

Accursed Halls of the Keeperstone



F1

*We all have monsters to face. Shadows that we bury in the back of our minds.
Painful memories that we don't want to resurface.*

FarDeep Series

Accursed Halls of the Keeperstone

Credits

Designer: Jim Baney

FarDeep Series Logo: Jeremy Kostiew

Cartography: Jim Baney

Interior Artist: Pablo Diaz

Accursed Halls of the Keeperstone is an adventure module for 4-6 1st & 2nd level player characters. This module is designed for play in the Ebonyr campaign setting, but can easily be adapted for use with any fantasy world. This module is compliant with the Open Game License (OGL) and is suitable for use with the Labyrinth Lord Roleplaying Game. You can find the Ebonyr Campaign Setting and other Knightvision Games adventures at <http://knightvisiongames.com>



Labyrinth Lord
Compatible Product

Several large ground fissures have opened up near the Village of Cooley Station and hideous creatures have been seen roaming the countryside. Now a nearby farm has been attacked and burned to the ground. The village is in a panic because they have very little resources to defend themselves. They've sent out messengers to the nearby towns seeking adventurers who are courageous enough to enter the fissures and stop the threat to their village and their lives. Will your deeds become legend?

Adventure Background

Recent earthquakes have opened up several large openings leading to the FarDeep. Some of the townsfolk have entered the caves and have yet to return. Monsters were seen roaming the area, but they have stayed away from inhabited areas, until now. Recently things have changed and several farms have been attacked, people killed and the farmed razed to the ground. The town has asked the local authorities for help, but their pleas have fallen on deaf ears. They've now turned to advertising for adventurers seeking fame and fortune to end the threat from below. They've sent out messengers to the larger towns and cities putting up posters in taverns, inns and adventurer guilds looking for help.

After entering the fissure openings leading to the FarDeep, the player characters will enter the former temple complex of an ancient dwarven clan. The clan was of a priestly nature, they had the ability to channel the Keeperstone. The Keeperstone was an ancient relic that allowed the high priest to see a glimpse into the future. However, along with this great knowledge came a side effect of madness. One such high priest became so enraged that he disabled the defense mechanisms of the the halls and allowed goblinoids to enter the complex and destroy it. Since its demise, goblinoids have repeated ransacked the area and other monsters have moved in to call the halls their home.

The Flow of the Adventure

The player characters either hear about the challenges facing Cooley Station through the villages emissaries or have read the posters that

have been places around the region. They will be directed to go to the village hall where they will be instructed on what the town can offer in terms of coin and where the fissure openings are located. From there the adventure can take many twists and turns. The underground areas are written in a "sandbox" nature, meaning the player characters are free to explore, turn back for safety or get in a tight jam that may end their lives. Each adventure can end in the players characters traveling to another level of the FarDeep that will be offered in another adventure module.

Starting Point

1. The player characters see an advertisement in a local tavern or guild hall and travel to Cooley Station to offer their services.
2. The player characters are contacted by a village messenger seeking their assistance.
3. The player characters are traveling near Cooley Station and are attacked by several monsters and their tracks lead to back to the fissures and the FarDeep.

Monster stat block explained: See page 61 of the Labyrinth Lord book.

Typical encounter layout

Room/area # and name (if any)

Trap/puzzle/riddle (if any - this may be before or after the room description depending on the encounter situation)

Room/area description

Monster description (if any)

Treasure description (if any)

The room or area descriptions are written in a minimalistic way to allow the Labyrinth Lord (LL) to scale or change the encounter as they see fit. Monster names are in bold type and magic items are italicized for easy scanning.

Stop: if you are a player in this adventure, please stop reading. The following information is intended for the Labyrinth Lord to run the adventure. This will enhance the gaming experience.

Village of Cooley's Crossing

These maps are given as a reference if the player characters travel to the village to get more information about fissures into the deep and possible resupply.

Area overview map

Village of Cooley Station Map

LL Map Pg 17, Players Map Pg 18.

Village of Cooley Station Points of Interest

LL Note: You may give our Player Handout #1 at this time. This will show the general location of buildings within the village.

1 Village Hall

The village patrolmen (police)

The Mayor's office

Rumors: (LL Note: You may want to modify or use these as is to create a certain atmosphere or move the adventure along)

What the Mayor knows:

He knows that Goblins have been seen near the cracks.

The massive ground fissures are south of the town about two miles.

The Mayor will give the PCs a general map of the area (Player handout #2). The Mayor will point out where the giant cracks are located.

The Mayor hasn't been forthright with the local citizenry to avoid a panic.

The Mayor is sure that the cracks in the ground lead to the mysterious FarDeep. He has heard that great treasures abound there along with great danger.

What the village patrolmen know:

Goblins and other creatures have been seen near the giant cracks in the ground. Several farms have been burned south of town.

Several adventurers have gone to area to stop the creatures and have not returned.

Several of the volunteer patrolmen have been killed and now they only patrol near the village.

2 General Store "The Station"

Lars Holman, 0 level human

Most items on page 16 of the Labyrinth Lord rulebook can be found here. The prices will be 10% higher.

Rumors: Evil creatures now walk the land and its not good for business.

3 Green Grocer

Mord Duthac, 0 level human

Buys and sells local produce and agricultural product to sell to travelers and the local market.

Rumors: With the recent influx of refugees from the south, the fields are not going to produce much and that will drive up prices.

4 Golden Sheaf Inn

Josephine Cobb 0 level human

Rumors: Several adventuring parties have passed through and have not returned from the southern areas.

She will offer 1/2 price on a room accommodation to adventurers.

Menu

Porridge and mug of ale (5 cp)

Smoked Pork and tankard of ale (10 cp)

Stewed Goose, tankard of ale (15 cp)

Room rates (per night)

Common room rate (5 sp)

Shared private room (10 sp)

Single private room (1 gp)

5 Stables, blacksmith and cartwright

Alger Wilk 0 level human

Rumors: Several adventurers have travelled south and have not returned. The creatures, what I think are Goblins, have been seen prowling the local area.

Blacksmith (all prices 25% higher than Labyrinth Lord rulebook due to the remoteness of the village)

Rapier

Short Sword

Heavy Crossbow

Mace

Shield



Stables

Bousnaka Basalit 0 level human

1 sp for stall and food per night

Rumors: We have to stop this invasion of monsters. This region is good for crop planting.

Cartwright builds and repairs wagons, carts and wheels. Most services cost between 5 sp and 20 gp (Labyrinth Lord discretion)

Rumors: Business has been good with some families needing transport to move north.

6 Tipped Tankard Tavern

Giles Viera 0 level human

A rough-and-tumble bar known for its cheap drink for local farm laborers and axe men.

Rumors: Evil creatures stalk the lands to the south and no one can seem to stop them. The regional leaders turn a blind eye and deaf ears to our concerns and cry for help.

Gold Lager (3 cp)

Heavy Ale (4 cp)

Light Ale (3 cp)

Cooley Wine (5 cp)

Wood Ale (4 cp)

Beginning the Adventure

If the PCs accept the villagers offer, they will be given a map and shown the way to the ground fissures to the South.

1 Entrance (LL Map Pg 19)

A massive crack in the ground opens up before you. Several sturdy looking ropes have been tied off to some trees. The other end can't be seen in the darkness below. Footprints of men and strange creatures are seen in the soil. The sides of the wall are very jagged and uneven. This will not allow free climbing down. Ground to floor below is 120 feet.

LL Note: You may want to use the ability check versus DEX to see if a PC slips down the rope or falls to the floor below.

2 Guard Room

There are stone benches carved into the walls. Empty metal racks line the walls.

Goblin (4) ALC, MV 60' (20'), AC 6, HD 1-1 (3,3,7,7 hp), #AT 1, DG 1d6 spear, SV 0 level human, ML 7, XP 5 [Leather and shield, each carries 1d8 sp, Goblin #4 carries a *Potion of Healing*]

3 Cavern

In the middle of the this huge cavern stands a man-made two story tower built of stone.

Goblin (4) ALC, MV 60' (20'), AC 6, HD 1-1 (7,7,5,2 hp), #AT 1, DG 1d6 Hand Axe, SV 0 level human, ML 7, XP 5 [Leather and shield, each carries 1d6 gp]

4 Tower Level 1

Bits and pieces of smashed wooden furniture lie around the room. Stone steps climb to another level above.

Dwarven Skeleton warriors (4) AL C, MV 60' (20'), AC 7, HD 1 (1,5,7,1hp), #AT 1, DG 1d6 Hand Axe, SV F1, ML 12, XP 13. [Scraps of leather and metal armor]

4 Tower Level 2

Partially destroyed furniture is scattered about this level. Ripped tapestries hang from the walls.

Dwarven Skeleton warriors (4) AL C, MV 60' (20'), AC 7, HD 1 (6,1,1,6 hp), #AT 1, DG 1d6 Hand Axe, SV F1, ML 12, XP 13. [Scraps of leather and metal armor]

Platinum necklace set with Azurite gems (300 gp value), Small bag of 5 Azurite (10 gp each)

5 Empty - Riddle room

Scrawled on the south wall is the following writing in common and dwarven:

A small pool so glassy and still surrounded by metal and oak. The creatures with the pool's visible depths are a quiet and mimicking folk. But don't break its surface whatever you do or the pool will be shattered and broke. What am I? (Answer: Pool of water)

If the player characters answer the riddle a small pool of fresh water will appear for 1d4 rounds.

6 Treasure room

The door is locked and trapped. Trap: A small glass vial is broken and releases a sleep gas if the PC fails the lock pick. The PC must make a save vs. poison or go unconscious for 1d4 rounds.

The gas will dissipate after 1 turn.

Several wooden tables and benches line the walls. Two metal chests sit on one table. Several weapons stacked in the corner. A skeleton of a human warrior lies on the floor.

MU Scroll: Icicle Storm

Level 2

Duration: 1 round

Range 90' cone shape from the caster

Magical ice and snow balls are formed and blast out in a cold wind for 1 full round, dealing 1d8 points of damage. Successful save vs. spell and the damage is

halved. All creatures within the cone can only move half speed for that round (no save)

+1 *small metal shield with crossed hammers on the front.*

7 Empty

Dusty tracks lead thru both doors. Some unknown writing has been etched into the walls.

8 Room

Tiled murals of dwarven heroes or leaders adorn the walls. Some wood debris has been piled up in a corner.

Dwarven Skeleton warriors (6) AL C, MV 60' (20'), AC 7, HD 1 (4,5,3,1,5,4 hp), #AT 1, DG 1d6 War Hammer, SV F1, ML 12, XP 13.

40 gp in coins are in a small lockbox under the wood debris pile.



9 Chapel

Ornately carved pillars support a ceiling high overhead. A huge stone dwarven statue sits atop a raised platform at one end. Opened stone tombs are in several alcoves.

Giant Python (1), AL N, MV 90' (30'), AC 6, HD 5 (32 hp), #AT 2 bite/constrict, DG 1d4/2d8, SV F3, ML 8, XP 350.

MU Scroll: Web (see page 41 of the *Labyrinth Lord* rule book for description)

10 Prayer Room

There are stone benches carved into the walls. Faded tiled mosaics of dwarven prayer scenes are on the ceiling and upper walls.

Dwarven Skeleton warriors (6) AL C, MV 60' (20'), AC 7, HD 1 (8,8,7,7,5,5 hp), #AT 1, DG 1d6 War Hammer, SV F1, ML 12, XP 13.

11 Empty Office

Most of the furniture has been destroyed and lie around in pieces. Part of a bookcase still stands.

Onyx gem (40 gp value) in a locked metal box on the bookshelf.

12 Room

A metal table and four chairs sit in the middle of this room.

Olive Slime (1d4) AL N, MV 0, AC 9, HD 2+2 (12 hp), #AT 1, DG special, SV special, ML 6, XP 60.

The vibrations of a creature beneath it are sufficient to cause it to release its tendrils and drop. Olive slime ignores armor for purposes of determining hit probability. It also negates Dexterity bonuses unless its target is aware of the presence of the slime and takes steps to avoid the stuff. Contact with olive slime causes a numbing poison to ooze from the creature. The slime then spreads itself over the body of its victim, sending out parasitic tendrils to feed upon the body fluids of the host. For humans and demihumans, the point of attachment is usually along the spinal area. The feeding process soon begins to affect the brain of the host as it changes the host's body. An unobservant victim must roll a saving throw vs. poison, failure indicating that the victim has not noticed that the olive slime has dropped upon him. Any group of characters in the vicinity will have a 50% chance of noticing the slime's attachment with a casual glance.

This percentage may be adjusted only by magical items. A thorough search by wary individuals reveals the olive slime without difficulty.

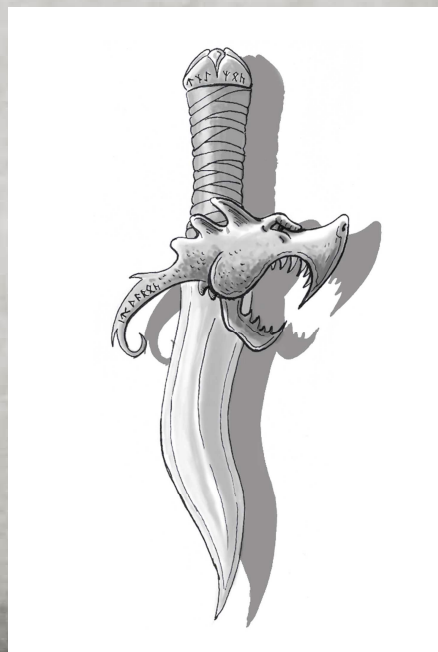
Within 2d4 hours, the host's main concern becomes how to feed, protect, and sustain the growth of the olive slime. Naturally, this includes keeping the slime's presence a secret from any companions. If an affected character's companions become suspicious, or if they demonstrate any desire to destroy olive slime, the affected character will escape at the first

opportunity. The host's food intake must double or the character wastes away (10% of the character's hit points per day, rounding up, and no natural healing can take place while a character is wasting away. After 1d6+6 days, the host suddenly and painfully metamorphoses into a vegetable creature. The olive slime gradually replaces skin and muscle tissue, and it forms a symbiotic brain link. The new creature has no interest in its former form or fellows. It exists as a new species more akin to plants than any other life form. Feeding then becomes photosynthetic, paralytic, or, most likely, both. When slain, an olive slime creature dissolves into a new patch of olive slime.

Olive slime is harmed only by acid, freezing cold, fire, or by a *cure disease* spell. *Spells that affect plants will work on olive slime, although entangle will have no practical effect. Green slime and olive slime are complete opposites – when they encounter each other, the attack of one neutralizes the other.*

If an affected character has been transformed into an olive slime creature, there is very little short of a *limited wish* that can return him to normal.

If the room is searched a *Dagger +1 "Dark Soul"* will be found under some rubble. This dagger was crafted over a hundred years ago by a master blacksmith named Arando Cuttlescar. He made the handle out of a black dragon's tooth and the metal is part steel and Mythinen. The *Dark Soul* dagger will vibrate when a dragon is within 120' of its presence.



13 Room

There are shelves carved into the walls. A metal table in the center.

Wand of Light (See page 90 of the AEC rule book for description)

260 gp, magnifying glass.

14 Room

A rectangular shaped room. Part of the wall as collapsed leading to a tunnel.

Giant Ant Skeletons (4), AL N, MV 180' (60'), AC 6, HD 2 (7,7,8,7 hp), #AT 1, DG 1d6, SV F2, ML 10, XP 30. Immune to the effects of *sleep*, *charm*, *hold*, and *fear* spells, as well as all cold-based attacks. Edged and piercing weapons do only half damage

15 Room

This room has fading painted murals on the walls. The ground is covered in furs and dirty blankets.

Hobgoblin (1) AL C, MV 90' (30'), AC 6, HD 1+1 (5 hp), #AT 1, DG 1d8 Heavy Flail, SV F1, ML 8, XP 15. [Studded leather and shield. 8 gp and 3 Bloodstones (15 gp)

Goblins (4) AL C, MV 60' (20'), AC 6, HD 1-1 (5,4,2,6 hp), #AT 1, DG 1d6 Hand Axe, SV 0 level human, ML 7, XP 5 [Studded leather and shield, 1d6 gp each and 1d4 gemstones (10 gp value)

16 Moldy room

This room has a musty smell. Rusting swords and shields hang from the wall.

Prismatic Mold (1 patch) AL N, MV 0, AC 9, HD 2 (3 hp), #AT 1, DG special, SV F1, ML n/a, XP 40.

The mold's swirling heat signatures exerts a strong *fascination* effect upon those who view it with *infravision*. Any such creature must make a successful saving throw vs. paralyzation or be helplessly drawn toward the fungus.

When any creature of small size (size S) or larger approaches within three feet of the chromatic mold, it sends out a cloud of spores in a 10-foot radius.

Anyone caught in the cloud must make a saving throw vs. poison. Failure indicates that the victim breathes in the mold spores and begins to wander aimlessly as if under the effects of a *confusion* spell. *The spores incubated within the victim's body, rapidly consuming the creature from within. Within 10 hours, the creature dies and a new patch of chromatic mold bursts forth from the victim's body, completely*

consuming the carcass in another 12 hours.

A hold plant spell halts the spores' incubation for the duration of the enchantment; after that, however, the infestation progresses as normal. Cure disease permanently kills the spore infestation if cast within the first 10 hours of affliction. After this period, however, the spell destroys both the mold and the victim.

Fire is a useful weapon against chromatic mold, consuming it at the rate of 1d4 rounds per 10-foot patch. A cold-based attack inflicts no damage, but negates the fascination effect and prevents the normal release of spores. Forceful contact with the mold (even a *magic missile* spell) causes the reflexive release of spores.

Sword +1 "Blind Eye" Creatures struck by a Blind Eye are blinded for 1d4 rounds (no save) -3 to attacks.

17 Water Trap Room

In the middle of the room is a small dwarven statue with an axe in one hand and a shield in another. The statue is on a circular platform.

Trap: As the player characters enter, the door they came in through slams shut and the room begins filling with water. At this point, I start my stop watch to represent the rising water, giving the players a couple minutes (give or take depending how clever you think your players are) to solve the puzzle before their characters drown. To stop the water, the players have to raise the shield arm of the statue. To open the door, the players have to raise the sword arm of the statue. If you are concerned the players may not figure out the puzzle in time and you don't want to TPK them you can have them notice seams in the shoulder joints/hear mechanical sounds from the statue, or even see the statues arms lower as the doors shut and the water valve opens.

18 Room

This room has a magnificent faded fresco of dwarves kneeling and praying along the walls. Metal furniture has been piled into several corners.

Deadweight Shadow (1d4) AL C, MV 120' (40'), AC 8, HD 4 (14 hp), #AT 1, DG 1d4, SV F3, ML 9, XP 190.

Slow shadows impose a -6 penalty to their opponents' surprise rolls. They attach themselves to their victims with a successful attack roll. Attached slow shadows inflict 1d4 points of cold-based damage and *slow* their victim as per the spell (no saving throw allowed).

Every round thereafter, the victim automatically loses another 1d4 points until either the victim dies, the slow shadow dies, or it is driven off. Multiple slow shadows attached to a single victim inflict cumulative damage. The slow effect, however, is not cumulative.

Slow shadows are not affected by cold, lightning, hold, charm, or weapons of less than +2 enchantment. They can be turned by a priest. A single haste spell drives 2d10 slow shadows away, if cast before they attach themselves to their victims.



19 Chapel

This huge temple room has large pillars supporting the roof and a raised dais at one end. A massive statue of a dwarf holding a lightning bolt stands on the raised platform.

Giant Carnivorous Beetle (3) AL N, MV 150' (50'), AC 3, HD 3+1 (10,12,17 hp), #AT 1, DG 2d6 bite, SV F1, ML 9, XP 65.

20 Room

Trap: When the PC's approach this door a *Magic Mouth* says, "You don't want to do this...You really, really don't want to do this." If the thief fails his/her lock pick roll a pit trap with stakes opens under them, 30 foot down. If/when the other party members pull the unlucky soul out of the hole the *Magic Mouth* says, "I told you so," and laughs with an evil cackle.

Several stone statues stand at each end other room.

A large metal chest is opposite the door.

Stone Zombie (2) AL C, MV 30' (10'), AC 5, HD 2 (14 hp), #AT 1, DG 2d6 stone fist, SV F2, ML 11, XP 50. Immune to *charm* and *sleep* spells. Because of the stone form all successful attacks to it cause -2 damage.

Treasure: Gold brooch (250 gp value), *Cleric scroll* (Create food and water and Resist Fire) and *dwarven scale mail* +1.

21 Empty

Overturned metal tables and benches are scattered about this room. Shelves along the walls contain rusty metal containers.

22 Room

A huge stone cistern filled with dank, smelly water. Wooden barrels are stacked in corner.

Carcass Scavenger (1), MV 120' (40'), AC 7, HD 3+1 (12 hp), #AT 8 stingers, DG Paralysis, SV F2, ML 9, XP 135. (see page 66 in the LL rulebook for details)

23 Cavern

Water falls into a pool located on the side of this tunnel.

Magical Leech (2), AL N, MV 120' (40'), AC 7, HD 6 (21 hp), #AT 1, DG 1d6, SV F3, ML 10, XP 700. Magical leeches do not need to make physical contact with their victims to feed—simply being within 1 yard allows them to draw forth the tendrils of sorcery that feed them. This makes magical leeches difficult to detect, for there is often nothing for the victim to feel.

The very presence of a leech makes it harder for magic-users to activate their powers. Whenever one or more of these creatures is within one yard of them, a spell user must make a successful Ability Check on Intelligence or Wisdom (as appropriate) to cast a spell. If the check is failed, the spell simply peters out and does not take effect.

Magical leeches may also drain memorized spells from the minds of wizards or priests. The chance that a spell will be drained each round is 10% plus 1% per leech within 1 yard. Magical leeches drain a caster's highest-level spells first, with the exact enchantment lost being randomly determined. The absence of the spell is noticed only when the wizard or priest

attempts to cast it.

Magical leeches can also feed on the energy of a magical object, although they prefer the taste of energy drained from the humanoid mind instead.

Every round that leeches are present, there is a 5% chance, plus 1% per leech, that one power, function, or plus of a magical object is destroyed. The exact effect of the leech's feeding is determined randomly. Removing a magical leech is a painful task. When touched, magical leeches release a fraction of the energy stored in their bodies as an electrical discharge that causes 1-2 points of damage. For every spell, ability, of other essence the leech has consumed within the last 8 hours, the burst causes an additional 1 point of damage.

Potion of Extra-healing

24 Cavern

An underground stream forms a large pool and runs out the opposite end. Dung and other debris litter the tunnel.

Giant Bat (1d10), AL N MV 30' (10') Fly 180' (60'), AC 6, HD 2 (avg 12 hp each), #AT 1, DG 1d4 bite, SV F1, ML 8, XP 20. (See page 64 in the LL rulebook for more details)

25 Entrance/exit to the Tombs of the Keepers

The tunnel ends at a large hole in the floor.

Tomb of the Keepers Map (Pg 20)

1 Entrance

The hole in the ceiling leads to a passage with an underground stream on one side.

2 Cavern

The walls seep with water. Green fungus grows along the walls and ceiling.

Parasite (1d6) AL C, MV 3', AC 5, HD 1+1 (5 hp avg), #AT 1, DG 1d4, SV F1, ML 8, XP 33. Flat creature that looks like a patch of skin. It flies at night looking for likely victims, sometimes waiting above doors or on ceilings. When a potential host is near, the creature lands on exposed skin (preferring a seldom-seen area) and adheres there. It injects a

poison that anesthetizes the wound and affects the victim's mind, preventing the victim from noticing the parasite. Others see the creature as a patch of discolored skin. It sucks blood from the victim at a rate of 1d4 points per day until removed. The creature is easily recognized by those who have dealt with it before.

3 Cavern

Dusty tracks of men and beast lead in different directions.

4 Water Cavern

A slow moving underground stream flows alongside this cavern. The stream ends in a whirlpool near the eastern wall. A light mist hangs in the air.

Water Mist Horror (1), AL C, MV 180' (60'), HD 5 (25 hp), #AT 2, DG 2d6/2d6, SV F5, ML 7, XP 350. It takes a mist horror some time (generally 1d4 turns) to assemble its physical form and attack someone travelling through the mists. Thus, those who keep moving are safe from harm as a mist horror is very restricted in its own movement and must remain within a small area.

When a mist horror attacks it is likely to catch its victims off guard. This is largely due to the fact that it can spring out of the swirling vapors (in which it is treated as if it were *invisible*) *without warning*. *Once a mist horror assumes its combat shape (whatever form that may be), it is easy enough to detect, although it can, at will, break off from combat and return to the mists, effectively becoming invisible again. When a mist horror opts to do this (or before it assumes a combat form), it is protected from any attack as its essence disperses through the mists. However, it requires 1d4 turns to reform.*

When in combat, the horror will attack in whatever manner seems appropriate for its form. Because of the mystic nature of this being, however, the number of attacks it is entitled to and the damage it inflicts remain constant (two attacks at 2d6 points each). Thus, if the horror appears as a vast, six-tentacled creature only two of its limbs would strike each round.

Because of its almost insubstantial nature, the mist horror can be hit only by +1 or better magical weapons. Further, it has an innate magic resistance (50%) that not only protects it, but radiates into an area 20' around it, canceling the effects of all spells cast in its presence.



Mist horrors are, in a sense, a form of undead. They suffer no damage from spells designed to affect undead (negative plane protection, for example) and are immune to the effects of holy water. They cannot be charmed or controlled in any way and have no physical forms to be affected by spells like cause blindness or cause light wounds.

5 Junction Cavern

Several passages lead from this cavern junction.

6 Cavern

A rotten odor fills the air. Piles of bones and rotting flesh are scattered around the cave.

Maggot Hound (2), AL C, MV 120' (40'), AC 6, HD 3 (16 hp), #AT 2 bite/claw, DG 1d3/1d4 special, SV F3, ML 8, XP 100

The Maggot Hound has many heads, however they're treated as a single attack. Because of the multiple heads the monster gets +4 to bite attack rolls. If the Maggot Hound has a successful bite attack, the victim must make a STR check or the maggot head will burrow into the skin causing 1d6 damage per round to the grabbed victim. A STR check can be made each round to see if the head is dislodged.

Treasure: Bloodstone Gem (50 gp), Obsidian Gem (10 gp) and Blue Sapphire (200 gp)

7 Cavern

Piles of torn fabric and bones are piled against the walls.

Alpha Maggot Hound (1), AL C, MV 120' (40'), AC 6, HD 4 (22 hp), #AT 2 bite/claw, DG 1d3/1d4 special, SV F3, ML 8, XP 100

The Maggot Hound has many heads, however they're treated as a single attack. Because of the multiple heads the monster gets +4 to bite attack rolls. If the Maggot Hound has a successful bite attack, the victim must make a STR check or the maggot head will burrow into the skin causing 1d6 damage per round to the grabbed victim.

Treasure: Silver necklace (30 gp) and Gold earring set (100 gp)

8 Cavern

A small alcove is at the end of the tunnel. Several dwarven skeletons become animated at your presence.

Dwarven Skeleton warriors (4) AL C, MV 60' (20'), AC 7, HD 1 (8,7,5,5 hp), #AT 1, DG 1d6 rusty Shortsword, SV F1, ML 12, XP 13

9 Tomb of the Keepers

This large room has massive pillars supporting the arched roof. Carved reliefs of dwarven warriors adorn the walls. Below the artwork are stone crypts with some opened.

Tombguard (2), AL C, MV 120' (40'), HD 4+4 (27 hp each), #AT 1, DG 1d6 Javelin, SV F4, ML 7, XP 290. They can also cast a weak *Magic Missile* spell

once every three rounds doing 1d4+1 damage. Gold ring inlaid with Onyx gemstone (150 gp), 35 gp (scattered among the tombs), Gold necklace with a axe-shaped key hanging from it (40 gp), Gold holy symbol inlaid with diamonds (300 gp)

10 Treasure Room

This door is trapped by a heavy stone dropping from the ceiling over the door for 1d8 damage.

DEX check saves versus half damage.

Ornate wooden shelves are attached to the walls.

Decorative chests have been stacked in several corners.

Vault Guardian (1), AL N, MV 180' (60'), HD 6 (40 hp), #AT 2 Stone fists, DG 1d10/1d10, SV F8, ML 10, XP 570.

The attack of a vault guardian is straightforward and consists of two punching attacks that inflict 1d10 points of damage per strike. What makes the vault guardian a troublesome foe are the creature's additional magical powers, which enable it to detect intruders and withstand magical attacks.

The vault guardian can perform the following at will: *detect magic and detect invisibility*. A vault guardian takes no damage from normal fire, magical fire, or cold-based attacks, and electrical attacks cause only one-quarter damage to the construct. Charm and sleep spells have no effect on the vault guardian, nor do other mind-affecting spells or any poisons.

Edged and piercing weapons inflict only one-quarter damage to the creature because of its durable construction. Blunt weapons such as maces and hammers do full damage. The vault guardian is also extremely fast, and imposes a -3 penalty to all surprise rolls when defending its charges.

Because of its construction, the vault guardian is vulnerable to earth magic. A *rock to mud* spell inflicts 2d10 points of damage on the creature and stops it from moving for one round, and *earthquake* or *stone shape* instantly kills the construct (no saving throw allowed).

Treasure found in the vault:

Ring of Infravision

These rings are usually crafted of darkened silver and set with a single gemstone, some rings have been known to have a green or red runes etched upon it. When this ring is worn, it grants the wearer 60' infravision. This vision does not enhance the current vision if he already possesses infravision unless it is

shorter than 60', in which case the wearer's darkvision would extend to 60'.

Axe: "Hacker of Bones" +2 vs. Skeleton creatures and +1 against all others.

225 gp as well as the following gemstones: 2 Bloodstones (20 gp), 4 Onyx (30 gp) and 3 Emeralds (50 gp).

11 Cavern

The walls of this cavern seep with water. A Strong musty smell hangs in the air.

12 Chapel

Six pillars hold up a vaulted ceiling. Faded frescoes adorn the ceiling showing different scenes of worship and battles. A large statue of a dwarf holding a scepter stands at one end.

Maggot Queen (1), AL C, MV 120' (40'), AC 8, HD 6 (45 hp), #AT 1, DG Special, SV F8, ML 8, XP 1560 - Shambling, off-white mound that is vaguely humanoid but with a constantly shifting form. It walks upright on two legs and has two arms but these appendages are constantly changing in length and thickness, as are the dimensions of its torso. The Maggot Queen's head is also in flux, at times appearing as a mere nub on the shoulders, at other times having definite features such as eyes, nose, ears, and mouth.

The explanation behind this shifting is that this type of golem is constructed of living organisms, maggots, to be specific. These are constantly turning into flies which circle around the golem's head and return to the golem to lay eggs, completing the cycle by hatching more maggots. Some of the maggots drop from the golem and lie writhing in its wake, but these are replaced at a phenomenal rate.

Edged or piercing weapons slicing through it have no more effect than if they were passing through water (the maggots simply knit together again after the sword has passed). Blunt weapons fare little better; they are able to smash off chunks of the body, but inflict only half their usual damage.

In addition, the maggot-to-fly-to-maggot cycle happens at a greatly accelerated rate, thus allowing the golem to continuously replenish itself. This results in the golem being able to regenerate at a rate of 2 hit points per round.

The Maggot Queen is incapable of holding weapons. It attacks by hugging its victim to its body.

This occurs whenever the golem makes a successful attack. The victim is then held and slowly smothered to death, losing 2d6 hit points per round.

During the round of the successful attack, the victim is held and suffers damage. At the start of each subsequent round, the victim can attempt a Strength check. Success means the victim breaks free and suffers no automatic damage that round. The maggot golem can still attack during that round and can establish a hold on the victim.

The Maggot Queen is immune to most spells. Fire-based spells affect her normally, cold-based spells slow her for 2d6 rounds, *Summon Insects* heals 1d10 points of damage, and *Repel Insects* causes her to instantly lose half her current hit points. All other spells are ignored by these creatures.

Treasure found in the chapel:

Satchel of Safekeeping - The satchel, made of coarse waxed canvas, is roughly 12"x9"x4" with a sturdy sling strap but no clasps or buckles to secure the flap of the bag when closed. It's appearance is deceptive on many counts. The satchel is capable of generating up to 100 pocket dimensions the same size as the volume of the bag itself. The pockets are accessed by opening the satchel and picturing an image representing one of the pockets. If the image does not correspond to any of the filled pocket dimensions, the satchel accesses an empty one. Any object put into that space, may later be retrieved by mentally picturing the image again. Note that the image need not be an object in the pocket itself, just something arbitrary the user chooses although the former tends to be easier to remember. In this way, the satchel prevents anyone else from gaining access to one's belongings. If all 100 pockets have been filled and new image is pictured, nothing happens. The satchel cannot be opened by others when slung around the user despite having no locks and the user is instantly aware of any such attempt. The absence of locks in addition to the specificity of each pocket makes accessing items near instantaneous for the user. The satchel is not extra dimensional until the user wills it to be so and is hence also safe for various forms of dimensional travel and storage.

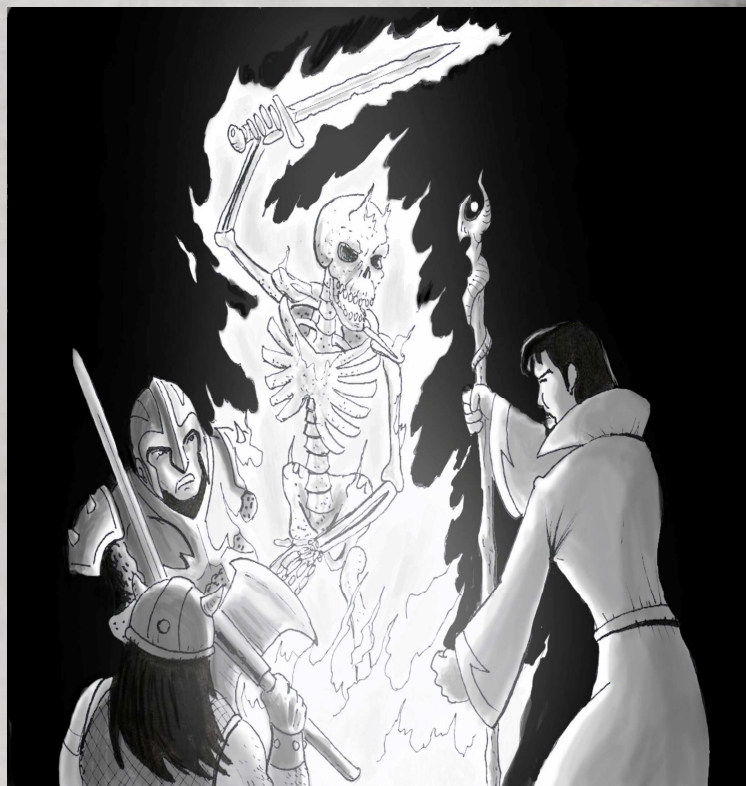
Club +1, +2 vs. Small or Medium creatures "The Bully". It is seemingly made of metal, but is actually wood painted to look like steel. It is an illusion to appear to have spikes protruding from the striking end, but in fact has no such thing.

13 Cavern

This cavern has several partially consumed and rotting bodies of dead adventures. Scrawled in common on walls says: "Turn back now, death has come"

14 Collapsed Cavern

Part of the ceiling and walls have collapsed. Pieces of bone and fabric litter the rock debris.



15 Collapsed priest quarters

A faded tiled mosaic of dwarven warrior priest battling evil creatures adorns the walls.

Fiery Bones (1), AL C, MV 120' (40'), HD 5+5 (32 hp), #AT 2, DG 1d4+2 x2, SV F5, ML 7, XP 660.

Fiery Bones inflict only 1d4 points of damage per blow to creatures immune to fire, but against all others they strike fiery blows, adding 2 points of damage to each hit. In any round, one of them may forgo one of its hand attacks in favor of hurling a head-sized ball of expanding flames up to 20 feet distant, dealing 1d6+3 damage to creatures struck, igniting flammable things, and forcing saving throws vs. breath attack or become inflamed for 1d4 damage per round.

Fiery Bone are immune to all fire and heat damages (magical or natural)

Fiery Bones are immune to *charm, hold, and sleep spells*. *Cold-based attacks inflict normal damage, holy water causes 4d4 points of damage per vial (2d4 if only a splash), and normal water inflicts 2d4 points of damage per bucket (1d4 per splash). Alcoholic liquids do not damage the Fiery Bones. Blunt weapons impose normal damage, but edged or piercing weapons inflict only half damage.*

Treasure: If the room is searched carefully: 29 gp in a leather pouch, 4 Garnet gemstones (35 gp each)

16 Armory

The door is trapped with an old poisoned dart. Save versus poison at +3 or or fall asleep for 1d4 rounds. A successful save will halve the damage.

Assorted weapons and armor hung on wooden racks scattered around the room.

4 spears

3 shortwords

3 small metal shields

17 Cavern

The walls glitter from tiny flecks on an unknown substance (Mythinin). If the PCs collect any of it, it will be worth 100 gp in value.

18 Exit/Entrance to the Frostcrypt

Rough carved steps lead down into the dark. A steady cold draft blows in your face.

Pre-Gen NPCs

Sige: Male Human fighter, L. Sige has thin red hair and gray eyes, and a magical mark on his arm. He wears scale mail and shield and wields a heavy pick.

Attributes: 13/11/12/18/9/11 hp 3, AC 5

Equipment: Dagger, blanket and rations

Bruda: Female Human Cleric, N. Bruda has silver hair and gray eyes. She wears studded leather and shield and wields a +1 heavy mace and light mace.

Attributes: 13/11/8/11/10/8 hp 5, AC 5

Equipment: 50' rope, flask, blanket, mirror, rations, holy water and silver holy symbol.

Eareril: Female Elf L. Eareril has long silver hair and amber eyes, and is exceptionally beautiful. She wears leather and shield and wields a flail and light hammer. Eareril is friendly but virtuous.

Attributes: 9/13/14/9/9/12 hp 3, AC 5

Equipment: Dagger, map case, blanket, backpack, block and tackle, rations.

Azas: Female Dwarf, N. Azas has matted gray hair and large gray eyes, and is exceptionally beautiful (for a dwarf). She wears scale mail and shield. She wields a heavy flail.

Attributes: 9/10/11/15/9/11 hp 5, AC 5

Equipment: Dagger, large sack, manacles, blanket, garlic and candles.

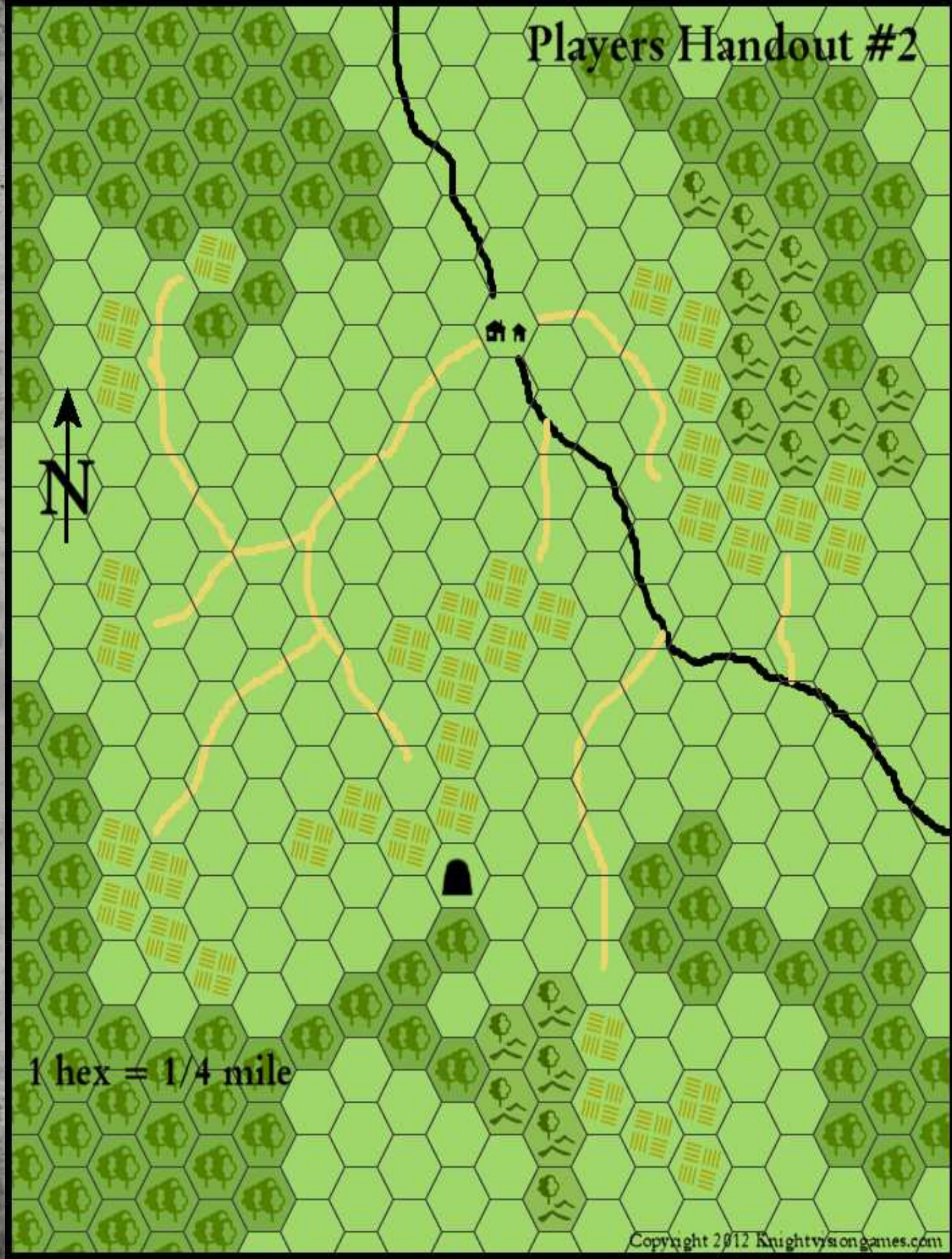
Cooley Station

Fissure to the Far Deep

Players Handout #2



1 hex = 1/4 mile



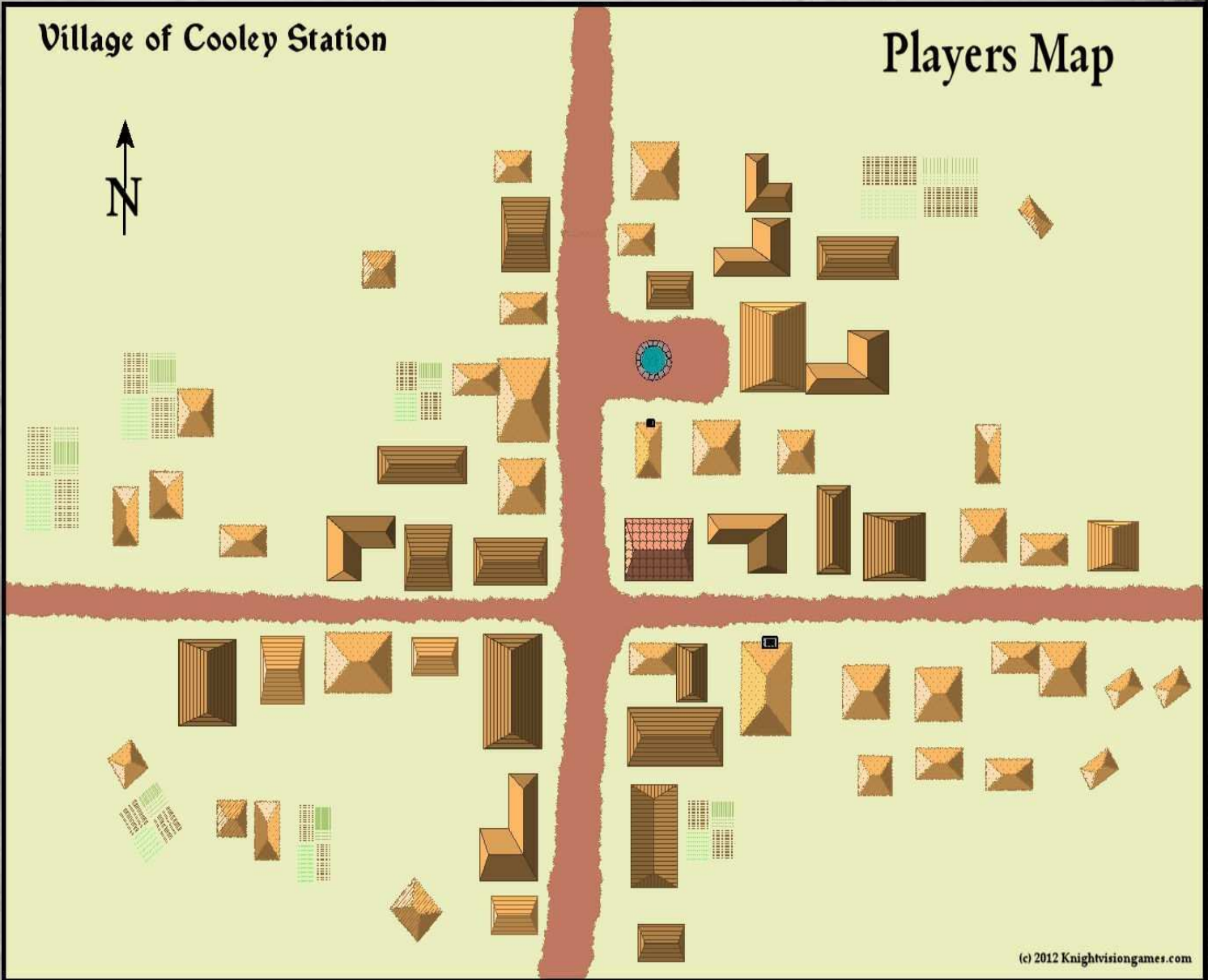
Village of Cooley Station



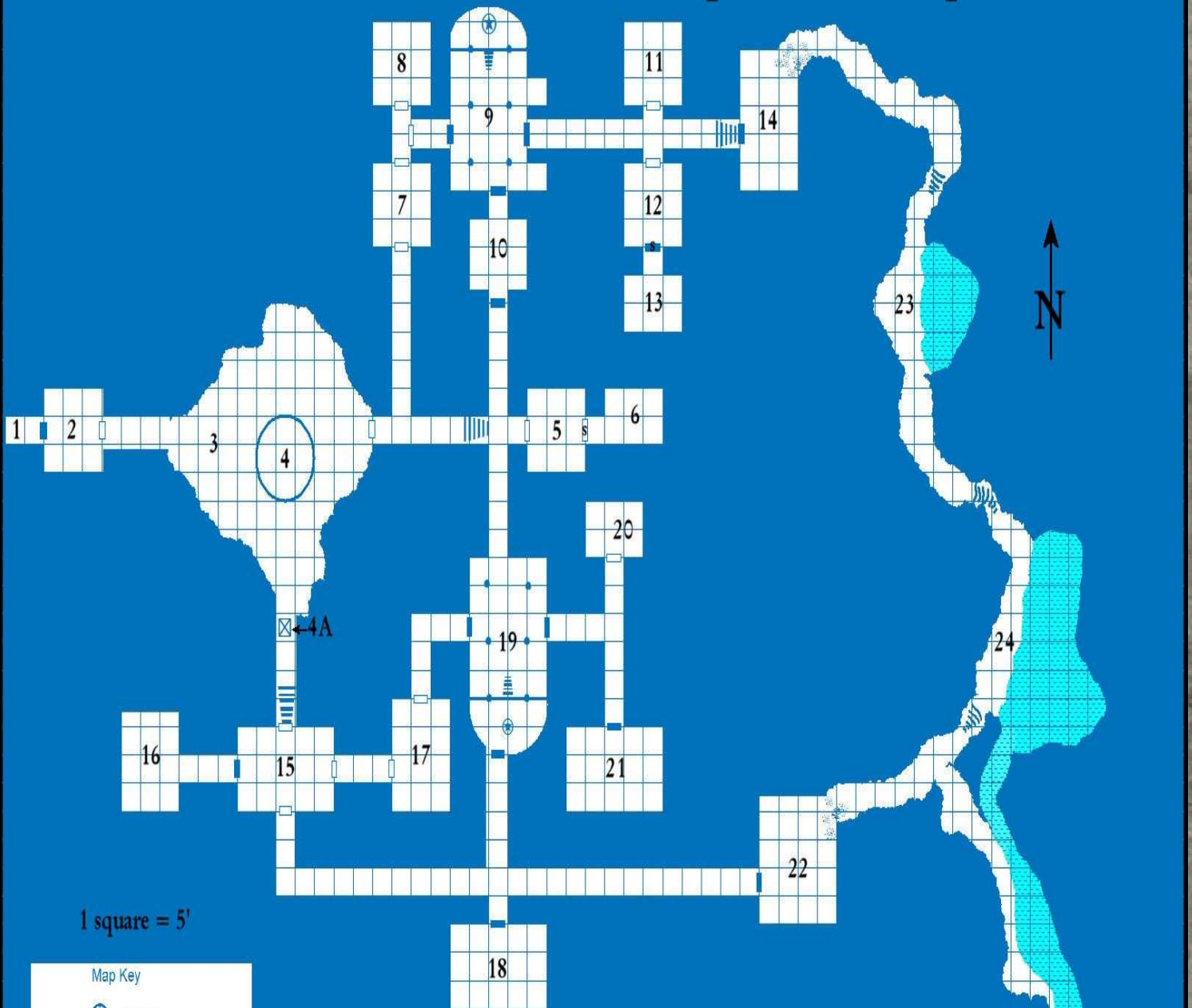
Village of Cooley Station



Players Map



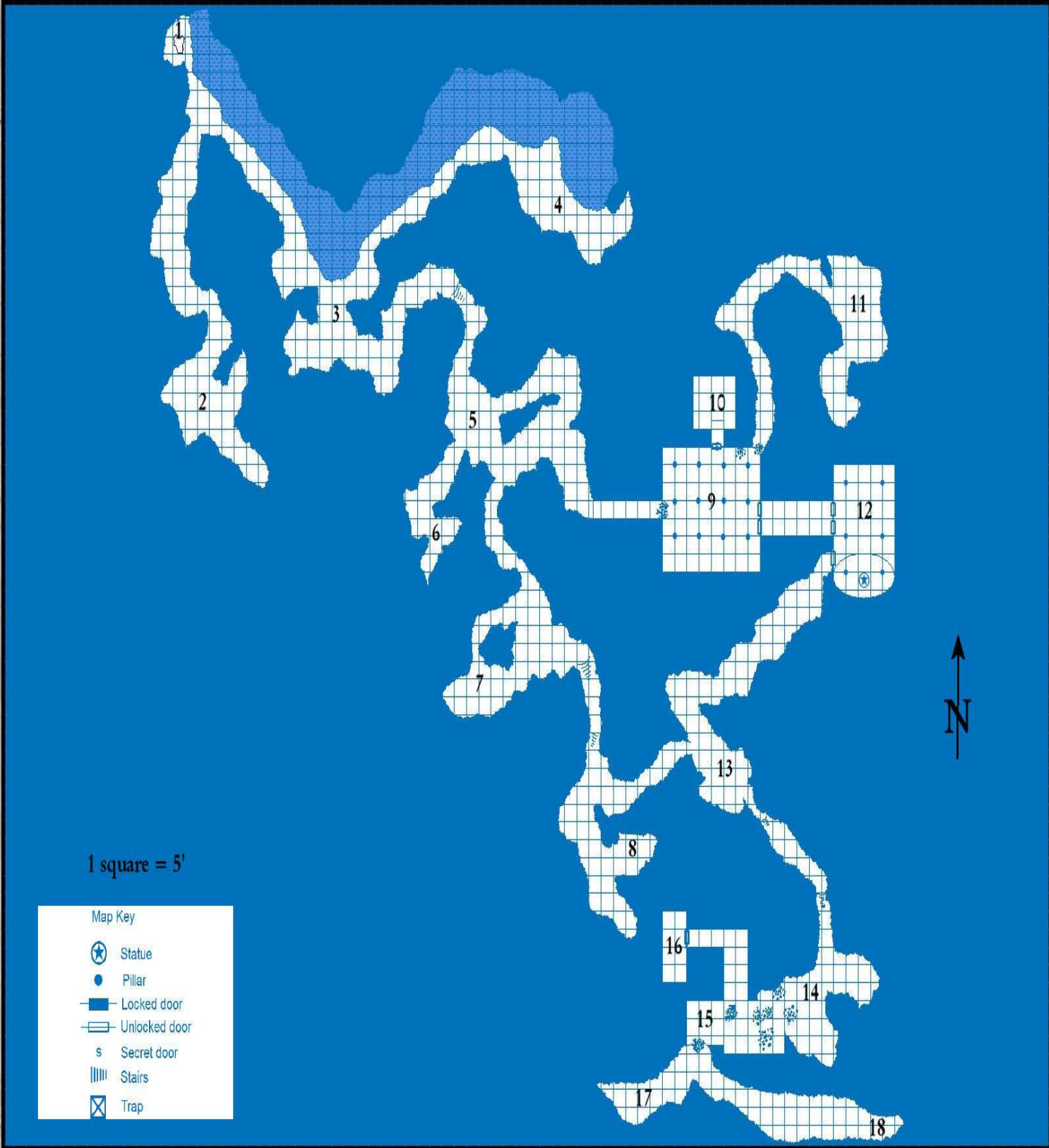
Accursed Halls of the Keeperstone Map



1 square = 5'

Map Key

- Statue
- Pillar
- Locked door
- Unlocked door
- Secret door
- Stairs
- Trap



1 square = 5'

Map Key

- Statue
- Pillar
- Locked door
- Unlocked door
- Secret door
- Stairs
- Trap

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