



TRANZAR'S REDOUBT

A LABYRINTH LORD ADVENTURE FOR 4-8 CHARACTERS OF LEVEL 4-6

Every fool knows that a cornered conjurer is a most dangerous foe. But a truly wise wizard will always have a fallback plan to use when victory eludes him. A secret place cached with treasure, filled with monsters and guarded by dweomercraft most subtle is the defeated magician's best friend. It is also a juicy plum for professional adventurers. Care to take a bite?

Labyrinth Lord
Compatible Product

TRANZAR'S REDOUBT

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BY JOE JOHNSTON

TABLE OF CONTENTS

Background	2
The Reign of Tranzar the Mad	2
Shezhou	2
The Doom of Tranzar	3
Getting the Party Involved	3
Key to Map 1: Tranzar's Redoubt	4
Map 1: Tranzar's Redoubt	20-21
Pretty Little Things	28
Creatures Large and Small	29
Open Game License Version 1.0a	33
Rules of Under-Over	35
Pre-generated Characters	36
Quick Statistics	36
Character Details	36
The Lay of Sword and Crown	38

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The riddles in room 4 first appeared on <http://thinks.com/riddles/a1-riddles.htm>

Published by Taskboy Games.
<http://games.taskboy.com/>

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DEDICATED TO: My wife, Sally, and my son, Angus

Tranzar's Redoubt is a Labyrinth Lord™ adventure for 4-8 characters of levels 4-6. A strong mix of fighters and clerics will be useful, as well as a magic-user and a thief. This is a stand-alone adventure that can be easily inserted into existing campaigns.

IF YOU ARE NOT THE LABYRINTH LORD, PLEASE STOP READING NOW.

BACKGROUND

The Reign of Tranzar the Mad

Although mostly forgotten now, the name Tranzar the Mad was a byword for dread to those who lived under his arcane tyranny in the now blighted realm of Fairwind Downs. From his loathsome tower of floating basalt, Tranzar not only levied harsh taxation but also demanded from his subjects increasingly outré codes of conduct, the transgressions of which were rewarded with instant death or things far worse.

Tranzar's bloody reign lasted several decades. To the dismay of all, the mage never seemed to age. At length, the united enemies of Tranzar marched under one banner to throw down the unjust ruler. The final battle of that long campaign is remembered in "The Lay of Sword and Crown," which can still be heard around the hearths of Tranzar's former subjects.

Although the mad wizard's castle was toppled and his unspeakable dungeons opened to cleansing light, a mortally wounded Tranzar was last seen swallowed in a halo of faery light as the blows of his opponents found their mark. Some of his enemies suspected the survival of the wizard, but it was thought that his time in the mortal realms was soon to be over.

None ever saw Tranzar in the flesh again.

Shezhou

On one of his many quests for forbidden knowledge before his downfall, Tranzar came across an undead and sentient ash tree, called Shezhou. From Tranzar's scrying, he discerned that Shezhou was an ordinary tree that had been used to hang horse thieves, murderers and oath breakers. Local witch cults soon found that rituals performed near this tree were more efficacious. Over time, residue of the evil dweomers of that place awoke a dark animus within that ash. It chose the name "Shezhou" for itself.

Sensing a potent alliance, Tranzar kept a watchful eye on Shezhou until an opportune crisis occurred. One day, local villagers suspected the truth about Shezhou. The local cleric formed a mob and sought to burn the evil tree. Tranzar intervened, destroying the humans. Shezhou was now in the wizard's debt. Tranzar moved the ash to his hidden cave where he secreted away many useful and dangerous things for some future use. In that cave, over the decades, Shezhou was fed a steady diet of meat and sorcery, and it grew mightily.

GETTING THE PARTY INVOLVED

The Doom of Tranzar

When Tranzar faced his own extinction, he knew that his only hope lay with Shezhou. However, the mortally broken wizard was in those final moments no match for the wicked ambition of that unholy tree. Shezhou agreed to grant Tranzar unlife, but failed to tell him that he would become a thrall to the Vegetal God, as Shezhou now styled himself. By the time Tranzar understood the depth of the betrayal, it was too late.

Shezhou trapped Tranzar's soul in a pocket dimension where the wizard has neither material form nor access to magical power. The Vegetal God then ensorcelled the body of the luckless mage into a magical token that maintains the bizarre reality of his former redoubt.

As the undisputed master of this forgotten redoubt, Shezhou is looking for ways to elevate himself to true demonhood.

This adventure can be added to an existing Labyrinth Lord campaign in several ways:

It Is Just Another Interesting Cave

The party just “stumbles” upon the secret redoubt of Tranzar. There is no quest, nor any reward, for clearing the redoubt.

Treasure Map

The party comes into possession of a wilderness map, perhaps scribbled on the back of a parchment containing “The Lay of Sword and Crown,” which identifies the entrance to this cave. Little other information is available.

Legend Seeking

The party hears “The Lay of Sword and Crown” and, either through role-played adventure or by Labyrinth Lord—described backstory, finds this long-lost cavern.

Part of a Larger Cavern System

Tranzar has cleverly used the lair of other monsters for added security. In this case, the monsters found in this adventure are just more stuff to kill. The backstory may not be as interesting to the party already engaged in other business.

KEY TO MAP 1: TRANZAR'S REDOUBT

Each map square represents a 10' square area. The ceilings vary in height from 10' (which is most common in the passageways) to as high as 100' (often found in the larger rooms).

The following are some rules that apply to most areas in this dungeon.

Tripping: This cavern complex was formed through both natural and magical processes. The walls are generally granite with occasional seams of limestone and, rarely, iron. The floors have been smoothed, but they may be uneven in places, which could trip a fleeing party member. Once per flight, have the PC roll 1d20. If the result is higher than his DEX score, then the PC has fallen for 1-3 points of damage. It will take the PC 1 round to stand up and move again.

Lighting: Lighting is spotty in the hallways that connect rooms and even in some of the rooms themselves. Areas with intelligent, living humanoid creatures will have some lighting source like a torch or a lantern if no other mechanism appears in the room description. Otherwise, the party must provide their own way to see their surroundings.

Doors: Unless otherwise stated in the room description, the doors encountered in this dungeon are all stout and wooden, reinforced with an iron frame. This sort of door does permit some sound, light and smells to be observed from the other side. The Labyrinth Lord should judge what a careful party might glean from diligent observation.

Humidity: Shezhou has effected many changes in this cavern system after his triumph over Tranzar. The climate throughout the area is humid and clammy, like a hothouse. While there is no in-game mechanic to reflect this, occasionally remind the players that they are sweaty and uncomfortable. Perhaps a penalty on reaction scores would be appropriate for parties that spend over 24 hours in these caves.

Vines: Another change to the redoubt is the introduction of unnatural vegetation. Hallways and rooms have gray-brown vines running along the walls, floors and ceilings. Along these vines are nodes that look like unopened artichoke flowers. These are sensory apparatus that allow Shezhou to know where the party is at all times.

Pods: In addition to these sensory nodes are larger, fibrous, man-sized pods that appear mostly attached to hallway walls or depended from ceilings. As a visual reference, imagine very large versions of the seed pods from sweet gum trees. Cutting open the pods will reveal a withered humanoid corpse. These are the unfortunate victims of Shezhou's hunger.

Creeping doom: Helpless characters, whether sleeping or paralyzed, will be enveloped and consumed by the pods. After 6 turns (1 hour) of immobility, the nearest pod in the room or hallway will creep toward the unmoving character. It takes another 6 turns for the pod to envelope its victim. This process will awaken a sleeping PC who may easily remove the intrusive growth. If completely enveloped, the PC needs to be extracted within 1 turn (10 minutes) or die. The victim will not be able to move from within the pod. Unless express care is used by rescuers to not harm the enveloped PC, the victim will take 1-4 hp in collateral damage.

Whenever the party wants a more detailed description of typical cavern passageways, the Labyrinth Lord should mention these extensions of Shezhou. The following table should help.

TABLE: PASSAGEWAY DRESSINGS

Roll	Description
1-2	Thin, hairy brownish-red roots spread like tendrils over the walls. If players touch the roots with bare hands, they must save vs. poison or get an irritating rash for 1d3 days that penalizes all their to hit rolls by -1.
3-4	Fat, pulsing black vines snake along the walls. If the vines are cut, a putrid ichor sprays the attacker. The player must save vs. petrification or take 1d4 points of damage from acid.
5-6	A loathsome, gray pod of 6' in length is attached to the wall. If the pod is opened, a withered corpse is found without its head.

Because this location is so small and well surveilled, no random encounters are likely. However, if the Labyrinth Lord has some special surprises in mind for resting PCs, those improvisations will certainly enhance the player experience.

1. ENTRANCE

Description: Stairs descend for about 20' into a 40' passageway ending in a door. On the door is an evil fetish consisting of chicken bones, feathers and a ruddy brown stain. The door is locked. Normal lock-picking rules apply. Nothing can be heard or smelt beyond the door, other than the normal mustiness common to most caves.

Beyond the door stands a curious 4' tall mushroom, red-capped with white spots.

The walls here are covered with odious vines and large pods.

If the party comes within 3', the mushroom cap appears to form a mouth and says "You are not welcome here. Be gone, you fleshy freaks!"

If the party does not leave or if they attack the mushroom, a cloud of spores is emitted. Each member of the party whose breathing is not protected (even by something as flimsy as a handkerchief) must roll on the following table:

TABLE: MUSHROOM SPORE EFFECTS

Roll (d12)	Description
1	Save vs. poison (+4) or die.
2-4	Save vs. petrification or have all muscles seize for 2-4 turns. No further actions may be performed by the character. Requires cure poison or heal to remove.
5-6	Save vs. spells or character begins singing loudly and dancing for 1-6 turns. Roll for a random encounter. Character attacks at -4 to hit. Remove curse or heal will remove this effect.
7-8	Save vs. spell or fall asleep for 2-4 days.
9-10	Save vs. poison or character becomes uncontrollably itchy for 1 turn. Character will remove all clothes to scratch herself for 1-4 points of damage.
11-12	No effect.

Spore effects remain in the area for 1 turn. If the party remains in the area or returns to it, re-roll for a new effect.

Note that the pods are of the sort described in *Key to Map 1: Tranzar's Redoubt*. Characters falling asleep here may be consumed by the pods of Shezhou.

Monsters: Giant talking mushroom: (AC 9; HD 1/2 (hp 4); A 0; S F1; M 12; XP 5). Should the party assault the fungus, it will scream and hurl bawdy insults at them. Within 24 hours, a new, nearly identical mushroom will appear in roughly the same place.

2. HALLWAY

Description: This T-shaped hallway extends about 10' west, 10' north and 30' south.

Against the eastern wall is a sign saying "Bains & Banes: Dungeoneering Accessories" with an arrow pointing to the door along the northern wall.

3. BAINS & BANES

Description: This room is egg-shaped, roughly 60' wide on its east-west axis and 50' long on its northern axis. Against the western wall is a wide cupboard with closed doors. A curtain covers 15' of the northern wall. Along the eastern wall are three fountains. A long, low table is in front of the curtain at which two short, robed figures sit with face-covering cowls. Several large lanterns attached to the east and west walls provide comfortable lighting in this room. A large two-headed figure wearing a green brocaded doublet watches your party carefully, but without aggression.

The two-headed figure is an ettin, whose more casual left head calls itself "Banes" and whose more upright right head calls itself "Bains." If not immediately attacked, he welcomes the party to his shop. He is selling small vials of liquid from the three magical fountains described below. Each vial contains 3 draughts. He sells each vial for 50 gp. He will be polite unless he is attacked. Typical sales pitches he uses for each type of fountain are found in the table below.

Curtained exit: The party will not be allowed to move beyond this curtain to the north while the ettin is around.

Each type of fountain is described below.

Fountain of Sloth: A medium-sized, three-tiered fountain, this cistern contains clear, cool water.

Fountain of Wrath: A 10' round pool of reddish liquid appears from the center of this fountain, which emanates a 6' high spout of the magical water.

TABLE: FOUNTAIN SALES PITCHES

<i>Fountain</i>	<i>Pitch</i>
Gluttony	1. Affects an enhanced sense of well-being 2. Engenders a greater appreciation of life's finer things 3. Promotes better intra-party socializing
Sloth	1. Bolsters better healing through improved rest 2. Reduces adventuring stress by providing clarity of thought 3. Alleviates back pain
Wrath	1. Enhances fighting spirit 2. Induces muscle growth through facilitated exercise 3. Provides advanced conflict resolution for party squabbles



Fountain of Gluttony: This fountain appears as three large stone bowls in an offset stack. Tangerine-colored water flows from the top bowl, becoming amber in the middle layer and finally turning violet in the bottom

container. How the liquid appears in the top bowl and from where it drains in the bottom cannot be discerned. The actual effects of each fountain's liquid is described in the following table.

TABLE: FOUNTAIN EFFECTS

<i>Fountain</i>	<i>Effects</i>	<i>Duration</i>
Gluttony	The imbiber will become ravenously hungry. Every round, the imbiber must save vs. spells. Failure indicates that the victim will seek only to eat. She will neither attack nor defend. Spell use will only be used in service of acquiring more food. After 4 continuous rounds of eating, the victim must perform a CON check or spend the next round vomiting.	4d6 turns
Sloth	A draught of this liquid causes the imbiber to lose interest in doing anything productive or meaningful. Each round, the victim must save vs. spells. Failure indicates that she will find the closest place to sit or lie down that is free from immediate danger. Attacking the victim will force him or her to retreat to a new, safer place. The victim will only eat if food is readily at hand.	8d6 turns
Wrath	Upon drinking this magic water, the consumer will feel profoundly irritated. Anyone speaking to the victim will force a roll on the Monster Reaction Table (<i>Labyrinth Lord Core Rules</i> , page 52) at a +4 disadvantage. A hostile victim will attack her former companions.	12d6 turns

The effects of the fountains may be removed using appropriate magic, such as remove curse, dispel magic or other higher-level dweomers of remediation. Spells that affect poison will not help the quaffers of the ill-favored fluids.

Two tables at the north end of the room each have small cowed figures seated at them. These figures will not speak or move

until the ettin commands it. These are undead hobbits. At the foot of the table, a large dog with red-brown fur named Mr. Peepers is sleeping.

Lore: If asked, Baines and Banes will claim that this cavern is natural and little has changed from when they set up shop. With either additional bribery or credible threats, the ettin will admit that a powerful wizard

named Tranzar substantially enhanced the caverns and hired the ettin to run this store. Baines and Banes will admit to having not seen Tranzar for some years, but that this isn't terribly notable. While familiar with the "The Lay of Sword and Crown," they have no knowledge of either item's specific location.

Monsters: Bains/Baines, ettin: (AC 3; HD 10 (hp 30); A 2; D 2d8/3d6; S F10; M 6; XP 1,700)

The ettin is not above bribery. Should the party not assault him, Baines and Banes could allow them in "the back room" for 200 gp to Baines and 250 gp to Banes (the intra-body politics of two-headed creatures is beyond the scope of this adventure).

If the ettin is attacked, perform a morale check. If he fails, he attempts to withdraw to the northern hallway. If the ettin fights, he produces large, well-made clubs capable of inflicting the standard damage that ettins normally do. In all cases, the undead hobbits at the tables will fight. Each is armed with a compound wand of magic missile (q.v., *Pretty Little Things*) and will fight to their true death.

The ettin has 250 gp in a purse on his belt. In the cupboard are 25 empty vials and a parchment with a message in a magical cant. If read magic or read languages is cast upon the parchment, the words "Tranzar Abides" will be understood.

2 Undead Hobbits, treated as ghouls: (AC 6; HD 2 (hp 8, 10); A 3 or special; D 1d3/1d3/1d3 + special or by wand; S F2; M 9; XP 47). Each hobbit carries a compound wand of magic missile that can target up to 4 objects per round. Each wand has 8 charges.

Mr. Peepers, hell hound: (AC 4; HD 3 (hp 15); A 1; D 1d6 or special; S F3; M 9; XP 80). Its breath weapon, which it uses 30% of the time, causes 3d6 of fire damage.

4. RIDDLING STATUES

Description: This 80' long room is dominated by two giant 8' tall stone faces. The eastern face is that of a blue demon with a sardonic smile. The western face is that of a desiccated zombie whose mouth is distorted into a rictus of hunger. Each statue rests on a pedestal in its own alcove. Each will radiate magic if detect magic is cast. The door on the eastern wall is locked (use standard lock-picking rules to resolve).

When the party examines or comes close to either statue, the western-most statue becomes illuminated with blue light from within and asks Riddle 1. If answered correctly, the statue becomes dark while the eastern-most statue becomes illuminated and asks Riddle 2. If that is answered correctly, both statues become illuminated and ask Riddle 3 together.

Should the party answer any riddle incorrectly, both statues glow with a blood-red light. In a booming voice that seems to surround the party, the word "INCORRECT!" is heard. Before the party can take any action, all members are teleported to room 9.

If the party answers all the questions correctly, loud cackling is emitted from the statues and thousands of coins and assorted items fall from the ceiling. Each party member should save versus petrification or take 1d3 hp of damage from

the deluge of junk.

The assorted items include: 686 cp, 720 sp, 185 gp, 7 pp, a rusted helmet (useless), 3 broken swords (useless, all shatter on first use), a stringless bow (bow fractures if strung), 34 well-worn and rotten shoes

(none are a matched pair), a tarnished brass lamp, known as Traveler's Delight (q.v., *Pretty Little Things*), a jasper ring (worth 75 gp), and 100 pounds of fist-sized rubble.

However the statues finish the riddle game, they will remain inert thereafter.

TABLE: RIDDLES

Order	Riddle	Answer
1	Around castles, manors and huts I go. And castles, manors and huts I'm in. But castles, manors and huts I never touch. What am I?	The sun
2	What is it that a gentleman keeps after giving it to someone else?	His word or promise
3	Five men to church on Sunday went, when rain from heaven fell. Four that ran got cold and wet, but one stood still and dry. Who were these men?	Four pallbearers and the corpse



5. GROTTO OF THE BLACK DRAGON

Description: This cavernous room contains a small underground grotto. The smell of salt water here replaces the mustiness so typical of underground places. A small rocky outcrop dozens of yards off shore can be observed. On land, a sizable pile of coins and trinkets appears to be just the right size for the black dragon sitting on top of it.

The beast atop the treasure is a talking black dragon named Vlarg. Unless the party has been especially noisy, Vlarg may be asleep. Roll 1d10. If the result is 4 or less, Vlarg is slumbering. He is a loud sleeper who emits snores, whimpers and mumbled phrases.

Vlarg is a young dragon that Tranzar found years ago. The wealthy wizard offered to set the lairless dragon up with a horde of wealth to brood over in exchange for guard duty. Vlarg, thinking that he would easily outlive the human, agreed.

Vlarg is uninterested in discussing Tranzar, Shezhou, the Sword and Crown or anything that does not concern his immediate needs. He will dismissively refer to the sirens in area 6 as "The Ladies," but offer no details as to their true nature.

Occasionally, Vlarg and the sirens in area 6 have clashed over territory, but Vlarg is a lazy dragon with little use for the tiny island. For their part, the sirens do not have the strength to assault the dragon. They prefer easier meals.

Lore: If Vlarg is in a talkative mood, he will have little useful information about Tranzar, Shezhou or the Sword and Crown. If Tranzar's name is spoken, Vlarg will become annoyed and suggest changing the topic.

Pressing the dragon on more details about Tranzar will cause it to attack.

If Vlarg is sleeping, roll 1d20 per round and consult the following table to see what the dragon might be saying in its sleep.

TABLE: VLARG'S PILLOW TALK

Roll	Description
1-10	Snores, grunts, drooling, flatulence
11-12	"Hateful harpies of the rock... eat them someday."
13-14	"Gold; more gold! How it tickles!"
15-16	"Tranzar... That weed got to you before I could get more gold out of you."
17-19	"The lake has tasty fishies."
20	"Shezhou, there is no need for threats..."

Monsters: Vlarg, young black dragon:

(AC 2; HD 4 (hp 24); A 3 or 1; D (1d4+1 (x2)/2d10) or breath; S F7; XP 165).

Vlarg's spells: charm person, magic missile, protection from good, shield, sleep.

Treasure: The pile of coins and assorted loot on which Vlarg rests is not as valuable as it appears to be:

+ 5,000 cp

+ 3,000 cp

+ 250 gp

+ 10 pp

+ 3 necklaces valued at 5 gp, 10 gp and 25 gp

- ♦ 5 highly-polished brass rings worth 1 gp each
- ♦ An ornamental iron sword worth 5 sp
- ♦ 2 scrolls containing off-color tales about grooming habits of hobgoblins
- ♦ 14 non-magical boots, none of which make a complete set

6. SIREN ROCKS

Description: On these rocks lay three gently singing human females. They are smiling and beckoning the party to approach.

These creatures are sirens (q.v., *Creatures Large and Small*) attempting to lure adventurers to a watery grave. They will call to characters near the shore or in the water.

They will tell the party that they are daughters of a local noble who have been trapped in this cave by the dragon. If Vlarg is dead, the sirens will ask the party to help them leave the cavern. If Vlarg is still alive, the sirens will implore the party to kill the dragon.

Charmed characters will immediately attempt to swim to the islet, regardless of encumbrance. Consult page 46 of the *Labyrinth Lord Core Rules* for details on drowning.

Lore: If the party has somehow discovered what these creatures are, they may wish to interrogate them about the whole cave system. The sirens will claim to know nothing until extreme measures (the nature of these is a call for the *Labyrinth Lord*) are used to loosen their tongues. In this case, the sirens will say that they are the soul-bonded servants of the mighty necromancer, Tranzar, who is the creator and ruler of these caves.

Monsters: 3 Sirens (AC 6; HD 3 + 2 (20, 15,

12); A 2; D 1-4/1-4 + charm; S F3; M 8; XP 100);

Treasure: If the islet is searched, a small locked brass chest covered in barnacles will be found. It contains the following:

- ♦ 350 gp
- ♦ 500 cp
- ♦ *Helm of Alignment Changing*
- ♦ A delicate gold ring inset with a garnet worth 150 gp
- ♦ 25 brass fish hooks
- ♦ 12 pounds of pretty sea shells

7. TREASURE TROVE

Description: If detect magic or another divination spell is cast on the pond, the area containing the chest will be indicated. The chest lies about 20' below the surface.

One way for the party to get to the treasure chest is to put a light spell in the hands of a character, imbibe a potion of water breathing (see room 10c), swim to the chest and tie a rope to handles. The party can easily haul the chest to the shore. The *Labyrinth Lord* should let the players try a variety of solutions and judge whether these should succeed.

Note that an underwater tunnel appears on the southern edge of the map, which can be used to connect this tunnel to further adventures of the *Labyrinth Lord's* choosing.

Treasure: At the bottom of the water lies a very large iron chest. It is locked but not trapped and contains the following:

- ♦ 5,000 gp
- ♦ 1,000 sp
- ♦ 3 gems (600 gp, 450 gp, 375 gp)

- A platinum necklace (1,000 gp)
- A cursed scroll (save vs. spells or become a werewolf)
- *Staff of Healing*
- *Helm of Teleportation*

8. THRONE ROOM OF THE FALSE WIZARD

Description: The cave widens here to become an elongated triangular room roughly 50' long and 30' wide at its base. It is sumptuously furnished with a cunning arras covering the natural cavern walls and a large 10' x 30' red carpet featuring fantastic arabesques laid out on the floor before a dais supporting a throne. Along the edge of the carpet, brass candle holders of lurid design hold burning tapers. A 6' basalt statue of a leering, sleepy-eyed, toad-like demon is to the left of the throne. A passage leads south and another, beyond the statue, leads southeast. There is a small chest on a simple wooden table along the south wall. Two skeletal figures, each dressed in rotting bridal clothes, dance before a figure in a purple habiliment who sits on the throne glaring at you.

The robed figure is a bugbear named Flarnbaugh that has been polymorphed to look like Tranzar. Through a magically altered voice, "Tranzar" will command the party to leave, warning them of the fatal consequences of non-compliance. The Labyrinth Lord is invited to compose the particulars of the threat.

Lore: There will be little opportunity to engage Flarnbaugh in any discussion. However, he is fully aware that Tranzar is a powerful necromancer who built these caves as both a sanctorum and a hiding place. He is

aware that many important magic items are kept in the Menagerie (q.v., room 11). Finally, he knows who and what Shezhou is and has done to Tranzar. However, Shezhou agreed to honor the original agreement under which Flarnbaugh provides his services.

Monsters: **Flarnbaugh (acting as Tranzar), polymorphed bugbear:** (AC 5; HD 3 + 1 (hp 22); A 1; D 1d4 (darts) or special; S F3; M 9; XP 135). He is armed with a wand of polymorph others (3 charges), a scroll of magic missiles, boots of levitation, a scroll of protection from good 10', a potion of speed, 3 vials of oil suitable for throwing as explosive missiles and 20 darts. On the first round of combat, "Tranzar" will levitate about 20' in the air to prevent melee attacks. From there, he will polymorph random characters into pigs, sheep or other farm animals of the Labyrinth Lord's choice. If the party continues its attack, oil will rain down on the carpet and knock over the candles, causing 1d8 points of fire damage to any PCs that remain on the carpet. The fire will last for 4 rounds due to the material in the carpet.

Bride and groom, 2 skeletons: (AC 7; HD 1 (hp 8, 8); A 1; D 1d6; S F1; M 12; XP 13) who stop dancing and attack as soon as "Tranzar" commands it.

Treasure: At the back of the room, a good-sized 1' x 2' x 1' chest rests on a wooden table 3' high. The chest is locked and set with a poisoned needle trap. The poison is a potent sleeping drug (save vs. poison). Those that fail their saving throw will fall into magical sleep for 1d4 days. Inside the chest is the bugbear's dirty laundry, 12 cp and a note that reads:

Flarnbaugh,

In exchange for 10 years of loyal service



defending these premises, I will imbue you with potent magical power as to guarantee your easy ascent to Over-Boss of your people.

Even the slightest betrayal will result in your immediate incineration.

— Tranzar

Victims of the sleep poison, if left unattended for 6 turns (1 hour), will be deposited in room 12 to join the tea party there.

8a. KNIVES IN THE DARK

Description: This entire stretch of cave is unlit. In the turn marked a, a pressure plate on the floor triggers a pendulum blade to swing down from the ceiling. All party members in the front rank crossing the area must perform a DEX check. If any fail, the trap is triggered. Each member then needs to save versus petrify or take 1d8 points of damage.

9. CASINO OF THE DAMNED

Description: There are three long tables in this 40' wide and 30' deep room. Each table has between 6 and 10 figures around it rolling dice, moaning and cackling. Two large ghouls stand on either side of the doorway inside the room. Each table has a figure wearing a white tunic with black horizontal stripes. Two more ghouls stand aside a large chest on the floor at the back of the room. A dark, brooding figure in fine evening wear stands along the southern wall. She briefly makes note of your arrival and then returns to watching over the activity at the tables. A melody of life and drum can be heard here, but no musicians can be seen.

While he lived, Tranzar was an avid gambler. So much so that he created this macabre play space in which to compete against other living enthusiasts. As the lure of money became increasingly boring, Tranzar began wagering his horde of magic items against the mortal souls of his opponents.

There are about 20 ghouls distributed among the tables, including three referees who oversee the action at particular tables. They will not attack unless they are assaulted first. The pit boss is a vampire.

There is only one game played here. It is called Under-Over. For the rules and payout schedule of this game, see *Rules of Under-Over*.

All debts must be paid before leaving the table. Characters may ask the pit boss for a line of credit. If that credit cannot be paid before leaving the casino, the character will become a ghoul under the control of the pit boss.

Characters will be allowed to leave with their winnings. If they try to cheat through magic or guile, the pit boss and ghouls will attack.

For the purposes of paying out, the house always has enough money. However, when a player accumulates more than 500 gp of winnings (n.b., remember to deduct the antes from the payouts), the pit boss stops the game. She congratulates the player on her enormous luck and gives her two options: stop playing and receive a valuable magic item from the locked casino chest (contents listed below) or continue playing at triple stakes (both the ante and payouts are trippled).

Casino Chest Contents

- ♦ *Potion of Gaseous Form*
- ♦ *Potion of Speed*

- *Ring of Protection* +1

- *Boots of Levitation*

- *Chime of Opening*

- 3 sacks, each containing 1,500 gp

Should the player win more than 2,000 gp in additional winnings at the trebled rate, the pit boss, the four ghoul guards and the three referee ghouls will attack the party. The gambling ghouls will only attack if first assaulted.

Lore: The pit boss, who will decline to give her name, knows that Tranzar created these caves and this casino. She further knows that Tranzar is no longer in charge, but she cares little about the change. She is not inclined to divulge any more details to the party. Answering questions makes her thirsty. Each time she is asked a question, the Labyrinth Lord should do a reaction check at +2 penalty, cumulative with each question.

Monsters: Pit boss, vampire: (AC 2; HD 7 (hp 35); A 1; D 1d10 + level drain; S F7; M 11; XP 3,150). The pit boss has the key to the locked casino chest.

Referees, 3 ghouls: (AC 6; HD 3 (hp 16, 14, 12); A 3; D 1-3/1-3/1-3 + paralysis; S F4; M 10; XP 85).

Guards, 4 ghouls: (AC 6; HD 4 (hp 20, 18, 16, 14); A 3; D 1-3/1-3/1-3 + paralysis; S F4; M 10; XP 135)

Players, 17 ghouls: (AC 6; HD 2 (hp 16, 14, 13, 12, 12, 12, 10, 10, 10, 10, 9, 8, 7, 6, 5, 5, 5); A 3; D 1d3/1d3/1d3 + paralysis; S F2; M 9; XP 47)

10. LAIR OF SKY ANGLERS

Description: In this long dark corridor, small lights can be seen bobbing in the indeterminable distance.

The darkness in this area is magical (as ensorcelled by a 10th level magic-user). After 60' of normal stone hallway is a roundish room. The floor of this room is 20' below the level of the hallway. Players have a 4 in 6 chance of falling into this pit while pursuing the lights. Players who fall receive 1d6 points of damage.

The floating lights are attached to floating fish things called sky anglers (q.v., *Creatures Large and Small*) who are very hungry for humanoid flesh. They will lurk above the pit, just above where the hallway meets the wider room, dangling their light lures down to attract the party. Those with infravision will not clearly understand what they are seeing. These creatures, who can see clearly in the murk, will wait to attack the party until either someone falls into the room's pit or the party has clearly discovered the oubliette.

Those without infravision will incur a -4 to hit penalty.

Monsters: 3 Sky Anglers: (AC 4; HD 3 (hp 20, 15, 10); A 1; D 1d6; S F3; M 9; XP 65)

Treasure: In the northern corner of the oubliette, the remains of a human dressed in rotten rags can be found wearing a weather-stained satchel. Opening the satchel will reveal 2 potions of healing.

11. A MENAGERIE OF WONDERFUL THINGS

Description: This part of the cavern complex is more unfinished than the surrounding areas. A central room is dominated by a 12' statue of a robed man pointing a wand toward the ceiling with an expression of cruel malice upon his face. The statue is encumbered with strange vines like those observed in other parts of the cave. Exits to the room appear in the following directions: northwest, northeast, east, south and up the stairs to the west.

If the party chooses to search the statue, the following words in the realm's common language will be observed: Tranzar Abides. The statue strongly resembles the creature pretending to be Tranzar in room 8.

12. MR. GRAVELSKIN'S SPECIAL TEA PARTY

Description: Mr. Gravelskin, a painfully thin stone giant in foppish clothes, is sitting at a human-sized table set for tea. Around the table are seven other chairs, three of which are occupied by humans bound and gagged. If the party asks to join the tea, Mr. Gravelskin, being somewhat insane from his long captivity, happily agrees. If the party tries to leave or attack, combat begins.

Note that Mr. Gravelskin cannot leave the Menagerie, but he will pursue the party into the other rooms in the area.

The captives are unfortunates collected by Tranzar's minions, who periodically dump a few in this part of the redoubt when Mr. Gravelskin gets particularly cranky. The

humans, whose details and genders are left as an exercise for the Labyrinth Lord, will attempt to escape when freed. If offered weapons and armor, the humans may join the party for one or two encounters before running for the exit.

Lore: Mr. Gravelskin is too addled to give any useful information to the players about Tranzar, Shezhou or the outside world. However, he will be happy to go on and on about the "pretty knife and hat that flies around the picture-story room."

Monsters: Mr. Gravelskin, stone giant: (AC 4; HD 9 (hp 30); A 1; D 3d6; S F9; M 9; XP 1,700)

Tea partiers, 3 humans: (AC 9; HD 1 (hp 8, 6, 4); A 1; D 1-2; S F1; M 4; XP 15)

Treasure: A large sack under the tea table contains a collection of items taken from captives:

♦ 2,000 cp

♦ 700 gp

♦ *Ring of Protection* +1

♦ *Short Sword* +2

♦ A large rag doll dressed like a fool with the label "Mr. Bad Whispers"

13. DEFLAMER

Description: Tucked away against the back wall is a pedestal with a 3' tall by ½' wide unlit candle. On either side of the pedestal are translucent crystal statues of a vaguely humanoid shape.

The candle is a magical device called the Deflamer (q.v., *Pretty Little Things*). If the

party attempts to take it, the “statues” move to attack.

Monsters: **2 Crystal Warriors:** (AC 2; HD 4 (hp 28, 20); A 2; D 1-8/1-8; S F4; M 10; XP 135)

See *Creatures Large and Small* for the value of crystal warrior corpses.

14. POD PANTRY

Description: This curving, vaguely circular room is unlit, but the ground has clearly turned to sod here. A vague, unpleasant smell is discernible.

Those with a light source will see 20 pod things, like those described in *Key to Map 1: Tranzar's Redoubt*. When a pod is opened, roll on the following table to determine the contents.

When determining the contents of a pod, roll 1d20. Keep track of the results. Those results marked “Yes” in the “Repeatable” column can occur any number of times. Those marked “No” may only occur once, which may require subsequent rolls.

15. CRASHED SKY EGG

Description: The wall here appears to have been pierced by a 10' egg-shaped metal object. Judging from the looks of the rubble, the “egg” has been here a long time.

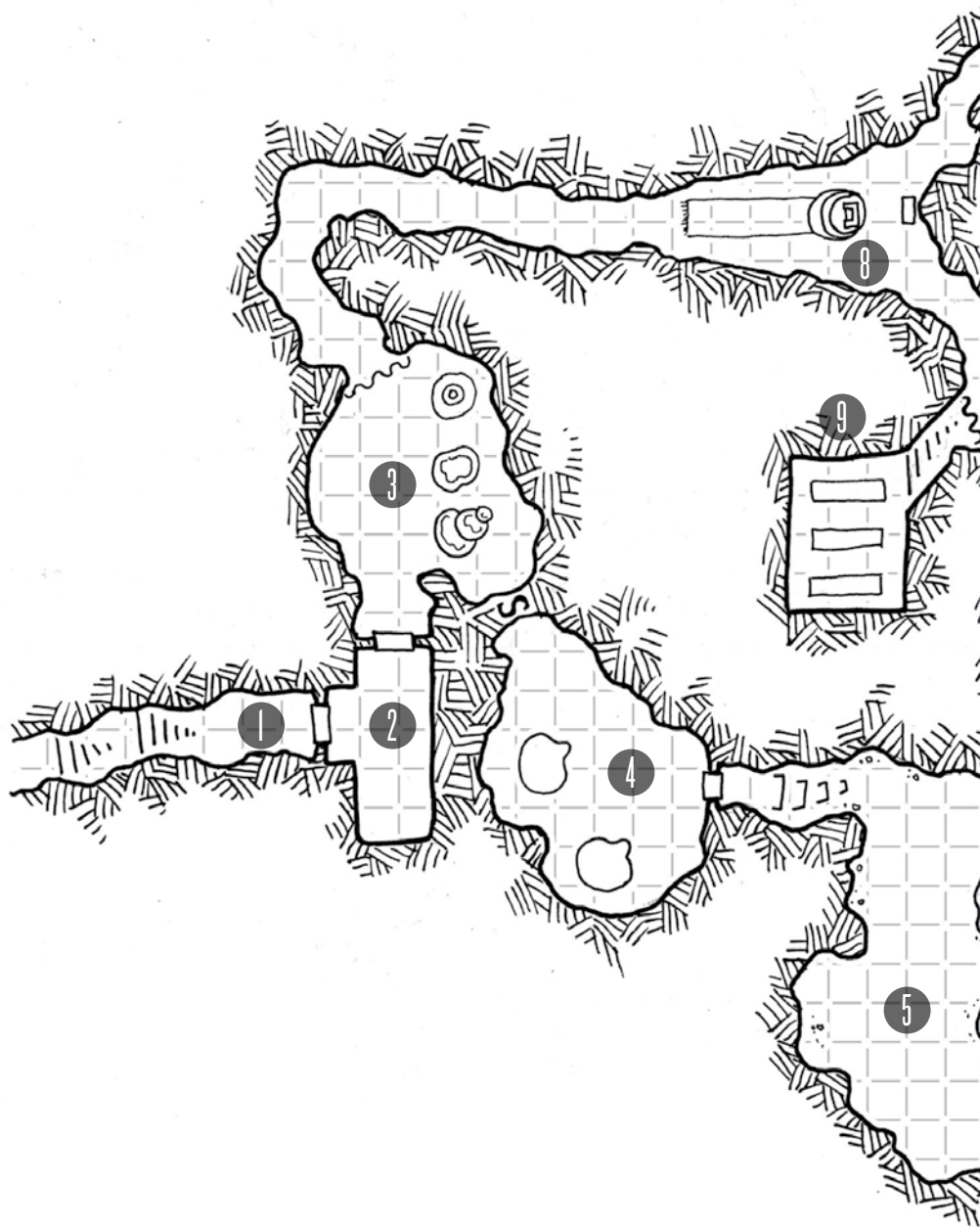
If the party inspects the egg, it will clearly be seen as a manufactured thing. A dwarf in the party will easily posit that this device might be a conveyance of some magical kind. A closed hatch will be discovered on this craft. No sound nor odor from the craft will be discernible.

TABLE: POD CONTENTS

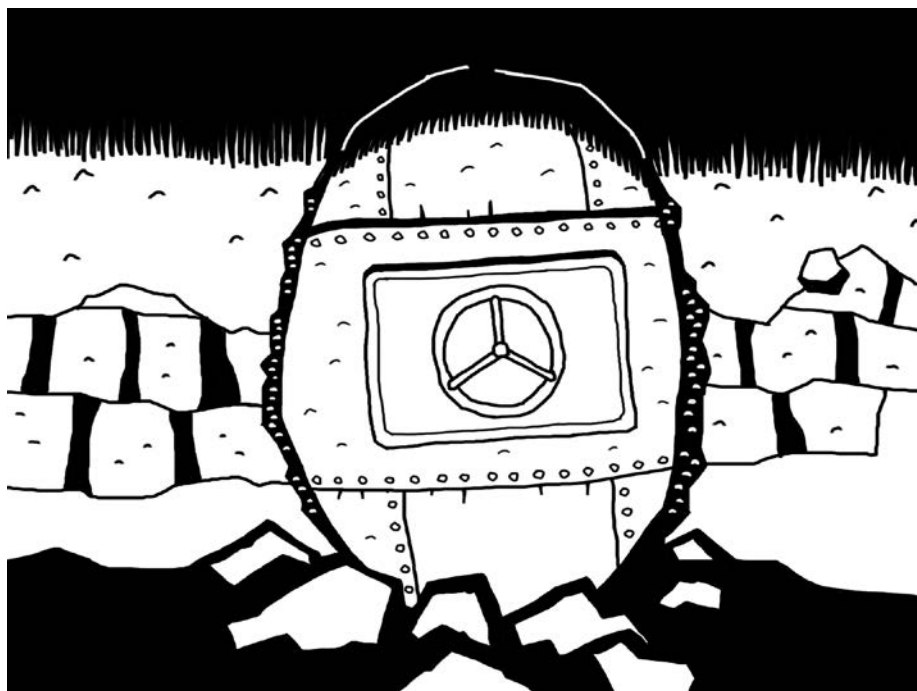
Roll	Repeatable?	Description
1-5	Yes	Empty
6-10	Yes	Withered, headless corpse
11-14	Yes	Skeleton (with its head) that attacks (AC 7; HD 1 (hp 8); A 1; D 1d6; S F1; M 12; XP 13)
15-16	Yes	Withered, headless corpse with a ring worth 1d6x10 gp
17	No	Empty but for a <i>short bow</i> +1
18	No	Empty but for a <i>dagger</i> +1
19	No	Skeleton grasping a scroll with two 2nd level clerical spells
20	No	A 12" x 6" x 6" wooden box that is a folding boat

Any PC with a STR attribute greater than 12 may attempt to open the hatch with a successful STR skill roll. If the hatch is opened, the occupants— 2 zombie astronauts— will attack.

Monsters: **2 Zombie Astronauts:** (AC 5; HD 5 (hp 25, 19); A 2; D 1-6/1-6; S F5; M 12; XP 650). In addition to physical damage,







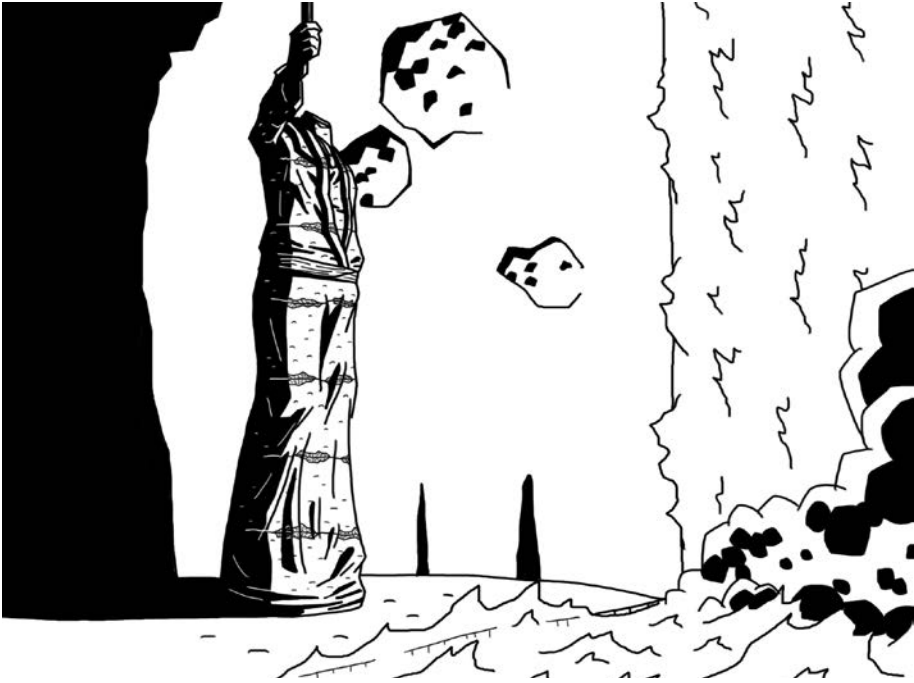
these creatures emit a kind of poison that is slowly absorbed by anyone engaged in melee combat with them. See the note about exposure found on this creature's entry in *Creatures Large and Small*.

16. GOLD ON THE CEILING

Description: The ceiling of this part of the cave abruptly rises to 60'. The stone of this area has been carefully worked and smoothed. Pilasters inscribed with harsh runes appear at regular intervals along the walls, culminating at the end of the room with a plain 3' tall, 6' long, solid rectangular altar. Between the pilasters, mosaics of black, red and brown hues are set into the walls. Two great black iron lanterns, spiked and demon-faced, hang down from thick chains

on either side of an altar and cast a baleful, ruddy light on the space. Each lantern is 30' from the ground. In the air 20' above the altar, illuminated evilly by the lanterns, slowly circles a crown and a sword, each of obvious worth.

The floating items are the fabled Sword of Justice and Crown of Starry Wisdom. Even when the PCs stand on the altar, the items will be 17' above them. The closest wall is 10' away. The details of fetching these items should be worked out between the Labyrinth Lord and the players. The enchantment that keeps the sword and crown suspended in air was cast by a 10th level magic-user (Tranzar). The lanterns contain a sort of slow-motion fireball, so these are quite hot and will cause 3d6 points of heat damage to anyone touching them.



Written in the common tongue on the top of the altar is "The Lay of Sword and Crown." If the mosaics are closely examined, they appear to depict great achievements in the life of an evil wizard vanquishing foolish warriors and bumbling priests. The Labyrinth Lord may use a WIS check or role play to decide if the players connect the mosaics to the Lay. It should not be overly hard for the players to intuit that this is a mural glorifying the works of Tranzar's life.

In the final panel of the mosaic, Tranzar can be seen planting a malevolent tree into an underground cave. He then feeds the tree screaming human victims who come out of it as sword-wielding skeletons.

17. FIREFALL ROOM

Description: From the 100' roof, a cascade of liquid fire falls into a deep trench on the floor. The room bulges east where a 40' statue of a graven image of a robbed figure brandishing a wand and a brooding expression is lit in the red glow of the firefall. The head of the statue is missing, apparently torn off.

Any character entering the firefall will take 4d6 points of fire damage or half that amount if she successfully saves against spells.

To gain access to the rest of the room behind the firefall, the party may use the Deflamer found in 8e. Otherwise, the Labyrinth Lord will have to judge whether the party's attempts work. Other solutions that might work include teleportation, digging under or



around the rock near the firefall, or a wish. For magic-challenged parties, the Labyrinth Lord might allow the party to attempt to scale the western wall of the firefall. Make each character perform a DEX check to avoid falling into the trench of liquid fire (which will cause 6d6 points of damage).

18. THE LAIR OF SHEZHOU

Description: To the south of the firefall, a large cavern contains an array of tables overflowing with alchemical apparatus. There are several bookshelves along the eastern wall. However, the area is overgrown with weird, throbbing vines. Pods choke the walls. Along the western wall, stairs go up to a terrace. The cavern continues to the west along the southern wall, out of sight. An unnatural, leafless gray tree about 20' in height is surrounded by two 12' tall, cleaver-wielding skeletons wearing leather aprons, horned helmets and iron boots. The strange tree has a variety of humanoid skulls depending from its branches.

Shezhou will not perceive the party as a threat. It is willing to parlay for a little while. Initially, the undead tree will say:

"You must be the latest tributes for Shezhou, the Vegetal God! Your suffering shall be brief, animals. My hunger burns."

If the party asks about Tranzar, Shezhou will reply:

"Tranzar was in such a terrible state when he arrived. He had hoped that I would patch him up. Hope is for fools. Why would I wish to help my captor?"

If asked about Tranzar's current location, Shezhou will answer:

"Tranzar is on his throne, of course."

If asked about the Sword of Justice or the Crown of Starry Wisdom, Shezhou will reply:

"The trinkets of animals that so entranced that hapless hedge wizard interest me little."

After a few questions, Shezhou will grow bored and order his skeleton guards to attack. He then will raise 6 normal skeletons with bows and arrows to aid the assault. There is enough material stored in the pods around this room to raise more skeletons or zombies.

If the skulls of the giant skeletons are split open, each skull will be found to contain a large ruby worth 1,000 gp. Amongst the tables of alchemical apparatus can be found the following magic items:

- ♦ *Potion of Black Dragon Control*
- ♦ *Potion of Undead Control*
- ♦ *Potion of ESP*
- ♦ *Oil of Slipperiness (1 vial)*
- ♦ *Ring of Invisibility*
- ♦ *Ring of Delusion*
- ♦ *A scroll with two 2nd level magic spells*
- ♦ *Wand of Detect Metals*
- ♦ *Brazier of Commanding Fire Elementals*

Monsters: Shezhou, Vegetal God (AC 0; HD 10 (hp 60); A 3 or 1; D 1d6 or spell; S F10; M 12; XP 2,400). Shezhou will animate up to 6 skeleton archers immediately. It will use spells to confuse characters and hinder melee. For the full list of its spells, see Shezhou's entry in *Creatures Large and Small*.



2 Giant Skeletons (AC 4; HD 6 (hp 42, 36); A 1; D 1d10 (by cleaver); S F7; M 12; XP 790). The PCs probably will not be strong enough to wield 7' cleavers, but this ruling is left for the Labyrinth Lord.

19. TRANZAR'S RESTING PLACE

Description: Up a staircase is a copse of stunned, withered, leafless trees. In a moldering chair of cracking gilt slumps a skeleton dressed in a ruined purple robe. The skeleton is shot through with unnatural vines. To the side of the chair, a massive basaltic pedestal is inset with a giant, cyclopean eye that stares blindly upward.

Here is the last resting place of the wizard Tranzar. Although his mortal form is corrupted and inert, his spirit yet lingers in his redoubt, powering the magical effects of the place.

The pedestal cannot be moved. It is a device by which Tranzar's spirit may be contacted. Shezhou uses it to further torment the fallen wizard. To use it, a character must stare into the eye and ask a question. The response will come from a loathsome, thick purple tongue nearly 3' long that appears to slither out of the top of the pedestal.

The torture inflicted by Shezhou has driven the mage's spirit insane. For any question asked, roll on the following table to see the response.

TABLE: TRANZAR'S RESPONSES

Roll	Response
1-2	These blasted vines debase the glory of my sanctum.
3-7	Shezhou has betrayed me! That foul thing would eat the world! Kill it with fire!
8-9	The casino tables call to me.
10	My Deflamer is a minor creation, but it has proven useful on many occasions.
11-16	Free my torment! Find my heart and destroy it.
17	The silver egg is not from this world, but I am close to learning its secrets.
18-19	That ettin is cheating me. He must be pocketing gold from sales. He will pay.
20	Would that I had never heard of that accursed sword and crown!

20. BOX FULL OF EVIL

Description: At the far corner of this cave, a small ornate chest lies on a low altar flanked on either side by stoppered brass pots.

In one pot is a potion of water breathing. The other pot contains rancid water that will sicken the imbiber for 1d6 turns (no save).

The small chest is locked normally. In it, Tranzar's dislocated heart lies beating. If the heart is destroyed, Tranzar's spirit will finally leave this realm to whatever awaits it in the outer planes. For ending the torment of wizard, the party will receive 500 XP.

However, should Tranzar's spirit depart, the following effects occur immediately:

- ♦ The firefall in room 17 disappears;
- ♦ The sirens in room 6 abandon their long post;
- ♦ The Sword of Justice and the Crown of Starry Wisdom in room 16 fall to the floor;
- ♦ Mr. Gravelskin in room 12, no longer confined to the Menagerie, will forage for more food and likely be encountered by the party;

- ♦ The magical darkness in room 10 is dispelled, but the hallway remains mundanely dark;

- ♦ The patrons of the casino in room 9 are free to wander away from the tables and may be encountered by the departing party. The pit boss will leave post haste and is unlikely to want to fight the party under any circumstances;

- ♦ Should the bugbear in room 8 still live, he will flee with the locked chest;

- ♦ The ettin Baines and Banes in room 3 will quickly pack up all valuables and flee with his dog. The undead hobbits will remain, attacking anyone that enters the room;

- ♦ The talking mushroom in room 1 will dissolve into a foul-smelling puddle of black, greasy goo.

Tranzar's heart has alchemical properties that will be interesting to magical researchers. It will fetch 10,000 gp from the right buyer. If the party wishes to conduct their own research, the Labyrinth Lord will have to judge what properties the heart imbues.

PRETTY LITTLE THINGS

Deflamer

An old piece of thaumaturgical experimentation, the Deflamer appears as an unused 3' x ½' candle encased in gold leaf. If it is brought within 3' of an open flame, the flame is extinguished from the source for 1d4 turns. The Deflamer then appears to be lit. If the user blows out the candle, the flame returns to the original source. The Deflamer can only be used with one source of fire at a time.

Compound Wand of Missiles

Appearing as a bundle of carefully inscribed wooden dowels bounded length-wise in a circle by three finely wrought brass rings, the compound wand was produced in the fires of a terrible war between powerful magic-using barons. Expensive to make and difficult to use, it can target up to 4 objects per round with magic missiles. Each missile uses 1 charge and any given unit can have 12-48 (4d12) charges.

While sounding like a panacea to all warfare, this device has a major drawback. If too many missiles are fired too quickly, the wand begins to overheat and melt. To avoid this, the wand can only be used every other round. If overused, there is a 10% cumulative chance that the wand will explode for 2d6 points worth of fire damage.

The Singing Sword of Justice

The product of a long-forgotten, zealously lawful cult, the Singing Sword of Justice is inimical to all forms of deceit. Even if the lawful wielder of the sword is pursuing a larger mission of righteousness, the artifact has, in the past, betrayed its owner for engaging in subterfuge.

The Singing Sword of Justice is an empathic, sapient, lawful long sword +2 (INT 7, detect evil thrice daily). Additionally, the wielder may cast detect lie twice per day. When a lie is detected, the sword emits an otherworldly, ethereal singing. Once per day, the sword can be used to evoke flame strike against a known liar.

Those of neutral alignment will dislike holding the sword and will not be able to use its detection or spell-like powers. Those of chaotic alignment, in addition to an even stronger loathing for the sword than neutrals have, will have terrible nightmares as long as they possess the weapon. These nightmares may drive the wielder insane over time. Each week, the victim of such dreams must make a WIS check or suffer insanity (-2 on all to hit rolls; spells fail 10% of the time).

The Crown of Starry Wisdom

The Crown of Starry Wisdom is a potent artifact from another world that appears to be a large, self-illuminating blue jewel. Some terrestrial jeweler set the device into an elegant crown for a distant monarch.

The wearer of the crown may cast any of the following spells once per day: arcane eye, clairvoyance, contact other plane.

Traveler's Delight

Presenting as a worn and valueless oil lamp, this wondrous artifact will produce 6 gallons of potable water per day. To use, simply grasp the handle of the lamp and pour. The cistern of the lamp always appears empty.

CREATURES LARGE AND SMALL

In this section, unique NPCs are listed first followed by new monster details.

Shezhou, the Vegetal God

No. Enc.: 1
 Alignment: Chaotic
 Movement: 0
 Armor Class: 0
 Hit Dice: 10 (hp 60)
 Attacks: 3 or spells
 Damage: 1d6 or by spell type
 Save: F10
 Morale: 12
 Hoard Class: None
 XP: 2,400

Appearing as a leafless ash tree with skulls depending from its branches and an evil countenance on its trunk, Shezhou is an eldritch horror inimical to all animal life. Wickedly cunning and demonically driven, this creature feeds on humanoids to fuel its unnatural existence.

Although it cannot change location without an arduous transplanting process, Shezhou has some gross control over its branches. It can speak through a cruel mockery of a mouth.

Shezhou often attacks by first animating corpses to act as bone shields from behind which it launches spells. To confuse and delay attackers, Shezhou has made the surrounding area less favorable to moving assailants by using spells like plant growth, web and hallucinatory terrain.

Shezhou's final defense comes from using its skull-laden branches like flails. It can engage up to three targets per round.

This creature, being composed of dry wood, has a vulnerability to fire. All fire-based

attacks do double damage. Further, Shezhou is allowed no saving throws against any fire-based attack.

Shezhou may use the following spells as if it were a 7th level magic-user:

1st level: *Protection from Good*, *Magic Missile*,
Charm Person

2nd level: *Mirror Image*, *Web*

3rd level: *Clairvoyance*, *Dispel Magic*,
Protection from Normal Missiles

4th level: *Arcane Eye*, *Plant Growth*,
Hallucinatory Terrain

5th level: *Animate Dead* (x2)

Crystal Warrior

No. Enc.: 2d4
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 2
 Hit Dice: 4
 Attacks: 2
 Damage: 1d8/1d8
 Save: F4
 Morale: 10
 Hoard Class: Special
 XP: 135

Crystal warriors are uncommon on this plane of existence. Sages believe that these intelligent crystalline beings originally come from the Elemental Plane of Earth, but this is mere speculation. Crystal warriors do not speak with "meat things" but do seem able to communicate among themselves. Equally unknown is their purpose in this world. Never has a habitation of these creatures been found, so it is guessed that only raiding parties are encountered on the material plane.

Reports of these creatures standing 7' to 8' are typical. In combat, they attack with their massive, crystal-sharp forearms that cut like swords. Their rocky bodies provide excellent defense against typical weaponry.

They are immune from mind-affected magic like sleep and charm person. Cold attacks may only do half damage to them.

Although they never carry magic items or coinage, the shards of these creatures are valuable to both jewelers and alchemists alike. A whole corpse of one (which often weighs 1,000 lbs.) can fetch as much as 25,000 gp. More typically, chunks of the creatures can be chipped off and will fetch 100 gp per 1 lb of material sold to the right buyer.

Siren

No. Enc.: 2-5
Alignment: Chaotic
Movement: (walking) 120' (40')
(swimming) 120' (40')

Armor Class: 6
Hit Dice: 3 + 2
Attacks: 2 (claws) or special
Damage: 1d4/1d4 or charm
Save: F3
Morale: 8
Hoard Class: VI
XP: 100

Although appearing as comely maidens in diaphanous clothing, sirens are really disgraced denizens of the sea who have been banished to rocky islands for some transgression unknown to land dwellers.

Because of their remote habitats, sirens are rarely a problem for dungeoneers. However,

experienced sailors take special care to avoid areas known to be frequented by these creatures.

The primary attack of sirens is their beguiling song. All within 1 mile (or those occupying the same standard sea hex) of a singing siren must save versus spells or become charmed (as the 1st level magic-user spell charm person). Note that this spell-like effect targets an area and will affect all who have not taken precautions to stop the creature's sound from reaching their ears. The song effects all humanoids of 6 HD or fewer.

Those so ensorcelled will sail or, if unable to control their craft, swim toward the closest island with sirens. Armor and weapons may likely be discarded by the victim to better prepare for a long swim. However, normal drowning rules apply (q.v., page 46 *Labyrinth Lord Core Rules*).

Any charmed person arriving within reach of them will be attacked by the sirens, who will attempt to eat their prey.

Skeleton, Giant

No. Enc.: 1-4
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 4
Hit Dice: 7
Attacks: 1
Damage: 1d10
Save: F4
Morale: 12
Hoard Class: None
XP: 790

Giant skeletons are magical constructs similar to bone golems, but they trade

multiple attacks for one massive melee attack with an oversized weapon. These automatons range in size from 7' to as large as 20' in height.

Because they are not undead, they cannot be turned. They are immune to mind-affecting magic like charm and sleep.

Sky Angler

No. Enc.: 2-8
 Alignment: Neutral
 Movement: (flying) 120' (40')
 Armor Class: 4
 Hit Dice: 3
 Attacks: 1
 Damage: 1d6
 Save: F3
 Morale: 9
 Hoard Class: None
 XP: 65

Sages have long debated the origins of this peculiar beast. Whether it is a bird that has been changed into a fishy thing with scaly armor and gnashing teeth or a vicious fish that has been given feathery wings and lungs, no consensus can be achieved. However, all that have ever encountered these monsters universally concur that they are thoroughly disagreeable beasts.

Sky anglers are ambush hunters whose preferred tactic is to find long dark corridors or similar spaces and use a bioluminescent lure that dangles from a 2' appendage attached to their heads to attract prey.

When the prey is within striking distance, these beasts charge forward with a vicious bite attack.

Zombie Astronaut

No. Enc.: 1d3
 Alignment: Chaotic
 Movement: 60'
 Armor Class: 5
 Hit Dice: 5
 Attacks: 2
 Damage: 1d6/1d6 + special
 Save: F5
 Morale: 12
 Hoard Class: Special
 XP: 650

None know whether, in life, these travelers from a different world came here intentionally or by accident. Practitioners of strange magics, they long ago quit their mortal coil, but their alien dweomer now animates their corpses toward some unknowable purpose.

Although the details will vary greatly among particular specimens, these creatures are typically encountered wearing the remnants of queer armor that often bears heraldic devices of unknown provenance.

Sometimes, these creatures will utterly ignore the living and appear to be engaged in some manufacturing enterprise that resists all understanding. Other encounters are less peaceful. Those that have survived combat with these things often become infected with a withering disease that causes nausea, lesions and boils. In some cases, the disease proves fatal.

In combat, these creatures attack with clawed hands that seem to have metal embedded in them. For each round of melee (non-pole arm) combat, a player must save versus poison or contract the

withering disease. Each failed save causes 1 point of exposure, which should be tracked. Exposure fades with time. Characters will lose 1 point of exposure per day. Healing magic such as cure disease, heal or wish will remove all exposure and effects. The following chart details the effects of different levels of exposure:

TABLE: EXPOSURE EFFECTS

<i>Exposure Points</i>	<i>Effect</i>
1-3	Mild heat burn, but no playable effect
4-6	Moderate nausea (-2 on all to hit rolls)
7-9	Severe nausea (PC cannot fight or move; rest required)
10+	Soft organ failure (exposure no longer fades; each day, PC must save vs. death or die)

Being undead, these things are immune to sleep, charm and other mind-affecting magic. Being alien, they seem neither cognizant of nor affected by the faith in our gods and so cannot be turned by clerics.

Sometimes, odd devices of alien purpose are found on the bodies of these zombies. It is up to the Labyrinth Lord to design these items and detail their effects.

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RULES OF UNDER-OVER

1. Player pays 12 gp to the table. This is removed from the character sheet.
2. Labyrinth Lord rolls a d12 and shows the number to the player.
3. The player declares whether she will roll higher or lower than the number shown on the die rolled by the Labyrinth Lord.
4. Player rolls a d12. If the player rolls the same number as the Labyrinth Lord, the player loses. If the player successfully rolls according to her declared intention, consult the following payout table. Locate the row of the Labyrinth Lord's roll first. Then move to the column of the player's roll. Remember that the payout only

occurs if the player's roll matches her declared intention.

Example play 1: The Labyrinth Lord rolls a 6. The player, seeing that the payouts are better if she can roll higher than 6, declares to do so. She rolls an 8 and wins 24 gp (12 gp of which she anted to get into the game, which leaves 12 gp of winnings).

Example play 2: The Labyrinth Lord rolls a 3. The player, greedy for the enormous payout, declares to roll lower. Rolling a 4, she receives no payout.

Example play 3: The Labyrinth Lord rolls a 1. The player unluckily rolls a 1 and receives no payout.

TABLE: UNDER-OVER PAYOUTS

Target	Player Roll											
	12	11	10	9	8	7	6	5	4	3	2	1
12	Lose	144	72	48	36	28	24	20	18	16	14	12
11	12	Lose	72	48	36	28	24	20	18	16	14	12
10	12	14	Lose	48	36	28	24	20	18	16	14	12
9	12	14	72	Lose	36	28	24	20	18	16	14	12
8	12	14	72	48	Lose	28	24	20	18	16	14	12
7	12	14	72	48	36	Lose	24	20	18	16	14	12
6	12	14	72	48	36	28	Lose	20	18	16	14	12
5	12	14	72	48	36	28	24	Lose	18	16	14	12
4	12	14	72	48	36	28	24	20	Lose	16	14	12
3	12	14	72	48	36	28	24	20	18	Lose	14	12
2	12	14	72	48	36	28	24	20	18	16	Lose	12
1	12	14	72	48	36	28	24	20	18	16	14	Lose

PRE-GENERATED CHARACTERS

Below is a list of pre-generated characters that can be used by players in the interest of saving time.

TABLE: QUICK STATISTICS

NAME	CLASS	LEVEL	ALIGN	AC	HP	STR	INT	WIS	CON	CHA	CHA
Half-Dan	Halfling	6	Lawful	1	37	18	15	14	18	16	15
Nain Blackstone	Dwarf	5	Neutral	2	31	17	13	13	16	17	8
Hamm Rockhearted	Cleric	4	Lawful	2	21	16	8	16	13	13	12
Pandelume the Fantastic	Magic-User	6	Chaotic	6	23	10	16	13	16	15	15
Kroyas Lightfingers	Thief	4	Neutral	4	16	12	12	8	18	14	15
Fimrod Dunbark	Elf	4	Neutral	2	23	16	17	11	17	13	16

CHARACTER DETAILS

Every character carries 10 days' worth of food and water rations.

Half-Dan

Carried possessions: short sword +2; dagger +1, +3 vs. giants; chain mail +1; 25' rope; backpack; hand mirror.

Background: Half-Dan is a born leader. Unable to leave a damsel in distress or treasure chest unopened, he has undertaken many thrilling adventures, as many a tavern patron already knows.

Comments on his height are not welcome.

Nain Blackstone

Carried possessions: war hammer +1; chain mail; backpack.

Background: As a rule, Nain lets his war hammer speak for him. He values proven friendship over contracts and laws.

Hamm Rockhearted

Carried possessions: mace +1, +2 vs. undead; banded mail; shield; backpack; 10' pole; 10 torches.

Spells: 1st level: *Cure Light Wounds, Detect Magic, Purify Food and Drink*

2nd level: *Find Traps, Bless*

Background: His superiors often praised Hamm's single-minded adherence to doctrine while he was just a novice. Although sometimes criticized for a notable lack of empathy for transgressors, Hamm was given his magical mace on becoming a full-fledged cleric by his order, whose confidence in the young crusader's prospects was loudly proclaimed.

Pandelume the Fantastic

Carried possessions: silver dagger; 50 darts; ring of protection +2; backpack.

Spells: 1st level: *Magic Missile, Light*

2nd level: *Web, Knock*

3rd level: *Dispel Magic, Fly*

Background: Pandelume is an adventurer by necessity, not by disposition. Although a gifted thaumaturgist, Pandelume has only recently understood the vast sums of wealth required to finance high-level magical research. She adventures primarily because of the promise of acquiring magical loot and arcane knowledge.

Krovas Lightfingers

Carried Possessions: short bow +1; 50 arrows; normal sword; studded leather armor; backpack; crowbar; 10 candles; flint & steel; manacles; 10 torches.

Background: Krovas is a survivor. As an orphan growing up in a large city, she learned to rely only on herself at a very young age. Her natural agility and charm provided a clear path out of the crushing poverty of her youth.

Finrod Dunbark

Carried possessions: sword +1; short bow; 50 arrows; banded mail; backpack; iron spikes; spyglass.

Spells: 1st level: *Magic Missile, Sleep*

2nd level: *Arcane Lock, Invisibility*

Background: Finrod considers himself primarily a poet. After decades of intense lyrical output, this elf decided he needed to recharge his imagination through the diversion of dungeoneering.

Finrod's habit of extemporaneous poetical composition may rankle those party members of a quieter nature.

THE LAY OF SWORD AND CROWN

Listen, children of lesser times
To a sad tale of evil crimes
That dash'd the hopes of Fairwind Downs
And cursed the seed and spoil'd the ground.

In fair old days, did ancient kings
Fey-craft many bountiful things.
The Justice Sword felled the wicked,
All truth the Wise Crown transmitted.

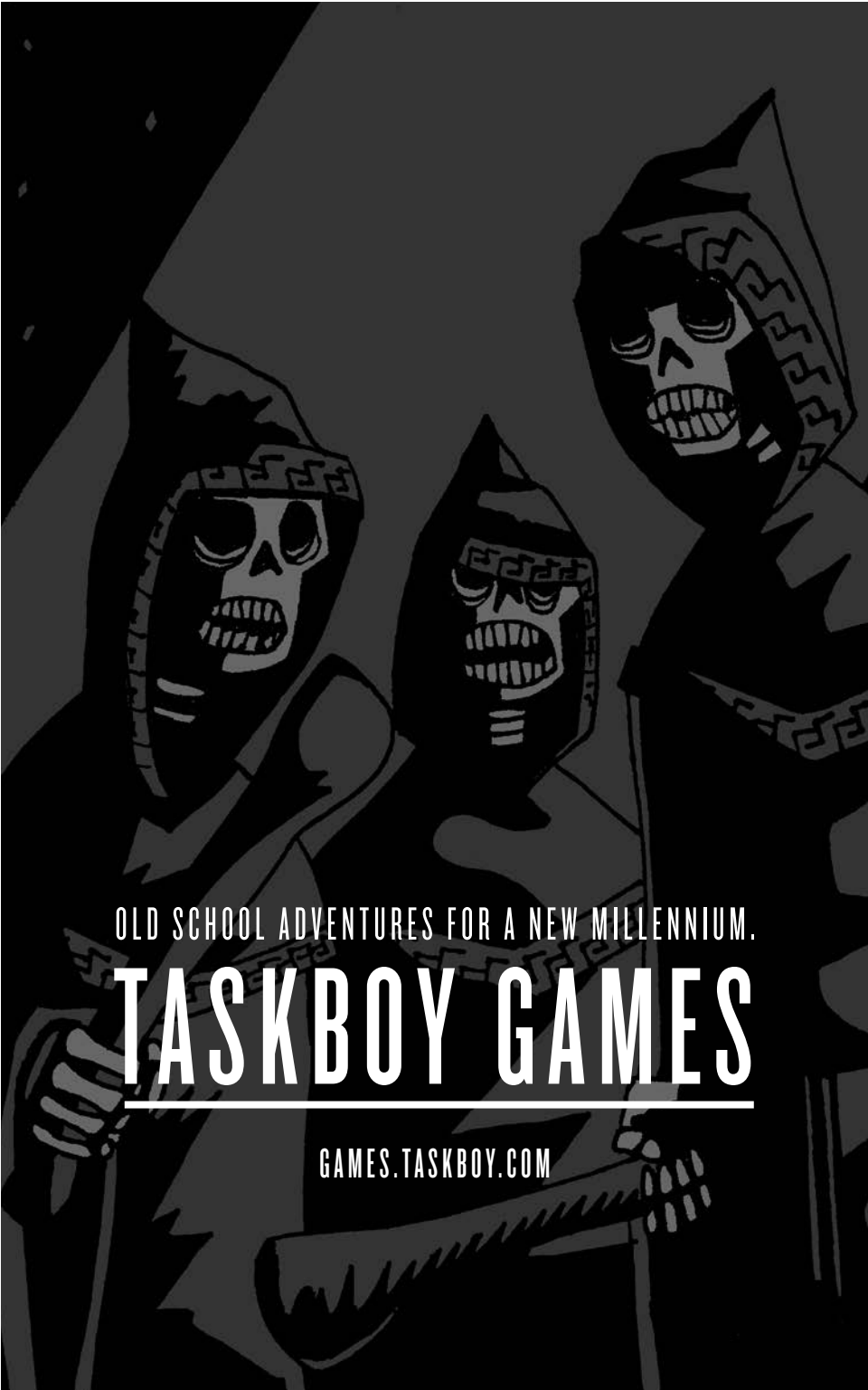
Long prospered that fair and green vale,
Until the shadow of black sail
Did fall across the gentle land.
Terror was sown by Tranzar's hand.

The wicked mage did come to steal
The magic things of common weal.
Tranzar swift stole the sword and crown
And struck the King's family down.

For long years did peasants toil
Under that vile serpent's coil,
Until all the dale men mustered
To one true flag with great bluster.

The Great Army had Tranzar fast
In his flying tower at last.
The Captain swung for Tranzar's head
But only met clear air instead.

The villain had vanished a-nonce
With sword and crown clever ensconced
And doom fell fast upon the land
Until those tokens are remand.

A black and white illustration of three hooded figures with skull faces, reminiscent of the Three Fates from the game Super Mario Bros. They are wearing robes with Greek key patterns. The figure on the left holds a staff, the middle one holds a scroll, and the right one holds a sword. The background is dark with some geometric shapes.

OLD SCHOOL ADVENTURES FOR A NEW MILLENNIUM.

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