

DOOMSLAKERS ADVENTURES #1

HOWLER

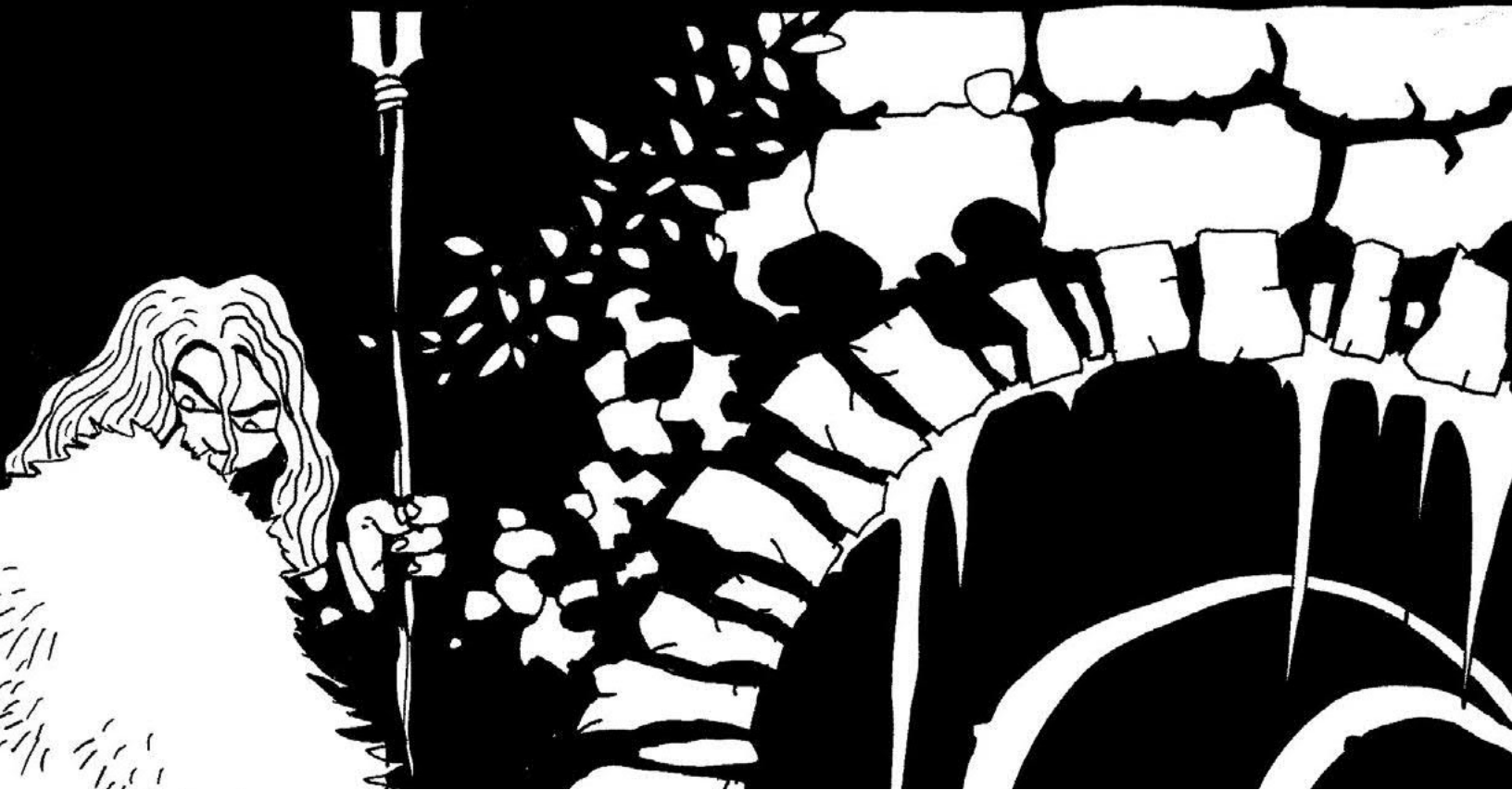
**An Adventure for 1st to 3rd level Characters
By J.V. West**



Labyrinth Lord
Compatible Product

HOWLER

An Adventure for 1st to 3rd Level Characters



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All Doomslanders Adventures are dedicated to my family with natural 20 love.



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This adventure was written to be used with the properly old school retro-clone RPG Labyrinth Lord and, with dizzying selectivity, its advanced companion the Advanced Edition Companion. Both are published by Goblinoid Games (www.goblinoidgames.com). However, given the nearly-universal language of all the old school games, you can easily run it with your game of choice if said game is fluent in old school cant. The following abbreviations are used to reference Labyrinth Lord: LL (Labyrinth Lord the game or Labyrinth Lord the game master) and AEC (Advanced Edition Companion).

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INTRODUCTION

Howler is a short dungeon crawl suitable for dropping into any campaign. It takes place in a rural area near a town, though the region is not described in any great detail. Any specifics of the setting, such as the Shekeltooth goblin clan or the elves of Pricklewood forest, are part of the realm of Gnarl - the Doomslakers fantasy setting that may be developed from this and future modules. Feel free to include or exclude any of these elements to suit your needs.

Certain types of characters or items may be beneficial to a party in this adventure. Clerics and dwarves would be handy since there are several opportunities for the PCs to become poisoned. There is an ancient buried temple to a forgotten deity that any cleric may find interesting or possibly threatening. There is the possibility of a significant skeleton attack so a cleric with power against the undead could prove very useful. Elves could also find an angle of interest in the adventure; there are items made of a special wood that the elves of Pricklewood are known to value.

Magic items are at risk of losing their power in the Howler's lair. It may be fun (depending on your perspective) to have the PCs' magic items put at real risk, if they possess any. The Howler must eat, after all. If the PCs are fewer than 4 or 5 in number or if they lack a cleric and/or magic items then it might prove useful to include at least one cleric NPC or other spellcaster or someone possessing magic items. **Part 4** of the module includes several pre-rolled character that your players can use or that you can use as NPCs.

At the beginning of each section there might be a block of text in italics containing some description of the area. You can read these italicized sections aloud to your players if you like, or just ignore them.

ADVENTURE HOOKS

The PCs may come to Howler Hill by any means that makes sense for your campaign. Here are a few hooks that might be useful in getting them into the thick of it.

- 1. Just Passin' Through:** The party is on the old road that leads to the top of Howler Hill. They either haven't heard of the danger or they simply want to see what all the fuss is about. So on their way to some other location they take the road and investigate the hill.
- 2. Searching for O'Noggin:** The PCs have been asked to find Gundrin O'Noggin, a local farmer who became a hero during the battle with the Shekeltooth goblins. O'Noggin went missing a few days ago and his drinking buddies said they saw him strap on his magic sword and head off to Howler Hill. Perhaps one of the PCs knows O'Noggin, maybe from the goblin war.
- 3. Searching for Calibrin:** Rains Calibrin, a local n'er do well, has disappeared without paying his debts. Several people have pooled together and offered a modest reward for his return. The drinking buddies of Rains and Gundrin O'Noggin all claim that the pair boasted of "raiding the Howler Hill".
- 4. Treasure Seeking:** One of the PCs, possibly an elf, has heard of an elf who disappeared in the Howler Hill area. This elf was in possession of a very special magic bow made of the prized *ellysi* wood. This bow is said to grant its user second sight.





STICKTOOTH GOBLINS

These goblins are described in detail in the **Appendix**. They are smaller than other goblins due to the imbibing of a special concoction at the time of their admittance to the clan. The Sticktooth goblins have a habit of rubbing their nasty clothes in the offal of cave bears (a dangerous predator found deeper in Hill Country) and usually have a simple mark on their cheeks or foreheads which looks like two short parallel lines ending in points. They tip their arrows with bear dung, which can cause mild poisoning.

Goblins of Gnarl are spawned from filth and rot. Wherever food is left to rot, especially vegetable matter, there is a chance that goblins will spawn. Once spawned, the “toddlers” will instinctively find their way to other goblins who will then train them in the ways of proper evil, enslave them, or eat them (depending on mood and necessity). Currently all the goblins spawning in the Howler Hill area are joining the Sticktooths.

ABOUT THE HOWLER

The Howler is a creature that feeds on the energy of magic items. Because it dominates the crypt and broken temple that constitute the primary area of the adventure, no functioning magic items can be found (with the exception of the items contained in the sealed sarcophagi in **Area 6**). If the PCs have magic items these items could attract the Howler early in the adventure. If the Howler can, it will drain the PC's magic items. Such loss of magic items could easily spur a follow-up quest to find a new one or have an old one restored.

If the Howler is destroyed it will release magical energy all at once, causing a certain degree of random magic item creation and/or recharging...or perhaps worse.

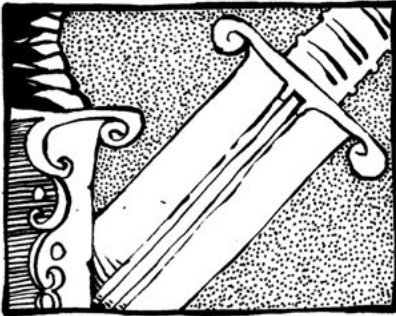
At several points during the adventure the PCs might cause noise or do something that could alert the monster in **Area 6**. If this happens, it will move into **Area 4** and wait on the ceiling above the doorway leading into **Area 3**. If it is alerted while the PCs are in **Area 4** it will move to the ceiling of **Area 6** and wait above the door.

If the creature does not detect magic items it will simply wait in hiding and will not reveal itself or attack unless the party is fewer than 4 members strong or appears very weak. But if it detects magic among the party members it will lust for it. It will attack as soon as it has a chance of draining a magic item, usually the most powerful one first. If the PCs take longer than 10 minutes to make their way to where the Howler is lurking it will cautiously move to ambush them where they are. If it moves through **Area 3** it will only trip a dart on a roll of 1 on a d6. The poison will have no effect on it. It will continue moving closer until, when it is within 10', it will not be able to resist any longer and will attack, going for the most powerful magic item.

IT IS NOT UNDEAD

This creature looks like an undead thing. It lives in a tomb on a graveyard hill. The players will almost certainly assume the thing is undead. There is no need to “fool” them, just let them assume what they will. It could be really interesting to see what happens when the PCs plan to tackle this monster as if it were something other than what it actually is. The cleric of the party, if there is one, might find herself at wits end trying to figure out why the unholy thing is unimpressed with her righteous assaults.

PART 1 HOWLER HILL



You stand at the base of Howler Hill, a depressing knob rising like a gray swell in an otherwise green land. Dotting the drab scene are many weathered old standing stones marked with ancient writing.

These stones, though perhaps older than any can tell, are gravestones. But the locals have not used the Hill as a graveyard in a thousand years and few living can read the ancient writing scrawled upon the markers.

A gusty wind kicks up and, as the air passes between the many standing stones, the hill begins to earn its name as an eerie howl fills the air.

You've been told that strange things happen around these stones at night. Dusk is not far away. The thick, brier-filled underbrush that flanks the Hill forces the road to rise straight up the slope and over the naked top. As you make your way to the apex you notice something sprawled upon the road...a dead body.

The body is that of a large man. The man's eyes are gone and his suit of fine-looking chain mail armor is dotted with blood.

A search of the body will reveal:

1. The man has a leather pouch on his belt containing 11 gp and a small blue vial of liquid. This is actually a *potion of healing* (heals 1d6+1 hp).
2. His eyes have been plucked from their sockets, possibly by birds.
3. He has some slashes on his neck that apparently caused his death. There is a trail of blood leading from the body to the Broken Tomb in **Part 2**. Unless it is dark there is no need to roll to follow this trail. If it is dark, any non-ranger PCs have a 50% chance of finding the blood trail (rangers only fail on a roll of 100). A failed roll adds 10 minutes to the search time before making another roll, possibly triggering a random encounter.
4. The man's appearance is that of a warrior, though a bit soft. He bears a few battle scars and his boots and other clothes are in fairly good condition. He has an empty sword scabbard on his belt.

This poor sap is actually Gundrin O'Noggin, a local farmer-turned-warrior who made a name for himself battling the Shekeltooth goblin clan a few years back. Gundrin had noticed something strange going on around the hill and, along with his

partner Rains Calibrin, managed to find the Howler's lair. He thought himself quite clever but he didn't realize the Howler's *modus operandi* is to lure adventurers into its lair to kill them and eat the magic from their items. Gundrin always wore his *chainmail +1*, a gift from the elves of the nearby Pricklewood forest. He also carried a moon-hilted magic sword that was given to him by the elves (see **Part 2, Finding Stuff in the Tomb**).

SEARCHING THE AREA

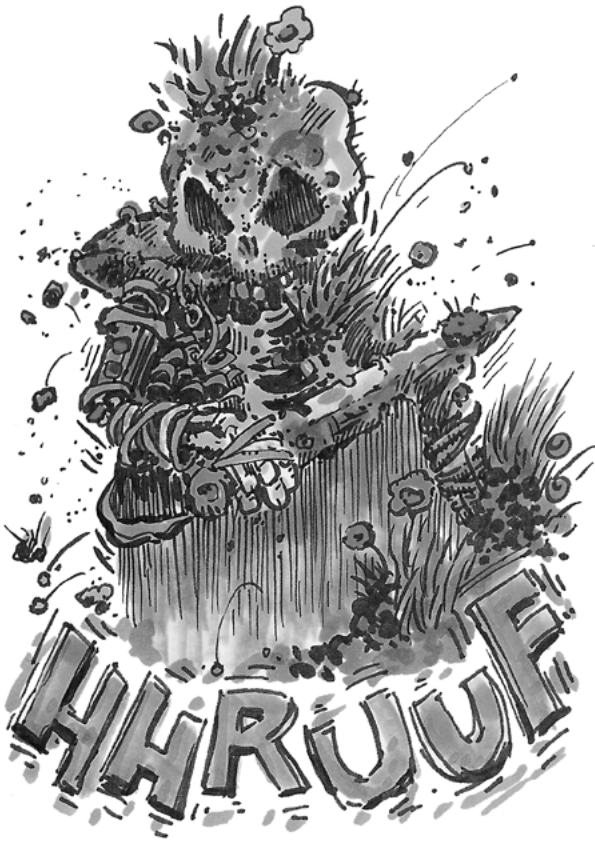
The standing stones are markers for small tombs, each filled with ancient bones. Most of the tombs are ruined and few contain anything worth digging up. Some have been raided already. There is a 1-in-6 chance per grave of finding 1d6 gp or the equivalent amount of other coins and/or various personal trinkets. None of the stones are magical; none of the graves contain anything of great value or importance. No one frequents the mound anymore, and there are no recent grave-sites.

The areas surrounding tombs that have already been raided are sometimes littered with various bones...scattered curiously about.

Cleric PCs or PCs with scholarly inclinations may make an Intelligence check to see what they know of the area. If the result is positive the PC will have a faint idea that this area was once home to a thriving moon cult and that the standing stones which serve as tomb markers are also sacred to this cult. The cult was generally good but the worship of this ancient moon goddess — whose name is long forgotten — has been dead for many centuries. If the PC's Int check is particularly good (at least 5 under) they will also know that the moon goddess' temples are said to be scattered around the area of Hill Country, typically buried in the hills in ruin.

If a PC casts detect magic while on the hill they will get a strong sense that the area is protected by a powerful old spell that seems to be focused on the graves. The exact nature of this spell cannot be determined.





IN CASE OF GRAVE ROBBERS

If the PCs start digging up graves you should make a secret Wisdom check for each character. Those who pass the check should be told that they have a “very bad feeling” about what they are doing. Outward signs that something is wrong should include sudden gusts of icy wind, weird noises, and the PCs’ neck hair standing on end. If they continue to dig, this feeling should increase in severity until PCs with lawful (good) alignments actually feel physically ill. If good aligned PCs continue to defile graves after signs have been noticed that this may be a bad thing then they will lose 1-2 points of Constitution (randomly determined; Con is healed at a rate of 1per day of rest and cannot be otherwise restored).

If a paladin defiles (digs, opens, or disturbs) even a single grave she will instantly know that she has made a terrible mistake. If she persists in doing it she will lose 2 points of Constitution per grave disturbed.

Each time a grave is violated there is a 25% chance of triggering the protective spell. This is a cumulative likelihood so that the 2nd grave results in a 50% chance, the 3rd in a 75% chance, and the 4th grave to be disturbed causes the spell to take effect no matter what. By this time the sense of immediate threat should be oppressive and overwhelming. The temperature in the area should drop to freezing within a single turn.

If the spell is triggered, 1d10 skeletons will arise from random tombs near the PCs and immediately attack. Every round thereafter 1d4 skeletons will appear and attack.

Ancient Skeletons: AL CE; MV 60' (20'); AC 7; HD 1; hp 2; #AT 1; Dmg 1d4 (sword); SV F1; ML 12; XP 13 each

OPTION: Since the skeletons are ancient and weak, try allowing a single melee strike by any PC to potentially hit multiple targets if the damage rolled is enough to take out more than a single skeleton. For example, if a warrior swings her sword for 4 damage allow her to actually destroy two skeletons instead of just one, for this battle only. Imagine the clattering and shattering of bones!

The only ways to stop this assault of the undead are as follows:

1. A cleric or other priest of lawful (good) or neutral alignment has a 30% chance (+10% per level) of successfully praying for forgiveness from the ancient powers that defend the Hill. If this prayer is successful the skeletons will stop appearing, though the existing ones will continue fighting until destroyed. Any other non-chaotic (evil) PC has a 10% chance of successfully doing the same.

OPTION: The cleric responsible for stopping the swell of undead receives a powerful vision, perhaps during sleep. This vision spells out a very specific quest the party must endeavor to complete in order to appease the ancient powers. This could mean retrieving the remains of some dead that were misplaced or buried in the wrong place (possibly in the dreaded **Ice Forest?**). It could require a quest to find an ancestor to come and bless the hill again. Or it could be as simple as fixing the disturbed graves.

2. The party can leave the hill. The undead will follow only to the edge of the hillside, where they will stand guard until dawn, then return to their slumber. Entering the site again will not trigger the spell but disturbing the graves a second time will cause the same effect.

3. The PCs can undo the damage to the best of their abilities. Even if this means chucking dirt back onto the tombs with their bare hands, the act of doing it will appease the powers in 1d4 rounds and no more skeletons will rise after that point. These repairs must also include returning any stolen items.

4. If the party enters the Broken Tomb in **Part 2** and moves into **Area 2** the skeletons will not follow. They cannot enter the ancient temple. But they will wait until daylight before returning to their graves.

No treasure can be won battling the skeletons. They are ancient dead, mostly brittle or incomplete, carrying rusted blades, sticks, rocks, and whatever is lying around.





THE BROKEN TOMB

The blood trail left by O’Noggin leads to an open tomb about 100’ from the road. This tomb is marked by the largest of the standing stones. PCs will find this tomb after about 1d6 turns even without following the blood trail if they simply look around. See **Part Two**.

RANDOM ENCOUNTERS ON THE HILL

As the PCs top the hill and discover the body the sun will be just sinking over the horizon. In Hill Country the sun sets about 30 minutes earlier than in flat areas. For every turn the PCs remain on the road near the body there is a 2-in-6 chance of a random encounter. Roll 1d10 on the list below if a random encounter is indicated.

1. Sticktooth Goblins (3d6): AL CE; MV 60’ (20’); AC 6; HD 1-1; hp 3; #AT 1; Dmg by weapon; SV F1; ML 7; XP 5 each

When these goblins are encountered half of them will carry clubs, half of the remaining goblins will have short swords, and the remaining goblins will have short bows. Sticktooth goblins, being smaller than typical goblins, use very small short bows that do 1-4 damage (creatures larger than a halfling cannot use them). The poison arrows are dipped in bear dung. A save vs. poison negates the effect, otherwise a hit PC will take an additional 1 damage every turn until the save is made.

2-3: Vulture Attack

A wake of 1d6+2 vultures begins to circle. Within 1 turn a very large vulture will descend and attempt to chase the PCs away. Its only interest is feeding on the corpse. It will flee upon taking more than 3 points of damage. If the PCs linger, the huge vulture will return for a second attempt. If it is injured again it will flee and not return. None of the other birds are a threat. But the presence of the vultures will cue the band of goblins listed below

(result 4-6) that will show up in 1d4 turns regardless of random encounter rolls.

Huge Vulture (1): AL CE; MV 60’ (20’); Flying 360’ (120’); AC 5; HD 2; hp 8; #AT 3; Dmg 1d4/1d4/2d4 (claw/claw/bite); SV F2; ML 9; XP 29

8 hp ○○○○○○○○

4-6: Sticktooth Goblin Assault

A band of 7 goblin scouts spots the PCs from the base of the hill. They split into two groups with group A approaching the party from the south side and group B circling the bottom of the hill and approaching from the north. On a roll of 1-2 on a d6 the party will notice the goblins (1-3 on a d6 if an elf or ranger is present). There is a 50% chance that the wind will blow the goblin’s fetid scent uphill towards the PCs. If this happens then they will notice them on a 1-3 (1-4 with elf or ranger). If the goblins are not noticed then they will surprise the party on 1-3 on a d6. Group A will attempt to sneak up to within 80’ and begin firing arrows at the party. The goblins will use the standing stones as cover (-2 to AC).

Group B, led by a bigger, stronger goblin named Brash, will sneak up the other side of the hill in exactly the same manner, but they will attempt to ambush the party while the PCs are being attacked from the other side. If the PCs are engaged in combat with Group A they suffer a -4 penalty to their surprise roll against Group B.

Goblins, group A (3): AL CE; MV 60’ (20’); AC 6; HD 1-1; hp 2, 3, 4; #AT 1; Dmg 1d4 (very short bows); SV F1; ML 7; XP 5 each, 15 total

2 hp ○○

3 hp ○○○

4 hp ○○○○

This group carries short bows. The arrows are tipped with bear dung poison as described above and in the **Appendix**.

Goblins, group B (4): AL CE; MV 60' (20'); AC 6; HD 1-1; hp 4, 5, 7; #AT 1; Dmg by weapon; SV F1; ML 7; XP 5 each, 15 total

4 hp ○○○○

5 hp ○○○○

7 hp ○○○○○○○

Brash the Goblin Raider (1): AL CE; MV 60' (20'); AC 5; HD 1+1; hp 8; #AT 1; Dmg 1d6 (hand axe); SV F1; ML 7; XP 15

8 hp ○○○○○○○○

All the goblins wear ragtag leather armor bearing the Sticktooth emblem. Brash, the goblin leader, wears a brass ring of protection +1. The ring looks old and cracked. Unless the party casts detect magic they might simply toss it to the side. All together the goblins possess their weapons (which are in ill repair and worthless), their ratty armor, some nasty smelling dried mutton, a small pouch of bear dung, and 7 cp. If questioned about the Hill they will fearfully point to the location of the Broken Tomb.

7-8: Cursed Coyotes

A pack of cursed coyotes, smelling the body, come to feed. These creatures are like normal coyotes but they have pitch black eyes due to a dark enchantment laid upon them by a local witch who is no longer in her mortal coil. The pack itself emanates fear, per the spell, once per day. They will use this power immediately if the PCs stand between them and the body of O'Noggin. The pack is 5 members strong. Losing a member reduces the effectiveness of the fear, granting +2 on saving throws to resist. Losing more than 1 member negates the ability entirely. The pack is ravenous and unafraid and will attack if the PCs try to prevent them from feeding. The creatures will not attack or pursue if they are left to feed.

If Brash and his goblins have not come yet the sounds of the coyote pack will draw them within 10 minutes.

Cursed Coyotes (5): AL N; MV 360' (30'); AC 7; HD 2; hp 3, 4, 5, 7, 9; #AT 1; Dmg 1d4+1 (bite); SV F2; ML 7; XP 29 each, 145 total

3 hp ○○○

4 hp ○○○○

5 hp ○○○○○

7 hp ○○○○○○○

9 hp ○○○○○○○○

9-10: Drunken Ogre

Rorkker the drunken ogre happens to be stumbling across the hill toward his cave in a nearby forest singing an ogre song:

*In the valley o'er the (*BURP*) riiii-ver fair
Spied me a fancy lady with teeth of greeeeeen
I did bow low an' jolly (*BRAAAP*) an'...an'...*

At this point Rorkker can remember no other words and begins to hum instead until he comes to the chorus, which he bellows loudly:

*Ate her all up
Smack smack gooooood!*

Upon seeing the PCs he will take a giant swig of his orchish whiskey, throw the empty jug against a standing stone, and rage into battle with a giant "Woooooo!" battle cry.

Due to his inebriation he has a -3 to all attack rolls but gains +2 to any saving throws vs. illusions or charms. Rorkker wields a club that is banded with spiked iron giving him a +1 to damage. It is a rather small club for his size but he thinks it is just awesome. If he rolls a natural 17 or better on a hit he has hooked the target on the iron spikes and will fling it against the nearest standing stone. Such hapless characters must make a save vs. paralysis or be knocked prone for 1 round. Rorkker carries a sack with some animal bones, a rusty knife, and a lovely golden *ring of feather falling* (usable once per day by a magic-user, thief, or cleric) with a small sapphire inset (it still has some dried blood on it, presumably belonging to the former owner).

If any PC attempts to appeal to the ogre's drunken sensibilities, such as by singing a really inappropriate limerick or offering the monster more to drink, he might be momentarily satiated (reaction roll improved by 3...but if a female dwarf is doing the singing or talking then the roll is improved by 5). If he is distracted and someone can hit him on the head for at least 4 points of damage he will be rendered unconscious for 2d4 turns.

Rorkker the drunken ogre (1): AL CE; MV 90' (30'); AC 5; HD 4+1; hp 20; #AT 1; Dmg 1d6+4 (spiked club); SV F4; ML 10; XP 215

15 hp ○○○○○○○○○○○○○○○○○





THE BROKEN TOMB

A large tombstone bearing the swirls and crescent moons typical of the region stands here. In its shadow is a root-ridden old stairway leading down into the earth. Peering into the dimness you see that the stairs end only about ten feet down where they meet an earthen floor. The smell coming from the hole is that of an old cellar, long abandoned. Here and there you see the shattered remains of skeletons as if some battle had recently taken place.

The entrance to this tomb was once covered by a great stone, which has been recently moved to the side, revealing the earthen, root-flanked steps. There are many skeletons and random bones scattered around the steps.

The bones lying around are from a wave of skeletons that were automatically summoned when the crypt was recently opened. The Howler, a creature that seeks out tombs in which to live, tripped the ancient protective spell described in the previous section and was able to vanquish the skeletons that arose to destroy it. This fact is to the PCs' advantage because the Howler is weakened from that fight as well as its encounter with O'Noggin and Calibrin.

FINDING STUFF IN THE TOMB

Every room in the tomb is a mess of broken stone, mold, and spider webs. It is completely dark so PCs will have to light torches or use some other light source.

The whole place should feel and smell like an old cellar. To drive this point home, any PC with a Constitution score less than 8 needs to pass a save vs. poison or have a harsh immune response that includes an annoying headache and random sneezing (random sneezing on 2-in-6 during any tense situation while in the tomb). A sneeze after **Area 3** has a 50% chance of alerting the Howler.

Because the Howler eats the magic of items but leaves the items otherwise intact it tends to simply drop its "food" when finished. In any given chamber within the tomb the PCs will find something. When they look around, roll 1d4 to determine how many objects are found then roll 1d20 and check the list below. Some items can only be found one time, as indicated. The others can repeat, though you should embellish some details to make each find a little bit different.

1. **Find only once:** O'Noggin's longsword. It has runes along its blade and a moon motif on the pommel and was also a gift from the elves. If any party member has arcane knowledge he will deduce that the sword was once enchanted but now the magic is gone.
2. Roll 1d6. 1 = 1d10 gp. 2 = 1d20 gp. 3 = 1d6 gp and 1d20 cp. 4 = 1d10 gp and 1d20 sp. 5 = 4d10 cp. 6 = Roll twice more.

3. Roll 1d4. 1 = a shovel; 2 = dagger hilt; 3 = broken lantern; 4 = damaged short sword.
4. A golden ring worth 10 gp.
5. **Find only once:** A leather boot with leaf patterns. Any elf looking at the boot will know it to be from a pair of boots of elvish charm, though the magic is gone.
6. 1d10 arrows, 1d4 of them broken.
7. A necklace with a wolf's head emblem worth 2d4 sp.
8. An emerald-crested silver dagger worth 90 gp.
9. Roll 1d4. 1 = short sword; 2 = hand axe; 3 = 1d4 caltrops; 4 = long sword.
10. **Find only once:** An axe that looks like that of a woodsman but is actually a hefty battle axe.
11. **Find only once:** A little brass figure of a pony about 3" tall. This was never a magic pony and is only worth a few cp as a child's toy.
12. **Find only once:** A scroll in a scroll case. Curiously, it is blank. A magic-user will determine that the scroll once contained a number of spells and now they are somehow gone, though not actually used.
13. **Find only once:** Small holy symbol of a dwarven deity made of wood and brass worth 2 sp. The deity, known as Old Hoar Beard, is in the form of a rotund, naked, male dwarf.
14. 1d4 chewed up ears of corn. Curiously chewed.
15. 1d6 rusty steel coins that resemble the silver coinage of a nearby city but are clearly fraudulent.
16. A horse shoe.
17. 1d20+20 feet of rope (25% chance of breaking if used).
18. A lantern with enough oil for 1d4 turns of light.
19. A torch (50% chance of being wet or too damp to light).
20. **Find only once:** A scroll with a map showing the Howler Hill area. An "x" marks the location of the tomb the PCs are currently in. Scrawled next to it in some red ink (ink?) are the words "burn and seal up". On the north side of the hill is another "x" marked by a particular standing stone and the words "could not open" written next to it.

Many of these items were once magical as a magic-user passing a simple Intelligence check will note. Their magic is now gone. They do, however, function perfectly well as normal items. The mystery location marked on the map described in #20 could be another ancient temple ruin to explore and is left for the Labyrinth Lord to develop as desired.

AREA 1: THE BURIAL CHAMBER

The steps lead down to a square burial chamber. The floor of this dark room is nearly covered with bones. The walls are nondescript stone covered with spider webs and cracked with time.

This area contains what is left of the grave's occupants. A large pile of bones is scattered across the floor. The PCs can see at least 20 skulls in the mix. Bodies would have been placed here wrapped in ceremonial garb but otherwise left to decompose, thus the scattered remains.

In the rear, southern corner of the room the stone wall is shattered. This reveals an older tunnel that goes down at an incline ending in **Area 2**, which is roughly one level below the burial chamber.

Casual observers, particularly dwarves, might notice that the stonework revealed by the crumbling areas of the chamber walls is of a different, older style of construction featuring various moon and star patterns.

The incline leads to an old temple associated with the worship of a long-forgotten moon goddess. In those days the temple had a prominent entrance on the face of Howler Hill. The standing stones are much older than the tombs that lie beneath them. Their original construction and purpose was in service to a moon goddess whose name is long forgotten.

The Howler has recently broken through the wall leading to **Area 2**; the opening was probably a small crack when it arrived.

AREA 2: THE PURIFICATION ROOM

The short, dank passage leads down a relatively steep incline ending in an oblong room decorated with moons and stars. The ceiling, covered in cobwebs and mold, once boasted an ornate map of the night sky. In the center of the room is an oval basin in the floor that looks like it might have been a shallow ceremonial pool. A few skeletal remains are scattered here and there. The pool contains a few inches of water.

NOTE: If the PCs are carrying any sort of magic item there is a 25% chance the Howler will detect the magic as soon as they enter this chamber.

This room is about twice the size of the burial chamber. It was once used for purification rituals in an ancient religion. There is nothing of value in this room though some of the friezes lining the walls appear to have once been decorated with gems and golden embellishments. Apparently this place has been robbed once or twice.

There is a basin in the middle of the room with a few inches of water in it. The basin is roughly 6' long, 4' wide, and the rim is

1' high. It is oval in shape. It's southern end has a tiny opening a few inches from the bottom through which water slowly trickles. There are cracks in the bottom of the basin through which, apparently, the water leaks. Anyone accustomed to being in the wilds will recognize that small critters have lived here, or still do. A search will reveal very small tunnels leading out of the room through broken parts of the floor and walls. These are animal tunnels. Even small PCs such as halflings will be too large to fit into any of these tunnels.

If PCs examine the tunnels they have a 2-in-6 chance of finding a silver necklace with a small diamond pendant worth 500 gp. A passage leads out of the north wall. The ornate door once covering this opening lies atop a heap of bones where it fell long ago. If anyone lifts or moves the door they will be attacked by a rather large black spider that was minding its own business. The spider is about the size of a well-fed house cat.

Large Black Spider (1): AL N; MV 60' (20'); AC 6; HD 1+1; hp 6; #AT 1; Dmg 1d4+poison (bite); SV F2; ML 7; XP 21
6 hp ○○○○○○

This spider has a venomous bite that causes an additional 1d4 points of damage on the round following its attack if a save vs. poison is failed.

A battle with the spider will attract its companion hiding in a dark corner. The companion will rush out and attack the PCs from behind (surprising on 1-4).

Large Black Spider (1): AL N; MV 60' (20'); AC 6; HD 1+1; hp 7; #AT 1; Dmg 1d4+poison (bite); SV f2; ML 7; XP 21
7 hp ○○○○○○○

There is a crescent moon shaped ivory inlay on the back of the broken door. It is a lovely piece that would fetch about 50gp as an art object. But the moon is actually a good luck charm (detectable by *detect magic* spells). The PC carrying it will gain +1 on all saving throws until 20 saving throws have been made at which point the luck is depleted. The magic of this item is of a divine nature, which the Howler cannot detect. Any PC of chaotic (evil) alignment will find that the moon brings the opposite effect, giving them -1 on all saving throws.

AREA 3: HALLWAY OF THE PENITENT

The passageway before you stretches out into darkness. The passage is only wide enough for two people to walk abreast and the walls, though partially overtaken by earth, still show their ornate reliefs...images of animal sacrifice and cultish worship. Earthworms can be seen wriggling here and there, often crawling out of the eye sockets of the occasional skull.

This is a long passage that the priests used to walk as they went to take care of their temple rites. The cult of the goddess had many enemies so an elaborate trap system was installed along

the hallway walls. Only true clerics of the temple knew the method for passing through the hall untouched.

There are small, dart-sized holes in the wall lined up with some of the eyes of figures depicted in the reliefs. Any PC doing a cursory inspection of the hall will be able to notice these holds on a successful Intelligence check. A thief who is aware of these holes gets +20% to his find traps check. Just inside the passage on both sides of the hall are hidden kill switches that will disable the traps (revealed by a successful find traps roll). The switch on the right side will disable the traps on the right side of the hall and the one on the left will do the same for traps on that side. But these switches are located on the ceiling (about 15' high) and are well hidden. The clerics of the temple used a long pole to turn the traps on and off when necessary. If the thief can find a way to reach the switches his disarm traps roll gets a +50% bonus.

The trap shoots poisoned darts out of the randomly-placed holes in the wall when pressure is placed on the right stones in the floor. The pattern is very complex, appearing to be random. A thief making a successful disarm traps roll can deduce the pattern and safely traverse the corridor without actually disarming the traps. He can teach this pattern to the other PCs but they must pass an Intelligence check at +2 to the roll to understand the pattern and avoid stepping in the wrong places.

The holes are randomly placed, sometimes at the level of a human head, other times as low as an ankle. There are 1d6 holes for every 5' of hallway, divided randomly between left and right. Most of the traps have been sprung and never reset. But if the PCs walk down the hall without disarming the traps or figuring out the pattern there is a 2-in-6 chance per 5' of 1d4 PCs being shot by a dart. A dart does no actual damage but does carry a poisoned tip. A failed saving throw vs. poison causes 1d4 points of damage each turn (save ends).

NOTE: Because the Howler is fairly short and has tripped many of the darts below 5', any short PC (such as a dwarf or halfling) will not be hit.

Randomly determine if a triggered dart came from the left or right side of the passage. If the PCs trip a dart on the right side of the hall the Howler will be alerted to their presence. If they do not trip any darts or if they trip a dart from the left hand side, the Howler will remain in **Area 6**, sleeping after its meal of the magical armor of Gundrin O'Noggin.

RAINS CALIBRIN

About 5' from the end of the hall the PCs will notice a slumped figure on the floor. This is the companion of Gundrin O'Noggin, Rains Calibrin. Rains has unfortunately been poisoned by the darts as well as by the Howler and he is dying. A healing spell or potion administered within one minute of finding him will stabilize Rains to 1 hp, but he will remain paralyzed from the waist down for 24 hours.

Rains will be delusional and feverish. If the Howler was alerted by the PCs making noise or the detection of magic items it will

be hiding on the ceiling in Area 4 just above the doorway, which is only about 5' from Rains Calibrin. On a 1-in-4 Rains notices the creature moving into ambush position and will try to alert the PCs. His ramblings will be wild and inarticulate but he will fix his gaze clearly toward the top of the doorway.

Otherwise, he will chatter like a complete nutter, speaking of the "shadow of death" and the "thing that eats all things". If no healing is given to him within one minute he will die in 1d4 rounds. During that time, if pressed for information, he will say one thing from the list below per round until dead. Roll 1d6 to see what Rains has to say.

1. "The fingers that eat! The skull face that howls!"
2. "I had a friend and his name was Noggin. O'Noggin."
3. "It drooled over my friend's elven armor! Like it was looking at a meal. Sucked it dry! The elves are pretty."
4. "Curses are upon us! We are all doomed!"
5. "You die as you live."
6. "I...I have soiled myself and I am sorry for many things I did in life...I want my pony."

Rains is wearing leather armor in poor repair and rough, dirty clothes...pants, boots, shirt, a dirty old cloak. In his pocket is a set of thieves' tools. He clutches his dagger with white knuckled hands. Inside his shirt is a pocket containing 3 gp...his only earthly wealth. Rains and O'Noggin were both in the local army that fought the Shekeltooth goblins out of the area. But while O'Noggin went on to be a respected warrior Rains became something of a purse-snatcher and ale-guzzler.

NOTE: If the party is in need of an additional NPC consider allowing Rains to be fully restored by any healing potion or spell. If no such healing is available simply state that he is frozen in fear and let him snap out of it upon being found. In this case, assume he has minor wounds and is at 5 hp. Full stats for Rains are given in Part 4.

AREA 4: CHAMBER OF DREAMS

The hallway ends and a short set of stairs lead down a few feet to a very large worship chamber. This appears to be the primary place of worship and reverence for the cult of the goddess. There is a pile of rubble against the wall opposite the hallway that appears to have once been a great statue, perhaps of the local goddess. You can still see her ornate hair carved from stone lying in ruin amid broken rubble and bones. The bronze braziers arranged around the room's walls are mostly overturned.

NOTE: As soon as the PCs enter this room there is a 50% chance the Howler will notice their entry and a 75% chance it will detect any magic items they are carrying.

The room's ceiling is about 30' high and features a star map similar to the one seen in **Area 2**. Living on the ceiling are 8 more large spiders. These animals will not attack a full party but might drop down and try to surprise a party member or two who wander away from the group (75% chance). With torches,

the party can spot the spiders easily if they examine the ceiling. If attacked, the creatures will attempt to flee into **Area 5**. If cornered they will fight.

Large Black Spiders (8): AL N; MV 60' (20'); AC 6; HD 1+1; hp 4, 5, 5, 5, 6, 7, 7, 8; #AT 1; Dmg 1d4+poison (bite); SV F2; ML 7; XP 21, 168 total

4 hp ○○○○ 5 hp ○○○○○ 5 hp ○○○○○
 5 hp ○○○○○ 6 hp ○○○○○○
 7 hp ○○○○○○○ 7 hp ○○○○○○○○
 8 hp ○○○○○○○○

These animals are identical to the ones in **Area 2** with the exception of their hit points.

The room has scattered bones and rubble like everywhere else in the temple. There is nothing of interest on the statue, however a battered bronze shield can be found among the broken stones. The shield bears a leaf and grasshopper motif. This symbol was used for the ragtag local army that drove out the Shekeltooth goblins.

There are 8 brass braziers in this room. Two of them are knocked over. There is a spot on the southwest wall next to the stairs where a 9th brazier used to sit and another empty spot on the eastern wall where the 10th one resided. Each brazier is 6' tall and weighs 200 lbs. The braziers are placed above small holes in the floor that feed a fairly innocuous natural gas through holes in the braziers. Through some fairly innovative design, the braziers, when not lit, do not allow the gas to escape into the chamber. However the holes that are exposed near the overturned and missing braziers are allowing a very small amount of the gas to escape. If a torch or any other open flame is carried within 5' of any of these spots there is a 4-in-6 chance the gas will catch on fire in a sudden burst. Anyone standing next to the brazier must save vs. breath attacks or take 1d6 fire damage. Anyone standing between 5' and 15' must also make the save, but with a +2 to the roll and only 1d4 damage upon failing. Once lit, the hole in the floor will continue to burn in a 1' tall flame that illuminates 40' of space exactly like a torch. Any other braziers that are lit will illuminate 60' of space.

The two braziers at the northwest corner of the room near the broken statue are home to a pair of red death spinners (see **Appendix**). The creatures possess intelligence higher than most animals, making them cunning, more adaptive, and more tactical in their thinking. The pair like to team up on prey, normally issuing their web abilities immediately and then sharing the meal.

If the party is fewer than 4 strong the spiders will attempt to attack them. If the party is larger than that the spiders will actually choose to hide atop their respective braziers and not risk death. If disturbed, they will fight.

Red Death Spinners (2): AL NE; MV 60' (20'), in web 150' (50'); AC 6; HD 2+1; hp 10, 12; #AT 1; Dmg 1d4+1 (bite); SV F2; ML 6; XP 71 each, 142 total

5 hp ○○○○○ 7 hp ○○○○○○○○

Creatures bitten by a spinner must save vs. poison each round for 1d4 rounds or take 1d4 damage from being poisoned.

On the southwest wall is the doorway to **Area 5**. The stone door is broken and leaning against the wall so that the doorway is only partially blocked. Any PCs can easily step into the chamber.

On the southeast wall is the door to **Area 6**, which is closed but not locked. The upper half of the door is broken and the Howler tends to enter and exit through the broken section along the ceiling. If the PCs open the door the Howler will immediately wake up and move into position on the ceiling to ambush them. It will be slumbering in the broken sarcophagus described in **Area 6**. A PC standing at the broken door has a 25% chance of catching a glimpse of the creature scurrying up the wall into the darkness.

AREA 5: CLERICS' QUARTERS

This long, narrow chamber appears to have once been sleeping quarters. Cut into the west wall are several bunks. The east wall, to the left, is undecorated but has two visible alcoves.

The floor of this long chamber is littered with bones, debris, and some mushrooms. The mushrooms are small and dotted with brown spots. They are not attractive and do not smell good. Any PC with a background in hunting, farming, or naturalism may make a Wisdom or Intelligence check in order to identify these as "lucky hats". It is said that eating them brings you good luck and makes you feel better.

If a character eats a lucky hat they must make a save vs. poison, adding their Constitution modifier. If the save fails then the PC gets a belly ache but nothing more will happen. On a successful save the PC gains a temporary ability score boost (magical enchantment) for 1d4 hours.

Roll 1d6 to determine which ability gets the temporary increase.

1. +1 to Strength
2. +2 to Dexterity
3. +1 to Intelligence
4. +2 to Wisdom
5. +1 to Constitution
6. +2 to Charisma

PCs can gather 1d10 usable mushrooms. They will remain potent for up to 1 year as long as they are kept in a dry, closed area such as a pouch or sealed container. If additional mushrooms are consumed after the first within the effective time there is a -2 penalty to the saving throw per additional mushroom. Failing these additional saving throws will result in extreme nausea, causing the PC to have a -1 to all attacks and saving throws for 1d4 turns.

Along the east wall is the access to the poison dart traps that line the walls of **Area 3**. There are two recesses in this wall that open to a crawlspace about 3' wide running along the corridor of **Area 3**. In this space are the various levers and pulleys that operate the system. To the casual observer it looks quite

complex but in ill repair. Any PC trained in machinery, traps, or military affairs will determine that all the traps along the middle and lower portion have been sprung while there are still several traps in the upper area, about head-level for a human. There is a kill-switch located in this crawlspace and a thief can find and use it on a single successful disarm traps roll (+20% to skill). This will disarm all traps along the western wall.

Any non-thief PC attempting to figure this out and activate the kill-switch has a 10% chance of success.

Make a standard roll to determine what kind of junk can be found on the floor of this room. In addition to these items the PCs will find a quality short bow made of an unknown, lightweight wood of a slightly blueish color. Any elf examining the bow will recognize it as elven handiwork. Any elf from Hill Country or nearby will recognize the material as a rare and magical wood called *ellysi*. Rangers and druids will also know this. Any other PC from the area will recognize the wood by passing an Int check.

The bow has no magic. The *ellysi*, though still strong and light, has been robbed of its magical properties. The string is broken, but the bow can be re-strung and used as a normal short bow.

Those who recognize the *ellysi* will know that it is a rare and valuable material and will fetch a nice price, magical or not. If the bow is taken to an elven wizard with the proper skills to create or repair magic items it can be easily restored and will then function as a *bow of clairvoyance* (see **Appendix**). The cost to do this will be about 4000 gp.

AREA 6: THE HOWLER'S LAIR

A large room opens before you, its walls completely covered with moon and star symbols. The floor just inside the door is charred as if something was burned on the spot. In the back of the room you can see what looks like three stone sarcophagi on a raised platform.

This very large room is the final resting place of the ancient cult's most revered priestesses, and it also happens to be the preferred lair of the Howler. Like all the other rooms it is littered with bones and broken stone.

Searching this room will reveal the following items in random places on the floor. Most of these were once magical but no longer carry any enchantment.

1. A longsword with an impressive golden eagle pommel and ruby eyes. It is worth 160 gp.
2. A set of two twin daggers with evil looking skulls on the hilts. These are worth about 10 gp for the set.
3. A helmet with a bull emblem worth 2 gp.
4. A thick iron rod with six stud-like buttons along its length and a flanged ball at one end. Worth a few gp to the untrained eye, but possibly worth much more to a learned collector.
5. A brass torc, the ends of which are shaped like snake heads. Their hollow eyes probably once held small gems.



6. A pile of 5 rings of various colors and designs worth 1d4 gp each.
7. An assortment of coins scattered here and there, totaling about 6d6 gp.
8. A silver crown with all its gems missing, worth about 50 gp.

Most of the room is just an open space much like **Area 4**. But in the southern end of the room on a raised platform are three stone sarcophagi. At the northern end of each coffin is an inscription written in an ancient, non-magical language. Any PC from the area can make an Int check at -5 to their Int score and try to figure out what the script says (it is similar to local, older tongues). Any PC skilled in languages or with a sufficiently scholarly background may also attempt to read it with the same Int penalty. Any such skilled PC who also happens to hail from the local region may make the check without the -5 penalty.

The top portion of each inscription reads:

Here lies she who is named below. Speak not her name, but cherish her spirit.

NOTE: Reading the name off one of the sealed coffins will awaken the hill mummy inside. This can be a significantly dangerous encounter for new PCs as discussed shortly.

Beneath each inscription is a name. "Ruella" on the coffin to the west, "Zellula" on the middle coffin, and "Allor" on the coffin to the east.

The middle one is smashed open. It is empty except for some of the tattered debris from the Howler's wrappings. The creature often slumbers in this empty vessel. Inside can be found a gold ring. It is engraved with the name Zellula, written in something like the common. This is the name of the priestess once buried here. It has no magic anymore.

The burnt patch near the door is where Zellula was destroyed by fire when she arose many years ago as a mummy. If the PCs wish to investigate the other two sarcophagi see the section following the description of the Howler.

The Howler might be encountered in any of the other chambers if it detected magic. If it is still in this chamber, upon hearing the PCs entering the room, it quickly moves from the middle coffin to the ceiling in an ambush position. If this is the case it should be fairly easy for the PCs to spot it with proper light.

The Howler (1): AL CE; MV 120' (40'); AC 5; HD 5+1; hp 18 (of 29); #AT 1; Dmg 1d6+1 and poison (claws); SV F5; ML 8; XP

18 hp ○○○○○○○○○○○○○○○○○○○

This creature stands 4' tall and is a hunched, gaunt, nearly skeletal entity wrapped head to toe in rags and cloth of various types. If it were able to stand fully upright it would be the size of a typical human male. Its face, which is not wrapped, appears to be that of a withered corpse with an exaggerated mouth. It is, however, not undead and is not subject to any of the weaknesses unique to such creatures. But the rags, which it uses to hide its monstrous body, are very flammable. Attacking the creature with fire has a 25% chance of engulfing it in flame, causing 1d6 damage per round. If set on fire, the monster will immediately try to run to **Area 2** and douse itself in the shallow pool of water located there.

The monster will defend itself savagely if attacked. If the PCs have no magic and do not notice the monster it will attempt to simply hide from them. If it fights, it will attack with its long, sharp fingers, using them as slashing weapons. Anyone hit must save vs. poison or take an additional 1d4 damage per round until dead (save ends). Dwarves are completely immune to this poisonous effect. The Howler itself is immune to all forms of poison. But in any battle the monster will always try to drain magic items instead of making melee attacks, if such items are detected.

The monster is very quiet when not feeding. It moves at a normal pace making very little sound though walking with a lurching gait. It can walk or crawl up walls and across ceilings as easily as walking across the floor. It can leap upward (up to 20') and latch onto the ceiling. It detects magic all the time in a 60' radius but cannot determine anything about the nature of the magic it detects.

The creature feeds on magic from magic items, scrolls, and spell books by making a hit roll (target AC is equal to the person holding the item). On a successful hit the creature's black eyes light up with blue fire and the item loses a +1 from its bonus or a random magical ability. The Howler gains 1d6 hit points per drain and will keep attempting to drain an item until all its magic is gone, leaving it perfectly intact as a normal non-magical item.

The creature prefers items with a to-hit bonus to feed upon. If it feeds on an item without a to-hit bonus it will be stunned for 1d4 rounds. Eating a spell from a scroll or book does not cause

this negative effect but does not confer any hit point bonus or healing to the monster. If it feeds on a cursed magic item it will take 2d6 points of damage per drain. Once the creature has healed completely it has a 50% chance per drain of a non-cursed item of increasing its maximum hit points by 1.

If the monster is reduced to less than 5 hp it will attempt to flee the tomb and make its way to the forest on the west side of the hill. It will hide there until it thinks the threat has passed. It will then try to find a new lair on Howler Hill but will avoid the Broken Tomb if possible.

If the creature is destroyed it will erupt in a sudden, violent burst of blue flame, bathing everything within a 40' radius with magical energy. This has two distinct effects.

Effect #1: 1d6 random PCs will experience the Howler's last thoughts, as if by some kind of psychic link as the monster struggles to reconnect or reveal something of its former humanity. There is a list things that can be learned from this event given below. This list seeds the PCs with possible follow-up quests. If you don't want to seed such follow-ups simply reveal whatever you wish to reveal about the Howler's story without adding the tidbits that would lure any curious adventuring party.

Random Howler story details (PC learns all items up to the number that was rolled):

- 1-2:** The monster was once a human wizard married to a witch. Their home was within 10 miles of Howler Hill.
- 3:** The witch used a powerful spell to curse her husband. There might be clues about the spell where the magical couple lived.
- 4:** The couple possessed a collection of magic items. The wizard drained them. But a few of the items are of a divine nature and could not be consumed by his power.
- 5:** There are a number of spell books locked in chests in the couples' hidden workshop.
- 6:** The home of the couple is about 8 miles west of Howler Hill. It is a quaint cottage nestled in a wooded valley. The entrance to the secret workshop is by a secret door hidden in the chimney. There is a serpent trained to dutifully watch over the workshop.

The Howler's story is revealed in the following section.

Effect #2: The release of energy from the monster's death has the potential to cause random enchantments or alter existing enchantments on items. Some items might become magical; others might regain their magic or be altered in some way. Roll 1d6 for each character within the affected area to determine how many of their possessions may have been altered. Each item has a 2-in-6 chance of being altered. Any item found in the tomb has a 3-in-6 chance of being effected. Determine which items are affected however you wish.

Refer to the appropriate tables below based on the type of item being affected.

PART TWO: THE BROKEN TOMB

SPECIAL ITEMS FOUND IN TOMB

Longsword with eagle pommel	Sword becomes +1 and reduces enemies' morale by 2 within 20' when unsheathed.
Helmet with bull emblem	Helm becomes +1, improving wearer's AC by 1.
Iron rod with six buttons	Rod vibrates madly for a few seconds; then it shortens a bit and a sword blade juts from the end. It is now a +1 <i>flame tongue</i> and will not change again no matter how hard you press the buttons.
Twin skull daggers	Roll 1d6 for each dagger. On a 1 the dagger becomes +2, on a 2-5 the dagger is +1, on 6 the dagger becomes -1. The daggers may be used together, one per hand, with normal two-weapon fighting rules. If one is lost or destroyed they both become non-magical.
Zellula's ring	Restored to a <i>ring of jumping</i> (wearer gains ability to <i>jump</i> , per the magic-user spell, 3 times per day as a 1st level caster).
Ruella's ring	Loses its jumping power and becomes a cursed ring that causes -1 to all saves until <i>remove curse</i> is cast on it. PC owning it cannot get rid of it. It takes on the distinct aroma of spoiled milk until the curse is lifted.
Allor's ring	Keeps its jumping power and grants wearer ability to detect undead exactly like the spell <i>detect evil</i> 3 times per day.
Gundrin O'Noggin's longsword	Roll 1d6. On 1-4, sword becomes +1, on 5-6 it becomes +2. In either case the moon pommel has a 50% chance of glowing softly when chaotic (evil) creatures are within a 50' radius.
Leather boot	Nothing seems to happen. But if this boot is ever paired with an odd boot of any kind the two will become a handsome pair of <i>boots of elvish charm</i> .
Brass pony	Transforms into an actual size brass pony: Brass Pony (1): AL N; MV 120' (40'); AC 4; HD 4+4; hp 28; #AT 1; Dmg 1d6 (bite or kick); SV F4; ML 10. This pony will be a loyal companion, pet, or mount for whoever possessed the figurine.
Scroll	Gains 1d6 random first level magic-user spells.
Moon good luck charm	The charm's luck power is extended to 50 uses.
Ellysi bow	Regains its status as a <i>bow of clairvoyance</i> .

WEAPONS

D6 DIE ROLL EFFECT

1-2	Weapon/Armor gains +1 bonus.
3	Weapon/Armor gains +3 bonus for 1d4 days, then becomes +1 permanently.
4	Weapon/Armor becomes -1 for 1d10 days, then becomes +1 permanently.
5	Weapon/Armor gains +1 bonus and 1 spell-like ability usable once per day (from first level magic-user spells list).
6	Weapon/Armor gains +1 bonus/+3 vs. one specific monster.

THE STORY OF THE HOWLER

A wizard living not far from Howler Hill once fell in love with magic. He loved his magic so much his wife, also a skilled caster, grew jealous and cursed him. If it was magic he loved so much then it was magic he would require! From that day forward the old wizard craved magic as his only sustenance. He found that he could eat the spells from scrolls and consume the magic of rings and swords and that no other food or drink could satiate him. But over time this vampiric lifestyle twisted him beyond recognition. His body grew grotesque; he became like a gaunt

skeletal beast, hunched over and walking with a painful gait. He began to wrap himself in strips of cloth and tattered garments to stave off the cold and cling to some vestige of humanity. His wife was regretful of her decision and tried to cast a powerful spell to restore him. But his lust for the taste of magic was too strong. He turned on his once great love and destroyed her.

He lost all humanity that day and has since roamed the land seeking magic to sustain his unnatural cursed life.

ITEMS

D12 DIE ROLL	EFFECT
1	User gets +1 to save vs. poison and breath attacks.
2	User gets +1 to save vs. spells or spell-like devices.
3	User gets +1 to all saves.
4	User gets +2 to a randomly-determined category of saves and +1 to all other saves.
5	User becomes more observant, gaining +10% or +1 to all search or observation rolls.
6	User gains infravision, 40' or gains extra 40' to existing infravision.
7	Randomly determined single ability score of the user increases by 1.
8	Item absorbs 1d6 damage dealt to its user on any strike if worn, held, or displayed in the open (not in a container). Item has 20 hp and self-repairs at a rate of 1 per day (no way to increase that rate). If item is reduced to zero hp it is destroyed and cannot be fixed.
9	Item glows on command as by the spell <i>continual light</i> .
10	User gains <i>invisibility</i> , per the spell, once per day.
11	User's AC is improved by 1 due to an aura of magical protection.
12	User loses 1 from a randomly determined ability score.

THE SARCOPHAGI OF THE PRIESTESSES

It is likely the PCs will want to investigate the sealed sarcophagi. If the PCs manage to translate the inscription on a coffin and read the name of its occupant aloud, the seal will immediately be broken with a sucking, popping sound. 1d4 rounds later the lid will be shoved off and the hill mummy inside it will rise. Without the clerics of the old faith to recite the proper prayers the mummy will be a raging undead monster.

If the PCs do not translate the inscriptions they can attempt to remove the lids anyway. The lids are sealed shut and cannot be budged by any single person with Strength of less than 18. A PC with an 18 Strength has a 2-in-6 chance of opening the lid to a sarcophagus. Up to 4 people may combine their efforts, each adding a 1-in-6 chance to get the lid off.

Any cleric of lawful (good) alignment will know instinctively that this is a very bad idea. Such a PC will have the impression that removing a lid improperly will in fact raise a terrible evil. A paladin who understands this fact will go against his class and alignment by participating, possibly losing his special powers.

Once the lid of a sarcophagus is removed there is a 2-in-6 chance per turn of the hill mummy occupying rising up and attacking. Replacing a lid will prevent this from happening.

Each mummy clutches a holy symbol, a short rod topped with a moon. These rods are made of ellysi wood and the moons are of silver. They function as normal holy symbols appropriate to any deity that uses a moon as part of its iconography. They also grant the user a +1 to all saves of a single type (determine randomly). The symbols of Ruella and Allor are with their owners but Zellula's is missing. Her symbol was stolen long ago and is currently in the possession of an old crone living in the

nearby hills. The crone happens to be the only person in the area who actually knows about the ancient cult and is the only living person still worshiping the goddess.

Each mummy wears a ring of jumping identical to Zellula's ring, but bearing the name of the hill mummy to which it belongs. These rings allow their wearers to jump, per the spell, 3 times per day.

Hill mummies are a bit slow, but the magic rings worn by these two let them do surprising leaps that will catch PCs off guard. The mummies are in poor condition and very ancient but still quite formidable. See the full description in the **Appendix** for more information.

Ruella the Hill Mummy (1): AL NE; MV 90' (30'); AC 5; HD 3+3; hp 13; #AT 2; Dmg 1d6 + special (grab); SV F3; ML 11; XP 205 each, 205 total

13 hp ○○○○○○○○○○○○○○

Allor the Hill Mummy (1): AL NE; MV 90' (30'); AC 5; HD 3+3; hp 18; #AT 2; Dmg 1d6 + special (grab); SV F3; ML 11; XP 205 each, 205 total

18 hp ○○○○○○○○○○○○○○

The following items will be found in Ruella's coffin: A silver cup worth 30gp, a gold-dipped feather worth 15gp, and a magical *toe ring of sure-footedness* (see **Appendix**).

These items will be found in Allor's coffin: A golden cup worth 60gp, a crescent moon made of bronze worth 2gp, and a magical *amulet of charm* (see **Appendix**).

PART 3 COMPLETING THE ADVENTURE

Confronting the Howler is central to ending the adventure. The effect of destroying the monster, if the PCs manage to do it, could provide a great deal of follow-up considerations. What items were affected by the creature's death? Were there any new magic items created or old ones diminished? Perhaps a quest to restore an important treasure is in order.

You can adjust the random magical effects of the Howler's death if you feel that the existing tables could upset the balance of your campaign. Magic items have a tendency to cause lots of ripples in an ongoing series of adventures. You might want to limit everything to a +1 bonus if adding more powerful items is of concern.

The potential battle with the mummies is not a necessary component of the adventure. If the PCs are too battered to survive such an encounter simply make it impossible for them to translate the inscriptions or open the sarcophagi. That could mean a follow-up adventure, returning to figure out what evils lurk inside those coffins. And perhaps by then the Sticktooth goblins will have moved into the broken tomb and set it up as their chieftain's new headquarters.

There is a map that might be found showing a mystery location on the north side of the hill. It could mean that the broken tomb is only a part of a larger, deeper temple complex. More temple diving could be in order!



PART 4 SAMPLE CHARACTERS

The following pre-generated characters are suitable for use as PCs or NPCs in this adventure. Do not be afraid to kill them if necessary. They knew what they were signing up for when they agreed to be on the list.

Dalthorian (1st level magic-user)

AL N, HP 3, AC 8
Str 8, Dex 9, Con 12, Int 17, Wis 9, Cha 12

Languages spoken: Common, dwarvish, elven.

Spellbook: *magic missile*

Equipment: Elegant red robes and fine traveling shoes, leather pouch with spellbook, *dagger +1* (if magic-users can use staves as weapons in your game then you can make this a *staff +1* instead), *ring of protection +1*, scroll with *light* spell, 16 gp.

Dalthorian is in his mid-30s with black hair and a well-trimmed mustache. He has signs of early aging brought on by a life of academia and pouring over ancient tomes. He is an expert in the history of magic and the arcane and has come to Howler Hill to investigate rumors of a strange curse that steals magic.

Seev (1st level elf)

AL L, HP 6, AC 5
Str 14, Dex 16, Con 13, Int 15, Wis 10, Cha 17

Languages spoken: Common, elvish, dwarvish, gnoll, hobgoblin, and orc.

Spellbook: *sleep*

Equipment: Traveling garb, leather boots, leather armor, satchel with spellbook, *short bow +1*, short sword, small mirror, scroll with *shield* spell, 9 gp.

Racial Abilities: Seev has 60' infravision, detects secret doors on 2-in-6, and is unaffected by ghoulish paralysis.

Seev has lived her life on the road, traveling with her minstrel father (who, some say, was only half elven). When he was recently killed by goblins of the Sticktooth clan she made vow to destroy the evil little creatures. Seev has a beautiful singing voice and is accustomed to charming an audience.

Galli Gal (1st level dwarf)

AL L, HP 8, AC 5
Str 15, Dex 10, Con 16, Int 12, Wis 10, Cha 9

Languages spoken: Common, dwarfish, gnomish, goblin, kobold, and orcish.

Equipment: Chain mail, *hammer +1*, oil flask, 5 torches, 18 gp.

Racial Abilities: Galli has 60' infravision and can detect unusual or unsafe stonework, false walls, traps, and slopes on a 2-in-6 roll.

Galli hails from a nearby mountain region and has come because her second cousin Raglin told a tale of ancient standing stones atop Howler Hill. She wants to see them up close and determine if these ancient stones have any dwarven history. As an aside, Galli enjoys smashing the faces of monsters.

Muk Mannin (1st level fighter)

AL L, HP 8, AC 5
Str 17, Dex 10, Con 14, Int 8, Wis 8, Cha 12

Languages spoken: Common, a little bit of goblin (Int check to use or understand)

Equipment: *bastard sword +1* (“Destroyer”), chain mail, rugged boots, a pouch of deer jerky spiced to the point of bringing tears, 18 sp.

Muk, the son of a local pig farmer who died in the battle against the Shekeltooth goblins, has no interest in farm animals. Upon inheriting his father’s sword, which he lovingly calls “Destroyer” (with a slight smirk), he set out into the world to see what kind of trouble he could get into.

Aluhla (1st level thief)

AL C, HP 4, AC 5
Str 9, Dex 17, Con 10, Int 11, Wis 13, Cha 10

Languages spoken: Common, a little elven (Int check to speak or understand).

Equipment: Green and black garb, *leather armor +1*, 2 daggers, thieves’ tools, 6 caltrops, 50’ of rope, a wineskin with fine wine, and 6 gp.

Aluhla is a short, black-haired girl with a bit of a gruff demeanor. She is curt and sharp-tongued, often coming off as angry even when she is not. Though she is human, her features betray a little bit of elven blood from her grandmother. She prefers to use the shadows to slip past danger and avoids direct confrontation whenever possible. Her primary concern on any given day is treasure and she will work with a team if that is what it takes to get the treasure.

Hjarn (1st level cleric)

AL L, HP 6, AC 6
Str 12, Dex 12, Con 13, Int 13, Wis 16, Cha 12

Languages spoken: Common, goblin

Equipment: Blue traveling robe bearing the symbol of a sun, *mace +1*, scale mail armor, dried foods for 7 days, wineskin, waterskin, 2 flasks of holy water, 2 flasks of oil, quality boots.

Spells: *cure light wounds*

Hjarn is a priest of a local sun god, a kindly deity mostly sacred to farmers. He has come to Howler Hill due to the disturbing



stories he has heard and will do his best to determine what evil lurks on the hill and put it to rest. He is a robust man who enjoys a good meal and good company.

Limol (1st level cleric)

AL N, HP 6, AC 6
Str 12, Dex 13, Con 9, Int 12, Wis 17, Cha 10

Languages spoken: Common

Equipment: Red garb, studded leather armor, deer pendant holy symbol, *cudgel +1* (1d4 damage), waterskin, 4 *holy bread wafers* (heals 1d6 damage when eaten), 3 flasks of holy water, sling with 20 bullets.

Spells: *protection from evil*

Limol is a cleric of a local nature cult who follow a long-revered earth goddess. She has heard rumors of the evil on Howling Hill. It is her belief that there was once a goddess worshiped on the hill who was akin to (or identical to) her own goddess. She believes in the balance of nature and dislikes civilization.

Rains Calibrin (2nd level thief)

NOTE: Rains is an NPC from the adventure and can only be used as a PC with GM approval.

AL C, HP 7, AC 8
Str 12, Dex 14, Con 11, Int 9, Wis 9, Cha 13

Languages spoken: Common

Equipment: dagger, leather armor, boots and clothes, thieves tools, 3 gp.

Rains might have been a great man, perhaps a hero. But his selfish ways lead him down the path to petty thievery. Some thieves aspire to greatness, but Rains aspires to the next bottle of whiskey. Still, his experience in the goblin war makes him a cut above the norm.

APPENDIX: NEW STUFF

NEW MONSTERS

Mummy, Hill

No. Enc: 2d4
 Alignment: Chaotic (evil)
 Movement: 120' (40')
 Armor Class: 5
 Hit Dice: 3+3
 Attacks: 2 (grab)
 Damage: 1d6 + special
 Save: F3
 Morale: 11
 Hoard Class: XIV
 XP: 205

Hill mummies are created by rural cults in areas that lack the wealth and power necessary to create greater mummies. These mummies can be worshiped and idolized or they can be used as guardians. If properly raised with the correct rites and rituals they maintain their original alignment and ability scores and can be consulted for wisdom or help. When raised in this manner they will only remain animated for 1 day per cleric level of the high priest or priestess that raised them. After that point they return to their sarcophagus and slumber for at least one year before they can be raised again. If raised improperly by having their coffins unsealed or their true names recited aloud without the accompanying rituals, they will rise as monstrous creatures bent on destroying everything around them, an unfortunate side-effect of the quality of magic used to create them.

Hill mummies emanate fear, per the spell, as a constant aura in a 20' radius. Once a creature passes its saving throw against this power it is immune to the fear effect of that mummy from that point forward. These creatures attack either by hitting with their fists or grabbing their target (50% chance of either option). If the mummy grabs successfully it will make a second attack roll to grab with the other hand. Once it has both hands on the victim it will squeeze for 1d6 points of damage per round. A successful save vs. paralysis will break the hold of one of the mummy's hands.

Any creature touched by a hill mummy must also pass a save vs. poison or suffer the creature's rot curse. Nasty boils and festering pustules will begin to appear on the victim's skin near the area that was touched by the mummy and will spread out causing 1 point of damage per round for 1d10 rounds. The effect of the curse is so pervasive that the victim will lose 1 point of Charisma. A *cure disease* or *remove curse* can reverse the rot and restore lost Charisma. Charisma lost to the curse will be recovered naturally after 1d4 weeks.

In life these mummies were clerics. As a monster such mummies are capable of casting *cause light wounds* once per day.

Hill mummies are susceptible to fire damage. A hit from a torch will cause a mummy to catch fire and take 1d6 damage every round until dead or until the fire is put out (the mummy will not try to douse the fire). If it is hit with burning oil it will take 2d8 damage immediately and 2d8 per round thereafter. Magical fire adds +1 per die of damage.

Holy water deals 1d4+1 damage per vial to a hill mummy.





Spider, Red Death Spinner

No. Enc: 1d4
 Alignment: Chaotic (evil)
 Movement: 60' (20')
 In Web: 150' (50')
 Armor Class: 6
 Hit Dice: 2+1
 Attacks: 1 (bite)
 Damage: 1d4+1
 Save: F1
 Morale: 6
 Hoard Class: VII +
 random junk
 XP: 71

Creeping around dark caverns waiting for victims, these dog-sized red spiders have a telltale black dot on their back that many adventurers come to fear. Red death spinners are quite clever and use their higher-than-animal intellect to better trap prey. To do so, they employ two potentially nasty attack modes.

Once per day a spinner can spin a magical web exactly like the magic-user spell of the same name. This will always be the first attack of a spinner, if possible.

After trapping a potential meal in its web, the spider will bite the victim for 1d4 points of damage to deliver its venom. Victims must save vs. poison each round for 1d6 rounds or take 1d4 damage for each failed saving throw. During this time the spinner will wait patiently, typically staring at its prey, studying it. The venom of a spinner can only affect a target in this way once per day making multiple bites redundant. Spinners will often bite only once per target, conserving their venom and their energy.

Due to the nature of their feeding habits these creatures tend to accumulate the possessions of their victims. They consider these spoils to be hallmarks of their trade and will stash them safely away, usually within 100' of their primary hunting ground. It is rumored that examples of spinners living for hundreds of years exist in the deepest, darkest labyrinths. These ancient spinners have grown larger and smarter, often having 6 or more HD and possessing the ability to cast various magic spells. These spinner sages, as they are called, are said to have venom that can instantly kill most adventurers.

NEW MAGIC ITEMS

Amulet of Charm: The wearer of this gaudy, brightly-colored necklace gains +1 to Charisma and may re-roll any failed reaction roll once per day.

Boots of Elvish Charm: These soft boots typically feature leaf patterns of an obviously elvish design. They grant the wearer +1 to Charisma and improve all reaction rolls by 1.

Bow of Clairvoyance: This ornate bow is crafted from the rare *elysi* tree and grants its user +1 to hit (not to damage) and the effects of a *clairvoyance* spell once per day. The value of this bow is 20,000 gp or more for the short bow variety (70%) and 25,000 gp or more for long bows (25%).

Elysi Wood: This rare, blue-tinted tree can only be located by an elf in a temperate or far northern forest on a 2-in-6 roll. The tree grows no more than 20' tall in its ten thousand year lifespan and is covered with thorns. Those pricked by a thorn must save vs. spells or become *confused*, per the spell.

An elf spellcaster of the 7th level or higher can use wood from an *elysi* tree to craft a **bow of clairvoyance**. Such a bow will take 1d4 days to create and costs 3500 gp. The elf may also craft 1d6 arrows +1 during the same time for an additional cost of 1000 gp per arrow. These arrows have the ability, upon command, to cause *confusion* in their target on a successful hit (save applies). The *confusion* ability can only be used one time per arrow but the +1 bonus remains.

Elysi wood has only a 1-in-6 chance of catching flame when attacked with fire.

Elves consider this tree to be very sacred and will defend them against any aggression, often refusing to harm a single branch even for the purpose of crafting magical bows and arrows.

Toe Ring of Sure-Footedness: This silver ring bears a goat-like design and will grant +1 to the Dexterity of any wearer. In addition, the wearer can re-roll any saving throw once per day that involves being knocked down, falling down, or falling off some height and they take half damage from such falls.

MONSTER LIST

The following monsters appear either as random or planned encounters in this module.

Ancient Skeletons: AL CE; MV 60' (20'); AC 7; HD 1; hp 2; #AT 1; Dmg 1d4 (sword); SV F1; ML 12; XP 13 each

Sticktooth Goblins (3d6): AL CE; MV 60' (20'); AC 6; HD 1-1; hp 3; #AT 1; Dmg by weapon; SV F1; ML 7; XP 5 each

Huge Vulture (1): AL CE; MV 60' (20'); Flying 360' (120'); AC 5; HD 2; hp 8; #AT 3; Dmg 1d4/1d4/2d4 (claw/claw/bite); SV F2; ML 9; XP 29

8 hp ○○○○○○○○

Goblins, group A (3): AL CE; MV 60' (20'); AC 6; HD 1-1; hp 2, 3, 4; #AT 1; Dmg 1d4 (very short bows); SV F1; ML 7; XP 5 each, 15 total

2 hp ○○

3 hp ○○○

4 hp ○○○○

Goblins, group B (4): AL CE; MV 60' (20'); AC 6; HD 1-1; hp 4, 5, 7; #AT 1; Dmg by weapon; SV F1; ML 7; XP 5 each, 15 total

4 hp ○○○○

5 hp ○○○○○

7 hp ○○○○○○○

Brash the Goblin Raider (1): AL CE; MV 60' (20'); AC 5; HD 1+1; hp 8; #AT 1; Dmg 1d6 (hand axe); SV F1; ML 7; XP 15

8 hp ○○○○○○○○

Cursed Coyotes (5): AL N; MV 360' (30'); AC 7; HD 2; hp 3, 4, 5, 7, 9; #AT 1; Dmg 1d4+1 (bite); SV F2; ML 7; XP 29 each, 145 total

3 hp ○○○

4 hp ○○○○

5 hp ○○○○○

7 hp ○○○○○○○

9 hp ○○○○○○○○○

Rorkker the drunken ogre (1): AL CE; MV 90' (30'); AC 5; HD 4+1; hp 20; #AT 1; Dmg 1d6+4 (spiked club); SV F4; ML 10; XP 215

15 hp ○○○○○○○○○○○○○○○○○

Large Black Spider (1): AL N; MV 60' (20'); AC 6; HD 1+1; hp 6; #AT 1; Dmg 1d4+poison (bite); SV F2; ML 7; XP 21

6 hp ○○○○○○

Large Black Spider (1): AL N; MV 60' (20'); AC 6; HD 1+1; hp 7; #AT 1; Dmg 1d4+poison (bite); SV F2; ML 7; XP 21
7 hp ○○○○○○○○

Large Black Spiders (8): AL N; MV 60' (20'); AC 6; HD 1+1; hp 4, 5, 5, 5, 6, 7, 7, 8; #AT 1; Dmg 1d4+poison (bite); SV F2; ML 7; XP 21, 168 total

4 hp ○○○○ 5 hp ○○○○○○ 5 hp ○○○○○○

5 hp ○○○○○○ 6 hp ○○○○○○○

7 hp ○○○○○○○○ 7 hp ○○○○○○○○

8 hp ○○○○○○○○○

Red Death Spinners (2): AL NE; MV 60' (20'), in web 150' (50'); AC 6; HD 2+1; hp 10, 12; #AT 1; Dmg 1d4+1 (bite); SV F2; ML 6; XP 71 each, 142 total

5 hp ○○○○○○ 7 hp ○○○○○○○○

The Howler (1): AL CE; MV 120' (40'); AC 5; HD 5+1; hp 18 (of 29); #AT 1; Dmg 1d6+1 and poison (claws); SV F5; ML 8; XP

18 hp ○○○○○○○○○○○○○○○○○○○

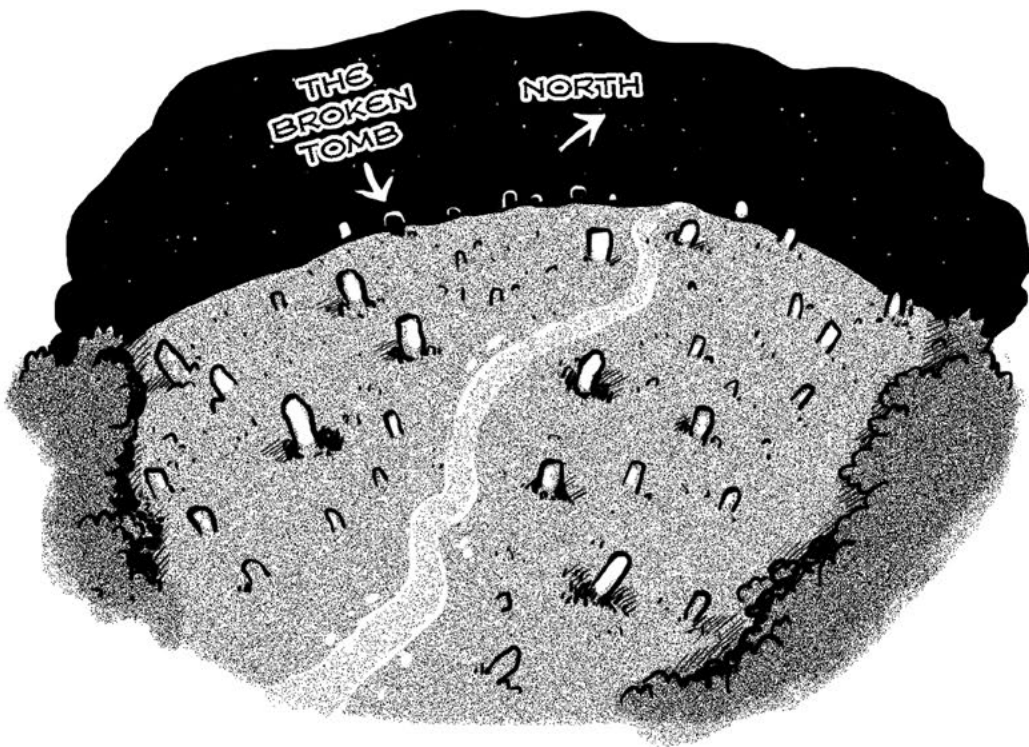
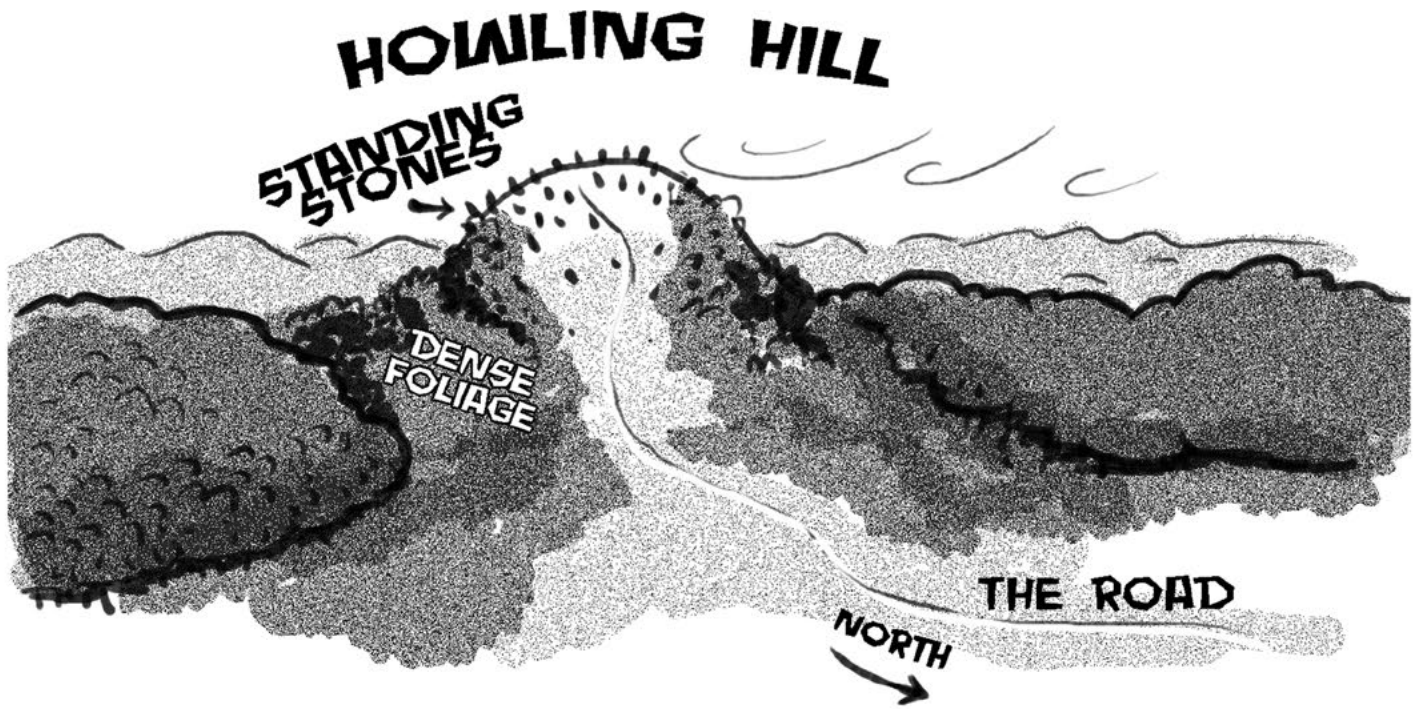
Ruella the Hill Mummy (1): AL NE; MV 90' (30'); AC 5; HD 3+3; hp 13; #AT 2; Dmg 1d6 + special (grab); SV F3; ML 11; XP 205 each, 205 total

13 hp ○○○○○○○○○○○○○○○○

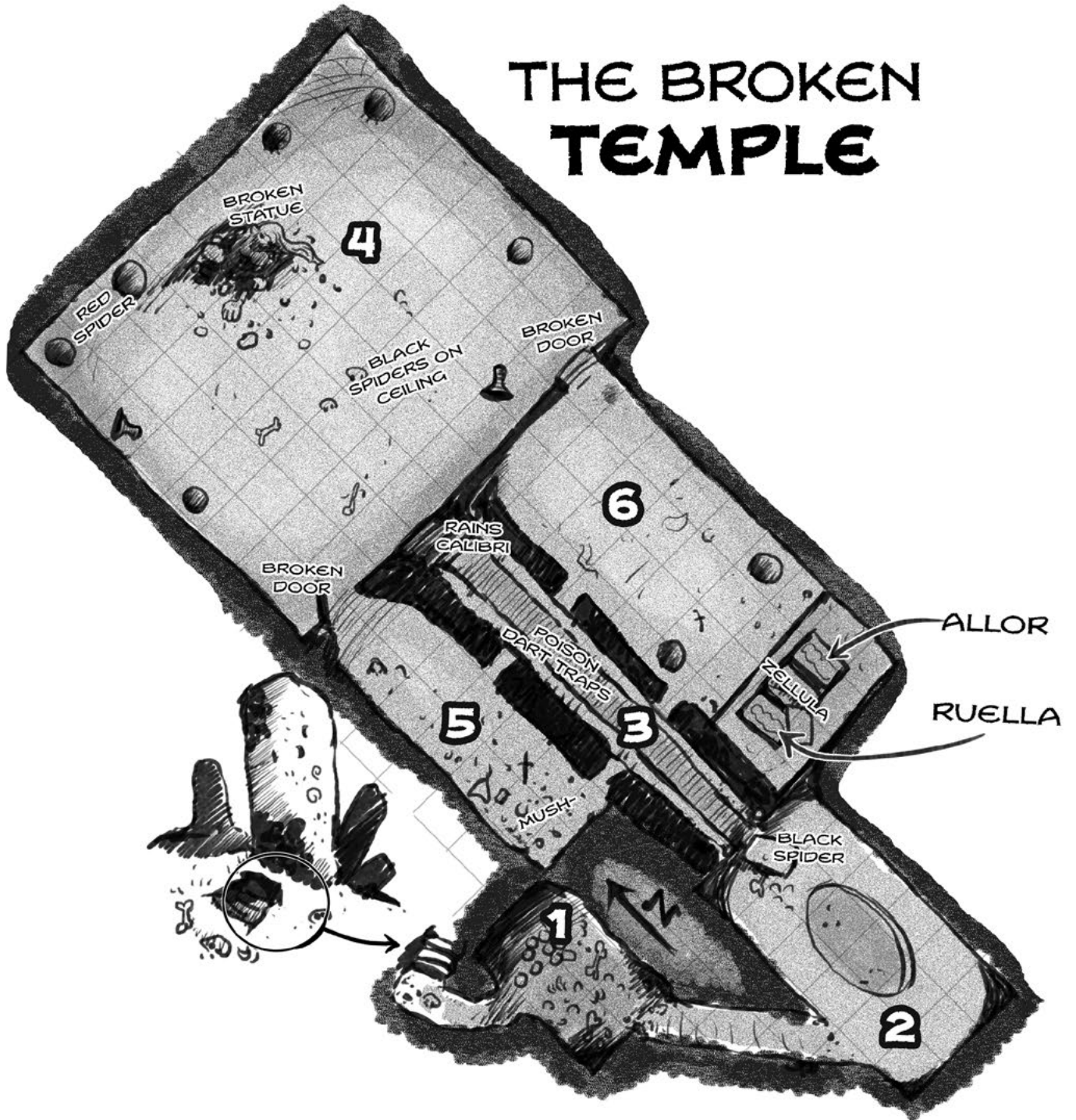
Allor the Hill Mummy (1): AL NE; MV 90' (30'); AC 5; HD 3+3; hp 18; #AT 2; Dmg 1d6 + special (grab); SV F3; ML 11; XP 205 each, 205 total

18 hp ○○○○○○○○○○○○○○○○○○○





THE BROKEN TEMPLE



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**“The wind whips through standing
stones, making the hill moan...
you stand atop the barren crown with a
whisper of darkness and evil in the air.
Whether you come to the hill in search
of gold and glory or by mere chance you
may not walk away the same...if at all.”**

Labyrinth Lord
Compatible Product