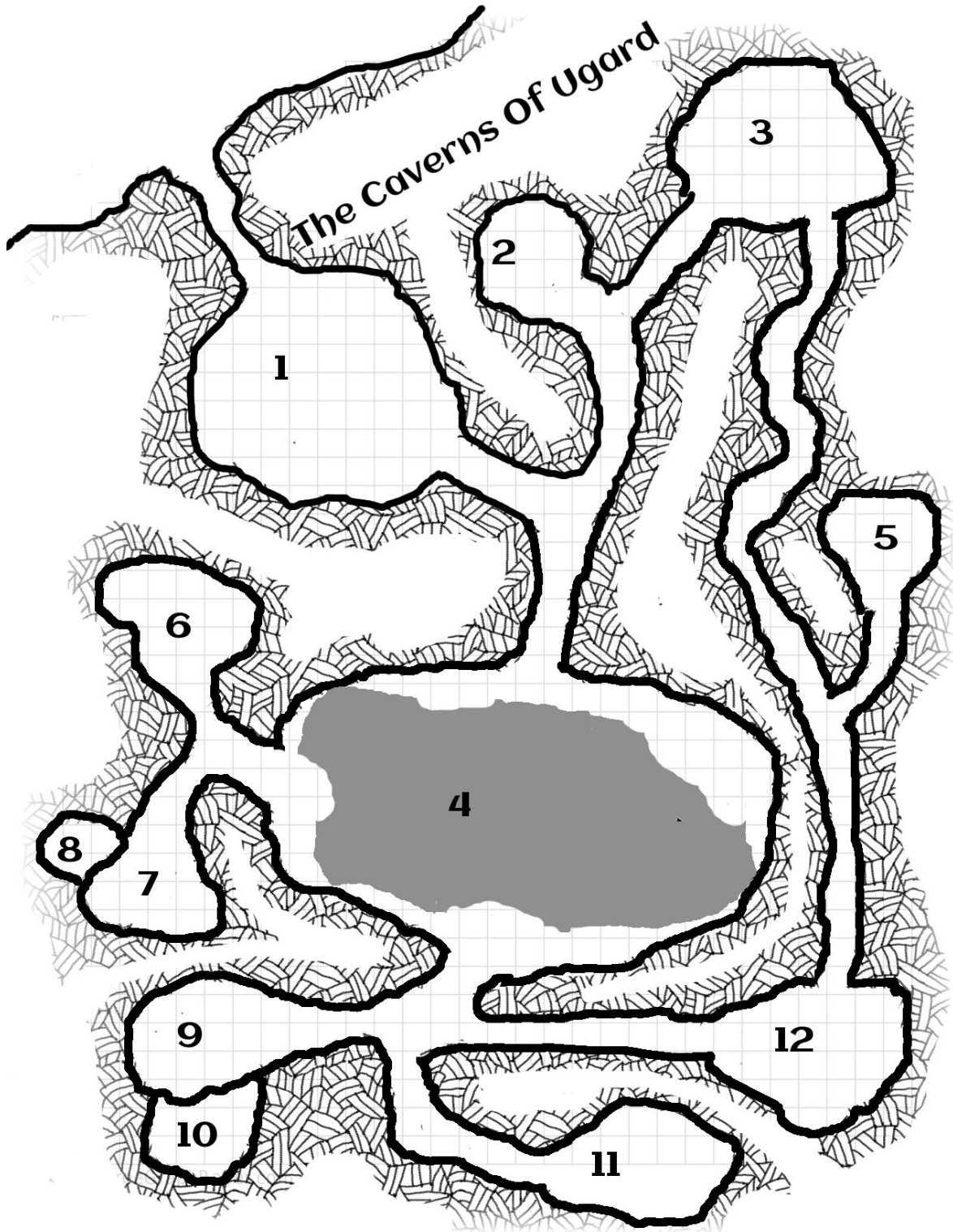
<http://vengersatanis.blogspot.ca/>

<http://geniuslocigames.blogspot.ca/>

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The Caverns Of Ugard SW001



Introduction

The name Ugard is notorious with pain and fear! Thru-out the

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surrounding lands Ugard and his minions threaten, bully and extort money and lives. The evil Minotaur is holed up in some caverns not far into the wilderness. A 500 GP's reward has been offered for his horns, 650 GP's for him taken alive and brought to justice.

1. Large Open Cavern

A large open cavern with stalagmites and stalactites litter the interior of the floor & ceiling, there is a small worn down path thru the centre of the cavern, to the southeast is an exit. (There is nothing in the room)

2. Jail & Latrine

This room wreaks of urine & sweat. In the northern portion of the room is a crude jail made of sticks wedged into holes in the ground. There is a female human chained to the wall. A beaten wood table sits to one corner, with 3 goblin guards playing a bone dice game. On the east wall are 2 latrines dug into the floor.

3 Goblins - AC 6 HD1 Attack 1D6
XP5
3 EP's, 1 key for chains of human

15 GP's, 1 key for chains of human
Therella Wyvernjack (Prisoner) -
was taken because her father hadn't
paid his gambling debts to Ugard

3. Pet Room

The door to this room is locked.
This room appears to be a make

shift holding cell for wolfs. There are half eaten deer carcasses; the floor is covered in blood. On the South side of the room is another door with a grate for feeding.

There are 2 Wolves in the room that look hungry! (On the other side of the door is a pit trap)

2 Wolves - AC 7 HD 2+2 Damage 1D6
XP 35

4. Deep Lake

A huge sprawling cavern opens up; in the centre is a dark lake. At one time there was a stone bridge across the lake, but it has since crumbled. There appears to be passages to the west & south, however you cannot get to them without crossing the water. (The lake is 20 feet deep at the centre)
(The lake is filled with piranhas, the south side of the cavern is home to a giant spider, and the webbing covers the south exit)

12 Piranha's AC 8, 1 HP each,
Damage 1D4, 5 XP

Giant Spider AC 6, HD 3, Damage
2D6, poison XP 80.
(62 CP's, 35 GP's, Potion of heroism,
Cursed Scroll)

**Saving throw VS Wands or risk
getting caught in web for 1D4
rounds*

5. Goblin Prayer Room

This room is utterly dark, in the centre is a strange idol on a pillar

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that emanates a dark green light. It is carved of a black stone, in the shape of a goblin with 2 protruding teeth. There are 4 goblins in this room praying.

The idol has permanent Magic spells on it. It is worth 400 GP's if it can be rested from its location.

Due to the evilness in this room, there is also permanent darkness other than the green hue from the idol; no spells or torches will work. PC's will have to fight blindly.

4 Goblins - AC 6 HD1 Attack 1D6
XP5

6. Dwarfen Mining Cave

This room is a bustle of activity; about 15 Dwarfs are working steadily chipping away at the rock on the walls.

15 Dwarfs AC 6 HD 3 Damage 1D6,
XP 45

**The dwarfs recently suffered an attack by the goblins & Ugard; they lost some of their companions in the skirmish, and a fabled pickaxe "Gallargeh The Stone Cleaver" (+2 against stone giants). They are willing to pay 150 GP's for its safe return. 2 Dwarfs will take up the fight provided they are paid 35 GP's per man*

7. Dwarfen Barracks

This room is a makeshift barracks for the Dwarfen Clan; there are

beds, crates, and a large fire pit in the centre of the room. There are 8 Dwarfs sleeping, and eating about in the room. The room is decorating in tapestries depicting the lives and stories of the Clan.

8 Dwarfs AC 6 HD 3 Damage 1D6,
XP 45

8. Secret Treasure Room

*There is a secret room in the west wall, a small lever behind a tapestry. Inside the room is a locked trapped chest containing 1000 GP's, 200 SP's and 2 Gems worth 50 GP's each

9. Ugard's Room

This room is decorated in the heads of recent victims, staked into polls all around the outskirts of the room.

Ugard sits upon a makeshift throne of bones, while 3 goblins tend to him and one does his best to entertain him by dancing.

Ugard The Minotaur

Ugard The Minotaur AC 6 HD 6, 2
Attacks 1d6/1d6 XP 820

*Ugard has a key to room 10, the door is locked

4 Goblins - AC 6 HD1 Attack 1D6
XP5

10. Treasure Room

The door is locked to this room (and trapped, if the PC's use the

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key the trap is disabled, if not 1D6 damage) this room is piled high with coins.

20 CP's 300 SP's, 1 Potion Of Healing, 1D6 Gems (worth 15 GP's each)

Fabled pickaxe "Gallargeh The Stone Cleaver" (+2 against stone giants).

Chainmail + 1

Dagger + 1

11. Goblin Barracks

This room is filled with beds and tables; there are 10 goblins in the room. It appears to be their living space.

10 Goblins - AC 6 HD1 Attack 1D6 XP5

12. Goblin Armory

There are 2 Goblins on guard here.

The room is filled with crude weapons and armor.

2 Goblins - AC 6 HD1 Attack 1D6 XP5

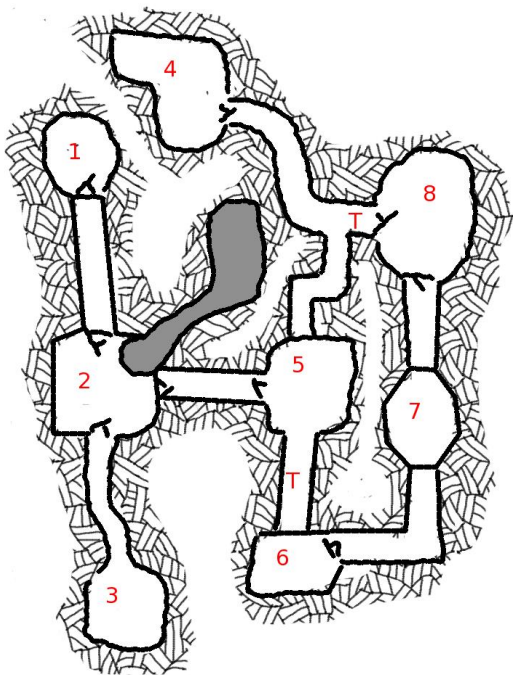
*If the PC's come this way first, one goblin will try and raise an alarm, bringing half of the goblins from room #11. There are 12 Daggers, 5 Swords, and 6 Leather Armor in this room piled high in one corner and hung on the walls. They are worth half of what the going rate is, as they are badly made by goblins.

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Assault On The Thieves Guild

Introduction

Deep in the sewers of the city, lies the lair of the thief's guild. The local lord has put out a bounty (25 GP per thief) on all thieves located in the sewers.



1. This is the entrance to the sewer. There is a ladder coming down from the streets above. The room is empty

2. This room reek's of feces, there is a large pool of black in the corner; above you is a hole where muck pours in. Investigating the muck you notice it travels down long rough passage. (There is a tripwire on both exits from the room that will alert the guard in

room 3).

3. Guard room. – There are 6 thief's guild guards here. The room is a makeshift armory with various weapons on the walls. There are a few barrels that hold provisions and rope. 6 Guards AC 7(12) HD1 Weapon 1D8.

4. This room is L shaped. At the back portion of the room is a statue of a vile looking woman (patron saint to thief's). Any good aligned character will have to Save VS Spell or be struck by lighting (2D4). There is treasure in a secret compartment under the statue. 4 Acolyte Priests (1st level Clerics) AC 7(12) HD1 Weapon 1D8.

5. The room is lined with chests; this is the horde of the thief's guild. An ugly looking Minotaur guards it. AC6 (13) HD 6+4 Attack: Head Butt 2D4, Weapon 1D8. (There are 6 chests, all are trapped, and the Minotaur does not have a key – Total 3000 GP's, 1000 SP's, and 10 Various Gems worth 25GP each).

6. Jail – This room is a jail, it is guarded by 4 thief's AC 7(12) HD1 Weapon 1D8. There are 3 jail cells, each with a beggar in them. If asked they were taken in their sleep, and have been used in weird experiments by the Acolytes. The room also contains a cell with 3 Guard Wolves AC 7 (12) HD 2+ 2 Bite 1D4

7. Entertainment Room – This is a makeshift tavern room, there are 10

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thieves in the room. They are all drinking and carrying on. There are a few dancers in the middle of the room on a stage, and in the corner a few minstrels' play music. 10 Guards AC 7(12) HD1 Weapon 1D8.

8. Audience Hall/Private chamber – This is the throne room of the leader of the Thief's guild. There is a bed in the corner; a few bookshelves filled with books, and a treasure chest (locked/trapped 250 GP's and Ring of silence). 2 guards guard the leader. 2 Guards AC 7(12) HD1 Weapon 1D8. Ah'Kar (4th Level Thief) AC 6 (13) Attack 1D8. Ah'kar will try to escape. He has the keys for room 5.

9. The corridor goes down about 30 feet to a large pool of muck. The corridor is very small, and only a hobbit or a dwarf can get thru. A quick search of the room will reveal nothing other than the muck pool. Black Pudding AC 6 (13) HD 10 Attack 3D8

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