

The Overrun Mines



SW002

The local mine has been overrun by foul creatures, stopping all mining operations! The Lord has dispatched a call for brave heroes to clear out the mine, but what lurks below the surface?

Written By Shane Ward - 3 Toadstools Publishing

A) OSR Module for 4 Characters Levels 1 +

Labyrinth Lord
Compatible Product

All images are from <https://openclipart.org/>

Labyrinth Lord™ is copyright 2007-2011, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.2, available at www.goblinoidgames.com.

The Overrun Mines is a low level adventure module compatible with the Labyrinth Lord™. 3 Toadstools publishing is not affiliated with Daniel Proctor, Goblinoid Games Copyright 2006 – 2009. (Font, layout, style of artwork.) Are reserved as Product Identity. This game is licensed under OPEN GAME LICENSE Version 1.0a (See appendix).

Introduction

Welcome to the “Overrun Mines” a low level adventure for B/X & Labyrinth Lord. I designed this module to be open ended in the sense that you should be able to plug it into an existing campaign. In the back of this module I have provided some pre-generated characters feel free to use them or roll up your own.

GM's Background

The mines are located near a small town, not far down a gravel road into the hills. The mine has been very generous to the people of the town over the years. Recently however it has been overrun! Miners are scared to enter; they will not speak of the horrors that wait inside. The town's economy suffers. Tacked to a tree near the guard outpost is a sign that reads. “Brave Adventurers Wanted! Apply To Steward Seliwin.” The steward will offer 100 GP's to each PC to clean out the mine of whatever horror lies within. Any Iron ore that can be

found and hauled into town will also be paid for, 15 GP's per ingot.

Miners Rumours (1d10)

1. There have been cave-ins, something rustles the stone in the deep and I barely escaped with my life.
2. I was attacked by a swarm of insects; they tried to suck my blood.
3. The steward knows nothing, the mine is safe, I've worked there for years, he just doesn't want to pay us the appropriate amount for the ore we collect, hence the made up story.
4. There is a dungeon holding cell deep within the mine; I have no idea what it was used for.
5. I was chopping with my pickaxe, all of a sudden a giant worm came down the tunnel at me, and I lost my leg, but managed to wound it.
6. The mine used to be a goblin hideout, we cleared it of those foul creatures years ago
7. There are traps in the mine, meant to keep bothersome freelancers out!
8. A group of adventurers went into the mine a week ago, they have not been seen since.
9. A group of disgruntled miners, continue to work in the mine, regardless of the dangers, beware of them, they may consider you a threat.
10. Since I've been in that mine, I've felt weak; it's hard to lift things.



Optional Rules

Below are two tables that you can use if you like, one is a resurrection table in case any of the PC's find themselves a wee bit dead, and the second is a table for if the PC's have spent too much time basking in the radiated glow of the underground.

Resurrection Rules

Because of the nature of Resurrection, PC's should not be exactly the same as they were in their previous life, therefore roll 1D12 on the following chart.

Loose the following permanently

1. - 1 STR
2. Lose 1 Level
3. - 1 DEX
4. Loose 1D4 HP's permanently
5. - 1 WIS
6. Lose 1 limb (Roll 1D4 - 1 Left Leg, 2 Left Arm, 3 Right Arm, 4 Right Leg)
7. - 1 CON
8. Loss of night vision (Specific to races)
9. - 1 CHA
10. Permanent scaring from Resurrection
11. - 1 INT
12. Change of Alignment (opposite of current Alignment)

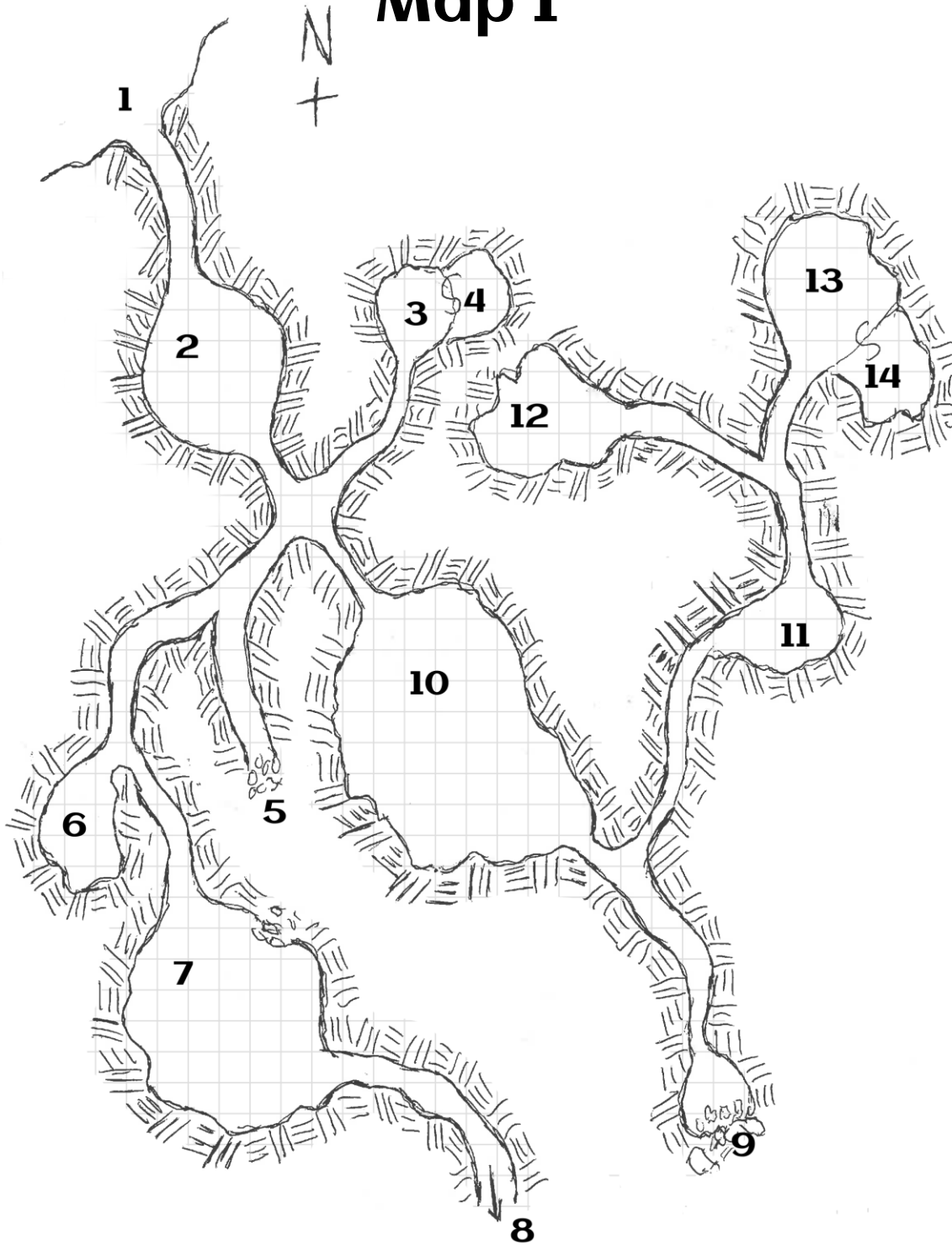
Underworld Day Rules

Because of the nature of the underworld, and spending a frequent amount of time underground, the surroundings will eventually start to affect the player characters. Regardless of racial abilities. For every day spent in the underworld, roll 1d20 to see what the results are. These results only last for one days' time. Any result diminishes after having spent 1 day above ground; re-roll again after a day below.

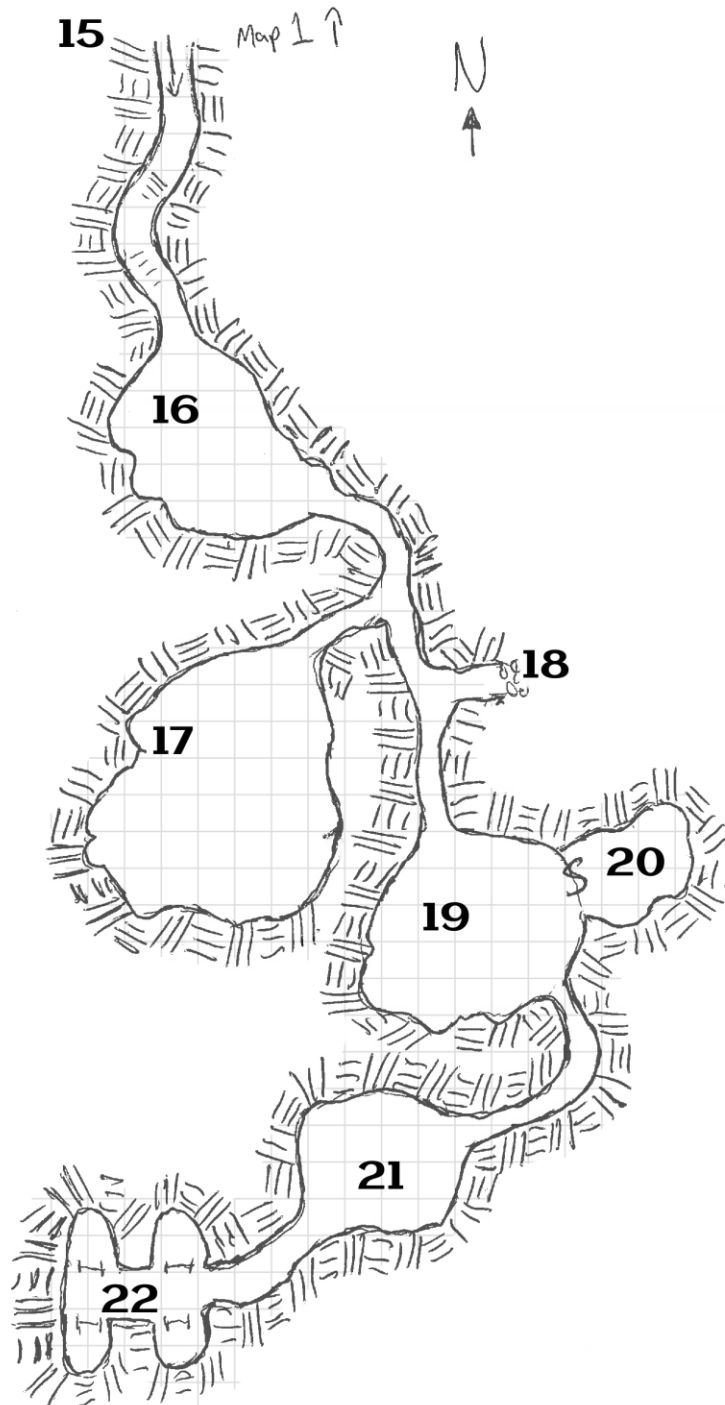
Roll 1d20

1. PC's savings throws are affected +1 for the rest of the day.
2. Wake up feeling exhausted, incomplete sleep, -1 CON for the rest of the day
3. - 1 saving throws for the rest of the day.
4. The stars have aligned, +2 extra HP today
5. fell asleep on your hand, woke up with numb hand - 1 DEX
6. Nothing happens
7. 1 extra wizard spell can be remembered today, +5% on all thief rolls
8. Clerics god grants 1 extra spell today
9. Nothing happens
10. Can see further in darkness today +20 extra feet
11. Fighters gain +1 to all attack and damage rolls
12. - 1 wizard spell can be remembered today. -5% on all thief rolls
13. All PC's wake up with one level more abilities and HP's - one day only
14. Nothing happens
15. All players attack rolls suffer by one point, uneasy sleep
16. The gods are smiling + 1 WiS
17. Nothing Happens
18. - 2 HP's for everyone, slept on uncomfortable floor
19. - 1 INT all PC's, nightmares thru the night
20. Clerics god takes away 1 spell today, - 1 on attack rolls for Clerics

Map 1



Map 2



Room Descriptions - Map 1



1. Mine Entrance

This is the entrance to the mine, there is a large cave entrance, inside a small path leads down into the mine, it is very dark. The tunnel is braced with large boards. A door from the mine entrance lies in splinters upon the ground.

2. Common Room

This room is 20' by 25', it looks like it was used as a staging area to carry out the finished ore. In the west corner are a few barrels, (2 days' worth of provisions) in the east corner is a haphazard pile of iron ingots (10). A passage leads to the southeast. There are 2 pickaxes lying beside the barrels.

3. Lead Hands Quarters

The door is locked. The room is 10' by 10'. Inside the room is a small study, with a table, and a bookshelf. On the table are a few volumes, one of which has an inventory of the mining operation. There is also a journal. (Within it there are references to a locust of stirges, a purple worm, and the owner of the journals thoughts on the mass exodus of miners, 'Fletchers! The lot of them, if I had my way I'd do this by myself!) There is a secret door behind the bookshelf.

4. Secret Room

The secret room is booby trapped with a crossbow. (Allow a saving throw vs breath attacks). Crossbow Damage 1d8. There is a chest in the room. It is locked and trapped (Dart D 1d4) Within the treasure chest is 130 CP's, 85 GP's and 10 SP's.

5. Cave in Area

Rubble is strewn about the floor here, at one point this tunnel looked like it continued, but there was a recent cave in. There are 2 dead miners trapped within the rubble (if a search is made). There is a 1 in 6 chance that another smaller cave in will happen. (Roll 1d6, on a roll of 1, the cave in happens, any PC in the immediate area will have to make dexterity check or suffer 1d6 damage from falling rubble). The miners have 1 rusted dagger, 2 pickaxes and 20 CP's between them.

6. Miners Barracks

This room is 15' by 20'. The room has 6 small bunk beds, a large fireplace, food stuffs littered about, and a large table in the centre. There are 6 disgruntled miners living here. (The miners refuse to leave the mine, they are upset with the closing down of the mine, and may see the PC's as a threat. There is a 45% chance that the miners will attack the PC's on site, one of the miners carries a key to room 7) there are 6 iron ingots in this room.

6 Disgruntled Miners. AC 7, AL N, HD1, Morale 6. Damage Pickaxe 1D6). 30 GP's, 25 CP's. A Key to Room 7.

7. Abandoned Mining Area

The door is barred with large boards, and a padlock. (Pick lock and strength check to disassemble the boards). If anyone listens at the door, they will hear a buzzing sound. The room is 30' by 35'. Parts of the walls crumble down, and the ceiling has caved in here. There is a large furnace in the west section of the room for smelting the ore. 4 dead adventurer's lye near the exit in the southeast (obvious victims of the stirges). The exit leads to area 8. There is a 1 in 6

chance that another smaller cave in will happen. (Roll 1d6, on a roll of 1, the cave in happens, any PC in the immediate area will have to make dexterity check or suffer 1d6 damage from falling rubble). There are 12 Iron ingots in this room.

9 Stirges AC7 HD 1 Damage 1D3 XP16
3 Gems (25 GP, 50 GP, 750 GP).

4 Dead Adventurers. 34 GPs, Potion of Human Control, 1 Battle Axe, 1 Short Sword, 2 Leather Armor, Scroll of Shield).

8. Tunnel to Map 2

The tunnel winds and slopes down going deeper into the underworld, beneath the mine. A slick dark substance drips from the ceiling here and coats the floor. (Dex check, if failed the PC's will slip and fall down the tunnel to area 15, a failed check will result in 1d4 falling damage).

9. Barricade Miners

Large boulders block the path south. A group of miners have setup a make shift camp here. They await rescue. They will gladly give the PC's 65 GP's in return for freedom from the mines. They carry nothing of value other than their pickaxes. (The miners barely escaped the worm in area 10).

3 Miners. AC 7, AL G, HD1, Morale 3.
Damage Pickaxe 1D6 XP 10).

10. The Iron Mine

This room is fairly large, 45" by 35". This is the main mine. The miners have worked on the sections here, digging deeper into the ground. There is a large 15" hole in the centre of the room. The walls of the mine have also been worked on. In the centre of the hole is a large grey worm! The worm appears to be hurt, it bleeds profusely from wounds. Littered throughout the mine are dead miners. There are sections of ore that can be converted to ingots in the room; they are in large wheel barrows.

Slightly Bugged Up Grey Worm AC 6, HP's 30, Att 1 D 1d8, XP 570 Morale 9

**Because the worm is injured all of its attack rolls suffer a -1 penalty. On a natural roll of 19 or 20 the worm will swallow the PC; a -4 penalty to any PC's trying to attack from within the worm.*

11 GPs, 4 Gems (worth 100 GPs, 75, 10, 750) 2 Crossbow Bolts +2 are embedded in the worm.

One of the miners carries a key for room 11. The miners have 15 CP's in total.

11. Blackened Room

The door to this room is locked; it appears to be a fairly new door. The room is 20' by 10'. The remains of a recent fire scar the ground, blackened bones lie on the floor. Among the bones are 3 Goblin Skeletons that rise up to attack. There is an exit to the north. (Upon further examination the PC's will notice that the skeletons are that of goblins). There is nothing of value in the room.

3 Goblin Skeletons AC 6 HD1, Att 1
Damage 1d6, Morale 12. XP 13



12. Sleeping Quarters

The door to this room is unlocked and hanging by two bolts. This room is empty, save for a few beaten up fur mats for sleeping. The room is 20" by 25". This may be a good location for the party to rest.

13. Throne Room

This room is 20" by 25". It was previously the throne room of the goblin king who inhabited this section of the mines. An undead goblin is strapped down to the throne; it hisses and breaks free of its leather strapping. This room has also been firebombed, the ground is blackened and there are bones littered across the floor. A fake wall to the southeast is partially open.

4 Goblin Skeletons AC 6 HD1, Att 1 Damage 1d6, Morale 12. XP 13

*1 Goblin Zombie AC 8 HD 2 Att 1 Damage 1d8 (short sword) Morale 12. *The zombie has a key to a chest in room 14.*

14. The Not So Secret Room

The fake wall covering this room is slightly ajar. There is a pit trap on the other side of the wall. (Dex Check or suffer 1d6 damage). Within the secret room is a treasure chest. (The goblin zombie has a key). Lying beside the chest is a battle axe (+1 against the undead). The chest is locked. Inside the chest is 50 CP's, 30 GP's, 5 Gems (3 Gems worth 10 GP's, and 3 Gems worth 25 GP's.)

Room Descriptions - Map 2**15. Tunnel**

The tunnel extends south twisting and turning and gradually going further down into the depths.

16. End of the Line

This room is 20' by 25'. (Have the PC's roll a saving throw vs spell, if they fail their check they will see that the room is a dead end, the mines finish here with no exit other than the way they came in, if they succeed they will see that it was an illusion meant to keep people from going deeper underground).

17. Breeding Room

The door to this room is locked. Within the room is a dingy looking underground swamp that bubbles and spits slightly sticky fluid all

over the walls. It is about 6 feet deep in the centre. The room is covered in greyish larvae. (When fighting in this room the PC's will eventually get covered in sticky ooze after 2 rounds of combat, they will receive a -1 penalty to all attack rolls)

2 Young Grey Worms AC 7, HP's 8, 1 HD Att 1 D 1d8, XP 30 Morale 7

*15 Grey Worm Larvae (susceptible to fire) 1 HP Monster, 1HD - 7 AC 8, Current HP 1, Att 1 D 1d2, XP 5 Morale 3 ***

**The worms and larvae carry no treasure.*

***The Larvae are 1 hit point monsters; they are very small, at the most 1 inch wide by 2 inches long.*

18. Covered up tunnel

A rockslide has occurred here, from where the PC's stand they can see light on the other side of the tunnel, but there is no way thru at this time. They will need to dig thru the rock. (Note you can choose to continue the adventure and create your own map here to further un-explored territories, possibly a dark elf stronghold or whatever your heart desires)

19. Laboratory

The door to this room is unlocked. The room is 25' by 30'. The room is covered in wall to wall bookshelves. There are tables everywhere with boiling apparatus's and strange equipment. Hunched over a large metal table in the centre of a room is an old looking elf with dark skin, he mumbles to himself. On the table is a strange automaton made of iron. There are 10 Iron ingots in the room.

Dark Elf Mad Scientist (he wears a cloak protection from grey worms that makes him invisible to them). AC 5 HP's 8 Att 2 HD 1 Damage Quarterstaff 1D6 XP 30). The scientist is not a wizard but he carries 2 scrolls, Mirror Image, and Invisibility.

GM's note – (The Mad Scientist has been trapped here since the collapse at area 18.

He is a part of a group of Dark Elves that have infiltrated the mine; he tends to the grey worm larvae and helped to concoct a plan to create Iron Statues using the mines ore. All of this information is detailed in his daily journal. The plan was to create a bunch of worms & statues and then raid the local town).

1 Iron Statue AC 4 HD 4 Att 2 (Fists 1d8/1d8) Morale 11 XP 190.

20. Secret Storehouse

There is a lever in room 19 that will disengage a flame trap within the secret storehouse. If the lever is not found, anyone finding the secret trapdoor will suffer 2d6 flame damage allow a save vs breath weapon for half damage. The contents of the potions in the room will be destroyed There are 6 Iron Statue potions in this storeroom, that are used in the creation process. They are useless to the PC's but are worth 50 GP's each to the right buyer. There are also barrels of food in this room, (12 days of provisions)

21. Iron Statue Room

This room is filled with Iron Statues, 20 in all, lined up in rows of 5. Some of them have cracked legs and arms, missing heads. (These are the works in progress that didn't quite turn out, there are however 2 Statues that survived the creation process). There are exits in the east and west walls. The room is 20' by 20'.

2 Iron Statues AC 4 HD 4 Att 2 (Fists 1d8/1d8) Morale 11 XP 190.

22. Dungeon

There is a locked sliding gate that will need to be lifted or picked to get into this room. Inside the room are four cells. In three of the cells there are carcasses of what appears to be the remains of miners, strung up to the walls in their cells. The fourth cell contains a miner who is still alive. (He pleads to be released).



About The Author



Shane started out playing Fighting Fantasy™ books when he was 13. Around the same time he played his first game of D&D™ with his cousin. Later he started writing his own adventures for the Advanced Fighting Fantasy game™ and played many hilarious adventures with his friends. Fast forward a few years later, a snowy Christmas morning in Canada, he opened up his first present to find that he was given copies of all the main books for AD&D 2nd Edition™. As he got older he found less time to play games and read books and took a few years of sabbatical from all things RPG. (Insert sad face). As of last year he was asked by his cousin in law to teach him how to play D&D™ and his love affair was re-born! Having never really spent much time on Google +, he decided to check it out and found this HUGE community of these apparent “gronards” that played this game called OSR. What the heck is that? Check it out on Google + it’s an amazing community of likeminded RPG-er’s (is that a word?) that really dig the early version of the “World’s Most Popular Role Playing Game”™. Shane found all these cool clones of the original set of rules and fell in love with RPG`s all over again! (Do yourself a favor if you don’t know about the OSR go on and google it). Somewhere in the last few months, Shane decided “Hey I should try and write an adventure! And maybe put it up on this site called Drivethrurpg™, “Caverns of Ugard was born. Check it out on drivethrurpg.com it’s free.

Shane’s brain is currently smoking with ideas for a huge module, tentatively called “The Enormity Project”; hopefully he will get that thing finished up by the end of the year.

Check out www.3toadstools.blogspot.ca to read Shane’s daily rambling about RPG’s

Shane is a recording engineer at a studio and plays rhythm guitar with a local band called “One Blue Door”. He has yet to figure out what the reference is behind the name “One Blue Door” but they do play some cool tunes! Check em out if your into “Prairie Rock”
www.facebook.com/onebluedoor

If you haven’t guessed that I`m a goofball yet, please see above picture.

Cheers! And keep those dice rolling!

Pre-Generated Characters

Name: Galahad The Grey
Alignment: Good
Starting Hit Points: 1d8
Current Hit Points: _ _ _ _

Male Human Fighter
Armour Class 7

Attributes

Strength **13**
Dexterity **14**
Constitution **11**
Intelligence **7**
Wisdom **14**
Charisma **11**

Equipment

Leather Armour, Shield, Short Sword 1d6,
backpack, dry rations for a week, 3 torches

Gold: 15 GP's

Name: Wiz Fandergraph
Alignment: Good
Starting Hit Points: 1d4
Current Hit Points: _ _ _ _

Human Female Wizard
Armour Class 9

Attributes

Strength **5**
Dexterity **6**
1d6
Constitution **13**
Intelligence **14**
Wisdom **10**
Charisma **4**

Equipment

Hooded Cloak, Large Sack, dry rations for
a week, spell book, 1 torch, Quarterstaff

Gold: 12 GP's

Spells

Read magic, charm person, detect magic, shield, magic missile

Name: Alhan The Steadfast **Human Male Cleric**
Alignment: Good **Armour Class 5**
Starting Hit Points: 1d6
Current Hit Points: _ _ _ _

Attributes

Strength **8**
Dexterity **13**
Constitution **15**
Intelligence **7**
Wisdom **10**
Charisma **12**

Equipment

Chainmail, Club (1d4), backpack, rations for a week, holy symbol, lantern, flint & steel
Gold: 5 GP's

Cleric Spells

Cure Lights Wounds, Light, Protection From Evil

Name: Haw-Thrig The Sneak **Human Female Thief**
Alignment: Neutral **Armour Class 7**
Starting Hit Points: 1d4
Current Hit Points: _ _ _ _

Attributes

Strength **12**
Dexterity **13**
Constitution **11**
Intelligence **12**
Wisdom **9**
Charisma **9**

Equipment

leather armour, dagger, backpack, rations for a week, thieves tools
Gold: 8 GP's

Thief Skills %

Pick Locks 17, Find & Remove Traps 14, Pick Pockets 23, Move Silently 23, Climb Walls 87, Hide In Shadows 13, Hear Noise 1-2.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which

specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's

name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. The following material is released as Open Game Content as per the terms of the Open Game License: All character and monster stats, all magic item abilities, all spells, trap mechanics and other items that describe game mechanics. All other content remains Product Identity.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor

unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook,
Copyright 2004, Troll Lord Games; Authors
Davis Chenault and Mac Golden.

Cave Cricket from the Tome of Horrors,
copyright 2002, Necromancer Games, Inc.;
Authors Scott Greene and Clark Peterson,
based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors,
copyright 2002, Necromancer Games, Inc.;
Author Scott Greene, based on original
material by Gary Gygax.

Fly, Giant from the Tome of Horrors,
copyright 2002, Necromancer Games, Inc.;
Author Scott Greene, based on original
material by Gary Gygax.

Golem, Wood from the Tome of Horrors,
copyright 2002, Necromancer Games, Inc.;
Authors Scott Greene and Patrick
Lawinger.

Kamadan from the Tome of Horrors,
copyright 2002, Necromancer Games, Inc.;
Author Scott Greene, based on original
material by Nick Louth.

Rot Grub from the Tome of Horrors ,
Copyright 2002, Necromancer Games, Inc.;
Authors Scott Greene and Clark Peterson,
based on original material by Gary Gygax

Labyrinth Lord™ Copyright 2007-2009,
Daniel Proctor. Author Daniel Proctor.

3 Toadstools Publishing Copyright 2014,
Shane Ward. All Room Descriptions &
Story.