

Mini Module KVG02

Shadows Grip



Labyrinth Lord
Compatible Product

KVG002

Mini Module Adventure

Shadows Grip

By Jim Baney

**An Ebonyr Encounter Adventure for 5-7 characters of levels 2-3
Designed for the Labyrinth Lord Roleplaying game system**

Contributors

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Shadows Grip is a Labyrinth Lord® game adventure for 5-7 characters of 2nd-3rd level. The party should include at least one cleric, magic-user and characters with ranged weapons to give them a chance to advance through the adventure. The encounter takes place in Lavissar near the IronPoint Mountains (see map below). The Labyrinth Lord can alter the names and location to suit your campaign if needed.

For the Labyrinth Lord (LL)

The primary goal of this adventure is to rescue a farmer and his wife who have been taken prisoner by Kobold, Goblins and other foul creatures.

The Kobolds and Goblyn/Goblins are not aligned. The Goblins have recently entered the Kobold lair through a recently excavated “back door” and are bullying the Kobolds into doing their bidding.

The Goblyn and Shadow have been sent on a secret mission by a wizard to kidnap and retrieve a certain male and female human, who happen to be the farmers the PC’s come upon.

Adventure Background

Your group is traveling down a road looking for your next big adventure when you see smoke rising above the horizon ahead. As you travel further, you clear a small hill see billowing black smoke rising from a cluster of buildings just down the road. As you get nearer you see flames shooting from a barn and several out buildings. Dead humans and lizard-like creatures litter the ground.

Out of a nearby barn strolls a Paladin with a kobold shishkabob on his sword. He moves cautiously towards your group. He demands to know what your intentions are.

If the PC’s play the “good guys” role the Paladin will tell the following:

He explains that he was traveling south when he saw the Kobolds attack the homestead from the hills. He went to help but most of the farm hands were already dead. He points out that he saw tracks of humans being dragged to the nearby hills, no doubt to their lair.

Paladin Norinn Bradmeer, AL G, MV 120’ (40’) , AC 4, HD 7+2, ATK 2, Longsword / Shortsword, SV F7, ML12.



LL Note

Norinn will not offer to assist the PC’s saying that they look like a hardy bunch that can take care of business and avenge these farmers. He will insist that he wants to protect the farms from further attacks while the PC’s track down the Kobolds and their prisoners. If the PC’s utterly fail, he will offer his assistance in returning to the Kobold lair and “take care of business”

LL Note: Kobold Combat Actions

This is the Kobolds home, so they’ll defend it with fervor. They’ll use hit-and-run tactics. They will attack once and fall back to the next room where they’ll all attack and then fall back again. Some will try to circle around behind the PC’s (if they don’t split up) and attack from behind. The Kobolds will not fight toe-to-toe with the PC’s. If they lose half of their hit points they’ll try to escape to the outside the lair to regroup and live to fight another day.

Room 1 - Entrance

Pit trap in front

This is a 6' x 6' x 10' pit covered by a trapdoor covered with natural materials to camouflage. The trapdoor gives way when a weight greater than 50lbs is placed upon it, dumping the PC, object or monster into the pit. The fall does 1-6 hp damage, and the trapdoor wings shut automatically one round after opening.

This trap can be defeated by probing ahead with a pole or heavy object. If a *Knock spell* is used within range of this trap, the trapdoor will open for one round to reveal its location.

Two Kobolds are always on guard here. The entrance is large enough for a full grown human to enter upright.

Kobold combat action

The Kobolds will fire their crossbows and slowly retreat back into the lair to Room 2. **Kobold** (2), AL C, MV 60' (20'), AC 7, HD 1d4hp, ATK 1, DG1d6 Light Crossbow with 4 bolts each, SV 0, ML 8, XP 5 (11 cp each)

Room 2

Several carvings are on the wall.

Kobold combat action

The two Kobolds that live here are relief guards for the two in room 1 (entrance).

- If the two Kobolds in room 1 are still alive, they'll let them pass before attacking with their slings. They'll then move down the corridor towards room 3 using their slings.

Kobold (2), AL C, MV 60' (20'), AC 7, HD 1d4hp, ATK 1, DG 1d4 Sling, SV 0, ML 8, XP 5 (15 cp each)

Note: Between room 2 and room 3 there are wind chimes hanging from the ceiling. Have every Human and Elf PC roll for a DEX ability check to see if they disturb the wind chimes which are a warning system for the Kobolds.

Room 3

Red drawings cover the walls, possible dried blood.

Two Kobolds are here tending to their wounds from combat action at the farm. (1d4 hp -1)

Kobold combat action

- The two Kobolds will wait for the Kobolds from room 2 to pass through before attacking with their short bows.

They'll move to room 5 if they start taking damage.

Kobold (2), AL C, MV 60' (20'), AC 7, HD 1d4hp, ATK 1, DG 1d6 Short bow, 1d4 dagger, SV 0, ML 8, XP 5 (11 cp each)

Room 4

Floor covered in straw and grass, old dry bones scattered around.

Kobold combat action

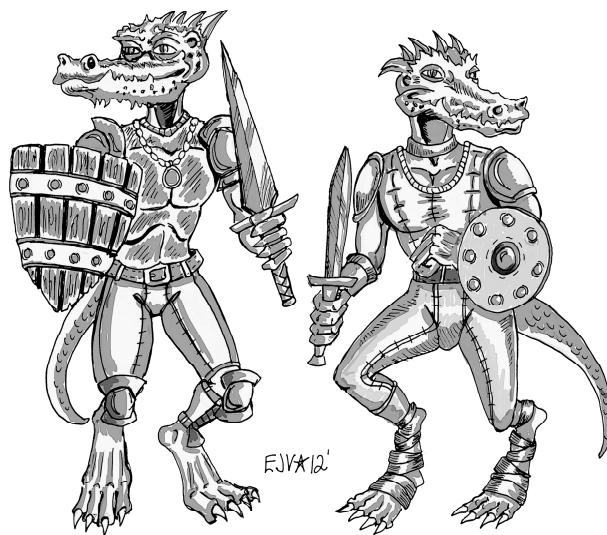
- If the two Kobolds from Room 1 are still alive they'll set up a defense here. If they're dead then no threats will be present here.

Room 5

Steady drip of water from the ceiling

Kobold combat action

- If the Kobolds from room 2 and 3 are still alive they'll set up a defense here. If both sets of Kobolds are dead then no threat will be present here.



Room 6

A putrid smell of rotting meat and urine permeates this room. A strange mist conceals the ceiling.

Kobold (2), AL C, MV 60' (20'), AC 7, HD 1d4hp, ATK 1, DG 1d4 Blowgun w/ 6 darts each, 1d4 dagger, SV 0, ML 8, XP 5 (9 cp each)

Room 7

A warm breeze blows through this chamber giving it a dank, moldy smell. Broken and cracked bones litter the floor. Red drawings, perhaps made out of blood, cover the walls.

Kobold (2), AL C, MV 60' (20'), AC 7, HD 1d4hp, ATK 1, DG 1d4 Blowgun w/ 6 darts each, 1d4 dagger, SV 0, ML 8, XP 5 (12 cp each)

Room 8

Large cobwebs cover several areas of the ceiling. Large cracks appear in the walls. Several bones have been placed cracks making a unique art piece or worship shrine to some foul god.

Kobold (3), AL C, MV 60' (20'), AC 7, HD 1d4hp, ATK 1, DG 1d4 Blowgun w/ 6 darts each, 1d4 dagger, SV 0, ML 8, XP 5 (11 cp each)

Room 9

A large circular room with a crude throne that has been chiseled into a part of the wall. A large Kobold sits on the throne as two large Kobolds hold a male human prisoner in front of him.

Kobold Chief (1), AL C MV 60' (20'), AC 7, HD 2, ATK 1, DG 1d6 +1 Shortsword, 1d4 Dagger, SV F2, ML 8, XP 20 (5 sp, 3 gp, Key to metal chest, **Zinovix's Talisman**)

Lair Treasure: **Pendant of Invisibility**, Small locked metal chest (53 pp, 35 gp, 13 sp, 123, cp)

Kobold Bodyguard (2), AL C, MV 60' (20'), AC 7, HD 1+1, DG 1d6 Light crossbow, 1d6 Shortsword, 1d4 Dagger, SV F1, ML 8, XP 10 (3 gp each), One has a magic item: **Tools of the Master Thief**. The other has four bars of copper (2 gp each)

LL Note: How to play the Kobold Chief

- The Kobold Chief wants out from under the rule of the Goblins and will may offer to help the PC's with their quests or try to stab them in the back.
- He'll offer to give Geder (human male) as a gift saying they rescued him from the Goblins. (false)
- You seek the female humaaan?
- The greengobs took her down there. We try to help you? (grin)
- If the Kobold Chief is threatened by the PC's he'll turn and run, with the remaining Kobold tribe members out of their lair.
- The PC's may encounter them again when if or when they leave the lair.

The Kobolds will not move beyond Room 10/10A because the Goblins are on the other side of the rope bridge.

Geder Palliako (farmer) AL N, MV 120' (40'), AC 9, HD 1d4 hp, ATK 1, DG (if any), SV F0, ML 6

Room 10

The walls of this cave drip with condensation. A corroded chain and shackles are attached to one wall with a small green creature hanging from it.

Kobold (1), AL C, MV 60' (20'), AC 7, HD 1d4hp, ATK 1, DG 1d4 Blowgun w/ 6 darts each, 1d4 dagger, SV 0, ML 8, XP 5 (13 cp)

Goblin Prisoner -AL C, MV 60' (20'), AC 9, HD 1-1 (no weapons or treasure)

Room 10

The sound of rushing water can be heard from one of the entrances. The walls are damp and a sort of fungus is growing on the walls. Flasks, some cracked and broken, and food scraps fill wooden boxes.

Room 10A

A natural stone bridge crosses an underground river illuminated by torches.

Kobold (1), AL C, MV 60' (20'), AC 7, HD 1d4hp, ATK 1, DG 1d6 Short bow, 1d4 dagger, SV 0, ML 8, XP 5 (15 cp)

Room 11

A rope bridge is suspended over a chasm that drops to at least a 100' below into a rushing river. A soft, light blue illuminates the entire area from strange bulb objects hanging from ceiling high overhead.

Goblin (2), AL C, MV 60' (20'), AC 6, HD 1-1, ATK 1, DG Crossbow , SV 0 , ML 7, XP 5 (9 ep each)

LL Note: Goblin Combat Actions

The Goblins will be more aggressive in fighting the PC "intruders" than the hit-and-run tactics of the Kobolds. They will engage in melee combat until they're almost dead, then they'll try to retreat to safety, lick their wounds and attack again.



Room 11A

What was once a stone bridge ends abruptly at the end of a precarious chasm that drops to a rushing river below. The area has a faint blue lighting that comes from large bulb or sack-like structures hanging from the ceiling. You can barely make out a cave opening on the opposite side.

Room 12

The walls are wet and covered in damp mold.

Goblin (2), AL C, MV 60' (20'), AC 6, HD 1-1, ATK 1, DG 1d Handaxe, SV 0, ML 7, XP 5 (4 ep each)

Room 13

A Large cavern with a dark tunnel in the center of the floor. A strange shadow moves along the walls, while an enormous looking Goblin moves towards you. Several smaller goblins ready their weapons.

The Goblin and Shadow are trying to get the male human in Room 9 from the Kobolds before returning to their master through the dark tunnel in the floor.

The **Goblyn** and **Shadow** will attack the PC's on sight.

Goblyn (1), AL C, MV 120' (40'), AC 4, HD 4+4, ATK 2 or 1, DG 1d6/16 or 2d6, SA see below, SV F4, ML n/a, XP 215 (3 cp, 4 sp, 5 ep, gold chain 50 gp value, **Hammer of Homing**)

Goblyns seldom attack with weapons. Instead, they strike at their victim's throat with their clawed hands. Each successful claw attack inflicts 1d6 points of damage. If both of their claws hit, the goblin is assumed to have gotten a solid hold on the target's neck.

On each subsequent round, the victim will be bitten (usually in the face) for an additional 2-12 (2d6) hits. In addition, the victim will have difficulty breathing and must make a saving throw versus spells or suffer an additional 1d4 points of suffocation damage. Both of these attacks are assumed to be automatic hits.

Any attack made by someone who has a Goblyn at his throat suffers a -3 penalty on all attack or damage rolls and saving throws. Others who are striking at a Goblyn which is "feasting" gain a +2 on their attack and damage rolls while its attention is focused on its victim.

Goblyns are similar to undead creatures in that they never check morale.

All Goblyns have the ability to move silently (80%), hide in shadows (70%), and climb walls (25%). They have infravision which functions at a range of 90 feet.

Shadow (1), AL C, MV 90' (30'), AC 7, HD 2+2, ATK 1, DG 1d4, special, SV F2, ML 12, XP 83. No treasure.



Goblin (2), AL C, MV 60' (20'), AC 6, HD 1-1, ATK 1, DG 1d6 Handaxe, SV 0, ML 7, XP 5

Room 14

Water trickles down the walls which are covered in a green moss.

Any combat in room 13 will attract the attention of the two Hobgoblins and they will investigate. The two Goblyns will stay to protect the entrance to room 15.

Hobgoblin (2), AL C, MV 90' (30'), AC 6, HD 1+1, ATK 1, DG Javelin 1d6, Morningstar 1d6, SV F1, ML 8, XP 15 (5 cp, 8 sp, 7 gp, 1 **Potion of Healing** each)

Room 15

The floor is covered in small rocks and a few scattered bones of unknown origin. A human female is tied up to a rock pillar in the center.

Goblin (1), AL C, MV 60' (20'), AC 6, HD 1-1, ATK 1, DG 1d6 Handaxe, SV 0, ML 7, XP 5 (5 ep)

Salvana Palliako (farmer's wife) AL N, MV 120' (40'), AC 9, HD 1d4 hp, ATK 1, DG (if any), SV F0, ML 6

Room 16

Loose gravel is piled up along the walls. Part of the ceiling has collapsed.

Goblin (1), AL C, MV 60' (20'), AC 6, HD 1-1, ATK 1, DG 1d6 Spear, SV 0, ML 7, XP 5 (10 ep)

Concluding the adventure

- If the PC's are defeated, the Goblyn, Shadow and Hobgoblins will battle the Kobolds for the other human. After defeating the Kobolds they will enter the floor tunnel to return to the wizard with their human prisoners.
- If the PC's manage to defeat or drive away the Kobolds and Goblins any remaining goblins will try to flee through the floor shaft.

Where does the shaft go and who controls it? That's for another adventure.

Appendix

Zinovix's Talisman

This amulet, carved from bone and set with oddly-colored stones, allows the wearer to fluently speak and understand the Goblin and Hobgoblin language (regardless of intelligence).

Pendant of Invisibility

When worn and touches the pendant will allow the wearer to become invisible (see *Spell of Invisibility* p32 of the LL Book). The wearer must always touch the pendant for the effect to work. The pendant is made out of electrum and shaped like a curled-up cat.

Tools of the Master Thief

The enchanted version of lock picks allows the possessor to add 1d4% to his Pick Locks Percentage. If a 4 is rolled an additional 1d6% is added. The picks are often found in a leather case stamped with the sigil of crossed daggers.



Hammer of Homing

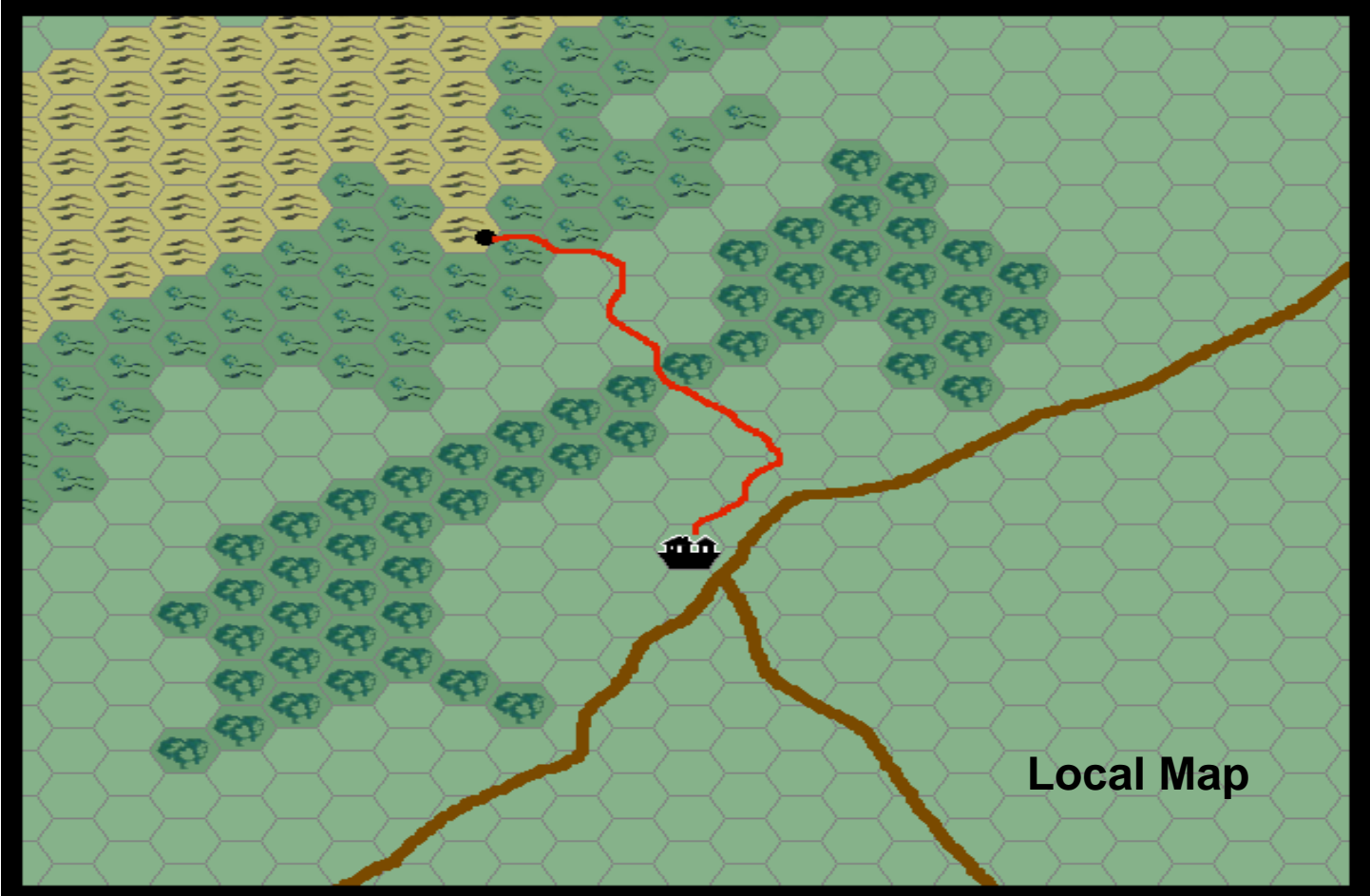
This hammer looks and acts as a normal hammer until thrown by a fighter class character or dwarf. When thrown by a fighter class character or dwarf the hammer will receive a +3 to hit and damage rolls and will magically appear in the thrower's hand after the hit.

Potion of Healing

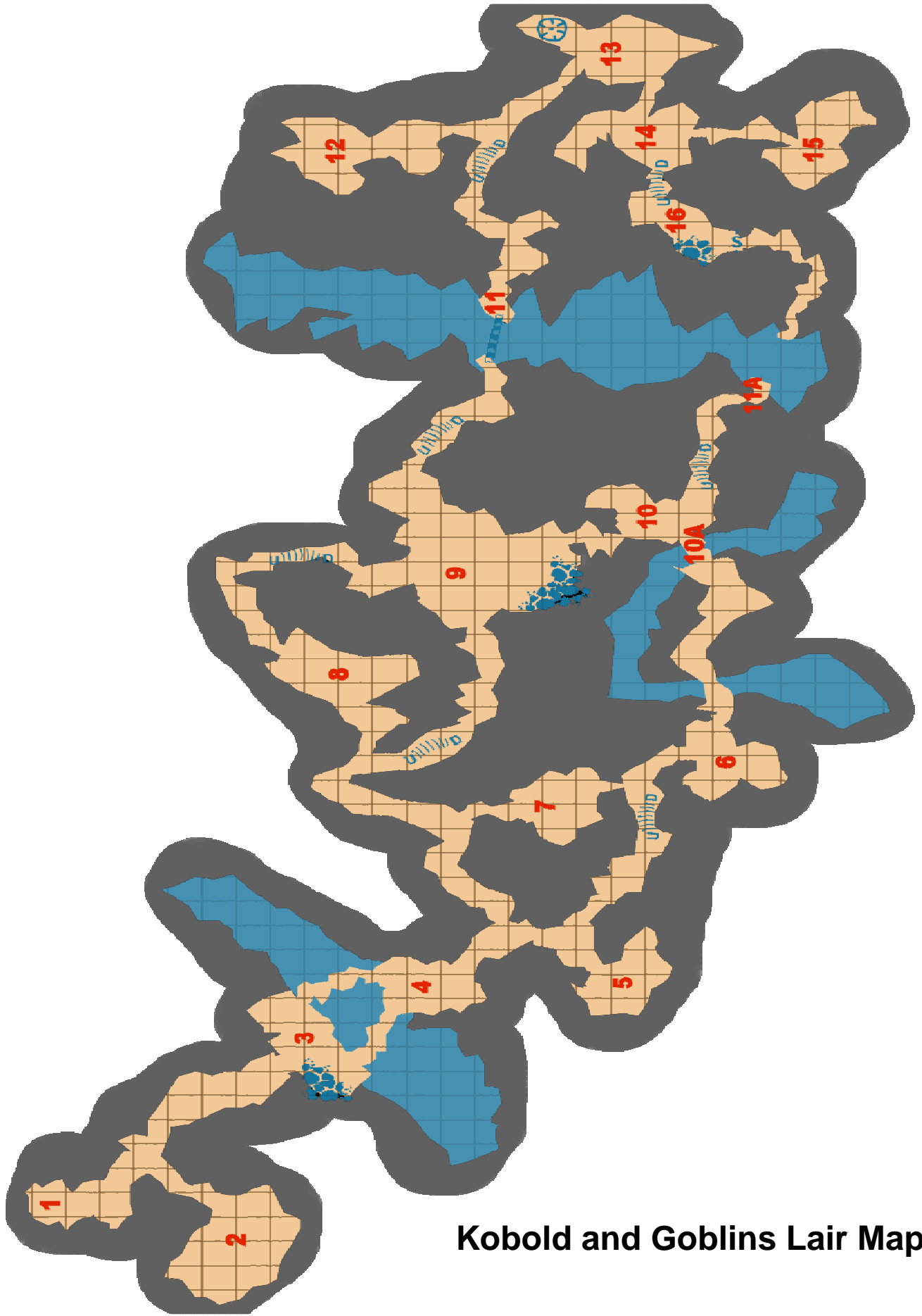
The imbiber of this potion regains damage equal to 1d6+1 hit points. This potion also cures paralysis. This potion can only be quaffed in total for affect.



Regional Map



Local Map



Kobold and Goblins Lair Map

