

The Purple Worm Graveyard



The Purple Worm Graveyard
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An adventure for character levels 1-3 by Tony Dowler
For use with Labyrinth Lord™ or any other dungeon adventure game

Jaworski

The Purple Worm Graveyard

A Labyrinth Lord adventure for character levels 1-3

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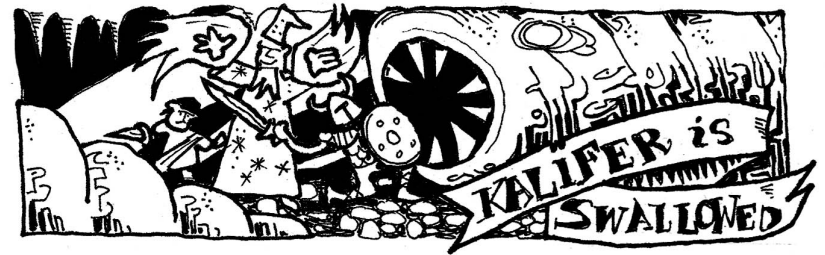
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It is said that when the largest and most ancient of purple worms know that the time of their death is near, they make their way through rock, earth, and water to the legendary Purple Worm Graveyard.

The graveyard is said to lie somewhere in the barren Rockspyre mountains, but its exact location is unknown. Now and then an adventuring expedition sets out on a hunch or clue seeking the graveyard. Most return empty-handed and dispirited. Some never return.

But a few, just enough to keep the legend alive really, come back with whispered tales of subterranean fields littered with a fortune in purple ivory, unguarded and ripe for the take.

The Purple Worm Graveyard is a Labyrinth Lord adventure for a party of level 1-3 characters. For more games and adventures, visit the Planet Thirteen home page:
<http://www.planet-thirteen.com/>



Labyrinth Lord's Overview

The secret Purple Worm Graveyard lies in a natural cavern deep beneath the Rockspyre Mountains, beyond the remains of a long-abandoned temple complex. The temple is dedicated to a divinity simply known as the Worm God. Whether the graveyard or the temple came first is unknown.

Getting Started

A trustworthy sage and naturalist in the PCs' hometown has discovered an ancient map that pinpoints the location of the Purple Worm Graveyard. The sage has engaged the party to explore the cave marked by the map and determine if the graveyard truly lies within. Their reward is whatever treasure they can carry out, minus a 10% stipend for the sage so she may continue her research. The cave could lie a mere day's travel into the mountains, or getting there could be an adventure in itself as determined by the Labyrinth Lord.

The Worm God

The Worm God is a chaos god whose realms include worms, decay, gardening, and gross-out contests. Its presence lingers about the dungeon and may readily be contacted at the altar in area 15 or the using the inscriptions at area 10. The Worm God is a rather inscrutable being, but it is always happy to use its followers to speed the natural processes of decay. This propensity to decay is probably the reason why organized Worm God worship rarely lasts long in any one area before falling apart.

Playing the Dungeon

You can play this dungeon with any fantasy role-playing game, including the Labyrinth Lord rules available for free download from Goblinoid Games:
<http://www.goblinoidgames.com/labyrinthlord.html>

The Purple Worm Graveyard

Dungeon Moves

Moves are optional mini-rules that help figure out what happens in a particular situation in the dungeon. When a player makes a move, they roll 2D6 plus a modifier and consult the table for that move. The modifier is determined by one of their ability scores according to the table below:

Score	Modifier
Under 8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

These modifiers are the same as the standard Labyrinth Lord ability score modifiers to hit, hit points, saving throws, and so on. A roll of 10 or better is a critical success, a roll of 7-9 is a mixed success, and a roll of 6 or less is a mishap.

Open Your Mind to the Worm God (CON)

As a result of attempting to decipher the inscriptions in area 10, praying at the altar at area 15, or possibly simply by concentrating and invoking the Worm God's name, a character may open their mind to the Worm God.

Roll 2d6 plus your constitution bonus to HP.

Roll	Result
10+	Your mind is linked with that of the Worm God. The Worm God will give you information related to a question of your choosing, and then offer you a gift or a bargain.
7-9	You receive a vision that's relevant to a topic of your choice. Also, roll on the Worm Madness table.
2-6	You get a strange vision that's disturbing but not very useful, followed by a roll on the Worm Madness table.

Worm Madness

When you're afflicted with Worm Madness, roll 1d4.

Roll	Result
1	You fall on your hands and knees and start eating dirt voraciously for 1-4 rounds.
2	You suffer projectile vomiting for several minutes.
3	You experience terrible hallucinations of being devoured by worms, leaving you shaky for several hours. -1 to rolls on your next encounter today.
4	Somehow the Worm God has placed a worm within your body. It causes you no ill personal effects, but it means he can keep an eye on you for a while.

Disbelieve (WIS)

When you stand fast, disbelieving the illusion before you, roll 2d6 plus your wisdom bonus.

Roll	Result
10+	The strength of your will overcomes the illusion and it fades.
7-9	You can see through the illusion, but nobody else can!
2-6	You are unable to overcome the force of the illusion. It remains as real to you as if it really were.

If you miss or it's not an illusion at all, you suffer the natural consequences of standing there and acting as though it were.

Wandering Monsters

Many wandering monsters make their home in the caves. Any time the characters delay for a long time, take a long rest, or make terrible amounts of noise, roll 1d6. On a 1, a wandering monster appears (roll 1d4 to determine what kind).

1. 1d3 zombies (full of maggots, of course)
2. 1d6 maggot nagas
3. Grey ooze, possibly from room 6
4. 1d6 giant rats

The Purple Worm Graveyard

Indexed Encounters

All entries located herein refer to the map located on the inside of the front cover.

1. The Magic Mouth

Rough-hewn arched stone halls with flagstone floors

A rather straightforward and gruff magic mouth here warns intruders away from the dangers beyond.

2. Sliding Statues

Tiled floor, four really ugly worm god statues

Once any door to this room has been opened, and characters have entered, a magical gust of wind extinguishes all torches and slams open doors shut.

Four massive stone statues then slide in grooves on the floor to block the sturdy wooden doors.

Finally, a secret door in the northwest wall opens and 4 **fire beetles** tumble into the room. Characters receive first initiative, due to the beetles' disorientation.

A swift character might try to escape the room before the doors are slammed, but doing so risks 2d6 crushing damage from the moving statues.

The space behind the secret door is a 10' long upward-inclined tunnel with a fire beetle nest in. The tunnel is a counter-lever to reset the trap. If 350 lbs. of material (like, say, all the fire beetle corpses) are placed in the tunnel, it swings flat and the statues slide back into place.

There are 28 gp in the beetle nest.

3. Empty Room

Stone room, brick walls, remains of a camp fire and ration wrappings

This room is simply empty.

4. Carnivore Room

Well-appointed banquet room complete with set table, linen tablecloth, steaming roast, red wine, silver candelabra, etc.

The feast is an illusion created by a 28 hp **feast mimic**. If anyone doubts its veracity, they may make the *Disbelieve* move.

If anyone interacts with the food, the mimic attacks. If they are foolish enough to sit first, they are also held by the mimic.

The six candlesticks are real and worth 4 gp each.

5. Sacristy

Worm God sacristy, abandoned and musty, moldering vestments laid out and forgotten

A gold-inlaid ceremonial carapace is laid out here. It is worth 600 gp and provides chainmail-class protection, but loses half its value if it's ever damaged in combat.

A careful search will turn up a tiny silver shovel, Worm God holy symbol, and box of compost-smelling incense, each worth 15 gp.

6. Servants' Dorm

Smashed beds, standing water, mildew and trash, creepy frescoes showing happy servants serving worms and worm-like humanoid, inscriptions like "happiness is service" and "labor brings joy"

One of the puddles is a **gray ooze**. The ooze has only recently divided, however, and is half normal size, having half the hit dice and doing half the damage of a full-size ooze.

If the refuse is moved, **Beebart's Dagger** and 15 gp may be found under a moldy mattress.

7. Window on the Woods

Dusty, cobwebbed wizard's sitting room with rune-painted walls, rocking chair, side table, and ever-burning fireplace

A large window in this room looks out on a pretty spring meadow. In fact, you can climb through, magically finding yourself in a distant kingdom, but the trip is one-way.

The side table contains the wizard's notebooks and a **potion of healing**. The notebooks may provide useful research to a wizard.

8. The Statues

Vaulted ceiling, two statues facing one another across the room: a pitted iron statue of a stooped, cowed figure and a brass horseman missing a leg

If the leg is found (room 12) and replaced, the horseman animates and fights for the person who replaced it for as long as they stay in the dungeon, after which it returns to its stand never to move again.

Brass horseman: 20 hp, fights as level 2 fighter, can't turn around in narrow hallways or pass through normal-sized doorways.

The Purple Worm Graveyard



9. Burial Chamber

Musty, low-ceilinged burial chamber, poorly mummified bodies, recent corpse on a stone table, battered coffins, scattered refuse

Four **maggot nagas** are here chewing on the corpse. If they hear the PCs coming, they will hide and use voice mimicry to try to scare the PCs off.

A full search will uncover 1d4*8 gp in miscellaneous coins, a 40 gp gem, and a magic-user scroll with one random level 2 spell.

10. Inscriptions

Round, smooth cavern with ancient writings on the wall, echoing and cold, crude drawings of bloated human faces and zombie satyrs

The wall includes careful inscriptions as well as random graffiti in several languages, including human, dwarf, and goblinoid tongues. These are accompanied by weird, glyph-shaped worm trails eaten into the stone. The trails are wormsign, the language of the Worm God.

The text is a rambling epic historical poem in several languages recounting the adventures of a purple worm, a princess, and some kind of sacred warrior.



With several hours' study, an attempt may be made to learn the wormsign. There is a 50% chance of a wandering monster showing up while the study takes place.

Learn Wormsign (INT)

When you spend several hours studying the inscriptions, roll 2d6 plus your intelligence bonus.

Roll	Result
10+	Your mastery of wormsign is perfect. You can communicate with wormkind (at a level appropriate to their intelligence) using sign language or written glyphs. You may also henceforth open your mind to the Worm God at any time by studying worms and reading its will in their motions.
7-9	You learn wormsign. You can communicate with wormkind (at a level appropriate to their intelligence) using sign language or written glyphs. You also open your mind to the Worm God, right now, whether you want to or not.
2-6	The maddening glyphs work their way into your brain, resulting in a terrible fit of Worm Madness plus nightmares for weeks to come.

The Purple Worm Graveyard



11. Myconic Garden

Mushroom forest of twisted shrooms, technicolor blooms, and gossamer fungal hair hanging in curtains; damp air, dripping ceiling, spicy odor

One **shrieker** hidden in the undergrowth will begin to shriek and attract a wandering monster if not somehow spotted and neutralized.

Hobart's Helm is buried under a stone in a corner, but is unlikely to be found as part of a casual search.

12. Bronze Pool

Smaller mushrooms in all colors and patterns, golden phosphorescence, clear cave pool fed by trickling water, sulphurous smell

The pool is somewhat acidic and stings the palate, but is otherwise harmless. Bathing restores 1d4 hp once per day. The missing leg of the horse statue (room 8) is in the bottom, and may be glimpsed as a glint of metal if characters think to look.

13. Purple Worm Graveyard

Massive cavern lit by shaft of light from a high opening, sandy floor, moldering hulks of purple worm skeletons, shining altar in the distance

A fortune in purple ivory lies ready for the taking! The ivory is bulky and heavy and difficult to gather (about 20 minutes to gather one load).

An average person with a backpack or bags can carry one load of ivory and keep their hands free, before they are burdened. With two loads, their hands are tied up and they're slowed under the weight. Handling more than two loads requires some kind of creative solution. A load is worth 100 gp.

Once gathering starts, the party has enough time to gather 1d4+1 loads each before a **purple worm** shows up. Let the PCs get creative figuring out how to transport all that loot.

A purple worm is a fearsome opponent that should be able to decimate any low-level party. If a worm does show up, make it clear how dangerous an opponent it is, and let the PCs take appropriate steps to escape with their lives. If the PCs are bent upon fighting a worm and somehow succeed, let them have as much loot as they can carry out of the dungeon successfully!

14. The Gem

Excellent illusionary wall conceals a sparkling azure gem

The illusion guarding this niche is of very high quality. Only characters who specify they are looking for secret doors, or examining the wall, have a chance of finding it. Treat it as a regular secret door otherwise.

Gem of Spell Storage, containing a 6d6 Wall of Fire spell.

15. Altar of the Worm God

12' high altar made of golden light, but climbable; small bell and large gong on top

Anyone who prays here will *Open Their Mind to the Worm God* with a +2 added to the roll.

The small bell makes a scream like a shrieker and summons 2d12 **giant rats** that leap down from a cave entrance in the roof. Their normal purpose is to devour the bodies of recently-dead purple worms.

The large gong summons a **purple worm**.

End Notes

This dungeon was inspired by a mention of the Purple Worm Graveyard in *The Dungeon Alphabet*, and excellent book by Michael Curtis. Most of the rooms in the dungeon take their inspiration from that book too. The moves are inspired by the excellent *Apocalypse World RPG* by Vincent Baker.

Thanks to everyone who playtested this scenario: Ben Wray, Chris Eng, Eric Boyd, Kynnin Scott, Lee Short, Sage LaTorra, and Wilhelm Fitzpatrick.

The Purple Worm Graveyard



New Magic Items

Beebart's Dagger

This fine dagger is adorned with an ivory bee carved on the pommel. The dagger has an innate ability to seek out chinks in an opponent's armor, providing +2 to hit, but no damage bonus.

Gem of Fabulous Storage

This fabulous 1000 gp gem contains a magic spell. Crushing the gem casts the spell. An empty Gem of Fabulous Storage can catch a single spell cast at the owner or at the gem itself.

Hobart's Helm

Hobart's Helm is an ostentatious brass helm with four horns and an enormous amethyst above each eyehole. It provides +1 armor protection.

Monster Reference

Full stats for these monsters can be found in the Labyrinth Lord rules. Stat lines list information in the following order: alignment (AL), move (MV), armor class (AC), hit dice (HD), number of attacks (#AT), damage per attack (DG), save as (SV), morale (ML).

Fire Beetles

Stupid, with poor eyesight, but excellent smell and always voraciously hungry

[AL N, MV 120' (40'), AC 4, HD 1+2, #AT 1 (bite), DG 2d4, SV F1, ML 7]
Removable glands cast light, 10' for several days

Giant Rats

Swarms of feral rats, each the size of a dog

[AL N, MV 120' (40'), AC 7, HD 1d4 hp, #AT 1 (bite), DG 1d3, disease, SV F1, ML 8]

Gray Ooze (small)

Slow, inexorable meat-seeking acid puddle; invisible when in water

[AL N, MV 10' (3'), AC 8, HD 2, #AT 1, DG 1d8, SV F2, ML 12]
Attack destroys armor in lieu of damage

Purple Worm

Gigantic alpha worm, fearsome subterranean predator

[AL N, MV 60' (20'), AC 6, HD 15, #AT 2 (bite, sting), DG 2d8/1d8+poison, SV F8, ML 10]
Swallows opponent on a critical hit

Shriekers

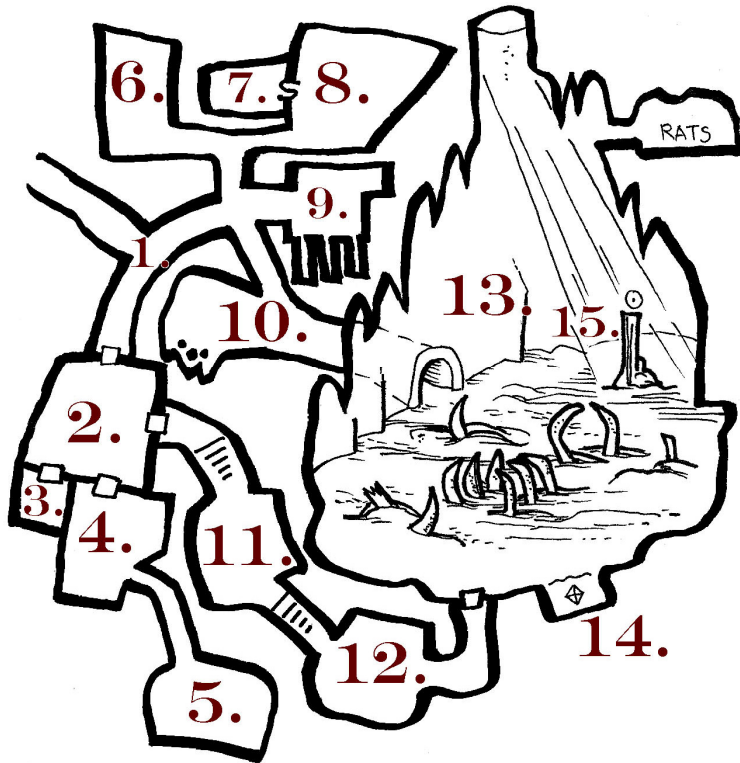
Annoying screaming mushrooms

[AL N, MV 9' (3'), AC 7, HD 3, SV F1, ML 12]
Attract wandering monsters

Zombies

Inimical animated corpses

[AL C, MV 120' (40'), AC 8, HD 2, #AT 1 (weapon), DG 1d8 or weapon, SV F1, ML 12]
Always attack last



New Monsters

These monsters are new with this adventure and are not found in the Labyrinth Lord rules.

Feast Mimic

No. Encountered: 1
 Alignment: Neutral
 Movement: 25'
 Armor Class: 8
 Hit Dice: 4
 Attacks: 3 (2 grabs, 1 bite)
 Damage: 1d4/1d4/2d4
 Save: F3
 Morale: 9
 Hoard Class: XX
 XP: 500

Created as the result of malicious magical experiments by a mad wizard, the feast mimic is a brutal and sadistic creature that uses crude shape-change abilities combined with illusion magic to appear as a welcoming tableau: a fully-set feast, a warm fireplace and chairs, or perhaps a soft couch and rug. When a victim makes him or herself comfortable, the mimic strikes. If the beast's grab attack succeeds, its opponent is held, taking damage automatically each round until the beast is dead or the victim escapes. Attempting to escape requires a successful roll as forcing open a standard door.

Maggot Naga

No. Encountered: 2d4
 Alignment: Chaotic
 Movement: 60' (30')
 Armor Class: 7
 Hit Dice: 1
 Attacks: 1 (bite or weapon)
 Damage: 1d6 or weapon
 Save: 0 level human
 Morale: 6
 Hoard Class: III
 XP: 5

Maggot nagas are terrible beings of chaos, loathsome half-maggot creatures with human female upper torsos. They have a dark sense of humor and middling intelligence but are terribly cunning. They love feasting on corpses. Maggot nagas can flawlessly mimic the voices of those they have feasted upon, an ability they use to make much mischief when they can.