

# REALM OF THE TECHNOMANCER



A Cross-Genre Adventure  
Pitting Magic Against Machinery!

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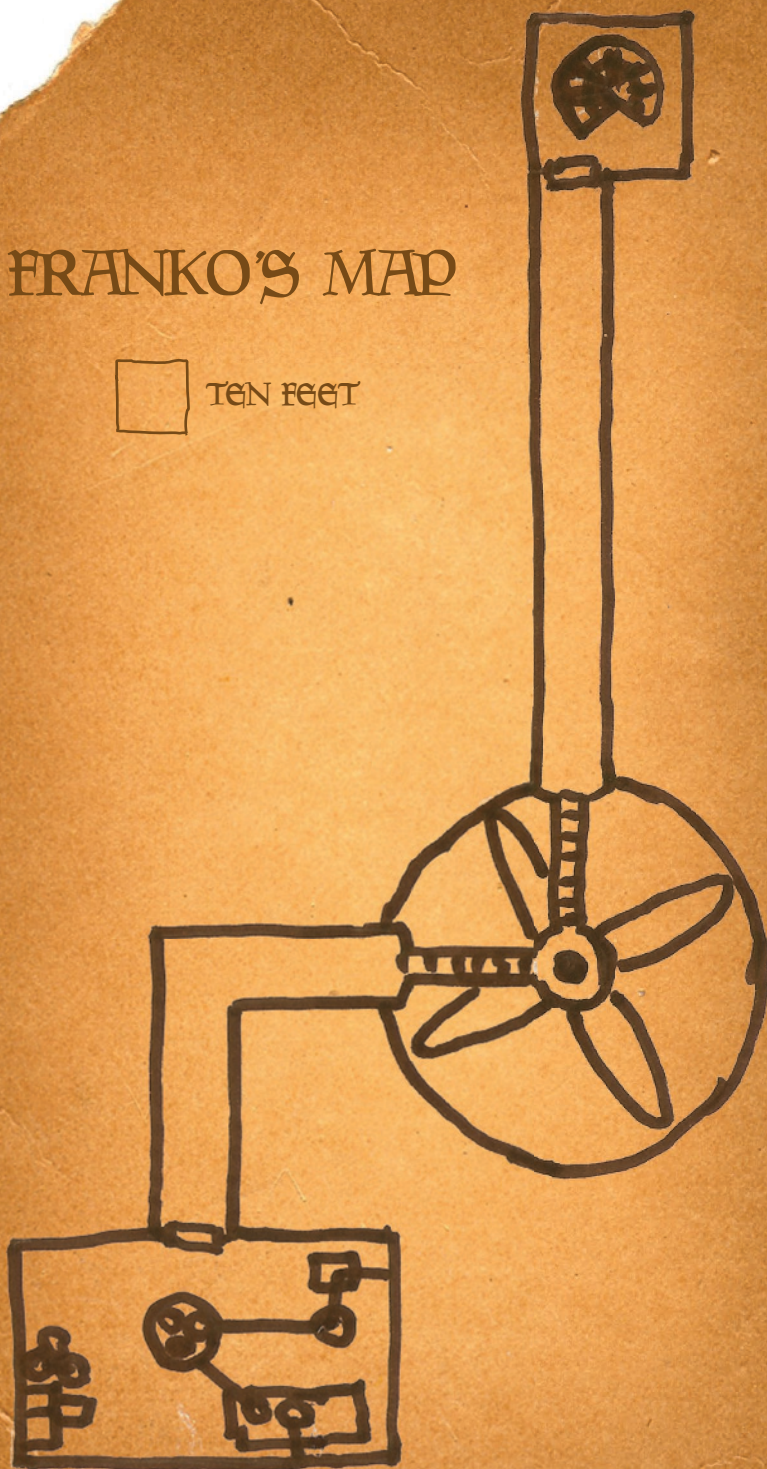
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**Labyrinth Lord**  
Compatible Product



# FRANKO'S MAP

 TEN FEET



# REALM OF THE TECHNOMANCER

## Introduction

*Realm of the Technomancer* can be run in a post-apocalyptic game like *Mutant Future* or in a fantasy game like *Labyrinth Lord*. This document is meant for fantasy play with PCs of 1<sup>st</sup> to 3<sup>rd</sup> level. The appendices apply to either system.

Unadorned page numbers like (p3) refer to pages in this module. LL refers to the *Labyrinth Lord* book, while MF refers to *Mutant Future*, both available as free downloads from [GoblinoidGames.com](http://GoblinoidGames.com).

## Background for the Labyrinth Lord

The party arrives at Havenmount, an ancient, dwarf-built, underground stronghold now inhabited by a peaceable gnome clan. Recently, the lower passages were overrun with strange humanoids wielding unknown magics. The gnomes sealed off the tunnels to prevent further attacks, but those caves house ancient dwarf-built machines that perform vital tasks to insure Havenmount's survival. The gnomes have no idea where the creatures came from or what they want, so they wish to hire the heroes to deal with the threat.

The creatures are morlocks, but they are not from this world. The shaman Zobru's foolish tinkering caused an inter-dimensional accident. The result was that an entire section of the morlock caves was shunted from their post-apocalyptic world of *Mutant Future* into a parallel dimension of swords and sorcery: the world of *Labyrinth Lord*!

Now Zobru, under pressure from his chief Goob to undo the accidental crossover, meddles with a dangerous hybrid of magic and technology: Technomancy.

## Scaling the Adventure

If the LL feels the adventure is too difficult (or easy) for the party he may consider some or all of the following:

- ✂ Remove the ape from Area 9 or add a second morlock guard.
- ✂ Change the damage from tampering with the marker in Area 2.
- ✂ Remove the skull guardian from Goob's hut.
- ✂ Remove the special power from Goob's sword.

## Background for Players

Long ago, the dwarfs built Havenmount as a place of safety. The engineers and miners spent decades constructing it. It was a marvel of the age, representing the peak of dwarven skill. The tunnels and chambers were flawlessly carved out of the mountain and wondrous devices were fashioned to harness the power of the hot springs deep below the surface. Today, a prosperous gnome community occupies the complex. After centuries of use, the machines still run smoothly and almost maintenance-free, providing power to the complex's large tools, pumping water out of chambers that would normally be flooded, and pumping potable water for drinking and washing throughout Havenmount.

Over the last few weeks, the gnomes have experienced a series of glitches in the systems; things like interruptions in water pressure and drops in the power that runs some of the tools. The gnomes decided to send a team of engineers down to the machine rooms to investigate. These "engineers" had very little direct knowledge of how the ancient dwarves made these devices, acting more as custodians.

When the team descended to the sub-level, they were shocked at what they found: not only had the entire layout of the sub-level changed, but many of the finished corridors were now mud-filled tunnels inhabited by vicious humanoids, some with bizarre magic weapons.

The creatures attacked and the engineers retreated, but not without injury. One of their number, a gnome called Wado, was killed and left behind. The gnomes sealed the entry to the level behind them and the elders sent out word that they wished to hire mercenaries.

## Havenmount

The town that most people see is on a large, level hilltop inside a wooden palisade. The fence is six feet high, in good repair, and has a single gate. Within huddle several simple homes and shops, mostly gnome-sized. Garden plots are scattered around the open areas. Characters can find most normal goods and services in Havenmount. Traders come here to buy foodstuffs and sell their wares. Most of the townsfolk are gnomes, but members of other races often pass through. There is a squat stone building in the center of town. Guards are always on duty in front of its single steel door. If strangers ask about the structure, the residents explain it is for storing food and goods securely.



In reality, the building is the entrance to the underground complex, referred to among the locals simply as “Below.” Residents try to maintain the façade that the surface town is all there is to Havenmount, to avoid attracting attention toward the subterranean complex. The gnomes work hard at keeping their redoubt a secret, knowing that many would seek to wrest it from them. It is a measure of their concern for the machines that maintain Havenmount that they allow the characters to even glimpse the levels below.

Havenmount itself—the surface settlement or the underground complex—is not the focus of the adventure. L.L.s might wish to let the party spend some time talking to locals or trading for supplies, but the adventure proper takes place once the characters enter the lower levels.

## Getting the Job

Shortly after the characters arrive in Havenmount, a gnome named Franko and two guards approach them. Franko is one of the engineers. He offers to hire the PCs to help the community deal with “invaders.” He stresses that the job requires discretion, as the residents must reveal some of their secrets in order for the party to be able to do the job. If the PCs accept, Franko leads them to the bunker. Along the way, he tells them about the recent events (see Player Background). Franko will offer each character 500 gold pieces to explore the tunnels and eliminate any threat to Havenmount and the machines. If the party can discover how or why the sub-level was transformed, there may be a bonus. He also gives the party a floor plan of what the area looked like before (Franko’s Map).

Inside the bunker, an elevator platform descends over 100’ into the hill. The complex is a wonder of ancient dwarven engineering and skill. The halls are perfectly squared and finished. Workshops containing large tools powered by unseen devices are used to craft goods. Water is pumped to rooms for cooking and washing. Stoves and forges are heated without visible fuel. The air itself is kept fresh and at a comfortable temperature.

## Technomantic Mishaps

Once within the affected part of the tunnels, the PCs may be using magic in the presence of technological items. Together, these make an unstable situation. See Appendix: Technomancy for rules on possible mishaps.

## Area 1: Entering the Sub-Level

As soon as the party is ready to start the job, Franko and the guards lead them down several levels, deep into Havenmount. They descend a spiral staircase into a square room with a heavy steel door that has been triple-barred shut. Franko lifts the bars one by one and pulls the door open. A corridor much like the ones above leads straight back, but the air here is hot and humid, unlike the rest of the complex.

Franko says that not far past this hall is where things get “weird.” He explains that the door will be re-barred, but a watch will be kept. When the party is ready to return, they should strike the door with a three-long, three-short pattern and someone will let them back out. With that, the door is shut on them with a clang.

## Wandering Encounters

1 in 6 chance every 2 turns

### d6 Encounter

- |     |                            |
|-----|----------------------------|
| 1–2 | 1d4 Morlocks (one raft)    |
| 3   | 1d6 Mudbugs                |
| 4   | 2d4 Giant Centipedes       |
| 5   | 1 Albino Ape (from Area 5) |
| 6   | Mud Geyser (see below)     |

**Mudbugs:** No. Enc.: 1d6 (1d12); Move: 60’ (20’), Swim 60’ (20’), Climb 30’ (10’); AC: 2; HD: 2 (11 hp); Attacks: 2 Pincers (1d4/1d4); Save: F1; Morale: 7; HC: None; XP: 20. See New Monsters for more information.

**Mud Geysers** only occur in the Mud Lake surrounding Areas 5, 6, and 7, including on the bridges. If a 6 is rolled elsewhere, use the Mudbugs result. In a mud geyser, fountains of scalding hot mud blast up out of the lake 1d6–1 x 5’ from the characters in a random direction. Anything caught directly in the blast takes 1d10+5 damage from the heat. Rafts are automatically upended and fire-based light sources like torches are extinguished. Anyone within 10’ of a geyser when it erupts takes 1d10 damage from the hot spray but can make a save vs. breath attacks for half damage. The eruption automatically surprises and lasts one round. The mud around where a geyser has just erupted is scalding hot for one turn afterwards, causing 1d6 damage per round to anyone in it.



## Area 2: The Fan

*The hallway opens at a ledge on the side of a cylindrical room. Clouds of steam fill the hot air. There is a central stone column running up out of sight and down to the bottom of the chamber where huge fan blades turn slowly, spanning the entire shaft. A pool of steaming mud bubbles below the fan.*

*Several round stones set into the column give off a faint glow, lessening the darkness. Higher up, pipes and ducts extend out from the column. An iron catwalk extends out from the ledge into the middle of the room, connecting with a balcony-like ledge circumscribing the massive cylinder. Another catwalk can be seen extending away from the column through the misty vapors. A steady, unnatural drone fills the room.*

The chamber is a total of 60' high from mud to ceiling. The catwalks are three feet wide, twenty feet above the fan, and perfectly stable. They have no handrails, however. A character who falls has a 1 in 6 chance of striking a fan blade instead of the mud. A successful saving throw vs. petrify allows the character to hang onto the blade. The mud is five feet below the fan, over twenty feet deep, and scalding hot. Characters take 1d6 heat damage for every round they are in the mud and sink in two rounds. A character cannot normally free himself without assistance; see "In the Mud," p5.

Each blade is three feet wide and strong enough to take the weight of one man-sized creature without affecting its motion. The fan makes a complete revolution each round. Any additional weight will bend the blade and cause the device to grind to a halt. This has no immediate effect on the PCs (though a falling character now only has a 1 in 10 chance to land on a blade), but it will cause disruptions in power and air circulation in the complex above. If the gnomes are given the chance to work down here, they can repair the damage with four hours' labor.

The ducts and pipes coming from the central pillar start fifteen feet over the catwalks and protrude in several directions and heights. One of the ALBINO APES (LL63) kept by the morlocks as guard animals has escaped and is currently in this room cavorting among the ductwork. It is tame, but will attack any non-morlock it sees unless commanded not to by its masters. The creature's white coat makes it difficult to spot in the steam, allowing it to surprise 50% of the time. The ape's great agility allows it to move at full speed through the chamber, jumping and swinging between the pipes, the catwalk, and the fan or climbing the pillar and walls.



**Albino Ape:** Move: 120' (40'); AC: 6; HD: 4 (25 hp); Attacks: 2 (claw/claw); Damage: 1d4/1d4; Save: F2; Morale: 7; XP: 135. Apes can climb walls of caves and swing along ropes, etc., at full movement rate. The apes can throw things with great accuracy to a range of 10'/30'/50': either rocks (1d6 damage) or *feces*: no damage, but target must save vs. poison or become incapacitated with nausea for 1d6 rounds.

Even the slightest inspection of the control panel and the pillar reveals numerous symbols scrawled across its surface. The language is unknown, but it looks as though it was written in blood.

There is a bronze panel set into the column with several dwarven runes engraved on square tiles set into the stone. A character who can read Dwarf can take three hours to make an Intelligence roll at a -2 penalty in order to learn the basic functions of the device. It is a generator and circulation engine, powered by geothermal heat from the boiling mud and channeled by several enchantments. The square tiles are buttons. Pressed in the correct sequences, they allow the operator to speed up, slow, or even shut down the giant magic fan completely. Doing so affects the air flow to occupied chambers above and likely upsets the characters' employers.



The panel has been partially pried loose on one side. Behind it is the rotting, severed head of a gnome (Wado). It has been wrapped in wire and crudely grafted to the pipework and the back of the panel. Wado's filmy eyes roll in their sockets and the mouth repeats nonsense syllables in a harsh whisper. The

head is a Technomantic Marker set in place for Zobru's upcoming ritual. Zobru has extended the areas he wishes to be affected by the ritual with these markers, which act like relay points for the magical and technological energy. A marker can take several forms, but all of them incorporate at least some elements of both technology and magic as well as something from a living, or once-living, creature. (See Appendix: Technomancy for more information.)

Tampering with the writings, levers, or the head results in a loud bang and flash of light, followed by a Technomantic Mishap (see New Rules). If the LL chooses not to use the optional mishap rules, then the explosion causes 2d6 damage to all within a 10' radius (save vs. breath weapon halves damage).

## Area 3: Mud Tunnels

*The squared, finished corridor ends abruptly. Beyond, the hallway changes to a rough-hewn tunnel, sloping down. At the boundary between the two, a simian skull hangs from the ceiling. Tiny lights wink inside its eye sockets and sparks crackle along the bony surface in the humid air.*

The skull is another Technomantic Marker. Disturbing it in any way causes the skull to scream (alerting the morlocks patrol below) and triggers a Technomantic Mishap. The tunnel is the beginning of where the passages no longer match Franko's map. The slope is about 45° and covered in a thin coating of slimy mud. Successfully searching at the top of the slope reveals short metal spikes driven into one wall at regular intervals (every three feet), going down the hill. The morlocks use these as handholds. They send one morlock up with a rope, which he secures to the top spike. The rest climb up and then they untie the rope. When descending, the last morlock unties the rope and goes down using the handholds.

Anyone stepping onto the slope must roll a DEX check or slip and fall, slithering down the decline. The tunnel descends forty feet before leveling off, where the mud abruptly deepens to three feet. Anyone sliding down lands softly enough to avoid damage, but he and everything he is carrying is coated in mud. It will also take the character 1d3 successful STR or DEX checks (player's choice, one check per round) to extricate himself and stand back up. In the meantime, he is prone and unable to move beyond thrashing about. He loses any DEX bonus to AC and foes gain a +2 bonus to hit until he stands up.

To further complicate matters, there is a MORLOCK (LL88) patrol currently disembarking here from their Mushroom Cap Raft. They are looking for the runaway ape (see Area 2). There is one morlock per character. Each carries one spear, two axes, and a random grenade. One of them is also armed with a Mud Gun. See New Items, p10.

**Morlocks:** Move: 120' (40'); AC: 8; HD: 1 (8 hp); Attacks: 1 (by weapon); Save: F1; Morale: 9; XP: 13. Spear (1d6, 20'/40'/60'), two axes (1d6, 10'/20'/30')

✂ Mud Gun: 2d6 damage, 50'/100'/150'

✂ Grenade: 10'/30'/50', 1 in 6 to be dud; attack roll of 1 sets off in user's hand. Two types:

☞ Bam-Can: 5d6 damage in 20' radius, save vs. wands for half

☞ Gas Can: Choking gas in 30' radius gives +1 AC and -2 to hit cumulative per round of exposure

If anyone slipped down the tunnel, their arrival has a normal chance of surprising the morlocks. Make a reaction roll for the patrol. It is possible the morlocks may simply wish to capture the intruders rather than fight—not to say they might not kill the characters later for food.

In a fight, the morlocks gain a +1 to morale due to the difficulty of retreating. Some morlocks will engage any prone characters while at least one of their number goes to look up the tunnel for any other intruders.

The morlocks cannot communicate normally with the PCs since they share no common language. Even if the characters have encountered morlocks before, these are from an alternate reality. Characters with appropriate spells or magic items can try to communicate or read thoughts. It is up to the LL how much information the PCs can glean.



### What any morlock besides Goob or Zobru knows (d6):

1. The “new tunnels” only recently intruded on their domain.
2. They call their realm the “Mire Loch,” meaning “Mud Lake.” They take the name of their people from this domain.
3. Zobru the shaman is fascinated with the magical devices in the new tunnels.
4. Goob, the chief, is angry with Zobru about something.
5. The intruders are cowardly, but have strange weapons.
6. Goob says soon everything will be put right.

### In the Mud

Beyond the landing, the mud averages about four feet deep. In the tunnels, it is warm but not scalding. Characters who fall in can get their feet under them and stand with a successful STR check, but will sink deep enough to touch the bottom within two rounds. Characters under 4' tall—or who fail to get upright—will start to drown in 1d6 rounds. Even if standing, a character can't walk, makes any attacks at -3, and loses any DEX bonus to AC.

A character with something to grab onto, and someplace to climb, such as a raft or shore within reach, can make one STR check per round. Three successful checks gets him free of the mud. Other characters who are not stuck may assist by making STR checks as well, pulling the trapped character free. Climbing onto an unstable platform like a raft requires anyone currently in the raft to brace himself or make a DEX check to avoid falling out of the raft.

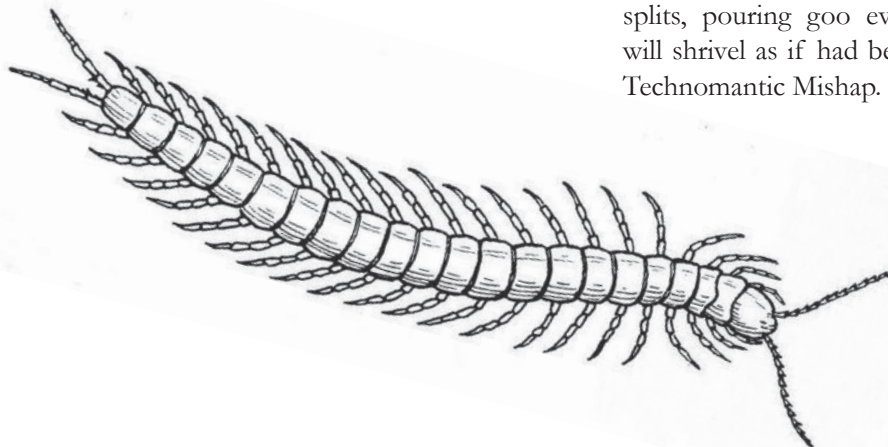
## Area 4: Fungal Grove

*Patches of fungus glow on the chamber walls, providing dim light. There is a stretch of ground along one side of the cavern that rises above the mud level. Huge mushrooms grow there with other fungi.*

The morlocks come here to gather fungi for food or other various needs. The large mushroom caps are used as rafts, and Zobru uses several of the molds in chemical and biological experiments. Currently, there is a raft beached on the strand. Two morlocks are in the chamber. They came to run an errand for the shaman (see below) but are presently being attacked by seven GIANT CENTIPEDES (LL68), which had been feeding on some lichen before they were disturbed. The chilopods are enraged and will attack anything that moves. They can climb the walls and ceiling, and are light enough to run across the surface of the mud.

**Giant Centipedes (7):** Move: 60' (20"); AC: 9; HD: 1d4 hp (2 hp); Attacks: 1 (bite); Damage: Poison; Save: F0; Morale: 7; HC: None; XP: 6

The morlocks are equipped normally (see Area 3), but have no Mud Gun. They also carry curved knives for cutting fungus (treat as daggers). The pair has just finished setting a Technomantic Marker in the chamber for Zobru. It is hidden among the fungi. The marker consists of a rusty bucket (paint can) wrapped in lighted wire (similar to the skull in Area 3). The jar is uncovered and nearly full of a clear, sticky liquid. Suspended in the fluid is a heart (Wado's). Some kind of battery pack has somehow been grafted onto the organ and is making it beat sluggishly, causing the liquid to slosh in the jar slightly. Moving the jar causes no problems, but if the contents are disturbed, or the wires loosened, the bucket splits, pouring goo everywhere (harmless) and the heart will shrivel as if had been cast in a fire. This also triggers a Technomantic Mishap.







## Mud Lake

This enormous cavern is filled several yards deep with silt and sediment. Hot springs flow into the “lake” from below. This turns the entire cavern into a steaming mud puddle. The mud is 1d10+10' deep in the chamber, with a narrow shelf near the shoreline (Area 8). Clouds of steam hang over the surface of the mud lake, stinking of rotten eggs. Mud geysers periodically erupt, blowing scalding mud into the air. The walls and ceiling are coated in a layer of mud as well. The steamy fog reduces visibility to 50% normal, not including the darkness. The noise from the bubbling and hissing mud reduces listening checks by 1 as well.

The morlocks live mainly on the shore (Area 8), but they also use the small islands in the lake, which are connected to the shore via rope bridges mounted on thick poles sunk into the mud. The bridges are about ten feet over the mud, with support posts every thirty feet or so.

A character can traverse these bridges at normal walking speed as long as at least one hand is used to steady himself. Running or fighting on the bridges requires a DEX check or the action is aborted in an effort to steady oneself. The albino apes move at full (running) speed, swinging along the bridge lines, without making any DEX checks. They sometimes clamber along the cavern and tunnels walls, escaping to other areas of the caves.

Generally, the temperature of the mud is not hot enough to do damage, but the hot water vents move erratically through the thick mud, causing geysers in random locations. In the Mud Lake, there is a 25% chance the mud is scalding hot in any given location, dealing 1d6 damage per round to anyone in it. Infravision can see these hot spots, if not spoiled by light sources.

## Area 5: Ape Island

*Bits of detritus are piled up on this islet. A rope bridge extends from one side of the rock into the mist.*

The tribe's pack of albino apes nest here (four adults total, including the one from Area 2). There are two young apes (2 HD each) with at least one adult here at all times. The rest of the pack is in various parts of the caves. The apes will attack any non-morlock they see, closing to melee if possible, throwing rocks or feces if not. They howl and shriek at the intruders.

## Area 6: Zobru's Hut

*This island is no more than a domed lump of rock sticking out of the mud. There is a rope bridge leading off across the lake into the steam. A ramshackle hut sits on the peak of the rock.*

The shaman lives alone on this isle. The other morlocks seldom traverse the bridge to Zobru's. Zobru is not normally at home these days, but found working in Area 9.



In a small pen behind the hut, two CARNIVOROUS BEETLES (LL65) fight over a dead mudbug. Each beetle is over three feet long with foot-long, hooked mandibles. If attacked, the beetles break out of the pen in one round. Zobru left a third beetle inside the hut as a guard. One of its hind legs is tied to the central post with a six-foot lead.

**Carnivorous Beetle:** Move: 150' (50'); AC: 3; HD: 3+1 (15 hp); Attacks: 1 bite; Damage: 2d6; Save: F1; Morale: 9; XP: 65.

Inside, the hut is extremely crowded. The guard beetle takes up most of the space. There is a cot, a small brazier with a few smoldering coals, and a worktable with various herbs, bits of bone, and other shamanic materials scattered about its surface, as well as several technological odds and ends: copper wires coated in something waxy, shiny metal buttons and tiny cylinders (empty power cells), clockwork bits, and a small lodestone. Among the clutter is a set of simple tools of unusual workmanship: simple pliers, small chisels, a hammer, and so on. The copper wires might sell for 1d6 gp; the tool set, 3d6 gp.

There is a clay jar full of bluish white powder on the table, containing 2d4 refills of heating compound for mud guns. There are also five grenades on a shelf: three Bam Cans and two Gas Cans (see New Items). There is nothing else of value in the hut.





## Area 7: Central Isle

*This island seems to be the hub for the rope bridges, with three extending out in different directions. There are a few huts and a couple of rafts pulled up onto the rocks.*

There are normally 1d4+1 morlocks moving around on the island or walking along the rope bridges to and from here. There is a 25% chance that 1d2 morlocks are resting in a given hut.

One pair of morlocks stands at the northeast shore engaged in an strange-looking activity. There are several live mudbugs trapped in a pen nearby. Next to that are several dead, cooked ones on a shield-sized platter made from a dried mushroom cap. The morlocks take a live mudbug and place it in a basket, then secure the lid. The basket is secured to a rope and thrown out into the mud near a pole that is sticking out of the surface. The other end of the rope is staked to the ground near the morlocks' feet. A few moments later, a geyser erupts next to the pole, throwing the basket into the air. The morlocks then pull the basket in to shore, taking the now mud-boiled crustacean out and placing it on the platter.

A six-foot pole with a cross-piece stands more or less at the center of the island. A small cage is lashed to it. Inside is a live mudbug with several wires inserted into it through its shell. The other ends of the wires connect to a string of small flashlight bulbs which flicker as the mudbug's legs twitch feebly (another Technomantic Marker). Disturbing it in any way causes the mudbug to die instantly and the light bulbs to shatter. It also triggers a Technomantic Mishap.

## Area 8: Mud Beach

*The mud stops at a rocky strand near the chamber's edge. A rope bridge extends out over the lake. There are several crude huts here, one of them much larger than the rest. There is a large fire pit smoldering among the cluster of huts and a cave-like opening is visible in the cavern wall.*

Most of the morlocks live in this area. The rope bridge leads to Area 7. There are normally 1d8 mushroom cap rafts pulled up along the shoreline near the huts. There are typically 2d6 morlocks going about their business in this area, with a few near the fire pit at any given time. Half the number encountered here will be females or young. The females are normally unarmed and will not fight unless the young are threatened.

## Area 8a: Goob's Hut

*One hut, larger than the rest, stands apart from the others.*

The large hut belongs to Goob, the chieftain. Unless summoned for some reason, he is in Area 9 with Zobru. When he is in residence, he is attended by four large bodyguards and three female servants/concubines. When he is away, one of the guards remains to keep watch. Unless they alert the guard to their approach, the characters find him being "entertained" by one of the females. As a result, he is unarmed and unarmored. His weapons are close to hand, though.

*Inside, the floors are covered in strange pelts with mud tracked all over them. The room is dimly lit by a rune-covered skull whose eye sockets and mouth glow weirdly as it hangs at the end of a cord by its teeth.*

The skull is a magical SKULL GUARDIAN. If anyone enters when Goob is absent, they must speak the password (in Morlock) within one round or it attacks by releasing the cord from its teeth and spinning in mid-air, its eyes flashing with multicolored lights as it screams. Anyone seeing the lights must save vs. spell or become *confused* (LL28) for 1d10 rounds. The skull will follow up this attack by flying at targets and biting them. Treat the skull as a Level 2 item for Technomantic Mishaps (see New Rules).



**Skull Guardian:** Move: Fly 90' (30'); AC: 3; HD: 1+1 (6 hp); Attacks: 2; *confusion* (1/day) or 1 Bite (1d3 damage); Save: F1; Morale: 12; XP: 21.

**Bodyguard:** Move: 120' (40'); AC: 9 (7 if wearing his leather armor); HD: 2 (16 hp); Attacks: 1 (weapon); Damage: weapon; Save: L6; Morale: 11; XP: 29.

✂ Spear (1d6, 20'/40'/60')

✂ Two axes (1d6, 10'/20'/30')

✂ Two Bam Can grenades



If the skull activates, the guard will grab his weapons and attack, hurling an axe at the nearest character then closing to melee with his spear. He also knows where Goob keeps four grenades (two of each type) in a shallow hole under the sleeping furs. It would take him two rounds to recover these.

There is a hidden pocket sewn into one of the hanging pelts behind the bedding. Inside are five large, uncut white diamonds worth 100 gp each. Cut and polished, they'd be worth 500 gp each.

## Area 8b: Tunnel

The cave entrance leads to a wide, dry tunnel that goes back into the rock. It ends several yards back where it turns a corner and changes into a well-finished corridor, like the normal Havenmount construction. At the end of the hall, a morlock warrior and a tame albino ape stand guard in front of a polished metal door.

## Area 9: Machine Room

*Noise fills the room as things hum, hiss, and spin. Huge machines crowd the chamber and are connected with pipes and cables. The room is lit by magical light, but the machines cast many shadows.*

*Every square inch you can see of the machines is covered in strange symbols. Even parts of the floor have been marked with intersecting geometric designs. Some of the symbols look to have been drawn with chalk, others with what may be blood. Fetishes, bones, and bits of wire are strung here and there and hang from ducts overhead.*

This room houses the devices that not only help maintain Havenmount's gnome workers in comfort, but also keep the upper caves from being flooded out with water or filled with sulfurous fumes.

Zobru has been working in here for days, designing a ritual that will let him combine the power of the machines' magic with his technological skills and—theoretically—transport the morlocks and their realm back to their world. He is ready to begin and will start the ritual in a few moments, once he is done arguing with the chieftain, Goob, who is also here with three of his bodyguards and one warrior per PC. If attacked, the morlocks' primary goal is to keep the room secure and Zobru's preparations intact. Goob orders one bodyguard to protect the shaman; one protects him; and the third attacks.

The morlocks hesitate to use explosives in the room, due to the close quarters and the shaman's preparations. They will use grenades if pressed, though.

Zobru will start the ritual immediately. He has already performed some preliminaries to begin to trap the energy. The ritual will take Zobru five uninterrupted rounds to complete.

**Goob, Morlock Chieftain:** Move: 120' (40'); AC: 5; HD: 6 (44 hp); Attacks: 1 (vibro-sword); Damage: 1d8+16; Save: F6; Morale: 12; XP: 570.

Goob wears chain armor. He also carries a Gas Can grenade and an axe at his belt (1d6, 10'/20'/30'). The vibro-sword has 1d20+10 minutes of charge left.

**Zobru, Morlock Shaman:** Move: 120' (40'); AC: 6; HD: 6 (32 hp); Attacks: 1 (club); Damage: 1d4; Save: C6; Morale: 11; XP: 820.

Zobru carries a Revolver (1d10, 150'/300'/600') and 6 extra bullets in a pouch. He also carries a Bam Can grenade and wears a *Bracer of Vampiric Shielding* (see New Items).



**Bodyguards (3):** Move: 120' (40'); AC: 7 (leather armor); HD: 2 (16 hp); Attacks: 1 (by weapon); Save: F2; Morale: 11; XP: 29.

✂ Spear (1d6, 20'/40'/60')\*

✂ Two axes (1d6, 10'/20'/30')

✂ Two grenades: one Bam-Can, one Gas Can

\*Instead of a spear, one bodyguard carries a Mud Gun: 1d6 impact + 1d6 heat, 50'/100'/150'.

**Morlock Warriors (1 per character):** Move: 120' (40'); AC: 8; HD: 1 (8 hp); Attacks: 1 (weapon); Damage: weapon; Save: F1; Morale: 9; XP: 13.

✂ Spear (1d6, 20'/40'/60') and two axes (1d6, 10'/20'/30')

✂ One grenade of a random type.





## Aftermath

### The Ritual

Zobru's ritual has a base 70% chance of working properly. For every Technomantic Marker that has been compromised, the chance of success goes down by 5%. For every Technomantic Mishap that occurs *during* the ritual, the chance of success goes down 10%.

#### Technomantic Markers list

1. Wado's head, Area 2, p4
2. Ape skull, Area 3, p4
3. Heart jar, Area 4, p5
4. Caged mudbug, Area 7, p7

If Zobru is injured during the ritual, he must make a save vs. death or lose concentration, causing a Failure.

### Success

If the ritual succeeds, the morlocks and their caverns disappear in a massive shift. The PCs remain, or appear, in the normal tunnels of Havenmount, which again resemble Franko's map. Signs of the morlocks' presence remain, such as mud stains, Zobru's sigils and ritual materials, and various heads. The great dwarven machines, drained of magic by the ritual, black out the entire complex. The machines resume operating at 50% capacity after 1d6 hours. Eventually the gnomes can get them back up to 80–90% capacity.

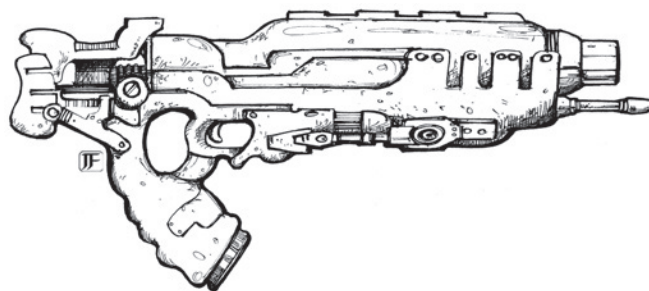
The gnomes of Havenmount aren't thrilled about the reduced circumstances, but will pay the characters their promised fee.

### Failure

If the ritual is interrupted, it automatically fails. This causes a major technomantic catastrophe. The LL can choose a result from the possibilities below or make up an outcome that best fits the campaign.

#### Sample Technomantic Catastrophes

- ✘ The machines are destroyed, making Havenmount no more than a series of semi-flooded caves and largely uninhabitable. The residents blame the party and may seek revenge.
- ✘ Magical and electrical energies run haywire, dealing 3d6 damage to everyone in the area.
- ✘ The morlocks are all killed, but rise as ZOMBIES (LL103) in 1d4 days and attack the upper levels.
- ✘ More strange creatures or races arrive from other worlds (from the *Mutant Future* world of the morlocks, or maybe somewhere else entirely!).
- ✘ The caverns are transported back to the morlocks' post-apocalyptic world, but some of their tunnels still open in the characters' world of *Labyrinth Lord*. It's only a matter of time before the populations of the two worlds discover one another and begin to travel between the parallel dimensions.



REALM OF THE TECHNOMANCER

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# New Items

## Bracer of Vampiric Shielding

**Technomantic Item, Complexity Class: 3**  
(see Appendix)

This armband is made to fit on the left forearm of a human-sized creature. It is constructed of leather, dyed with strange symbols. Bare copper wires are stitched into some of the symbols as well. There is a short (2"), needle-like tube at one end that points away from the wearer's arm, and a simple lever valve. If the bracer is "fed" with fresh blood, it generates a force field similar to a force screen belt (MF122). The field absorbs 10 points of damage per round, but it requires 1 hp worth of blood every round to keep functioning, even in a round when it absorbs no damage.

Twisting the valve a half turn clockwise (toward the wrist) activates the device. Once activated, the *bracer* continues draining blood every round until the wearer takes an action to turn it off. The needle valve can be inserted into another living being; otherwise, it siphons the blood directly from the wearer. MF characters attempting to understand or repair the device are at -10% if unfamiliar with technomancy.

## Grenades

The morlocks have fashioned crude versions of grenades that they have found over the years in their home dimension. The shamans have packed old beverage cans with the chemical compounds and inserted simple acid fuses. When the string is pulled out of the can's top, the acid reacts with the catalyst, igniting the grenade's contents within 3-4 seconds. Grenades count as Tech Level 2 for Technomantic Mishaps.

These function much like grenades in *Mutant Future* (MF118), but less reliable, as the chemical fuses are not stable. There is a 1 in 6 chance that any given grenade is a dud and will never work properly. For grenades that work, an unmodified attack roll of 1 means the grenade detonates immediately in the thrower's hand.

### Grenade Type 1: "Bam-Can"

Equivalent to a fragmentation grenade.

Range: 10'/30'/50' Blast Radius: 20'

Damage: 5d6 (save vs. wands for half damage)

Weight: 1 lb.

### Grenade Type 2: "Gas Can"

Similar to an irritant grenade.

Range: 10'/30'/50' Blast Radius: 30'

Damage: see text.

Weight: 1 lb.

Each round anyone breathes the smoke, he incurs a cumulative penalty of +1 AC and -2 to hit, due to choking and gagging. Once clear of the smoke, the effect wears off in three times the number of rounds exposed. The smoke dissipates after 1d3+6 turns in still air or 1d3+1 turns in wind. A *gust of wind* spell or similar effect clears the air in 1d6 rounds.

## Mud Gun

The mud gun looks like the bizarre mating of a blunderbuss with an aqua-lung. A metal tank, usually strapped to the wielder's back, is connected to the two-handed projector gun by a flexible hose. The tank is full of chemically-heated mud put under pressure by a pump mechanism. When the weapon is fired, it hurls a blast of scalding mud at the target. The mud deals 1d6 damage from the impact and 1d6 damage from the heat. The tank holds twenty shots before needing to be refilled. The user fills the tank with ordinary mud and adds special heat-producing chemical powders, which Zobru mixes in his hut (Area 6). The wielder typically carries one refill's worth of powders. Mud guns are Tech Level 2 for the purpose of Technomantic Mishaps (see New Rules).

### Mud Gun

RoF: 1 Range: 50'/100'/150'

Damage: 2d6 (1d6 impact + 1d6 heat)

Ammo: 20

Weight: 15 lbs.

## Mushroom Cap Raft

These vessels are made from the specially dried and treated caps of the enormous mushrooms that grow in the fungal garden (Area 4). They average eight feet in diameter and can hold up to four human-sized passengers. They are propelled across the mud's surface via poling with a narrow oar blade at the end. They can move at a speed of up to 30' (10') by either pushing off the walls and bottom of the caves, or paddling through the deeper parts of the mud. The rafts are AC 9 and have 6 shp.