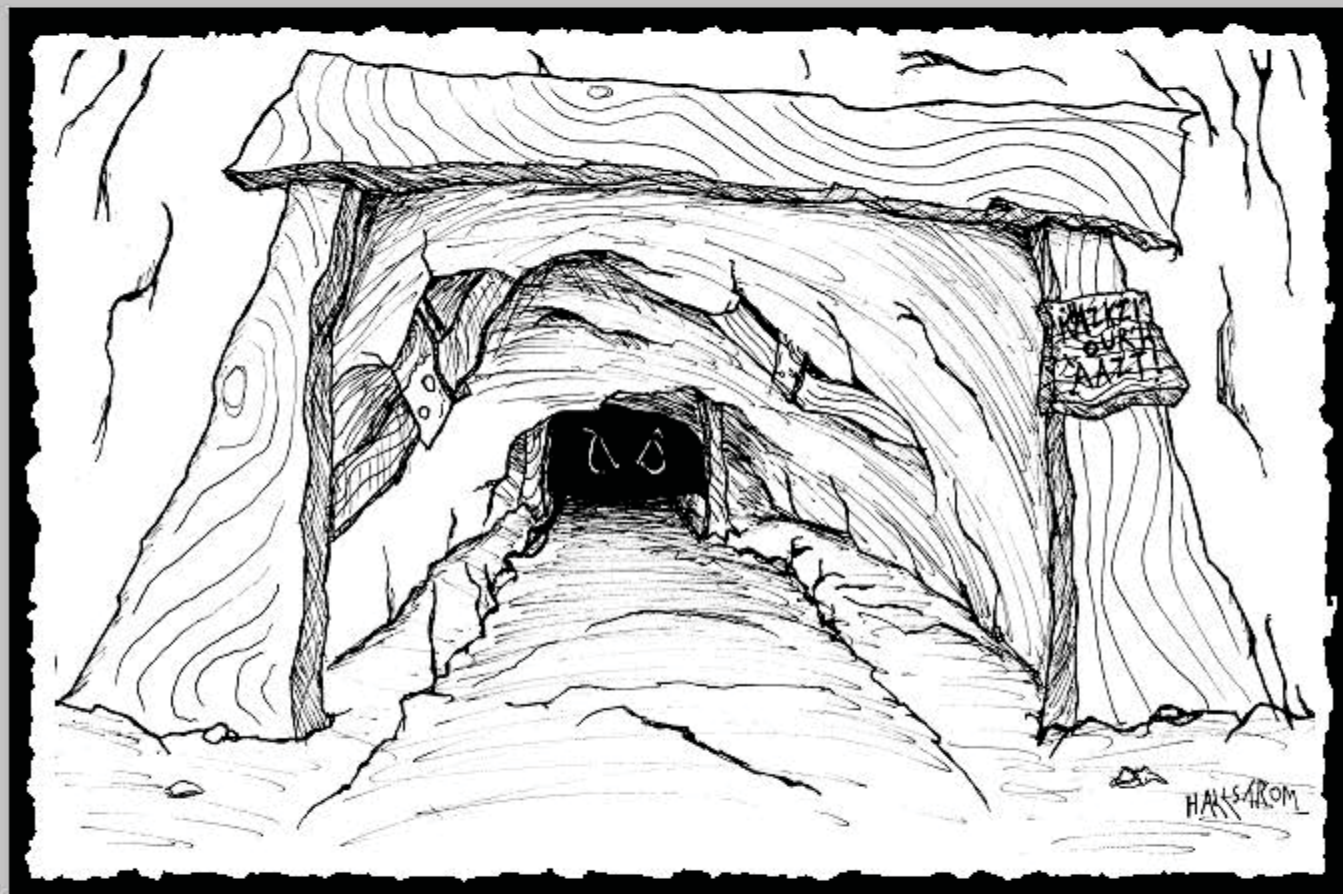


The Mines of Waldhum



A Labyrinth Lord adventure for 6-8 PCs
of levels 5-7.



The Waldhym Mines

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The Valdhum Mines

Introduction

Nordriki, the northern kingdom of Mithgarthr, has been relatively free of dragons for hundreds of years, but recently the locals have been reporting sightings of red, white, and green dragons all throughout the Drekiberg mountains to the north.

Recently, a green dragon has taken up residence in an abandoned mine that is close to the city of Valdhum. The surrounding land is rich with wildlife for the beast to feed on, and the lair it has chosen is well protected and secluded.

The adventure will begin with the party travelling on the road towards Der Nordwald. They will come across a bustling inn and tavern, The Hearty Oak, which is situated at the very edge of the forest.

Monsters who cast spells in this adventure use the spells from ME004 "The Magic of Chaos." Referees who do not use this in their games may substitute more traditional spells in their stead.

Der Nordwald

Der Nordwald is a large forest in the center of the kingdom of Nordriki. It is famous for the giant oaks that grow there, with bases that are easily twenty feet in diameter, reaching heights of close to 300'. It is home to a fairly large tribe of werebears, known to the locals as "beornverr."

Unlike traditional lycanthropes, the beornverr of Der Nordwald are not humans who have been cursed with the disease of lycanthropy, but are an actual race of creatures. They have roamed this forest long before man came to settle Mithgarthr. Their community

has a tribal structure, led by whichever beornverr is currently considered their alpha.

When humans first started to settle the forest roughly 400 years ago, they suffered violent clashes with the beornverr, and soon erected a massive log-wall that surrounds the town to this day. After time, the beasts realized that the humans meant them no harm, and the two races came to a delicate truce: The beornverr would give the humans berth to log the forest, as long as the humans would retreat to their homes at night, giving the beasts free run of the forest to hunt.

Travelling through the forest at night is dangerous business. In general, there is a 65% chance of being attacked by 1d6 beornverr and 1d6 grizzly bears summoned by them when travelling in Der Nordwald after sunset. The beasts will rarely take the time to communicate with outsiders, although they will flee from most battles if they are seriously outmatched.

Other commonly encountered hostile creatures in Der Nordwald are wolves, mountain lions, and bugbears, though these are much less common than beornverr.

Starting the Adventure

It's a pleasant evening as the party is travelling along the Nordvegr road. As the party approaches the edge of Der Nordwald they see a bustling public house, "The Hearty Oak." They will be approached by the owner, Saemund Sigurdsson, who introduces himself and tells them there are plenty of rooms available for the evening. If the party disregards him or attempts to continue into the forest, Saemund warns them that it is a bad idea.

“Well you see, friends, the forest was home to these beasts long before it was called Der Nordwald. When the town of Valdhum was first founded, they dealt with brutal attacks from the beasts often. But, I guess after a while the beornverr realized that the settlers weren’t there to harm them, and they stopped attacking the town. Tales have it that the townsfolk and the beasts came to an agreement: The beornverr would allow the humans to log in the forest during the day, as long as they returned to their settlement by night so the beasts could freely hunt. Now, the settlers were happy with this, but since the memory of the brutal attacks was still fresh in their minds, they built a mighty barricade around the town. Just in case, of course.

Folks, with it being as close to a full moon as it is, I can almost guarantee that Valdhum will be locked tighter than the king of Karak’s daughter’s chastity belt!” He breaks out in a round of hearty laughter for a moment, before pulling himself back to a more serious demeanor. I don’t want to sound like I’m pestering you for business, but it is really in your best interests to stay here for the evening.”

If the party takes Saemund’s advice, they’ll have a pleasant stay at the Hearty Oak that evening, with good food, good drink, and good conversation. Setting out to Valdhum the next morning, the party will have a quiet journey amidst the giant oaks and local wildlife.

However, if the party decides to brave the forest at night, they will be attacked by three beornverr as they are setting up camp for the night (or if they push forward, as they’re travelling in the almost pitch blackness of the forest). The werebears will summon four grizzly bears to fight with them, who will show up three rounds into the combat. Neither the beornverr nor the bears will fight to the death; if they reach 1/3 of their total hit points, they will flee into the woods and not bother the party again.

Beornverr (3): AC: 2, HD: 6; hp: 28, 27, 22, ATT: 2d4/2d4/2d8 (2 claws, 1 bite), MV: 120’ (40’), S: F6, M: 10

Bear, grizzly (4): AC: 6, HD: 5; hp: 24, 23, 21, 16, ATT: 1d3/1d3/1d6 (2 claws, 1 bite), MV: 120’ (40’), S: F2, M: 8



Note that if the party manages to kill these beasts, and then brags about it in Valdhum, they will be shunned by the townsfolk as this may cause tension between the town and the beasts. In this case, the jarl will be informed, and he will personally come to where the party is at and sternly tell them that they have grievously erred. He will offer them the chance to slay the dragon as a penance, but will not offer them the reward discussed in the section on the Oakheart Greatkeg.

If the party stayed at the Hearty Oak, they will arrive in Valdhum in the evening, just before the great gates are closed for the evening. If the party traveled through the forest overnight, they’ll arrive late morning.

Valdhum

Valdhum is a large town of roughly 7,000 people located in the heart of Der Nordwald. The entire town is surrounded by a

massive wooden wall, at least 30' high, with guard towers placed roughly every hundred yards. There is a single gate that opens to the town; it is only opened from dawn until dusk with little to no exceptions.

Since the bulk of industry in Valdhum comes from logging and woodworking, most trade goods come from either Seedorf or Kleeberg to the west, or Ritharkr and Krossvergr to the east. Some farming is conducted within the safety of the walls, and some livestock kept. Finding items other than basics is difficult, if not impossible, in Valdhum.

The Oakheart Greatkeg, Valdhum's oldest, largest, and only pub house, is known throughout Mithgarthr as having the finest stout in the land. This comes from the oak barrels used; the process to make these barrels is a closely guarded secret, and has been passed down over generations in the family that runs the place.

There are three NPCs of note that the party may interact with: Falki Oaksson, the proprietor of The Oakheart Greatkeg; Rolf Othinsson, head cleric of the town's temple; and Grunvald Sigurdson, the jarl of the town.

Falki Oaksson is a pleasant man in his early fifties. His family has owned and operated the Oakheart Greatkeg for countless generations, and he takes much pride in his work. However, he has always dreamed of adventure and this will show when he talks to the party, especially if they make it known that they will be hunting the dragon.

Rolf Othinsson is a pious man who has been in the service of Odin since he was a young boy. He will task the party with bringing back some trinkets or relics from the ruined temple of Loki for him. He won't have gold to offer, but will give the party a key needed to enter an old dwarven ruin that is located in the far northern outskirts of Der Nordwald, in which a great treasure is said to be hidden.

Finally there is Grunvald Sigurdson, the jarl of Valdhum. He is a young man in his

mid-twenties who only recently got appointed the position of jarl. Grunvald is concerned that the dragon eating up all the deer will cause the beornverr to become hostile towards the town again. He is a kind man, with true concern for the wellbeing of the people of Valdhum.

When the party first arrives, an impressive sight meets their eyes as the forest path takes a corner and opens into a large clearing. A massive fortified wall of oak trees at least thirty feet high surrounds what must be the town of Valdhum. Guard towers rise from the wall every hundred yards or so, and a massive gate faces them.

When the party arrives, they're greeted by the guards, and pointed towards "The Oakheart Greatkeg."

The Oakheart Greatkeg

The Oakheart Greatkeg is easy enough to find, as it is only about 50 yards in from the gate, and is one of the larger buildings the party can see. Regardless of what time of day the party arrives, the place is busy with either lunch or dinner guests. If the party listens to the conversations going on around them, they'll notice that almost all of them focus heavily on recent dragon sightings. There's word in from Ritharkr to the east of both white and red dragons being seen soaring around the Drekiberg mountains to the north. Mostly though, the conversations center on the recent sighting of a green dragon that is roaming about in Der Nordwald.

After the party has had a chance to role-play some conversation with the locals, they are approached by a grizzled, drunken man named Kalf Ironwood.

"You folks... yer th' adventurin' type, ain't ya? Name's Kalf Ironwood. I know where it'll be, this dragon. Aye, I do, I do..."

Ya see, when Valdh'm was first founded, they needed a goodly amount o' stones ta make some of our buildin's more strong. Not a lot of stones in tha trees, ya know?"

So they dug a mine not far from 'ere. Up 'n' left it where it was when they were done with it, too. Damn fools should've sealed it, but o' course they didn't!

A handful o' years after they were done with th' mine, some damned Loki worshippers made their home there. Took th' town damned near twenty-five years b'fore they realized the cult was even there! Wiped 'em the hell out once we knew though, yer damn right we did.

The place has sat there ever since, and I'll tell ya what, if'n I was a dragon lookin' ta make a home fer meself, I'd hole up in that mine. They say there's some natural caves 'n' holes 'n' such that the mines butted up against. I'll betcha a copper that's where the beast is. Hell, make it two and a beer!"

Kalf has little to no additional information to give the party about the mines. If they inquire about them from other, more sober locals, they get essentially the same story, and everyone nods in agreement that it'd be a good hiding place for a dragon.

If the party shows interest in the dragon, Kalf will beckon his grandson over and tell him to run and go get the mayor. About half an hour later, the boy returns with Grunvald Sigurdson in tow.

Grunvald introduces himself as mayor of Valdhum, and explains to the party that the dragon eating up all of the deer in the forest is irritating the beornverr and putting a strain on the truce between the beasts and the townsfolk. With Valdhum being full of laborers, tradesmen, and farmers they don't have the muscle or resources to deal with the dragon themselves. An offer is made at 1,500gp per PC for the head of the dragon. Grunvald can be haggled up to 2,500gp per PC.

Assuming they accept, the party will be sent off in the morning by a group of cheering townsfolk along with Jarl Grunvald and the gothar of the temple, Rolf Othinsson. Rolf pulls the party aside as they're leaving to speak with them.

"Heroes... I pray that Odin gives you his blessing on this dangerous, yet noble, quest; and if you fall, I pray your souls find their way into Valhalla! I have a small favor to ask of you... you will possibly be entering an old temple that was dedicated to the vile, liar of a god Loki. If you come across any trinkets or relics left behind by his followers, please bring them back to me so that I may cleanse them and wash away any residual evil."

The temple cannot afford to pay for this service, at least not with gold. However, if the PCs are successful at bringing back something Rolf will reward them with a key that will open an old dwarven ruin that lies to the north of Der Nordwald. It is said that a great treasure is buried there, and it is offered as payment.

Travelling to the Mines

The entrance to the mine is about fifteen miles west of town. There is a trail, however faint, that leads the party there. About a mile before the trail leads out of the forest, the party will be attacked by a killer tree that they pass.

Killer Tree: AC: 5, HD: 6; hp: 28, ATT: 0/0/0/0/3d6 (4 limbs, 1 mouth), MV: nil, S: F3, M: 12

To sever a limb takes a hit that deals 5 or more points of damage. Anyone hit by a limb is drawn to the mouth the next round for automatic damage.

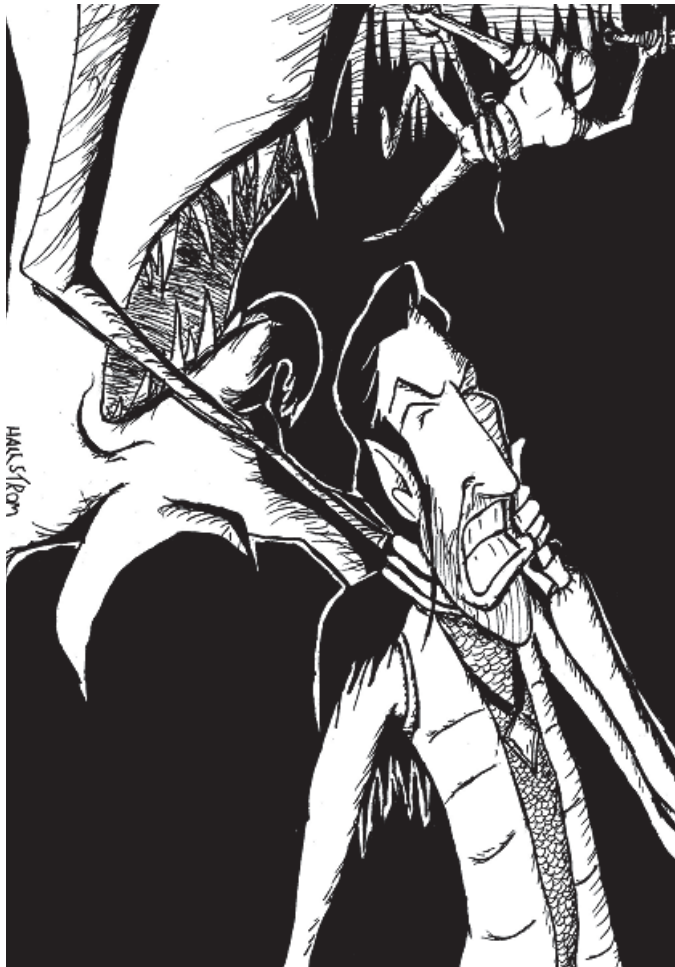
If the party thinks to dig the tree out, it takes the rest of the day. However, they find a chest buried in the ground, unlocked and not trapped, that contains a diadem worth 3,000gp and a *ring of water walking*.

The party will be able to finish digging and make it to the entrance of the mines without an encounter with beornverr, but if they dig and then try to head all the way back to town, they'll have an encounter.

Beornverr (1): AC: 2, HD: 6; hp: 29, ATT: 2d4/2d4/2d8 (2 claws, 1 bite), MV: 120' (40'), S: F6, M: 10

Bear, grizzly (2): AC: 6, HD: 5; hp: 21, 21, ATT: 1d3/1d3/1d6 (2 claws, 1 bite), MV: 120' (40'), S: F2, M: 8

Unless the party dug up the killer tree, it is midday when they reach the mine.



Level One: The Quarry

This first level of the dungeon was built over 300 years ago, when Valdhum was still a relatively young town. Once the peace with the beornverr was established, the townsfolk were looking to add more permanence to their settlement. Building stone structures was one such way to do so. The town cut enough rock from the nearby mountains to build what they needed, and then abandoned the mine.

Although it has sat unused for many years, the wooden structures bracing the walls and ceiling of this level are still in exceptional condition, thanks to the stout wood from the giant oaks of Der Nordwald.

The entrance is large and open, but the interior is poorly lit, as the surrounding forest offers little light. Most ceilings are ten to fifteen feet in height, but they vary throughout.

The wandering monsters for this level are huge wood spiders. On a positive check for wandering monsters, 1d6+1 of these creatures will be encountered.

Huge Wood Spiders (1d6+1): AC: 6, HD: 1+3, ATT: 1d6 + poison (save with +2 or take 1d8 points of damage and become sluggish for 2d4+2 rounds: -2 initiative and move half), MV: 120' (40'), S: F1, M: 8

1.) The walls in this place are mostly earth, with large wooden support beams throughout. Old, empty boxes and crates are stacked along the walls. Broken mine carts rest on rusted tracks that lead off into the mines. Aged and broken masonry tools, and bits of rock litter the floors. There is nothing of value to be found in in this room.

2.) A wooden structure has been built in this room. Essentially it is a wall with a door that partitions off a section into an office. Pegs run along the north wall with old mining gear hung on them. All of the gear hanging on the pegs is old, rusted, and completely worthless. The walls of the partitioned office are about ten feet high. PCs could try to scale it, but there is a 60% chance they will collapse the wall onto themselves for 1d4+1 points of damage.

3.) This room appears to have functioned as the foreman's office. There is an old rotted desk and chair here, with a few papers strewn across the desktop. They seem to be old accounting papers, and are now worthless. If the desk is thoroughly searched, a small lockbox can be found. It is locked and trapped with a poisoned needle covered with old weak poison that causes 2d6 points of damage. PCs can

save for half. Inside the box is a chunk of gold ore worth 1,500gp.

4.) This looks to have been the miner's barracks. Old, rotten cots are scattered about the place. After one turn of searching, the party turns up 5cp. They are then attacked by huge wood spiders (automatic surprise) that were clinging to the ceiling. If the party states they check the ceiling when first entering, they will notice them, and the spiders won't get surprise on the party.

Huge Wood Spiders (4): AC: 6, HD: 1+3, hp: 10, 9, 8, 7, ATT: 1d6 + poison (save with +2 or take 1d8 points of damage and become sluggish for 2d4+2 rounds: -2 initiative and move half), MV: 120' (40'), S: F1, M: 8

5.) This was obviously the kitchen. There is a large vented fireplace in the south wall. A table with stacked pots and pans runs along the east wall. If anyone pokes around in the chimney, it will disturb a group of bats who fly around the room for one round and then fly back into the chimney and out of the cave. As the bats are flying around, they will knock over a pot that has a colony of yellow mold growing in it, causing it to release its spores. Anyone within 10 feet of the table takes 1d6 points of damage, and must save vs. death or choke to death in 6 rounds. If the bats aren't disturbed and the party searches, they'll spot the mold before disturbing it.

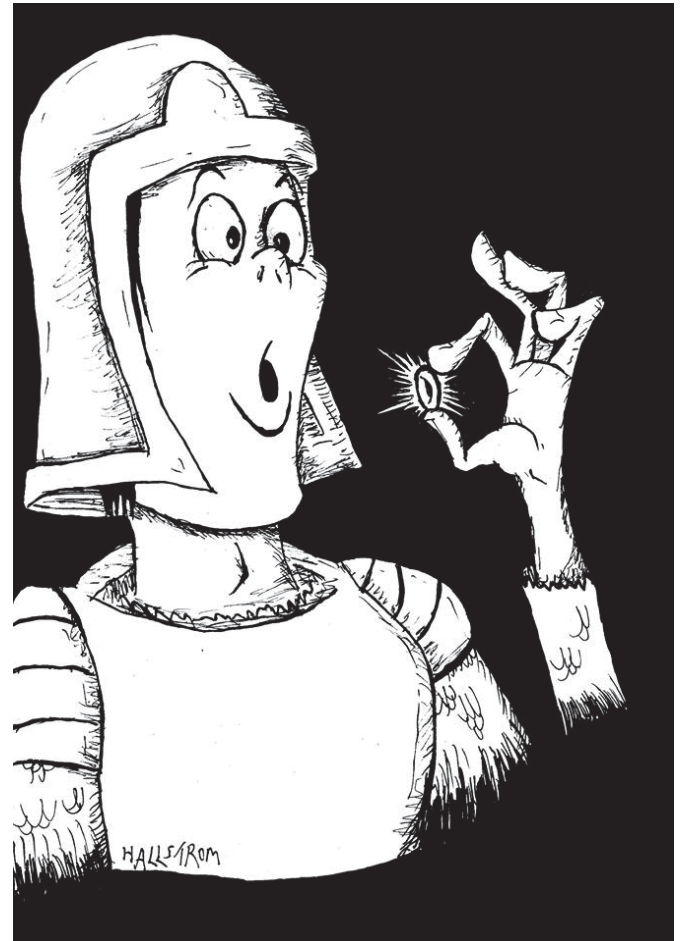
Yellow Mold: AC: can always be hit, HD: 2; hp: 10, ATT: spores (save vs. death), MV: nil, S: F2, M: NA

6.) If this mineshaft is searched, a small copper ring is found. It is a *ring of delusion*. The wearer of the ring will believe that it is a ring of animal control, and will be convinced of this until a remove curse is cast on them.

7.) This mine shaft is littered with desiccated woodland animal corpses. If the party makes it all the way to the end of the shaft, a group of giant hunting spiders burst out of their hiding spots in the earthen

walls, in between the party and the main shaft.

Giant Hunting Spiders (8): AC: 8, HD: 2; hp: 13, 12, 10, 10, 8, 8, 7, 7, ATT: 1d6 (bite), MV: 120' (40'), S: F2, M: 7



8.) A strong odor of death wafts down this tunnel. Two grizzly bears have made this their lair, and there are old animal corpses strewn about. Unless the party has been loud, there is a 25% chance the bears are asleep when encountered.

Bear, grizzly (2): AC: 6, HD: 5; hp: 24, 23, ATT: 1d3/1d3/1d6 (2 claws, 1 bite), MV: 120' (40'), S: F2, M: 8

9.) Before this cave is a three foot tall, ramshackle barricade. As the PCs approach, they will hear a squeaky voice start gibbering from behind it. Any PC who speaks goblin will hear, "Back off, woodsmen, this is our home now. You have your own place!" A small band of goblins has taken this small area as their lair.

If the party talks to the goblins, they'll learn that the mines don't go past this area, the goblins have been here for about 5 years and keep to themselves, and that if the party is looking to explore further, their best bet is the "up and down ride" (room 11). The goblins will gladly give the party the lever needed to operate the elevator if they promise to leave the goblins alone. If the party is aggressive, the goblins will fight to defend their home.

Goblins (20): AC: 6, HD: 1-1; hp: 4 each, ATT: 1d6 (spears), MV: 90' (30'), S: NM, M: 9

10.) Small piles of goblin bedding line the hallway that leads up to another small chamber. A small pile of coins can be seen in the northeast corner. This is where the goblins keep their "hoard." There is a total of 10gp, 58sp, 73cp, and a large (2' long, 4" diameter) wooden rod (used to operate the elevator in area 11).

11.) The western wall is made of cut stones, unlike the exposed earthen walls in the previous areas. The ceiling in this area is taller, about twenty feet up. A large shaft, roughly 10' diameter, leads upwards from the ceiling.

If the party searches, they'll find a 4" diameter hole in the wall. The wooden rod from area 10 fits, and controls this lift. When the lever is pushed back up, the elevator lifts. Note that players will have to push the lever up and get on the elevator, leaving the rod behind and in the up position.

The lift goes up 50'. Halfway up, the shaft turns from earth to stone work. If there are goblins left behind in room 9, they will come retrieve the lever after the party uses it, leaving them stranded on the next level with the elevator in the up position.

Level Two: The Temple of Loki

About one hundred years ago, a cult that worshipped the god Loki decided to use the abandoned mine to construct a temple to

their god. The worship of Loki is strictly outlawed in Nordriki, so the mine provided a perfect spot to build. The cult dug further into the mountain on the second level of the quarry, far from the prying eyes of the law. Some twenty-five years after they established their temple word of it finally reached the townsfolk, and they eradicated the temple and its members.

Any of the items found in areas 2 and 3 of this level will be acceptable to Rolf Othinsson for fulfillment of the task he gives the party.

Because of the isolated nature of this level, there are no wandering monsters to be encountered from this point forward.

1.) The elevator ends its journey in this long tunnel. The first twenty feet or so are made of cut stone, but to the north are more earthen walls reinforced with large timbers. There is a large winch set in the ceiling above the elevator, and the entire thing is operated by chains that go into the ceiling (they are not accessible). If the party searches, they won't find any signs of an operating lever on this level; the only lever is on the level below.

2.) This mine shaft is littered with scraps of old robes, broken and smashed holy symbols and relics, and broken shields and weapons. If the party thoroughly searches, they will find a total of 5gp and 3cp. PCs will be able to tell that the broken holy symbols are that of Loki with a successful INT check.

3.) There are many pikes, about 4' tall, that litter this room. All of them are topped with the remains of human heads. One of the heads still wears a silver circlet. A lone, headless pike has a wooden sign attached to it that reads, "Be gone followers of the Deceiver! Hail the Allfather!"

The passage to the north deviates from the earthen walls of the mines, as it is made of stonework of a different craft than used for the elevator. On the archway leading to the north is carved the name of Odin, albeit upside down and backwards.

The circlet is worth 200gp. If the party digs around in the soil below the head, they will find a key for the doors in room 4.

4.) A large statue of Loki dominates the center of the western wall. To each side are large tapestries. The one to the north bears an image of Loki bound under a snake whose venom is dripping, the one to the south is an image of Loki and Odin becoming blood brothers.

Each tapestry is covering a door, and each door is trapped. Though the doors aren't locked, they have keyholes. If the key from area 3 is used, the traps don't trigger.

The south door will trigger spikes to shoot up from the floor directly in front of the door, dealing 1d6 damage to whoever set off the trap. The north door will spray acid from a nozzle hidden in the ceiling, dowsing whoever set off the trap with acid. Any non-magical items, unless washed immediately with water, will dissolve within the turn. In addition, the PC who is sprayed with acid will take 1d6 points of damage.

5.) This room looks to have once been the chamber of the head cleric. The furniture is ruined and decayed, but hints at what was once splendor. This room was looted long ago when the cult was eradicated, and there is nothing of value left.

6.) Old busted bunks line the southern and western walls. The door to the north is made of steel, with the words "Hail the Trickster" engraved along the top. The door opens outwards, to the north. It is neither locked nor trapped.

7.) When the PCs reach this octagonal room, the door they entered from slams shut. The walls have old, crumbling frescoes showing Loki wielding fire against the other gods. The doors to the west are made of brass, and have the following engraved on them:

Ale you brewed, Aesir, and you will never again hold a feast;

*all your possessions which are here inside—
may flame play over them,
and may your back be burnt!*

The doors have large pull-rings, each with an equally large keyhole above it. If the rings on the western doors are pulled without the keys from room 10 inserted, everyone in the room is sprayed with a mist of oil from nozzles which are placed around the room. If the keys from area 10 are inserted, the doors will swing open inwards.

Any PC can open the southern door back up, but they will find there is a force-field with a pale red shimmer that is blocking the way.

8.) The hallway to the south of this room is trapped (detectable by noticing nozzles, not disarmable). When PCs travel through this hallway, fire will spray out from nozzles in the walls and ceiling. Running through this fire causes 1d6 points of damage. If a PC is covered in oil from room 7, the fire burns for four additional rounds, causing 1d4+1 points of damage each round.

There are two cisterns in the east and west, filled with water. Crumbling, fading frescoes cover the walls, with images showing people fighting what appear to be fire giants, and then being soothed by water.

The water can be used to help douse PCs who are on fire; however the lowering of the water level arms the trap in the hallway to the north.

9.) The hallway to the south of this room is trapped (detectable by noticing the floor is a metal grate, and the ceiling is made of metal panels, but not disarm-able). If any water was used from room 8, the trap will be active. If the water was not disturbed, this trap will not trigger.

If it is armed, as the party is travelling down the hall the ceiling drops opens releasing a large amount of water that dumps on the party, knocking them to the ground and causing 1d8+2 points of damage from crushing. This causes any fragile objects car-

ried by PCs to be destroyed (potions, scrolls, etc.) unless they're in a secure location (bag of holding, lockbox, etc.). The ceiling closes after this, and fills back up with water (along with the cisterns) in six turns.

The walls of this room, sans the north, have shackles bolted to them, and the entire floor is a mosaic showing clerics of Loki sacrificing people, both men and women, by throwing them into a pit.

Carefully searching the floor will reveal one of the stones is a button. Pressing it opens the secret door.



10.) In the center of the northern part of this room is a large statue of Loki, much more ornate than the one in room 4. He is seated on a throne, one arm propping up his chin, the other holding a shepherd's crook. Two large brass keys hang from the end of the crook.

To each side of the door in the south of the room are two statues of Valkyrie-style warriors, each with a crossbow pointed towards the center of the room.

Thieves will require no roll to find this "trap," nor to disarm it (the arrows are easily removed). Unless the PCs specify they're looking for traps other than the crossbows however, they won't notice that in the wings of the statues are small holes aimed directly at where a person would have to stand to be able to take the keys from the crook. When the keys are removed, poisoned darts shoot out for 1d4 points of damage each, plus 2d4+2 points of damage each from old weak poison, save for half. The keys open the door to room 11.

Note that on the way back south, the water trap will not be armed, but the fire trap will still be active.

11.) This room is very tall; the ceilings are at least 30' up. The floor in this room is checkered with black and red marble. In each 10' section along the western wall is a statue of a 3' tall woman, each wearing a crown and wielding a weapon (swords, axes, spears, etc.).

A large archway in the north wall opens to a natural cavern, but the way is blocked by a shimmering red force-field.

Other than the statue in the south west, the statues can be moved, but only west to east and back; they cannot move north-south. Smart players should realize this is a chessboard and the statues are queens. If the pieces are arranged in a manner so that none of the queens could attack each other (indicated on the map), the force-fields in this room and room 7 disappear.

12.) There is a large pit in the center of this cavern that is deep enough one can't see the bottom. The passage to the northeast is partially blocked by the rubble of what was once a wall with an iron gate. The smell of a smoldering fire and the sound of loud snoring come from beyond the ruined wall.

If PCs drop a torch, it falls for a long way and goes out. The pit is actually only 50' deep, with a permanent *darkness* spell cast in it. The bottom can be searched if the *darkness* spell is counteracted with light/continual light, and then a secondary light source (torch, lantern, etc.) is used.

The pit was once used for human sacrifice by the cult. People who were sacrificed were shackled with golden bands, each set worth 200gp. There are 13 sets total.

The broken wall was built by the cult of Loki to close off their temple from the rest of the natural caverns they bumped up against.

The snoring and fire are coming from the ogres in room 13. If the party is loud in this area, they will wake them. Otherwise, the ogres will be asleep when the party encounters them.

13.) There are three ogres in this room, sleeping on furs around a smoldering fire pit. As long as the party didn't wake the ogres, their throats can be slit with no effort. Each has 2d10gp in their coin purse.

Ogres (3): AC: 5, HD: 4+1; hp: 20, 17, 14, ATT: 1d10 (clubs), MV: 90' (30'), S: F4, M: 10

Level Three: The Grotto

This level consists of natural caverns that run from this elevation all the way up to near the top of the mountain where the dragon has made his lair.

Although there is an exit to the outside world that leads to these caves, it would be almost impossible to stumble across it from the outside. Stairs leading up to this entrance have been carved into the rock of the mountain, but were done so with dwarven expertise to make them difficult to see from the ground, and the base of the stairs is so overgrown with vegetation that unless someone knew where it look, there is virtually no hope of finding it.

The wandering monsters for this level are troglodytes. On a positive check for wandering monsters, 1d8 of these creatures will be encountered.

Troglodytes (1d8): AC: 5, HD: 2, ATT: 1d4/1d4/1d4 (2 claws, 1 bite), MV: 120' (40'), S: F2, M: 9

1.) Fresh air, though faint, can be smelled coming from the western passage, which slants upwards. As the party gets closer to area 10, the fresh air will become more and more apparent.

2.) A horrible stench permeates this cave. A natural ledge that starts in the western portion of the room runs along the wall up to the north, where a tunnel continues off into the darkness.

The smell is caused by the troglodytes who make this area their home. Each time the party encounters a new group of troglodytes, they will secrete oil from their skin making the stench exceptionally strong. PCs must save vs. poison or suffer -2 to attack rolls against that group.

Three groups of troglodytes hide using their chameleon ability along the ledge that leads up (indicated by dots on the map). Each time they attack, they gain surprise on 1-4 on 1d6. Any hits with a natural 20 will result in the troglodyte pushing the PC over the ledge for fall damage.

Two rounds into the first group attacking, a fourth group shows up on the top of the ledge from the tunnel to the north, and starts throwing rocks at the party. They will continue throwing rocks until the third group has been dispatched, at which point they'll switch to melee weapons. All troglodytes fight to the death to protect their leader and families, but they won't pursue if the party leaves.

Troglodytes, Group 1 (5): AC: 5, HD: 2, hp: 15, 12, 10, 10, 6, ATT: 1d4/1d4/1d4 (2 claws, 1 bite), MV: 120' (40'), S: F2, M: 9



Troglodytes (10): AC: 5, HD: 2, hp: 16, 14, 14, 13, 8, 7, 6, 5, 5, 5, ATT: 1d4/1d4/1d4 (2 claws, 1 bite), MV: 120' (40'), S: F2, M: 9

Troglodytes, children (15): AC: 5, HD: 1-1, ATT: 1d2/1d2/1d2 (2 claws, 1 bite), MV: 120' (40'), S: NM, M: 3

If the children are left alive, they will show back up when the party fights the troglodyte shaman in area 6. They will come behind the party and throw rocks (1d4). If the party pays them any attention, they scatter, run, and hide. They don't appear again thereafter.

4.) A large pile of coins can be seen towards the back of this cavern, glimmering in the PCs' light sources. The troglodytes keep their accumulated treasure in this room in a haphazard pile. It is guarded by a horned chameleon, which waits for a PC to get near the pile before getting a surprise attack with its tongue. The treasure pile consists of 1,000gp and 500pp.

Horned Chameleon: AC: 2, HD: 5; hp: 30, ATT: 2d4/1d6 (bite, horn), MV: 120' (40'), S: F3, M: 7

5.) Running water can be heard as the tunnel leading to this area is traversed. The underground river that runs through here is about 3' deep, and moves very quickly. Any PC who stands in the water must make a DEX check every round they're in the water or be swept off their feet and down the river towards the waterfall, at a rate of 50' per round. The troglodyte's bridge, though a poor sight to behold, is actually solid and the party can cross it with no issues. If the party happens to have a *ring of water walking*, they are able to stand on the surface of the river. However, since it's moving, they will move along with it. They will be able to move to the side before getting to the waterfall, though.

6.) The troglodytes' leader, a shaman, has a small hut here. He will be aware that the party is approaching, and will ready himself by casting *Chaotic Protection*.

Troglodytes, Group 2 (4): AC: 5, HD: 2, hp: 11, 11, 7, 4, ATT: 1d4/1d4/1d4 (2 claws, 1 bite), MV: 120' (40'), S: F2, M: 9

Troglodytes, Group 3 (6): AC: 5, HD: 2, hp: 15, 12, 11, 10, 8, 4, ATT: 1d4/1d4/1d4 (2 claws, 1 bite), MV: 120' (40'), S: F2, M: 9

Troglodytes, Group 4 (4): AC: 5, HD: 2, hp: 14, 10, 9, 9, ATT: 1d4/1d4/1d4 (2 claws, 1 bite; or 1d4 from throwing rocks), MV: 120' (40'), S: F2, M: 9

3.) Bedding, refuse, and piles of fish (some fresh, some salted, some rotting) lay about this cavern. There are more troglodytes in this room, along with troglodyte children. When the party enters, the adults attack while the children cower in corners.

Troglodyte, Shaman: AC: 5, HD: 3, hp: 20, ATT: 1d4/1d4/1d4 (2 claws, 1 bite), MV: 120' (40'), S: C3, M: 10, Spells: Chaotic Protection, Dread, Rain of Ice, Shocking Bolt.

When the party is close enough to start battle, the shaman will begin by casting *Dread* on the eyes of whoever looks to be the biggest threat. After this, combat begins normally.

In the shaman's hut, the party will find small bowls filled with animal bits, crude trinkets, and other things one would expect in a shaman's hut. There is also a red leather bag, that if dumped out will contain objects similar to those trinkets in the hut, but much more will come out than what the bag should be able to contain; it is a *bag of holding*.

The waterfall is a 100' drop. The pool at the bottom is about 20' deep. However, since it's such a high fall any PC who goes over only has a 20% chance of surviving, and even if they survive the fall, they will most likely drown (75% chance), being unable to swim correctly with the injuries sustained from impact. If, miraculously, a PC survives the fall and doesn't drown, they still have to deal with the giant catfish (see area 7).

7.) A large pool, home to a giant catfish, dominates this room, formed at the bottom of a waterfall. Random bones litter the shore. If the catfish is dealt with, and the pool is searched, the party finds 2d20gp per turn diving and searching. Any time it is searched, there is a 25% chance of finding a *Helm of Alignment Changing*.

Giant Catfish: AC: 4, HD: 8+3; hp: 41, ATT: 2d8/1d4/1d4/1d4/1d4 (1 bite, 4 feelers), MV: 180' (60'), S: F4, M: 8

8.) A smaller, calmer pool fills the majority of this room. The river continues through a small tunnel to the south.

The flow of water from this smaller pool to the river which continues on is much slow-

er than that of the river in areas 5 and 6; players can't be swept away. However, if any of them try to swim down the river, they'll make it about 100 feet through random twists and turns before drowning.

The ledge to the west is almost completely vertical, and is smooth (no foot/handholds). There are enough stalagmites and rocks on the upper surface to secure either a grappling hook or a *Rope of Climbing*, though.

9.) There is faint light, and a good breeze coming from the westernmost of the two southern passages. This cave looks to have been once used by a small dragon as its home. A few humanoid skeletons with old rusted armor and weapons are scattered about, and in the center are long dead remains of a small red dragon. A large pile of coins can be seen in the center of the northern wall.

The area where the dragon kept its hoard still has a goodly amount of copper (2,500) and a few silver (300) scattered about. If the dead adventurers are searched, the party will find that most of them seem to have died horrible deaths (many broken/cut bones, char marks from the dragon's breath, etc.). One of them has a fine golden ring, which is a *Ring of Fire Resistance*.

10.) The tunnel leads out to a small ledge on the side of the mountain, some 300' up from the base. On the outside of the opening, the rock has been carved to create an archway that frames the opening, and along the top of this in dwarvish runes are the words "Hunting Lodge of Glunn Quickeye." A stairway carved into the side of the mountains leads down from this ledge.

The party can follow it all the way down the mountain, where they'll find the lower bit has been overgrown and would have been essentially hidden from their view on the ground.

11.) A large portion of this tunnel is filled with webs. The party can attempt to travel the tunnel, but there will be a 50% chance per PC of getting stuck for every twenty

feet they travel. Once a PC is stuck, the spiders will move in to attack.

There is a pair of giant black widows that live here. If the webs are set on fire before the party tries to traverse the tunnel, it will burn up one of the spiders, but the other will hide in a small pit that they have dug towards the back to the tunnels. It will jump out when the party passes it, gaining surprise on 1-4 on 1d6.

The spiders feed mostly on animals that wander in from area 10, and from the occasional troglodyte that tries to make its way through the webs. As such there is no treasure to be found. However, the party will note that there is quite a bit of dwarven graffiti carved sporadically through this tunnel.

Giant Black Widows (2): AC: 6, HD: 3; hp: 14, 12, ATT: 2d6, poison, MV: 60' (20')/Web 120' (40'), S: F2, M: 8

Level Four: The Dwarven Hunting Lodge

Many years ago, even before the quarry was mined, a dwarf named Glunn Quickeye who enjoyed hunting in Der Nordwald discovered the natural caverns in this mountain, and decided to build a hunting lodge for himself and his friends.

They carved well hidden stairs into the side of the mountain that led up to the entrance (located on level three), and following the tunnel inwards, transformed some of the caverns into a well-crafted dwarven lodge.

When Glunn died, his ancestors hid his prized hunting weapons in his lodge. Unbeknownst to them, Glunn had already hidden away his monetary treasure in the lodge, in a place so obvious none of them would have thought to look.

There are no wandering monsters on this level.

1.) The natural tunnel comes to a stop here, turning into finely masoned steps of

obvious dwarvish build. These stairs, as well as all of the stonework on this level, are in exceptionally good repair and of obviously high quality construction.

2.) At the top of the steps is a massive hall, with ceilings that are at least thirty feet high. In the center of the room is a giant fire pit, some eighty feet long and inlaid with dwarven artwork wrought in gold. Massive oak tables run along each side of the fire pit, with dwarf-sized chairs all along them.

Set into the western wall is a grand hearth, forty feet wide and at least fifteen feet tall. Directly in front of it are two large tables that look to have been used for food preparation.

The southern set of stairs of the two to the east is made of highly polished green marble. On each side of the entrance to the stairway are golden plates, one foot square, set into the walls about three feet high. They are framed in dwarven runes that say:

“GUNNAR-GUNRATH-GRENNUR-
BRANDOR-BRENDOR”

In the center of each is a keyhole. Unless the keys located in room 6 are inserted into these, when the party makes it about halfway up the stairs, the steps will shift to create a slick marble ramp, and the party will slide back down, taking 1d4 points of damage when they land back in the great hall.

3.) Old bunk beds line the northern and eastern walls of this room, all dwarf sized. The bedding has all rotted away, but the frames are still in good condition. The room is otherwise empty.

4.) Large statues of dwarves line the north and south of this room, standing about 10' tall and each with the name embossed in a golden plate along the base.

To the north from east to west are Gunnar Quickeye, Gunrath Quickeye, and Grennur Quickeye. To the south from east to west

are Brandor Huntbeard, Brendor Huntbeard, and Bondor Huntbeard.

The secret door to room 5 is opened by pressing a small stone button in the floor. The secret door to room 6 is opened by pressing the two "O"s in Bondor's name simultaneously.

5.) A small shelf, exquisitely crafted, stands against the western wall of this small room. On it rests a crossbow and a sword, with a small box sitting next to them.

This room is where Glunn Quickeye's kin sealed his prized hunting gear. There is a fine dwarven crossbow, a box of 10 *quarrels +2*, and a *short sword +1, +3 vs goblins* that glows a pale blue when goblins are near. The scabbard of the sword bears four dwarven runes, "GMTS." If any divination about this is performed, a PC will discover these initials stand for "Gordon Matthew Thomas Sumner," but will be unable to discern any other information regarding its history.

6.) A single chest, made of stone, sits in the middle of the northern wall. The room is otherwise bare. The chest is both locked and trapped. If the trap is triggered, explosive charges that are set in the walls go off causing 1d10 points of damage to anyone in the room from the concussive force, and an additional 2d6 points of damage from shrapnel (save vs. breath weapons for half damage from the shrapnel). Inside the chest are the keys needed to disarm the slide-stairs that lead to area 9.

7.) Taxidermied bears fill the four corners of this room. In the center of the western wall is an ornate dwarven throne, carved out of stone and inlaid with gold knotwork. Above the throne are the words, "Better to sit amongst them, than to be in their belly!" If the bellies of the bears are cut open, the party will find that each contains a large ruby worth 500gp.

8.) This room appears to have been the armory of the lodge. Many axes, daggers, short swords, bows, crossbows, arrows, and quarrels can be found throughout the

shelves and weapons racks. All of the equipment found is of high quality and in fairly good repair. None of it is magical, though.



9.) Large twenty-foot-high columns line up before a massive statue of a dwarf, at least thirty feet high, with one arm pointing a crossbow to the south, and the other holding out a drinking stein to the east. The ceiling of this cave is only slightly taller than the statue. Along the base is the name Glunn Quickeye.

If the party scales the statue and looks inside the stein, they will find Glumm's treasure: 1,000pp, 2,500gp, and a crown made of gold, set with diamonds, rubies, and dragon's teeth worth 10,000gp.

Level Four: The Lair of the Green Beast

This final portion of natural limestone caverns is where the dragon has made its home. Far above the base of the mountain, the caverns open up to a small meadow that is completely hidden from the view on the ground. The massive cave that opens up to the meadow along with the large cave connected to it further inside the mountain makes an ideal lair for the beast.

There are no wandering monsters in this level, as most creatures in the vicinity have learned to give the dragon a wide berth.

1.) The tunnel heading south is covered in dwarven graffiti that seems to be funerary in nature. After roughly eighty feet, it opens up into a large cavern that has burial mounds along its circumference, each with a stone marker engraved with a dwarven name.

Shortly after entering, undead dwarves will burst from seven of the mounds (southwest: 3 ghouls, southeast: ghoule leader, northeast: 3 ghouls) with a normal chance of surprise.

Ghouls (6): AC: 6, HD: 2 (turn as 3); hp: 13, 12, 11, 10, 8, 4; ATT: 1d3/1d3/1d3 (2 claws, 1 bite + paralysis), MV: 90' (30'), S: F2, M: 9, on a successful attack save vs. paralysis or become paralyzed for 2d4 turns.

Ghoule Leader: AC: 4, HD: 4+3 (turns as 6); hp: 22; ATT: 1d3/1d3/1d3 (2 claws, 1 bite + scream), MV: 90' (30'), S: F5, M: 11, once per turn can scream forcing a save vs. spell or temporary 2 level drain that lasts 1d4 turns.

2.) There is an ochre jelly in the far northern portion of this cavern; it will start moving towards the party if they move far enough into the cave for their light sources to shine on it.

Ochre Jelly: AC: 8, HD: 5; hp: 32; ATT: 2d6, MV: 30' (10'), S: F3, M: 12

3.) The remains of three long dead adventurers are lying on the ground in this small cave. Their gear is old, rusted, and useless. If the party searches them, they find a total of 25gp.

4.) This cave is covered in thick, sticky webs, blocking further passage. If the party goes to light the webs with a torch, a group of three spiders will rush out and attack gaining surprise on 1-3. If the party lights the webs from a distance, the spiders will not have the chance to gain a surprise attack.

Giant Black Widows (3): AC: 6, HD: 3; hp: 13, 11, 10, ATT: 2d6, poison, MV: 60' (20')/Web 120' (40'), S: F2, M: 8

5.) A small, broken chest lies on the ground in the southeastern portion of this cavern. It contains 300gp and a *Mirror of Life Trapping*. Any PCs that get sucked in can communicate with those outside of the mirror, but won't have any contact with other creatures trapped in it. If the mirror is broken it frees any trapped PCs, but also frees a hill giant that is trapped inside.

Hill Giant: AC: 4, HD: 8; hp: 38; ATT: 2d8, MV: 120' (40'), S: F8, M: 8

If released, the giant will be extremely mad, and will attack whoever he sees. He carries a large "coin purse" on his belt that contains 5,000gp.

6.) An iron level juts out of the natural cavern wall in the southeastern area of this cave. If it is pulled, the party hears some distant clanking noises. The mechanism no longer works though, and pulling the lever does nothing other than cause paranoia.

7.) The first player to enter this small cavern is attacked by a giant rock python who gains surprise on a 1-3 on 1d6.

Rock Python: AC: 6, HD: 5; hp: 27; ATT: 1d4/2d8 (bite, squeeze), MV: 90' (30'), S: F3, M: 8

8.) Trip lines are laid across the floor of this cavern that are connected to bits of

metal and bone. If triggered, they will cause a large racket, ensuring that the dragon in area 9 awakens (disregard chance for it to be asleep listed in room 9). If the dragon wakes, it will leave area 9 for area 12 and wait, airborne, for the party to appear in area 12. If not triggered, the dragon will be in area 9.

9.) This huge cavern is the lair of a large green dragon. If the trap in room 8 was not triggered the dragon will be here, and there is a 30% chance of it being asleep. If sleeping, read the following:

When you enter this large cavern, you're greeted with the site of a large, green-scaled beast. He takes a big, long breath... and snores loudly as he exhales. He is sleeping!

The party will get one free attack against the sleeping beast with a +2 bonus to hit before it wakes and initiative is rolled. If the dragon is awake when the party enters, read the following:

As you crest the tunnel, it opens into a large cavern. In the center there is a giant green beast that rears up on its hind legs when it sees you! It spreads its wings out in a display of dominance, and starts inhaling sharply and deeply!

Initiative will need to be rolled as normal at this point. There is no chance of the party surprising the dragon if it is awake. Assuming the party is being cautious, they shouldn't be surprised by the dragon either. However, if they are being careless in their exploration, a surprise roll should be made for them.

Green Dragon: AC: 1, HD: 9; hp: 50; ATT: 1d6/1d6/3d8 (2 claws, 1 bite), MV: 90' (30') Fly: 240' (80'), S: F8, M: 8

If the dragon is engaged in this room, it will start off with its breath weapon, and then switch to melee until it has been brought down to half health. At this point it will breathe again, and then escape towards room 12.

10.) This cavern looks to be where the dragon has cached his treasure horde. A massive pile of coins is piled in the center. The sound of creaking wood can be heard, coming from the pile.

The coins are actually all just painted iron, and have no value. They are stacked up precariously over a wooden support that covers a large pit. If a PC examines a handful of the coins, a successful INT check with a +1 bonus will reveal the coins as fakes.

However if the coins aren't found out and the party starts trying to collect the "treasure," once three PCs are on the pile to gather coins, the support will give out and the coins will start falling through the pit like sand in an hourglass. Each PC on the pile will need to make a save vs. dragon's breath to jump off the pile in time. Any who don't make it will fall through with the coins to the tunnel below, which is a 450' drop (45d6 points of damage). If a PC somehow survives, they will take an additional 5d10 points of damage from falling coin piling up on them.



11.) This small cavern is the dragon's actual treasure horde. There are a total of 91,000sp, 50,000gp, 12,000pp, 60 assorted gems worth 10,000gp, and a small pile of assorted pieces of jewelry worth 15,000gp.

12.) This massive cave opens up to the outside, roughly 1,800 feet up from the base of the mountain. Bones that look to be from deer litter the ground.

If the dragon has already been slain, there is nothing important here. If he was pursued from area 9, read the following:

After having just enough time for your eyes to adjust to the daylight, you feel a sudden gust of wind as a giant shadow blocks the sunlight. A large green dragon descends from the sky above you, its massive wings buffeting you forcefully!

The party will need to roll for surprise, which will happen on 1-3 on 1d6. If the party is surprised, the dragon starts by using a swoop attack. If either claw or a bite hits on an 18-20, the PC that is hit is picked up. The dragon can pick-up up to two PCs total. They can attack the dragon while held at a -2 penalty. Any held PC automatically takes claw damage each round they are held. If the dragon successfully picks up any PCs, he will fly away and drop them from a few hundred feet in the air. If he picks up a PC with a bite, he will stay in the air while the PC takes bite damage each round, and will swallow them once they die. If the dragon doesn't have a PC in its mouth, but does have one in its claw, it can attempt to bite them at a -2 to its attack roll. If successful, the PC is transferred to its mouth. Once he has dealt with the PCs (or if none are picked up) he will land.

If the party isn't surprised, after initiative is rolled and regular combat starts, the dragon will start the first round with a breath attack. The next round, it will use a hover attack. When hovering, it can attack up to six opponents: claw x2 / bite / kick x2 - save vs. paralysis or be knocked over / tail save vs. paralysis or be knocked over and

disarmed, with a penalty to save equal to the damage caused by the attack.

If the party encountered the dragon initially in room 9, it will have no more breath weapon attacks left at this point, and he will melee with the party until he reaches 20 hit points. At this point, a morale check is needed. If it fails, it will fly off to escape, and will not be seen for 1d6 weeks.

If this is the first encounter the party has with the beast, he will still have two breath attacks left. After the hover attack, the dragon will breathe again, and then will begin melee. If he reaches 20 hit points, he will breathe one last time before flying off.

Returning to Valdhum

Whether or not the party slays the dragon will determine how they are received when they return to town. If they were successful, they will be able to bring some sort of proof of the dragon's demise back to jarl Sigurdson. The party will receive their award of 2,000gp each, and a feast will be organized in their honor, at which they'll be given the title of "Saviors of Valdhum."

If they return with news of the wurm escaping, the jarl will be disheartened, but appreciative nonetheless of the party's efforts. He will pay them each 500gp for their troubles, and will implore them to stay in town until the dragon shows back up. If the party decides to stay, the dragon will return as determined (1d6 weeks), and will directly attack the town. When this occurs, the GM should allow for an epic showdown between the town, the party, and the dragon. The party will be assisted by the town's guards (100 men, stats as a normal man, armed with long bows and spears, and wearing leather armor). No moral checks should be made for the dragon in this fight, as he is determined to regain the treasure that has been stolen from him.

If the dragon has to be defeated in town, the party will not claim the remainder of their reward (as the money will be needed

to repair the town) however they will still be lauded and feasted.

The Shrine of Thodalf Snowsen

Regardless of their initial success with the dragon, after the party has returned to town they will be contacted by Rolf Othinsson to find out if they were successful in gathering items from the cult of Loki. If they brought him back anything, he will hand them a key, wrought in gold and covered in dwarven runes (PCs who speak dwarf will read the name "Thodolf Snowsen"). He directs them due north of Valdhum, where the shrine lies some 25 miles away.

The travel to the shrine should be peaceful for the party. In the few days that have passed since they returned from the mines, victorious or not, word will have reached the beornverr tribe that the party was attempting to slay a dragon in order to keep their food source secure. The beornverr will appreciate this, and will allow the party unmolested travel through the forest (unless of course the party does something to break their newly gained trust).

The shrine itself is about a mile outside of the forest line, settled on top of a grassy hill, with the Drekibergs rising sharply up behind it. It is a stone building, obviously of dwarven construction, that is twenty feet wide, forty feet deep, and about fifteen feet tall. The doors are made of oak from Der Nordwald, decorated with intricate knotwork, and have the name "Thodalf Snowsen" engraved in dwarven runes largely in their center. The doors are not locked, and the party can freely enter.

The interior of this building is covered in leaves and other debris but is otherwise plain, with only a set of stairs leading downwards and towards the north. Small, glassless windows throughout let in a good amount of natural light, enough that a set of double doors at the bottom of the stairs can be seen. They are made of stone, and have a large keyhole in them.

The stairs descend about 30' into the ground. The key that the party received from Rolf will unlock the doors at the bottom of the stairs, which opens into room 1. The entire place is made of well-masoned granite stone with 10' high ceilings (barring rooms 5 and 11). All of the doors are made of Nordwald oak, unless stated otherwise.

Throughout the entire shrine, there are small passages in the ceilings that lead up to the surface, no more than half a foot wide that allows natural sunlight to illuminate the place at daytime. This also has allowed dirt, leaves, and other rubbish to build up throughout the shrine over the years.

1.) This large room is covered with paintings of a dwarf, presumably Thodalf, showing off his various heroic deeds. The two doors on the eastern and western walls, as well as the eastern-most and western-most doors on the north wall seem normal. However, the double doors in the center to the north are carved with a bas-relief of the dwarf. Along his belt are a series of four holes. Light fills this room, streaming in from shafts that run up towards the surface. Dead leaves and dirt cover the floor, with obvious piles built up underneath the light shafts.

The holes are keyholes. They are magical, and cannot be picked, nor can they be affected by a *knock* spell. The other two doors that go north are both trapped. Unless disarmed, when one of them is opened a green slime will drop from a panel in the ceiling directly above the door.

Green Slime (2): AC: NA, HD: 2; hp: 14, 14, ATT: special, MV: 3' (1'), S: F1, M: 12

The slimes can only be harmed by fire or cold. It dissolves through cloth and leather instantly, wood and metal in six rounds. Once in contact with flesh, it turns the flesh into slime. It cannot be scraped off, but can be burnt off or treated with a *cure disease* spell. Once in contact with skin, it will completely turn the victim into slime in

1d4 rounds after the first minute (six rounds) has passed. Burning off the slime does half damage to the slime and half damage to the victim.

2.) A large pit takes up the center of this room, with a narrow ledge on each side. On the far side a pedestal stands about three feet tall in an alcove, upon which is a golden key.

The ledge is about 2.5' wide on the sides of the pit. When either of the trigger points (marked as an "X" on the map) is stepped on, random blades start whirring in and out of the walls for one round. Each PC on the ledge must make a save vs. Dragon's Breath to avoid getting hit. If a PC is hit, they take 1d4 points of damage from the blades and 2d6 points of damage from falling into the pit.

The key located in the southern alcove fits in the keyholes on the double doors in room 1.

3.) The hallway is trapped. Once half of the party has entered it, a portcullis slams shut and locks in place. PCs in the hallway can search and find a keyhole on the eastern wall about five feet in from the gate. The key to raise it is located in room 4.

4.) In the center of the western wall of this square room is a single column of white stone, carved into the shape of a beautiful elven woman. One of her arms hangs to the side and is holding a slender sword covered in elven script. Her other hand is outstretched, and in it is a key.

The statue is actually a type of caryatid golem. Searching the golem or the room will not trigger it, but if the key is taken from its hand, it springs to life. The elf maiden's skin turns into pale flesh, her eyes burn a bright white, and the sword becomes gleaming steel. Normal weapons do no damage to the golem, and will shatter when they hit it. Magical weapons do full damage, but also have a chance of breaking. For +1 weapons, a saving throw of 11 or higher is needed to not break. +2 weapons require a

throw of 6+, and weapons of +3 or higher will only break on a roll of a 1.

The golem is immune to electrical, fire, and cold attacks, as well as *sleep*, *charm*, and *hold* spells. Once defeated, the golem will shatter and crumble into a large pile of white dust.

Caryatid Golem: AC: 0, HD: 13; hp: 65, ATT: 2d8, MV: 60' (20'), S: F8, M: 12

The key the golem was holding will both open the portcullis in room 3, as well as fit into one of the keyholes in the double doors in room 1.

5.) Along the east and west walls of this room are planks of wood coming out from the walls. They form stairs that lead up to a loft that runs along the northern wall. The ceiling in this room is taller than the rest of the shrine; about 25' high.

The loft in the north is roughly 20' up, giving a clearance of only 5' between it and the ceiling. The door to the north, underneath the loft, is made of stone and has five round pieces on it, each with the shape of an animal on it. They are all upside down. There is a sixth piece of round stone in the center of the others with a star on it.

The animals on the round pieces are a bear, a wolf, and eagle, a snake, and a dragon. Each of these pieces rotates so that the animals can be moved right-side-up. The correct combination of animals must be chosen to open the door to the north. When the PCs have decided which animals they want to try, the circular stone section with the chosen animal must be rotated so that it is right-side-up, and then depressed into the door. Once one or more of these buttons has been activated, the center button with the star on it can be pressed. If the correct animals are used, the door will open.

If the star button is pressed with the wrong animals chosen, darts will shoot out from small unnoticeable holes in the walls, and everyone in the lower section of the room

will take 2d4 points of damage from them. Every time a wrong combination is used, darts will fire.

Up on the loft is a small stone chest. If the lid is lifted, the stairs leading up collapse from the wall and fall to the floor. Inside the chest is a roll of parchment, upon which is a painting showing a snake, a dragon, and a wolf. This is actually a misleading clue, as it shows the *wrong* animals to choose to open the door. The correct combination to allow passage to the north is the wolf and the bear.

6.) There is a pedestal in the center of the northern wall of this small room, upon which rests a golden key.

Coming within 5' of the pedestal triggers a trap (neither detectable nor disarmable), which opens a small hole in the ceiling above the pedestal. When this hole opens, a green slime drops down on the key. The PCs will be unable to save this key from being dissolved by the slime.

However, it is a false key. The real key is located on the pedestal on the other side of the secret door. The false key was placed here as a decoy to dishearten anyone looking to find Thodalf's treasure.

Green Slime: AC: NA, HD: 2; hp: 10, ATT: special, MV: 3' (1'), S: F1, M: 12

7.) This room is bare except for two dwarven-style axes, one of them hanging in the center of the eastern wall and the other in the center of the western wall. Both of them have Thodalf's name engraved in runes on the blades.

If an axe is removed, the wall mount it was hanging from shifts upwards a few inches in the wall. Removing both of them will make the secret door slide open.

8.) The doorway at the end of this hallway is false, but it does have a working lock on it. If the lock is picked, the door can be opened, but the party will find nothing but bare wall behind it.

If they search for secret doors, they will find a small lever along the floor against the eastern wall. The secret door will not open if the false door is unlocked, however. Any of the keys that are found throughout the shrine will lock the door back if a thief has unlocked it. They will not unlock it to begin with, though.

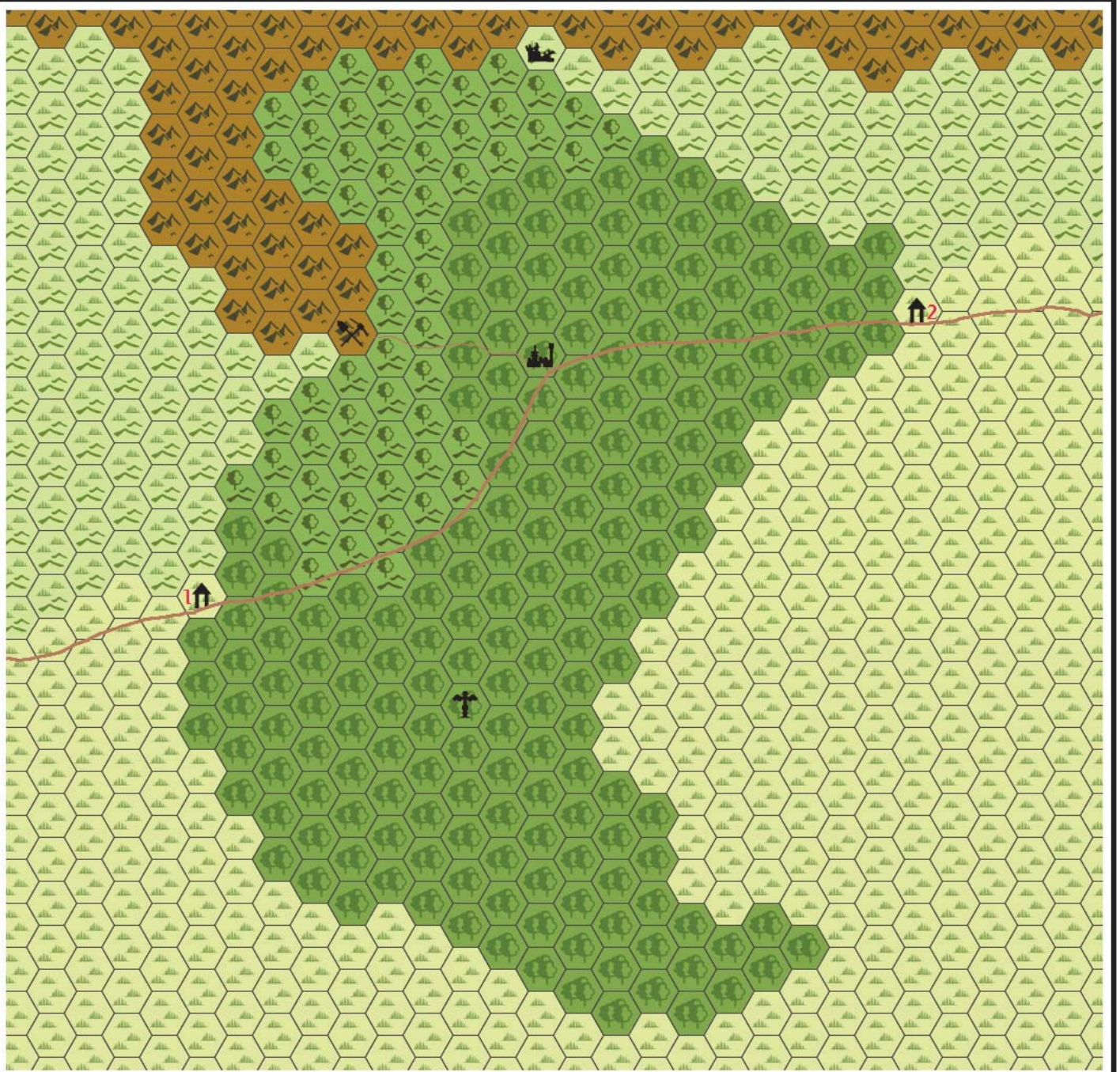
9.) This room is a giant, 100' deep pit. There is an invisible pathway that snakes across it (marked in blue on the map), allowing for safe passage. However, the party will have to figure out that it is there before they can use it to cross. Sprinkling dust, water, or something similar should assist them in realizing there is a walkway.

10.) Another golden key lies on a pedestal in the southeast corner of this room. Other than this, the room is empty. Any PC can easily walk over to the key and take it.

11.) This massive chamber has a ceiling that is about fifteen feet tall that vaults towards the center. About five feet off the ground and circling this entire chamber are dwarven axes bearing the name "Thodalf Snowsen." They alternate facing upwards and downwards, and are all glowing with a warm blue light. In the northern portion of the room is a very large dais, upon which is a statue of Thodalf carved out of Nordwald oak. He is holding a large two-handed axe, the shaft of which is also fashioned from the same oak wood, and is covered in dwarven runes. The head of the axe is made of a silvery metal like none you have ever seen, and is engraved with elfish-style ivy that snakes around it. On his hands are gauntlets fashioned out of the same metal, and cuffed with decorative runes in gold.

The gauntlets on the statue are *Gauntlets of Ogre Power* which grant the wearer a strength score of 18. If attacking without a weapon, the wearer can strike twice in one round, once with each fist, for 1d4 points of damage each. The axe is *Thodalf's Battle-Axe*, a fine mithril weapon which does 1d10 points of damage, and grants the wielder a +2 bonus to their AC.

Maps



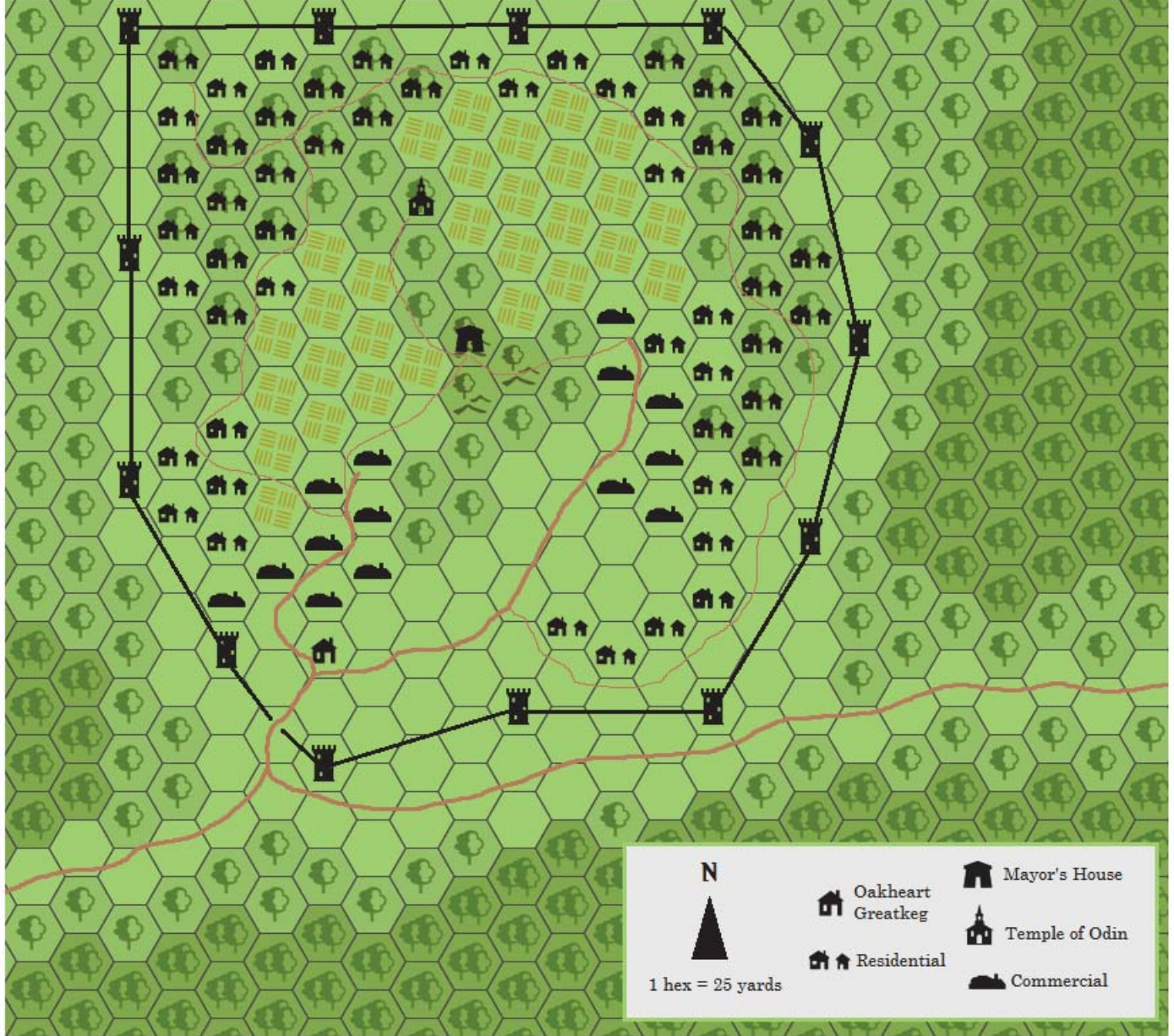
Der Nordwald

N
▲
1 hex = 3.5 miles

- ⚒ The Valdhum Mines
- 🏰 Valdhum
- 🏠 1 - The Hearty Oak

- 🏠 2 - The Drunk Bear
- 🏰 Dwarven Ruins
- 🌳 Beornverr Totem

Valdhum



N



1 hex = 25 yards

Oakheart
Greatkeg

Residential

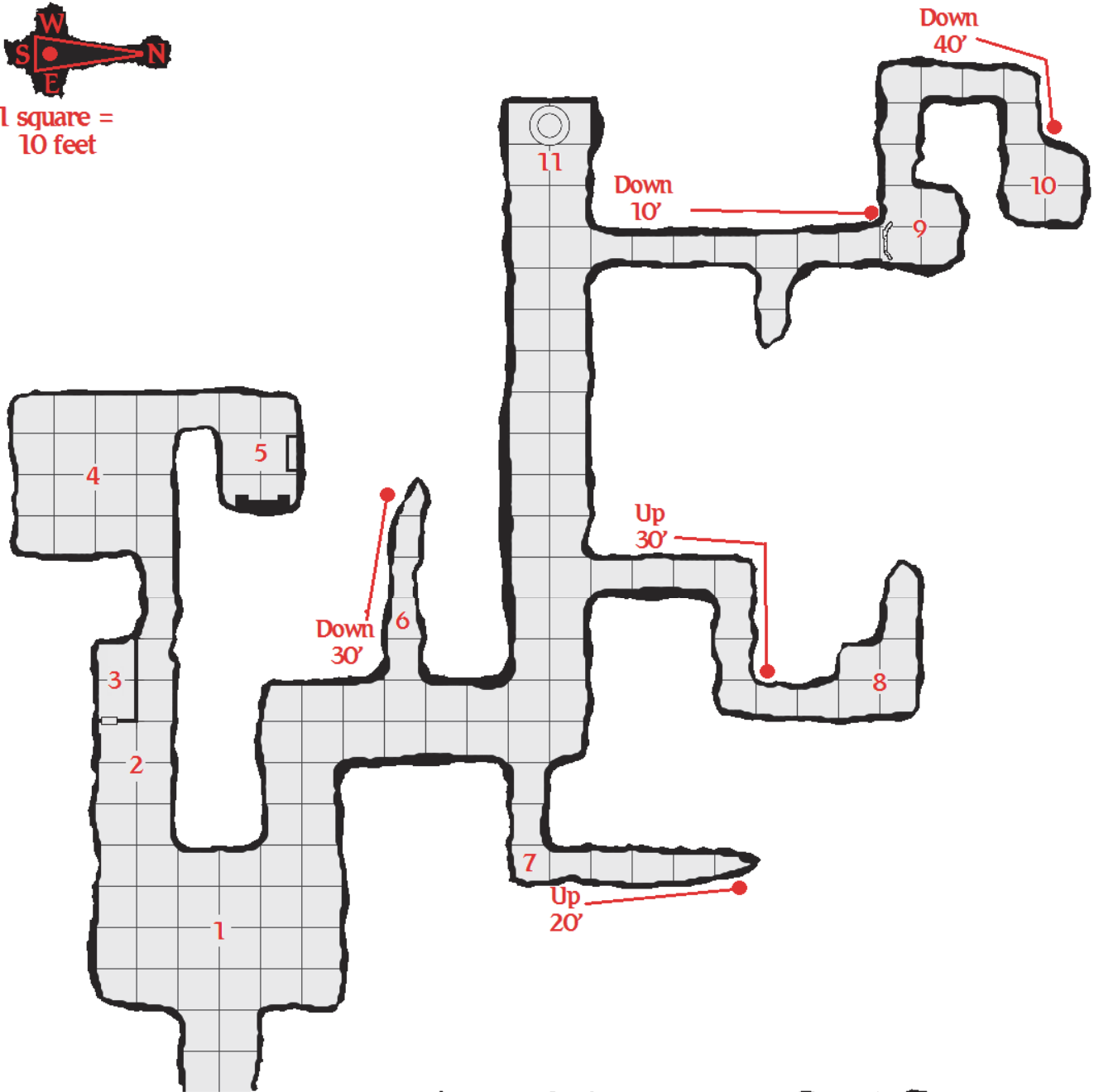
Mayor's House

Temple of Odin

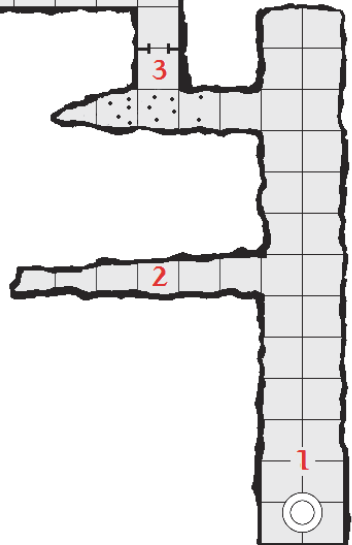
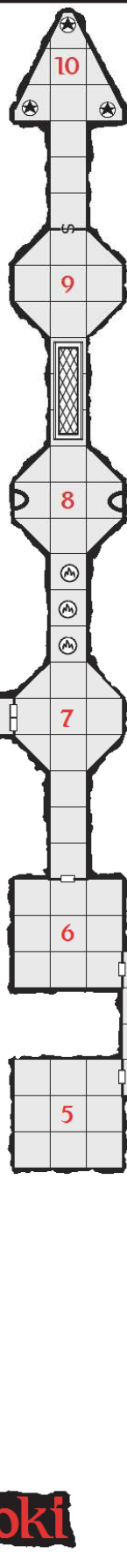
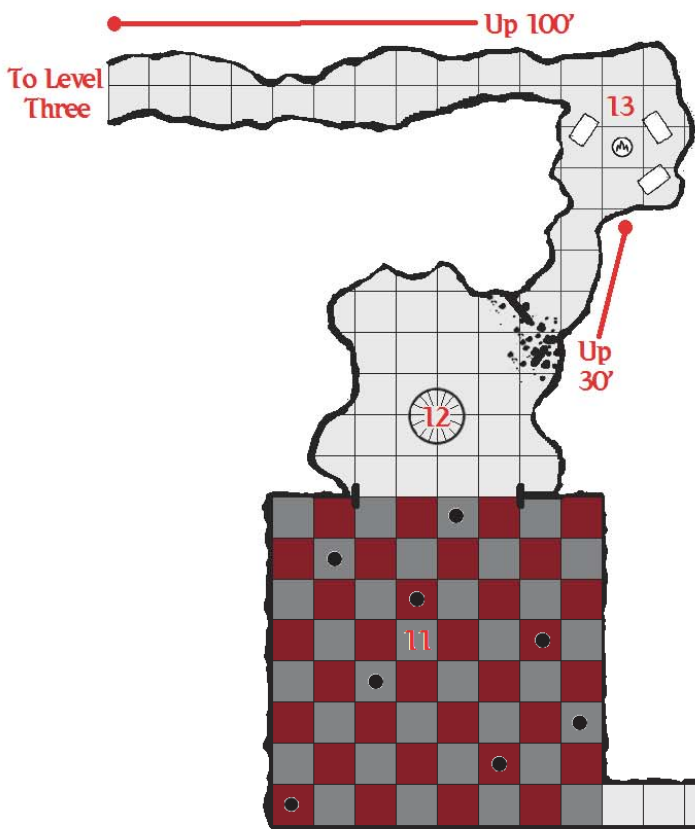
Commercial



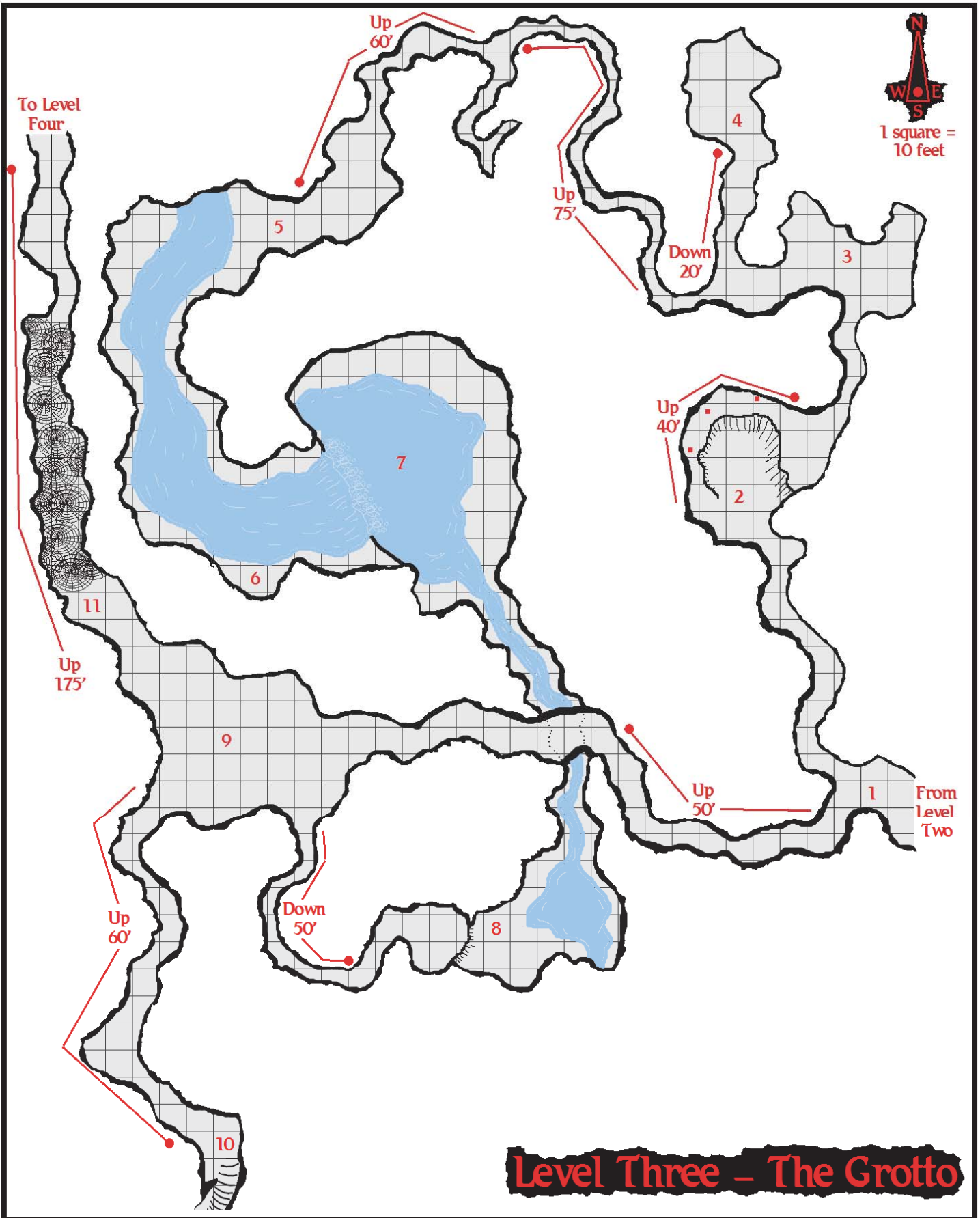
1 square =
10 feet



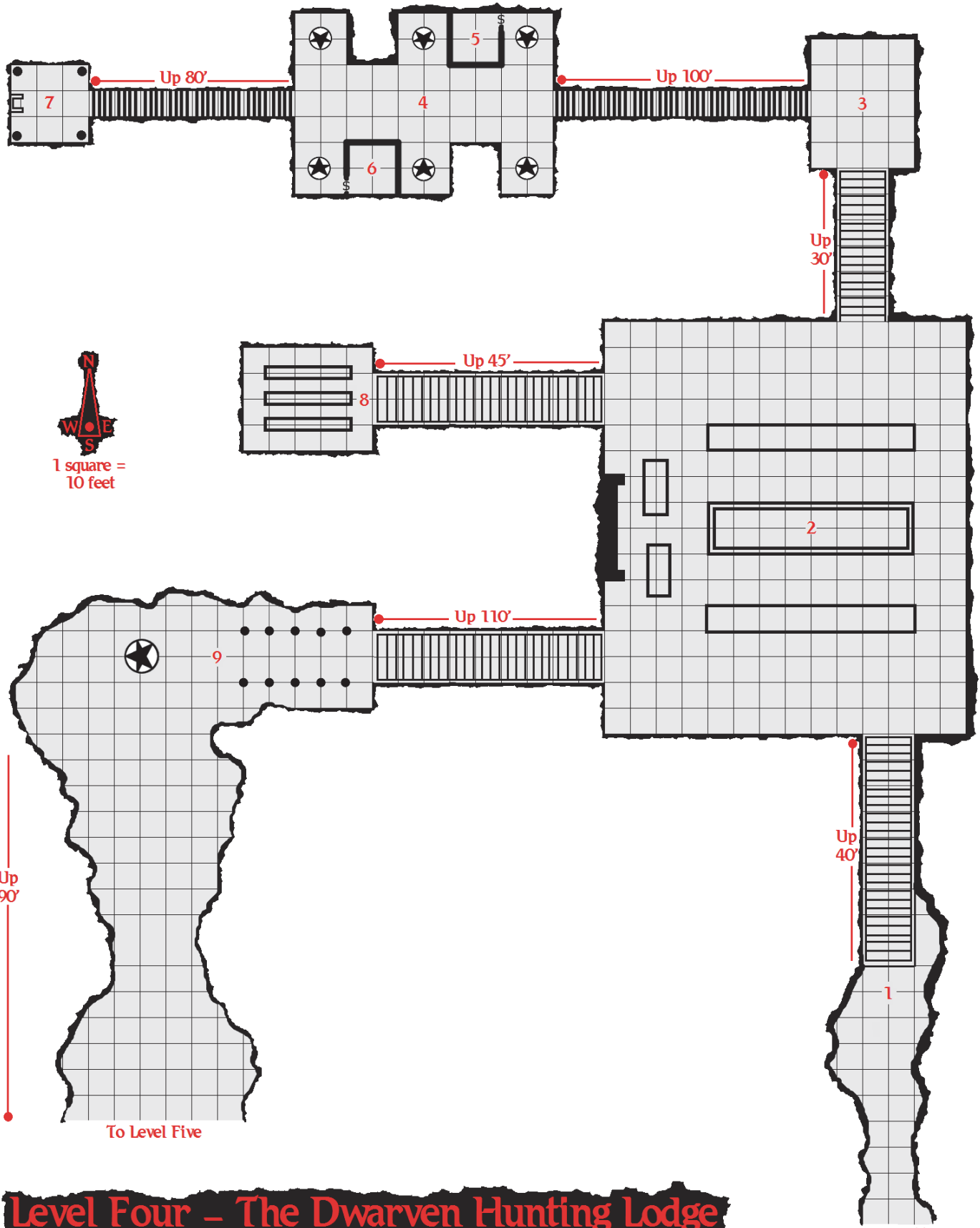
Level One - The Quarry



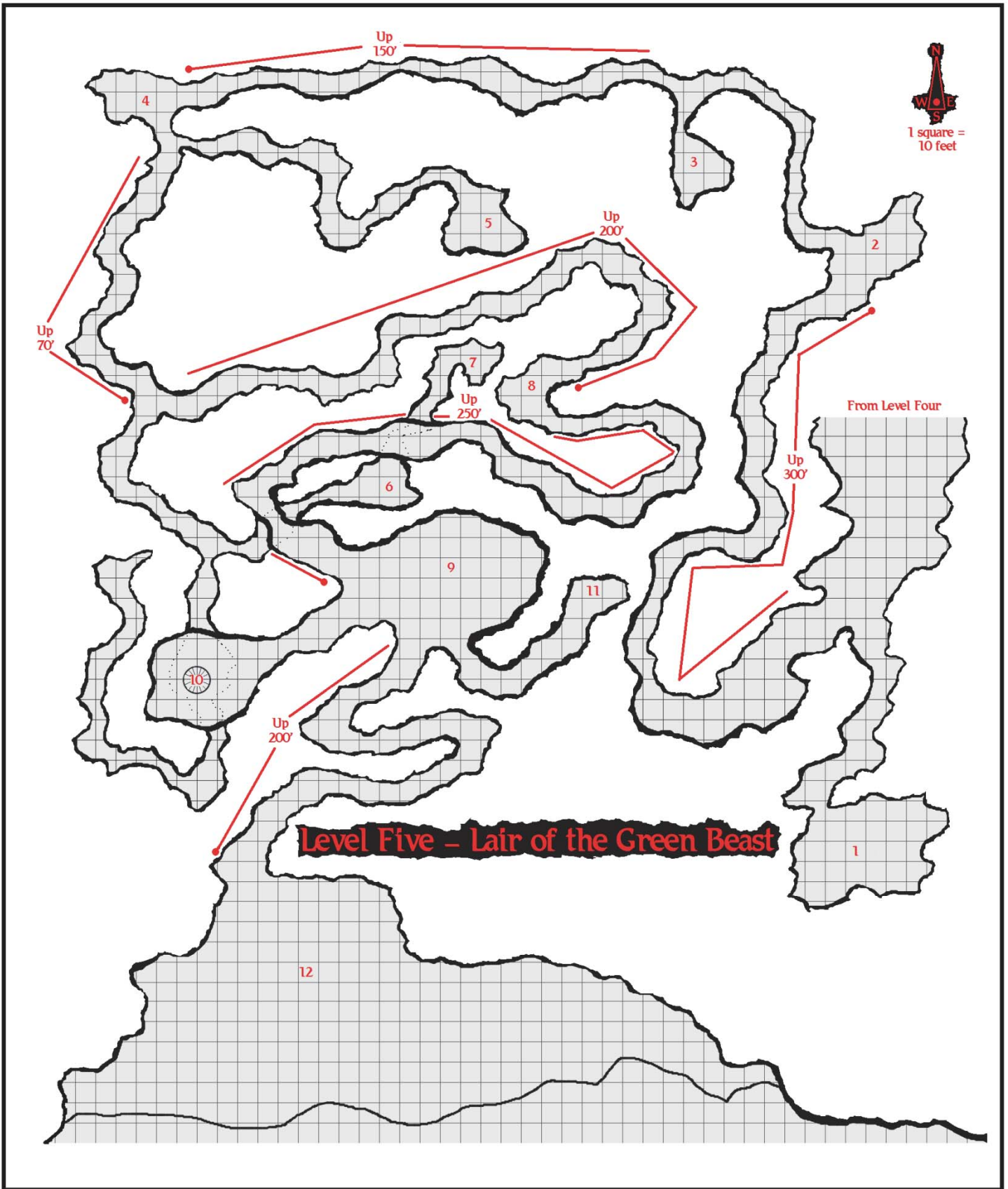
Level Two – The Temple of Loki



Level Three - The Grotto



Level Four – The Dwarven Hunting Lodge



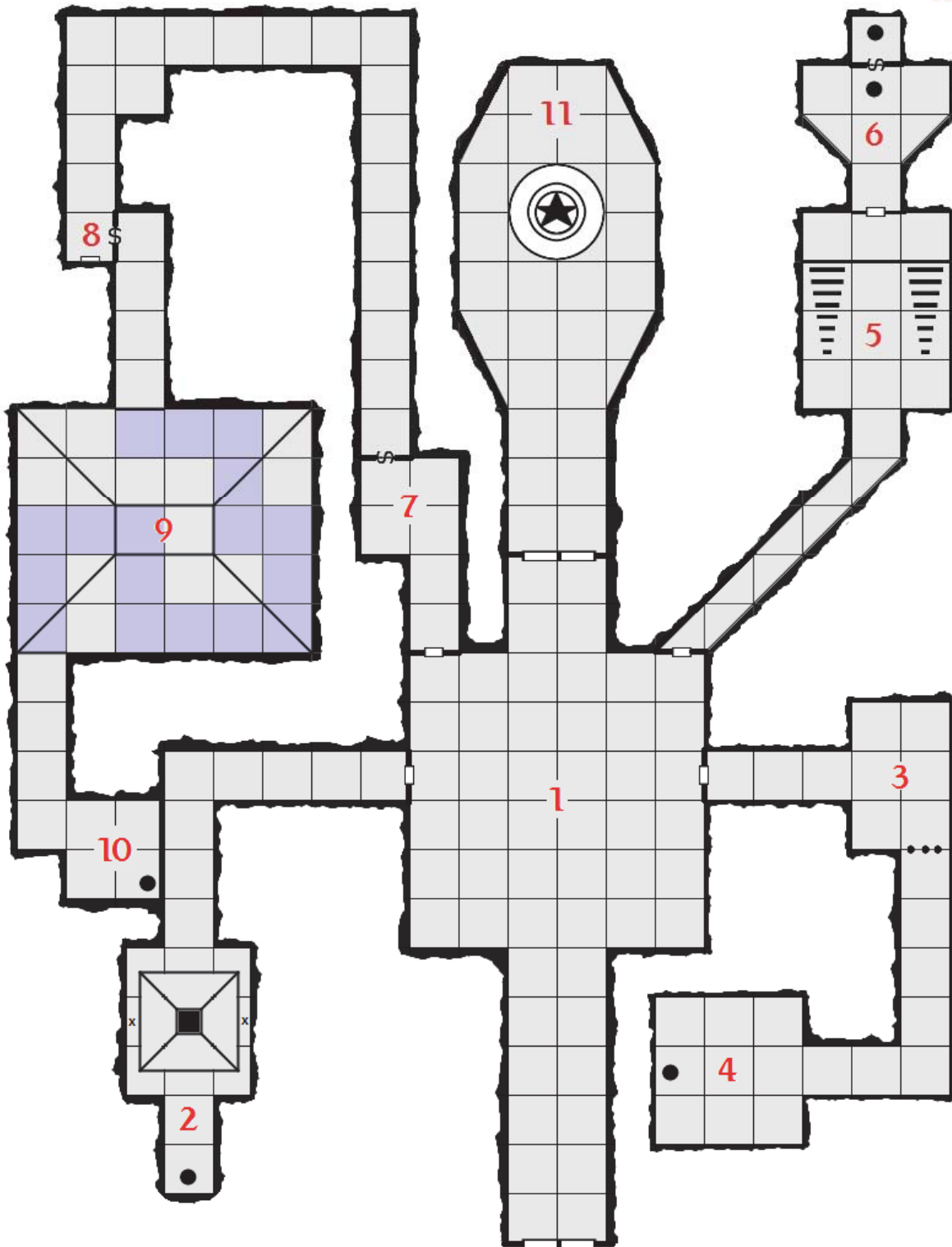


(How the levels all fit together.)

The Shrine of Thodalf Snowsen



1 square =
10 feet



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The Mines of Valdhum

Nordriki, the northern kingdom of the land of Mithgarthr, has been relatively free of dragons for hundreds of years, but recently the locals have been reporting sightings of red, white, and green dragons all throughout the Drekiberg mountains to the north.

Recently, a green dragon has taken up residence in an abandoned mine that is close to the city of Valdhum. The surrounding land is rich with wildlife for the beast to feed on, and the lair it has chosen is well protected and secluded.

The Mines of Valdhum is an exciting adventure for 6 to 8 PCs of levels 5-7, written for the Labyrinth Lord game. Its 30+ pages include:

- * Setting information for a mysterious forest, "Der Nordwald"
- * Details for the town of Valdhum, located deep in the heart of Der Nordwald
- * A five level dungeon full of wicked creatures, vicious traps, and a vile green dragon
- * A one level dungeon side quest full of devious tricks and traps

This module contains enough for many sessions of play that will satisfy both the pugnacious and cognitive player!



Labyrinth Lord
Compatible Product