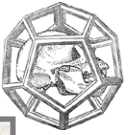


The Hidden Serpent

by Jeff "Bighara" Sparks

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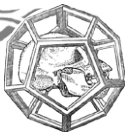
Labyrinth Lord
Compatible Product

**A DUNGEON CRAWL ADVENTURE
FOR 4-6 CHARACTERS OF LEVELS 2-4
FOR USE WITH LABYRINTH LORD™ AND SIMILAR GAMES**

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Cover art by Joanna Barnum: joannabarnum.com

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Author's Note

The Hidden Serpent, while in many senses a straightforward “crawl”, can be extremely challenging to incautious or ill-prepared characters. Despite its obvious homage to a classic “starter adventure”, this module is not for beginning PCs, and is designed to be true to the principle that PC survival is not guaranteed. To quote Frank Mentzer regarding “old-school” adventures, “Characters die frequently.” Nonetheless, clever and careful players can win through.

That said, should the module seem too lethal, here are a few suggestions to tone things down a notch. On the other hand, if the LL feels things are too easy, encounters can easily be beefed up.

- ✂ Use normal ogre stats (LL89) for Godrunk.
- ✂ Remove the green slime from Area 1–18.
- ✂ For Level 2 wandering monsters, replace the wraith with 1d6 dwarf zombies.
- ✂ Change the giant spider (LL96) in Area 2–7 from a black widow to a crab spider.
- ✂ Take out the rust monster (not a tough creature by itself, but if it destroys much gear it can make later encounters very difficult).
- ✂ Change the number of mercenary troops inside the Keep.

In the adventure as written, Zeglin and Rogar do not make an appearance. However, if the LL wishes to include the leaders, they should be at least 12th level: not a pair the PCs could take on lightly.

Two conventions to note:

- ✂ “The LL” refers to the Labyrinth Lord, or game master. Page references like (LL89) refer to the Labyrinth Lord™ Core Rules Revised, fourth release, September 2009 from Goblinoid Games.
- ✂ *Paragraphs indented and italic are to be read or paraphrased to the players.*

And now, on to the adventure!

Jeff “Bighara” Sparks

THE HIDDEN SERPENT
Faster Monkey Games™
www.fastermonkeygames.com

Playtesters: Paul “Alaric” Glenn, Shelley “Carapetra” Harlan, Dean “Sir Kalan” Norman,
Chosh “Pilgrim” Navar, and Twigberries the Elf.

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The Hidden Serpent



3

Background

When the mighty wizard Zeglin and the powerful fighting man Rogar decided to build a keep together, they scouted many locations. Finally they found a natural cave complex in the foothills, expansive, defensible, and isolated. They hired dwarven experts to turn the natural caverns into proper rooms and tunnels, and excavated a labyrinth underground suitable for gathering and housing troops. Then they went into business as mercenary generals. Through shady contacts gained in years of adventuring, the two can gather a force of brigands and humanoids on short notice. Typical jobs include fighting in border wars and providing enforcers for local lords with disobedient subjects. Zeglin and Rogar ride masked and maintain an air of mystery. Since their troops strike from the secret location of the caves, Zeglin named the keep QUAZKYTON, meaning “hidden serpent” in the language of dragons. For servants, the bosses enslave human prisoners, keeping them locked up so that none can reveal the Keep’s location.

Plans called for a second level, but in the lower caves, Zeglin discovered magic crystals in the walls and an ancient statue. Greedy for knowledge, he had the dwarven engineers killed and dumped their bodies unceremoniously for the stirges to suck. The outraged spirits of the dwarfs returned, thirsting for revenge, their rotting bodies becoming zombies. Their leader’s ghost became a wraith and an evil spirit animated his corpse as a wight. Terrified of energy drain, Zeglin sealed the lower level with magic, and no one has been down in the years since. Only he knows what the caves hold.

More recently, Rogar brought a beautiful courtesan back from the big city. Apparently life underground did not charm Meli, for as soon as Rogar and Zeglin were away on business, she seduced Captain Karov and they ran off with most of Rogar’s cash. Returning, Rogar trashed Karov’s room and set out in pursuit of the disloyal couple, select troops in tow. Meanwhile Zeglin had a commission to secure that could not wait. He took many of the soldiers and left the remaining forces in the charge of a huge bugbear sergeant named Krank.

Under Krank’s unpracticed rule, the racially mixed troops are at each other’s throats. Tensions run high and blood has spilled. In the disorganization, three slaves managed to dig a tunnel to freedom. Krank can spare no one to chase them, but Bartok the slave master found their tunnel and rigged it with an alarm.

When the player characters find Quazkyton, it is undermanned and disorganized enough that a small group can infiltrate and maybe even defeat the garrison piecemeal.

Hooks

Two options are provided for getting the PCs to Quazkyton. The LL may use either or both.

Hook 1: Escaped Slaves

The party is in a small town when Captain Furlo of the Watch contacts them. A day or so ago, some vagrants were arrested for stealing a chicken from a farmer’s coop; they had snuck into his hayloft to sleep the night before.

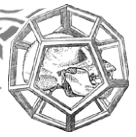
The vagrants—three ragged individuals—were found in dirty smocks and leg irons. They claimed to have been kept as forced labor in a secret fortress somewhere in the hills. They managed to escape, lost their way for a couple of days in the forest, and finally stumbled on the outlying farm.

Normally, Furlo would dismiss such stories as a lame plea for mercy, or possibly madness, but certain factors make him take the story more seriously. Some rumors and facts mesh with the tale:

- ✧ The vagrants said they’d heard one of the soldiers in the Keep refer to their boss as “Rogar”. Rogar and the wizard Zeglin are infamous mercenaries believed to have a secret lair somewhere in the mountains.
- ✧ Scars and sores on their ankles show that the vagrants’ leg irons had been on for weeks.
- ✧ Woodcutters and trappers have occasionally reported seeing small groups of heavily armed men moving through the woods.

The captain hesitates to send a message to the baron on such flimsy evidence, and lacks the time or the men to make a concerted search of the wilderness. Still, he would dearly like to ascertain the truth. He will pay the PCs 100 gp each to investigate the vagrants’ story. If there is nothing to it, then the PCs spend a few days walking in the woods for the money. If the PCs find the Keep and choose to engage the occupants, any spoils will be theirs; if things look too dangerous, the captain would still like at least a definite location.

Captain Furlo provides a sketchy map based on the vagrants’ directions (Player Handout A). It gives a few relevant landmarks, including the town itself, and notes about what to look for.



If the players ask, Captain Furlo can arrange an interview with Gudmund, the best-informed captive. He is a 0-level human male, about 35 years old (but looking older), thin and ragged with a haunted look in his eyes. Gudmund is nervous, but less panicked now that he realizes that he and his companions won't be sent back to slavery. He is eager that his story be believed, since that will help get them out of trouble. A favorable reaction roll for Gudmund (6 or less) reveals 1d4 pieces of information, as chosen by the LL or rolled on 1d10 below. An unfavorable reaction means that Gudmund is afraid to talk and yields only 1d2 facts. Some of Gudmund's "facts" are inaccurate.

Here's what Gudmund knows:

1. The Keep is tunneled out of solid rock beneath a hill. (True)
2. The "bosses" are adventurer types and rarely seen. (True)
3. The "soldiers" are mercenaries and brigands. Their numbers change, but often include humanoids like orcs. (True)
4. About two weeks ago, the bosses argued and one of the bosses took off with a bunch of the men going with him. (False. Rogar left to pursue Meli and Karov.)
5. A few days after that, the other boss—a wizard—left as well, taking several men with him. (True)
6. Bartok is the slave master. (True)
7. There are still about a dozen slaves in the Keep. (True)
8. There are currently about 20 troops watching the Keep. A huge bugbear named Krank is in charge. (Partially true. There are more than 20.)
9. Krank is starting to have trouble keeping the troops in line. (True)
10. The slaves dug a tunnel to escape. They hid it too well for the guards to find. (False. Bartok found the hole and has rigged an alarm on it.)

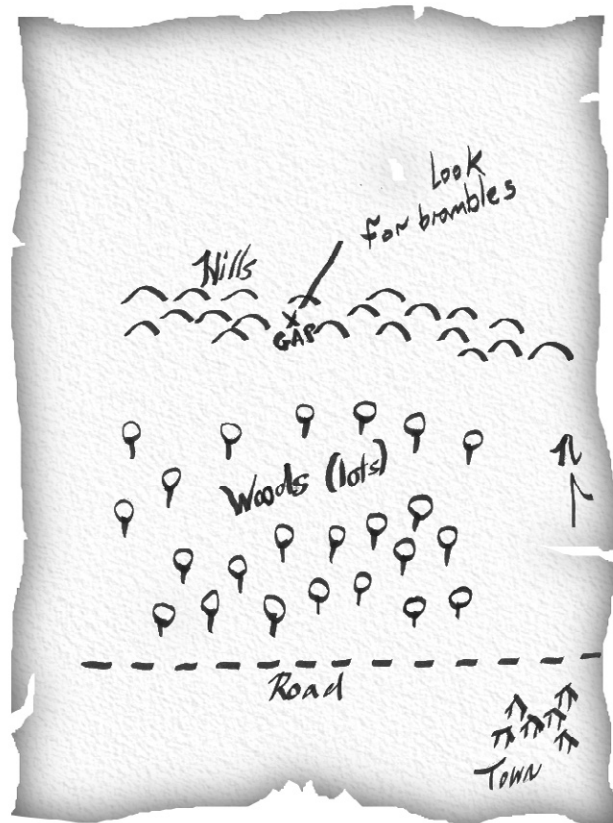
Beyond that, Gudmund's knowledge is sparse. He never had much chance to explore the Keep, so he only knows a few areas (the cells, the kitchens). The same is true for the other two slaves, Crup and Bryant.

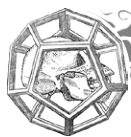
Hook 2: The Statue

As the party prepares to leave town, an elven merchant named Chervalin contacts them. He's heard of their mission and wants the PCs to investigate a legend of an ancient statue of an elven deity, hidden underground long ago.

Recently, Chervalin heard a rumor that this relic was taken into the foothills near town. He will pay the PCs 2,000 gp total for bringing the statue to him in town. If they merely lead him to it, he will pay them 500 gp.

The statue hook can be used on its own if the runaway slaves hook doesn't fit the campaign. In that case, Chervalin provides the party with the map Captain Furlo would have given them (Player Handout A) and warns them of brigands in the woods.





In the Foothills

Wandering Monsters

1 in 6 chance, twice a day, once a night

1d6 Encounter

1–3 Godrunk

4–6 DIRE WOLVES, 1d3 (LL102)

Godrunk: This unusually large ogre (LL90) wields two great swords at once and has a large shield strapped to his chest as a breastplate: AC: 4, 5+1 HD, 41 hp, Attacks: 2 (second at –4 for off hand), Dmg: 1d10+3. Godrunk's perpetually foul mood gives him a +3 reaction penalty (LL52). Rogar and Zeglin have employed the brute as a fighter on occasion, but his volatile nature and taste for human flesh make Godrunk an unstable ally at best.

Campsite: Quazkyton soldiers use this large site north of the road to avoid the town to the west. They vary their routes through the woods to avoid beating an obvious trail.

In a space clear of brush, chunks of tree trunk form a circle of stools around a large, stone-ringed fire pit. Obviously this campsite has been used many times.

Observant PCs notice that the site was recently used. The embers in the fire pit are not completely cold, and the ground shows a few fresh tracks: traces left by a Quazkyton lieutenant named Lakus and his group of recruits.

SET ENCOUNTER: LAKUS AND RECRUITS

In the woods, the party encounters a motley group of hard cases: three human BRIGANDS (LL87) and three ORCS (LL90), plus a leader named Lakus: a human brigand with AC 4 (chain mail and shield) and 8 hp. Lakus' armor bears a serpent token (see p6). The distant wizard Zeglin sent Lakus back with these six mercenaries, who have never been to the Keep before, and a message for Krank.

Lakus is suspicious and ruthless, but smart enough to gauge the party's strength before starting a fight. His goal is to get to the Keep, deliver his message and men, and prevent the Keep's discovery. He asks the party what they are doing in the forest; in turn, he says that his group are bounty hunters seeking a one-eyed halfling murderer.

When returning to the Keep, Lakus takes a winding route, doubling back now and then in a "buttonhook" to check for pursuit. If the PCs are along, or Lakus suspects they are following, he leads them past Godrunk's cave and attempts to get the ogre to attack, escaping in the confusion.

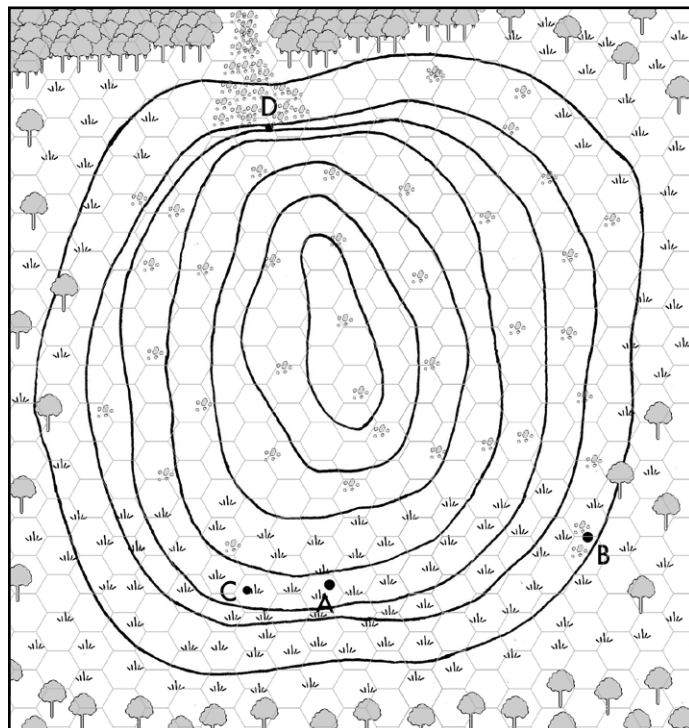
Godrunk's foul cave is a single chamber about 30' in diameter. It holds half a dead deer (gnawed but fresh) and two large barrels: one half-full of cheap wine, the other containing a bag with 125 gp and 200 sp. Under a clutter of bones lie a silver dagger and a cleric scroll containing the spells *dispel magic* and *neutralize poison*.

If the party defeats Lakus' group, they may find the message he was carrying (Player Handout B). This message can give several useful clues, and also serve as a handy prop if they want to use deception to gain access to the complex. Lakus also knows the current password to Area 1–1.

The Back Door

If the characters circle the hill, they might spot the cave mouth at D and enter the dungeon from Area 2–12. In that case, some descriptions may alter, as the PCs approach from the opposite side. If the bats in Area 2–11 are disturbed, they fly out of the cave in a swarm, alerting the Keep's patrols that something is amiss.

Rough topography of the stony hill where Quazkyton is excavated. One hex = 10 yards; one contour = 10 yards.

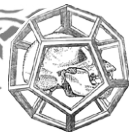


A: Main entrance (Area 1–1)

B: Rogar's escape tunnel exit from Area 1–23

C: Slave escape tunnel exit from Area 1–10

D: Bat cave exit (Cave Mouth, Area 2–12)



Level 1: The Keep

The first level of the dungeon, known as the Keep, holds all of Zeglin and Rogar's quarters, slaves, storage, and forces. Rooms and halls are finished with good dwarven stonework and doors are solidly hinged. Many rooms are currently unoccupied due to low troop strength.

If the PCs bluff their way in, they enter a disorganized garrison on a skeleton crew. With stealth, deception, and luck, a small group might be able to explore a fair bit of the Keep with few encounters. However, unless they are willing to take duty shifts and follow Krank's every order, they'll eventually be found out.

The message Lakus carried stated that Rogar and Zeglin would be returning soon (the exact time frame can be left vague or set by the LL). If the PCs are still hanging around the place, Zeglin will know they aren't the troops he sent with Lakus. The characters' prospects at that point are not very good. The point of this is to give the PCs a sense of urgency; it should be obvious to the PCs that they are no match for Zeglin and Rogar.

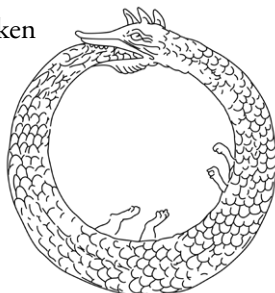
Characters who choose the direct approach may find harder going, especially if Krank can get the garrison organized in defending the complex or hunting down intruders. The LL should keep in mind that troops in nearby rooms will arm themselves and investigate sounds of battle. It's very possible that fleeing may become necessary. The LL may wish to read up on the evasion rules (LL52), including the wilderness rules in case the pursuit leads outside the complex.

Troops in Quazkyton

Currently 35 soldiers:

- ✂ 15 human BRIGANDS (LL87)
- ✂ 14 ORCS (LL90)
- ✂ 6 BUGBEARS (LL66)

Every soldier bears a serpent token stamped into his armor: a four-inch image of a snake-like dragon swallowing its own tail.



Standard soldier equipment:

- ✂ Studded leather armor with serpent token and shield (AC 6)
- ✂ Long sword (1d8)
- ✂ Dagger (1d4, 10'/20'/30')
- ✂ Archers: AC 7 (no shield) and either:
 - shortbow with 20 arrows (1d6, 50'/150'/200'), or
 - light crossbow with 20 light quarrels (1d6, 80'/160'/240'; RoF 1/2)
- ✂ 1d6 gp and 1d20 sp each

Level 1 Wandering Monsters

1 in 6 chance every other turn

1d6 Encounter

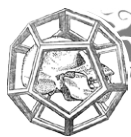
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|---|---|
| 1 | 1d6 BRIGANDS |
| 2 | 1d6 ORCS |
| 3 | 1d2 BUGBEARS |
| 4 | 1d3 SLAVES |
| 5 | BARTOK and 1d3 slaves |
| 6 | GUARD TEAM (plus KRANK 50% of the time) |

Guard Team: Two brigands with sword and shield, one brigand with crossbow, two orcs, and one bugbear.

Krank, Bugbear Sergeant: HD: 4, 30 hp; AC: 2 (plate mail + shield); melee +2, 1d6+2 damage (*mace* +1 and +1 to hit and damage for immense strength); Infravision 60'; Saves: F4; Morale: 12.

Bartok, Slave Master: Bartok is a brigand, but armed with a club, dagger, and whip instead of a sword and shield. He also gets a +1 CHA bonus (skilled at intimidating and resisting intimidation).

Slaves: Adult humans, 8 males and 4 females. HD: 1, 3 hp; Move: 20' (with leg irons); AC: 9; Unarmed; Saves: F0; Morale: 2.



Area 1-1: Entrance

In the hillside, a magical illusion of brambles and thorn bushes hides the main entrance to the Keep. The effect is similar to *phantasmal force* (LL36). If touched, it disappears until undisturbed for 1d3 rounds. A PC who suspects an illusion can make an INT check at -2 to disbelieve the spell.

Peering into the gloom, you see a regular but unfinished tunnel going straight back. At the end stand a pair of closed doors made from sturdy wood and iron bands. Partway up one of the doors is a small, shuttered grating.

The tunnel of unworked earth and stone goes back about twenty feet, eight feet high and ten feet wide, to a set of reinforced double doors (-2 to force open). The doors are barred on the inside, but a successful Pick Lock check can slip the bar.

Set in one door is a peephole, shuttered and locked from the inside. A sentry can see the whole corridor from the grate, as well as shoot a crossbow. Attempts to attack through the grating from outside are at -4 to hit and require a thrusting weapon or bow. On the inside of the door is a thin sheeting of hammered lead, blocking magical detection.

The sentry currently on duty is an orc armed with a battle axe (1d8) and light crossbow (1d6). Every 1d6 turns, he opens the grate to check the tunnel. If the orc sees anyone, he calls out "Password!" in crude Common. The correct password is "ale". An incorrect response causes the orc to fire his crossbow at the nearest target, slam the grate shut, and ring an alarm gong, alerting the rest of the facility. Returning to the grate, he will trigger the deadfall if anyone is in the right area. The trap covers a 10'x10' area (shaded on map) and does 2d6 damage from falling rocks (save vs. paralysis to halve damage). The debris doesn't fill the passage, but enough rubble is strewn around to slow movement (half speed, no running).

If he sees no one, the orc is 50% likely to open the door, walk to the tunnel's end, look out through the illusion (which is transparent from inside), and walk back. The first time he does this, he stops to relieve himself against one wall! If he spies trouble, he will try to run back and slam the door, then call for the password as above.

Clever players may try to trick the orc, for example by brazenly displaying the message Lakus was carrying. A success causes the orc to delay raising the alarm or attacking, but any overt threat to him and he'll ring the gong and trigger the deadfall.

Area 1-2: Alcove

The hallway is built of stone blocks, neatly joined and finished. The corridor goes down for about 15 yards before coming to an intersection and continuing past. A few torches in rings hang on the wall, but none are lit. There is a brownish stain on the floor halfway between the entrance and the intersection.

Forty feet up the main hall a pair of alcoves flanks the corridor. Each one has a secret door that locks on closing; it can be opened easily from the other side, but not the hallway. If the party makes too much noise getting through the entrance, an archer comes into each alcove, props the secret door open, and readies to fire. If anyone comes into the hall that is clearly not of Quazkyton, they fire short bows, targeting obvious spell casters or the strongest-looking fighters. If there are more than two intruders standing after their first volley, the archers flee back through the secret doors and slam them shut, then begin shouting an alarm.

Area 1-3: Main Hall

Past the alcoves, four broad steps lead up to a pair of double doors. The doors are made of polished wood and are banded in iron. A line of strange characters is carved across the doors.

The doors are normally ajar, with about one foot between them. If an alarm sounds or the party has encountered the archers, the doors are closed and barred within 1d6+1 rounds. The walls on either side of the doors have arrow slits. Breaking open the doors requires a battering ram or at least ogre strength, and even then the chance is at -1. A bloody scene awaits viewers, but passing through the doors without a serpent token also triggers a magical alarm.

Beyond the doors is a three-way intersection. One wide corridor leads ahead and two smaller ones go to the sides. Three dead bodies clutter the intersection: a human stuck to the door with a spear, a human on the floor with his head caved in, and a bugbear with one arm hacked off above the elbow. The creature and apparently crawled a few yards before bleeding to death near the prone dead man. Gore spatters the walls and floor.

One round after someone passes through the doorway without displaying a serpent token, a disembodied voice shouts:

“WHO DARES TO PASS THESE DOORS UNBIDDEN? INTERLOPERS? INTRUDERS? FOOLS WHO SEEK THEIR DOOM? SEIZE THEM! DESTROY THEM! BWA-HAHAHAHA”

Given the reduced level of the garrison, there is only a 50% chance that a guard team responds.

The bodies are less than an hour dead. All three wear similar studded leather armor stamped with serpent tokens; their weapons lie nearby. A successful INT check when searching the bodies finds that one man has a belt pouch containing 23 gp. The bugbear wears a copper nose-ring with a garnet worth 25 gp.

Even if the PCs avoid triggering the alarm, in 2d10 minutes Bartok arrives with three slaves to remove the bodies and scrub the floor.

The lettering on the doors says “QUAZKYTON” in dragon-runes:



Area 1-4: Guard Room

This simple room is devoid of decoration. Inside are a small table and a few plain wooden stools. A couple of clay mugs sit on the table. This is a room for waiting, not comfort.

There is a 50% chance that a guard team is here, armed and alert. A secret door in the corner leads to the corridor running towards Area 1-2.

Area 1-5: Cantina

This room has several tables and chairs, some knocked over. A crude mural of several naked women (of various races) covers part of one wall. A barrel and a stone cistern stand in one corner. Standing around it are four orcs, each with tankard in hand. They are arguing over whose turn it is to take a drink.

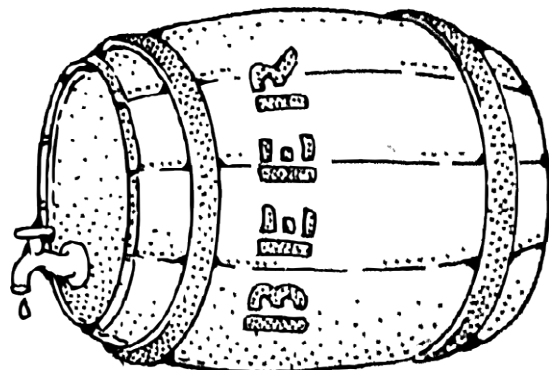
All four of the orcs seem slightly drunk, but they are still armed and semi-coherent (–1 to all rolls). If they see the party standing there with weapons drawn, they’ll attack. If the PCs are looking less openly hostile, one of the orcs will mutter something along the lines of “Wait yer turn!” and turn back to the barrel.

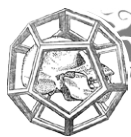
The barrel is empty but the cistern is nearly full of beer. A stone lid lies broken on the floor. The ale is dark and foamy and smells delicious. The cistern is magical and provides an endless supply of the ale, which any tasting PC finds to be excellent.

The beer is addictive. Anyone tasting the ale must make a save vs. spell or down the entire drink and refill his mug. Unless he is physically restrained or receives a *dispel magic*, the PC finishes six drinks in record time, at which point he must make a save vs. poison at a penalty of –1 or pass out for 1d4 hours. A successful save leaves him awake but drunk: –2 to all rolls for 1d3 hours. After waking—or sobering—up, the PC is hung over (–1 to all rolls for an additional 1d4 hours or until able to sleep for 8 hours). *Neutralize poison* eliminates drunkenness or hangover effects.

Henceforth, the drinker always craves that particular beer and prefers it to any other beverage. He no longer feels compelled to binge on the ale—the initial binge served to addict the drinker—but will seek any excuse to drink some. One drink per day is now sufficient to soothe cravings, although the normal amount of the beer needs to be drunk for intoxication. The cistern cannot be moved without destroying it, but the beer can be bottled or put in kegs and transported normally, keeping its freshness for 1d2 weeks. After that it is still alcoholic but loses any special qualities; an addicted drinker is only reminded of how good the beer is at the source. Withdrawal causes no penalty to a character’s ability to function, but the cravings continue until the character receives a *remove disease* or similar spell.

Zeglin magically created the cistern as a way to control the troops and have a constant supply of beer on hand. Until today, the cistern had a magically-locked stone lid on it. However, in their masters’ absence, the orcs finally managed to shatter the lid and dip in. Krank will punish them mightily if he finds out.

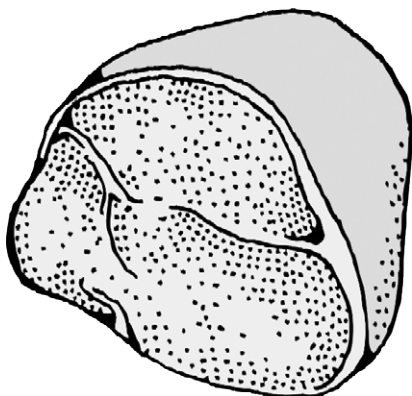




Area 1–6: Kitchen

A large stove and oven dominate this room, giving off faint heat. Several tables, scarred with chopping and disfigured with food stains, line the walls. A few pots hang from hooks in the ceiling, but most hooks are empty. A sack or two of meal and some salted pork lie on one table.

Two slaves are here, boiling gruel and pork. They are listless and timid. Bartok will come in to check on them 10 minutes after the PCs arrive. He will be belligerent, but starts out inclined to believe that the PCs are troops trying to steal food. Fighting or shouting will attract any troops from Area 1–7.



Area 1–7: Mess Hall

Long benches and tables fill this room. It is obviously a dining area; there are plates and cups on the tables. No one has cleaned here for a while.

There is a 50% chance that 2d4 soldiers are in here eating, a mix of brigands, orcs, and bugbears. The soldiers make a reaction roll (LL52) at +3. They will question any strangers hostilely and attack someone they don't know without much provocation. The troops will try to take the PCs prisoner for questioning, but have no qualms about killing.

Area 1–8: Storage

These similar rooms have strong, locked doors (–1 to force open). Only Krank and Bartok have keys. Battering a door down makes enough noise to force a wandering monster check. Between them, the rooms hold mundane supplies sufficient for 40 men for 12 days, including potatoes, sacks of meal, dried pork, and kegs of water.

Area 1–9: Overseer's Quarters

The door is shut and locked, but can be forced normally. Bartok is inside one chance in four.

The furnishings in this room are plain but of decent quality. It appears to be quarters for just one person. There is a neatly made bed and a trunk of dark wood.

Under the pillow of the bed is a small ivory bracelet set with turquoise worth 500 gp, stolen by Bartok from Meli's jewelry. In his trunk are a change of plain clothes, a traveling cloak, and a worn pair of boots. A set of keys is hidden in one of the boots. They are Bartok's spares. They open the gate and door as well as the cells to Areas 1–8, 1–9 (his room), 1–10, and 1–11. Bartok and Krank carry the only other sets in the Keep, though Rogar took a set with him.

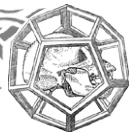
Area 1–10: Slave Quarters

A strong iron gate stands just before a stone door. The gate and door are shut tight and locked. Beyond the door is a narrow corridor with several wooden doors. Each door has a sturdy lock on the outside and a narrow slit-like window near the top. At the end of the hall, a small niche holds a lantern (currently lit, but almost empty). The rooms are dank and each contains three narrow double bunks (six beds) with filthy blankets. A few pegs on the walls are the only other feature.

Hidden beneath one bunk in the easternmost cell is a narrow escape tunnel (found with a secret door check if Gudmund hasn't told them of its existence). Just big enough to crawl through, it comes out on the side of the hill about 20 yards west of Area 1–1 (Entrance). See topography, p5.

Bartok has rigged this end of the tunnel with a deadfall and alarm. If the trap is sprung, a 6' long area just inside the tunnel collapses (1d6 damage, DEX check to halve damage, at –2 for cramped conditions). The trap also pulls a string of bells that are hidden above the entrance in one of the cots. The sound is loud enough to force a wandering monster check and alert Bartok if he is in Area 1–9.

The northwest chamber holds 1d6 slaves trying to sleep. They offer no resistance. If the party offers them freedom, they will tell them what little they know: any unused facts from Gudmund's list (p4).



Area 1–11: Prison

The portcullis and iron door leading to the cells are both locked. If the party gets through, they note the following:

This stone corridor has three iron gates set along the right-hand wall. The air reeks of corruption.

Behind each gate is a cell, containing only a filthy straw pallet with a blanket. The body of an orc, apparently dead of thirst or starvation, molders in the last cell. He was a prisoner that was forgotten during the scandal over Karov and Meli. No one has bothered to check the cells recently. He's been dead about a week.

Area 1–12: Entrance to Zeglin's Quarters

A plain stone panel blocks this hall. There are no visible hinges or locks. A small painted circle of red marks where a doorknob would be.

This series of doors is designed to keep people out of Zeglin's quarters unless they know the secret.

All doors are extremely heavy, made of stone two feet thick. The hall's magic makes each door easy to move: when the red circle is touched, the door can be pushed slowly into the ceiling, and it slowly lowers after one round. No door will open until all the others close. Attempts to break or force a door result in a powerful magic shock in the entire area, inflicting 1d4 hp damage and causing non-magical metal implements touching the door to rust beyond utility (no saving throw).

When any door is allowed to close, the contents of Area A are teleported to Area C, but facing south instead of north. At the same time, anything in Area C is moved to Area B, but without turning, while the contents of Area B move to Area A. The rooms are identical and the change is not noticeable.

A *dispel magic* succeeding against a level 10 caster will suppress the teleportation in its area of effect, but also negate the magic on the doors, which regain their normal weight and become extremely hard to lift (–2 on open doors checks).

Those who know the secret simply enter Area A, allow the first door to close, then turn around and go from Area C into Zeglin's rooms.

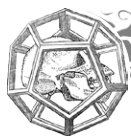
Area 1–13: Zeglin's Foyer

This wide octagonal room has a stone door on each wall. In the center of the chamber is a white marble statue of a dragon with ruby eyes. It is incredibly detailed. Its eyes seem to look directly into yours.

The dragon and the floor around it are an illusion over a deep pit. Anyone stepping into the area must make a DEX check at –4 to avoid falling. When the surface of the illusory floor is “broken” the dragon's eyes flash and green flames roar from its mouth, engulfing the character in a blinding flash. When the fire stops a moment later, all that remains is a small smear of soot on the floor. In truth, what has happened is a programmed illusion. The character has really fallen into the pit and the “light show” masked his disappearance (companions watching closely can save vs. spell to see the character fall). The shaft drops into to Area 2–9 (Sunken Chamber). A permanent *silence* spell prevents any cries or calls for help, and a silver seal on the shaft wall blocks the undead on the lower level from coming up.

Some doors are sealed with an *arcane lock* spell (LL27) cast at level 10. Clockwise from south:

Door:		Leads to:
S	Entrance	Area 1–12 C
SW	<i>Arcane lock</i>	Area 1–19
W	<i>Arcane lock</i>	Area 1–18
NW	<i>Arcane lock</i>	Area 1–17
N	Unlocked	Area 1–16
NE	<i>Arcane lock</i>	Area 1–15
E	Unlocked	Area 1–14
SE	Trapped false door. Attempting to open this door causes the entire floor of Area 1–13 to slant into the pit, dropping anyone in the room down to Area 2–9. A DEX check at –2 allows a character to grab a door sill and avoid the fall. The floor returns to horizontal after one round.	



Area 1 – 14: Library

Inside are a simple desk, chair, and case full of books. A torch with blue-green flame burns in a ring on the wall opposite the door.

This small room is neither locked nor trapped. The books on the shelf, and the flame, are illusions. Either will disappear if touched and reappear two rounds later. Zeglin likes this room for quiet reading, but keeps no tomes here.

Behind the illusory books, the shelves hold only two small levers, one on the top right and one on the bottom left. Each lever has three positions: forward, center, and back. The upper lever is currently set forward and the lower lever is in the center position. For every two positions a given lever is moved, the other lever moves to a random position. Every 1d4 movements, they set off a *darkness* spell (reverse of *light*, LL23), plunging the entire room into magical blackness, and a scream like someone being killed horribly echoes through the chamber. The levers do nothing but waste interlopers' time and act as an alarm. The scream does not cause a wandering monster check because nothing will enter Zeglin's rooms uninvited.

Area 1 – 15: Fungus Garden

Clots of huge, pasty-looking fungus puffballs spill from several troughs of dirt, cover the floor, and even climb partway up the walls.

At one point, the troughs held various plants and herbs used in Zeglin's magical research and spellcasting. Recently, an aggressive strain of fungus has crowded out the normal plants and taken over the room. The fungi are harmless (unless eaten), but anyone entering the room will get some fungal matter on his feet and clothes. It leaves a yellowish stain and a sharp, unpleasant smell. If the PCs descend to the lower level, the smell may attract certain creatures. Wandering encounters should be rolled twice, and if either roll indicates the rust monster or the giant spider, that creature appears and targets the "scented" PCs first. To get rid of the smell, the PC must wash the covered area in vinegar. Otherwise, the stink persists for two days.

Area 1 – 16: Fake Quarters

A plain bed and large trunk are the only furnishings in this room.

Zeglin put these quarters here to fool people into thinking they were his. The room is riddled with traps.

The bed is actually a MIMIC (see New Monsters). The creature long ago consumed the last of the pig's heads left for it by Zeglin, and it is hungry and irritable. It attacks when someone touches it, touches the chest, or closes the door.

The chest is locked and has a sleeping gas trap. If it is not disarmed, everyone within ten feet must save vs. poison or fall asleep for 1d4 hours. Inside are a few plain but serviceable wizard robes, a pouch with 20 gp, and a wand made of a dark polished wood. The wand radiates magic and appears to be a *wand of magic missiles*. A scrap of paper around the wand shows the command word "KRETEK". The wand is cursed. The first time the wand is used, it fires a *magic missile* which automatically strikes the caster (unless he is shielded), dealing 1d4+1 damage, and the wand crumbles to ashes.

At the bottom of the chest is a false panel (treat as a secret door). It is not locked or trapped. Inside rests a large leather-bound book with a gold "Z" embossed on the cover. It radiates magic and appears to be a grimoire. If it is opened, a magical trap goes off, inflicting 2d6 fire damage to all within a 10' diameter circle (save vs. breath weapon halves damage).

The magic fire leaves the book unharmed. It holds only a few pages of rude limericks in Orcish. Example:

SNACK GAR BUG RAR
YUTZ BUGUG GAR
GRANK
ZANK
NUG DUG DOH ZAR

Approximate translation:

"Snakk thought he was tough
He was silly and clumsy
Took him by surprise
Cut his throat
Put him in the soup!"

Widely considered hilarious among orcs.



Area 1–17: Chamber of Cauldrons

Nine large stone cauldrons line this room. Flames flicker beneath some of the pots, but no source of fuel can be seen.

Zeglin uses this place to keep large quantities of various liquids for potion-making or some such activity, but only Zeglin knows for sure. Contents of the cauldrons are listed below. Those marked * lose their special properties within one turn outside their cauldrons.

Cauldron Contents

1. Acid: A clear fizzing liquid with an acrid smell. Touching causes 1d6 damage per round of contact. The acid continues to burn for one round after contact is broken.
2. Ale: Identical to the ale found in Area 1–5, with the same addictive effects.
3. Troll Blood: The murky green liquid bubbles sluggishly. If stirred, a scaly arm rises to the surface like a soup bone. If ingested, the brew causes vomiting for 1d3 rounds (CON check to resist). If rubbed on a wound, it will regenerate 1 hp per round for 1d6 rounds. Every time a PC uses the liquid to heal, there is a cumulative 1% chance that he *polymorphs* permanently into a troll.
4. Water: Clear water fills this vessel. It is icy cold, but otherwise unremarkable.
5. Wild Honey*: It looks, smells, and tastes like fresh honey, but even a taste can drive a character temporarily insane. He must save vs. spell or suffer incapacitating hallucinations for one day, or until he receives *neutralize poison*, behaving as the LL sees fit.

6. Misty Aura*: This cauldron appears to be full of fog. Breathing or even touching this vapor causes the PC to glow (candlelight). The color varies with alignment: Lawful=blue, Neutral=yellow, Chaotic=red.
7. Water Elemental: This 8 HD ELEMENTAL (LL73) is kept dormant by enchantments on the cauldron. Touching or disturbing the surface of the water awakens the creature and it immediately attacks. If the PCs retreat from the room, it will not follow and will return to its cauldron in one turn.
8. Vinegar: The sharp smell of this clear liquid is easily identified. It is perfectly ordinary white vinegar.
9. Potion of Wonders*: This elixir is one that Zeglin is still trying to perfect. It is dangerous, but too valuable to throw away. It is a wine-like liquid of a purplish black color, smelling vaguely of flowers. Drinking the potion causes a random effect:

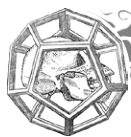
Potion of Wonders

1d10 Effect

- | | |
|------|---|
| 1–2 | Heals 1d4+1 points of damage. |
| 3–4 | <i>Invisibility</i> (LL32), up to 1 turn. |
| 5 | <i>Polymorph others</i> (LL36) into rat for 1d6 hours. |
| 6–7 | Fire Breath (3d6 damage per round for three rounds). |
| 8 | <i>Potion of giant strength</i> (LL110). |
| 9–10 | Teleports the drinker 1d10x10 feet in a random direction: |

1d10	Direction
1	N
2	NE
3	E
4	SE
5	S
6	SW
7	W
8	NW
9	Up
10	Down

If the PC would materialize inside a solid object, the effect fails. A distance of 10 to 30 feet down puts him in Area 2–12. Seventy feet upward will place him on the surface of the hill, and anything more puts him in the air above it.



Area 1–18: Zeglin's Lab

Worktables and various bizarre contrivances dominate this room. Bowls, urns, jars of powders, and strange objects cover most surfaces. There is a small fireplace with a coal scuttle and no other entrances or exits.

None of the items on the shelves radiate magic except two small vials. The first holds a tiny amount of blue liquid (*potion of neutralize poison*). The second appears to hold a polished ruby submerged in water. If the gem is exposed to air, it explodes in a cloud of sulfurous smoke, filling the room for two rounds. Then the smoke coalesces into a great black cat (as PANTHER, LL67) which attacks. If "killed", or after 1d6 rounds, the cat leaps away through the wall like a ghost, precisely at the secret door. If summoned outside this room instead, the cat simply disappears in a puff of smoke.

The secret door in the west wall leads to a short hallway, blocked by a portcullis. Permanent magical darkness obscures the area just beyond the bars (gray area on map). Five feet after the portcullis is a covered, 20'-deep, spiked pit (2d6 falling plus 1d4 spikes at 1d6 damage each; LL124) containing a trapped GREEN SLIME (LL80). Beyond the pit is a false wooden door.

The southern secret door leads to Area 1–19.

The tools and materials in this lab constitute a complete laboratory for a wizard or alchemist (3,000 gp value if undamaged). Moving it would take several pack animals or a couple of wagons, plus two days of packing.



Area 1–19: Zeglin's Quarters

These quarters are well-furnished and tasteful. Tapestries of high quality hang on the walls. The bed, chairs, and armoire are exquisitely carved. A decanter of wine stands on the table next to two crystal goblets. Sunlight shines from a window on the south wall, admitting the view, sound, and smell of the seashore on a clear day.

The window is a cunning illusion. It cannot be removed from the wall without destroying the enchantment. If anyone touches anything in the room in Zeglin's absence, the ANIMATED IRON STATUE (LL98) behind a secret panel on the west wall activates. It pushes open the door and attacks, taking care not to destroy any of Zeglin's possessions if possible. If the statue is defeated, it falls and shatters, the iron becoming instantly pitted and rusty. Among the pieces is a large, heart-shaped ruby (500 gp), no longer magical.

Also in Zeglin's quarters:

- ✂ Two tapestries, each worth 1,000 gp and weighing 50 lb. One shows a forest scene, the other a battle between elves and giants.
- ✂ Crystal decanter of wine and two goblets, set worth 150 gp (very fragile), wine worth 20 gp
- ✂ Three silk robes, worth 25 gp each
- ✂ Armoire and bed, each worth 100 gp and weighing 100 lb.
- ✂ Table and two chairs, 100 gp and 100 lb. total
- ✂ Inside the armoire, several high quality robes and other outfits
- ✂ Rug, worth 200 gp (25 lb.)

Area 1–20: Rogar's Foyer

The entrance door from the hallway is iron (–2 to force) and locked. All the other doors in this room are locked as well, and only Rogar has a key.

This octagonal room is dominated by an eight-foot granite statue of a mighty warrior in plate armor standing with hands resting on a point-down great sword. The visor of his helm is up and a handsome face with a bushy mustache looks grimly out. The statue is of good—but not breathtaking—quality. There are three other doors in this room on alternating walls.

Area 1–21: Trophy Room

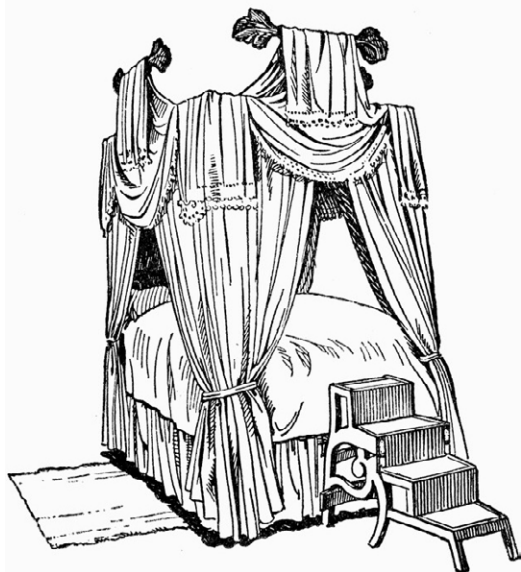
Inside this room are several weapons hanging on racks, some quite crude; a stuffed owlbear poised as if to strike; a suit of plate armor holding a battle axe; and several animal heads mounted on the walls, including a small green dragon's.

Beneath the owlbear is a secret panel. PCs must state they are moving the owlbear to even have a chance to see the panel. It's designed to slide (no STR check necessary), but the panel is trapped with poison needles: when the lid opens, a spray of 12 poison needles fires out, striking anyone within a 5' radius (DEX check to avoid). Victims must save vs. poison or be paralyzed for 1d6 hours. Under the panel is a small niche containing a gem-studded coffer worth 500 gp. Inside the coffer are 50 pp, two 100 gp gems, and a small, slightly tarnished, silver ring with a single diamond worth 100 gp. Engraved inside the band is the word "Sara." The ring belonged to Rogar's mother. If the PCs take the ring and Rogar ever finds out who stole it, he will bend all his resources towards getting it back and exacting revenge.

Area 1–22: Meli's Room

Everything in this room is pink, poofy, and ridiculously feminine. The bed is satin with a canopy. A large bronze mirror stands in one corner.

There is a secret door behind the mirror between this room and Area 1–23. There is nothing of real value in this room.



Area 1–23: Rogar's Quarters

This is a manly room, furnished with dark woods, thick rugs, and comfortable-looking seats. A dummy for holding armor and a weapons rack stand in a corner.

The furnishings and clothes are worth 2,000 gp but it would be very difficult to move it all. A secret panel in the floor leads to an escape tunnel, exiting in the woods approximately 70 yards from the main entrance (See topography, p5). A wooden chest in the tunnel contains:

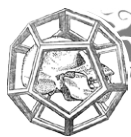
- ✂ Two changes of plain clothing, including a traveling cloak
- ✂ A backpack
- ✂ A set of *chain mail* +1
- ✂ A *long sword* +1
- ✂ A silver dagger with scabbard
- ✂ A longbow with 20 arrows and quiver
- ✂ A pouch with 100 gp, 5 pp, and a *potion of extra-healing* (LL111)
- ✂ A waterskin with one gallon of watered wine
- ✂ One week's iron rations



Area 1–24: Barracks

Rows of bunk beds fill this room, enough to sleep a few dozen. Footlockers are by each bunk as well.

Unless a general alarm has been raised, several soldiers are resting here (2d6+2, mix of orc, bugbear, and brigands). Most are not armed. A few (1d4) have small weapons like daggers hidden by their bunks. Some are asleep unless the PCs make a great deal of noise coming in. The soldiers will take their cues from the PCs. If they realize the PCs are intruders and think they can raise the alarm, they will. If the PCs look murderous, the soldiers are savvy enough not to start a fight while unarmed.



Area 1–25: Armory

A stone door with a small peephole bars the entrance to this room. It is locked. Inside a bugbear currently keeps guard. He only opens the door for the password, which changes daily. (The current password is “elfbait”.) There are racks of weapons and armor in here. A good deal of the armaments went with the troops currently abroad, and some are in use by those on duty. Currently in the room are:

- ✦ 25 long swords
- ✦ 4 short swords
- ✦ 10 battle axes
- ✦ 100 daggers
- ✦ 11 spears
- ✦ 20 light crossbows
- ✦ 500 bolts
- ✦ 10 longbows
- ✦ 40 quivers
- ✦ 200 arrows
- ✦ 17 sets of studded leather armor
- ✦ 12 shields
- ✦ 9 suits of chain mail

All items are used, but oiled and in good repair.

Area 1–26: Sergeants’ Quarters

This is plain room contains a narrow bed, a chest, and a small table.

These two rooms are plain and functional. The main perk of a sergeant is privacy. The quarters across from the armory (marked “K” on the map) are Krank’s and are locked. Inside his chest, there is a small statue wrapped up in an old cloak. The statue is of a crude fist carved from dark gray stone (bugbear holy symbol), but the cloak is actually a stained and worn *elven cloak* (LL118). The cloak works fine despite its grubby condition.

The other sergeant’s room is identical in layout, but unlocked and holds only a bed. The other man is with Rogar and took his belongings with him.

Area 1–27: Training Hall

A raised wooden platform about 10 feet square stands in the center of the room. Painted on one wall is a roughly human shape with vital spots marked in red paint. A rack of wooden weapons and shields line another wall.

This is the training area for the troops to practice their swordplay. If Krank has not been encountered yet, he is here sparring with two orcs. They are wearing their normal armor and shields but using practice weapons. Their real weapons are leaning against the wall (right side when facing into the room). If the PCs have not taken steps to look like they belong there, such as donning serpent tokens or being accompanied by someone known to Krank, he throws his wooden axe at the lead PC (1d4+1 damage, 10’/20’/30’) and dives for his mace. The orcs simply drop their wooden weapons and go for their swords.

Krank has a set of keys (opening his room, plus Areas 1–8, 1–10, 1–11, and 1–25), 20 pp, and a gold earring with a garnet set in it (worth 75 gp). The orcs have only their equipment on them.

Area 1–28: Captain’s Quarters

These quarters may have once been pleasant, but they’ve been ransacked. Someone has hacked up the furniture with a sword or axe, upended the chest of drawers, and utterly smashed the bed.

There is nothing of value in here. Karov took all he could and Rogar destroyed the rest in a jealous rage. Krank hasn’t had the nerve to try to move in yet.

Area 1–29: Sealed Stairs

A portcullis blocks this hall. The bars are polished and smooth. A stone door is beyond the portcullis. Sealing the doorway is a silver disc that has several strange runes on it, picked out with gold leaf.

The seal is a magical ward designed to block undead and incorporeal creatures. If the seal is removed or damaged, the wraith will be able to pass through the portals. If the doors are opened as well, the wight and the zombies will eventually find their way upstairs.

The stairs go down a total of 40’ to Area 2–1.



Level 2: The Caves

Level 2 Wandering Monsters

1 in 6 chance every other turn. Some encounters may come through Area 2–3 and set off the shriekers.

1d6	Encounter
1	Dwarf WIGHT (LL102)
2	Dwarf WRAITH (LL102)
3	1d6 Dwarf ZOMBIES (LL103) (six total)
4*	1d6 STIRGES (LL98) from Area 2–8*
5	RUST MONSTER (LL93)
6	GIANT BLACK WIDOW SPIDER (LL97) from Area 2–7

*If the party has alerted the Keep to their presence in the caves (see The Back Door, p5, for notes), there is a 50% chance that instead of stirges the party encounters a GUARD TEAM (see Level 1 wandering monsters, p6).

None of the undead has a fixed location in the caves. They wander, but will not enter Area 2–5 or leave the tunnels through Area 2–12. They cannot pass through the secret door to Area 2–6, nor can the wraith float up the shaft in Area 2–9, so long as Zeglin's silver seals are intact. The undead do not cooperate with one another, but if one of any type is engaged in combat, the conflict slowly draws the others. They also respond if the shriekers in Area 2–3 begin to scream.

The rust monster roams in search of metal, both through the caves and into the woods through Area 2–12. The sentries from the Keep are too scared for their gear to attack it, so they drive it off with rocks and steer clear. The creature is a typical example of its breed.

Area 2–1: Unfinished Room

This chamber is squared off, but otherwise just bare rock and dirt. Crates and kegs are covered with dust and cobwebs, untouched for months or longer.

This chamber was the only room that the dwarfs worked on before they were killed. Among the broken crates there are some mining and digging supplies, including a keg of lamp oil (10 gal.), pick and shovel handles, a few dozen candles, mallets, and 200' of rope. Reddish stains mark the crates, handles, and floor—the rust monster has been here.

Area 2–2: Empty Chamber

The LL may make a wandering monster check to see if the room is currently occupied.

Area 2–3: Shrieker Cavern

A great deal of fungus grows here, some issuing a sickly phosphorescence. There are large puffballs, beds of fungus, and several huge mushrooms as high as a man's waist.

Two SHRIEKERS live here (LL95). Every round they scream causes a wandering monster check.

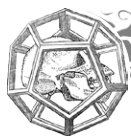
Area 2–4: Chasm (Lasher)

The floor of this tunnel has fallen away in the middle. A yawning chasm stretches away into the darkness. There is room enough on either side to edge past.

Inside the chasm, a lasher (see New Monsters) makes its home, clinging to a small ledge. It attacks anyone passing the chasm with its tentacles, surprising on a 1–3. A character has one round in which to break free before being pulled off the edge of the pit. The lasher has cover (–2 to be hit) from anyone on the lip of the chasm, due to the angle and the rocky outcroppings.

The lasher has no interest in the foul flesh of the undead, and lets them pass unmolested; likewise, the rust monster is too large and strange to be appetizing. However, the lasher regularly catches stirges from Area 2–8 to snack on, and it pines for a chance to taste the giant spider, which scuttles past on the ceiling out of reach.

The chasm is 45' deep (4d6 falling damage). Inside the lasher's gullet is a diamond worth 1,000 gp, though gutting the lasher while hanging from a rope is a tricky business requiring at least one DEX check. Lying at the bottom of the chasm are also a few trinkets from former victims: a *shield* +1, a *ring of protection* +1, and a *wand of cold* with 15 charges.



Area 2-5: Statue Chamber

A faint light comes from this room as you approach. The chamber is naturally formed in a rough rectangle. A vein of quartz along one wall glows softly. In the center of the room, atop a black marble dais, stands a polished white marble statue, perhaps six feet tall. It is of a beautiful elven maiden holding a half-drawn bow. Every detail of the carving is perfectly rendered. How long it has stood here is impossible to say, for even in this damp cave, the statue seems untouched by time.

This is clearly the statue mentioned by Chervalin (Hooks, p4) (and shown on the module cover). Anyone familiar with works of art, or any dwarf or gnome, recognizes this as an exceptional piece of work, probably the most skilled carving they have ever seen. The undead shun the statue and its chamber. Its holy presence pains them.

The statue weighs over 800 pounds and sits on a black marble dais. It is delicate as well as heavy: moving it would require careful preparations and possibly magic. It is, in fact, a sculpture of an elven goddess of the hunt. It is worth several thousand gold to the right buyer, but if it is broken the shards are worthless (and its power over the undead is lost). Alone, the dais may fetch 200 gp from a marble dealer.

Area 2-6: Hidden Chamber

If the players find the secret door:

This section of tunnel wall is fake. A panel moves aside, revealing a small cave of bare stone and earth. On the floor is a chest of dark, polished wood.

Zeglin disguised the entrance to this chamber himself, to hide his escape cache. The inside of the secret door bears one of his silver seals that blocks undead. The chest is locked and trapped with a poison needle trap (save or die in 1d4 turns). A button on the latch, disguised as a rivet, deactivates the trap.

Inside the chest are a tattered old robe (*cloak of protection +1*), a backpack, a small pouch, and a *dagger +1*. The pouch contains 20 pp, 100 gp, and 50 sp. There is a small depression in the floor beneath the chest. Inside it, wrapped in a cloth, is a spellbook.

The book contains the following spells:

1st level: all first-level magic-user/elf spells

2nd level: *continual light*, *ESP*, *invisibility*, *mirror image*, *phantasmal force*

3rd level: *dispel magic*, *fireball*, *hold person*, *infravision*, *water breathing*

Area 2-7: Webbed Cave (Spider Lair)

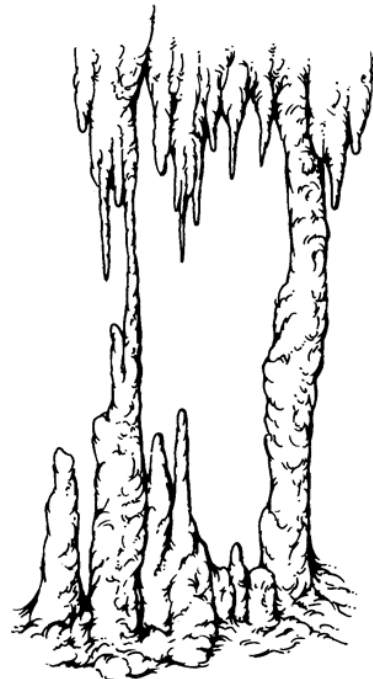
The tunnel goes straight back, filled with cobwebs and large sticky strands. You can only see a short way into the darkness before the webs obscure everything. The air is stuffy, dank, and slightly warm.

If the GIANT BLACK WIDOW SPIDER (LL97) has not been killed as a wandering monster, it is here in its lair. It attacks aggressively, spinning a fresh web to entangle its foes (equivalent to the web spell, LL41) and moving to bite them all. If reduced to less than a third of its hit points, regardless of any morale checks, it flees, spinning webs to cover its escape. The PCs may spot it tracking them at a distance through the tunnels, but unless it thinks it can ambush them, it flees if they approach. On the floor of its lair, under some webs and bones, are 56 cp, 33 gp, a spear, and a copper bracelet worth 20 gp.

Area 2-8: Dark Cavern

You enter a large, roughly rectangular cavern. Deep pockets of shadow obscure parts of the high, uneven ceiling. Water drips occasionally and several stalactites and stalagmites have formed, some joined in columns of stone.

Among the stalactites nests a flock of STIRGES (LL98). They attack as soon as anyone comes more than 10' into the room.





Area 2–9: Sunken Cavern

This chamber is almost entirely filled by a pool of water. There is a wide, chimney-like shaft in the ceiling that appears natural. The water is still and clear. The rocks at the bottom of the pool are visible and the water looks to be fairly shallow.

The chimney is the bottom of the pit trap in Area 1–13. The water is cold, but not deadly so. The water is 5' deep in the middle, 2' deep at the edges. Living in the water is a GRAY OOZE (LL79). It attacks anything that enters the water, surprising on a 1–3. Anyone standing in the water suffers –1 on melee to hit rolls per foot of depth, and must make an INT check to cast spells in combat. Failure wastes the spell.

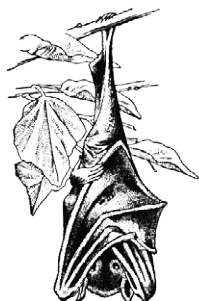
Area 2–10: Crystal Cavern

This cavern is domed. Opposite the entrance, about two feet off the floor, a large bluish crystal protrudes from the wall. It appears to be quartzlike rock. Periodically, a dim light flickers through it.

The crystal radiates magic. It is a sliver of chaos magic entrapped in rock form since the birth of the world. It is not evil, just entropic and random. Anyone who touches the rock causes one of its random powers to be released. Removing the crystal will destroy its properties.

1d10 Crystal Power

- 1–3 Heals 1d6 points of damage.
- 4–6 Restores one lost experience level, if any, as *restoration* spell (LL25).
- 7 1d6 points electrical damage.
- 8 Permanent *flesh to stone* (reverse of *stone to flesh*, LL39), save vs. petrify avoids.
- 9 Permanent change to KOBOLD (LL83), save vs. spell avoids, as *polymorph others* (LL36).
- 10 Casts *invisibility* (LL32) on toucher for 1d6 turns, and even attacking will not dispel it.



Area 2–11: Bat Cavern

This chamber is wide and level, with a ceiling of perhaps ten or twelve feet. Fresh air flows from the north end. The floor is thick with coarse gray dust, some heaped into small cones. There is a rustling sound in the room, but it echoes and is hard to pinpoint.

At night, a few normal bats (LL64) flutter in and out of the cave entrance to the north. In the day, hundreds cling to the ceiling and walls. The harmless creatures will not attack, but if disturbed, they swarm around the PCs, flapping and squeaking and forcing a wandering monster check. Swarmed characters are at –2 on most checks and must make an INT check to cast any spells. Unless the party retreats the way they came within two rounds, the bats flood out of the cave through Area 2–12, alerting any remaining patrols from the Keep that someone is in the caves.

Area 2–12: Cave Mouth

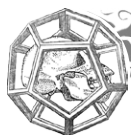
The light and air of the outdoors penetrate this cave, though vines and bracken choke the opening. Outside is a narrow ledge with loose rock and dirt tumbling down from it in a steep slope. Beyond lie the woods.

The ledge is six feet wide. Thick vines and bracken obscure most of the mouth of the cave; from outside, it must be spotted like a secret door. Using ropes and climbing gear allows a character to slither up or down the slope without risk. A thief can also use his Climbing skill without needing to roll. However, without ropes or gear, or in a stressful situation such as combat, each climber must make a DEX or Climbing check. Failure causes 1d4 damage from tumbling down the rocky scree.

This cave mouth is around the hill from the entrance at Area 1–1. Quazkyton's troops know of the cave and keep an eye on it, but generally rely on the monsters within to prevent access. If the party enters here, the LL may have one or more guard teams follow them in after a couple turns, adding an element of "cat and mouse" to exploring the lower level. The patrols know that monsters roam the caves, but not the specific kinds or locations. Furthermore, the monsters don't distinguish between patrols and PCs!

Exiting here, the characters are still near the Keep. If they stay in the immediate area, any remaining patrols will find them within a day.

END



New Monsters

Lasher

No. Enc.:	1
Alignment:	Neutral
Movement:	10 (3')
Armor Class:	1
Hit Dice:	6 (33 hp)
Attacks:	2 tentacles or tentacle & bite
Damage:	Special/1d8
Save:	F6
Morale:	10
Hoard Class:	VI
XP:	820

The lasher is a smaller relative of the Roper, which appears in the Advanced Edition Companion (AEC135). The lasher's tough hide resembles rock. When still, the lasher appears as a large boulder or stony outcropping. Such excellent camouflage lets it surprise on a 1–3. Lashers are voracious, crafty, and merciless. The lasher is often found on cavern and tunnel floors, but can cling to ceilings and walls if it wishes. Although it can move, it prefers to find a good spot to wait and ambush its prey.

The lasher attacks with its tentacles, which can reach up to 20'. They deal no damage, but barbs in the tentacle inject a venom that paralyzes the target for 1d3 turns (save vs. poison resists). The lasher then pulls the victim to its mouth and uses its bite attack. A tentacle may be severed by a successful attack with an edged weapon at –2 to hit and dealing at least 6 hp of damage in one blow. If the lasher survives the encounter, severed tentacles regrow in one week.

Once the lasher has killed its victim it eats him bite by bite, equipment and all. The creature's digestive process allows it to absorb the organic matter before spitting out the indigestible materials (metal, stone, glass, etc.).

Mimic

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	30 (10')
Armor Class:	7
Hit Dice:	7 (30 hp)
Attacks:	1
Damage:	3d4+Adhesive
Save:	F7
Morale:	8
Hoard Class:	nil
XP:	790

The mimic (AEC131) can change shape and coloring to appear as any medium- to large-sized inanimate object. So disguised, it surprises on a 1–4. This young specimen possesses a degree of cunning and can even speak Common.

The mimic's surface is highly adhesive. Creatures touching it are stuck while it extends pseudopods from its current form and slams the victim. A creature hit by a pseudopod must make a Strength check or also becomes stuck. Once a foe falls motionless, the mimic bites it to death and dines.

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