

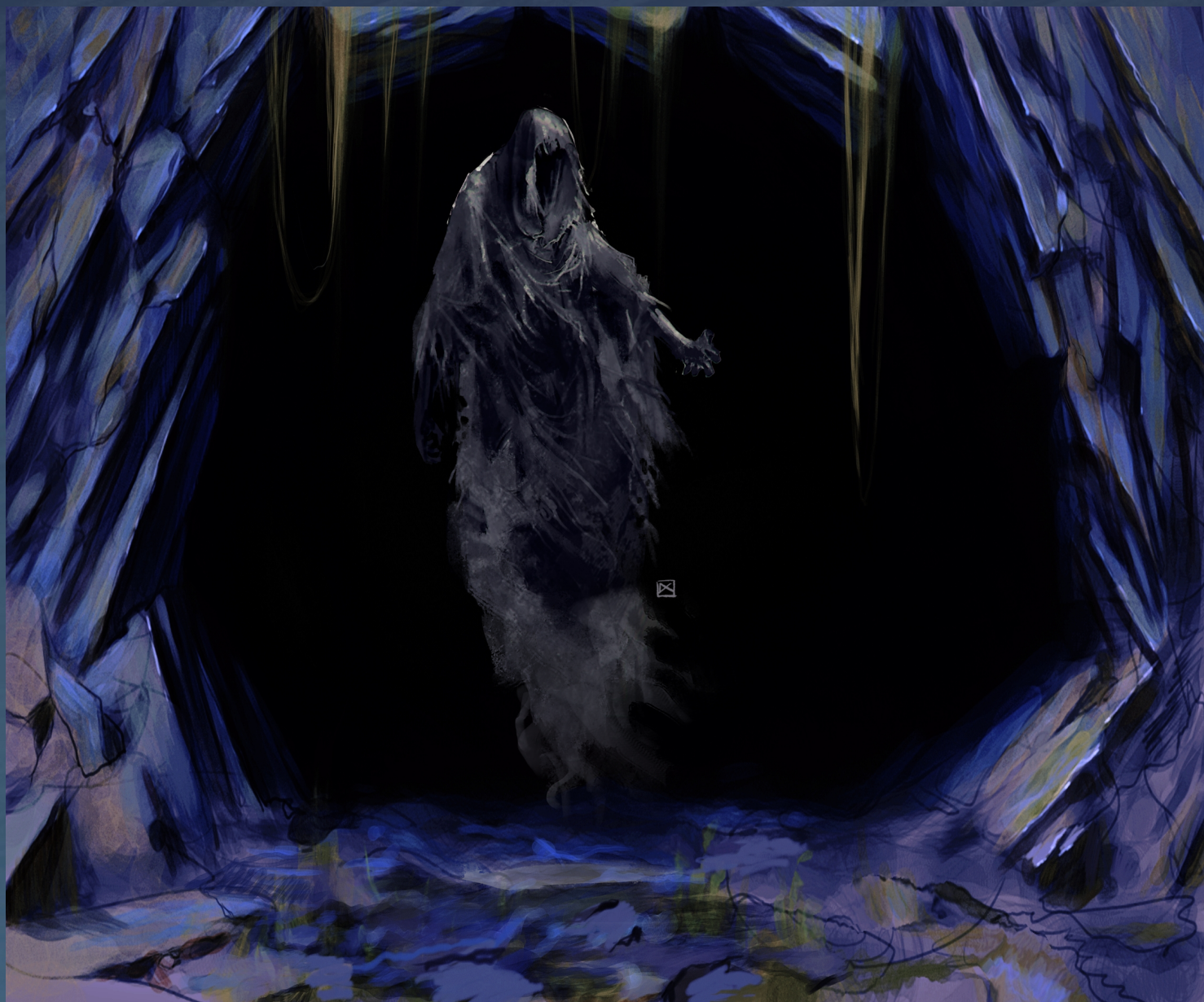


THE MERCILESS MERCHANTS PRESENT:

THE NEVERMORE MINES

BY

JON BERTANI AND AARON FAIRBROOK



FOR GENERATIONS, BARDS HAVE ENJOYED SPINNING THE TALE TO HONEST FOLK AND THEIR CHILDREN OF THE LOST NEVERMORE MINES AND THE MASTER OF DARKNESS THAT LIES WITHIN THEM. THEY WARN THE CHILDREN THAT IF THEY MISBEHAVE, THE DARK MASTER WILL COME FOR THEM AND TAKE THEM AWAY TO BE LOST IN THE MINES FOREVER. MOST FOLK REGARD THESE STORIES AS SPIRITED ATTEMPTS BY BARDS TO MAKE SOME COIN, BUT THE TOWN OF OAKVALE WAS JUST RECENTLY ATTACKED BY THE NIGHTMARE FROM THE TALES. WILL YOUR GROUP BE BRAVE ENOUGH TO TRAVEL TO THE NEVERMORE MINES TO DISCOVER AND PUT TO REST THIS GREAT EVIL?

THE NEVERMORE MINES IS AN ADVENTURE FOR CHARACTERS OF LEVELS 4-7.

For Gold & Glory™

Old School Roleplaying

THE NEVERMORE MINES

HALLS OF CHAOS AND DARKNESS

Written by: Jon Bertani

Additional Writing by: Aaron Fairbrook and Mark McAllister

Mapping by: Aaron Fairbrook

Layout by: Aaron Fairbrook

Editing: Mark McAllister and Aaron Fairbrook

Cover Art: Cavern—www.critical-hit.biz2.3,
Wraith—Daniel Comerci-hounworks.it

Back Cover Art: Jack Holiday

Interior Artists: Pawel Dobosz (The Forge), Jacob Blackmon, Matt Morrow, Maciej Zagorski (The Forge), William McAuslad, Some artwork copyrighted by Robert Hemminger—used with permission, Louis Porter Jr. Desgn, Heather Shinn and J. M. Wolak, Daniel Comerci-hounwork.it, Indi Martin, Bradly K. McDevitt, Jon Bertani, Aaron Fairbrook, Earl Geier © 2015, Claudio Casini, Rick Hershey, Jeshields, Gary Dupois, Kimagu



Artist: Matt Morrow

AUTHOR'S NOTE

This adventure was inspired by the countless hours of work that goes into decorating the garage and driveway area for Halloween every year. Hence, the Halloween flair towards the adventure. Enjoy!

SPECIAL THANKS FROM THE MERCILESS MERCHANTS

To our Significant Others—they deal with us, support us, think we are dorks, but still love us all the same.

To Indi Marten for her talent and patience on our logo. I strongly recommend checking out her art at <http://tortoiseharecreations.blogspot.com>. She is absolutely wonderful to work with!

We would like to thank the many artists for their featured artwork—thanks for making art available for those of us who can imagine things in our head, but lack the ability to capture it with pencil on paper.

Finally, thanks for those who take time to review adventures. We have tried to follow some of the guidelines that we have received. We are always open to feedback! Themercilessmerchants@gmail.com.

THE NEVERMORE MINES

HALLS OF CHAOS AND DARKNESS



Artist: Pawel Dobosz, The Forge

If you plan to be a player in this module then **please STOP reading now** as this is for the GM's eyes only. Gaining insight about the adventure beforehand will ruin the surprise factor and your enjoyment of the adventure.

"The Nevermore Mines" is an adventure for use with the For Gold & Glory ruleset designed for 5-7 player characters of levels 4-7. **For Gold & Glory and FG&G are trademarks of Justen Brown. This work is not affiliated with Justen Brown.** The adventure is designed to be used in the Dragonback Mountains campaign setting, but can be used in any campaign setting that has a nearby mountainous or forest setting. The GM is encouraged to read the module first to become familiar with the described areas so that they can paraphrase the descriptions to their players. The GM is also encouraged to rename towns, change/use/or not use encounters, change NPC's, and/or change monster statistics and abilities as the GM desires and use the adventure as a tool or guideline to fit in their current campaign or playstyle.

ADVENTURE BACKGROUND

Stories and legends state that the Nevermore Mines were once abandoned dwarven mines taken over and re-worked by the folk of the nearby town of Oakvale. Although much of the stone and valuable minerals pulled from the mines were used in Oakvale, the mines were worked for only a short time before they were abandoned once again.

Rumors of the reasons for its abandonment started to spread throughout the lands. Some tales state the mines were dangerous and several miners had met their fate in the dark, cold, stone tunnels from cave-ins and accidents, while other tales state the main reason for abandonment was what some called 'bad air'...or so they say...

But for generations, bards have enjoyed spinning the tale to honest folk and their children about the lost Nevermore Mines and the Master of Darkness that lies within. Children are warned of this Dark Master who will come for them and take them away if they misbehave, to be lost forever in the dark mines. Most folk believe these tales are ridiculous, yet entertaining, and are just a way for a bard to make some coin. Only a few truly remember the mines, let alone its location.

The truth of the matter is the miners ignored dwarvish warnings etched around a large door inside the mines. The fearless miner leader commanded the others to break through the sealed chamber with pickaxe and hammer, to continue their search for valuable veins of copper, silver, and even gold. But this chamber was sealed for a reason by the dwarves, and once again, deep within the rock, the evil within was awakened and began to stir as the door was broken down. The miner leader made a discovery from within the chamber, an ancient tome of magic.

Artist: Matt Morrow



Although not schooled in the magical arts, the book seemed to 'call' to him and his curiosity got the better of him. An imp, a servant and bound to the book itself, appeared and began its whisperings to the miner leader,

causing the miner leader's ambition for power to grow. The ancient spells and magic started to become clear to the miner with the imp's guidance, and he began to devour its information long into the nights, slowly losing his will, and ultimately, becoming a vessel for a powerful devil. The secrets of the books power was whispered by the imp, guiding the miner leader to understand that the only way to true power was through sacrifice, and preferably a sacrifice of innocent blood.

It was around this time when miners began to disappear within the mine and the mining camp, including families who serviced the camp while the miners worked. The mines were quickly abandoned, but eventually, the nightmare extended its reach to the town of Oakvale.

Slowly at first, as the Master's power grew weak when far away from the mines. The first victims were children as they started to disappear during the night, and horrified parents began keeping a close watch over their own, but as the Master's power grew, he turned on women, men, and finally entire families.

An expedition was organized and sent forth to the mines. A battle broke out in the chasm that holds the mines between the Oakvale champions and the denizens of the mines, but the shamans and druids prevailed and were able to ensnare the Master and seal him inside his mine.

Time passed, and many strange creatures came to the mines, attracted by its magical seepage and evil aura and soon began to serve the 'Master of Darkness', who continued to work his foul magic to increase his power and to seek answers on how to destroy the sigils, glyphs, and runes that entrapped only him inside the mines. One of his many tests and struggles finally found a weakness.

During harvest time in the fall months, when the veil between the Prime World and the next became thin, the Master realized he could escape for one night out of the year to wreak havoc, enact revenge, and feed on the souls of children, his favorite target. But near the end of the night, the Master had to make haste back into the mines or be destroyed due to the power of the sigils and glyphs.

The trail leading to the mine became little more than an animal trail, and the purpose and location of the mines was slowly forgotten by most of the residents of Oakvale. The Master, it seems, had turned his attention elsewhere for a time, his minions having stumbled upon a small, reclusive halfling settlement and his single night of chaos reigned upon the halflings for several years.

After decades of peace and nightmares almost forgotten, Oakvale was re-visited by the Master and his minions about a week ago. Several children were taken or murdered during the night, and the bard's stories resumed their vigor about the Dark Master of the Nevermore Mines. Some of the braver or more vengeful parents have set out to discover the mines, but none have returned to tell the tale.....

GM NOTES

If needed, there are several hooks that can draw a party into this adventure, as determined by the GM. Possible hooks include:

ADVENTURE HOOKS

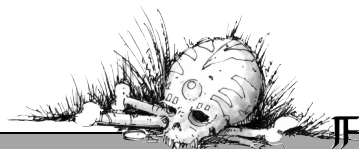
1. The party may have been hired by the Chieftan of Oakvale to locate and destroy the residents of the Nevermore Mines.
2. Parents may hire the party to rescue their abducted child from the last raids.
3. The druidic circle or the shamans may hire the party, or set up a test for one of their own members if a character is a druid or shaman, to investigate the area to see if the sealing magic of their ancestors is still working on the Nevermore Mines.

4. A character in the party just won a mining claim from a game of gambling...the Nevermore Mines!
5. The halfling village leaders want a stop to their decades of nightmares and have hired a group of adventures to end it once and for all.
6. The party stumbles upon the chasm leading to the Nevermore Mines, while travelling through the mountains.

WANDERING MONSTERS

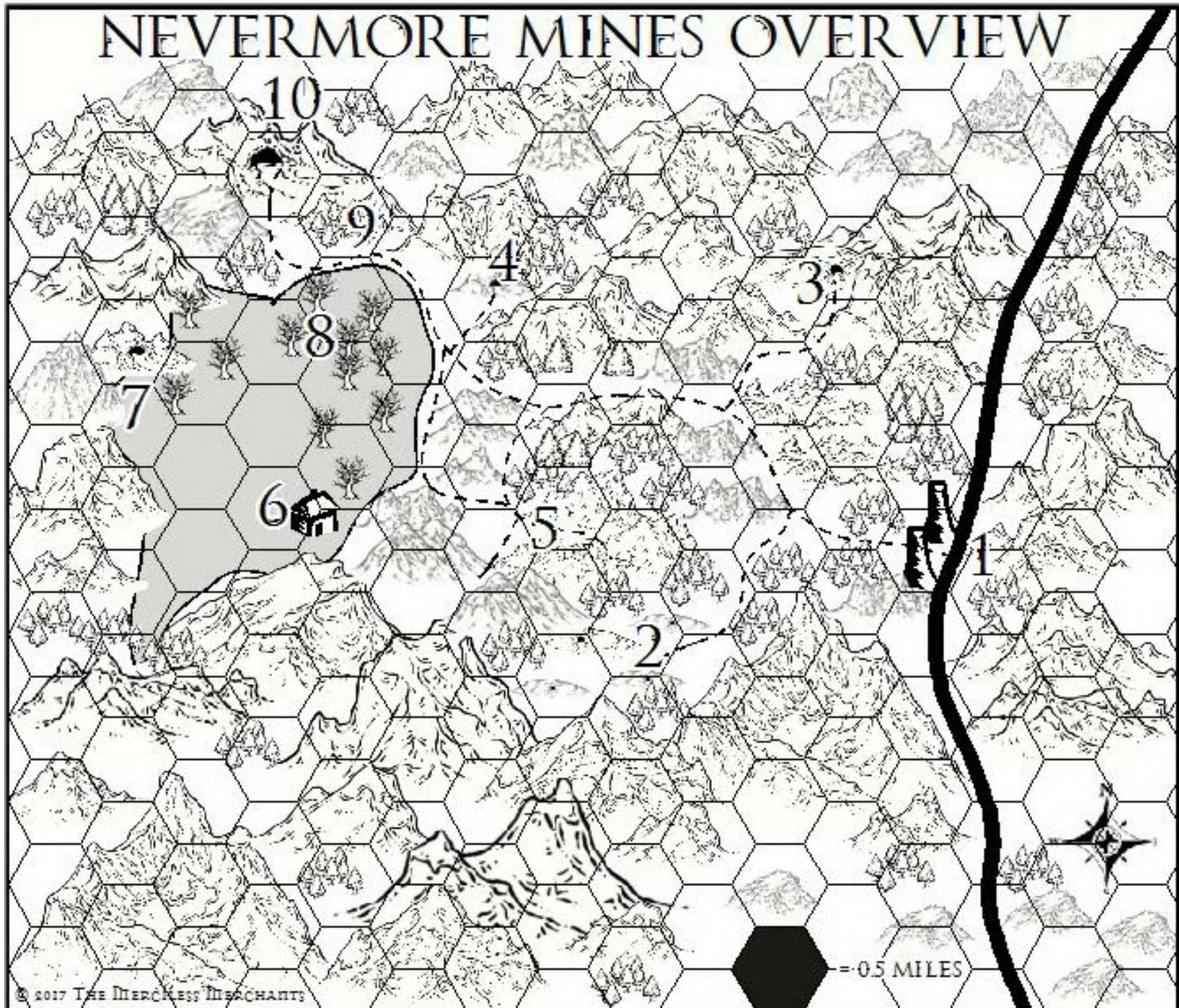
During the day, there is a 1 in 10 chance (1d10) that a wandering encounter will occur every 3 hours. During the night, the undead begin to stir and the chance to encounter a wandering encounter is increased to 1 in 6 (1d6) every three hours.

Artist: Maciej Zagorski, The Forge



Roll Result	Daytime Encounter
1	(2) Owlbears: AC 5, Move 12, HD 5+2, hp 40,34, THACO 15, Attack: 3 (2 claws 1d6, 1 bite 2d6), Size L, Morale 12, XP 975 each. Special: hug: On a attack roll of 18 or higher the Owlbear will draw its victim into a hug for an additional 2d8 damage per round. The Owlbears have nothing of value.
2	(1) Donkey: AC 7, Move 12, HD 3, hp 17, THACO 17, Attack: 3 (2 hooves 1d3, 1 bite 1d6), Size M, Morale 5, Xp 65. This donkey is completely spooked and has been wandering aimlessly. It will run from the party, stop, and if the party gets close will try to run again. It still has one saddle bag strapped to it (evidence of others being ripped off) that contains colorful clothing for a woman, four days worth of rations and a waterskin. There is also a silver mirror worth 15 gp. The donkey is a survivor from the attack that happened in Area #9.
3	(4) Harpies: AC 7, Move 6, fly 15, HD 7, hp 52, 47, 40, 37, THACO 13, Attack: 2 (2 talons 1d3 each or by weapon), Size M, Morale 13, XP 1,400 each. Special: entrancing song, entrancing touch. Their nest could be in a nearby cave in the cliffs as determined by the GM. One wears a silver necklace with green jade insets worth 110 pp.
4	(12) Hobgoblins: AC 5, Move 9, HD 1+1, hp 8 each, THACO 19, Attack: 1 (by weapon), Size M, Morale 12, XP 35. One leader of the group: AC 5, Move 9, HD 2, hp 16, THACO 19, Attack: 1 (1d8 +1 (longsword plus strength), Size M, Morale 12, XP 65. These hobgoblins are an exploratory group for a larger band (The Crimson Legion) and seeking areas to mine. They carry battle axes and spears. Combined treasure includes 15 cp, 57 sp, and 32 gp.
5	(1) Skunk: AC 8, Move 12, HD 1/4, hp 2, THACO 20, Attack: 1 (bite 1 damage, + special), Size T, Morale 5, XP 35. Special: Musk. This skunk is very agitated but wary. It will immediately be aggressive towards the party by raising its tail, but will flee if attacked while releasing its musk. Wandering encounters may increase due to the character's smell as determined by the GM.
6	(1) Wyvern: AC 3, Move 6, fly 24, HD 7+7, hp 54, THACO 13, Attack: 2 (1 Bite 2d8, 1 sting 1d6 + poison, or 2 talons 1d6), Size G, Morale 14, XP 4,000. The wyvern will attempt to snatch one party member with its talons and fly off with it to feed.
7	(1) Ettin: AC 3, Move 12, HD 10, hp 75, THACO 10, Attack: 2 (by weapon +2 damage, or 2 by slam 2d6 +2 damage) Size H, Morale 14, XP 3,000. Special: Alertness. Depending on the GM, the ettin's alertness may be of no use as the heads are arguing in which direction they should go. It will be frustrated if attacked however and will fight to the death. It carries a large sack with half a deer carcass in it, 150 cp, 45 sp, 275 gp, and a Ring of Featherfall .
8	(24) Crows: AC 7, Move 1, fly 36 MC3, HD 1/4, hp 2 each, THACO 20, Attack 1 (beak, 1 damage), Size S, Morale 10, XP 15 each. These crows will be roosting up along the cliff walls or trees. They will watch the party and caw at them, but are otherwise harmless.

NEVERMORE MINES OVERVIEW



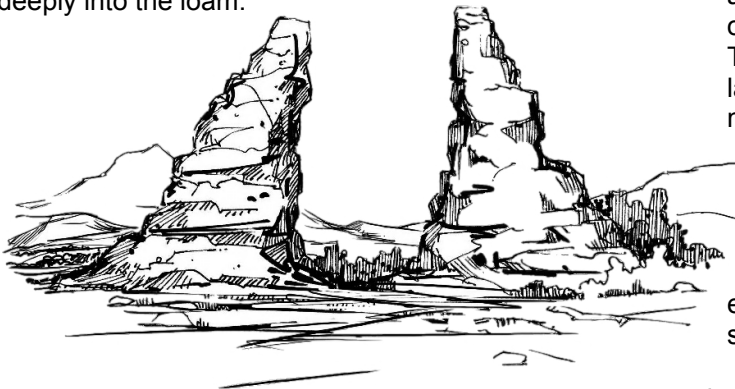
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Roll Result	Nighttime Encounter
1	(3) Werewolves: AC 5, Move 15, HD 4+3, hp 32, 30, 28, THACO 15, Attack: 1 (bite 2d8 or by weapon), Size M, Morale 12, XP 650 each. Special: Lycanthropy, silver or magical weapon needed to hit, surprise. A small family of werewolves, the male (32 hp) will get +2 to hit to all attack rolls and inflict maximum damage if his mate (hp 30) is threatened. The female (hp 30) will get +3 to attack rolls and inflict maximum damage if defending her child (hp 28). These are the werewolves located in Area #5 who may be prowling the area.
2	(4) Raccoons: AC 9, Move 5, HD 1-1, hp 4 each, THACO 20, Attack: 1 (bite 1d2 damage), Size S, Morale 7, XP 7. These raccoons will attempt to follow the party if moving. Otherwise, they will prey upon the party while they are camping. The raccoons will attempt to steal any shiny baubles, coins, necklaces, etc. that the party may have. If threatened, they will hiss but will eventually move off.
3	(5) Ghosts: AC 4, Move 15, HD 4, hp 26, 25, 25, 23, 20, 18, THACO 17, Attack: 3 (2 claws 1d4, 1 bite 1d8), Size M, Morale 12, XP 1,400 each. Special: Paralyzation, stench. These ghosts are starving and will attack immediately. They have nothing of value.
4	(7) Wights: AC 5, Move 12, HD 4+3, hp 28 each, THACO 15, Attack: 1 (bite 1d4), Size M, Moral 14, XP 1,400 each. Special: Energy Drain, magical weapon of +1 or better needed to hit, spell immunities.
5	(1) Wyvern: AC 3, Move 6, fly 24, HD 7+7, hp 54, THACO 13, Attack: 2 (1 Bite 2d8, 1 sting 1d6 + poison, or 2 talons 1d6), Size G, Morale 14, XP 4,000. The wyvern will attempt to snatch one party member with its talons and fly off with it to feed. If fought during a day encounter and slain, then ignore this result.
6	(6) Juju Zombies: AC 6, Move 9, HD 3+12, hp 35 each, THACO 15, Attack: 1 (Slam 3d4 or by weapon) Size M, Morale nil, XP 975 each. Special: Climb walls, electricity immunity, spell immunities, magical weapons needed to hit, half damage from bludgeoning and piercing weapons. One juju zombie will climb a cliff wall and perch upon a ledge using a bow and arrows. They have nothing of value except for twenty arrows and a longbow. Five of the arrows are silver tipped.
7	(66) Bats: AC 8, Move 1, fly 24 MC 2, HD 1/4, hp 1 each, THACO 20, Attack: 1 (bite 1 damage) Size T, Morale 4, XP 7 each. These bats will fly and swarm towards the party for 1d4 rounds then fly off.
8	(6) Huge Spiders: AC 6, Move 12, HD 2+2, hp 16, 14, 14, 14, 12, 10, THACO 19, Attack 1 (bite 1d6) or 1 web entangle small size creatures only, but will half movement rates of medium sized opponents. Save vs Breath Weapon or be entangled) Size S, Morale 8, XP 175 each.
9	(1) Pelliot the Wraith: AC 4, Move 9/18, HD 5+3, hp 45, THACO 15, Attack: ½ or 1 (+1 Battle Axe, 1d8 +2 to hit, +3 damage (old habits from past life) or 1 claw 1d6 + energy drain) Size M, Morale 15, XP 4000. Special: Need +1 magic or silver to hit. and Hunting Dog (Wraith): AC 3, Move 18, HD 4+3, hp 34, THACO 15, Attack: 1 (1 bite 2d4 damage + energy drain), Size: S, Morale 20, XP: 4,000.
10	(1) Great, Horned Owl: AC 5, Move 1 (Fly 27, MC 4), HD 1, THACO 19, Attack: 3 (2 claws 1d2, beak 1 damage), Size S, Morale 6, XP 35. Only a baleful stare greets the party from the owl.

BEGINNING THE ADVENTURE

AREA # 1. THE STANDING STONES: Immense, monolith rocks with a variety of symbols and rune carvings squat to either side of the narrow, overgrown wagon-trail that enters a dark chasm towards the Nevermore Mines. There are hints of evidence that some wagons may have used it recently due to muddy ruts cut deeply into the loam.



Artist: Maciej Zagorski, The Forge

- Closer inspection through the vandalism and graffiti by a historian or dwarf will reveal that the dwarven runes are ancient and provide a short history of the mining and the evil that occurred here.

AREA # 2. EMPTY BARROW MOUNDS (map of typical on pg. 10): The winding trail leads through a steep mountain canyon with stunted trees and shrubs for a few miles but eventually opens up into a large clearing of tall grasses, sparse vegetation, and a few pine trees. The forest has begun to reclaim the area, but still several large mounds of earth and stone can be seen in the meadow in a semi-circle along the edges of the valley. It's obvious that the mounds are barrows for the dead clansmen of the mountains and/or the miners of the Nevermore Mines. All the barrows have dark openings facing the center of the valley and there is evidence of religious totems and carved runes around the entranceways. A small, abandoned campfire ring of stone is visible next to a small copse of trees.

- Thirteen barrows rest in this valley (valley: 300 yards x 100 yards), some set with large stone doors. All of the doors are opened ajar, with chipped edges. The mounds are ancient and marked by old runes and glyphs worked into the stone.
- Inside each barrow is a short passage that leads to a central chamber holding a large slab of stone in the center of the room. Upon it rests the remains of a chieftain, shaman, or champion of a barbaric tribe. About the chamber are several nooks and alcoves that hold the remains of the family or servants of the central remains.
- Tracks of animals (bear, wolves, smaller critters) and boot prints (looters) are evident.
- Out of the thirteen barrows, two barrows appear newer and crafted with fitted stone at the entrance. These hold the more recent dead miners of the Nevermore Mines.
- If the party searches for one turn, random treasures may be found within the barrows. The barrows of chieftains and champions will have the remains of a warrior with various arms and armor, mostly rusty and useless. Shaman barrows will have animal totems carved into the stones, the remains will be fairly well preserved, wearing hides, beads and bone ornamentations.

Treasure: After several turns or hours of searching, there is a 25% chance that treasure will be found as follows: 50% for 100-600 cp, 25% for 100-300 sp, 25% for 20-100 gp, 25% for 10-50 pp, 5% for 1-4 gems between 1d4 x 100gp value each, 5% for 1-4 objects of art (bone or wood totems, torcs, or jewelry) worth 1d6 x 50 gp value each and a 5% chance a magical item (potion or scroll) will be found. The two, newer miner's barrows have nothing of value in them.

Chief's Barrow: The largest barrow, furthest from the abandoned campfire ring, is the chief's barrow. It has two standing stones guarding its dark entrance that are similar to totems with animals and other glyphs carved into the stone. The chief's barrow is like the others except his remains are of a huge man (7 foot tall) wearing

heavy ancient armor with a large single edged sword. Lying at the foot of the great warrior's slab are the skeletal remains of a large bear.

- The chief was greatly honored and was a protector of his people, and even now, still protects his people by defending the barrows from those who would desecrate them.
- If anyone steals from the barrows and stays within the valley that same evening he will come for them with his bear.
- If the party lingers for three nights in the valley, he will come for them on the third night, and of course, if the party disturbs his rest at any time, he will hunt them down.

The Keeper of the Mounds (Skeletal Undead): AC 2, Move 12; HD 9+2, hp 72, THACO 9, Attack: 2 (1d10,+2 to hit, +4 damage with 2h sword, Size L (7' tall), Morale 20, XP 2,000. Special: The Keeper of the Mounds will *Cause Fear* upon first sight by anyone. Save vs. spells or flee for 1 round per each point missed on the saving throw. Turned as Special and will retreat to its barrow. It cannot be turned if defending its barrow. Immune to mental attacks, lightning, and cold attacks and ½ damage from slashing weapons, ¼ damage from piercing weapons and +1 or greater magical weapons needed to hit.

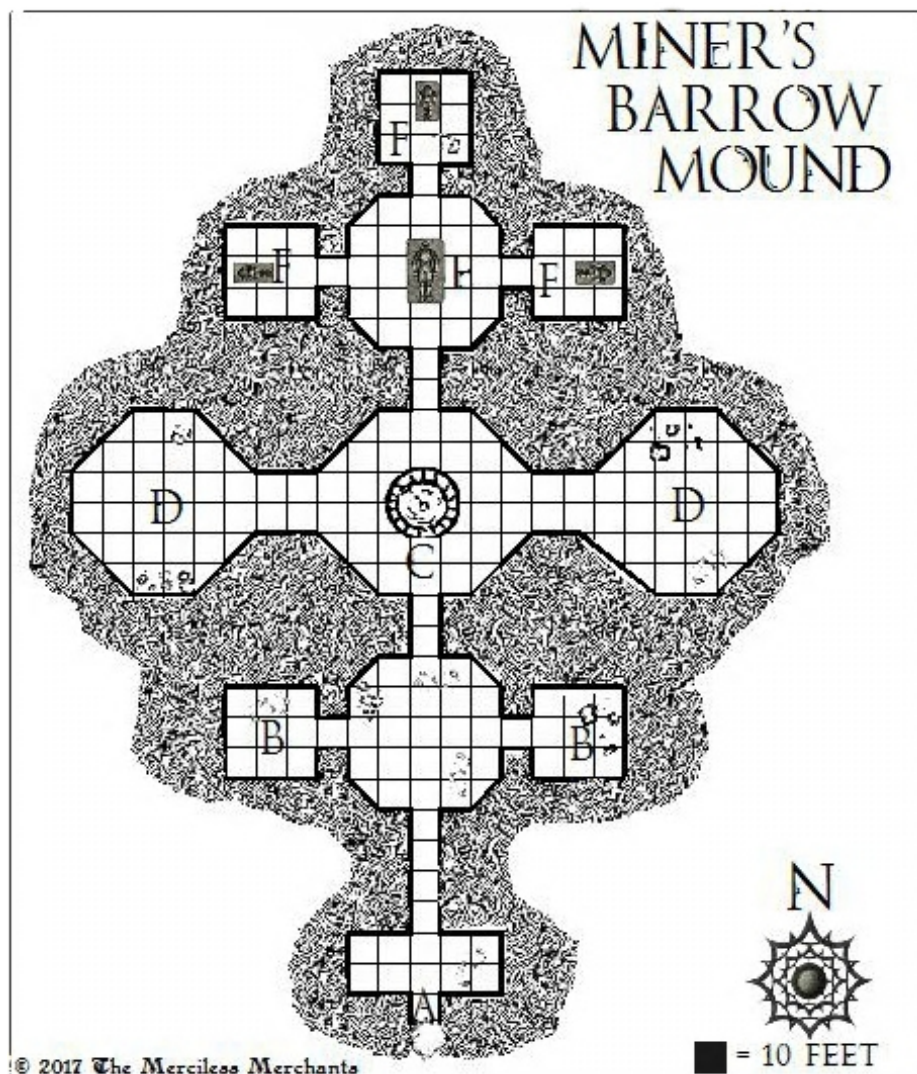
Keeper's Bear (Skeletal Undead): AC 6, Move 12, HD 5+5, hp 40, THACO 15, Attack: 3 (2 claws 1d6, 1 bite 1d8) Size M, Morale 20, XP 650. Special: If an attack roll of 18 is rolled for a claw attack, then the opponent is hugged for an additional 2d6 damage. Only ½ damage will occur from slashing weapons and ¼ damage from piercing weapons and +1 or greater magical weapons are needed to hit.

Items: **Ancient Plate Armor**, (Must be around 7 feet tall to wear). The armor will need to be repaired in order to be worn properly (300 gp on average to repair). It is plate mail armor but gives an AC 2. It wields a **+2 Rune Marked Ancient Two Handed Sword**, and the **Golden Torc of the Bear** (see Appendix for both).

Hidden in the chief's barrow are 100 gp and 50 pp.



Artist: William McAusland



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AREA # 3. THE MINER'S BARROW MOUND: A steep, twisting path climbs up from the canyon and in some areas steps have been cut into the stone. Worn by use and weather, the stones are smooth and water trickles down from the mountains making the trail slippery. The path eventually reaches a large open space within the mountainous peaks. Only a few great evergreen trees grow here, some more than a hundred feet tall. In the center of the mountainous bowl is a great cairn of stones that is approximately 160 feet in diameter and 30 feet high at its apex.

A. THE ENTRANCE: At its front, lays a large round boulder that seals the entrance between three large monolithic stones. A single hole a few inches in diameter pierces the stone near the top. (This allows the Solstice light into the tomb.)

- The round stone is seven feet in diameter and will require a successful bend bars/lift gate roll, a *Knock* spell, or other similar magical item that can open doors to roll it aside.
- Passage beyond is seven feet high and five feet wide.

B. CRYPTS: Each wall has three nooks, each holding the skeletal remains of a human. Only tattered garments and minor wood or bone ornamental adornments remain.

C. REFLECTING POOL CHAMBER: This high ceiling room (20 feet high) houses a circle of low stones in the room's center that cradle a well of dark water. Nooks in each wall house skeletal remains (12 total).

- The well is filled with drinkable, freezing cold water. The depth is unknown and is part of a deep, mountainous aquifer.

D. MINERS CHAMBER: Each wall has three nooks, with the remains of long dead miners. Each skeleton holds an old rusted pick. There are 42 nooks in total from both rooms, none having anything of real value.

- These skeletons will animate **only** upon the command of the Guardian Spirit (see Room G).

Skeletons (42): AC 8, Move 9, HD 1, hp 6 each, THACO 19, Attack: 1 (1d6 by mining tool or by weapon), Size M, Morale Nil, XP 120 each. Special: Skeletons have cold immunity, ½ damage from slashing and piercing weapons and some spell immunities.

It will take them 1d4+2 rounds to climb out of their nooks and move towards the Guardian Spirit, and the noise will easily alert the party.





Artist: Louis Porter, Jr. Design

E. GUARDIANS CHAMBER: A large slab of stone, covered in knot-work runes and glyphs, rests in the room's center. Upon the stone lays the skeletal remains of a warrior equipped with chain mail armor, helm and shield. Wisps of hair and beard still cling to the skeleton. Its gauntleted hand grasps a long shafted pick hammer. Three other passages lead out of the area but are only three feet wide and five feet tall.

- The runes upon the stone mark this as a burial place of a man of honor and courage named Melduenn. His name is embedded in the runes and glyphs of the stone and can be deciphered by bards, historians, or characters with the ancient history noncombat skill. Many of the runes can be recognized by spellcasters as Abjuration magic. If the body is disturbed, or if anything taken from it, the Guardian Spirit will manifest and attack.

Guardian Spirit (see Appendix): AC 2, Move 9 (cannot leave the barrow), HD special, hp special, THACO Special, Attack: 2 (1d6+ 1 to hit, +2 damage by pick hammer), Size M, Morale Nil, XP special. Immune to mental attacks, cold, poison and acid attacks. Need a +1 or greater magical weapon to hit. Will summon Lesser Guardian Spirits (See Area F) once 25% of HP is lost. Will summon skeletons (see Area D) once 50% HP are lost.

- For summoning allies, the guardian spirit must spend one round vocalizing a deep resonating moan.
- Anyone who can read and learn the name Melduenn and speak it out loud will cause the Guardian Spirit to stop and stare at the person who said it for one round and not attack again unless attacked or his treasures taken.

Treasure: The body on the slab has a matching set of human-sized **Chain Mail +2**, medium shield, helm and gauntlets. The pick hammer is **Delver** (see Appendix).

F. DWARF HOLDS: Each of these chambers has a low passage that opens into a square chamber with a six foot high ceiling. There is a low, rune-marked slab of stone, upon which lays a short skeletal figure. Beard bristles from is bony maw cling to parts of the exposed skull and hair and spreads across its armored chest. Its armor appears to be in good shape as does the pick hammer upon its chest.

- Disturbing the bodies or hidden treasure will cause the Lesser Spirit to manifest unless already destroyed in Room G. It will rise up out of the skeleton and wield the pick and shield of the body.

(1) Lesser Guardian Spirit: AC 3, Move 6, HD 4, hp 24 each, THACO 17, Attack: 1 (1d6+1 by pick hammer with a +1 to hit), Size M, Morale 18, XP 270. Special: Immune to Cold, Mental Attacks, Poison and Acid, and needs silver or +1 magic weapons to hit.

Treasure: The dwarven-sized chain mail, helm, gauntlets and pick hammer are dwarven forged and do not rust and glisten with an odd blue tint. Hidden caches within the slab (need successful check for secret doors or traps) will reveal 100 gp, and 3 gems (aquamarines) of 200 gp each.

AREA # 4. THE HOWLING CAVE (map pg 10): The cave entrance is only 100 feet away when a slight whistling sound can be heard, followed by a loud roar. The noises seem to be coming from within the cave.

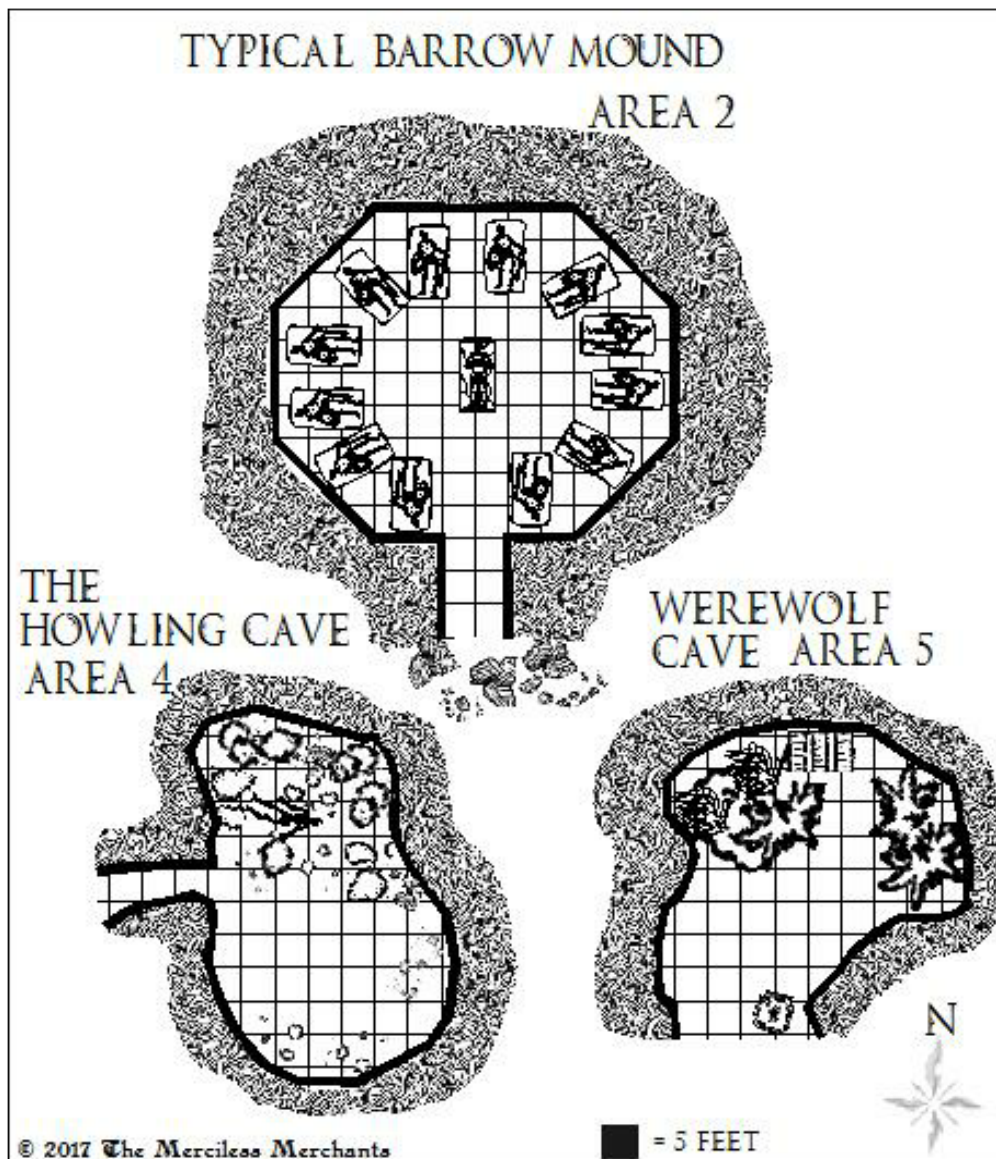
- The same noise may emit from the cave every few minutes depending on the wind and the whims of the GM. Small holes in ceiling above rockslide are the cause for the strange whistling and roaring noise.
- A human skeleton is pinned under a large slab of rock from a rockslide. It will move at night but remained pinned under the boulder.

AREA # 5. DEAD-ENDS (map pg. 10): The trail becomes narrower and there is evidence of digging attempts along both sides of the chasm. Loose rubble line most of the trail and the chasm sides reach an impressive one hundred feet overhead. Large, natural, rock 'bridges' span the gap near the chasm top, as if rock pillars fell over due to time and erosion. Both trails eventually lead to dead-ends. However, the dead-end on the eastern road seems to end at a cave entrance.

- Inside of the cave is a few crates that are overflowing with colorful gypsy clothing. A lyre and lute buried beneath the clothes.
- Fire ring with stacked wood nearby.
- Furs cover the floor, and a box against the far wall.
- This is a lair of three werewolves.

(3) Werewolves: AC 5, Move 15, HD 4+3, hp 32, 30, 28, THACO 15, Attack: 1 (bite 2d8 or by weapon), Size M, Morale 12, XP 650. Special: Lycanthropy, silver or magical weapons needed to hit.

A small family of werewolves, the male (32 hp) will get +2 to hit to all attack rolls and inflict maximum damage if his mate (hp 30) is threatened. The female (hp 30) will get +3 to attack rolls and inflict maximum damage if defending her child (hp 28).



Treasure: The box holds 200 cp, 65 ep, 275 gp, 1 bejeweled necklace worth 75 gp, a small, carved ring out of onyx 30 gp, a **Potion of Water Breathing**, and a **+2 Axe of Far Throwing**. The furs (5) could be sold for 25 gp each to a buyer in town.

History: This family of werewolves has been known to pose as minstrels or travelers who attempt to lead adventurers to a resting or camping spot near the Nevermore Mines valley from the High Pass. When night falls they shift form and attempt to chase their prey towards the Nevermore Mines for the Master to play with or enjoy the sport for themselves. The youngest one has been known to get along with the Lesser Evil Clown (see Room # 20) inside the Mines and visits him often.

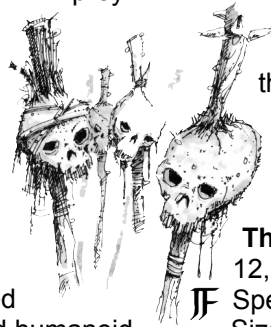
AREA # 6. GRETEN'S HUT: Remnants of a wooden walkway are visible through the misty mountain bog as bits of railing and planked pathways are still attached to dead trees or rotted pilings. A few poles thrust through sun-bleached humanoid skulls line the flooded pathway. Rotting planks lead to a ramshackle hut that squats on a low rise out of the shallow

water. Half of the roof has caved-in and mosses and small plants are growing from the roof and some of the rotted timbers. A small rotted bird house, large enough for a crow, is attached to an exterior wall. The door hangs open on one rusty hinge.

Outside the Hut: Outside the hut is a small garden area with a warped bench next to a large flat stone. There is an impressive, successful, overgrown crop of pumpkins growing in the garden.

- There is a 50% chance that the Pumpkin Stalker will be in this area as it wanders around the bog often. If it is located here, it will attempt to reach out with its tendrils and attempt to trip two party members before emerging from its hiding place amongst the pumpkins and attacking.

The Pumpkin Stalker (see Appendix): AC 2, Move 12, HD 8+2, hp 60, THACO 13, Attack: 2 or 3 + Special (2 tendrils 1d8 +2 damage, one bite 3d8), Size L, Morale 16, XP 2,500.



Artist: Maciej Zagorski, The Forge

Treasure: If the pumpkin patch is carefully searched, a rotted and useless sack can be found containing 45 sp, 65 gp, a bone carving of a mountain lion worth 20 gp, and a small rotting quiver for a wand. The quiver holds a bone **Wand of Wonder**, Type 3, Fool's Wand (26 charges).

- This residence is the abandoned hut of Gretten the Hag (see Room # 21 in the Nevermore Mines).
- The inside of the hut is littered with nature's debris.
- A rotting clump of blankets rest in the far left corner.
- A small table rests on the right wall next to a bookshelf which has a few rotted vellum books and a small carved wooden box.
- Inside the small box: five very small, empty folded cloth bags and three bags that have old pumpkin, squash, and bean seeds inside.
- Books are mainly illegible, but hints of elvish writings, herbalism, plant identification, and animal identification, and a cookbook.
- A fourth book is a diary. It describes the everyday livelihood of a woman living in the mountains next to a small lake (the bog). A folded, unsent letter inside reads:

*Sisters,
I know your plight as these men of the Vale won't leave me be either. They come to harass me, and I hate them. They looted my hut when I was away and stole from my garden! Some prove useful, but most are ignorant and fearful. But there are too many of them now. They keep coming, mostly to gather their shiny stones. Also perhaps*

due to the strange seepage of magic throughout this valley. But this is my valley!! I will use this magic and cast a curse upon them all!! The seepage of magic seems to change things around here, it's quite interesting. But for now I have to move from these intruders. I will (at this point the writing in the paragraph has been smeared and illegible).

*.....It has a Book and guards it close. A winged(two more paragraphs are illegible)..... (The first three sentences are illegible).but I let them play with their pumpkins and chuckle at their futile efforts. I remember the taste of them fondly. I will contact you once I've settled.
Gretten*

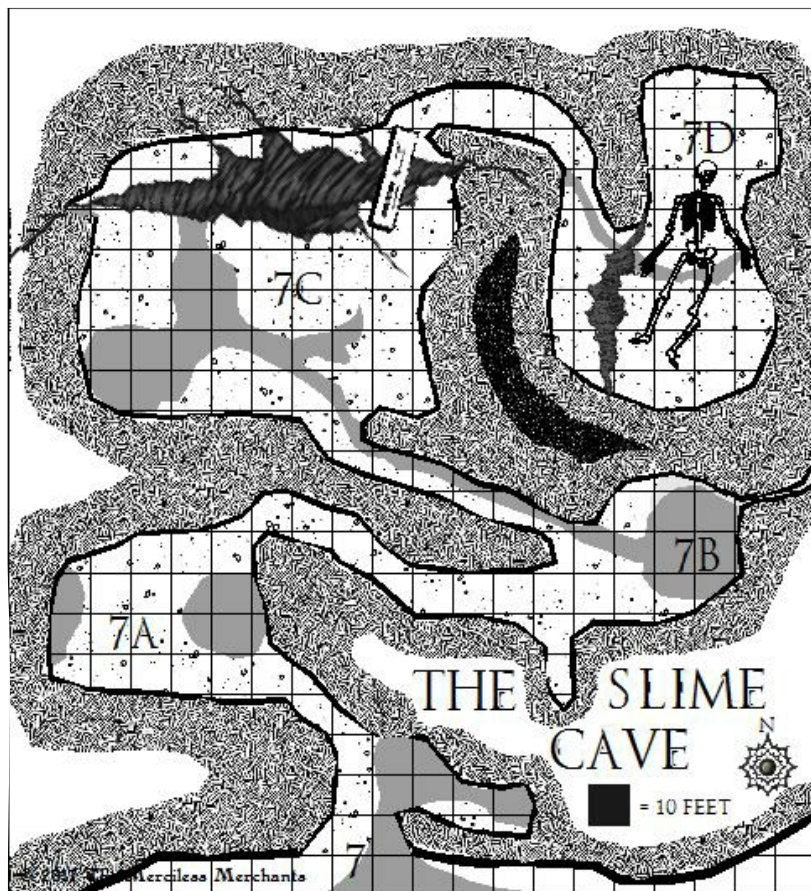
- Near the back of the diary is a folded parchment that serves as a **scroll of Protection from Lightning**.

AREA # 7. SLIME CAVE: Water from the bog seeps into this cave after heavy rainfalls. The entrance is surrounded by liverworts, lichen, and moss-covered rocks, with moss tendrils and stalactites hanging down from the roof, almost giving the impression of a toothy maw. An overpowering smell of damp earth, fungus and sulphur surrounds the warm air and the constant dripping of water can be heard from within.

- Standing pools of water, smooth stones, and mud form the floor of the cave and the ceiling reaches 20 feet high, with both stalagmites and stalactites scattered throughout the passages and rooms.
- The walls are very irregular and rough cut. A dwarf or one with mining experience, will recognize tool-work on the cave walls, but most formed by water, erosion, and time.



Artist: William McAusland



THE SLIME CAVE

7A. HOT SPRINGS: Loud popping and bubbling sounds can be heard and the air is warm with a strong scent of sulphur. A hole in the ceiling directs sky rays to shine into the room. The west wall is covered by strange orange algae and dotted with small warm water seepages. The seeping water enters a steaming basin of bubbling water mixed with mud. A 12 foot deep pool of water sits directly under the hole in the ceiling on the eastern side of the cavern. Ferns, lichen, liverwort, mosses and a few mushrooms thrive on most of the cavern's open floor space.

- Anyone spending an hour or more in the mud bath will heal twice the amount from their next resting for a full day.

7B. POOL: This small chamber holds a pool of cold water that is approximately 15 feet deep. Seepage enters the room from a six inch crack and empties into the pool, while a small trickle of water continues down the slippery passageway.

- An underground seepage seems to keep this pool's supply of water topped off and actually comes from Gretten's cave in the Nevermore Mines (see Room # 21 in Nevermore Mines).

7C. DOOM SLUDGE LAIR: Large pockets of knee-deep mud, water, and muck make this room very slippery, wet,

and damp as it makes its way to a large, deep chasm that runs through the northern part of the chamber. A rotten timber bridge spans the chasm to a dark passageway beyond.

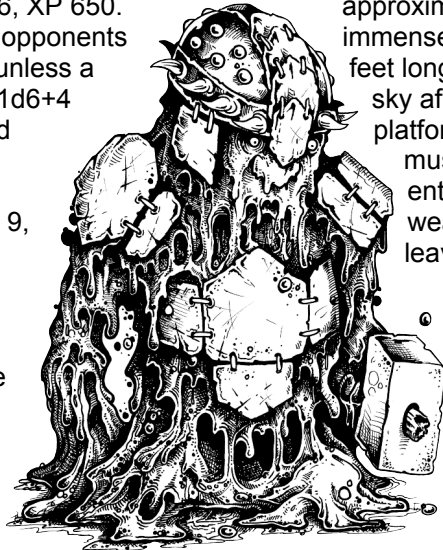
- Anyone climbing back up the passage towards 7B will move half their movement rate due to the muck and slipperiness.
- The bridge can hold approximately 500 lbs. of weight. A successful Find/Remove Traps by a thief or a character with the engineering noncombat skill may determine the approximate weight the bridge can hold. The drop to the bottom is approximately 80 feet (8d6 points of damage).
- The chasm bottom has mud with a trickle of water from both room #'s 7D and 7B. The crack is not large enough for characters to follow the stream unless some form of magic is used. If magic is viable, then they may eventually enter Room #21 in the Nevermore Mines if they travel upstream or left to the whims of the GM if downstream.
- This room is the home of the Doom Sludge and its minions who reside along the western wall, who will attempt to hide and attack when the party is attempting the bridge.

Doom Sludge (See Appendix): AC 6, Move 6, HD 5+2, hp 40, THACO 15, Attack: 1 (Spittle, or 2d6+2 damage, spittle) Size M, Morale 16, XP 650. Special: Doom Sludge will spit at opponents which will paralyze them if struck unless a save vs. paralyzation is made for 1d6+4 rounds. It has ESP, telepathic, and mind control abilities.

(3) Sludge Minions: AC 4, Move 9, HD 4, hp 28 each, THACO 17, Attack: 1 (spittle or 1d6) Size S, Morale 14, XP 175 each.

One Sludge Minion can cast these spells: *Stinking Cloud*, *Affect Normal Fires*, *Magic Missile x2*, and *Shield*.

Treasure: Along the western wall, in a few basins full of muck, is the treasure horde of the Doom Sludge: 110 cp, 600 sp, 437 gp, 82 pp, 7 gems worth 50 x3, 100 x1, 200x 2, 500 x1 gp, a golden necklace with inset garnets worth 115 gp., a **Brooch of Shielding (27 charges)**, and a clear spindle **loun Stone**. It will take several turns to dig all of the treasure out of the muck.



7D. MUSHROOM HAVEN: This large chamber has a six foot high platform along the east wall that extends approximately 50 feet into the room from the east wall. An immense hole above the rocky platform spans roughly 40 feet long by 30 feet wide in the ceiling and opens to the sky after about 50 feet. A giant's skeleton lies on the platform with its bones intertwined with numerous mushrooms of various colors. A small trickle of water enters the chamber through tiny cracks in the wall, weaves through the giant's bones and eventually leaves through a crack through the passageway.

- Here lies the fate of Vorgut the mountain giant, who had tripped above and fallen through the hole landing on his skull, causing his death.

Treasure: Searching through the mushrooms, a large rotted sack can be found with 75 sp, 150 gp, and 25 pp. A silver armband rests inside the nose's skull cavity, which was used as a nose ring by the giant. The silver armband is actually an **Armband of Warmth**, which operates much like the ring of the same name.

- The water seepage comes from a small stream branch further upstream in the underground system from Gretten's cave inside the Nevermore Mines (Room # 21), with the majority of the stream entering into room 7B. The polluted water from Gretten's potion-making has caused some of the mushrooms to generate different effects when eaten.:

Artist: Heather Shinn and J.M. Wolak of the STINKY GOBLIN

Number	Mushroom	Effect
5	Red	Hill giant strength for 1 hour +1d20 turns. They appear to be growing within the giant's skeleton
3	Blue	No changes once consumer until 1 hour passes. Imbiber will feel clear headed. After next rest period, imbiber will awake to a very sharp and clear mind. Spell casters can memorize 1 extra spell per spell level, warriors will receive +1 to hit bonus to attack rolls, rogues will gain an extra 20% on all thieving and non-combat skill checks. At the end of day, the benefits pass and the character will feel groggy for a few hours.
4	Purple	Imbiber goes into a deep sleep for 12 hours. The character will receive double the hp from resting if injured.
10	Yellow	Character becomes confused for 1 turn (no save). The imbiber will experience short term memory loss. Spell casters will lose one of their allotted 1st-3rd level spells for the day. Non-spell casters may forget who they are, why they are here, etc. After 12 hours, the consumer will be back to normal.
2	Violet	Consumer will gain one constitution point permanently. No effect if second one eaten by same character.
4	Orange	A greenish-brown tint will form around tips of ears, fingertips, toes and nose on consumer. Charisma reduced by 1 point per month for a year. If <i>Remove Curse</i> or <i>Cure Disease</i> is not used on the character after a year's time, or if the character's charisma reaches 0, whichever is first, the character will root in place and turn into a mushroom. Character will lose their movement capabilities, but retain knowledge and speech.
3	Dark Green	Consumer will begin to laugh hysterically for 3 turns. They can perform a slow walk, but can't fight or cast spells. After 3 turns, the consumer will gain a +1 to all saving throws permanently. No cumulative effect from a second mushroom, and the chance for wandering monsters during the laughing should be increased.
40	Brown	Edible. Can be used as rations for 7 days for one person.

AREA # 8. JACK O' LANTERN BOG: Spoils from the mine transformed the lake into a bog. The bog is approximately six inches to two feet deep, with a scattering of dry patches of dirt and sedge islands. Several dead trees stand within the bog and occupy the shallower areas. Remnants of a half-submerged wagon lay near some of the trees. Several rotted crates can be seen inside the wagon. Approximately 35 pumpkins have been placed on stumps, branches, or stabbed through mounted poles. Surprisingly, most of them have been carved with a variety of different faces, some silly and some scary, and evidence of a burning candle is inside each one.

- Rotted crates hold thick red candles, various useless mining tools, and seven daggers. Five are rusted and useless, however two daggers are high quality (dwarven-smithed) and provide +1 damage on attacks.
- Two ghosts of children, a boy and a girl, haunt the bog. They were part of the initial mining camp (Area # 9). They maintain a vigil to carve pumpkins and keep the candles lit. They will ignore party members and carry out their business.
- If pumpkins are destroyed, the ghosts are threatened, or the candles taken, the ghosts will fade from view and disappear and will be completely un-combative.
- If a *Speak with Dead* spell or similar communication type spell with the dead is used, the children will tell their fate:
 - ❑ They were tortured and murdered long ago by the Master, after their parents were slain, and eventually eaten by the hag Gretten.
 - ❑ They believe strongly that the jack-o-lanterns keep the Master inside the cave, as well as creating a lighted beacon for their parents to find them.
 - ❑ If characters explain that the mine is sealed, or that their parents can't come to them, the children will be very appreciative and leave the area to rest in peace.
 - ❑ The ghosts also seem very appreciative towards characters who attempt to light candles in the pumpkins.

Bonus experience points, determined by the GM, are encouraged for players who spend resources on helping the children find peace.

AREA # 9. MINER'S CAMP: There is evidence of an old mining camp within the clearing with exposed rusted pickaxes, broken wheels, an old boot, bits of copper, stone walls and other rubbish. Massive piles of spoils that consist of a mixture of gravel, rubble, and small boulders rest along the edges of the clearing.

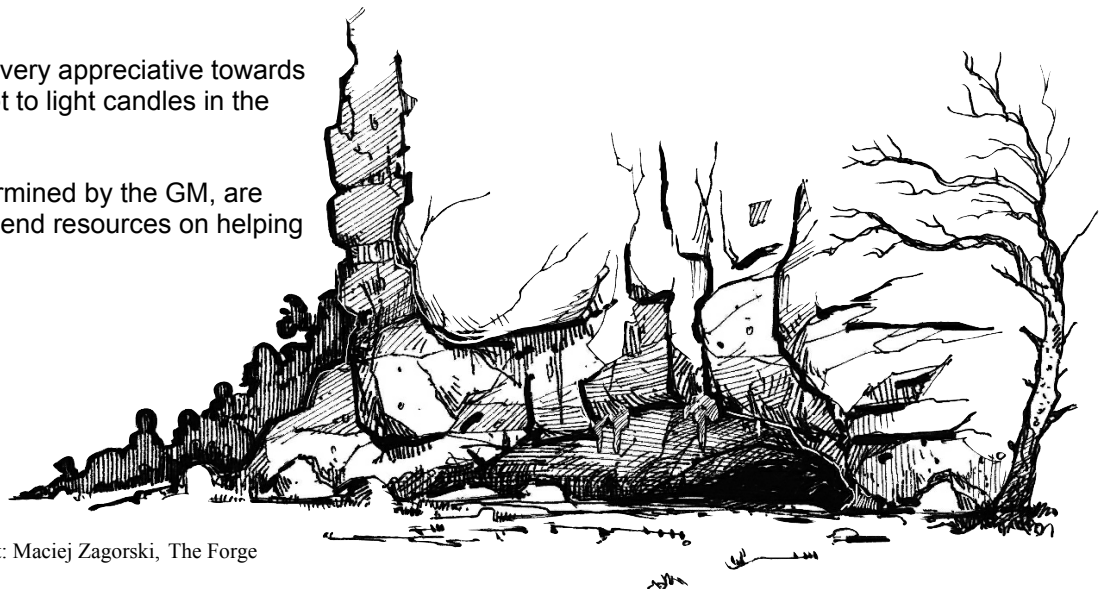
Muddy ruts stop at a few abandoned wagons and carts. One wagon is overturned, as are two carts, with evidence of a skirmish. No bodies, but skirmish signs include churned up earth/mud, dark stains on the wagon's wood, and deep ruts in wagon from claw and weapon. Two scorched areas on the ground surround the wagon area but only charred wood and twisted metal remains. Scraps of colorful gypsy clothing lay shredded about, but nothing else of value.

- Gypsy clothing scraps are similar to clothing in the werewolf cave in Area #5.
- Drag marks are evident with large humanoid tracks as if bodies were being dragged away from the scene of battle. The tracks lead towards the entrance of the Nevermore Mines.

AREA # 10. THE NEVERMORE MINES ENTRANCE:

Drag marks and tracks continue between hefty boulders to a yawning cave entrance. Carved, ancient pictographs, glyphs, and even scorch marks are visible on the boulders and cave rock. A foul stench seeps out of the cavern's darkness and engulfs the entrance. Lichen and moss cover most of the stones near the entrance, but the stone walls that are visible have been smoothed over time. From the entrance, the passage twists and turns into the stone of the mountain and is lost in the darkness.

- Any dwarf or miner will recognize tool-work around the cave entrance.
- The glyphs emit a magical aura if detected for, and represent symbols of guarding and warding that spellcasters may recognize.



Artist: Maciej Zagorski, The Forge

THE NEVERMORE MINES

GM'S NOTE

Important: The Nevermore Mines is designed to function like a haunted maze. Each monster inhabited inside will use their skills and abilities to surprise, confuse, ambush, and attempt to separate party members as much as possible. Most will use hit and run tactics unless it's a one on one or two versus one fight. Therefore, if most of the monsters stand toe to toe with the party, then the encounters is not being run as designed, unless the monster is trapped and has nowhere else to go. The Master will certainly make an appearance if his minions are being systematically slain.

Jaaron, the Master, is very intelligent and knows everything about the Nevermore Mines and its layout and will use that knowledge to his advantage. Jaaron can appear to be a human with a dark demeanor, a hooded, wraith-looking creature, or a devil. The GM is encouraged to play Jaaron tactfully and intelligently, however, Jaaron is bored being a prisoner in the mines and will want to toy with his victims first. His tactics should start with assuming his human form and mocking the party with short combat rounds as he tests the power of the group of adventurers. He will escape using *Dimension Door*, or *Darkness 15' radius* and slipping through a secret door, or use any other of his abilities and knowledge of the mines.

His wraith-looking form will be assumed when applying more hit and run tactics. He will enjoy charming party members in an attempt to protect him from their former companions. One of Jaaron's favorite tactics is to use the long passageways to his advantage and cast *Lightning Bolt*, then run off. Or to cast *Summon Swarm* from a distance while the party is fighting another denizen of the mines.

If the party seems to be too powerful, Jaaron will hide in his room and prepare the *Guards and Wards* spell from his scroll. Once cast, Jaaron will reduce the mocking, take its devil form and focus more on killing and targeting druids, shamans, and/or spellcasters first. He will attempt to time his attacks when the party is occupied with a different denizen of the mine. Or he may cast *Summon Shadow* and direct all of their attacks on a single target.

It will be very difficult for the party to find rest within the mines as Jaaron's tactics is to whittle the party down and he knows all the hidey holes in the mines.



Jaaron, the Master (human possessed by a Devil

named Tallanock): S 18/25 +2 to hit, +3 damage, I 17, W 16, D 16, C 16, Cha 14, AC -2, Move 16, HD 9, hp 70 (regenerate 1 hp/turn), THACO 11, Attack: 1/2 (2d4 +2 to hit, +3 damage with scythe; 1d4 +5 to hit, +6 damage with +3 dagger), Size M, Morale 20, XP 12,000. Special: +2 saving throws vs Energy and Gas Attacks—provides -1 damage per die, and a +4 saving throw bonus vs. poison. Special abilities include Infravision of 90 feet and *Change Self*, *Cause Fear* by touch, *Charm Person* at will, *Darkness 15' radius* 3x per day, *Levitate* 3x per day, *Dimension Door* 3x per day, and *Fly* 2x per day. Magic Resistance is 30%.

Spellbook

Spells by Level: 6, 3, 3, 2, 1

Level 1: *Detect Magic*, *Read Magic*, *Cantrip*, *Protection from Evil*, *Find Familiar (Imp)*, *Affect Normal Fires*, *Wall of Fog*, *Detect Undead*, *Taunt*, *Feather Fall*, *Unseen Servant*, *Magic Missile*, *Erase*.

Level 2: *Uncontrollable Hideous Laughter*, *Summon Swarm*, *Fog Cloud*, *Spectral Hand*, *Deep Pockets*, *Flaming Sphere*, *Whispering Wind*.

Level 3: *Lightning Bolt*, *Invisibility 10' Radius*, *Vampiric Touch*, *Dispel Magic*, *Wraith Form*, *Monster Summoning 1*, *Black Tentacles*

Level 4: *Stone Skin*, *Polymorph Other*, *Charm Monster*, *Wall of Ice*,

Level 5: *Dismissal*, *Summon Shadow*

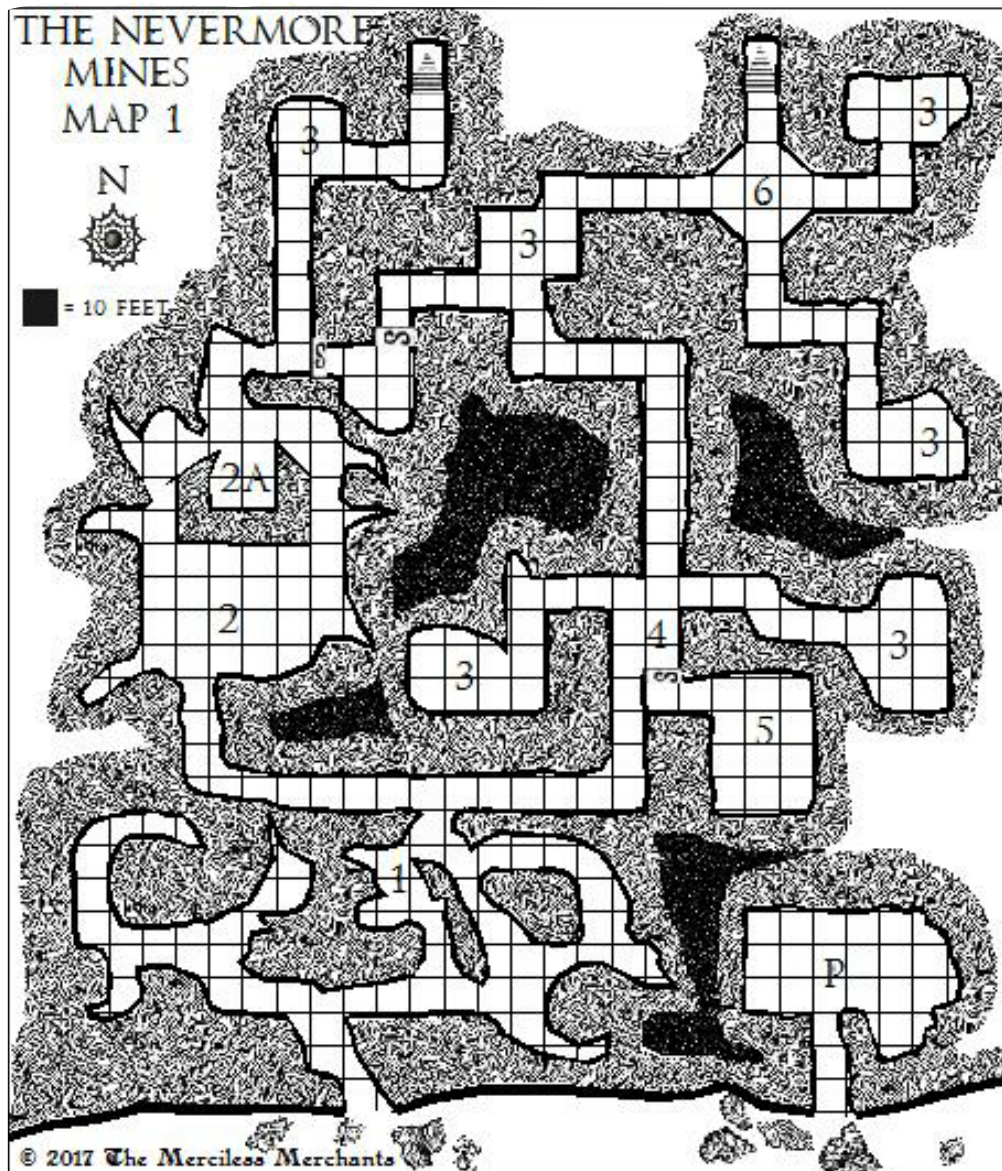
Items and Gear: Being that this is no mere human, Jaaron can wear armor without affecting his spell casting. **+1 Black Chain Mail**, **+2 Cloak Of Displacement**, scythe, **+3 Dagger**, **Ring of Mind Shielding**, crimson tunic, boots, belt, pouches, key ring with all keys to locked doors and chests, spell components, 3 gems each worth 150 gp, 6 sp, 6 ep, 6 gp, **Bag of Holding 35lbs** (holds 1000lbs.) Currently, a hungry, annoyed black cat by the name of Siyah resides as a prisoner inside the **Bag of Holding**, who's owner is actually Gretten the Hag.

Nevermore Mines Wandering Encounters

Please note, some of the encounters will be unique encounters and the monster will only attack for 1d3 rounds then retreat or sooner if need be. The GM should check every turn on a 1d6.

Artist: Daniel Comerci, hounworks.it

Roll Result	Encounter
1	(66) Bats: AC 8, Move 1, fly 24 MC 2, HD 1/4, hp 1 each, THACO 20, Attack: 1 (bite 1 damage) Size T, Morale 4, XP 7 each. The bats will swarm around the party for 1d4 rounds attempting to extinguish flammable light sources (75% chance). All characters must make a save vs breath weapon or take 1d4 damage per round or ½ damage if successful. The bats can be driven off by very loud noises.
2	Large Spider (1d10): AC 8, Move 6, HD1+1, hp 8 each, THACO 19, Attack: 1, (bite 1 + poison), Size T, Morale 7, Xp 120 each. Special: Roll a saving throw vs. poison or take 15 damage. These spiders will attack with possible surprise from walls or ceiling.
3	(4) Huge Spiders: AC 6, Move 12, HD 2+2, hp 16, 15, 15, 14, THACO 19, Attack 1 (bite 1d6) or 1 web entangle small size creatures only, but will half movement rates of medium sized opponents. Save vs Breath Weapon or be entangled) Size S, Morale 8, XP 175 each.
4	Swarm of rats (10d10): The rats will swarm the party for 1d4+1 rounds, biting and nipping at anyone in the area. Each partymember must make a save vs breath weapon or take 1d4 damage per round or ½ damage if successful. Can be driven off with smoke and fire.
5	Random 1d6: (1) Clown from Room #5, (2) Spurgoyles from Room #14, (3) Lesser Evil Clown from Room #20, (4) Gretten the Hag from Room #21--She may not attack if it's the first time being encountered. May parley if treated respectfully. But if there a plump little halfling or gnome with the group, she might be hungry... (5) Peillot and his Hound from Cave P who will fight until he loses 25% of his hp, or (6) the Master .
6	The Master: Will attempt to surprise the party and attack for 1-6 rounds or up to the GM's discretion.



CAVE P. PEILLOT'S CAVE: This hidden cave is approximately 100 feet east from the main entrance of the Nevermore Mines. Inside the cave is jagged rock walls and cold air seems to fill the area. A pile of gnawed bones lay scattered about the entrance. There are a few odd wooden furnishings, made for someone of short stature, gathering dust and mildew. A short bed of rotting blankets and molded thrushes rest in an alcove around the corner. There is also a low table with a few matching chairs. Some discarded mining picks and tools lean against the wall, covered in rust. A large, locked chest squats in the corner opposite the bed.

- The bones at the entrance make it extremely difficult to employ stealth.
- The dwarf-sized Peillot will not be here during the night as he enjoys making his rounds checking on the barrow mounds for looters with his dog. However, he will always be here during the day.

Peillot (wraith): AC 4, Move 9/18, HD 5+3, hp 45, THACO 15, Attack: ½ or 1 (+1 **Battle Axe**, 1d8 +2 to hit, +3 damage (old habits from past life) or 1 claw 1d6 + energy drain) Size M, Morale 15, XP 4000. Special: Need +1 magic or silver to hit.

Peillot has a woolen cloak, garments, a key to the chest, and a +1 **Battle Axe**. Peillot's movement rate is lower than normal wraiths due to his short stature.

Hunting Dog (wraith): AC 3, Move 18, HD 4+3, hp 34, THACO 15, Attack: 1 (1 bite 2d4 damage + energy drain), Size: S, Morale 20, XP: 4,000.

- Peillot the hunter and his dog will pursue intruders at night and if aware of the party, will certainly attack if they make camp during the night.

Treasure: Inside the chest can be found a suit of dwarven chain mail, helm and matching dagger, all of which are rust proof and masterfully created—gives armor a -1 AC bonus, and a +1 to hit (only) from the dagger. A light dwarven crossbow and a quiver of 12 silver headed bolts lies on top of 500 cp, 120 ep, and 1 garnet worth 75 gp.

ROOM # 1. THE MAZE: The rough-hewn tunnel splits in several different directions as passages seem to be scouting digs for minerals and ore. The air is cold and damp and water drips from the ceiling causing a strange echo throughout the halls. Moths will fly towards the party and then be chased by a few harmless bats. Moths flutter about and some have been caught in webs which cling to the cold stone and several small arachnids move towards their captured prey.

ROOM # 2. MOTHER: The passage opens abruptly into a larger chamber choked with spider webs. A large column or pillar of mountain stone holds the ceiling aloft approximately 50 feet over head, and disappears into the darkness. Broad passages move around the great pillar to the left and right but are blocked by the substantial webs

that span from wall to wall. Six bulbous, unmoving sacks hang from the webs.

- The sacks contain dead children of various ages.
- Spiders lurk around the dark ceiling ready to pounce on unwary adventurers. The spiders will wait to attack once the party moves deeper inside the chamber and/or investigates the sacks.
- The giant Mother Spider is hiding in the area marked 2A on the map. The Mother Spider will attack from the ceiling in four rounds after her brood attack and another surprise roll is needed.
- The Father Spider will arrive in 1d3 rounds after the brood attacks.

(3) Large Spider: AC 8, Move 6, HD1+1, hp 8 each, THACO 19, Attack: 1, (bite 1 + poison), Size T, Morale 7, XP 120 each. Special: Roll a saving throw vs. poison or take 15 damage. These spiders will attack with possible surprise from walls or ceiling.

(4) Huge Spiders: AC 6, Move 12, HD 2+2, hp 18, 18, 16, 15, 14, 14, THACO 19, Attack 1 (bite 1d6) or 1 web entangle small size creatures only, but will half movement rates of medium sized opponents. Save vs Breath Weapon or be entangled) Size S, Morale 8, XP 175 each.

(1) Father, Giant Spider: AC 4, Move 18, HD4+4, hp 28, THACO 17, Attack: 1 or 2 (1 bite, 1d8 damage + poison, or 1 web attack, or 2 legs 1d8+2 damage) Size M, Morale 14, XP 270. Special: On a successful hit with a bite attack, a failed saving throw vs poison will cause the opponent to be paralyzed for 20 days – character's constitution score. Thus, a character with 16 constitution would be paralyzed for 4 days. The Father Spider has a web attack that is cone shaped, with a range of 10' that encompasses a 10 foot wide area. Medium-sized or smaller opponents within the area of attack will need to make a successful save vs breath weapon or be entangled much like the *Web* spell.

(1) Mother, Giant Spider: AC 3, Move 18, HD 6+6, hp 42, THACO 15, Attack: 1 or 2 (bite 1d8+2+ poison, or 2 legs for 1d6 damage) Size L, Morale 13 (will retreat up into alcove), XP 650. Special: One bite, save vs poison at -4 penalty or be paralyzed for 20 days – character's constitution score. The Mother Spider has two forms of a web attack. She can cocoon one target on a successful web attack at a +2 to hit, if they miss their saving throw vs breath weapon. Or the web can be a cone shaped that has a 15 foot range and encompasses a 15 foot wide area. Opponents will need to roll a saving throw vs. breath weapon or be entangled much like the *Web* spell.

- A cocooned target will be pulled to the Mother Spider in one round and she will retreat with her prize to 2A before resuming the battle. A successful bend bars/lift gates will let the opponent break free.

ROOM # 2A. MOTHER SPIDER'S ALCOVE: The great pillar of stone opens into a huge alcove. The alcove climbs upward beyond sight, and appears to be the start of a great stairwell that never got finished. Fifteen feet above the alcove's entrance is a huge web that has a large wiggling sphere of webbing in the middle.

- The webbed, bulbous sphere is an egg sack holding nearly 100 baby spiders that are nearly ready to burst free. If the sphere is destroyed these hatchlings will flee in all directions.
- There are a total of 6 children that have been cocooned in webbing. All have died or have been killed by the spiders. If the party was sent here by parents seeking their children, they have found them.



Artist: Indi Martin © 2017

ROOM # 3. ROUGH-HEWN ROOMS: This crudely-carved room has decayed and sagging wooden beam supports and rock and gravel debris litters the floor.

- Any fighting, banging on the walls, or even loud noises in these rooms has a 15% of causing a cave-in. A saving throw vs Breath Weapon will avoid the cave-in, otherwise the cave-in will inflict 2d12 points of damage.
- The GM may roll 1-2 times on the Random Description Table below for descriptions of these otherwise empty rooms.

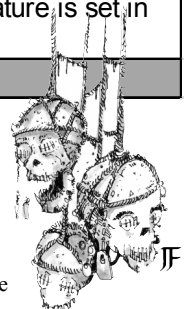
ROOM # 4. TRINKETS: The passage widens into a hall way strewn with trinkets, miscellaneous bits, and treasures. Tools, tin works, empty glass bottles and an empty keg of what smells like ale are haphazardly placed about the area. There are a couple of hemp ropes, strips of thick leather, several torches, pouches, belts, a box of nails, and some candles. There is also 330 cp. strewn about the floor and in various small sacks and pouches. A pile of gnawed bones are piled near the southern entrance.

- Scattered about the floor is a collection of mundane objects taken from the wagon outside in Area # 9.
- If aware of the party, the Evil Clown in Room # 5 will be watching through a small peep hole through the secret door that leads to his room. He will not attack the party in this area, but will follow after them once they leave. It would prefer to fight them in a tighter passage and with surprise.
- Or if there is a straggler in the party, it will attempt to grab the straggler and take it back to his room.



Artist: Robert Hemminger

Roll Result	Rooms # 3 Random Room Description Table
1	A collection of old skulls lie about the floor, mostly human.
2	Hanging from a hook at the end of a rusted chain is a severed head that is still oozing gore onto the floor. The head belongs to a victim from one of the wagons outside the mines.
3	A broken barrel lies in the corner, its contents long gone.
4	A broken table and chair lie in a heap in the corner of the room.
5	A decomposing human arm lies in the middle of the room. The index finger points towards the south.
6	A large pile of gravel and rock lies in the corner of the room. Searching the rubble may reveal a gold nugget worth 25 gp.
7	A small pool of congealed blood is in the corner of the room. A footprint of some large creature, is set in the blood (Evil Clown's). A few human teeth are scattered in the pool of blood.
8	Ripped rags lie strewn about the floor and several humanoid skulls hang from the ceiling.



Artist: Maciej Zagorski, The Forge

ROOM # 5. EVIL CLOWN LAIR: Beyond the hidden door is a dark, foul smelling chamber. Light sources will reveal colorful blood stained clothes hanging upon the walls that have all been shredded and a battered chair in the corner.

- If the Evil Clown didn't follow or is unaware of the party, it will be sitting on the chair talking to a skull shaped into a goblet, while drinking from a small cask.
- Its face is horrifically painted white and black with a large red lined mouth surrounding jagged, sharp teeth.

Tickles the Clown (insane, polymorphed man into a troll): AC 4, Move 12, HD 6+6, hp 56, THACO 15, Attack: 3 (2 Claws 1d4 +2 to hit +4 damage, and 1 bite 1d8 +2 to hit, +4 damage). Size M, Morale 14 XP 975. Special: Tickles can regenerate 3 hp per round. Spell Abilities: *Darkness 15' radius 3x a day, giggle—Cause Fear 3x a day, cackle—Confusion 1x a day, belch or fart—Stinking Cloud 2x a day. Infravision* at will.

Tactics: Once the party enters, he will get up and begin to giggle evilly and the party will need to make a save vs. spell or be affected by a *Fear* spell. If the whole party flees, the clown will target one opponent to attack and pursue them. Tickles has developed a keen cunning and will usually conduct hit and run tactics against the party while madly whispering "Tickles". If overmatched, it will flee, regenerate, and attempt to attack or ambush the party again. Usually Tickles comes back to this room to regenerate before stalking after the party again.



Artist: Bradley K. McDevitt

Treasure: Tickles wears ragged and filthy garments, **Boots of Stealth** (act like Boots of Elvenkind, and will enlarge or shrink to fit the wearer's feet), belt, large pouch, and a cask of dwarven Rot Gut ale.

Careful searching about the chamber will turn up 124 ep, 220 gp, a highly polished stone (**Load Stone**), and hidden beneath a ratted cloak upon the wall is a fine leather quiver full of 24 flight arrows, which includes 12 **+2 flight arrows**.

ROOM # 6. PUMPKIN: In the center of this room is a stone pedestal carved from a stalagmite. Evidence of a shattered statue lay next to the pedestal. Currently, a plump, evilly carved Jack O' Lantern squats on the pedestal. A red light glows from its carved faced and mist oozes from its mouth and cascades down towards the floor.

- The remains of the statue appear to be of some dwarven hero or deity now unrecognizable.
- The red light and mist are illusions generated from the pedestal and are not harmful. Disturbing the pumpkin, however, will bring the Evil Clown from Room # 5 in 1d4+1 rounds.

GM'S NOTE

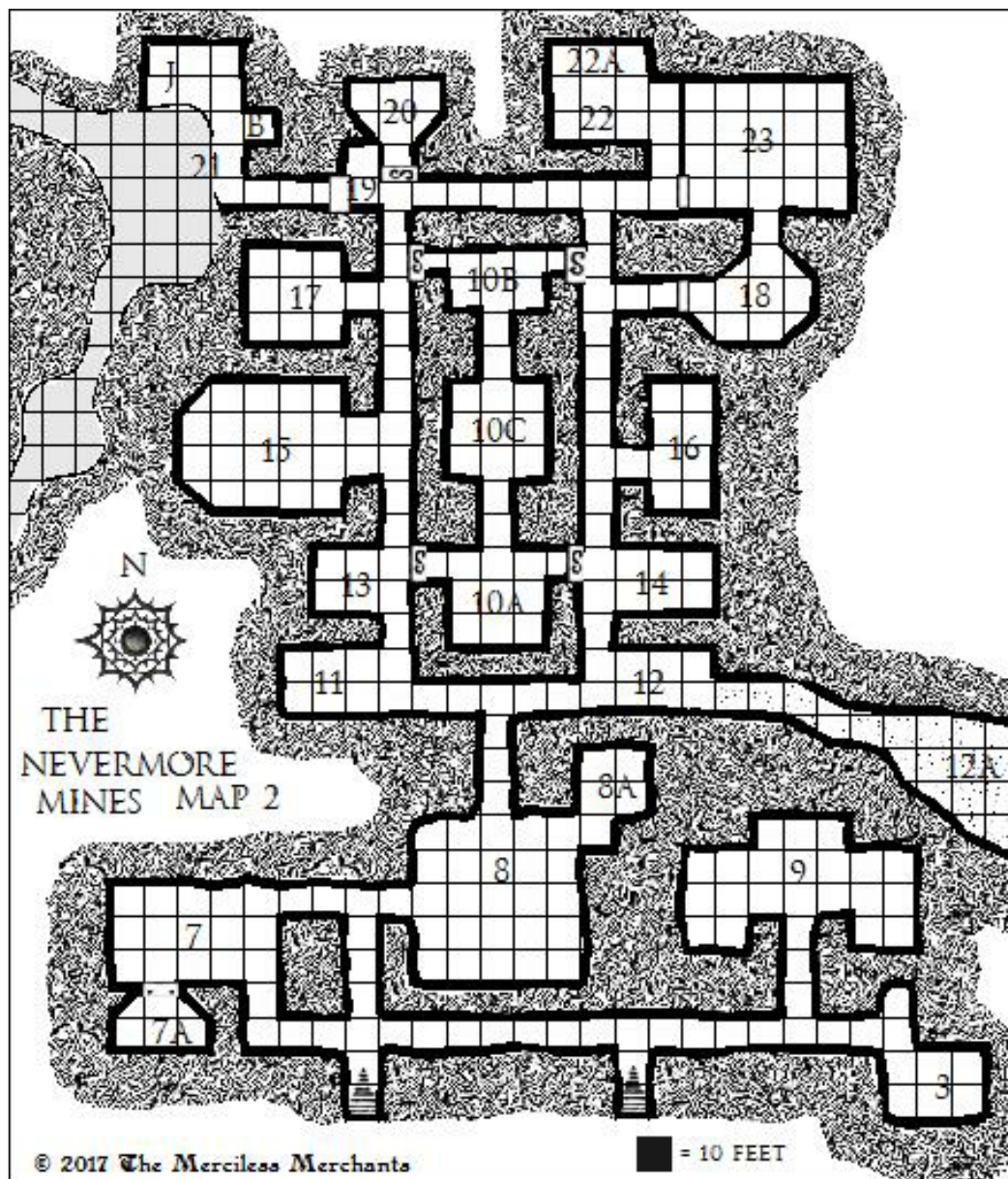
See Map 2 of the Nevermore Mines on pg. 20.

ROOM # 7. DUNGEON: The passage opens into a spacious chamber with a cold, low clinging mist that swirls along the floor. Leaning against the walls are various items of use and art which consist of mining tools, pictures, carvings, and sacks of fine sand. There is a stout table with two chairs resting in the center of the room. A game board is upon the table holding pieces that are masterfully carved of ivory and onyx and appear to be set in a game that has not finished.

- The game board is ornately carved of reddish wood with the space tiles consisting of ivory and onyx (value 800gp).

ROOM # 7B. THE CELL: Set in the south wall is a rusted iron gate that bars the entrance to a dark room. Movement can be seen in the shadows as a slight figure approaches the bars crying for help. Her pale face is hidden by long dark hair and she cries pitifully and will whisper "Help me, help me, I'm sooo hungry..."

- If offered food she will not attack but retreat back into her cell appearing to consume her food. If she is released from the cell, she will not attack the person who fed or released her.
- She will, however, begin to haunt the area within the mines and the surrounding wilderness, attacking anything in sight. She will only attack her saviors if the party takes any aggressive action towards her.



- The old cell is empty except a low shelf against the far wall holds the petrified remains of the banshee, Kongka. She will feel compelled to stay 'locked up' and stay near her bones unless freed as she is confused and doesn't realize she has the power to leave on her own.

Kongka the Banshee (Lesser): AC 0 or 5 (when corporeal), Move 15, HD 7, hp 35, THACO 13, Attack: 1 (1d8 + energy drain), Size M, Morale 13, XP 3,000. Special: Aura of Fear—save vs spells or flee for 10 rounds; Death Wail once a day; MR 50%.

ROOM # 8. THE BUTCHER: Spilled bowels, blood spatter, and chunks of flesh scattered about the stone floor creates a gut-wrenching, over-powering stench that permeates the air. A macabre scene of a bloody body part collection hangs from chains pierced by large meat hooks. Hands, feet, arms, legs and even a couple of heads hang at various heights from the chains connected to the ceiling and all are dripping and oozing onto the floor.

Three large stone slabs rest against the south wall supporting the bodies of three muscular warriors. Their bodies are a ragged mess, as their body parts have been swapped with each other, but have been sewn or nailed back together. Next to the stone slab is a blood smeared bucket containing small saws, needles, string, and tongs.

- "The Butcher" will be spying on the party from room # 8A. A perceptive party member may spot him. "The Butcher" will attack if he is discovered or when the party is distracted. Check for surprise.

"The Butcher" is a huge Orog wearing rusted, red, heavy plate armor and swings a great cleaver-like sword:

Gorg the Butcher (Orog): AC 2, Move 9, HD4+4, hp 40, THACO 17, Attack: 2 (2d6 +3 to hit + 6 damage with great cleaver or spiked bracers, 1d4 +3 to hit, +6 damage), Size M, Morale 14, XP 120.

Gorg the Butcher only has a pouch with a "lucky" rabbit's foot inside.

ROOM # 8A. STORAGE: The cramped chamber is strewn with remnants of dried goods and tools. There is a half full keg of ale and a large flagon lies on a low stone shelf. A colorful, multi-colored cloak lies in a bundle on the shelf.

- Hidden within the cloak are 17 sp, 28 gp, and a large emerald worth 200 gp.

ROOM # 9. SUMMONING CHAMBER: The towering, oppressive, cavern walls shyly reveal dark-stained glyphs splashed onto the walls. An impressive pentagram is embedded into the floor surrounded by runes marked with silver and thick red candles sit at each point with melted wax at their bases.

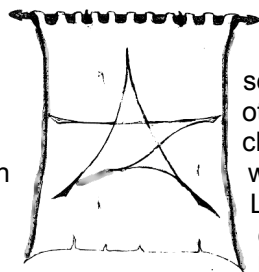
Artist: Robert Hemminger

- Magic-users will recognize this circle as having appropriate, intact defenses to summon outer planar creatures.
- Side chambers hold cobwebs and broken bone bits scattered upon the floor. A bench lies against the wall and a shelf holds 5 red candles, jars, small boxes—all holding random components for arcane summoning (different sand color, reptilian scales, sulphur, coal, etc.)

ROOM # 10. MASTER'S CHAMBERS: An eerie red light emits from a thick, red burning candle set in a hanging sconce of iron in the center of the room. The walls are covered in drapes of crimson and black heavy cloth, giving the illusion of shadowy images lurking within their depths of the folds. The rooms are simply furnished with heavy wooden chairs and stout tables. Red hued webs along the ceiling lead off into the shadows and tiny spiders scurry away from movement below.

ROOM # 10A. THRONE ROOM: An imposing, rough-hewn oak throne rests against the far wall. Above the throne hangs a tapestry with a crimson rune upon a black field. A log bench is on either side of the room and two chairs sit across the room separated by a passage.

- The tapestry is the symbol of the Master.
- There is a 33% chance the Master is in any one of the rooms when the party arrives depending on what has occurred. The Master will not be surprised in his own lair.



Artist: Jon Bertani

ROOM # 10B. BED CHAMBER: A raised wooden planked platform with four log post corners dominates the center of the main wall. Colorful pillows, blankets and bedding cover the wood as well as a half-naked form which begins to stir amidst the pillows. A clanking of a chain can be heard as it appears one of her legs is chained to a post.

- The woman is named Jayna and she will appear dazed, a little confused, and hungry. She has a long

tangled mass of red hair, faint and faded face paint usually worn by a warrior of the barbarian clans, and is quite attractive. She was part of the gypsy caravan as a guard and is a Shield Maiden (see new kit at end of adventure) from one of the barbarian clans.

- Jayna has been charmed by the Master, and will be compelled to defend him when in his presence. If she is treated respectfully she may join the party and be a valuable companion. If not, she will attempt to flee the mines shortly after being freed. She currently has no equipment or weapons.



- A chest at the foot of the bed holds clothes for both the Master and his 'guest', Jayna.

Jayna the Shield Maiden: S 16 I 10 W 12 D 15 C12 Ch 16, AC 9 (dex), 4th level Fighter, hp 31, THACO 17, Attack: 3/2 (1d8 +1 to hit, +3 damage specialized in longsword, 1d6 +1 damage with javelin, 1d4 (0, -2 to hit in offhand) +1 damage with medium shield) Size M, Alignment NG, XP 175. Jayna is specialized in the Weapon-Shield Method and enjoys a -2 to her AC when equipped with a shield. She is also specialized with the longsword.

ROOM # 10C. MASTER'S DEN: An assortment of weapons and armor hang on the walls from wooden pegs. There is a single table with some chairs against the west wall, and a stout chest squats against the eastern wall.

- Upon the walls hang a battle axe, two maces, a dwarven pick, a quiver with 6 silver bolts, a long sword (Jayna's from Room # 10B), **Scimitar +1**, and a short sword. There is also a suit of human size plate mail, leather armor, studded leather, medium shield (Jayna's from Room # 10 B) and dwarven sized **Chain Mail +1**.

Treasure: The chest is locked but not trapped and contains 240 cp, 300 sp, 1,400 ep, 200 gp, 210 pp, 34 uncut gems approximately 15 gp each, two arcane scrolls with one containing the spell **Solid Fog**, and the other containing **Guards and Wards**, a gem studded chalice (1,400gp), and an ornate wooden box (locked and worth 15 gp). Inside this box is an **Idol of Sigil**, Lord of Light and the Sun, (or other good deity related to the GM's campaign setting) carved of petrified wood. It is a blessed Holy Symbol of Sigil, providing a +1 to Turn Undead Checks for those who are lawful in nature, even if they don't worship Sigil, and is worth 1,200 gp to a temple dedicated to Sigil.

ROOM # 11. CURSED PAINTING: The chamber is dimly lit by a single, sputtering candle on a table against the far wall next to a framed painting. The painting is a portrait of a young woman with a dark demeanor.

- This is a painting of the Master's daughter, who died from a sickness several generations ago.

- If anyone disturbs the candle or portrait, the image changes and the eyes glow red for a moment. The woman in the painting will stick out a long, pointed tongue and an evil energy washes over the room. All party members in a 10 foot radius from the painting must save vs spells or be cursed with -1 to all actions (attack rolls, saving throws, skill checks, etc.), until the curse is removed with a *Remove Curse* spell.
- If the portrait is damaged or taken, the Master will know and immediately come to attack in a rage.

ROOM # 12. DARK CORNER: Darkness dominates this chamber and a chilling wind occasionally blows out of the entrance. A thickly woven mass of webs dominates the far corner. Suddenly chittering, chattering and a surge of movement occur from the shadows!

- 50% chance torches are extinguished from the wind (25% for lanterns)
- Spiders will immediately rush towards the party to attack along the walls, ceiling, and floor to protect their nest.

(13) Large Spiders: AC 8, Move 6, HD1+1, hp 7 each, THACO 19, Attack: 1 (bite 1 + poison), Size T, Morale 7, XP 120 each. Special: Roll a saving throw vs. poison or become paralyzed in 1d4 rounds for 1d4 hours. These spiders will attack with possible surprise from walls or ceiling.

Only the bound drained husks of small animals will be found in the webs and there is nothing of value.

ROOM # 12A. HIDDEN PASSAGE: Webbing hides an upward winding passage.

- The passage leads to a small opening (5' wide) set into a cliff face, about 30 feet above the Miner's Camp (Area #9).

ROOM # 13. GOAT: Bleating sounds and the clanking of chain emerge from the room ahead. The stench of animal piss and shit is evident before seeing an angry looking goat attached with an unusual manacle to a chain and ring sunk into the stone in the room's center. Judging by its large curled horns and huge sack, it's a ram. It pulls against the 5 foot long chain but the grass and weeds scattered about the floor is out of reach.

- The ram is actually a polymorphed imp. He is the familiar of the **Book of Nether** (see Appendix) that the Master found but is currently being punished.
- If he is fed he will butt his head playfully against whomever did so. If he is freed he will follow that person around and even defend them in ram form if conditions are safe to try and generate trust.

- The imp can't reveal himself due to the **Blaghur's Claw**, (see Appendix). If removed, the imp will wait until time has passed after the Master has been defeated before revealing himself in his true form. **The imp will never attack the Master.**
- If the Master is defeated, the imp will reveal the location of the **Book of Nether** and try to subvert whomever he decides to "serve". Mages or a priest is preferred, but if not, anyone will do.

The Imp (will not reveal his name): AC 2, Move 6/15 (as goat), HD 2+2, hp 14, THACO 19, Attack: 1 (Goat form: 1d3 head-butt +special; Imp form: 1d4 damage + save vs poison or die), Size S, Morale 9, XP 175. Currently in goat form, it can charge for a +2 bonus to attack rolls and deliver an additional 1d2 damage with its head-butt. Special: Saving throws as a 7 HD creature, Magic Resistance 25%, immune to cold, fire and electric attacks, and need +1 or silver weapons to hit. The Imp also has abilities at will including *Polymorph* (into ram or raven only), *Detect Good*, *Detect Magic*, and *Invisibility*. The Imp can also do a *Suggestion* one time per day.



ROOM # 14. LOOK AHEAD(S): This chamber smells of old blood. Three heads of men hang from chains along the back wall, with clotty, dried blood pools under them. Other than some scattered humanoid bones upon the floor there is nothing else to be seen.

- If the party moves into the room and investigates the heads, two Spurgoyles (See New Monster section at end of module) will watch them from their nook located 10 feet above the floor above the entrance. They will leap down, attempting to keep 10 feet away from each other and attack the weakest members of the party (unarmored).

(2) Spurgoyles (See Appendix): AC 2, Move 12, HD 6+4, hp 47, 44, THACO 15, Attack: 5 + special (2 claws for 1d6+2 damage, 2 horns for 2d4+2 damage, and 1 bite 2d4 +1 to hit, +2 damage), Size M, Morale 14, XP 975. Special: Need +1 or better magical weapons to hit.

- There is nothing but gnawed bones and shreds of clothing in the nook.

ROOM # 15. OFFERINGS: The lofted ceiling is supported by carved arches of worked stone. A grey mist swirls and clings to the floor about two feet from the ground. At the far end of the chamber is a raised dais with an altar. A giant's skull rests upon the altar and coins spill out from the removed top half of the skull. A looming, intimidating shape has been carved into the stone wall behind the altar, but its representation is unknown.

- If the offering inside the skull is taken, even one coin, skeletal arms break out from the floor grasping and clawing at any intruders within the chamber.

Trap:

- Any party member inside the room must make a save vs paralyzation or be held by the skeleton claws and take 1d4 damage. A successful saving throw allows the character to move half their movement rate, but will still take 1d4 damage from clawing hands.
- Every round after the first round that a character is inside the room, a saving throw vs paralyzation must be made. If two or more failed saving throws occur, then the character will be toppled over and pulled to the ground and take 2d4 damage. Once toppled, and if continued saving throw rolls are failed, damage will increase per round (round 3 is 3d4, round 4 is 4d4, etc.) until a maximum of 6d4 damage is reached or the character makes their save and flees the room.

Treasure: There are a total of 280 sp, 300 ep, and five gems (peridots) each worth 25 gp inside the skull.

ROOM # 16. HALL OF BONES: A chaotic heap of a variety of bones are scattered throughout the room. Some bones are stacked in neat piles, topped with a skull. Rats scatter and flee through the bone floor.

- There are animal, humanoid, human, dwarf and some monstrous bones here. All show signs of being cut and chewed on with a few strings of meat on them.

ROOM # 17. CANDELABRA: A square table with 4 chairs monopolizes the center of the room with a wine jug and four wooden cups decorating its surface. The room is lit by an ornate candelabra that stands upon a stone pedestal carved out of the wall, its five candles flicker and burn upon its sconces. Low log benches run along the walls.

- The candelabra is the **Candelabra of Sorrow** (see Appendix).
- If opened, the wine is a very potent and delicious red wine (25 gp).

ROOM # 18. TALKING HEAD: *The door to this room is locked.* This chamber seems colder than the ambient temperature of the mines and appears to be some sort of workshop or laboratory. A heavily stained work table stands in the room's center and contains beakers, small glass vials, and various other alchemy equipment and tools.

- Against the far wall is another smaller table upon which sits a large transparent sphere upon a copper stand (worth 20 gp). Within the sphere is a disembodied head of a man with the

top of his head opened, exposing its brain. The sphere is filled with some sort of fluid.

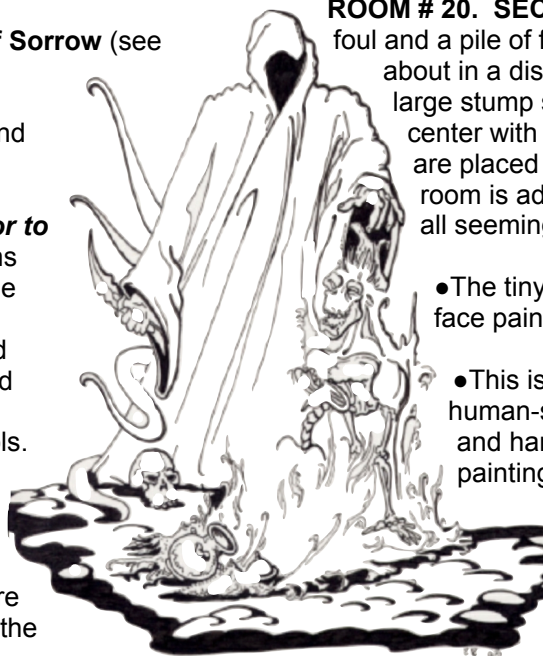
- If the sphere is touched or loud noises are made inside the room, the head opens its eyes and speaks telepathically. All characters will be able to hear the voice clearly within their own head. It seems very confused and will begin to ask questions to the party such as, "Master!, Master? Is that you?", or "Is it time for the next lesson?", or other questions that will be up to the GM as well as how much Ardwyn, the 'talking head' may know or wish to share.
- Ardwyn is unaware that he is destined to be used to complete the Flesh Golem being created in Room # 23. The head will only remain 'alive' if he remains in the sphere, or attached to the body of the golem. As an apprentice to the Master, Ardwyn was helping him with a great experiment (the golem). Then he woke up one day inside the sphere, confused, and still unaware that his head is eventually for the golem.

ROOM # 19. ALCOVE: An old, warped, closed door stands in the passage leading to the west. To the north is a large raised nook cut into the stone wall with a large opened giant's skull resting on the ledge. Inside the opened skull cavity are a collection of fresh fruits and vegetables and a loaf of bread.

- All of the food is edible and in good condition.
- The door is only about 6 feet tall by 4 feet wide and made with stout iron bound wood, yet long rusted and warped. It is not locked but will require an open doors check. It is difficult to open and will make a lot of noise from its rusted hinges. If the party is loud or investigates the skull they will have a 75% of being attacked and must roll for surprise by the creature spying on them from Room # 20.

ROOM # 20. SECRET ROOM: The room smells foul and a pile of furs and blankets have been flung about in a disorderly heap in the left corner. A large stump serves as a low table in the room's center with a thick candle upon it. Tiny jars are placed neatly upon the stump. About the room is adornments and shredded clothing, all seemingly worthless.

- The tiny jars contain a variety of colors of face paint.
- This is lair of a second 'evil clown'. It is human-sized, but with ogre-sized arms and hands. It has a similar horrific face painting job as Tickle's clown.



Artist: Robert Hemminger

- Any noise in the corridor will be observed by a small eye slit in secret door. If the party looks distracted, it will burst through the secret door, grab the closest person with a successful attack roll and pull them inside this room. He is able to do all of this in a single (successful) attack round. It will then gleefully giggle and laughs as he begins to shred them apart. If it's a failed attack roll, it will jump back into his room and slam close the secret door.
- The secret door is designed to be easily opened from the inside of the room, but can get stuck when trying to open it from the outside, it will take 1d3+1 rounds to open.
- If not defeated, the young werewolf from outside of the mines (Area # 5) will have a 25% chance of being here visiting his friend.

Evil Clown (lesser): AC 3, Move 12, HD 4+1, hp 37, THACO 17, Attack: 3 (2 claws, 1d6 +2 to hit, +4 damage + special and 1 bite for 1d4 +2 to hit, +4 damage), Size M, Morale 15, XP 650. Special: If both claws hit, the clown will begin grappling and rending his opponent inflicting an automatic 1d6+4 damage per round, but will still need to roll to hit for its bite attack. Abilities: *Scare* 3x a day, *Stinking Cloud* 1x a day. The clown is immune to its own *Stinking Cloud*.

If the evil clown is grappling with someone, they will only be able to use a small weapon such as a dagger, or attempt to grapple back. Please refer to the grappling rules in the FG&G rulebook. If the victim wins they can escape the clown's hold and may take a normal action on the following round.

ROOM # 21. HAGS DEN: *The old, warped door to this room will make a loud creaking noise when finally opened (successful open doors check).* Splashing and gurgling water can be heard from a natural waterfall spilling from a crack in the roof, approximately 12 feet above the northwestern floor corner. A dark pool captures the water before it escapes through a crack in the southern wall. An eerie reddish light flickers over the algae and slime-covered stones around the pool, and the uneven floor glistens from the dampness.

To the north, a cauldron of blackened iron hangs from a rusting rack over a smoldering pile of coals. Its smoke thickens the air with the smell of onions, garlic and some type of meat. A squat table stands against the wall, with a flagon, a bowl and a large sharp knife upon it. Various bundles of herbs are scattered about the table. The source of the reddish light comes from a lustrous jewel the size of a man's fist that rests on an ornate wooden stand.

- An alchemist or herbalist may find some useful herbs.
- **Site marked B** on the map is the location of an old twisted broom—**Broom of Animated Attacks**.

- **Site marked J** on the map is the location of the jewel—**Jewel of Attacks** The jewel is huge and obviously of great value, but is cursed and will draw aggression to the possessor (see FG&G Game Master's Guide for details).

- This is the lair of Gretten the Hag:

Gretten the Hag: AC -2, Move 12, HD 9, hp 72, THACO 11, Attack: 2 (2 claws 1d4 +3 to hit, +4 damage), Size M, Morale 15, XP 7,400. Special: If both claws score a hit in the same round, she can grab and throw her opponent. The distance depends on the opponent's size. Opponent Size: (S) 20 feet for 2d6 damage, (M) 10 feet for 1d6 damage, (L) 5 feet for 1d4 damage, and be prone for one round. Magic Resistance 35%.

Gretten can also use special powers, at will, once a round: *Weakness, Invisibility, Audible Glamor, Dancing Lights, Pass without Trace, Changes Self, Speak with Monsters, and Water Breathing.*

Gretten's items include ragged garments, sandals, rope belt, pouch, a nasty bone tooth pick, dried meat strips, moss, mistletoe, three shiny rocks, a **Potion of Fire Resistance**, and a **Wand of Magic Missiles** (32 charges) that she will not hesitate to use in battle.



Artist: Earl Geier © 2015.

Broom: AC 3, HD 4, hp 36, Attack: 4 (Variable damage (roll 1d4): a 1 or 2 = bristles to eyes causing blindness for 1d4 rounds. A 3 or 4 = 1d3 dmg.

Tactics: Gretten will prepare for the "guests" by hiding inside a nook behind the waterfall if she hears the creaky door or sounds of combat in the hallway. From there she can see out and use her magic unseen against the party. The party should get negatives to their surprise roll as determined by the GM, unless the party is immediately searching the waterfall. If given the opportunity, Gretten will fling the broom at a target causing it to attack that target, unless a different party member already tried using it.

Gretten will not fight to the death. She will flee the mines and wait for her revenge or try to work out a deal with the party. One escape route is for her to use her *Change Self* and *Water Breathing* abilities to escape down the narrow stream towards the Slime Cave (Area # 7B). If successful in fleeing, she'll stalk the party after they leave the mines and attack them when they make camp, when fighting, or some other inopportune moment that gives her an advantage. If the GM wishes to make her a re-occurring villain, Gretten may flee to her allies, who are hags of the Covey, an encounter not covered in this module.

Treasure: A locked chest hides in the shadow of the wall and the key is on Gretten. Inside will be found a roll of silk worth 30 gp, 90 cp, an ivory comb 10 gp, ladies leather gloves 5 gp, an ornate leather pouch holding a fine **sling +1**, and 10 silver bullets. A small roll of sheep skin, inside of which are a **Potion of Invulnerability**, and a **Potion of Undead Control (skeletons)**. There is also a copper scroll tube holding a 12th level arcane scroll of *Acid Arrow*, *Minute Meteors*, *Wall of Ice*, *Hold Monster*, and *True Seeing*.

History: Gretten the Hag made an arrangement with the Master for her to live here. She is able to leave the mines and occasionally brings back food and supplies and usually fills the giant skull in Room # 19, but usually is found in her room, gleefully concocting alchemical experiments and dumping failures down the creek (see Slime Cave Area #7). In return for the food and supply errands, she enjoys the protection of the creatures living here, although she detests both Evil Clowns and is fearful that they ate her pet cat, Siyah, who is currently a prisoner in the Master's **Bag of Holding**. As such she will not assist either clown if they're fighting the party.

ROOM # 22. FEAST HALL: A heavy wooden, iron bound door opens into a short passage and leads into a chamber that smells of stale ale, onions, garlic and charred meat. The center of the floor is occupied by a large wooden planked table. There are two large chairs, one on either end of the table and along each side runs a log bench. The wood is stained and chipped. There are smooth, stone plates and wooden flagons set for several upon the table. Upon a shelf carved into the stone wall are wooden trenchers and cups. Large sacks and crates are stacked against the wall.

- The large sacks and crates store food supplies consisting of grain, flour and salt. There are three barrels holding ale, wine, and water. A small cask of dwarven Gut Buster straddles the beer and wine barrel.
- All the food and drink are consumable. The ale, wine and dwarven Gut Buster are all quite tasty. All of this was taken from the wagons from outside in the Miner's Camp (Area # 9).

ROOM # 22A. KITCHEN: A spitted fire pit is set in the center of the floor, its frame also supporting a small caldron and other iron cooking utensils. There are three work tables here for chopping and preparing food and set upon them are jars of herbs and spices, cleavers, knives and ladles. There are also a few sacks that rest under a table. The fire is still smoldering and smoke seems to escape out of a crack in the ceiling.

- The sacks contain potatoes.

ROOM # 23. LABORATORY: **Both doors (Room # 18 and Room # 22) leading to this area are locked with the key carried by the Master.** Beyond the door is a dimly lit chamber that smells pungent and exotic. Shelves run along the walls and are burdened with a collection of items both mundane and arcane. Tomes, scrolls and components are scattered, stacked and stashed everywhere. A headless, well-preserved corpse lies upon a work table. Various implements for the working of flesh hang from chains within easy reach above the body. A low burning oil lamp lies on a desk with a chair and dimly lights the room. Quills and a few vials of ink rest upon the desk. Around the corner is a cauldron suspended over a small fire pit along the west wall. A thaumaturgic circle is embedded into the floor on the north side of the room. The circle is lined in electrum and about its circumference are key points which seem to be used for scribing runes into the circle. To either side of the circle is a wrought iron pole twisted and topped with a copper orb.



Artist: Claudio Casini

- There is a secret compartment within the top of this desk. This holds the Masters Spell Tome known as **The Book of Nether**:
- Anyone taking or studying from this book will gain the attention of the imp (see Room # 13). The imp will attempt to 'serve' the party member who has possession of this book and will attempt to create a vessel for another demon through the character to repeat the process similar to what he did with Jaaron. If the character continues to keep the book in his or her possession after a month, they must make a saving throw vs spells or succumb to the imp's whisperings and only a *Dispel Magic* will free them if cast within a year.
- About the chamber can be found a good assortment of spell components, tomes, and scrolls for necromantic magic as well as conjuration and summoning. Found amidst these are instructions on the creation of a flesh

golem, which can be sold for up to 10,000 gp. This of course involves a corpse, which is being prepped for the near completion of its rebirth with the head of Ardwyn in room # 18. The tomes and scrolls discuss how the head needs to be surgically attached while still fresh of life and that the thaumaturgic circle is then used to summon elemental energy with necromantic spells to animate the corpse. Those of lawful intent will find these tomes, scrolls, and the room to be utterly disgusting.

CONCLUSION

If the party is successful in defeating the Master, they will be hailed as heroes back in Oakvale and a town-wide celebration and feast will be held in their honor. Several weeks later, a reclusive band of halflings will approach the party and offer them a 3,000 gp ruby as a reward after explaining the nightmare they have experienced for decades.

APPENDIX

NEW MONSTERS

Doom Sludge

Climate/Terrain: Swamps, bogs, caves

Frequency: Very rare

Number Appearing: 1d4

Organization: Solitary

Activity Cycle: Any

Intelligence: 14-16

Treasure: D

Alignment: Any evil

Armor Class: 6

Movement: 6

Hit Dice: Varies

THACO: Varies

Attack: 2d6, spittle

Saving Throws: Fighter 5

Special Traits: Spittle, ESP, Telepathic, paralyzation, mind control

Magic Resistance: none

Size: Varies

Morale: 16

Experience: Varies

Artist: Publisher's Choice Quality Stock Art ©
Rick Hershey/Fat Goblin Games



The Doom Sludge is part of the slime, ooze, and pudding families and varies from a light blue to dark purple in color.

Combat: The Doom Sludge will attempt to spit at opponents to paralyze them. Once a victim is paralyzed the sludge will begin to latch on to its victim and feed on it by excreting an acid, automatically dealing 2d6 damage per round. While feeding on a victim, the Doom Sludge may still spit at other opponents. The paralyzation lasts 1d6+4 rounds. While the Doom Sludge is feeding, it speaks telepathically to its victim, usually letting it know of its doom, and it delights in reading its victims thoughts of fear with its ESP ability. Both the ESP and telepathy abilities only work once the Doom Sludge is latched onto an opponent.

Once the victim is reduced to 1 hp, they get another saving throw vs paralyzation at -4. If the saving throw is failed, the Doom Sludge will continue to feed and kill the victim, giving the Doom Sludge an extra HD once the body is completely absorbed (usually a week). If the saving throw is successful, the Doom Sludge will unlatch and use mind control on its victim creating a new Sludge Minion (see below). Doom Sludge are very intelligent and will try to paralyze most attackers while feeding and concentrating on one opponent at a time. Sometimes it will communicate orders or demands through its opponent to onlookers usually to stall for time as it feeds. There are rare rumors of small colonies of Doom Sludges and their minions existing and one rumor even states a large Doom Sludge the size of a small lake was observed. Treasure is usually from victims that the Doom Sludge jealously hordes. They are especially fond of gems and jewelry.

Sludge Minion:

Sludge Minions are the victims of a Doom Sludge. They keep their humanoid shape, but appear to be melting or 'sludgy'. Usually the feet lose their form first and they seem to glide across the ground rather than walk. Sludge Minions are mind controlled by their creator and will carry out its demands. After twenty years, Sludge Minions usually succumb to the ooze and become Doom Sludges of their own. Any spellcaster that becomes a Sludge Minion will retain its spells and will be able to cast them by the will of the Doom Sludge, however, once cast the Sludge Minion may not re-learn the spell and the spell ability is lost.

Combat: Sludge Minions will use weapons they used during their life but usually only do 1d6 damage no matter the weapon. If they are more ooze than humanoid, they can lash out with a blobby appendage for 1d6 damage. They can also spit at opponents who get a saving throw vs paralyzation. A successful saving throw means the victim is unaffected, but a failed saving throw makes the opponent paralyzed for one round. The Sludge Minion can only spit once per turn. The statistics of a typical Sludge Minion are:

Sludge Minion: AC 4, Move 9, HD 4, hp 28, THACO 17, Attack: 1 (spittle or 1d6 by weapon or appendage) Size S to L, Morale 14, XP 175 each.

Guardian Spirit

Climate/Terrain: Crypts, barrow mounds, graveyards

Frequency: Very rare

Number Appearing: 1d4

Organization: Solitary

Activity Cycle: Any

Intelligence: 10

Treasure: special

Alignment: Neutral

Armor Class: 2

Movement: 9

Hit Dice: Special

THACO: Special

Attack: by weapon or 1d8+2

Saving Throws: varies

Special Traits: Immune to mental attacks, cold, poison, and acid attacks. HD increases depending on opponents. Potential to summon allies.

Magic Resistance: none

Size: M

Morale: 20

Experience: Varies



Artist: Heather Shinn and J.M. Woiak of the STINKY GOBLIN



Artist: Maciej Zagorski, The Forge

A Guardian Spirit is created during a long ceremony performed by high level priests, druids, and/or shamans of a particular faith, with the purpose to guard and protect the tombs of the dead. The Guardian Spirit will attack any intruders that invade a tomb so that the dead may sleep peacefully. Usually Guardian Spirits are created in the likeness of a chief, hero, or elder of a clan and sometimes the Guardian Spirits will use weapons and other equipment that the person used in life.

A magic weapon of +1 or greater is needed to harm a Guardian Spirit. It is also immune to mental attacks, cold, poison, and acid attacks. It also has the power to summon additional allies in the form of skeletons, zombies, and even lesser Guardian Spirits of whoever is buried with it by vocalizing a deep resonating moan for one full round.

A unique quality of Guardian Spirits is they have the potential to become more powerful, depending on how many they are defending the tomb against. The levels of each character or intruder are added together and for every 10 levels, the Guardian Spirit raises 1 HD in power, including hit points and attack rolls.

Sometimes the Guardian Spirit's name is left in the tomb. By uttering the name, the Guardian Spirit can get confused and will stop attacking unless its treasures are disturbed or if it needs to defend itself.

Treasure of the Guardian Spirit usually comprises of whatever was buried with the corpse.

Lesser Guardian Spirits do not have the power to increase their HD. Their statistics are generally:

Lesser Guardian Spirit: AC 3, Move 6, HD 4, hp 24 each, THACO 17, Attack: 1 (1d6 or by weapon), Size M, Morale 18, XP 270. Special: Immune to Cold, Mental Attacks, Poison and Acid, and needs silver or +1 magic weapons to hit.

Pumpkin Stalker

Climate/Terrain: Mostly farmlands, pumpkin patches, or bogs

Frequency: Very rare

Number Appearing: 1

Organization: Solitary

Activity Cycle: Any

Intelligence: 12

Treasure: I, Y

Alignment: Neutral

Armor Class: 2

Movement: 12

Hit Dice: 8+2

THACO: 13

Attack: 2 or 3 + special. Tendrils 1d8 +2, or bite 3d8

Saving Throw: Fighter 8

Special Traits: Slam, entangle, small pumpkin attacks, immune to electricity, half damage from fire, regeneration, crows

Magic Resistance: None

Size: Large (up to 8' tall)

Morale: 16

Experience: 2,500



Artist: Jeshields

The Pumpkin Stalker is a plant-based creature that is formed of vines, plant tendrils, leaves, and stalks. The head is usually an evil or scary-faced carved pumpkin, and there are several, smaller pumpkins that make-up its body. Pumpkin Stalkers are created by strange seepages of magic and/or evil. These seepages could be from an area where an excessive use of magic was expelled into an area, spilled potions, or cursed, evil, lands. There are some rumors that some mages and wizards have learned the process to create Pumpkin Stalkers to protect their spell components or herbs that grow in their gardens from foraging wildlife, but they are usually known as Pumpkin Golems, who have no intelligence and are more controllable. Although the reason is unknown, Pumpkin Stalker's gain some sort of enjoyment from scaring wildlife, and have an exceptional hatred for crows and ravens.

Combat: The Pumpkin Stalker can force the tendrils from his body and legs to shoot forth from its arms, which extends its reach to 20 feet. On a hit roll of 18 or better with a tendril, the Pumpkin Stalker will either 25% of the time grab its opponent and slam it against the ground or hard surface for an automatic 2d8 +4 points of damage on the following round. Or a 25% it will entangle its victim and the opponent must roll a successful bend bars/lift gates to escape the grasp, or the tendril itself or the Pumpkin Stalker must take 15 points of damage in one round before it will release its opponent. While entangled, 1d4 smaller pumpkins attached to the tendrils can automatically bite the entangled target for 1d4+1 damage. Finally, 50% of the time, the tendrils will bring the victim towards the Pumpkin Stalker for its bite. It will continually bite and automatically hit each round unless its opponent makes a successful bend bars/lift gates roll to break free. As above with the entanglement ability, if the Pumpkin Stalker takes more than 15 hp of damage in one round, it will drop its victim.

The Pumpkin Stalker is immune to lightning spells and only takes half damage from fire spells due to the amount of water the vegetation has in it to help hold the body together, but does take full damage from cold spells and will halve its movement rate. The Pumpkin Stalker will regenerate 1hp/per round unless the pumpkin head is removed from the body. Finally, the Pumpkin Stalker has a seething hatred of crows and ravens and will focus its attention on those creatures first if they are anywhere in the area.

Any treasure the Pumpkin Stalker has collected is from past victims that may be spread about the pumpkin patch or lair.

Spurgoyle

Climate/Terrain: Mountains, cliffs, caves, caverns, any underground setting

Frequency: Very rare

Number Appearing: 1d6

Organization: Solitary

Activity Cycle: Any

Intelligence: 14

Treasure: Q; C in lair

Alignment: Chaotic Evil

Armor Class: 2

Movement: 12

Hit Dice: 6+4

THACO: 15

Attack: 5 + special (2 claws 1d6+2, 2 horns 2d4+2, 1 bite 2d4 +2 damage)

Saving Throws: As 6th level Fighter

Special Traits: Need silver or +1 magic weapons to hit.

Magic Resistance: none

Size: M

Morale: 14

Experience: 975



Artist: Bradley K McDevitt © 2006

A Spurgoyle is of the family of gargoyles yet found in mountainous areas or deep underground. Spurgoyles are similar to gargoyles except for a few major differences: Spurgoyles do not have wings but can leap up to 40 feet forward and 20 feet upward and are excellent climbers. Spurgoyles are also riddled with stone 'spurs' or spikes that encompass their head and entire body. They have a 80% chance of camouflage when near a natural stone setting including caves, caverns, and mountainsides. Dwarves, gnomes or any race with the mining non-combat skill has a 60% to detect a spurgoyle. A spurgoyle speaks gargoyle to communicate.

Combat: A spurgoyle enjoys leaping onto its target and attacks with its claws, horns, and a nasty bite. Once every three rounds, a spurgoyle can release its 'spurs' of stone from its body for its attack round. The spurs will deliver 1d10+2 damage to everyone in a 10 foot radius. A successful saving throw vs. breath weapon will only apply half damage from the spurs. The stone spurs grow back within two days and most spurgoyles can release their 'spurs' or spikes six times before needing time to regrow them.

A silver or +1 magic weapon is needed to damage a spurgoyle.

NEW TEMPLATE

SHIELD MAIDEN

The Shield Maiden is a term for vicious barbarian women who have decided to fight alongside the men in defending their towns, villages, and camps. Although all barbarian women are hardy and capable of fighting, the Shield Maidens are exceptional warriors and train excessively with the shield. Those who insult or underestimate the prowess of the Shield Maiden soon learn of their mistake, for they are no easy target and are slow to forgive.

Shield Maidens are masters of using the shield and thus get free specialization in weapon and shield and an additional +1 to attack rolls when using a shield as a weapon. All Shield Maidens start their career with a shield of their choice, although most Shield Maidens equip a medium shield. Shield Maidens gain a +2 to fear and mind control saving throws due to their training. Their instinct to protect allows them a bonus to protecting other party members. A Shield Maiden must, however, state before battle which person she is guarding. The chosen guarded person will gain a -2 bonus to their AC against one attack, once per round if the Shield Maiden is within a 10' radius. Two Shield Maidens guarding each other enjoy a -4 to their AC for one attack, once per round. A new party member can be targeted for defense but takes 1 full round to change a guarded target.

The viciousness of the Shield Maiden stems from always trying to prove themselves to the barbarian men. They are prone to do heroic actions for approval, but are smart enough (usually) to know their limitations. Although Shield Maidens are masters of defense, they also receive a *Shout of Defiance*, which is basically a release of all their strength into one blow, one time per day. The *Shout of Defiance* gives a Shieldmaiden an additional +1 to hit and damage on attack rolls, once a day, for every four levels. For example, a 9th level Shield Maiden would be able to do three *Shouts of Defiance* a day for an additional +3 to hit and damage. If a *Shout of Defiance* misses, then all bonuses are lost and one of the times it can be used for the day is expired.



Artist: Louis Porter , Jr. Design

Unfortunately, there is sexism in the barbaric clans and Shield Maidens are not thought of highly in male warrior's eyes until they prove themselves. As such, Shield Maidens enjoy a +1 to all attack rolls for the first two rounds when fighting or dueling an overconfident male warrior, yet they do suffer insults and scorn throughout most of their career. They seem to be targets for males looking for trouble and always seem to be ordered to defend low priority targets or areas during large scale battles. Therefore, Shield Maidens will sometimes feel inclined to partake in reckless action to gain notice and respect from others, however, they don't necessarily protect or help those that insult or scorn them. Shield Maidens also prefer lighter armor so that they can move quicker and be unencumbered, and thus they usually don't wear anything more burdensome than chain mail. Shield Maidens will only use javelins and other hand-thrown weapons (darts, daggers, hand axe, etc.) so that they can still use their shield, and will never use bows or crossbows.

NEW MAGIC ITEMS

Blaghur's Claw: **Blaghur's Claw** is a claw from a demon that works as a manacle. It will shrink in size to fit the arms or legs of a pixie and increase in size to trap an ogre's arm or leg. The Claw has anti-magic runes embedded into it that will cause any spellcasting by the wearer to fail or be nullified, including the use of magic items. Magic used against the wearer will still work, however, the wearer gets a +2 to their saving throw versus spells and this includes beneficial spells. For example, the wearer would need to make a saving throw versus spells against a cure light wounds spells with a +2 bonus. Identify spells have a 15% additional chance of failure when learning the command word for releasing this item.

XP: 750



Artist: Gary Dupois

Book of Nether: This tome is bulky and heavy with thick straps that can be buckled closed. The cover is made out of black serpent scales of unknown nature, and the pages of this book are made from the stretched human flesh of innocents. It is bound and edged in electrum with a rune of deep red scales marking a broken star upon the cover symbolizing the Masters Rune. The bearer of the book will feel compelled to use the Masters Rune as his or her symbol and will be addressed as Master by the Imp (see below).

When first discovered and opened, the pages will appear blank but slowly markings will start to appear, forming into runes, glyphs and words of the magical script. If studied further, one spell makes itself clear even to the uninitiated, *Find Familiar*. For non-casters or priests, a roll versus their intelligence is necessary to understand the spell, and if failed, the book will not work further for that specific character. If successful, non-casters and priests can understand this specific spell, and the components needed, and be able to cast it from the book. As soon as the *Find Familiar* spell appears and it's understood by the reader, a saving throw vs Spells will need to be made to resist gathering the components and casting the spell, similar to the character being affected by a *Geas* spell.

The *Find Familiar* spell is special in that it will only summon the Imp, who is bound to this tome. The Imp may appear in one of a few forms. It has two forms including a goat form and a raven form. It may also change into two additional forms by rolling randomly on the *Find Familiar* spell table in the FG&G gamebook or as determined by the GM. The Imp will have all the same functions as a regular familiar from the *Find Familiar* spell in the FG&G rulebook and can share those abilities with the character who summoned it, as well as additional abilities below. The Imp's statistics are:

The Imp: AC 2, Move 6, HD 2+2, hp 14, THACO 19, Attack: 1 (tail 1d4 damage + save vs poison or die), Size S, Morale 9, XP 175. Special: Saving throws as a 7 HD creature, Magic Resistance 25%, immune to cold, fire and electric attacks, and need +1 or silver weapons to hit. The Imp also has abilities at will including *Polymorph Self* (into ram, raven, and two additional forms), *Detect Good*, *Detect Magic*, and *Invisibility*. The Imp can also do a *Suggestion* one time per day. The Imp is Lawful Evil.



The Imp will not willfully provide its name of Xethrix. Xethrix will defend the Master if somewhat safe to do so and will also provide several benefits to the bearer of the book while manifested which include: Regeneration 1hp/round, provide a Magic Resistance of 25%, and provide a +2 bonus to saving throws vs fire, electrical and cold based attacks. Xethrix is bound to the **Book of Nether** and if he is killed he can be summoned again using the *Find Familiar* Spell. However if Xethrix is slain, the Master will no longer receive the benefits of having Xethrix's powers of regeneration, magic resistance, or the ability to acquire new spells in the book until he has been summoned back.

Xethrix can teach anyone, spellcaster or non-spellcaster, how to read the book and reveal its spells. For the most simplest of spells, such as *Cantrips*, *Read Magic*, *Detect Magic*, *Detect Good*, and *Detect Evil*, the **Book of Nether** only requires the reader to leave their bloody mark upon the last page for the spells to appear and a successful Learn Spell roll. If a saving throw vs spells is failed and the *Find Familiar* spell is cast to summon Xethrix, as well as the summoner completing the required self-blood sacrifice to gain the 1st level spells, the character will become a dual class of wizard (if human) or a multi-classed wizard (if demi-human) and follow all the rules as stated in the FG&G game book. Please note, that depending on the GM, this book can potentially allow races and classes, not normally allowed, to become a wizard or dual/multi-class wizard, as the book's ultimate purpose is to eventually create a vessel for a devil and it is not particular of race or class.

To learn additional spells the Master must mark the book with the blood of an innocent, sentient being for **each** new spell. Each new spell level will require the correct experience for the wizard to be able to cast higher level spells as well as one sacrifice of an innocent sentient being. For example, if the character becomes a 3rd level wizard and wants 2nd Level spells, they must perform a sacrifice of an innocent being. Or if they leveled to 5th level, they would need 3 blood marks of innocent sentient beings for each new third level spell, and so on. Please note, the same innocent sentient being cannot be used over and over to supply blood marks and a new one must be applied to work.

All the spells of 1st level through 5th level will be revealed as needed after the requirements are met. The order of the spells can either be rolled randomly, chosen by the GM, or if proper sacrifices are made, the GM may even allow the player to be able to choose which spell their character gets next. If the suitable amount of Wizard experience is acquired and the blood marks accomplished, these further spells will be revealed to potentially learn:

Level 1: *Protection from Evil, Affect Normal Fires, Wall of Fog, Detect Undead, Taunt, Feather Fall, Unseen Servant, Magic Missile, Erase.*

Level 2: *Invisibility, Uncontrollable Laughter, Summon Swarm, Fog Cloud, Spectral Hand, Deep Pockets, Flaming Sphere, Whispering Wind.*

Level 3: *Lightning Bolt, Invisibility 10ft Radius, Vampiric Touch, Dispel Magic, Wraith Form, Monster Summoning 1*

Level 4: *Black Tentacles, Polymorph Other, Charm Monster, Wall of Ice,*

Level 5: *Dismissal, Summon Shadow, Contact Other Planes (Only the Planes of Hell).*

Level 6-9: To be determined by the GM.

Usually after *Contact Other Plane* is learned, the Master will soon be possessed by a Devil, become Lawful Evil if not already, and more than likely become a NPC as determined by the GM.

The tome is immune to fire, electrical and/or cold attacks, water damage, as well as the natural elements and environments. The tome will form more pages if needed, but will always stay at 9 lbs of encumbrance. Immersion of the book in Holy Water for 6 turns will destroy the **Book of Nether**.

XP: 12,000

Artist: Bradley K McDevitt



Candelabra of Sorrow: This candelabra is crafted of silver and is very gothic in appearance. Its base is ringed by tiny skulls that also adorn its stem, and all leer outward. There are five arms that extend from the stem and it can hold 5 slender candles. When a candle is lit, it will give a special effect:



Artist: Aaron Fairbrook

1 candle: Provides light in a 5 foot radius that is not prone to wind or going out until the owner blows it out or it is completely submerged in water.

2 candles: Provides light in a 10 foot radius that is not prone to wind or being extinguished until the owner blows it out or is completely submerged in water.

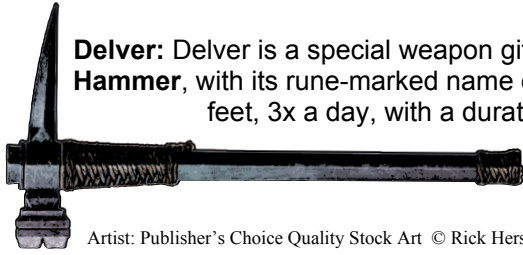
3 candles: Provides light in a 10 foot radius that is not prone to wind or being extinguished until the owner blows it out. When three candles are lit, the candelabra will continue to function underwater.

4 candles: As above with three candles, but also provides detection of unseen spirits and invisible beings in a 20 foot radius, as similar to a combination of a *Detect Invisibility* and *Detect Undead* spells. However, a backstab attempt by a rogue may still be successful if the bearer is not aware of the rogue.

5 candles: When all five candles are lit at the same time, it keeps all the effects up to the 4th candle and in addition, the light turns to a bluish color with blue flames. The bearer is able to *Speak to Dead* as per the cleric spell for double the duration.

Legends say that the Candelabra of Sorrow got its name from a young talented mage who created it to reach out to his deceased wife. Those wishing to converse with dead loved ones would pay a hefty fee for this item.

XP: 1,000



Delver: Delver is a special weapon gifted to Melduenn by the dwarves of Axeholme. It acts as a **+1 Pick Hammer**, with its rune-marked name of 'Delver' on the handle in dwarvish. It can detect precious metals within 60 feet, 3x a day, with a duration of one round per level of the wielder. Dwarves from Axeholme who see the pick will want it returned to Axeholme or the barrow.

XP: 750

Artist: Publisher's Choice Quality Stock Art © Rick Hershey/Fat Goblin Games

Golden Torc of the Bear: The shamans of the lands sometimes craft magical necklaces, rings, torcs, and other jewelry that symbolizes their Clan's animal. These gifts are given to heroes of the Clan or its leaders.

The **Golden Torc of the Bear** is made of gold and appears to have a golden bear head on the back with two arms ending into bear claws that encircle the neck of the wearer. The torc allows the wearer to communicate with bears and gives a +4 to reaction rolls. It can also charm a bear once a week and operates exactly like the spell *Charm Animal*, except it only works on any specie of bear. Only one bear can be charmed at one time.

XP: 750



Artist: Jacob Blackmon

+2 Rune Marked Ancient Two Handed Sword: This large sword is single edged and heavy. Runes of Power give its magical bonus, however, the blade is cursed and the wielder will be compelled to return to the barrows and protect them, forever. A save vs spells must be rolled after three days of the sword being taken, and then again upon the Solstices', so twice a year, unless the blade is returned to the barrow.

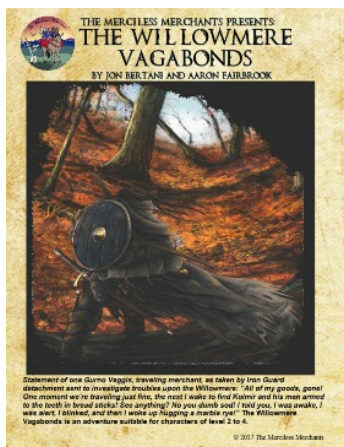
XP: 900



Artist: Claudio Casini

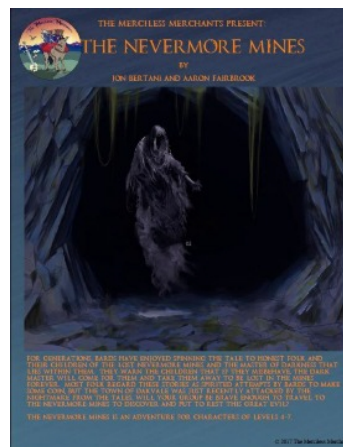
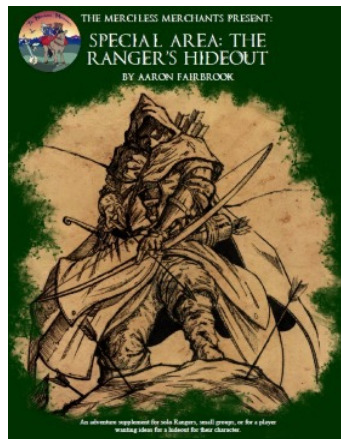


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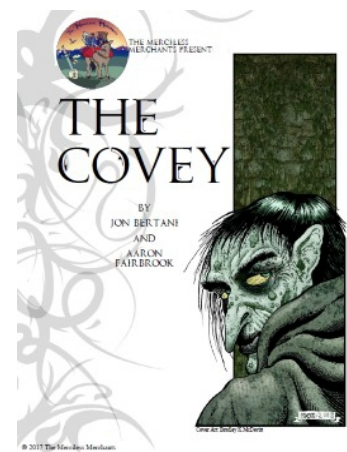


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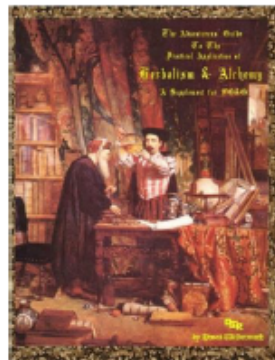
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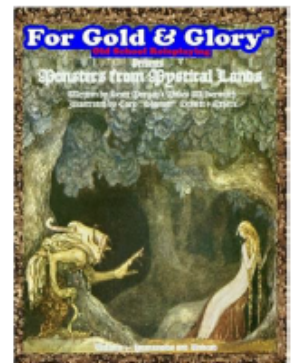
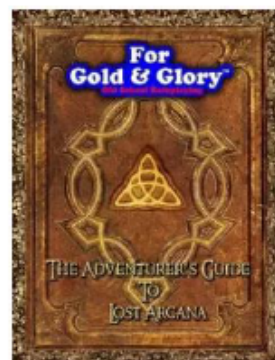
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System V: An Advanced, Optional Ability Score Generation System For FG&G™

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For Gold & Glory By Justen Brown

With Contributions and Editing By: Moses Wildermuth, Chris Knowles, and Dan Hyland

Additional Proofreading By: Warren E. Raper III and Adam Delway

Based on Original Rules By: David "Zeb" Cook, Steve Winter, and Jon Pickens

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THE NEVERMORE MINES

The Nevermore Mines is an adventure suitable for characters levels 4-7 for the For Gold & Glory ruleset, a retro-clone of 2nd edition of the world's most popular fantasy role-playing game. This adventure is easy to convert to any of the OSR rulesets under the Open Gaming License v1.0a.



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