

CLA 4

An Adventure for 4 – 6 Characters of 1st Level

CLASSIC LABYRINTH ADVENTURES

LABYRINTH LORD
COMPATIBLE PRODUCT



The Ruins of Ramat

by John Adams with Art by Andy Taylor



Brave Halfling
Publishing



The Ruins of Ramat

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Adventure Background

A little over 2,500 years ago, this dungeon was a hidden training site for novice clerics of Ramat – a god of righteousness and light. For centuries clerics of Ramat thought the god to be passive and non-violent, preferring prayer and faith in the face of evil. So they taught and so they lived.

However, a new sect grew up around the discovery of a minor artifact, the Spear of Ramat. This new sect espoused the belief that evil must be confronted and defeated by means of arms and magic. In time, the new sect was able to attack and defeat many of the evils that had plagued the area for years; both undead and demonic.

As the fame and power of the young sect grew, so did the anger and jealousy of the traditional clerics of Ramat. Eventually, the hatred of at least one

traditionalist (there may have been more) grew so powerful; that he set in motion a covert plan to infiltrate the ranks of the new sect.

For nearly three years, Akhenmat lived, prayed and fought alongside his “violent” brothers. Eventually, he was rewarded for his faithfulness and given the prestigious post of Chaplain, with authority over all of the daily services in the temple.

A few weeks later, Akhenmat removed the Spear of Ramat from its pedestal and then conducted a secret ceremony in a new, hidden sub-chamber of the complex. He called upon a vile, evil god – an enemy of Ramat – to aid him in his desecration and destruction of the upstart sect, damning his soul in the process. There in the depth and darkness of the night, a temporary portal opened allowing dozens of demons, undead and things far worse to swarm the young clerics and novices in the complex easily dispatching them all.

During the battle, the sect’s high priest, Bokomat, was able to secure the Spear of Ramat, hiding it in yet another secret chamber, before returning to the fight and inflicting a fatal blow upon the treacherous Akhenmat. However, the battle was still lost and no cleric of the sect remained in the land of the living but one.

Abudakar, a powerful priest of the new sect who had been out adventuring during the attack, led his party in an assault upon the overrun complex. While they victoriously slew many demons and undead, all of them fell before they could find the Spear.

Over the next few centuries, the remaining strongholds and faithful of Ramat perished in similar battles. Within five hundred years, none but a select few sages even remembered the name of Ramat. As for the complex itself, the majority of the demonic forces that survived eventually left and new monsters have made it their lair.

To this day, no one has ever discovered the hidden chamber containing the Spear. The complex has remained essentially hidden for over 2,500 years. That is, until now.

Introduction for the Players

It’s mid-spring, the time when the land’s rulers and their men-at-arms go out to thin down the nearby orc

tribes (as well as war with each other). Nearly every able person is already involved in such conflicts, or helping the remaining militia protect the local village.

A little girl comes running and crying into the center of the village. When questioned, she sobs that she and her dog were playing just outside of town, by “Witch’s Hill,” when a giant, clawed creature came up out of the ground and took her dog. The girl is obviously completely terrified and her dog, which never normally leaves her side, is nowhere to be seen.

You and your companions volunteer to look into the matter. The powers-that-be in the village agree to let you and your party investigate the incident, indeed they almost seem relieved to do so.

Wandering Monsters

While the party is in the dungeon, the Labyrinth Lord should check for wandering monsters every 3 turns (*LL p. 124*). If a wandering monster is indicated (rolling 1 on a d6), then roll a d4 for the appropriate encounter. Each of the four groups can only be encountered once, so if a defeated group is rolled a second time, just keep re-rolling until another group is indicated or chose one yourself.

- 1) 12 Ordinary Rats (*LL p. 91 - 1hp each*).
- 2) 1 Giant Bat (*LL p. 64 - 8hp*).
- 3) 3 Skeletons (*LL p. 94 - 2, 3, 5hp*).
- 4) 2 Giant Centipedes (*LL p. 76 - 2, 4hp*).

Turning Undead

Since this former holy complex has been defiled by evil magic, undead and demons for many, many centuries, all attempts at turning undead are made at a +3 penalty.

Area 1: Dungeon Entrance

Once you arrive at “Witch’s Hill” south of town, you begin to ascend it. The hill itself is only about 30’ high and around 90’ in diameter. It is covered with the same kinds of trees, bushes and grass found in the surrounding area. However, as you near the top of the hill, you discover a hole in the ground. The opening is roughly 10’ across.

Peering carefully over the edge, all you can see is impenetrable blackness of an indeterminate depth.

If the characters throw down a torch or something similar, it will hit solid ground about 10' down and then slowly slide down another 20,' where it will come to rest on solid, level ground.

This is where the stairs leading down into the ancient complex used to be. Over the centuries, they have become little more than a slick slope, overgrown with moss and suchlike. There is a good chance that the first characters to go down it loose their footing and slide into the main entrance area – if they are not too careful. Unless the first few characters that travel down the shaft take appropriate precautions to avoid slipping (i.e. doing something more than just sliding down a rope) they will need to make a **Saving Throw versus Wands** (LL p. 55) at a +2 penalty or slip and slide down into the main entrance area. If one or more members of the party slides down uncontrollably, let the **Giant Crab Spider** (LL p. 96 - 12hp) that has made this area its home; have one free attack. Even if no one falls down the shaft, this kind of spider surprises enemies on a 1-4 on 1d6, because they can change their color to match the surrounding environment. In addition, their bite is venomous and any characters who are bitten (*take damage from*) by the spider must make a **Saving Throw versus Poison or Death** at +2 or die in 1d4 turns.

After the **Crab Spider** is defeated, you may read this to the party:

Faint light trickles down from the hole above dimly illuminating the chamber, which appears to be about 30'

square, with three exits. The detritus of centuries litters the floor, with many bones scattered amongst the refuse. A musky, animal scent fills your nostrils, as you warily look around waiting for your eyes to adjust to the gloom.

And if they are looking for it:

Interestingly, there does not appear to be any sign of the little girl's dog among the remains.

Area 2: The Dining Room

This rather long room stretches off into the darkness. Dirt covers the cracked, paved floor, tracked in no doubt by the countless animals that have made this place their den. Pallid, sickly vines grow near the entrance, stretching their weak limbs towards the faint light coming in from the previous room.

Although this area used to be the dining room for the clerics, nothing remains to indicate its original use. However, if the party makes a big commotion here, such may cause the **Ordinary Bats** in **Area 3** to fly through and startle them.

Area 3: The Kitchen

As soon as the party enters this area they startle the bats that are roosting here. The swarm of **Ordinary Bats** (LL. p. 64) will cause each character to be confused (*in a non-magical way similar to the spell; Confusion, LL p. 29*) for **six rounds** if they fail a **Saving Throw versus Petrify or Paralyze** (LL p. 55).



Members of the party that fail must roll 1d6 to determine how confused they are:

- 1-4 they stand baffled and inactive.
- 5-6 they attack the other members of the party.

Any confused player will need to make another **Saving Throw versus Wands** (LL p. 55) to avoid slipping and falling in the piles of bat dung on the floor. These ordinary bats do not directly cause any harm and should remain in the area for **six rounds**. On the third round of “battle” with the ordinary bats, the two **Giant Bats** (LL p. 64 – 5, 11hp) roosting in **Area 4** will also fly in and attack. There is nothing of value in this room.

When all the bats have been defeated, read this description of the room to the party:

It appears as though the western end of this room has been a home to the bats for a long time. Much of the western end of the room is covered in piles of bat dung, the smell of which is so acrid; it makes you gasp and your eyes water.

Area 4: The Kitchen Storage Room

This room is also filled with bat dung and may have been a storage area for the kitchen. The stench, if anything, is even more overwhelming here.

If members of the party search through the dung, a skeleton will be uncovered and then a plain, wooden wand. It is a **Wand of Magic Missiles** (LL p. 115) that emits 1 missile per attack and has 3 charges remaining. Unfortunately, the dung is infested with **Rot Grubs** (LL p. 92) that will attempt to attack every character that searches through it. Each character that fails a **Saving Throw versus Poison or Death** (LL p. 55) is assumed to have been infested with a rot grub.

Area 5: Cleric Quarters

You enter a long hallway with a number of openings on each side. On closer inspection, it looks as though these may have been private quarters very much like the sleeping cells found in monasteries and clerical houses.

A careful (and successful) search of room 5a will reveal two **Potions of Healing** (LL p. 110), 12 **Copper** and 6 **Electrum** coins, hidden behind a loose stone in the

wall. The potions can be tasted to easily determine their identity, but when fully consumed, they will only restore 1d6-2 hit points because of their great age.

Area 6: The Lavatory:

This room appears to have been a lavatory in ancient times, if the holes in the floor are anything to go by. Thankfully, it looks quite empty.

There is nothing in this room.

Area 7: The Training Area:

Through this doorway, you discover a very large room lined with simple murals. Many of them depict men dressed in ancient armor, locked in combat with demonic creatures. One larger piece shows a golden-headed man with armor and a spear, fighting what appears to be a demon lord. As you move deeper into the the room, a group of skeletons attack!

5 Skeletons (LL p. 94 – 2, 2, 3, 4, 5hp). In addition, there is **1 Shadow** (LL p. 93 – 6hp) that will attempt to attack a party member by surprise after the first round of combat.

There is nothing of value in this room.

Area 8: The Armory

This much smaller room looks like it might have been a storage area for arms and armor. Extremely deteriorated bronze spears, armor and oddly-shaped (kopesh) swords litter the floor around the base of the walls, as if the wooden racks that once held them turned to dust in the long, distant past.

A search of this room will quickly reveal one bronze shield that, other than being covered in dust, is in nearly perfect condition. It is a **Magical Shield -2 (cursed)** (LL p. 119).

Area 9: The Library

The heaps of dust that line the floor around the walls of this room give the impression that it may have once held quite a bit of furniture and possibly even shelves that deteriorated a very long time ago.

A careful search of the room and a successful detection of the secret door will show the way to the hidden library in area 10.

Area 10: The Hidden Library

When the secret door is opened, a great burst of stale air rushes past the party. Torches that are within 5' of the door will be extinguished.

As you enter this hidden room, the staleness of the air makes breathing feel difficult and leaves an unpleasant taste in the mouth. Here, you find many stone shelves built into the wall containing books and scrolls in various states of deterioration. Many of them have obviously already crumbled into dust.

Only one book seems to be in a good enough condition to even handle. On closer inspection, it appears to be a holy book written in an ancient language that no one in the party can read.

Also, on another shelf are five vials, only two of which still contain any liquid. If the vials are tasted, they will be identified as *Potions of Healing* (LL p. 110). When totally consumed, they will only restore 1d6-2 hit points because of their great age.

Next to the vials is an ivory tube, which holds a **Scroll** of three *Cure Light Wounds* (LL p. 22) spells.

It will take a very knowledgeable (and expensive) sage to uncover any information concerning the holy book or to translate it. However, many days spent casting *Read Language* (LL p. 38) spells will eventually reveal all its teachings.

This is the first holy book of Ramat, a god of radiant light and righteousness, who had a small, loyal following thousands of years ago. Ramat taught his followers to live justly, and be vigilant against the forces of evil. A couple of his favorite sayings include, "A snake in the yard will bite your children" and "A righteous life, is the best life."

Area 11: Fire Trap

A floor-to-ceiling column dominates the middle of this largish room. The column is festooned on every side with an assortment of esoteric sigils and runes in low relief that

Unless the party is distracted (by an encounter with wandering monsters, for example), they will easily hear and see a large glyph (that faces the door to the room) on the column sinking down one round after they enter the room. At the same time, the entrance door

slams shut and locks, and thin columns of flame start shooting up from the great multitude of tiny (1" diameter) holes that have been drilled into the floor. As the openings are tightly clustered, no farther than 3" apart from each other, all members of the party in the room immediately begin taking 1 point of fire damage per round. The only way to shut off the fire is to depress a corresponding glyph in high relief on the opposite side of the column (*which also unlocks the door*). Unfortunately, the floor will remain hot enough to continue to inflict 1 point of damage each round for three rounds thereafter.

It seems quite probable that this room was altered in order to be a trap for anyone who might try to restore the complex after Abudakar's unsuccessful attempt.

There is nothing of value in this room.

Area 12: The Vestry

This area appears to have been a room where vessels and clothing for religious ceremonies were stored. While most of the clothing is now centuries beyond being useful, many of the vessels seem to still be in good order. You hear a faint growling sound emanating from the north-eastern corner of the room, although you can't immediately see what is making the sound.

If someone ventures toward the growling sound, a very angry and scared brown and white dog moves

out from around some rubble. Hopefully, the player characters will remember that this is the little girl's dog! It should not take much for the party to be able to calm the dog down and get it to follow them.

If members of the party search the room more thoroughly:

You discover a skeleton lying on the floor under a pile of tattered clothing. There is a necklace, a ring and a mace about the remains.

These are the remains of Abudakar, a cleric of Ramat who died trying to cleanse the temple just a few days after Akhenmat's treachery. His golden mace is a *Mace +1*, the golden ring is his *Ring of Fire Resistance* (LL p. 112) and the necklace has a golden medallion with a radiant man engraved upon it.

Area 13: The Sanctuary

As you enter this large room, waves of darkness and evil flood over you. Even the light sources you bring into this room seem to be dampened and dimmed. Clearly, this area was once a religious sanctuary of some sort, though it appears to have been defiled. A large, circular pedestal stands in the middle of the room. It has a small, circular hole in its center.

Four **Skeletons** (*LL p. 94 - 2, 2, 3, 4hp*) and two **Tentacled, Demonic Guardians** (*see description - 17, 20hp*) remain guarding this room. They attack anyone who comes within 30' of the circular pedestal. The demons have fanatical morale and both of them along with the skeletons will fight until destroyed. Unless the party has the **Spear of Ramat** or is very skilled (and lucky), they will need to flee this area in order to survive.

There is nothing of value in this room.

With a successful roll for secret doors, a stone in the east wall will recede when pushed, opening the secret door that leads to **Area 14**.

Area 14: Hidden Hallway

This is a simple, 10' x 50' hallway that leads (depending upon which way the party enters) to a door to the west /east.

There is a secret door to the north.

Area 15: High Priest's Private Chapel

Unless a character makes a successful roll at **detecting traps**, the first two members of the party that enter this room will trigger a trap door beneath their feet. A successful **Saving Throw versus Breath Weapons** (*LL p. 55*) will enable a character to avoid the trap as it is activated. This **pit trap** is 10' deep and does not contain any spikes. Each member of the party that falls into the pit receives 1d6 damage (½ if they make a second **Saving Throw versus Wands** (*LL p. 55*)).

Whether or not some or all of the party members set off or avoid the trap, two **Skeletons** (*LL p. 94 - 4, 8hp*) and a **Huecuva** (*see description - 8hp*) attack. The **Huecuva** is the undead remains of the traitor, Akhenmat.

Every wall in this room is covered with religious murals of a golden-headed being and his white-robed followers. It is quite obvious that this is a small shrine dedicated to that radiant being, although it has been desecrated for a very long time. A large disk that appears to be made of gold is set upon the north wall. Nearby on the floor lies another skeleton, although this one does not appear to be animated. It still wears golden chain mail and a ring.

This is the remains of the High Priest, Bokomat. He is clad in a set of golden **Chain Mail +1** and wears a **Ring of Protection +1** on a bony digit.

If any character touches the necklace with golden medallion against the golden disk on the north wall, all living beings in the room will be transported to **Area 17**.

Area 16: Head Cleric's Quarters

This 20' x 30' room appears to have been the private quarters of some important person. The stone shelves in the western wall, as well as a few decorative statues are all that remain. Upon the northern wall there is a large, faded mural of three white-robed men standing around a golden spear set in a pedestal. The men are being beset by a host of demons and undead. (If the party has been in **Area 13**, you can tell them that the pedestal looks a great deal like the one in the Sanctuary.) Beams of light radiate from the Spear, appearing to strike and slay demons and the undead.

There is nothing of value in this room. However, a secret door is located at the western-most end of the room.

Area 17: Hidden Chamber of Spear

This is a very simple room that is illuminated by a glowing spear, which is laying on the floor in the middle of the room. Two closed chests sit on the floor; a golden disk similar to the one in the previous room is on the southern wall.

Of course, the spear is the minor artifact, the **Spear of Ramat**. All of its special abilities only function for a cleric of Ramat, although any lawful or neutral character may touch it. Anyone touching it will be magically compelled (**saving throw versus spell** at a penalty of -6) to return the Spear to the sanctuary and



place it in its pedestal.

One of the chests holds **128 Electrum Pieces** and the other contains two ivory tubes. One tube houses a *Scroll of Raise Dead* and the other a *Scroll of Cure Disease*.

Again, if any character places the golden medallion against the golden disk, all living beings in the room will be transported to **Area 15**.

Concluding the Adventure

If the party places the Spear in the pedestal in the Sanctuary, read this:

As you place the Spear in the pedestal, a brilliant, blinding light floods the room and beyond, destroying all remaining demons and undead, as well as cleansing the entire complex of evil. An angelic being appears before you and speaks telepathically, “Thank you for

restoring this holy place. It has been desecrated for far too long. I must take the Spear of Ramat to dwell with the gods, until such time as it is needed in this mortal realm again.” As he begins to disappear he adds, “Your mighty deeds done this day will not be forgotten.”

Story Awards

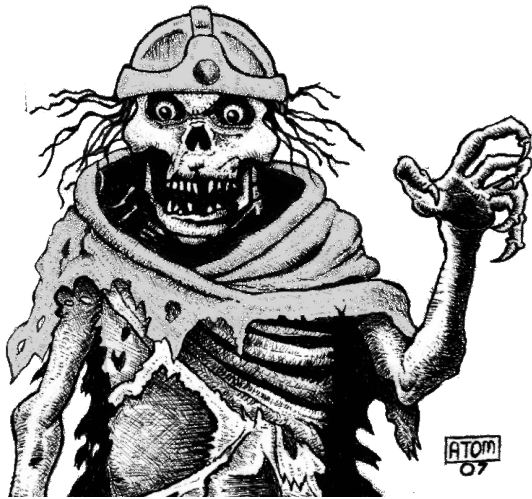
(Individual)

- Figuring out the Fire Trap 500
- Discovering the Teleporters 250

(Party)

- Saving the Little Girl's Dog 250
- Discovering the Teleporters 250
- Restoring the Spear to the Sanctuary 1000

New Monsters



Huecuva

No. Enc.: 1d4
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 3
 Hit Dice: 2 + 2
 Attacks: 1
 Damage: 1d6, disease
 Save: F1
 Morale: 12
 Hoard Class: XIV

This rotting, putrid humanoid is dressed in defiled and tattered priestly vestments. Worms crawl and slither in and out of its eye sockets, rib cage, and other necrotic areas of its purulent form. **Huecuva** are the undead spirits of good clerics who were unfaithful to their god and turned to the path of evil before death. As punishment for their transgression, their god condemned them to roam the earth as the one creature all good-aligned clerics despise — undead. **Huecuva** resemble robed skeletons and are often mistaken for such creatures.

A **Huecuva** attacks with its claws, raking and slashing at its opponents. It attacks relentlessly until either it or its opponent is killed. During combat, if a good-aligned cleric attempts to turn a **Huecuva** and fails, the **Huecuva** concentrates all subsequent attacks on that cleric, ignoring all other opponents until either the cleric or the **Huecuva** is destroyed. Just like a **Mummy**, When a **Huecuva** successfully strikes a victim, the victim suffers 1d6 hit points of damage and contracts

mummy rot. **Mummy rot** is a powerful curse, not a natural disease. When under the effects of the curse, characters are unable to receive the benefits of any form of magical healing. Characters heal naturally at 1/10th the normal rate. This magical disease may be removed with the spell *remove curse*.

Tentacled Demonic Guardian

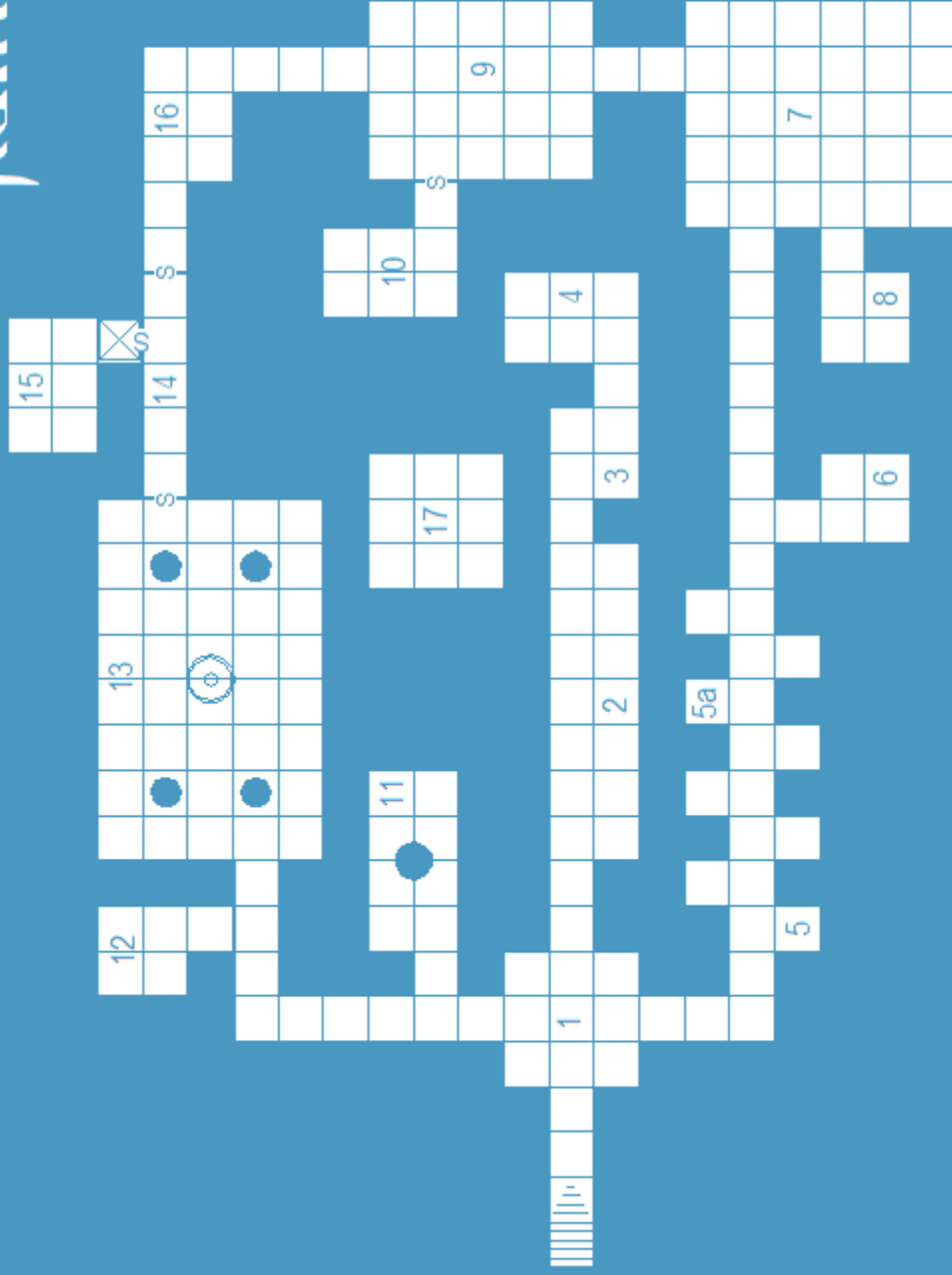
(Lower Order Demon)

No. Enc.: 1d4
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 3
 Hit Dice: 3
 Attacks: 3
 Damage: Special
 Save: F3
 Morale: 12






This creature is a 10' diameter dark purple mass with six tentacles and one extremely toothy mouth. It can attack three different targets each round using one tentacle per opponent. Upon a successful hit by the **Tentacled Demonic Guardian**, a character is captured by a tentacle and must make a **Saving Throw versus Petrify or Paralyze (LL p. 55)** at a +2 penalty or be hoisted to the demon's mouth and suffer 1d6 points of damage each round, until they are freed or perish. If a **Tentacled Demonic Guardian** successfully hits and captures more than one character with its tentacles, it will bite the same character each round. A character may attempt another **Saving Throw versus Petrify or Paralyze (LL p. 55)** each round they are held but not bitten. An additional +3 penalty is added to the roll for each extra tentacle that holds the character.

Like all lower order demons, a **Tentacled Demonic Guardian** can communicate telepathically, has infravision (90') and takes half damage from cold-based, electrical-based and fire-based attacks. In addition, they have an innate power to cast *darkness* (a reversed *Light Spell* LL p. 24) 2/day.

RUINS OF RAMAT



MAP KEY

-  Secret Door
-  Pit Trap
-  Pillar, Column
-  Pedestal
-  Stairs

1 square = 10 feet

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Pre-Generated Characters

Marcel de Montbartier

Lawful Cleric 1

HP: 5

AC: 6 (Scale mail and shield)

STR: 11

INT: 9

WIS: 13

DEX: 08

CON: 09

CHA: 08

Equipment

Heavy Flail

Scale mail and shield

Symbol of Thaxon, silver

Backpack

Waterskin and wine

Candles

Lantern

Tinderbox, Flint & Steel

Bedroll and blanket

Ink, quill pen and parchment

Gold: 8gp

Background

Marcel de Montbartier has brown hair, deep blue eyes, stocky build and shy temperament. He is the third son of a minor baron. Marcel grew up believing that his older sisters would inherit the his family's domain and that he would be sent to a monastery. A shy and clumsy boy, he was fond of tales of chivalry. When he came of age, he decided to prove his worth to himself by joining the Holy Knights of Thaxon. Marcel is faithful to his vows and his god, though he tends to identify himself as a hero of chivalry and will do anything in service of a maiden. Since he has lived in comfort since childhood, he enjoys living a lavish lifestyle and prefers the most expensive of choices.

(Created by Nicolas Dessaux)

Krammag "The Handsome"

Lawful Dwarf 1

HP: 7

AC: 4 (Chain mail and Shield)

STR: 13

DEX: 12

CON: 14

INT: 9

WIS: 7

CHA: 16

Equipment

Scimitar

Javelins x3

Chain Mail

Shield

Backpack

Rations, trail, 4 days

Waterskin

Hammer

Spikes, iron (12)

Crowbar

Treasure

23gp, 5sp

Background

Krammag likes to think of himself as a future Dwarven King. Not of the Dwarves though mind you, he wants to rule over human lands! He tries to downplay his Dwarvish heritage, to the point where he favors the scimitar and javelins in battle, drinks wine rather than ale, and keeps his beard trimmed neat and short.

(Created by Kipper)

Theresa

Neutral Magic User 1

HP: 5

AC: 9

STR: 11

DEX: 8

CON: 13

INT: 17

WIS: 10

CHA: 9

Equipment

Spellbook

Dagger (silver)

Backpack

Ink (1 oz vial)

Quill pen

50 sheets parchment

Wineskin

Mirror

1 week trail rations

Treasure

69gp 4 sp

Spells:

First level: (1 available per day)

Magic Missile

Read Magic

Second Level: (0 available per day)

Continual Light

Background

Theresa is a scholar and mage, and is frequently making notes on her sheets of parchment. She is interested in any bit of knowledge that she comes across, and has the stamina to stay up all night pursuing her research.

(Created by Jennifer Bucher)

Veryn "the Crooked"

Neutral Thief 1

HP: 3

AC: 9 (Padded Armour, Dexterity)

STR: 15

DEX: 16

CON: 7

INT: 11

WIS: 7

CHA: 8

Equipment

Quarterstaff

Crossbow, light

20quarrels (3gp)

Padded Armour (5gp)

Backpack

Thieves' Tools

Treasure

2gp, 4cp

Background

Veryn appears as a tall muscular man, with a broken nose and a scar across his face leaving him with a twisted grin and the nickname "The Crooked". He is often mistaken for a war veteran, and plays up to this perception. However, the truth is very different.

(Created by Kipper)

Flandil

Neutral Elf 1

HP: 4

AC: 8 (Unarmoured, Dexterity)

STR: 10

DEX: 13

CON: 12

INT: 13

WIS: 13

CHA: 8

Equipment

Spellbook

Sword (Rapier)

Daggar (Main-Gauche)

Backpack

Wineskin

Laced kerchief and vial of perfume

Treasure

94gp

Spells Memorized: Charm Person

Background

Flandil is an upper-class elf, and very assured of his own superiority. He dresses as a foppish dandy and carries a laced perfume-scented handkerchief under his nose. He prefers to stay out of melee combat at all costs unless his 'honor' is involved.

(Created by Kipper)

Don Geraldo Bartolomé

Lawful Fighter 1

AC: 4 (chain mail, shield)

HP: 7

STR: 14

INT: 13

WIS: 9

DEX: 9

CON: 13

CHA: 8

Equipment

Long Sword

Backpack

Bedroll

10 Torches

Tinderbox, Flint & Steel

1 Waterskin (full)

Treasure

3 gp

Background

"Gerald" as his friends call him, grew up as the oldest son of a lesser nobleman. He didn't want to inherit the title and his parents' estate, so he rebelled and left home, when he was only 15 years old. Since then he has spent most of his days in dark inns and shady taverns.

Most of his "friends" nowadays are cutthroats, cutpurses and beggars, he has never forgot his lessons in etiquette and morals of the nobility. People who know him, describe him as a kind and educated young man - which is useful to counter his less than average looks.

(Created by Mortiz Mehlem)

An Adventure for Labyrinth Lord™



It's mid-spring, the time when the land's rulers and their men-at-arms go out to thin down the nearby orc tribes (as well as war with each other). Nearly every able person is already involved in such conflicts, or with helping the remaining militia protect the local village.

A little girl comes running and crying into the center of the village. When questioned, she sobs that she and her dog were playing just outside of town, by "Witch's Hill," when a giant, clawed creature came up out of the ground and took her dog. The girl is obviously completely terrified and her dog, which normally never leaves her side, is nowhere to be seen.

You and your companions volunteer to look into the matter. The powers-that-be in the village agree to let you and your party investigate the incident. Indeed, they almost seem relieved to do so...

This dungeon crawl is designed for 4-6 player characters of 1st level. It includes six pre-generated characters, a brand new monster and a classic monster converted to Labyrinth Lord.™

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