

# CLASSIC LABYRINTH ADVENTURES

LABYRINTH LORD  
COMPATIBLE PRODUCT



## DOLM RIVER

by Moritz Mehlem



Brave Halfling  
Publishing

## An Adventure for 3-5 Characters of Level 2-4



Your group of adventurers has to play bodyguards for a spoiled brat – unfortunately her father is paying a huge amount of money.

The adventurers have to travel downstream the River Dolm where they can learn more about the region between the village Larm and the capital Dolmvay.

This adventure is the second in a series of modules taking place in the “Known Lands” of the LABYRINTH LORD role-playing system.

It can be played as a stand-alone adventure or as a sequel to CLA 1: FORTRESS OF THE MOUNTAIN KING.

More depth of your campaign in and around the Larm region can be attained by using ACC 1: LARM.

Labyrinth Lords might be able to find further use for the new monster, the Buggywull, and an evil dwarf-hating society, the “Society of the Golden Axe”.

For a quick start into the game we have included eight pre-generated characters.

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# Dolm River

## Classic Labyrinth Adventures - Volume II

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The LABYRINTH LORD rules can be downloaded for free at [www.goblinoidgames.com/labyrinthlord.htm](http://www.goblinoidgames.com/labyrinthlord.htm).

## A. About the module:

This module appears in the series “Classic Labyrinth Adventures,” but you won’t find a single dungeon in it. Don’t worry! It’s as old school as it can get. The adventure is planned as a small side trek for players who finished off the Mountain King in *CLAI: Fortress of the Mountain King* and need some money or experience before they can tackle more difficult tasks in the Larm area.

It introduces a new monster, the buggywull, and details the *Society of the Golden Axe*, an evil organization the Labyrinth Lord (*LL*) may use for future adventures.

Due to the nature of a voyage on a river, this module is quite linear in nature, but the characters still have a lot of choices. For example, after being attacked by the buggywull, they can simply resume their trip or they can try to find the monsters’ lair and eliminate this danger once and for all. A lot of the obstacles on the way can be overcome by using different strategies: the characters can fight the opponents, bribe them or simply try to talk their way out of the situation. Sometimes it’s a valid option to simply set sails and “run” for it.

## B. Background for the *Labyrinth Lord*:

Mayor Caius Rusticus, the patrician mayor of the small village of Larm, wants the PCs to escort his daughter Claudia to the capital Dolmvay. She is to meet her future husband, the oldest son of one of the richest families in the whole *Known Lands*, the renowned merchant dynasty Reztne.

The mayor has already paid the captain of a river barge, the “Dragonfly”, and its crew. Provisions for 20 days have been provided for.

Now he only needs a handful of able bodyguards for his valuable asset... sorry, daughter.

The trip downriver from Larm to Dolmvay is about 140 kilometres, thus, a barge travelling at 15 kilometres per day should need 10 days if no detours are taken.

Dangers the characters have to face, other than the typical water-based encounters, are a tribe of buggywull (*new monster: see Appendix 5*) on the loose



and the *Society of the Golden Axe* (*more information in Appendix 6*), an evil organization trying to destabilize the Dolmvay area.

The mayor has chosen the barge as his preferred mode of travel, as it’s the most comfortable and most secure way for his daughter to reach Dolmvay.

Another group of fake bodyguards has been sent to Dolmvay two days ago. These serve as a decoy and, in fact, most of the forces of the *Society of the Golden Axe* fell for the ruse and are awaiting the group along the caravan road.

Still the characters might decide to travel by road later on. The **Labyrinth Lord** should know that this area is not the safest place in the *Known Lands* and apart from the agents of the society, the characters might also encounter various groups of humanoids ranging from kobolds to maybe ogres, as well as wild animals like bears or large wild cats.

On the eastern bank there’s a small road running parallel to the river, but only a few caravans use it and the group is unlikely to meet other travellers. Patrols from Dolmvay will only be encountered on the last 5 - 10 kilometres. It’s up to the players and the *LL* if they want to travel on foot or if they are able to find any other means of transportation. Another problem will be whether they have enough food if they choose to use the road. The only thing that is certain is the fact that they will arrive many days later than they would have, had they stayed on the barge.

This module will come alive from the *LL*’s ability to find a good balance in his descriptions, whether it’s between the boring monotony of travel, sudden action

when the barge is attacked, or when the group has to deal with other hazards. In order to “de-railroad” the module, only six fixed encounters are planned. The *Labyrinth Lord* can roll on the list of random encounters or just pick encounters that suit his campaign or style.

**Note:** Claudia Rusticus can have a very important role to play in this adventure. You will find some details and her stats in *Appendix 7*. During playtesting, a lot of great role-playing opportunities arose due to the *LL* playing her consistently as a teenage nuisance. She’s a very stubborn little diva who is used to getting everything she wants immediately.

### C. Players’ Introduction:

Mayor Rusticus has ushered you into his private rooms and you’re happy to oblige. There have been rumours in Larm about a job he has to offer involving little danger and a huge reward.

You know that it has something to do with his daughter. Your “contacts” in the Borderland Tavern have told you that he has hired another group of adventurers, which left the village two days ago via the small caravan road.

The mayor’s son takes you to his father’s study, where Mayor Rusticus is already sitting behind a huge mahogany desk, smoking his pipe. His son points to some chairs arranged in front of the desk and then leaves the room.

From previous meetings you are aware of the mayor’s dignified bearing and so his neutral manner comes of no surprise.

After clearing his throat repeatedly, Mayor Caius Rusticus addresses you in his quiet whisper:

*“Gentlemen! Let’s not waste time with idle chit chat. I need your help and I’m willing to pay an appropriate sum. I offer three hundred gold pieces for each and every one of you if you escort my daughter safely to our capital Dolmvay. This assignment will take about ten days of your precious time. Don’t waste too much of it and there may be a small bonus in it for you.*

*You can take the money or leave it. What’s your answer?”*

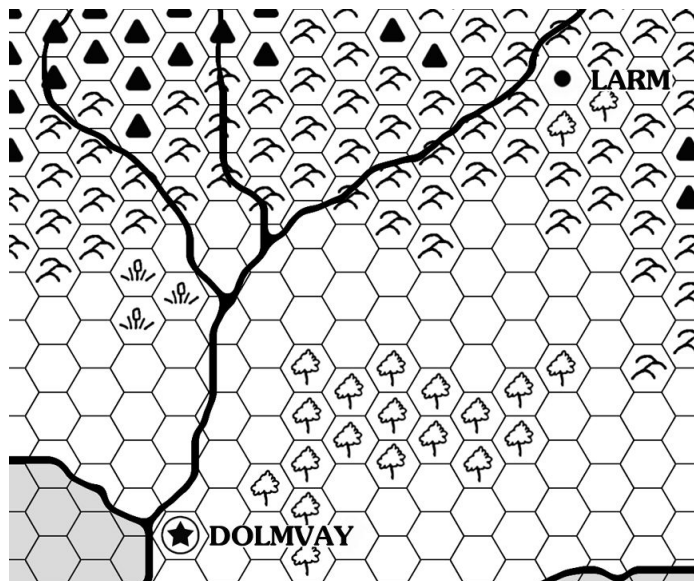
Caius Rusticus (AC 9 red robe or tunic; Magic-User 5; HP 13; #AT 1; DMG 1d4 dagger or by **spell**; SV MU5; MI 12; AL L; Spells: *charm person, light, arcane lock, web, fireball*) will give the group two minutes (real time!) to make up their minds, then he’ll expect an answer. **500 gp** are his last word and haggling further won’t do the group any good. They can take his offer or refuse it (thus ending this adventure quickly).

One option he might offer is a head bounty of **5 gp** for every attacker slain during the voyage. The group will only get paid this money if Claudia Rusticus has witnessed the attack and if she confirms it has been an attack. So the adventurers might be in for a surprise if they haven’t treated her well the last dozen days...

The mayor will pay half of the money when the group disembarks, the other half, he says, “will be paid upon your arrival in Dolmvay”.

**Note:** If the characters forget to ask who will give them their money in Dolmvay, they might be in trouble when meeting harbourmaster Gary Horn. When asked, the mayor tells them that the Reztnef family will give them the other half of their pay.

Mayor Rusticus hands the group the “Players’ Map”, which can be found in *Appendix 1a*.



The players will meet Captain Sook and his six veteran crew members the following morning. They all seem to be friendly, decent guys and the player characters can look forward to some nice days of

relaxed river cruising.

The crew members will deal with all the tasks on board, leaving the players to concentrate on their job of protecting the barge and the mayor’s daughter.

No stats are given for captain and crew members as they will not take part in any fighting. They rely on the hired bodyguards and won’t even fight if they see the characters are in big trouble. They’d rather surrender than take up weapons.

This typical river barge has an AC of 6 and it can take 60 hull points (hit points) of damage before it sinks. If the barge sustains 45 or more points of hull damage, it can no longer be manoeuvred.

Fifteen people can travel on it, with six oars and two poles used to move it.

Its draft of only 2 feet allows movement even on smaller rivers.

The small wooden cabin has three “rooms”. Two of them are used to store Claudia’s clothes and beauty cases, while the third one is her bedroom. The most prominent feature of this bedroom, apart from the bed, is a huge glass mirror.

The back part of the deck is taken by the cabin, in the middle and front parts are four barrels of water, three big boxes containing food, tools, spare oars and everything else you need on a ship.

There is no plan of the barge included in this adventure. This has been done so that the *LL* can tailor it to his needs – that way he can describe it to the players and they can draw the map themselves, in order to play with miniatures or symbols on sheets of paper or battlemats.

*A small rowing boat (which can be seen on the cover of this module) with enough space for up to seven persons is fastened behind the cabin.*

**D. Gathering Information:**

**Chart 1: Rumours**

Before embarking, the characters might try to gather information in the usual places in Larm, like the *Borderland Tavern* or the *Marketplace* on Market Day...

*(You can find more information about the village of Larm in the Brave Halfling Publishing Accessory ACC: 1 Larm)*

d10	Rumour
1	The buggywull seem to be restless at the moment. Is it their mating season again? (true)
2	Mayor Rusticus has paid some brigands to kidnap his daughter. (false)
3	A green dragon called “Abracux” has been attacking ships travelling downriver during the last few weeks. (false)
4	A great white shark has been sighted in the River Dolm. (false)
5	The members of the <i>Society of the Golden Axe</i> sometimes pose as pirates. (true)
6	Beware the River Pirates. (false)
7	The <i>Society of the Golden Axe</i> is against the liaison between the Rusticus family and the wealthy family in Dolmvay. (true)
8	A giant demands a toll from all passing vessels, be sure you have some money to pay him. (true)
9	Giant frogs can be expected “between the two rivers”. (true)
10	Be careful! <i>The Society of the Golden Axe</i> has important contacts in Dolmvay! (true)

**E. Random Encounters:**

In order to add more flavour to the module, the *LL* is provided with a list of 20 different situations that might happen during the voyage down the River Dolm.

When the players’ barge enters a new hex on the map, the *Labyrinth Lord* rolls a d6 for random encounters. On a roll of 1–3 does an encounter take place and the *LL* then rolls a d20 to determine its exact nature:

**Note:** All the encounters are unique. If you roll a number twice, roll again.

D20		Number appearing	Hit Dice	Hit Points	Page
1	Giant Crabs	2	3	15	68
2	Large Crocodile	1	6	34	68
3	Ettin	1	10	51	74
4	Giant Rockfish	1	5+5	33	74
5	Gelatinous Cube	1	4	20	75
6	Giant Leech	1	6	35	83
7	Lizardfolk	5	2+2	13, 11, 11, 10, 9	84
8	Nixies	10	1	6, 5, 5, 4, 4, 4, 3, 3, 3, 2	88
9	Sea Serpent	1	6	32	93
10	Killer Whale	1	6	35	100
11	Kobolds	13	1d4 hp	4, 3, 3, 3, 3, 3, 3, 3, 2, 2, 2, 1, 1	82
12	Stirges	7	1	7, 6, 5, 4, 3, 2, 2	97
13	Rot Grub	10	1 hp	1 each	92
14	Merfolk	8	2	12, 10, 9, 9, 6, 6, 5, 4	87
15	Mule	1	2	8	87
16	Gold rush!				
17	Earthquake and Sandbank				
18	Rapids!				
19	Market Day!				
20	Claudia Rusticus runs away				

### 1. Giant Crabs

Two giant crabs climb over the railing of your barge and start attacking everyone in sight with their huge claws.

### 2. Large Crocodile

A large crocodile follows the boat. It doesn't attack unless provoked.

### 3. Ettin

A lone ettin doesn't seem to like the characters, or indeed anyone at all travelling on the river. It jumps into the river and tries to kill everyone on the barge; maybe it's a malfunction between his two heads – who knows with ettins...

He has a morale of 12.

### 4. Giant Rockfish

The giant rockfish sits on the bottom of the river near the bank.

### 5. Gelatinous Cube

Suddenly the characters see something strange in the water. An area in the middle of the river doesn't seem to move. It's a floating gelatinous cube, which will attach itself to the hull of the barge and start dissolving it.

### 6. Giant Leech

The leech comes at night, crawls slowly on deck and starts looking for prey.

### 7. Lizardfolk

Five lizardfolk approach the boat swimming. They can be fought or bribed. Twenty gold pieces will be enough for them to leave the travellers alone.

### 8. Nixies

Ten nixies swim alongside the boat. Their reaction depends on how the players treat them. They may just swim away or they might work their magic on one or more of the characters.

### 9. Sea Serpent

Right before dusk a sea serpent starts wrapping its body around the boat, trying to destroy it, so it can start feasting on the persons aboard.

### 10. Killer Whale

Boom! The killer whale crashes into the river barge and tries shaking "food" into the water, in order to treat itself to a nice human meal.

### 11. Kobolds Attack

A group of kobolds try to board the ship at night. They approach it swimming with their daggers in their snouts.

### 12. Stirges

The romantic moment of a beautiful sunset is destroyed by a group of hungry stirges.

### 13. Rot grub

The bloated carcass of a deer makes contact with the barge. It's heavily infested with rot grubs, which will start destroying the barge soon afterward if not dealt with properly.

### 14. Merfolk

These Merfolk are "fishermen". They approach the barge carefully and want to sell very tasty fish that only the Merfolk can catch. They want 1 gp per fish. This unknown fish is so delicious that it raises the "to hit roll" of every character who eats it by +2 for the next two days.

### 15. Mule

A mule swims by your barge. It's peppered with arrows and seems to be barely alive. If one of the characters has a closer look, he/she is allowed a check against their *Wisdom* score. If it is successful, they'll see that two big bags are strapped to the mule. Should the characters find a way of catching the mule, which will attempt to escape, they'll find a small scrap of leather. Written in blood, the characters can barely decipher the single word: "Help"

If the arrows are inspected more closely it's easy to discern that they have been made by an orcish fletcher.

The mule belonged to a digger who has been killed by a small war party of **twelve orcs** (LL p. 89, hp 7, 7, 6, 6, 6, 5, 5, 5, 4, 4, 2), and who now carry a big bag containing gold nuggets worth **1200 gp** stolen from the digger. His corpse can be found about 1500 feet upriver. The characters should be able to track down the orcs if they want to do so, as the humanoids have



no idea they may be tailed.

### 16. Gold rush!

The group has set anchor and Claudia Rusticus has been playing on a sandy bank close to the river. Suddenly she comes running and shouting that she has found gold.

There are big gold nuggets in this sandy river bank, indeed. For every 4 hours the group spends searching, they can find **2d20 gp** per person.

### 17. Earthquake and Sandbank

Boom! The barge shakes uncontrollably, everything and everyone not tied down is thrown around. On a roll of 1 on a d20 a character, crew member, or even Claudia is thrown overboard...

When everything has quieted down, no enemies are in sight. It must have been an earthquake.

In the calm following the confusion a scraping noise can be heard. Then the barge comes immediately to a halt.

There's no mistaking it: the barge has become stranded on a sandbank, which must have been created by the earthquake. There are only three ways to circumvent it:

- wait for summer when the snow in the mountains melts, raising the water-level so that the sandbank can be passed (about 4 months)
- try to haul the barge (about 2 days – only possible with a total added strength of 50 in the party)
- dig a channel in the middle of the river which is deep enough for the barge to pass (about 3 days)

Roll daily for other encounters (ignore results of 18, 19, or 20).

### 18. Rapids!

The barge has to fight the fast-flowing waters of the River Dolm. Captain Sook and his crew will master the situation, but the player characters will have to roll a successful *Constitution* check if they don't want to be seasick, thus losing 1d4 HP immediately, fighting at a -2 to their "to hit" rolls and -1 to their "damage rolls" for the next 24 hours.

This encounter will prove the skills of the *LL* – will he be able to describe the situation so that the players are

really frightened?

### 19. Market Day!

In the late afternoon the characters sail by a huge market. Should they go there, they can buy everything that's on the list for 90% of the usual price, but they'll lose half a day of travel.

Most of the merchants are human, though some dwarves are selling their wares there as well.

This encounter might be extended to an entire gaming session with all the things that might happen there:

- a troll, which is showcased in chains, frees itself and starts eating everybody in sight
- a magician performing a great stage show with huge fireworks at the end of the market day
- a party member has his pockets picked – maybe the thief stole a very precious item
- the characters are asked to find and destroy a group of pickpockets who have been harassing the market for weeks

...

### 20. Claudia Rusticus runs away

As soon as you set foot on the ground, your teenage protégée runs off and flees into a dense forest!

## F. Travelling on the River

As mentioned before, the trip will take about 10 days. Both random and planned encounters will take place at a time of the day the *LL* thinks is best for his or her purposes, if not mentioned otherwise.

If the barge is destroyed at any point, the characters will have to build a raft. This will take them an entire day. Their speed for the rest of the trip is halved and they can only cover 7 kilometres per day. If they want to add some protection against the sun, and Claudia Rusticus will be adamant on this, they'll have to spend one more day cutting wood and building a makeshift cabin on their raft.

If the barge is damaged, but not sunk, two hours of repair will add 1d20 hull points until the ship is fully repaired.

As said before they can try to get to the road, but because of the aforementioned reasons, it won't do them any good and will only take longer.

As a unified mechanism for cases if the boat is rocked hard, either by a thrown rock or by the trap sprung by the buggywull, I suggest a Dexterity check for every person on board, if it's not successful, one hit point is lost, because the person fell or tripped.

### G. Planned Encounters:

Some of the encounters take place when the PCs get to specific locations. Those are described here. You can find the places for these locations on the LL's Map (*Appendix 1b*).

#### Encounter 1: Goodbyes

Mayor Rusticus and his son are there to wave their daughter and sister goodbye.

The mayor thanks you, hugs his daughter briefly and stands there waiting for the barge to disappear from view.

...

Now you can barely see him, but wait! Did he shout something?

In fact, he tried to give the crew and the characters one last piece of advice. If one of the party members



rolls a successful check against his *Wisdom* score, he will hear: "*Beware the Golden Axe!*"

#### Encounter 2: Giant on the rocks

Splash! A huge boulder hits the water right next to your barge. The whole boat is rocking and the captain can barely keep it from capsizing.

In broken common language someone booms: "HEY! COME HERE WITH BOAT! GIVE MONEY OR BOAT SINK!"

It's a **stone giant's** (LL p. 76, hp 47) voice. He's standing next to a pile of huge boulders. He will continue throwing them at the barge if the characters don't react.

**Attention:** One thrown boulder inflicts 3d6 points of damage to the barge's hull. Remember that the barge has an AC of 6 and 60 hull points before it sinks.

The giant will order the characters to approach. When they are only 40' away, he insists on them throwing him a leather pouch containing **100 gp**.

He has arrayed small mounds of rocks every 60 to 90 feet, so that he can follow a fleeing ship without running out of ammunition.

If they do so, he will walk away and let them continue their journey. If he can sense that they intend to be troublemakers; for example, if they start shooting at him, he carries on throwing boulders, trying to destroy the vessel.

Should the characters be able to reach the river bank and attack the giant in melee, it will only take one hit to make the coward flee. His movement rate of 120' will probably allow him to escape.

His lair can be found behind one of the mounds, but the giant has fled for good and won't return for the next two days. In his small lair are some shreds of fur that he used as a bed. Hidden under the mound is all the money he has "earned" in the last weeks and months. It's not much considering he flees every time he is wounded: there are nine bags, each containing **100 gp**.

This cowardly giant has been the "star" of all the playtesting sessions – sit back and enjoy your players' reactions.

### Encounter 3: Buggywull attack

With a loud creak your barge suddenly stops.

This is an ambush by a hunting party of **6 buggywull fighters** (*Appendix 5, hp 6, 5, 5, 3, 3, 3*). They have stretched a strong rope across the river in order to stop any vessel travelling by. An unsuccessful *Dexterity* check means that the character is tripped and takes 1 point of damage.

If the monsters surprise the characters, these simply jump onto the barge, using their “hopping impaler” attack. Characters not surprised see “something strange and froglike” in the water and if they react quickly enough, may be able to impede the buggywull from boarding the boat.

When three or more of the attackers are dead, the surviving buggywull will jump off the barge and flee to their lair. If the characters have the will and the abilities to follow them, they might end the buggywull threat once and for all.



### Encounter 3.1: Buggywull Lair

After following the strange creatures’ tracks, wading through this abysmal swamp for more than three hours, you can finally see a small hillock surrounded by slimy-looking huts. Two things seem to be especially noteworthy: a strange column stands on top of the hillock and one of the ugly huts is significantly larger than the others.

Should the characters spend more than an hour observing life in the buggywull lair, they discover the following: it’s inhabited by **eleven adult male fighters** (*Appendix 4, hp 8, 7, 7, 6, 6, 6, 5, 5, 4, 3, 2*), thirteen unarmed females and only five children. The fighter with eight hit points is the chieftain and

extremely powerful - at least by frog standards - and lives in the biggest hut. His head is adorned by what looks like a very precious crown, which is a bit too big for him and from time to time slips down over his face.

If the party attacks immediately, they will find two fighters in every hut and the chieftain in the biggest hut. Should they make too much noise, all the surviving buggywull from the surrounding huts will come to the aid of their attacked brethren.

The females and young buggywull don’t fight.

There’s a ritual scheduled for sundown and the war party’s job was to find some food for the banquet to be held the next morning. Unfortunately, they came back empty-handed.

This ritual takes place next to the column and involves a lot of erratic jumping. Both sexes take part and you can guess - it’s a ritual to make sure there’s a next generation of buggywull.

During the ritual the buggywull can be slaughtered without fighting back.

Every buggywull fighter owns **1d10+1 electrum pieces**. In the chieftain’s hut is a huge iron chest that the tribe has stolen from a sinking ship, but they haven’t been able to open it yet. There’s a lock but the key doesn’t exist any more. The chest is not trapped. If the characters can open it, they’ll find **4000 silver pieces and 1200 electrum pieces** as well as **two potions of “Plant Control”** and a scroll **“Ward against**

**Undead”**. The potions are a muddy brown and taste like bitter almonds.

Unfortunately, the diamonds, which have once adorned the chieftain’s **crown**, are lost now, but the gold alone is worth **150 gp**.

### Encounter 4: Pirates!

Around a bend in the river you see a barge similar to your own, flying under pirates’ colours. The lookout reports another enemy vessel some hundred feet behind you.

Both ships are manned by **eight agents** of the **Society of the Golden Axe** (more information and background in *Appendix 6*) disguised as pirates.



Each of the ships are armed with a light catapult. Apart from that they are similar to the characters' barge (AC of 6 and 60 hull points).

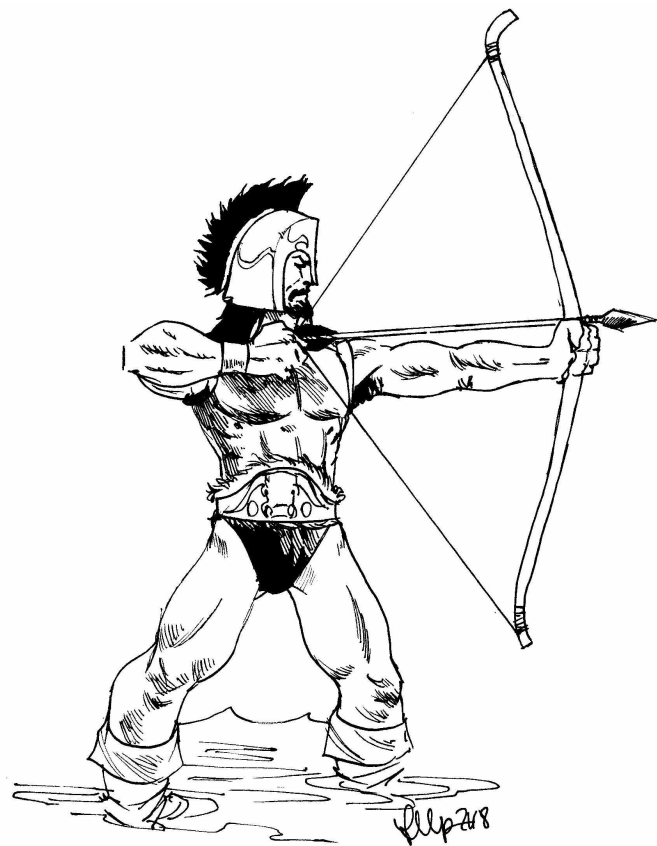
Their strategy is to shoot the barge to oblivion, kill the crew and bodyguards, then kidnap Claudia Rusticus. The Society has no clear plans for her right now. They just want to prevent the meeting between her and the heir of the Reztnef family.

The catapults do 1d10 points of hull damage per hit, they successfully hit with a roll of 13 or more on a d20.

If the barge is still largely intact after 8 salvos, the "pirates" will sail alongside, board and engage the defenders in melee.

Should the characters beat the crew of one of the enemy vessels, before the second team is able to board them, the second crew will try to get away in order to tell their superiors.

Each ship is manned by a **captain** (AC 4 chain mail and shield; Fighter 2; Hp 15 each; #AT 1; DMG 1d8+1 **sword+1**; SV F2; ML 12 fanatic; AL C) and 7 **sailors** (LL p. 86 pirate, armour: leather, weapon: battle axe, hp 7, 5, 5, 4, 4, 4, 3). When boarding, both captains and two sailors apiece will stay on their vessels. These will try to escape if the other crew members are killed or rendered unconscious.



All sixteen agents wear a golden chain with a small golden axe pendant around their neck, but hidden under their clothes.

The captains' axes are adorned with two red rubies (worth 250 gp each), while the crew members only have one ruby on theirs (worth 75 gp).

Apart from that the captains own 1d20 pp each, the crew members 1d12 gp.

If captured, the captains will stick to their story that they are river pirates. However, if some pressure is put on the crew members, they will tell the group that they are members of the *Society of the Golden Axe*. Unfortunately, they have no background knowledge and only know their task was to abduct the young lady.

### Encounter 5: Giant Toads!

This small and picturesque river arm invites you to end your daily journey two hours early. You simply must drop anchor and call it a day.

...



Claudia insists! Today she wants to have a tea party followed by a captain's diner.

...

A loud croaking noise alerts you of another danger!

**Three Giant Toads** (LL page 98, hp 16, 14, 11) surface right behind the barge and attack without hesitating. Though they are hungry, if they don't find easy prey, that is if one of them dies or if all of them lose at least half of their hit points, they'll try to flee.

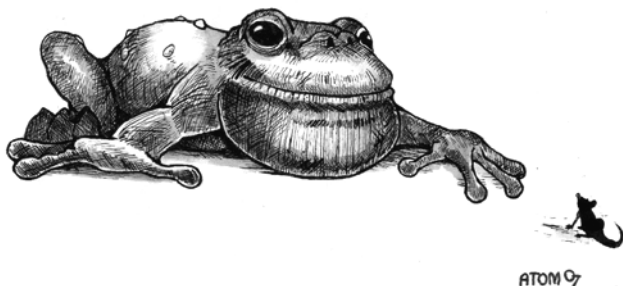
### Encounter 6: Dolmvay welcoming committee

An official looking vessel approaches slowly. When it is close enough, a small man with a goatee shouts: "Welcome to Dolmvay. I'm harbourmaster Gary Horn. Do I have permission to board your barge?"

**Gary Horn** (AC 8 dexterity bonus; Magic-User 4; Hp 12; #AT 1; DMG 1d4+2 **dagger+2** or **spells**; SV M4; ML 12 fanatic; AL C) is the *Society of the Golden Axe's* most important agent in Dolmvay. He is the official Dolmvay harbourmaster and has a lot of contacts in the city. To keep his mission secret from his men and because he doesn't expect any trouble, Gary boards the barge accompanied by **two fighters** (AC 5 chain mail; Fighter 3; HP 20, 19; #AT 1; DMG 1d8 battle axe; SV F3; ML 12 fanatic; AL C) belonging to the society, but he himself does all the talking.

He tells the characters that he will accompany Claudia Rusticus to the Reztne family and gives them the second half of the money they have earned.

He congratulates them and sends them over to his small boat, so that his men can take them to Dolmvay where they can spend their money and have a good time before they face their next mission.



During the conversation, the characters involved might catch a glimpse of the chain Gary is wearing hidden under his tunic (*Wisdom check at -3*). It's a golden axe, of course. An even more difficult second *Wisdom check* at -5 lets them see that the axe is adorned with 4 rubies, which show his extremely high rank in the secret organization.

**Note:** If one of the characters insists on an exact description, his *Wisdom check* will be at only a penalty of -1.

Gary's men (LL p. 86 merchant, armour: leather, weapon: dagger, hit points 5, 5, 4, 3) aren't members of the *Society of the Golden Axe* and they have no idea that their boss is anything other than the honourable harbourmaster of Dolmvay.

Their task is to take the characters to Dolmvay, which they will do if the characters follow Gary's order.

If there's a fight, Gary's men won't take sides. They will try to reach Dolmvay as fast as possible and get help instead.

Should the characters become suspicious and voice their uncertainty, Gary will throw his chain overboard, so that there's no proof of his connection to the society, before casting a **web spell** on the area where most of the player characters are standing. Gary doesn't have his spell book on his person, of course, so he can only use the spells he has memorized this morning: **sleep**, **magic missile**, **mirror image**, and **web**.

If forced into melee, Gary fights with his **dagger+2**. The last of his spells will be his **mirror image spell**. He will use it in order to flee under the cover of his mirror images. Then he will try to get to his office to grab the papers that might connect him to the society and flee.

If taken prisoner, no torture or other tricks will wrest one single word out of his mouth – nothing at all can make him spill his guts. Without the chain as proof, nothing can link him to the secret society. So the characters might be in trouble if they kill him.

He has got a small leather bag containing **120 pp**. Should the group be able to retrieve his **chain and amulet**: they are worth **850 gp**.

Main authority in Dolmvay is **Mayor Quintilian**(AC 6 dexterity bonus and **ring of protection+2**; Magic-User 8; Hp 26; #AT 1; DMG 1d4+3 **dagger+3** or **spells**; SV



M8; ML 12 fanatic; AL L) and depending on the characters' actions they might make his acquaintance. He's a very serene and just man. His highest priority is always the good of his city Dolmvay and the group will need very good arguments in order to back their claims to bring down Gary Horn.

## H. Concluding the Adventure

There are two possible outcomes of this adventure:

The mayor's daughter is taken safely to the Reztne family. There they get the rest of the money Mayor Rusticus has promised them. That is if Gary Horn hasn't already paid them. The rich merchants give them an additional **500 gp** as a bonus if they have needed less than 12 days for the trip.

After 13 days they only get **200 gp** extra.

No matter how long the journey took, each character is awarded 500 experience points, in addition to the xp gained through the money, if the party was vigilant and did not fall for Gary Horn's ruse.

If they hand over the "package" to Gary Horn, they got the rest of their money as well, but they don't get any additional gold or experience from the Reztne family. The *LL* might want to use this situation as a future adventure hook. Obviously, someone has to find the young lady and bring her back to the Reztne family or to her father.

Who else should do it other than the persons who are responsible for her disappearance? In case the characters are unsuccessful, they will probably get no

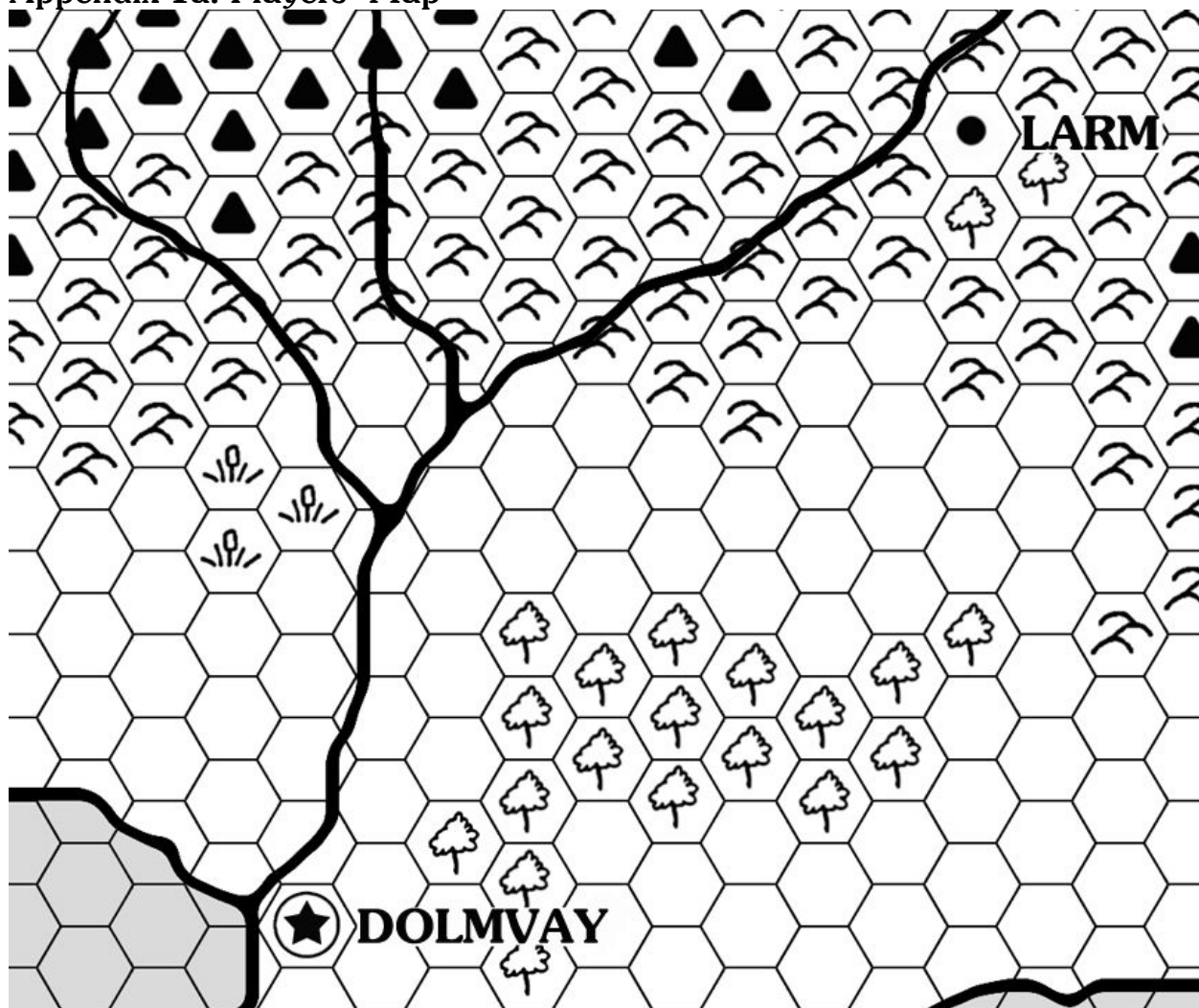
more jobs in Larm or Dolmvay, because soon every possible employer will have heard about their unsuccessful mission.

## I. Adventure Hooks

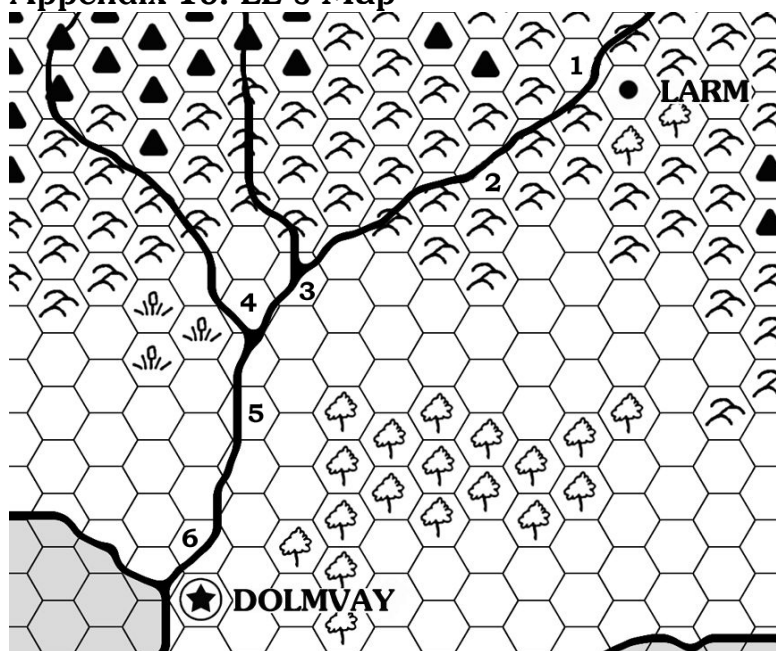
Some ideas for follow-up adventures after completing the module:

- Maybe the characters must prove Gary's guilt by finding the base of operations of the *Society of the Golden Axe* and bringing the proof to the Dolmvay officials.
- Maybe they have delivered Claudia into wrong hands and Claudius Rusticus forces them to find his daughter.
- Their trip back to Larm is as dangerous as the voyage to Dolmvay.
- The orc war party (random encounter 15) was only part of a bigger invasion force.
- The characters are hired by the Reztne family to guard the wedding ceremony.
- Possibly it's the characters' own wish to do something about the *Society of the Golden Axe*.
- Claudia and the second son of the Reztne family fell in love with each other. Shortly after Claudia's arrival, they both escaped to an old crypt near Dolmvay. Unfortunately, the denizens of this crypt aren't amused, so the players' characters have to bring them back alive.

Appendix 1a: Players' Map

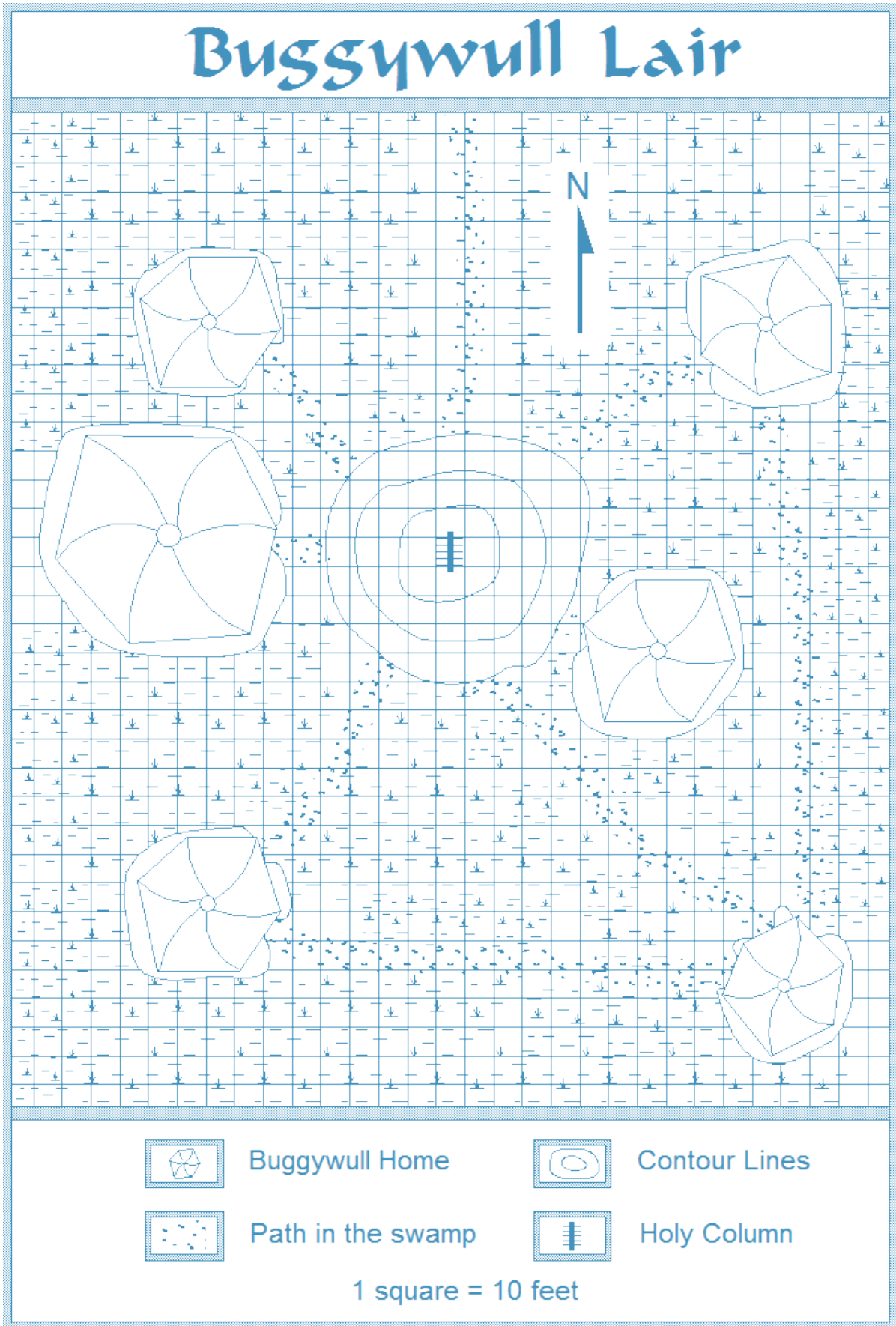


Appendix 1b: LL's Map

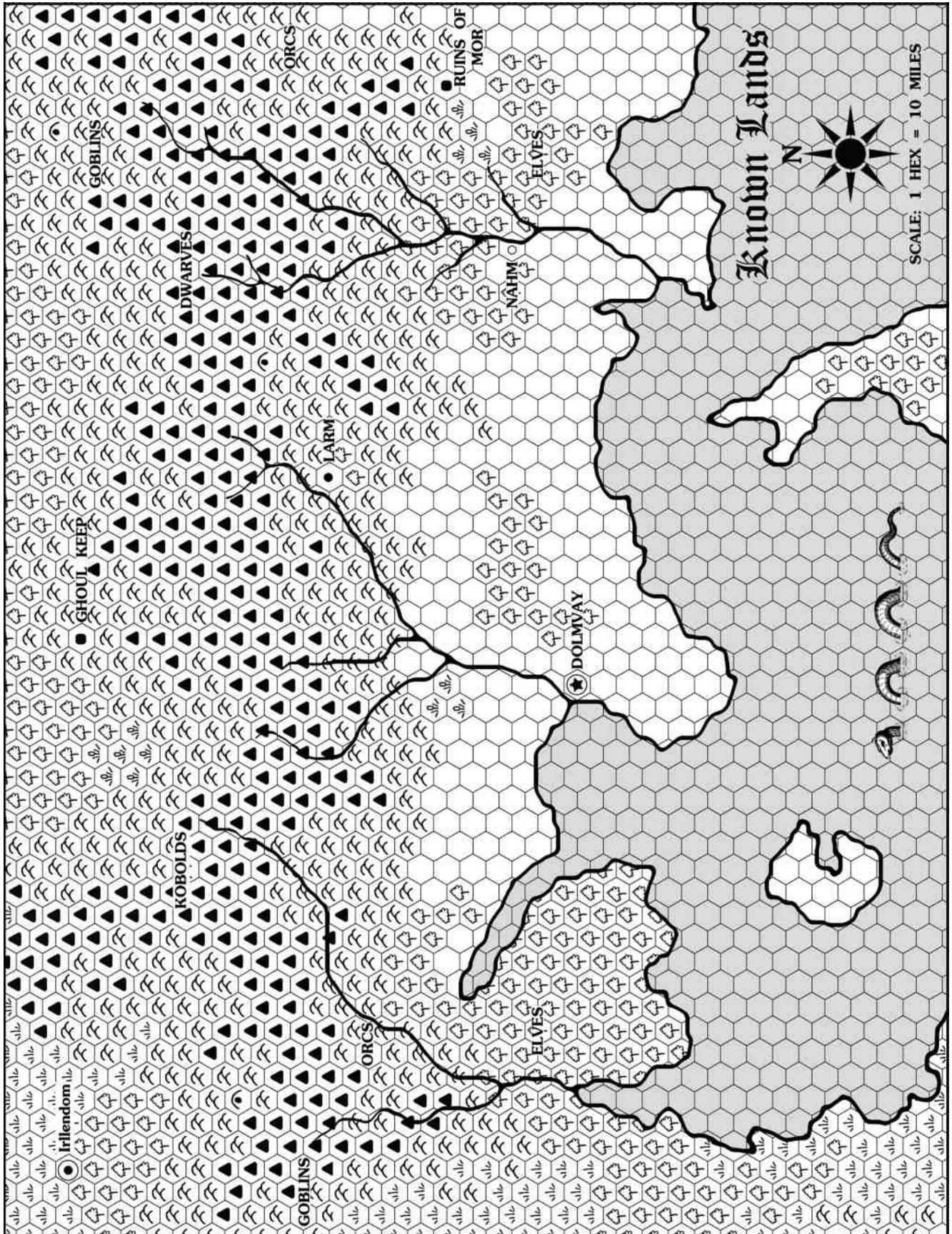




Appendix 2: Buggywull Lair



Appendix 3: Known Lands



**Appendix 4: Pregenerated Characters:**

All the characters start with 1 xp more than is needed to reach their present level.

All characters can choose basic equipment (backpack, torches, rope....)

Every character gets a **healing potion** (heals 1d8+1 HP).

		HP	AC	STR	INT	WIS	DEX	CON	CHA	Al.
1	Fighter 2.	14	3	16	9	8	13	17	8	l
2	Cleric 3.	14	6	15	11	18	7	9	11	l
3	Dwarf 3.	16	6	18	10	12	7	12	10	n
4	Halfling 3.	14	5	15	7	7	17	13	10	n
5	Thief 3.	8	5	11	11	7	16	13	8	n
6	Magic-User 3.	6	7	13	15	8	15	11	12	l
7	Elf 2.	10	2	13	16	6	13	14	12	l
8	Fighter 3.	17	4	16	8	8	8	13	15	n

**Weapons and Armour:**

1	Chainmail,Shield, Sword
2	Chainmail, Mace
3	Chainmail, Warhammer
4	Leather Armor, Shortsword
5	Leather Armor, Sword
6	Dagger
7	Chainmail, Shield, Sword
8	Platemail, Warhammer

**Languages:**

1	Common, Alignment
2	Common, Alignment
3	Common, Alignment, Dwarvish, Gnomish, Goblin, Kobold
4	Common, Alignment (Is able to write and read simple words in Common)
5	Common, Alignment
6	Common, Alignment
7	Common, Alignment, Elvish, Gnoll, Hobgoblin, Orcish
8	Common, Alignment (Is able to write and read simple words in Common)

**Spells/Turn Undead:** (an asterisk indicates that a spell has been memorized)

2	Level 1: * purify food and drink, * cure light wounds Level 2: * hold person Turning: 1 HD (5), 2 HD (7), 3 HD (9), 4 HD (11)
6	Level 1: light, * magic missile, charm person, * sleep, read magic Level 2: * web
7	Level 1: light, * charm person, read languages, read magic, * sleep



## Appendix 5: New Monster

### The Buggywull

No. Enc.:	10-40
Alignment:	Chaotic
Movement:	120' (60' swimming)
Armour Class:	6
Hit Dice:	1**
Attacks:	3 or 1 weapon (buggywull always attack last in any round)
Damage:	1d2, 1d2, 1d4+1 or by weapon
Save:	Fighter 1.
Morale:	9
Hoard Class:	III (individual) or VIII + IX+ XII (in lair)

Buggywull are frog-like bipedal creatures. They typically live in wet areas like swamps, rainforests, humid caves, or coastal regions. Water is essential for them, as they need to dampen their body twice a day if they don't want to dehydrate.

Depending on their intelligence, buggywull fight with their natural weapons (two claws and one bite) or they can use weapons.

Their special attack is their "hopping impaler". A buggywull hopping to attack (which gives him +1 on his "to hit" roll) and using a spear or another impaling weapon causes double damage when hitting the opponent successfully.

A special defence is their chameleon-like skin. They can change the colour of their skin at will, thus surprising the opponent on a 1-3 (d6) or even 1-5 (d6) when hopping to the attack.

Their weakness is the fact that they always attack last in a round, as their hopping gives the enemy enough time to attack first.

Buggywull live in organized groups and there is always a leader (with 1-5 HD depending on how large the group is) aided by a few lieutenants (1-3 HD).

They have their own language, which consists of different croaking sounds, but the most intelligent of them are able to communicate in very basic common tongue.

## Appendix 6: The Society of the Golden Axe

The *Society of the Golden Axe* is an evil human organization operating from the mountain ridge southeast of Larm. The organization was created for the purpose of destroying the dwarves living in this area. But their focus has shifted in the last few years. Now the society's aim is to destabilize and ultimately throw the whole region in the triangle of Dolmvay, Nahm, and Larm into war.

The "Axers" have made said mountain ridge their base of operations, their main force lives in an abandoned monastery right at the southernmost point of the ridge.

To reach their goals they have their spies and agents in the three cities: one of their spies lives in Larm, there are three in Nahm, and fifteen are operating in Dolmvay.

You can still get a feel for the origin of this group when you know their secret symbol, a golden axe worn on a silver chain. The number of rubies adorning the golden axe shows the rank in the society: one ruby is a low-level operative, while the heads of operations in the different regions have four rubies. Only the leader "Barin III" has got a necklace with 5 rubies.

Their weapon of choice is the battle axe, which was initially used to taunt the Dwarves by using the hated enemy's weapon.

In order to drive the arch enemies even wilder, all the members of this group use typical Dwarven names like "Burin", "Dimli" and then just add numbers, thus calling themselves "Burin III", for example. The spies, of course, have common names for the region where they work.

To run this adventure it's not necessary to go into too much detail, suffice to say, that the actual leader is a human woman going by the name of "Barin III". She has two trusted advisors, the magic-user "Barbin I", and the elf "Dormin II".

Their head of operations in Dolmvay is the harbourmaster "Gary Horn".

In this adventure, the society plays an important role as Gareth Holtz, their spy in Larm (more information

about him can be found in the accessory *ACCI: Larm*), has told them about the planned marriage between the mayor's daughter and the son of one of the richest families in the capital Dolmvay. Their aim now is to prevent this marriage.

Kidnapping Claudia Rusticus has two advantages for them: first they can get a huge ransom out of the two families, and then it helps them in their plan to destabilize the whole region.

... As you may have already guessed, one of our forthcoming adventure modules might deal with an attack on the Society's base of operations.

## Appendix 7: NPC

### Claudia Rusticus

Class:	normal human
Level:	0
XP:	0
AC:	9
HP:	3
Strength:	4
Intelligence:	13
Wisdom:	6
Dexterity:	12
Constitution:	9
Charisma:	16

Claudia is the daughter of Larm's mayor Caius Rusticus. She is used to always getting what she wants in no time.

She isn't happy with the fact that her father has arranged this meeting with her future husband. So she will try to do everything to make it more difficult for the characters to escort her to Dolmvay.

Like her father, she is very stubborn, focused on herself, trying never to show her feelings, which, of course, can't be always controlled.

She is very vain and uses her good looks to influence other people; three to four hours every day are spent in front of her huge glass mirror.

No one and nothing can separate Claudia from her small handbag. Its contents are a purse containing **125 gp** and a *potion of invisibility*.

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