

CG1

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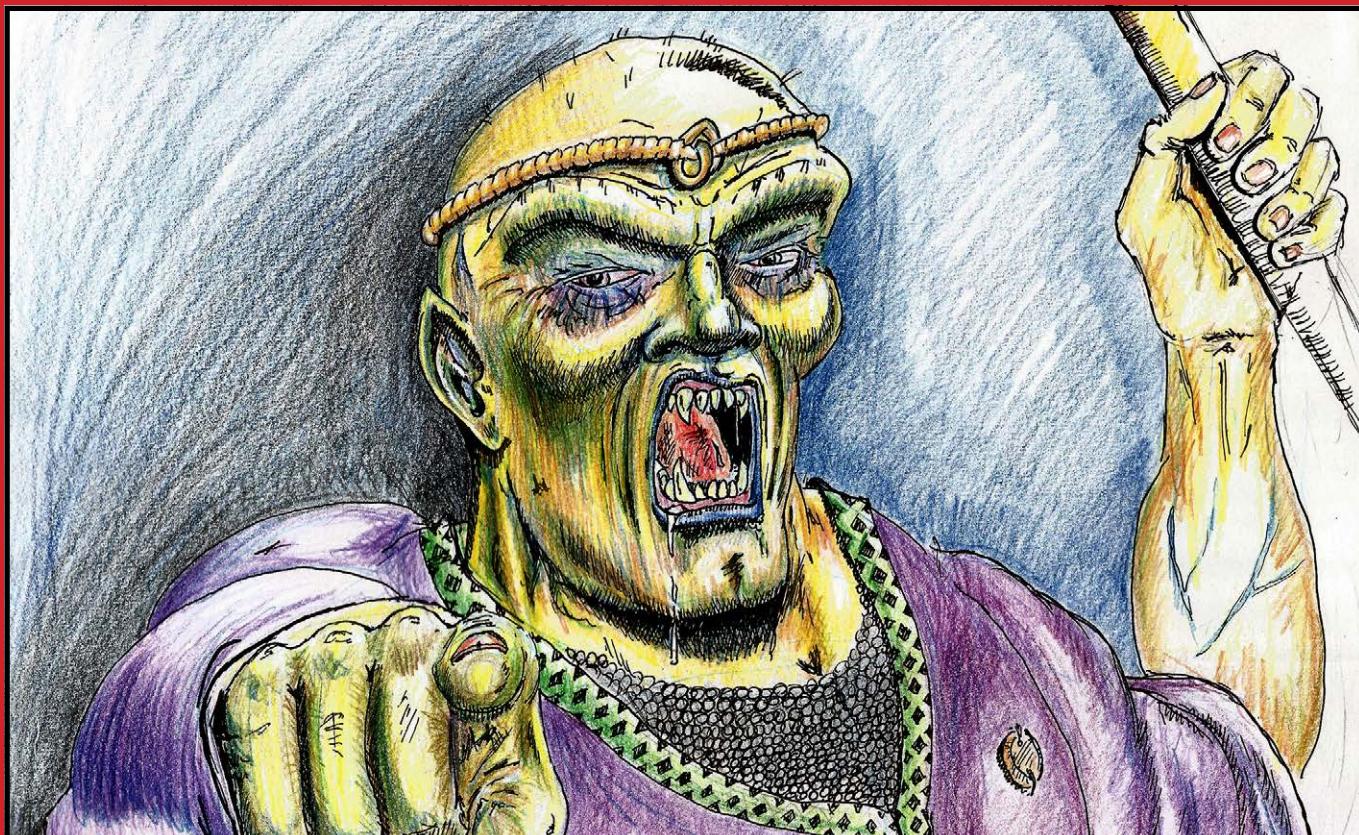
FREE!

Dungeon Module CG1

The Lair of Largash the Lurid

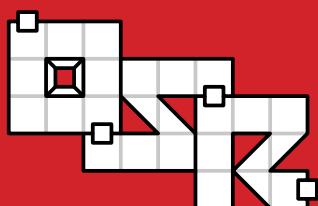
by Michael Mills

INTRODUCTORY MODULE FOR CHARACTER LEVELS 1-3



Largash the Lurid, scourge of the common folk and self-appointed king beneath the rocky hills, lurks deep within his lair. Who dares enter his realm to unthrone this most evil of monarchs? Can your brave party of adventurers defeat Largash the Lurid and his evil minions once and for all?

This module is a complete adventure including maps, descriptive text, background information and encounter notes. This module is OSR compatible. It was written for the classic version of the world's most popular role playing game. However, it can be used with original or even advanced rules of the game with minimal modification.



Canister & Grape Wargames

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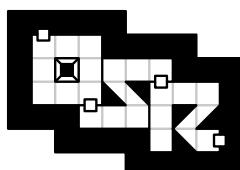


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INTRODUCTION

The Lair of Largash the Lurid is an attempt to recapture the essence of old school role play. The format, narrative style and recurring clichés are absolutely intentional!

So grab some of your friends, dive in head first and enjoy yourselves for an evening or two. If you intend to participate as a player stop reading now.

NOTES FOR THE GAME MASTER

This module is designed for 4-8 players of starting level or slightly above. It can be used as a one-off adventure or as part of a campaign.

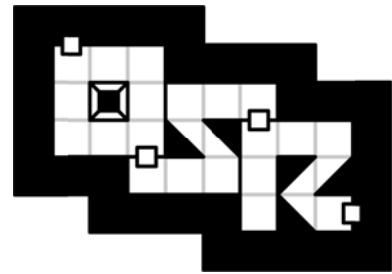
The players should have a reasonable chance of survival, however a certain amount of danger and risk is necessary to keep things interesting. As game master you should adjust the number, strength and aggressiveness of encountered creatures to ensure this occurs.

When the players enter an area on the map you should read aloud the boxed text in its entirety. You may also add any additional information from the game master's notes immediately thereafter as you desire. This may be necessary if the players fail to find a crucial item, exit or other plot device.

You should encourage the players to make their own maps or somehow keep track of routes taken and locations visited. Failure to do so should result in the players becoming lost and encountering wandering monsters more frequently.

The maps provided include all key features such as doors, walls, staircases and traps. Additional features and room contents are described in the boxed text.

There is plenty of opportunity to extend the maps, add additional levels and encounters or otherwise add to the fun. Go for it!



This module is OSR compatible. It was written for the classic version of the world's most popular role playing game. However, it can be used with original or even advanced rules of the game with minimal modification.

ENCOUNTERED CREATURES

Unless stated all encountered creatures have the same statistics as normal men (NM).

Creatures are listed in the following format:
Kobolds (2) - AC 7 [13]; HD 1/2; HP 4,3;
AT 1; D 1-6; THAC0 19; MV 90' (30');
S NM; ML 6; AL C; XP 5.

Stat Block Abbreviations:

Name (number appearing)

AC = Armour class, descending from 10, followed by ascending armour class from 10 in square brackets

HD = Number of hit dice, + extra per die

HP = Hit points

AT = Number of attacks per combat round

D = Damage per successful hit

THAC0 = To hit armour class zero

MV = Movement distance per turn in feet, per combat round in feet in round brackets

S = Saving throw as fighter of the same level as hit dice

ML = Morale, descending from 12

AL = Alignment

XP = Experience point value

GAME MASTER'S BACKGROUND

Largash the Lurid keeps court in his fastness in the hills, waiting for fellow monarchs to call upon him. If they are equally regal, he may receive them in appropriate fashion. More likely he will kill the callers and steal all they own to enhance his own greatness.

Largash is an opportunistic and petty ogre chieftain. He has few guards and servants yet believes himself of much greater stature than is truly the case. Largash was fortunate enough to come across an abandoned religious retreat several years ago and take it for his own.

An abbot and several brothers of a minor religious order had originally established the retreat as a place of quiet contemplation and instruction. In the beginning, all was well.

Over time, the brothers enlarged the retreat to allow for more occupants. During the course of this expansion, the brothers discovered a series of natural caves and converted them into catacombs for the interment of the dead. Little did they know that evil things lurked therein!

When the first brother disappeared, the abbot organised a search but nothing was found of him. With his death unconfirmed, things eventually returned to normal.

Soon more occupants of the retreat began to disappear and a pattern formed where those working in the catacombs often went missing and turned up dead days afterwards, or simply were never seen again. The deaths were caused by the various creatures living in the caves, all of which enjoyed having a regular and easily accessible food source nearby.

Eventually the deaths became too much for the abbot and his followers and they hurriedly moved away, taking only their most valuable possessions with them.

Soon afterwards, Largash the Lurid arrived...

PREFACE

Many miles from town and almost overgrown by weeds is a faded sign pointing towards the hills. It directs travellers “Dis way too da Kingdum of Mitey Largash”.

Judging by the state of the track the destination is anything but a mighty kingdom. Appearances may deceive...

Travel along the track from the main road to the Lair of Largash will take two days on foot or one day on horseback. The countryside is wild and sparsely populated due to pillaging by Largash’s minions. All that remains now are wild animals, the odd patrol of kobolds and occasional monsters.

Wandering monsters in the wild:

Appearing on a 1 in 6 chance per hour.
Roll 1d4 to determine what appears.

1. Kobolds (4-6) - AC 7 [13]; HD 1/2; HP 3 each; AT 1; D 1-6; THAC0 19; MV 90' (30'); S NM; ML 6; AL C; XP 5 each.

2. Wolf (1-3) - AC 7 [13]; HD 2+2; HP 10 each; AT 1 bite; D 1-6; THAC0 17; MV 180' (60'); S F1; ML 6; AL N; XP 25 each.

3. Skeletons (1-6) - AC 7 [13]; HD 1; HP 4 each; AT 1; D 1-6; THAC0 19; MV 60' (20'); S F1; ML 12; AL C; XP 10 each.

4. Killer Bees (2-5) - AC 7 [13]; HD 1/2; HP 2 each; AT 1; D 1-3 + poison + continual damage; THAC0 19; MV 150' (50'); S F1; ML 9; AL N; dies after stinging; XP 5 each. If stung, a player must save vs. poison or lose 1HP per round until the stinger is removed. Removing the stinger takes one round during which damage is also taken.



LEVEL ONE – THE LAIR OF LARGASH

Level One is composed of a series of interconnected rooms that once formed the self-contained retreat of the religious order. The abbot and several brothers lived here, meditating, studying and tending the catacombs below on Level Two.

There are no wandering monsters on Level One due to the size of the map and number of included encounters.

The entrance to the Lair of Largash the Lurid is half-hidden behind a thick growth of shrubs and trees. It is not deliberately disguised, it is just that Largash's minions don't spend time keeping the area clear. The path to the entrance is well trodden and in regular use.

A well-trodden path winding up through the trees towards a steep hillside covered in rocks and bushes. The path disappears into the brush near the base of a series of large rocky hills.

1. ENTRY

Entry is gained through a rough cut archway, 10' across and 8' high. There was once a pair of stout wooden doors hung from iron hinges but these have long since been removed or rotted away. A pair of stone pillars frames the entrance.

Inside the archway widens out into a room 20' wide and 25' deep. The room is lit by guttering torches which reveal rough stone flagging on the floor and equally rough block work on the walls. A barred iron gate blocks the eastern exit and a closed wooden door is set into the southern wall.

Sitting at a crude table in the north east corner are two small humanoids in mismatched leather armour. A pair of small swords sit on the table within easy reach amidst the remains of a meal.

The guards are kobolds and will attempt to raise the alarm by yelling before attacking the party. As they are on guard duty they are reasonably alert and can only be surprised on a 1 in 6 chance. Their swords are crude and dirty, but serviceable.

Kobolds (2) - AC 7 [13]; HD 1/2; HP 4,3; AT 1; D 1-6; THAC0 19; MV 90' (30'); S NM; ML 6; AL C; XP 5 each.

1A. BARRED GATE

The gate is constructed of solid iron bars and is very well made. It appears to slide up into a slot in the ceiling.

A lever is clearly visible a dozen or so feet beyond the gate, set into the north wall. The lever is in the "down" position.

The corridor beyond is lit at intervals by wooden torches that cast a flickering light and give off clouds of smoke.

The gate is extremely heavy and quite solid. It cannot be broken open by normal means without several hours of effort and much noise. It is raised by the lever, activating a winch hidden in the ceiling above. Three or more normal sized humanoids can lift the gate up by rolling 4+ on a d6. If released, the gate will fall with a loud crash, alerting the occupants beyond. If the lever is raised after the gate is lifted it will remain in place.

2. GUARDROOM

This room is 15' square and appears to be a guardroom. The door is not locked and opens easily away inwards without effort.

The room contains several benches and a table, with a weapon rack is mounted on the western wall. Sitting on the benches are six small humanoids.

The guards are kobolds like the two in the entry room. They also wear leather armour and are armed with a mixture of basic weapons. They will respond to any alarms or sounds of combat from the entry room. If the fight goes against them they will retreat back to the guardroom and bar the door. However, the bar is rotten and can be broken in after three rounds of hammering with an axe or mace. The guards' weapons consist of two small swords, a club and a pair of hand axes, all sound but of cheap manufacture.

Kobolds (6) - AC 7 [13]; HD 1/2; HP 4,3,3, 2,2,1; AT 1; D 1-6; THAC0 19; MV 90' (30'); S NM; ML 6; AL C; XP 5 each.

3. BARRACKS

Entered via a simple wooden door, this room is clearly a barracks or communal sleeping area. It is nearly 20' square and contains rows of crude bunks with chests and crates at the foot of each set. Several sleeping forms occupy the bunks, spread randomly across the room.

The southern alcove contains a smoking brazier, a pile of kindling and several sacks.

This is the barracks of the off-duty guards and servants. The six sleeping forms are all kobolds and they are unarmed. If woken they will immediately reach for nearby weapons but will take two rounds to prepare for combat. Use the same stats as Area 2 for the kobolds.

The chests and crates contain a mixture of dirty clothing and rubbish which passes for the personal possessions of the guards. A careful search turns up a total of 37cp, 5sp and 3 x cheap quartz gems worth 10sp each. The sacks contain rough bread and badly cooked meat. The guards' weapons are of basic but serviceable quality.

4. KITCHEN / STOREROOM

The door to this 20' x 25' room is open and smells of burning meat waft along the corridor outside.

This is the kitchen and store room of the complex and is overseen by a short, fat creature with grey skin and no hair. He chases his two cowering assistants about with a large iron ladle and yells constantly.

There are no torches here and the only light comes from a fire pit in the south east corner. A well occupies the north east corner and the walls are lined with barrels and crates.

Crud the Cook is making so much noise the kitchen staff don't hear anything beyond the four walls. The party will achieve complete surprise when entering, however Crud and his minions are on the far side of the fire pit and unable to be attacked immediately.

They have nothing of value on them but a small pouch containing 23cp, 5sp and 2gp is hidden in one of the crates. This is Crud the Cook's allowance for purchasing supplies which cannot be acquired by other means.

Crud the Cook, Goblin (1) - AC 6 [14]; HD 1-1; HP 4; AT 1; D 1-6; THAC0 19; MV 60' (20'); S NM; ML 7; AL C; XP 5.

Kobold assistants (2) - AC 7 [13]; HD 1/2; HP 3,2; AT 1; D 1-4; THAC0 19; MV 90' (30'); S NM; ML 6; AL C; XP 5 each.

The barrels and crates contain the meagre stores collected by the garrison, a mixture of badly cured meat, rough grains and other low quality produce. None of it is poisonous but it is of such poor quality only the desperate or subhuman would eat it.

The well drops 40' into a cavern below, fed by an underground spring but this cannot be seen from above. The water from the spring is fresh and clean.

The bucket next to the well is attached to a long rope that is rotten and will break under the weight of a person, dropping the unfortunate victim into the shallow water for 1-8 points of damage.



5. FORGE

An orange glow lights the corridor leading south and the air rings with the sounds of hammering metal. The corridor turns right into a 30' x 15' room that is obviously a forge and which is presently in use.

The occupants are making an array of cheap weapons and armour. A large humanoid is pounding away at the anvil in the centre of the room, while a small creature works the bellows in the south west corner.

The south east corner contains a pile of finished weapons.

The forge is entered via a rough archway. Neither occupant hears the party approach unless they make a great deal of noise.

The blacksmith is a large, hairy creature armed with a similarly large hammer and wearing a leather apron. An iron key is tied to his belt. His assistant is a goblin armed only with a dagger. Neither has anything of value.

Brak the Blacksmith, Orc (1) - AC 6 [14]; HD 1; HP 6; AT 1; D 1-8; THAC0 19; MV 90' (30'); S F1; ML 6; AL C; XP 10.

Goblin assistant (1) - AC 6 [14]; HD 1-1; HP 3; AT 1; D 1-4; THAC0 19; MV 60' (20'); S NM; ML 7; AL C; XP 5.

The pile of weapons and armour contains a selection of short swords (5), axes (8) and spears (4). It will fetch little value if taken and sold due to its crude nature (20% list price).

5A. CELLS

The north wall of the forge contains two 5'x 5' barred cells. The eastern cell is empty and unlocked. The western cell is locked and a human sized creature cowers in the dirty straw at the rear.

Locked in the western cell is a human called Jervis, a blacksmith by trade. He was caught and forced to teach his skills in return for his life. Months of captivity have ruined his health.

The key on Brak the Blacksmith's belt opens the locks on both cells. Jervis will not fight and will flee if released. Any attempt to make him do otherwise results in him retreating to his cell and yelling to be left alone.

Jervis has no knowledge of the layout of the complex, having been brought directly to the forge and kept here.

6. THRONE ROOM

A series of broad stairs leads down to an ornately carved arch, flanked by columns set with burning torches. Beyond the archway a raised dais is visible, upon which sits a huge manlike creature, flanked by armed guards.

The room is the is much larger than the rest, covering an area 40' wide and 25' deep. Upon entering the room it becomes clear this is some sort of throne room and the creature on the throne resting upon the podium is the ruler of this domain.

Two smaller archways adorn the north wall and a timber door is set into the southern wall. There is no furniture apart from the throne upon the podium.

The walls are sparsely decorated with faded, dirty frescoes of religious life. These have been defaced with all manner of scrawl. There are lit torches set into each wall.

The occupant of the throne is clothed in tattered bright robes, worn over a mail shirt. A beaten copper circlet rests upon his monolithic brow. Whenever visitors enter he stands and demands to know "Who dares enter the domain of King Largash?" in badly mauled common tongue.

There are a total of four guards surrounding Largash, two on each side. All are armed with long spears and wear leather armour.

Largash is obsessed with his own importance and dresses himself accordingly. His "kingly robes" are in fact an old bishop's cassock, now filthy and torn but still bright for all that. It is adorned with cheap coins and gems sewn randomly onto it and worth 22gp in total. His copper circlet is worth a mere 20cp.

Largash the Lurid, Ogre (1) - AC 5 [15]; HD 4+1; HP 21; AT 1; D 1-10; THAC0 15; MV 90' (30'); S F4; ML 8; AL C; XP 125.

Guards, Orcs (4) - AC 6 [14]; HD 1; HP 6,6, 5,4; AT 1; D 1-6; THAC0 19; MV 90' (30'); S F1; ML 6; AL C; XP 10 each.

Immediately in front of the podium is a pit trap (see Area 6A). If the party cannot be lured into attacking and setting off the pit trap before his throne, Largash will order his guards to attack from the flanks before attempting to flee to the catacombs on Level Two.

A secret door within the wall opposite the throne provides access to Largash's real treasure room. It can be found without difficulty by thieves and dwarves (1 in 3 chance) or by all others on a 1 in 6 chance. The door is not locked and opens easily.

6A. PIT TRAP

The area 10' wide by 5' deep immediately below the bottom step of Largash's podium is a pit trap. The weight of a small humanoid is enough to set it off, dropping the victim into the cavern below for 1-6 points of damage. The floor immediately swings back into place, leaving the victim in the pitch dark below.

Largash and his guards know about the trap and attempt to lure the party onto the area before the throne with threats and taunts, hoping they will fall into the depths below.

7. LARGASH'S BEDROOM

Two carved stone arches offer entry to a 25' x 10' area that appears to be for sleeping. There are no other exits. The floor is strewn with dirty tapestries and covered with animal furs. At the eastern end is a large iron bound chest. Otherwise the room is empty.

This is the bedroom of Largash. The tapestries once adorned the walls of the throne room when it served as the chapel of the religious order. They depict scenes of common life with clerics doing good works amongst the people. They are of no value due to their condition.

The chest is locked and trapped. The key is hidden beneath Largash's throne. Any attempt to open the chest without unlocking it or disarming the trap will set it off.

The unfortunate victim will receive a dose of poison gas, causing paralysis for 10 rounds and 5-10 points of damage (1d6+4).

If the chest is opened it will be found to contain a cheap copper bowl, a gilt goblet worth 2gp and a small pouch containing 57cp, 8sp and 3gp. Largash is clever for an ogre and has filled the chest with "treasure" in the hope this will distract would-be thieves from the real hoard secreted in Area 9.

8. TREASURE ROOM

The secret door opens into a 15' x 15' room, bare apart from a single large chest and a small table against the opposite wall.

The table is empty and clear of dust. The chest has no lock and is not trapped, the owner believing that his fake treasure chest is all the protection he needs.

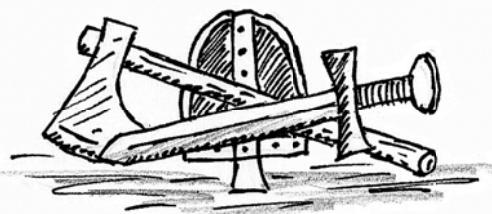
The chest contains 434cp, 188sp, 55ep and 42gp in coins, 4 rubies worth 50gp each and a large pearl worth 275gp. In addition, there is an ornate silver-gilt plate left behind by the brothers of the order and worth 150gp.

Finally, there is also a potion of healing and a bone tube containing a scroll with the magic user spell Sleep inscribed on it. Largash has no idea what these are but has kept them as they are obviously of value and "kingly" in nature.

9. CATACOMBS ENTRANCE

This room appears to have been some sort of small chapel in the dim past. The southern wall is curved, against which sits a bare stone altar. The corners are filled with broken timber furniture and other wreckage. The walls are bare and the single torch over the altar is unlit. A set of stairs in the north west corner descends 20' to an iron bound door, barred from this side.

There is nothing of value in this room. Largash only uses the room to access the catacombs below on Level Two.



LEVEL TWO – THE CATACOMBS

Beyond the iron door is another archway flanked by stone columns. The columns are carved with scenes of death and torment, each image more gruesome than the last.

Level Two was once the catacombs of the religious order that occupied Level One above. Largash rarely ventures here, fearing the creatures that dwell within. He believes an exit to the outside exists at the far end of the cave complex but has explored little through fear.

The cave system existed for eons before the brothers of the religious order built their retreat above. It was only discovered when they excavated their chapel and found an entrance through a fissure in the rock. This was widened into the stairs and the two caves immediately below carved out to form the catacombs. The remaining caves were left for future use, apart from the sinking of a well and the installation of the trap door in Area 6A.

Wandering monsters in the catacombs:

Appearing on a 1 in 6 chance per 2 turns. Roll 1d4 to determine what appears.

1. Rats (6-10) - AC 9 [11]; HD 1/2; HP 1 each; AT 1 bite per pack; D 1-6 + disease; THAC0 19; MV 60' (20') swim 30' (10'); S NM; ML 5; AL N; XP 2 each.

2. Centipede, Giant (1-8) - AC 9 [11]; HD 1/2; HP 4 each; AT 1 bite; D Poison; THAC0 19; MV 60' (20'); S NM; ML 7; AL N; XP 6 each.

3. Stirges (1-3) - AC 7 [13]; HD 1; HP 3 each; AT 1; D 1-3 +2 to hit on first attack; THAC0 19; MV 30' (10') fly 180' (60'); S F2; ML 9; AL N; XP 13 each.

4. Skeletons (1-6) - AC 7 [13]; HD 1; HP 4 each; AT 1; D 1-6; THAC0 19; MV 60' (20'); S F1; ML 12; AL C; XP 10 each.

10. CATACOMBS ENTRY

Stepping through the door leads to a 25' square room lined with alcoves for the dead. The air is cold and dry, heavy with the weight of ages. Four large pillars support the roof, lit by the light from the room above. The rest of the room is cloaked in darkness.

A timber door is set into the middle of the north wall. Every other piece of wall space is pierced by dark alcoves, some empty but most containing the desiccated remains of the dead. There is nothing else in the room.

Careful searching of the bodies takes 10 rounds and will reveal various trinkets of little value. In total the party can retrieve a variety of cheap jewellery and knick-knacks worth 50cp. For every turn spent searching there is a 1 in 8 chance of catching a disease causing loss of 1-3 hit points permanently. All saves are made at +2 due to the age of the corpses.

11. SECOND CATAOMB

This room appears much like the last with alcoves for the dead set into the western wall. The ceiling is also supported by four pillars. Exits exist to the north and north east. There is a very unpleasant smell here.

There is nothing of value on the corpses interred here. Searching takes 5 rounds and exposes the party to the same risk of disease.

The strong smell is bat guano from the residents which live in one of the alcoves. If the party search they will disturb the bats on the second turn. The bats attack immediately and gain surprise.

Giant Bats (3) - AC 6 [14]; HD 2; HP 4,4,3; AT 1 bite; D 1-4; THAC0 18; MV 30' (10') fly 180' (60'); S F1; ML 8; AL N; XP 20 each.

12. EMPTY CAVE

This cave is roughly 25' round and is empty. There is an exit to the south east.

If the players are attentive they will realise there is a shaft and trap door in the ceiling. This is the trap door in Area 6A.

13. ZOMBIE LAIR

This 15' x 20'cave is damp and there is a strong smell of decay. There are no other exits. Two figures lurk in the far corner and shamble forth from the darkest recess.

The occupants are a pair of zombies who arose from amongst the corpses interred in the catacombs. They feed on anything they can catch and attack immediately.

Zombies (2) - AC 8 [12]; HD 2; HP 10,9; AT 1 claw; D 1-8; THAC0 18; MV 90' (30'); S F1; ML 12; AL C; XP 20 each.

14. BASILISK CAVERN

The tunnel leading to this cavern slopes downwards constantly before levelling out into a space roughly 25' square.

There is a deep pit on the far side from which sounds of slithering and hissing emanate. The body of a human male lies face down on the floor near the pit edge.

The pit is the home of a basilisk and the body is a recent victim who found his way in from the tunnels further on. The basilisk cannot be seen without close inspection attacks anyone who ventures towards the body or the edge of the pit. It will not pursue beyond the cave.

Basilisk (1) - AC 4 [16]; HD 6+1**; HP 25; AT 1 bite / 1 gaze; D 1-10 + petrification; THAC0 13; MV 60' (20'); S F6; ML 9; AL N; XP 950.

The petrified body is a fortune hunter. He is dressed in sturdy adventurer's clothing and wears a suit of chainmail. A sword +1 and a dagger are strapped to his waist and a shield lies nearby. He wears a small quartz pendant around his neck on a leather cord - this will allow the wearer to pass the Quartz Golem in Area 21. On his back is a pack containing a length of rope, iron spikes and a hammer, a tinderbox, three flasks of oil and a small leather pouch. The pouch contains 23cp, 15sp and 4gp plus a gold medallion worth 10gp. A smashed lantern lies in the bottom of the pit.

15. SUBTERRANEAN RIVER CROSSING

A subterranean river crosses the passage here, running in a shallow channel 10' wide and 2' deep. The passage widens out until it is approximately 20' across with a sandy beach on both sides of the river.

The current is slow and pale fish swim in lazy circles, glowing phosphorescently.

On the far side of the river the cavern branches out in three directions with passages to the north east, north west and south west.

There is a hole in the ceiling above the river which leads to the well in Area 4 above. The party can cross easily as the current is weak and the bottom smooth and sandy. The fish are harmless and can be eaten without danger. There is nothing of value here.

If the party decide to follow the river north east they can walk slowly against the current until they reach Area 16. Beyond that they can proceed another 30 yards until the ceiling drops down and they cannot proceed further.

If the party follow the river south west they can proceed easily with the current for another 50 yards until the ceiling also drops down and they cannot proceed further.

16. BEACH CAVERN

The tunnel north east narrows and then widens out into a large open cavern of irregular shape with a high ceiling. It is 30' across at the widest point. On the far side a sandy beach leads down to a river.

The ceiling and floor are crowded with stalagmites and stalactites of various sizes.

The players may be smart enough to work out this is the same river they have just crossed. This area is empty of any creatures or items.

17. FLOODED CAVERN

The entrance to this cavern climbs up in a series of wide steps before opening out into another irregularly shaped space. The width varies from 5' to 20' and the ceiling is lost in the darkness above.

To the south west there is a depression in the floor filled by a pool of water 10' across. The pool completely blocks passage to the cavern beyond and appears very deep.

Lying in the centre of the cavern is the body of a monk. It is severely decomposed as has obviously been here a long time.

The silence is total and the pool seems to absorb any noise made by the party to the point where the atmosphere becomes eerie. The pool is not magical, merely very deep and the players can swim across with the usual chance of mishap or drowning involved.

The monk wandered in here after having been chased by the giant bats in Area 11. He became lost in the dark and eventually died of hunger. He bears nothing of value.

His disappearance, and that of other brothers like him, led the reason the retreat was finally abandoned many years ago.

18. CREVASSE

The tunnel opens into a large cavern roughly 25' square. The far side slopes down steeply into a deep crevasse. There is a second opening to the north.

The crevasse is a natural 50' deep fissure and contains nothing but rocks and the odd skeleton of a dead rat or other small creature. Players who are not careful risk a 1 in 10 chance of falling taking 1d10 of damage if they try and climb to the bottom.

The cavern is otherwise empty and there is nothing of value here.

19. GLOW WORM CAVE

This cave has a low ceiling and is roughly 20' across. The walls glow gently with pinpricks of yellow light. There is a vaguely earthy organic smell to the cavern but no obvious source. There are no other exits apart from the entrance tunnel.

The pinpricks of light are glow worms. The smell is emanating from a yellow mould which grows across the walls in large patches at random intervals. The cave is otherwise empty.

Yellow mould (3) - AC No roll required to hit; HD 2*; HP 7,5,4; AT Spore cloud; D 1-6 + special; THAC0 18; MV 0'; S F2; ML n/a; AL N; XP 25 each. Spores cause 1-6 hit points of damage and death in 6 rounds if a saving throw vs. Death Ray is failed.



20. THE NARROWS

Heading south west from the river crossing the tunnel narrows until it is only 2' wide. After 30' the tunnel widens and leads to a seemingly bottomless 10' wide crevasse.

The crevasse is 50' deep. Players falling in receive 1d10 worth of damage and become stuck on a 1 in 8 chance. The only way across is to jump until a rope can be put in place.

21. FORGOTTEN TEMPLE

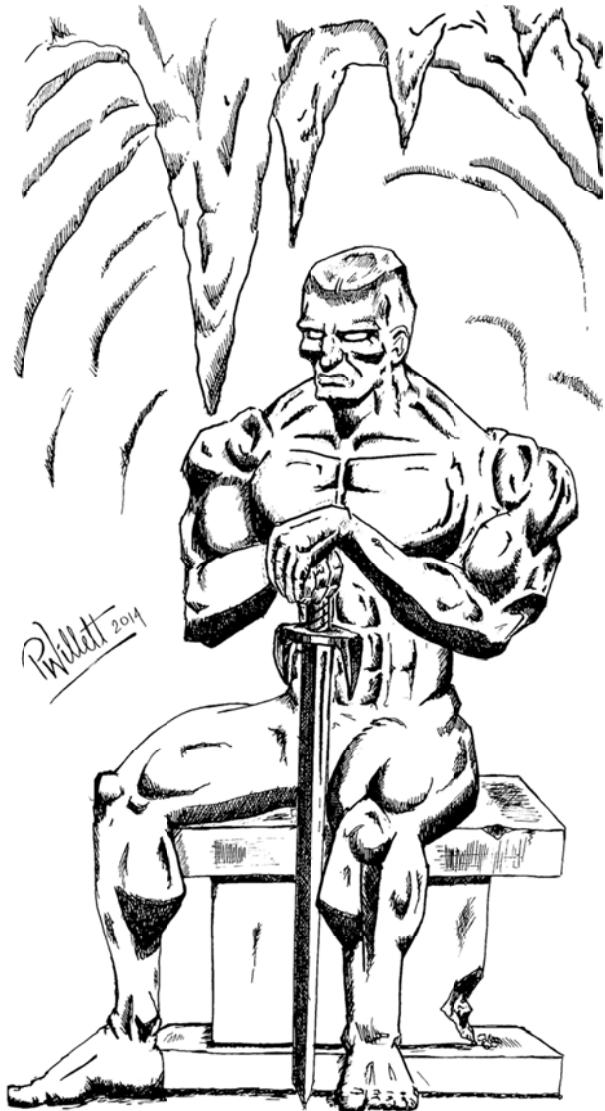
A high arched ceiling spans a smooth polished stone floor 30' x 30' in this cavern. Immediately opposite, another tunnel leads off into darkness.

This large, glittering space invokes a sense of wonder in all that view it and there is something almost otherworldly about the light. The walls are covered in crystalline growths which reflect back myriad specks of light from the large man-shaped white crystal statue in the south east corner.

The white crystal statue is made from quartz and glows from within. It resembles a powerful warrior but the carving is crude and clearly the work of devotees rather than artists. It sits upon a wide, shallow plinth of polished stone that has inscriptions carved into it in an unrecognisable language. In its hands the statue clasps a large sword made of the same material as itself.

This is a forgotten temple to a long lost deity. A potent magic keeps the temple clean and prevents unwanted creatures or other guests from settling here.

The temple was unknown to the abbot and the brothers and existed long before their arrival. Nobody knows anything of those who built the temple, nor the deity in whose honour it was consecrated.



Quartz Golem (1) – AC 5 [15]; HD 7; HP 41; AT 1, D 1-10; THAC0 13; MV 120' (40'); S F4; ML 12; AL N; XP 1250.

The statue is both an idol to the forgotten deity and the guardian of the temple. Anyone wearing a talisman to the deity may come and go as they wish. Anyone not wearing a talisman is attacked by the statue as soon as they step further than 10' into the cavern. The statue will move to prevent the party exiting to the south but will not pursue them beyond the cavern.

Edged weapons do normal damage to the statue. Blunt weapons such as maces and clubs cause an extra 1-3 points of damage per successful hit due to the nature of the crystal.

If reduced to zero hit points the statue is destroyed and shatters into thousands of tiny fragments. The fragments are dull and do not glow with the same magic as when it was animated. They are of no value.

The plinth upon which the statue stands swings sideways and can be found by searching as for secret doors. It swings sideways easily across the polished floor revealing a cavity beneath.

The cavity below the plinth is where priests of the temple stored their most precious artefacts. It contains a crystalline jewelled dagger +1, an amulet vs crystal balls and ESP and a scroll inscribed with cleric spells Cure Light Wounds x 2 and Bless x 1. There is also a beautiful quartz pendant on a gold chain worth 250gp, along with a small copper bound chest containing 288sp, 50gp, 10ep and 5pp.

EXITING THE CATACOMBS

The tunnel from the temple winds upwards for some 50 yards or so, switching back on itself numerous times as it climbs.

Eventually the tunnel leads to a rock fall through which the outside is clearly visible. Clean, fresh air carries the scent of pine trees in stark contrast to the dank, still air of the catacombs.

The rock fall is mostly debris that the original temple occupants used to disguise the entrance. It can safely be climbed over in 5 rounds and the party can then force their way through the undergrowth beyond into the open air.

The tunnel emerges to the south east of the entrance in Area 1, approximately 100 yards distant and somewhat downslope.

FURTHER ADVENTURES

Whilst the Lair of Largash the Lurid is a self-contained adventure, there is plenty of scope for extending the module and embedding it within a wider setting or campaign.

Here are some suggestions:

1. The crevasse at Area 15 contains an entry point to a much larger cavern system filled with more treasure and monsters, including a race of aggressive cave dwelling humanoids.
2. The cavity below the plinth at Area 21 also contains a map with directions to a much larger temple, built by the same cult. This larger temple is still active and occupied by an evil head cultist and his followers.
3. Largash surrenders rather than risk death in combat. He bargains for his life, telling the party of an agreement he has with a local innkeeper, who informs him of rich travellers worth waylaying for a fee. The innkeeper is actually a local crime lord with fingers in many pies and a small army of brigands at his back.
4. The temple was abandoned because the spores from the yellow mould in Area 19 cause a deadly illness. The illness has been contracted by the entire party. When they fall sick, a local healer tells the party the only cure is a rare herb that grows high in the mountains to the west, an area populated by a tribe of orcs.

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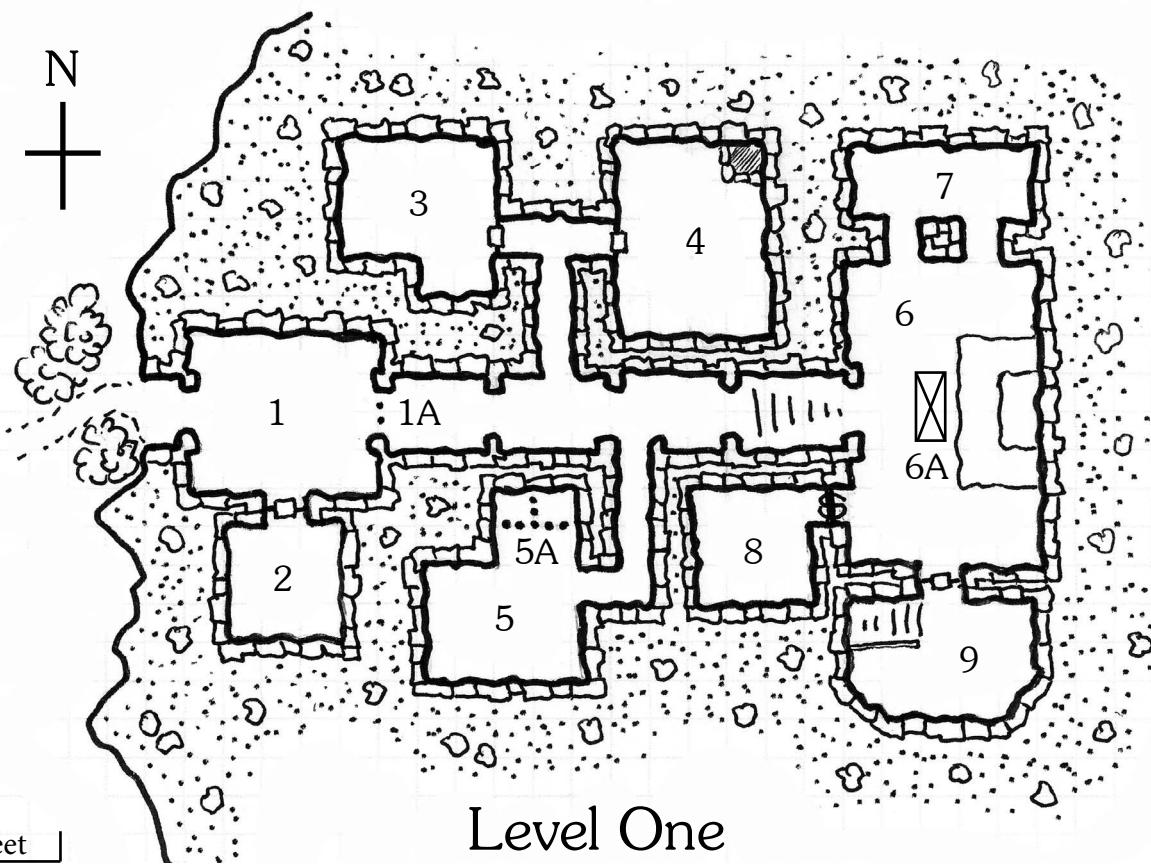
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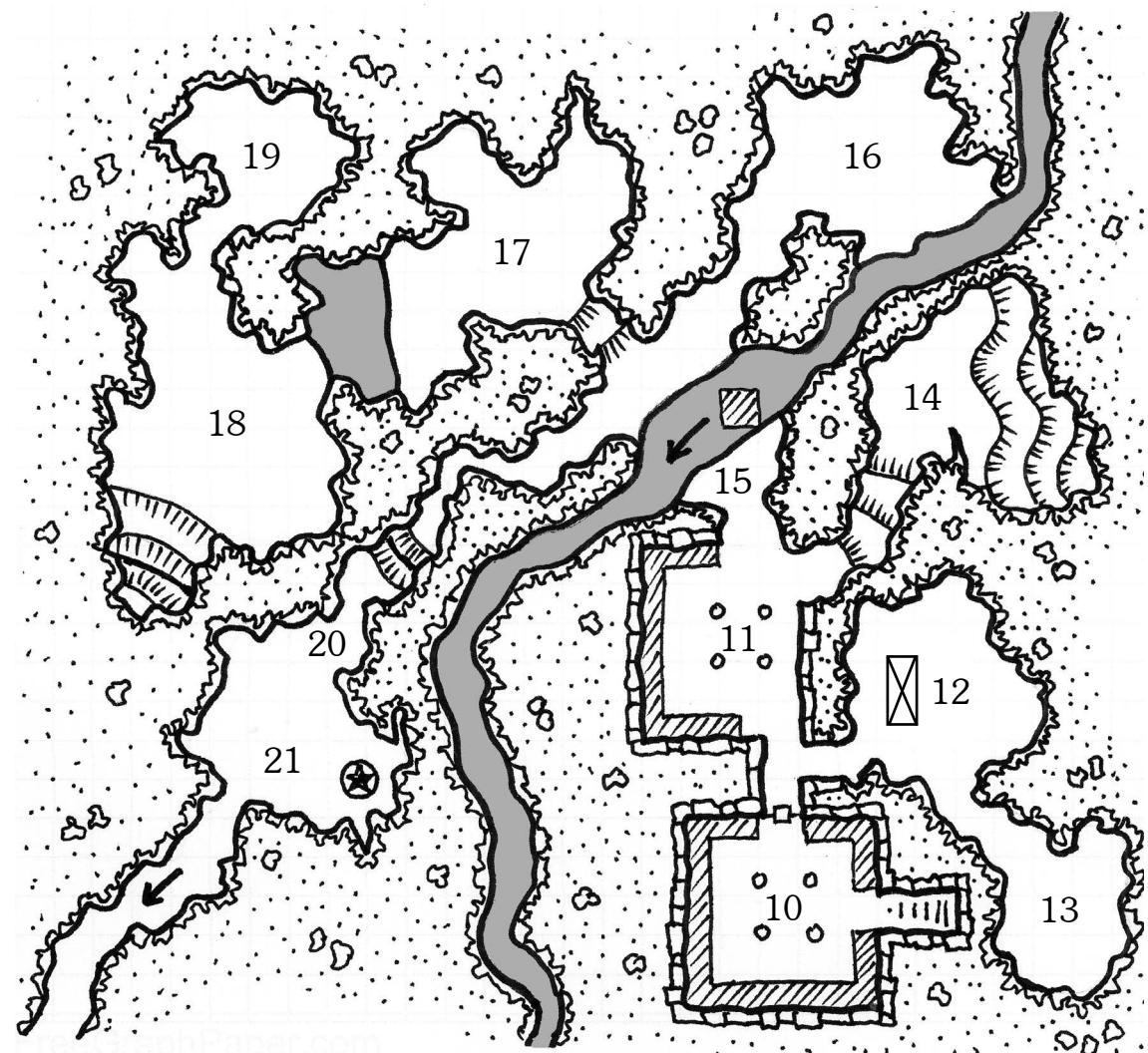
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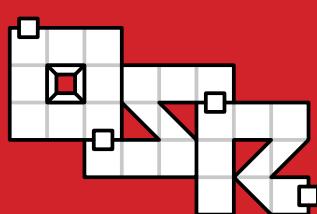
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