

# TROUBLING EVENTS



By Shane Ward

A Crimhuck Adventure

**Labyrinth Lord**  
Compatible Product

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## Introduction

I really like “Swords & Sorcery”, like in abundance. I’ve been slowly working on a setting called “Crimhuck”, which can be found on my blog <http://3toadstools.blogspot.ca/p/crimhuck.html>

It’s a semi unknown continent that has just been discovered in recent years; however it hasn’t been fully mapped. Well that isn’t exactly correct, it was previously discovered by other races, however there’s a whole new group of explorers that have just found the continent and they live in the “frozen” in a village known as Tilla. Crimhuck contains tons of dangers! Dinosaurs, Barbarians, Viking-esq raiders, Middle Eastern/Egyptian influenced cities, wrapped up in (well maybe warped up in) the S&S aesthetic.

Recently I posted a fun map I drew in a very Dyson Logo’s type style for a “free map Friday”. The map is licensed under creative commons so you can just go right ahead and use it for something if you like! Just remember to tag me, and or give me a bit of cred. I have been slowly working on different styles of cross hatching to attempt to get away from basically doing a bad copy of Dyson’s killer style. Eventually some of those maps should hopefully see the light of day. For awesome Dyson Maps go here <https://rpgcharacters.wordpress.com/>

Using Steve C’s “Random dungeon generator” and an AS&H adventure generator I culled together the rooms and story. Note: You should be able to pop this adventure into any campaign world you are using, it is after all DIY.

The adventure is set in the city of Yahleui on the eastern coast of Crimhuck. Painting a brief picture of Yahleui, it is one of the oldest cities on the continent, thousands call it home. It’s ruled by a Shah named Halack Grandise, an iron fisted tyrant if there ever was one! The city is a bustle of activity, built upon trade with nations across the sea. The main source of income is from silver mines located near the city. Most of the buildings are made from hard packed sandstone. This adventure is intended for a group of 1<sup>st</sup> level characters.

## Formatting

Room descriptions within this adventure are formatted exactly like this.

*Labyrinth Lord Information is formatted like this.*

Monster Stats are formatted like this - **6 Skeletons** AC 7, HD 1, MV 60’ (20’), #AT 1, D 1D6, Save F1, ML 12 , AL Chaotic, XP 13

## Adventure Premise

*Set in the city of Yahleui, the heroes have only recently come to the continent of Crimhuck, seeking adventure. The heroes are met by a large comely woman in a tavern called the “Winding Trail”, her name is Hilde. She tells them that if they can safely get a magical ring to her employer deep in the sewers under the city they will be rewarded with precious gemstones. She will resort to goading and betting that heroes can’t do it if she has to. The sewers beneath the city are a very dangerous place. Her employer is a sage who lives underground and does strange experiments far from prying eyes. The city is very big and he lives in a section of the sewers that has been cleaned out, and re-routed.*

*The sage is part of a secret order called “The Followers of Sabyl”. They are tasked with subverting the rule of the Shah. The order is not evil, it is however in hiding. Rumours exist of the order, but none of have been proven. The sage and the rest of the order have been working towards the goal of replacing the Shah with a better more religious ruler. They follow the tenants of a long dead demi god called “Sabyl” who is neutral in alignment.*

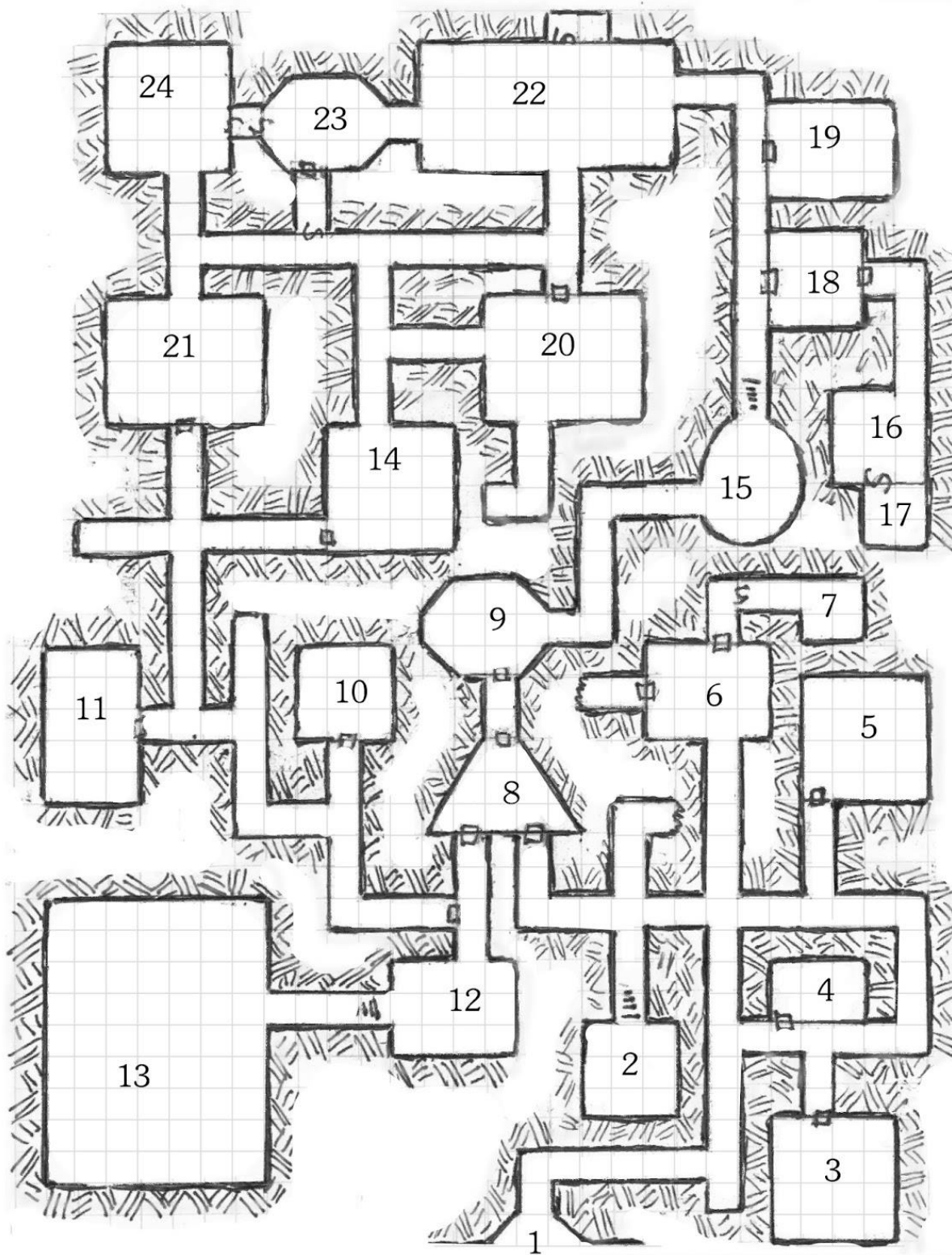
*Unbeknown to the heroes there is a gang of thieves hot on the trail of the ring. Turns out the ring was stolen from the thieves, who had previously stolen it from someone else.*

*During the conversation in the tavern, a local soldier overhears everything and quickly sends word to his superior that the heroes have a powerful ring that may have once belonged to a king, but hasn't been seen in years.*

*It is a race against time to find the sage in the underground. Hot on the trail of the players are two groups, a gang of thieves and a group of soldiers from the city. Every time the players get into a new room in the sewers roll 1d8. If a roll of 1 comes up the thieves have tracked them down. If a roll of 2 comes up the soldiers have tracked them down. The acolytes of Sabyl are unaware of the sages plans, and depending on reaction check will either hinder or help the PCs.*

**6 Thieves** AC 7, HD 1, MV 120'(40'), #AT 1, D 1D6 Short Bow/Short Sword, Save T1, ML 6, AL Chaotic, XP 10

**6 Soldiers** AC 7, HD 1, MV 120'(40'), #AT 1, D 1D6 Short Bow/Short Sword, Save F1, ML 6, AL Neutral, XP 10



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## Room Descriptions

**1. Entrance:** The entrance to the sewers is located along a riverbank within the city. Suspiciously there is no sewage or pipes coming out of the entrance.

**2. Guard Room:** A set of stairs leads up into this open room. Within the room are two chairs and a small table. There are two human guards sleeping in the chairs, an empty bottle of wine sits on the table. The room is 15'x15'.

*If the PCs wake the guards and a fight ensues one of the guards will raise an alarm by blowing into a large horn. The guards in room 3 will hear the horn and come running in 1d6 rounds. The guards carry no treasure save for 1d12 CPs each.*

**2 Guards** AC 7, HD 1, MV 120'(40'), #AT 1, D 1D6 Short Bow/Short Sword, Save F1, ML 6, AL Neutral, XP 10

**3. Barracks:** This room contains bunks and small chests with equipment for the guards of the sewers. The room is 20'x20'. The room contains four guards.

**2 Guards** AC 7, HD 1, MV 120'(40'), #AT 1, D 1D6 Short Bow/Short Sword, Save F1, ML 6, AL Neutral, XP 10

**4. Pantry:** The door to this room is locked. Inside the room is lined with barrels & shelves containing food stuffs. The room is 15'x 10'.

*There is a magical trap in this room, when the door is opened and the PCs walk into the room it fills with black smoke. The smoke is harmless and is meant to keep the guards from eating too much.*

**5. Empty Room:** The door to this room is stuck and is almost unmoveable. In the room are a long wooden broken table and an old fireplace with a mantle. The room is 20'x20'.

*Within the fireplace are old burned papers, one of them details the suspicions of the sage. While it is difficult to make out, the players will learn that the sage believes the ruler of Yahleui (Halack Grandise) may in fact be some kind of undead.*

**6. The Adventurer Room:** The floor of this room is covered in refuse; in the ceiling is a leaking pipe. Throughout the room are what appear to be adventurers carved out of stone, they are all in action poses as if they had been in a fight. There is a door to the west and north. The room is 20'x15'.

*Behind the door to the west is a tunnel that was never completed, the door is trapped and will sound an alarm in room 7, the Acolyte studying will run into the room in 1d4 rounds.*



**7. Secret Study:** There is an acolyte in this room studying by candle light. Along one of the walls hangs the stone head of a medusa, it is covered in cobwebs. The room contains a book shelf and a table. The room is 10'x10'.

*On the book shelf are a variety of books detailing the history of the city, the secret order of worshippers, and a small spell book that contains 3-1<sup>st</sup> level spells. The books are worth 5 GPs each there are 10 of them. The acolyte carries "Pocket Lint of Bless" on him; it adds +2 to all saving throws for the balance of the day. The medusa head maybe worth something to somebody.*

**1 Acolyte** AC 2, HD 1, MV 60'(20'), #AT 1, D 1D6 Mace, Save C1, ML 7, AL Neutral, XP 10

**8. Herb Garden:** This rather strange room is filled with plants that grow underground; there is an unnatural possibly magical light in the room. The room is slightly triangular in shape. There is a door to the north, and two doors to the south.

*Most of the plants in this room have some alchemical properties; there is a flower pot in the centre of the room with very bright yellow flowers. These flowers are sought after by alchemists and are used when making healing potions. They are worth 10 SPs each, and there are 6 of them. If the flowers are eaten the PC receives one hit point.*

**9. Empty:** This room is empty, except a rather strange looking rubber chicken that seems quite out of place in a fantasy world. There is a corridor to the east. The room is 20'x15' in its largest section, the walls are slightly angled.

**10. Rubble Room:** There is a pile of rubble 20 feet deep leading up to the room, one of the walls must have collapsed over the years.

*In order to get into this room the players are going to have to clear the way, this may make a lot of noise and take quite a bit of time, remember to roll 1d8 to see if the thieves or the soldiers show up. The room has broken pipes, and there is sewage 5 feet deep within, a quick search will reveal a rotten bag, inside the bag is a set of teeth still connected to a jaw, a rusted dagger, and 20 GPs.*

**11. Ajar:** The door to this room is ajar. The room is filled with cobwebs. The room is 25' by 15'.

*If a search is made a Brass Sabyl head belt buckle (worth 25 GP) will be found amongst the rubble.*

**12. Strange Pole:** There is a 10 foot tall pole in the centre of this room, it looks to be made out of marble, and is multi coloured. The room is 20' by 15', there is a set of stairs leading down to room 13.

*If anyone touches the pole, any of the coins they are carrying will turn into glass marbles for 24 hours.*

**13. Sages Room:** This room is filled with large bookcases, tables with weird bubbling apparatus, and skulls in jars. A few scrubby looking children tend to very large plants; one of them is in the corner roasting something over a fire pit. The room is 45' x 35'.

*The sage has brought the heroes here as part of a test for the order. The PCs were followed when they came to the city, and have been spied on ever since. The order has been looking for some adventurers to help overthrow the local government. The sage whose name is Raklla designed the test to make sure of the competency of the heroes. The sage will tell the players that if they want the jewels they will have to complete another much more interesting quest for him, he will however double what they were originally supposed to receive. The Sage believes that the Shah is actually a vampire, and to bring down the local government the order must cause discourse within the population and eventually assassinate or remove the Shah. In the interim the sage will induct the heroes into the secret order while the plans are being made. The ring they were sent to bring him is entirely worthless and non-magical.*

*The sage is a high level priest / alchemist.*

**Raklla** AC 2, HD 6, MV 60'(20'), #AT 1, D 1D6 Mace, Save C6, ML 9, AL Neutral, XP 500 Spells: Cure Light Wounds, Light, Protection From Evil, Remove Fear, Bless, Hold Person, Cure Disease

**14. Whispering Armoury:** The door to this room is locked. Within the room are large chests and barrels, all of which have armour and weapons in them. There are 10 suits of leather armour, 15 maces, 5 daggers. There is a corridor leading out of the room to the north, and a door to the east. The room is 20' x 20'.

*Upon entering this room one of the players will hear another player whispering insulting things about them to another player. This will randomly continue with different players hearing things as long as they stay in the room.*

**15. Drain:** There is a large metal grate in the floor this room, a pipe from above drains sludge into the grate.

*When the players enter this room they will hear the chattering squeaks of a swarm of rats behind them. (It's entirely up to you if they just hear it or there are actual rats!).*

**15 Normal Rats** AC 9, 1 hit point, MV 60'(20'), #AT 1, D 1D6 + disease, Save NM, ML 5, AL Neutral, XP 5

**16. Burnt:** This room looks like it recently had a huge fire, there is rubble lying around everywhere, half burnt books, and an old chest. Amongst the rubble is a skeleton with a book beside it. The room is 15' x 15'. There is a corridor to the north.

*The chest is locked it contains 50 SPs. The book is an evil spell book, anyone touching it must save vs spell or take 2d6 damage. The book contains 3-1<sup>st</sup> level spells. The books cover is outlined in gold, and the name of a long dead demi god is written on the cover. There are 2 Cobras in the room. If a search is made for secret doors the players will find a small lever that opens a fake wall to south, room 17.*

**2 Cobras** AC 7, HD 1, MV 90'(30'), #AT 1, D 1D3 Bite + Poison, Save F1, ML 7, AL Neutral, XP 15

**17. Secret Room:** Behind the secret wall are 4 barrels against the wall.

*From right to left, left barrel contains 2 healing potions, 2<sup>nd</sup> barrel is trapped with a crossbow (1d6 damage), the 3<sup>rd</sup> barrel is open and contains nothing, and the 4<sup>th</sup> barrel has two weeks' worth of rations, and a piece of cloth that appears to be a holy symbol.*

**18. Naïve Warrior:** Asleep on a makeshift bed made from a tarp is a young looking warrior; beside him is an axe and a sack. The room is 15' x 15'; there is a door to the east and west.

*There is a warrior named "Arah-kyl" who has made camp in this room. He is extremely naive and believes that he is one of the best fighters in*

*the world. He is actually just extremely lost. While speaking with Arah-kyl the PC's will hear a Horn blast echoes off in the distance. The sack contains a rusted dagger (1d4-1), 5 CPs, and a crudely drawn map from room 18 back to the entrance detailing the shortest route.*

**Arah-kyl** AC 7, HD 1, MV 120'(40'), #AT 1, D 1D6 Hand Axe, Save F1, ML 6, AL Neutral, XP 10

**19. Empty:** This room is completely empty; the door is unlocked and ajar.

*When in this room the heroes will hear creaks and cracks coming from the ceiling. If the PCs stay here longer than 1d4 rounds, the ceiling will make even louder sounding creaks. If the PCs stay any longer there's a 1 in 6 chance that there will be a cave in. Any players not rolling a successful saving throw vs death will receive 2d6 damage from falling rubble. Anyone successful managed to get out of the way just in time, and receives no damage.*

**20. Gone Weird:** This room is 25' x 20'; there is a door to the north and corridors to the west and south. There are weird glowing spheres that rotate and float randomly around the room.

*The spheres are just weird and not harmless.*



**21. Burnt Body:** This room is 25' x 20'; there is a door to the south and an open corridor to the north. Along the east wall is a burnt torch and the body of a young child clothed in rags.

*The child is an illusion, allow a save vs spell, if successful the hero will see that there's a trapdoor in the floor. Below the trapdoor is a sack containing 300 GPs, and a necklace with a large tooth (the tooth allows a player to re-roll any dice, twice, it cannot be recharged).*

**22. Large Smelly Room:** This room smells extremely bad. It's a very large room, 40' x 20' the room is covered in spider webs, something shiny glints off the torch light in the centre of the room.

*There is a secret door to the north, if a search is made a player will find a small rope that hangs from the centre of the ceiling. If the string is pulled a large door will open spilling out sewage into the large room. The room will fill up with sticky sewage in 1d4 rounds; anyone engaging in combat will have a -2 penalty to their attack rolls. Movement rates are halved. There is a giant spider in the room. There is a small silver ring in amongst the spider webs; it is a ring of poison resistance. (+4 to all saving throws vs poison).*

**Giant Spider** AC 7, HD 2, MV 120'(40'), #AT 1, D 1D8 + Poison\*, Save F1, ML 7, AL Neutral, XP 35 *\*the poison does 1d8+2 damage and will kill the PC in 4 days if left untreated.*

**23. Just A Room:** This room is a fairly odd shape; it is 20' x 15' at its largest point. There is a door to the south that is locked.

*If a search is made a secret door will be noticed in the west wall, it is magical and will only open if a "Dispel magic" is cast. This also goes for the secret door to the south.*

**24. Scream!** This room is 20' x 20". Within the room is a large chest against the north wall. There is also a few suits of leather armour (2) that look to be in terrible shape.

*When the PCs enter this room they will hear a young girl screaming behind them. She is running down the hallway the PCs just came from. She is an escaped slave, dressed in rags. She needs the players help to get out of the dungeon! The chest is locked, within the chest is a note written on a piece of papyrus it appears to be an IOU. There are 5 CPs and 10 SPs in the chest.*

## More On Yahleui & Crimhuck

As time goes on I will continue to write more about the continent of Crimhuck & the city of Yahleui in particular. A few things to keep in mind regarding the world, it is low magic and a very brutal place. For the most part Crimhuck is populated with humans. Typical fantasy races like Elves & Dwarves do not exist within the world. That being said they may have come from the lands to the east. It's entirely up to you. It is my intent to slowly fill up the world with adventures, rumours, maps and all the other little fiddly bits that come along with world building.

## Who Is This Guy?



Shane started out playing Fighting Fantasy (TM) books when he was 13. Around the same time he played his first game of D&D (TM) with his cousin. Later he started writing his own adventures for the Advanced Fighting Fantasy game (TM) and played many hilarious adventures with his friends.

Fast forward a few years later, a snowy Christmas morning in Canada, he opened up his first present to find that he was given copies of all the main books for AD&D 2nd Edition (TM). As he got older he found less time to play games and read books and took a few years of sabbatical from all things RPG. (Insert sad face).

As of 2013 he was asked by his cousin in law to teach him how to play D&D (TM) and his love affair was re-born! Having never really spent much time on Google +, he decided to check it out and found this HUGE community of these apparent “gronards” that played this game called OSR. What the heck is that? Check it out on Google + it's an amazing community of likeminded RPG-er's (is that a word?) that really dig the early version of the “World's Most Popular Role Playing Game” (TM). Shane found all these cool clones of the original set of rules and fell in love with RPG's all over again! (Do yourself a favor if you don't know about the OSR go on and google it).

Check out [www.3toadstools.blogspot.ca](http://www.3toadstools.blogspot.ca) to read Shane's daily rambling about RPG's

Cheers! And keep those dice rolling!

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## Helpful Links

Steve C's "Random Dungeon Stuff Generation"

<https://drive.google.com/file/d/0B8bzz49SDaoodGFvNzhHMHVUSHU4SWZWRnlBOEJIIdw/view?usp=drivesdk>

Random Sword & Sorcery Adventure Generator: North Wind Adventures:  
<http://www.hyperborea.tv/resources.html>

3 Toadstools Maps: <http://3toadstools.blogspot.ca/p/maps.html>

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