

Dungeon Module SW005

The Tomb Of Gardag The Strange



A long time ago lived an evil and very eccentric warlord named Gardag. Over the years he built up a cult following, many flocked to him and worshipped. He sent out his cultists to pillage and burn the surrounding lands. Eventually he amassed a huge stock pile of treasure.

A OSR Module for 4 - 6 Characters Levels 3 Compatible with Labyrinth Lord (TM)

Written By Shane Ward

Labyrinth Lord
Compatible Product

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Tomb Of Gardag The Strange

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Tomb Of Gardag The Strange

Artwork

Supplied by openclipart.org, morguefile.com

Labyrinth Lord

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Welcome

Welcome to “The Tomb Of Gardag The Strange”. This adventure has been designed to easily fit into any campaign that you are running. Please read thru the adventure first, if you feel that the adventure maybe too easy or too hard on your players, feel free to modify any encounters, monster hit dice, etc. In the back of the module you will find some pre-generated player characters and a list of interesting henchmen!

IF YOU ARE A PLAYER!

Don't spoil it man/woman! Stop reading now. Seriously stop. Are you still reading? Please roll 1d20 and Save VS Death.

Formatting

Room descriptions within this adventure are formatted exactly like this.

Labyrinth Lord Information is formatted like this.

Monster Stats are formatted like this - 6 Skeletons AC 7, HD 1, hp 1,2,5,2,1,3 MV 60' (20'), #AT 1, D 1D6, Save F1, ML 12 , AL Chaotic, XP 13

Ability Checks

Throughout this adventure, ability checks are required for certain actions the PC's might take. Attempting to swim down to a lower depth for instance would be a Dexterity check, alternatively trying to force a door open would be a strength check. Have the player roll 1D20, if the result is greater than the ability score the roll fails. If the result is less than or equal to the ability score the roll succeeds. A result of 20 is always a failure, whereas a result of 1 is always a success. There are certain instances where a modifier can be added to increase or decrease the difficulty of the ability check. a + modifier will make the roll more difficult, a - modifier will make the roll easier.

Alternatively you can use ability bonus modifiers to a pre-determined number of difficulty (although that's not exactly old school!). The higher the number the more difficult the task would be. Example: A PC wants to break down a door, the GM decides that the difficulty would be 17. The PC rolls 1D20 and adds his strength modifier of +1. He rolls a 12+1 = 13, and fails to break the door down.

Tomb Of Gardag The Strange

The Tomb Of Gardag Background

A long time ago lived an evil and very eccentric warlord named Gardag. Over the years he built up a cult following, many flocked to him and worshipped. He sent out his cultists to pillage and burn the surrounding lands. Eventually he amassed a huge stock pile of treasure.

His demise came when a cultist named Zalish Hargih finally saw the evil that was being inflicted on the land and vowed to put a stop to it. Late in the evening when Gardag was resting peacefully after a large meal, Zalish snuck into his bedroom and murdered the cult leader with a poison tipped dagger. Shortly thereafter the remaining cultists took their own lives, proclaiming they would rather be with their leader, than face the awfulness of the world without him. A tomb was erected in the underworld for Gardag by the last of his stalwart followers. They eventually hung themselves within. It is said that the skulls of the cultists line the tombs, stacked neatly.

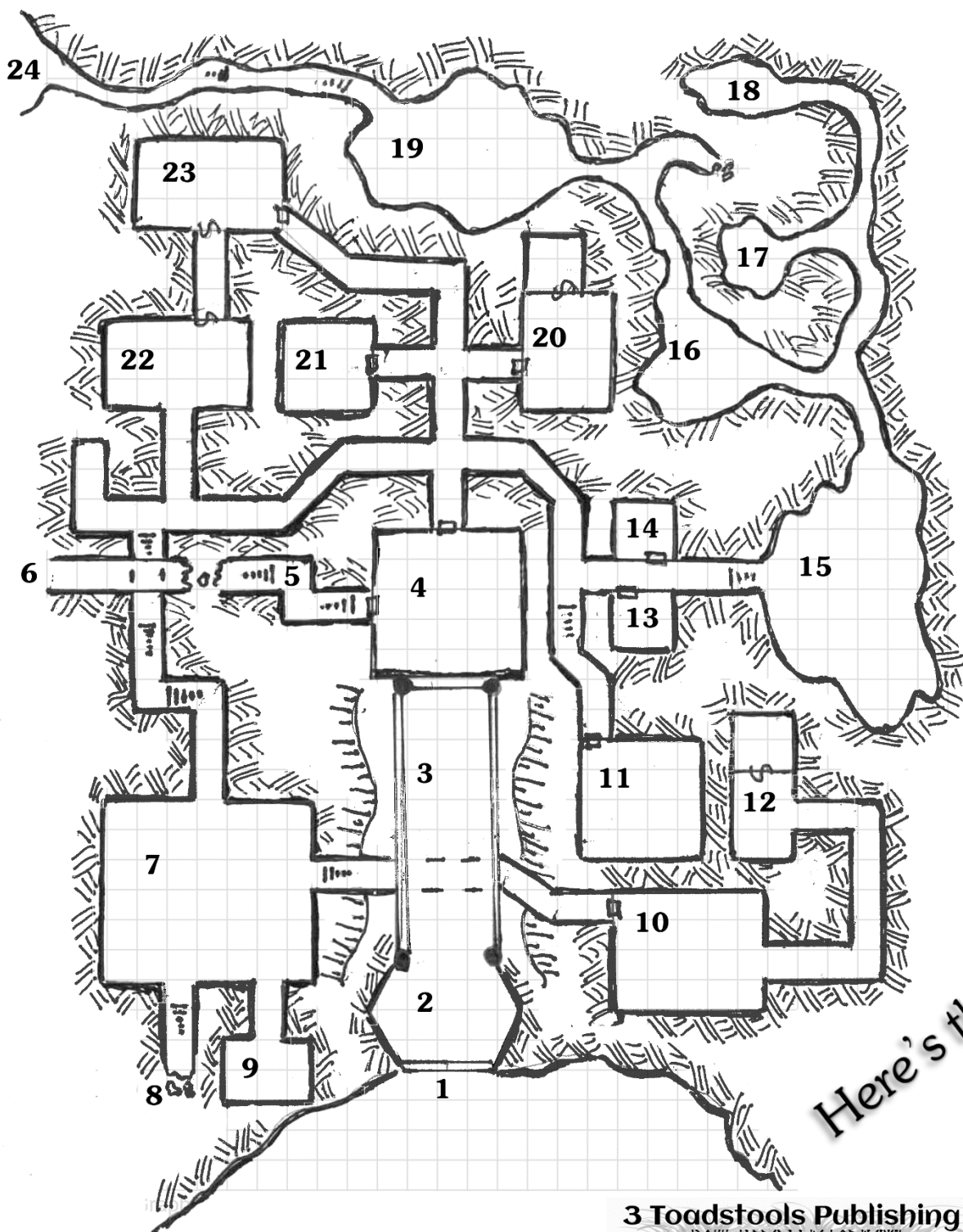
The great great grand daughter of Zalish Hargih, Hamona Hargih seeks to find the lost poisoned dagger that ended Gardag's reign of terror. She believes that Zalish's remains may also be imprisoned within the tomb, and would like them retrieved for a proper burial. Hamona is offering a 450 GPs reward for the safe return of the dagger and her father's body.

Rumours

Roll 1d6

- 1) That cult is just a myth, I wouldn't put too much stock into what Hamona says.
- 2) Yah I've heard of him (gardag), he was a butcher. My gramps used to talk about him.
- 3) I've scouted that place actually, there's nothing in there but scary flesh eating monsters!
- 4) Don't you find it odd that no one else has gone and checked out that tomb?
- 5) One time I went a looked at the place, got a helluva shock when I touched the doors!
- 6) They say there are cultists buried with him, they also say that some people are trying to revitalize the cult, I don't know why? If you ask me they are nuts! Sure let's celebrate a dead warrior, what?

Map "The Tomb Of Gardag" Each Square is 5 feet.



3 Toadstools Publishing
D-T-H H-A-N-E-C-L-A-L-I-C F-O-R-A-I-D-Y

Tomb Of Gardag The Strange

Random Encounters

Roll 1d6

1) Morlocks 1d6

AC 8, HD 1, MV 120' (10'), #AT 1, D 1D4
Club, Save F1, ML 9, AL Chaotic, XP 5
Hoard Class XX

2) Ogres 1d6

AC 5, HD 4+1, MV 90' (30'), #AT 1, D 1D10
Club, Save F4, ML 10, AL Chaotic, XP 215
Hoard Class XX + 1000 GP

3) NPC Group 4 Fighters

AC 7 Studded Leather Armour, HD 1, hp 5,
4, 8, 6 MV 120' (40'), #AT 1, D 1D6 by
weapon, Save F1, ML 6, AL Neutral, XP 10

4) Shadows 1d8

AC 7, HD 2+2, MV 90' (30'), #AT 1, D 1D4,
Special see page 94 Labyrinth Lord™, Save
F2, ML 12, AL Chaotic, XP 83 Hoard Class
XVII

5) Carcass Scavenger 1d3

AC 7, HD 3+1, MV 120' (40'), #AT 8
Stingers, D Paralysis, Save F2, ML 9, AL
Neutral, XP 135 Hoard Class XXI

6) Skeletons 1d6

AC 7, HD 1, MV 60' (20'), #AT 1, D 1D6,
Save F1, ML 12, AL Chaotic, XP 13 Hoard
Class none

Encounter Key

1. The Doors. Here stand the giant doors to the tomb of Gardag, they are 15' wide and 10' high. Circling the edges of the doors are elder runes.

The doors are magically protected with an electrical charge to prevent grave robbers. Allow a save vs spell for half damage. 1d8 damage. If there are any PC's that can read Elvish. The runes read "Here lies Gardag The Strange, butcher of the countryside, and his loyal worshippers. Grave robbers beware!"

2. Antechamber. This room is made of limestone and is so polished that anyone looking at the floor can see their reflection. It is 20" by 20". Hanging on the east and west walls are large paintings depicting various historical scenes from Gardag's reign. The north end of the room has an archway that opens up to a stone bridge beyond.

Each painting is rigged with a trip wire, if any of them are dislodged from the wall the room will fill with a poison smoke. The PC's have 4 rounds to figure out how to get out of this room before the smoke gets to their lungs. A large wall will slide closed covering the exit to the north trapping the PC's in the room. The south door closes behind them but does not lock. A successful strength check at -1 will dislodge either of the doors. Save VS. Poison or die! The four paintings are worth 100 GP's each to the right buyer.



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3. The Bridge. The bridge is 45' long by 15' wide. It is made of the same polished limestone that the antechamber is made from. The bridge is over a large chasm 60' down and 45' wide. At the northern end of the bridge is a set of double doors similar to the main doors (1.)

There is a 2 in 6 chance that the PC's will disrupt a flock of normal bats. Roll 1D6. The doors are easily opened, they are not trapped.

48 NORMAL BATS AC 6, HD 1, hp 1 each MV 120' (40'), #AT Confuse, D none, Save 0 Level Human, ML 6, AL Neutral, XP 6 *If the Bats attack they will confuse the PC's, -2 attack rolls.

4. False Tomb. The room is 25' by 25'. In the centre of the room is a large sarcophagus made of wood. Surrounding the sarcophagus are piles of gold and jewels. The room is ornately decorated with murals depicting Gardag on the walls. There are 2 doors, one north & one to the west.

There is nothing inside the coffin but dust. The gold & jewels are all fakes. There is approximately 1500 fake gold pieces, and 20 jewels worth nothing. A successful wisdom check at -2 will reveal the fakes. Neither of the exit doors are locked.

5. Pit Trap. There are 2 sets of stairs here, the first leads to a 5' landing, and then continues down another set of stairs where the passage abruptly ceases. There was a collapse in the tunnel here.

The landing has a pit trap, whoever steps on it first will trip a set of false doors in the floor to open. The PC's will fall 15' down onto spikes. 2D6 damage. A successful dexterity check at -2 will save the PC from falling. Save VS Petrify for half damage if they fall on the spikes.

6. It continues on? *Feel free to add an extra map here if you like to continue the adventure. Alternatively this maybe a Lawful place for a random encounter. Or the passage is totally empty and there is a wall.*

7. Gardags Chamber. This room is 35' by 30', the floor is made of polished marble. In the centre of the room is a large ornate black coffin. There are 4 exits, one to the north, east and two to the south.

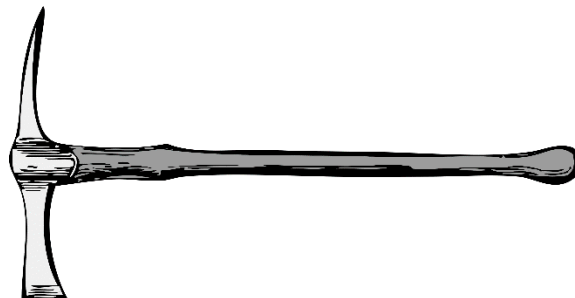
The coffin contains the body of Gardag. Along the sides of the coffin are 10 Gem's worth 25 GP's each. The gem's are imbedded into the coffin and it will take four rounds of prying to get them off. On Gardag's body is a key to room 21. Buried with Gardag is a pouch containing 400 GP's. If the PC's linger in the room longer than 4 rounds, Gardag will emerge from his coffin flinging the lid across the room. As soon as Gardag attacks the PC's 1 Wraith from room 9 will join the fight. The wraith was a former wife of Gardag.

GARDAG (WIGHT) AC 5, HD 3, hp 17 MV 90' (30'), #AT 1, D Drain Life Energy, Save F3, ML 12, AL Chaotic, XP 110 See page 102 in Labyrinth Lord™ for more information.

1 WRAITHS AC 3, HD 4, hp 19, MV 120' (40') Fly 240' (80'), #AT 1 Touch, D Drain Life Energy, Save F4, ML 12, AL Chaotic, XP 300 See page 102 in Labyrinth Lord™ for more information.

8. Stairs to nowhere. This tunnel was never finished, there is a set of stairs that lead down where the tunnel abruptly ends. A few rusted pick axes lye against the wall.

If the PC's rummaged around and investigate the area they will find a small bag of coins, (30 CP's). One of the pickaxes although rusted has a faint magical glow. It is a +1 pickaxe (1d6+1 damage)



Tomb Of Gardag The Strange

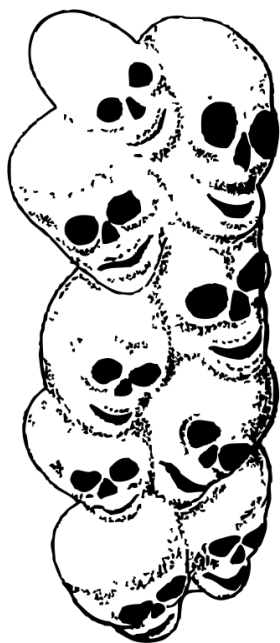
9. Wraith Tomb. This small tomb has a coffin within it. Inside is the wife of Gardag, destined to always be by his side. There is a small treasure chest in the room.

The chest is locked. Inside the treasure chest is a wand of fear, scroll of crushing hand, scroll of lightning bolt, and 300 GP's, 100 SP's.

10. Rows Of Skeletons. The door to this room is locked. The tomb is 20' by 25', there is an exit to the east. The entire room is filled with skulls, and bones all neatly stacked to the ceiling. Each bone is in a separate pile, the skulls in one, and the femurs in another etc. There is only enough room to walk one person at a time to the other side.

If the PC's decide to search for treasure or secret doors, roll 1D6 on a roll of 1-2 they have stayed too long in the room and 6 Skeletons animate from the bones lying on the floor. It will take 1 round for the skeletons to become active enough to fight. Any attacks made on the skeletons in the first round will do + 2 damage.

6 Skeletons AC 7, HD 1, hp 1,2,5,2,1,3 MV 60' (20'), #AT 1, D 1D6, Save F1, ML 12, AL Chaotic, XP 13



11. Initiate's Room. The door to this room is locked and trapped. The room is 20' by 20'. The walls are bare. Hanging from the ceiling are 6 lengths of rope that have been shorn off, the nooses hang around the necks of six extremely hungry zombies that are milling about in the room.

6 ZOMBIES AC 8, HD 2, hp 8, 9, 6, 2, 7,11 MV 120' (40'), #AT 1, D 1D8 short swords, Save F1, ML 12, AL Chaotic, XP 29

This rooms contains the Initiates who stayed behind to finish constructing the tomb. One of the zombies has a key to room 23 where Zalish Hargih remains are. Scattered amongst the mess on the floor are 15 SP's and 30 CP's.

12. Empty Room? This small chamber is 10' x 15'. On the north wall is a large mural depicting Gardag beheading a king.

There is a secret door behind the mural, the door is trapped with a cross bow located behind a false plate in the south wall. Allow a save vs petrify for half damage 1D8.

Within the secret room is a chest filled with 500 GP's and a potion of healing.

13. The Rack. The door to this room is unlocked and ajar. Inside the 10' x 10' room is a wooden "rack". Previously used for torturing victims of Gardag. An extremely stretched skeleton is manacled to the rack. The floor is covered in a sticky green slime.

GREEN SLIME AC N/A, HD 2, hp 12 MV 3' (1'), #AT 1, D See LL page 80, Save F1, ML 12, AL Neutral, XP 38

If a search is made there is a small bag of 100 SP's lying under the rack covered in blankets,

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14. Iron Maiden. Within this 10' x 10' room is an iron maiden. The torture device is closed. The room is bare, other than a table littered with small torture devices.

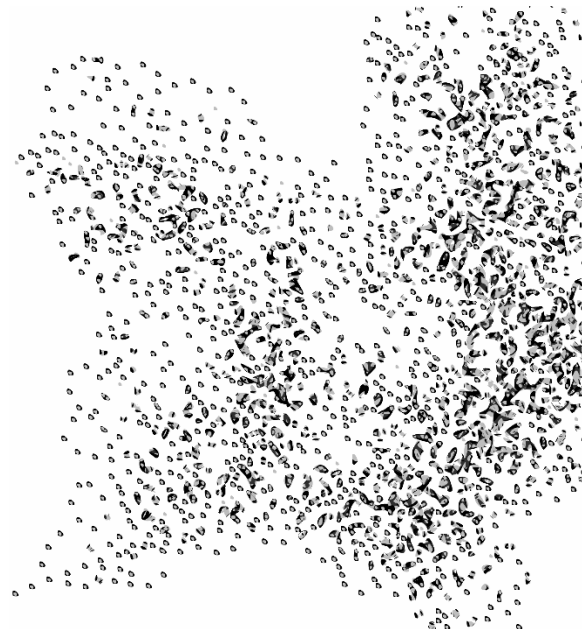
If the PC's open the Iron Maiden they will find a very hungry zombie. The intended torture victim did not die, but turned. The zombie will attack with its fists and bite. A previous torturer left a bag of 30 GP's and 2 healing potions on the table. Probably to prolong the life of his intended victim.

ZOMBIE AC 8, HD 2, hp 5 MV 120' (40'), #AT 1, D 1D4 Bite or 1D6 Fist, Save F1, ML 12, AL Chaotic, XP 29

15. Insect Caves. This large cavern is 40' x 25'. The floor is covered in mushrooms that radiate a soft glow. A set of stairs to the west lead down into the cavern from the tombs. To the north is an exit tunnel.

The mushrooms have no healing properties.

Insect Swarm AC 7, HD 2, hp 11 MV 60' (20'), #AT 1, D 2 hit points, Save 0 Level Human, ML 11, AL Neutral, XP 29

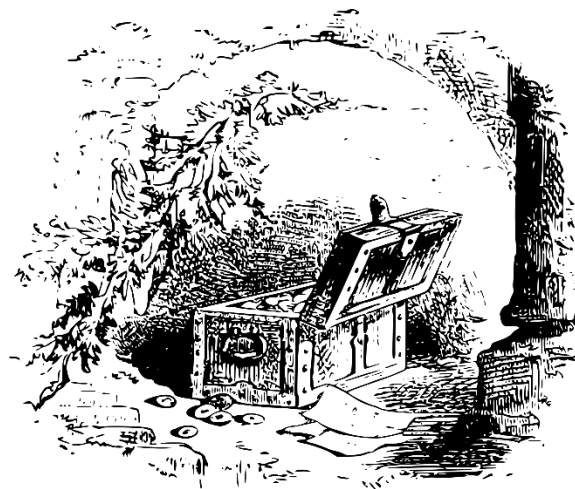


16. Slaves. Tied to a large stake in the centre of the room are 6 humans, they are all malnourished, and lying down sleeping. One human is already dead, the flesh torn from parts of their body. The room is 15' x 20'. There is an exit to the north and to the east.

5 Human Slaves AC 9, HD 1, hp 1, 1, 2, 1, 1 MV 30' (10'), #AT 1, D 1D4, Save 0 Level Human, ML 2, AL Neutral, XP 5

17. Hoard. Within this cavern is a hoard of all the treasures & items that the morlocks have taken from their slaves. The room is 10' x 10'.

There is a 50 foot length of rope, 5 days worth of rations, a rusted dagger -1, a suit of leather armour, a pile of 200 CP's, a necklace worth 25 GP's. The room is trapped with a covered pit trap. Do a dexterity check at - 2, if any PC tries to enter the room. The pit is 10' deep and there are make shift wooden spikes at the bottom. 2D6 damage.



18. Empty. This room is empty save for a pile of molding clothes. The room is 10' x 10'.

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19. Morlocks! This cavern is 35' x 25' and about 10' high. Within the cavern are a bunch of Morlocks feasting on the carcass of a bear. There are 2 exits, one in the northwest and one to the east.

10 Morlocks

AC 8, HD 1, hp 5,2,2,1,8,4,4,7,6,6, MV 120' (10'), #AT 1, D 1D4 Club, Save F1, ML 9, AL Chaotic, XP 5

The morlocks have a small bag of leftover rotting meat, if the PC's dig around in the bag they will find 1 gem worth 15 GP's, and 10 CP's.

20. Trinket Room. This room is 15' by 20'. The room contains the personal collection of unique treasure that Gardag collected over his years as ruler. Among the items are:

- 1) A complete Tyrannosaurus Rex Skeleton.
- 2) An exceptionally beautiful woman encased in wax.
- 3) A large 7' **Silver Sickle +1**.
- 4) 10 large tapestries hand on the wall (10 x 100GP's).
- 5) A bookshelf with 10 heads in jars.
- 6) A suit of cursed black **plate mail – 1**
- 7) A Neanderthal encased in wax.
- 8) A chest containing 300 SP's, 400 GP's.

If any PC steps into the room without checking for traps, have them roll 1D6, on a roll of 1 -2 they trigger a sleeping gas trap. The door swings shut and locks, the room fills up with sleeping gas. Allow a Save VS Spell. If failed a PC will fall asleep for 1D4 rounds. When the trap is sprung a secret door will open up releasing 6 skeletons. There is nothing of value in the secret room.

6 Skeletons AC 7, HD 1, hp 2,4,2,3,3,1 MV 60' (20'), #AT 1, D 1D6, Save F1, ML 12, AL Chaotic, XP 13

21. Initiate Pool – Don't Drink The Water.

The door to this room is locked, there is a key in room 7 (Gardags Chamber). The room is 15' x 15'. In the centre of the room is a large stone pool filled with purple water. Two large identical tapestries hang on the western wall. They are entirely black with a large blood red symbol in the centre. The symbol is that of a Wolf's head and a sickle. Gardag personal emblem. The floor is littered with bones, all of which have been shorn off by sharp weapons.

The tapestries are worth 15 GP's to the right buyer. This pool was used to indoctrinate new followers into Gardags cult. The initiates would make a human sacrifice and then cover themselves with the dark water. If a detect magic spell is cast on the pool the PC will know that it is chaotic in nature. If any PC baths themselves in the water they must roll on the below chart. The pool effects are permanent and the PC's can only bath once. If any Lawful PC drinks the water allow a Saving Throw VS Poison 2D6 damage. Neutral PC's there is no effect. Chaotic PC's will gain 1D6 hp's (not above their original hp's). The water tastes sweet and grape flavored.

POOL EFFECTS

Roll 1D6 Consult PC Alignment.

<u>Roll 1D6</u>	<u>Chaotic</u>	<u>Neutral</u>	<u>Lawful</u>
1	+1 STR	N/A	- 1 STR
2	+ 1 DEX	N/A	- 1 DEX
3	+ 1 CON	N/A	- 1 CON
4	+ 1 INT	N/A	- 1 INT
5	+ 1 WIS	N/A	- 1 WIS
6	+1 CHA	N/A	- 1 CHA

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22. Barracks. This room is 25' x 15'. The room is furnished with bunk beds, a few tables and a couple of barrels.

The barrels contain standard rations for one week for 3 people. Behind the barrels is a secret door to the north, inside one of the barrels is a lever that opens the door. The room is empty otherwise. The secret tunnel between rooms 22 and 23 is trapped with poison gas. On a roll of 1 – 2 on 1d6 the poison will trigger when the secret door is opened. Save VS Poison or Die.

23. The Remains Of Zalish Hargih. The door to this room is locked. The room is 25' by 15'. In all four corners of the room are large urns. In the centre of the room is the torso and head of a skeleton. It is pierced with 10 arrows.

Each urn contains a body part of Zalish. (2 arms, 2 legs). The skeleton body does not have any treasure whatsoever. The urns are magically protected. Anyone touching an urn will receive 1D8 electrical damage. Allow a Save Vs Spell for half damage. A successful dispel magic cast on a urn will negate the effects. Chaotic PC's touching the urn will take no damage. There is a secret door in the south wall. A small button will open it if pressed. The button resembles the rest of the wall, the only way to find it is by searching. In the bottom of the urn in the northwest is Zalish's dagger. It is a + 2 silver dagger, on an attack roll of 20 it will enact a fast moving poison that will render the victim dead within 1D6 rounds. The secret tunnel between rooms 22 and 23 is trapped with poison gas. On a roll of 1 – 2 on 1d6 the poison will trigger when the secret door is opened. Save VS Poison or Die.

24. Alternative entrance. Here is a mouth of a cave. It smells horrible, and is very dark inside.

You can use this as an alternative to the main door to the tomb 1.



This concludes the adventure.

Tomb Of Gardag The Strange

Pre Generated Characters

(Print and cut on the line)

Oloaver Droverson

3rd Level Thief 9 HP's Alignment: Neutral Current XP: 2501 _____

STR 14 DEX 13 CON 8 INT 9 WIS 16 CHA 5

Equipment: Leather Armour (AC 8), Thieves Tools, 2 Torches, 1 Dagger (1D4), Backpack, 2 days of trail rations, 5 GP's, 2 SP's.

Thief Skills:

Pick Locks: 27 Find & Remove Traps: 20 Pick Pockets: 30 Move Silently: 30 Climb Walls: 89
Hide In Shadows: 20 Hear Noise: 1-3

Notes:

Gracestina Catslove

3rd Level Elf 11 HP's Alignment: Lawful Current XP: 8125 _____

STR 6 DEX 8 CON 9 INT 9 WIS 10 CHA 10

Equipment: Leather Armour (AC 8), Long Sword (1D8), Long Bow (1D8), Quiver with 20 Arrows, 3 Torches, Backpack, 2 days of trail rations, 10 GP's, 12 SP's.

Spells: Magic Missile, Read Magic, Web

Notes:

Breora Spiritforged

3rd Level Dwarf 7 HP's Alignment: Neutral Current XP: 4375 _____

STR 12 DEX 11 CON 8 INT 13 WIS 11 CHA 18

Equipment: Chainmail (AC 5), Sack, Heavy Pick (1D8), 1 torch, 2 days of trail rations, 3 GP's, 2 SP's.

Notes:

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Lady Ravaaga

3rd Level Cleric 10 HP's Alignment: Lawful Current XP: 3125 _____

STR 8 DEX 11 CON 9 INT 13 WIS 17 CHA 13

Equipment: Leather Armour (AC 8), Sack, Mace (1D6), 1 torch, 4 days of trail rations, 13 GP's, 20 SP's.

Spells: Cure Light Wounds, Remove Fear, Hold Person

Notes:

Krismorel Homeforger

3rd Level Halfling 7 HP's Alignment: Chaotic Current XP: 4065 _____

STR 10 DEX 11 CON 9 INT 9 WIS 4 CHA 5

Equipment: Leather Armour (AC 8), Backpack, Shortbow (1D6), 20 Arrows, Dagger (1d4) 1 days of trail rations, 2 GP's, 6 SP's.

Notes:

Lady Stoerris Dragonsbane

3rd Level Fighter 6 HP's Alignment: Neutral Current XP: 4065 _____

STR 14 DEX 7 CON 14 INT 4 WIS 9 CHA 11

Equipment: Chainmail (AC 5), Backpack, Two Handed Sword (1D10), 1 days of trail rations, 18 GP's, 2 SP's.

Notes:

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Seatumal Shipsail

3rd Level Wizards 3 HP's Alignment: Lawful Current XP: 5001 _____

STR 6 DEX 12 CON 13 INT 14 WIS 11 CHA 10

Equipment: Robe (AC 9), Backpack, Flail (1D6), Sling (1D4), 10 sling stones, 1 days of trail rations, 13 GP's, 20 SP's.

Spells: Magic Missile, Read Magic, Phantasmal Force

Notes:



Gardag prior to his morning coffee.

Tomb Of Gardag The Strange

Interesting Henchmen

A quick little random henchmen table. Roll 1d12, or pick one that suits you.

1. Galwain - Human Fighter, lost his leg in a freak farming accident, tells everyone the reason he has a peg leg is because of an alligator bite.

STR 11 DEX 6 CON 9 INT 7 WIS 12
CHA 10

Galwain AC 7 Studded Leather Armour, HD 1, hp 5 MV 120' (40'), #AT 1, D 1D8 Heavy Flail, Save F1, ML 6, AL Lawful, XP 10

2. Rain-ah - Elf, after leaving her home in search of adventure, Rain-ah fell madly in love with Pies! She is still quite a capable fighter, albeit slower than most.

STR 11 DEX 5 CON 11 INT 9 WIS 12
CHA 8

Rain-ah AC 5 Chain Mail Armour, HD 1, hp 4 MV 120' (40'), #AT 1, D 1D8 Longbow, 1D8 Scimitar, Save E1, ML 8, AL Neutral, XP 10

3. Razoule - Wizards, Razoule accidentally blew up his master when he was at school, even since then he has been a bit gun shy to use magic. He's attempted to learn how to fight like a Fighter, but fails miserably.

STR 8 DEX 10 CON 8 INT 9 WIS 6
CHA 10

Razoule AC 9 Unarmoured HD 1, hp 4 MV 120' (40'), #AT 1, D 1D6 Spear, Save MU1, ML 5, AL Lawful, XP 10, Spells: Magic Missile

4. Fingle - Halfling. Fingle spent most of his early life pick pocketing in major cities, His crimes eventually caught up with him. In a public display his left hand was cut off. Since then he has become a wanderer never staying in one town for any longer than a week.

STR 9 DEX 13 CON 9 INT 8 WIS 11
CHA 9

Fingle AC 7 Studded Leather Armour, HD 1, hp 4 MV 90' (30'), #AT 1, D 1D4 Dagger, Save H1, ML 7, AL Chaotic, XP 10

5. Ralgar - Fighter. Ralgar is very inquisitive, so much so that she tends to act first before thinking.

STR 13 DEX 8 CON 11 INT 9 WIS 3
CHA 14

Ralgar AC 4 Splint Mail Armour, HD 1, hp 5 MV 120' (40'), #AT 1, D 1D10 Pole Arm, Save F1, ML 6, AL Neutral, XP 10

6. Hermonah - Dwarf. Most people tend to believe that there are only Dwarven men, Hermonah likes to point out that there are in fact Dwarven women! If she's not out adventuring she can usually be found in a tavern spending her hard earned gold and participating (and usually winning!) drinking contests.

STR 14 DEX 10 CON 9 INT 8 WIS 8
CHA 12

Hermonah AC 5 Chain Mail, HD 1, hp 5 MV 60' (20'), #AT 1, D 1D8 Battle Axe, Save D1, ML 8, AL Neutral, XP 10

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7. Gurlarh - Cleric. During Gurlarh's childhood his great uncle was killed in a freak accident. Ever since then Gurlarh believes the ghost of his uncle haunts his every waking hour. While a perfectly capable cleric and healer, he tends to have minor freaks out and talks to himself.

STR 7 DEX 12 CON 10 INT 9 WIS 13
CHA 9

Gurlarh AC 7 Studded Leather Armour, HD 1, hp 5 MV 120' (40'), #AT 1, D 1D4 Club, Save C1, ML 5, AL Lawful, XP 10, Spells: Cure Light Wounds

8. Roolandh - Fighter. The most pompous uppity twit you've ever met. If you have a story, he has one better, if you have a long sword, he has a gold long sword. He refuses to spend time in less than ideal locales. More often than not when he is faced with a situation that is not up to his standards he will just up and leave.

STR 13 DEX 8 CON 8 INT 10 WIS 7
CHA 13

Roolandh AC 4 Splint Mail Armour, HD 1, hp 6 MV 120' (40'), #AT 1, D 1D8 Long Sword, Save F1, ML 4, AL Lawful, XP 10

9. Aleah - Thief. Aleah is more of a swashbuckler than a thief, having grown up as the daughter of a Pirate captain. She's more comfortable hanging out with men. Always up for adventure, the more challenging the better!

STR 9 DEX 14 CON 6 INT 10 WIS 9
CHA 3

Aleah AC 7 Studded Leather Armour, HD 1, hp 3 MV 120' (40'), #AT 1, D 1D4 Dagger, Save F1, ML 6, AL Chaotic, XP 10

10. Berton - Wizards. Berton is obsessed with nature and animals. When wandering the country side he will stop every half a mile to digest some interesting insect, or plant. A doddler. Berton is also a problem gambler.

STR 6 DEX 9 CON 14 INT 12 WIS 9
CHA 5

Berton AC 9 Unarmoured HD 1, hp 3 MV 120' (40'), #AT 1, D 1D4 Club, Save MU1, ML 5, AL Neutral, XP 10, Spells: Magic Missile

11. Selar - Elf. Selar was a prince, before his family was shamed and booted from the Elven city. Selar has a brooding personality, and speaks very little.

STR 13 DEX 9 CON 8 INT 13 WIS 7
CHA 4

Selar AC 7 Studded Leather Armour, HD 1, hp 6 MV 120' (40'), #AT 1, D 1D8 Longbow, 1D4 Dagger, Save E1, ML 8, AL Neutral, XP 10

12. Zertey - Halfling. Zertey is quite deaf, and blind in one eye. He is very short for a halfling, standing only two and a half feet tall. Although a bit old and shakey he is deadly in a fight, and his aim is almost unbeatable.

STR 8 DEX 10 CON 11 INT 6 WIS 11
CHA 11

Zertey AC 7 Studded Leather Armour, HD 1, hp 5 MV 90' (30'), #AT 1, D 1D4 Dagger, Save H1, ML 7, AL Lawful, XP 10

Who Is This Guy?



Shane started out playing Fighting Fantasy (TM) books when he was 13. Around the same time he played his first game of D&D (TM) with his cousin. Later he started writing his own adventures for the Advanced Fighting Fantasy game (TM) and played many hilarious adventures with his friends.

Fast forward a few years later, a snowy Christmas morning in Canada, he opened up his first present to find that he was given copies of all the main books for AD&D 2nd Edition (TM). As he got older he found less time to play games and read books and took a few years of sabbatical from all things RPG. (Insert sad face).

As of 2014 he was asked by his cousin in law to teach him how to play D&D (TM) and his love affair was re-born! Having never really spent much time on Google +, he decided to check it out and found this HUGE community of these apparent “gronards” that played this game called OSR. What the heck is that? Check it out on Google + it’s an amazing community of likeminded RPG-er’s

(is that a word?) that really dig the early version of the “World’s Most Popular Role Playing Game” (TM). Shane found all these cool clones of the original set of rules and fell in love with RPG’s all over again! (Do yourself a favor if you don’t know about the OSR go on and google it).

Somewhere in the last few months, Shane decided “Hey I should try and write an adventure! And maybe put it up on this site called Drivethrurpg (TM) , “[Caverns Of Ugard](#)” was born. Check it out on drivethrurpg.com it’s free.

Check out www.3toadstools.blogspot.ca to read Shane’s daily rambling about RPG’s

Cheers! And keep those dice rolling!

Contact

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