

Labyrinth Lord

The Village of Larm

by Moritz Mehlem with Art by Andy Taylor



**BRAVE HALFLING
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Larm is a small village of 112 inhabitants located on the borderlands. This accessory includes descriptions of all the town's major inhabitants, many small tasks the characters can do in the village and three completely fleshed out small adventures. It is suitable for characters of 1st-3rd level and is easily used with all editions of the world's most popular fantasy RPG.

Labyrinth Lord brings back the feel
of older edition fantasy games



This accessory is for the *Labyrinth Lord* fantasy role playing game, and is usable with all older editions of the world's most popular rpg.

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The Village of Larm

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LARM

A) About this Accessory

Every RPG needs a small village as a starting point and safe haven for the adventurers. It should include a smaller dungeon and some opportunities for role-playing too.

This *Labyrinth Lord* accessory does exactly that.

Larm is a small village of about 100 inhabitants (112 to be precise), located in the borderlands. You will find descriptions of all the major inhabitants, a lot of small tasks the characters can do for the village, two mysterious places to be explored, and a goblin camp nearby...

The Mill (Appendix 1) is designed as a small starter dungeon to introduce the players to the mechanics of the game. The *Abandoned Temple* (Appendix 2) is a somewhat bigger dungeon, where the players are confronted with various types of undead and the necessity of drawing a map. The *Goblin Camp* (Appendix 3) is set to test the tactical skill of the players, having to fight a group of weak, but organized humanoids.

The boxed texts can be read or paraphrased to the players.

B) General Description and History

The village of Larm is situated roughly 120 miles to the north-east of Dolmvay. It's a typical borderland village, which suffers an occasional attack from the neighbouring goblin tribes.

Larm is a relatively young settlement. Antonius Rusticus, father of Caius, the village Mayor, founded and built the settlement some 40 years ago. The deity that helped the hamlet through the early hard years was Thaxon, god of Nobility and Justice.

Thirty years ago the Abbot (who is still alive, but now lives as the half-crazed Hermit on the opposite riverbank) unleashed a terrible evil upon his clerics and the temple was abandoned. From that day on nobody has ever set foot in the temple.

After 5 hard years without the protection of a deity, the cleric Ansbert came to Larm and established a new temple, dedicated to the goddess Glenys, "The Wise Mother".

Despite its small size Larm is an important trading centre, as the trade route, extending from the Dwarven regions in the east to the capital Dolmvay, goes right through the heart of the village. Another factor giving this small village a certain importance is the river Dolm, on which part of the Dwarven trade and all of the lumber trade to Dolmvay, are shipped downstream.

As a necessary protection against the invading goblins and orcs, Larm is surrounded by a sturdy palisade wall. There are three gates, protected by guard towers standing on small hillocks. There's a fourth guard tower standing near the middle of the southern palisade.

If not described otherwise, all the buildings in the village are made of wood and stone, with roofs of reed thatch. Most of them are two-storied.

Note: The patricians in the capital Dolmvay usually have Roman-style names, while the inhabitants of the mountainous Larm region typically have Germanic sounding names.

C) Life in Larm

The gates are opened at sunrise and closed at sunset. You can't enter or leave Larm after dark, no matter what might happen, or how many times you beg or try to bribe the guards.

On the first day of each week, a caravan arrives from the Dwarven lands in the north-east. Their first stop is at the Trading Bureau, after which they trade with both Reimbod and Dankmar. Around noon they can be found in the Village Square for about an hour, so that everyone in the village can have a look at their wares.

The third day of every week is "Market Day". The village will be largely deserted, except for the church and the watch towers, as most citizens will be found at the Village Square trying to strike a bargain.

On the fourth day of each week, ships from Dolmvay unload their goods at the dock, then travel further north-east to pick up Dwarven goods, before then returning to Dolmvay. On the return trip they don't stop at Larm.

The fifth day of each week is a day when all villagers meet around the Olde Oak, celebrating the day Mankind (and Dwarvenkind, Orckind, etc.) was created, according to the *Holy Book of Glenys*. This celebration is sponsored by Haldo Bramwise, the proprietor of The Borderland Tavern, and by the Church of the Wise Mother. It usually only ends when the last person is no longer able to stand without help.

The seventh day of the week is "Lumber Day" – the day lumber is transported downriver to Dolmvay.

D) Rumors

Every time the adventurers enter the tavern or another place with a large crowd, they can hear 1d3 rumors from the following table. (If the characters already know the rumor you rolled, just use the next rumor on the list.)

This chart gives you both the rumor and whether or not it's true or false. If it's true, it provides you with the location where the adventurers can discover more information about it. There's a list of all the possible tasks the adventurers could perform in the description of the Mayor's home (area 22).

Roll 2d20 to generate rumours: (*Continued on next page*)

2. The traders Reimbod and Dankmar are close friends. (F)
3. The owner of the Tavern used to be a stone Giant. (F)
4. A spy from an evil organization is living in Larm. (T)
- Area 25
5. The symbol of Thaxon lets you pass the guardian. (T)
- Area 30
6. Sometimes there are fires at night behind Reimbod's warehouses. (T) - Area 6
7. The miller could use a helping hand against a rat plague in the mill. (T) - Area 10
8. There are skeletons in the Abandoned Temple. (T) - Area 30
9. All the stories Haldo Bramwise tells are true. (F)

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10. The goblins have stopped attacking Larm! We're too strong for them! (F)
11. One of Dankmar's apprentices wanted to help the Miller, but he hasn't returned from the mill's cellar. (T) – Areas 10 & 11
12. Reimbod wants to buy Dankmar's shop and warehouse. (T) – Areas 6-10
13. You can always find work at the garrison. (T) - Areas 13 & 31
14. The bakery hasn't been producing bread for three days. (T) - Areas 10 & 21
15. The head of the Witold family is a retired adventurer. (T) - Area 24
16. The Olde Tree is slowly dying. (T) - Area 32
17. A large orc tribe is ready to attack Larm. (F)
18. The abbot is a trained assassin. (F)
19. Dagolas, the fletcher, was a very famous adventurer years ago. (T) - Area 16
20. The hermit is undead. (F)
21. Commander Arbogast needs help with some goblins camping very close to Larm. (T) - Area 31
22. The head of the Delgo Family is a former assassin. (F)
23. The Church of the Wise Mother will pay a huge reward to those who clear the Abandoned Temple. (T) - Area 2
24. The smith is a human, but he has been adopted and raised by dwarves. (T) - Area 17
25. The hermit is a crazy wizard. (F)
26. The mayor is the only magic-wielder in the village. (F)
27. Someone is poisoning our Village Tree. (T) – Areas 25 & 32
28. There's no danger awaiting you at the Abandoned Temple. (F)
29. If you look closely, you can see Dagolas, the fletcher, has "ears of the devil." (F)
30. The baker is evil and sells one poisoned loaf of bread every day. (F)
31. The hermit can tell you things about the Abandoned Temple. (T) - Area 23
32. There's a romance between the miller and the Trademaster's sister. (T) - Areas 11 & 12
33. When the Olde Tree dies, the Wise Mother will cease to exist. (Partially True) - Areas 2, 25 & 32
34. That Halfling (Bralba) lady knows how to fight. (T) - Area 20
35. The Dwarven caravans have been attacked by goblins lately. (T) – Area 2 13 & 31
36. The Church of the Wise Mother is a cover for an evil cult. (F)
37. Volkmar has a gambling problem. (F)
38. The Commander's wife is in love with the mayor. (T) – Areas 22 & 31
39. Stonemason Kjeld is the only living founder of Larm. (T) - Area 18
40. No one remembers what happened to the Abandoned Temple years ago. (F)

E) Summary of Locations and Number of Inhabitants:

Area	Location	# of Inhabitants
a	South Gate	-
b	North Gate	-
c	Central Gate	-
1	Ye Armes and Armor Shoppe	3
2	Church of the Wise Mother	12
3	The Borderland Tavern	3
4	Harbourmaster's Office	2
5	Harbour / Landings	-
6	Storage 1 (Reimbod)	-
7	Storage 2 (Reimbod)	-
8	Storage 3 (Dankmar)	-
9	Edelmann Reimbod's Fine Wares	9
10	Dankmar's Shop	3
11	Mill (Appendix 1)	1
12	Trading Bureau	2
13 a-c	Militia Barracks	25
14 a-d	Guard Tower	-
15	Training Grounds	-
16	Fletcher/Bowyer	1
17	Smithy	3
18	Stonemason	2
19	Brewery	1
20	Grocery	2
21	Bakery	4
22	Mayor	3
23	Hermit	1
24	Home of the Witold Family	3
25	Home of the Teutomar Family	6
26	Home of the Ekwin Family	8
27	Home of the Delgo Family	2
28	Home of the Garlef Family	4
29	Home of the Frodwin Family	7
30	Abandoned Temple of Thaxon (Appendix 2)	-
31	Commander Arbogast	5
32	Village Tree ("The Olde Oak")	-
33	Village Square (Market Place)	-

F) Description of all the Important Places

a, b, c) South Gate, North Gate, Central Gate

The gates, all built in the same manner, are made of solid wood, with two guards needed to open and close them. A huge log is used to bar each pair of portals.

The gates are only open during daylight hours and will not be opened after dark. At all times there are 4 soldiers at each gate. Two deal with the traffic and collect the tolls, and two man the guard towers to give cover to the first pair.

1) Ye Armes and Armor Shoppe

The business is the home of Wulf [Fighter 3, AC 2 (**chain mail +1** & **shield +1**), hp 18, #AT 1, DMG 1d8+2 (**sword +1** & strength bonus), SV F3, ML 11, AL L], his wife Erdmuthe [Normal Human, AC 9, hp 3, #AT 0, ML 8, AL L] and their

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baby daughter Ernfriede.

Every type of weapon and armor (except for bows, arrows, crossbows and bolts) can be bought here at 110% of their listed price (*Labyrinth Lord*). The shop is open all day from dawn till dusk.

The family lives in a small apartment on the first floor of their shop. There's a safe holding all the cash that Wulf hasn't yet brought to the bank in Dolmway: **2,000gp**, **3,000sp**, **4,550cp**. He travels to Dolmway once a month to deposit the cash in the bank.

2) Church of the Wise Mother ('Glenys')

Abbot Ansbert [Cleric 5, AC 4 (chain mail & shield), hp 22, #AT 1, DMG 1d6+1 (**mace +1**) or spells, SV C5, ML 11, AL L, Spells: *3 cure light wounds, bless, know alignment, cure disease*] is a wise leader of his flock. He introduced the new religion 25 years ago and since then, belief in the Wise Mother Glenys has prospered and is unrivalled in Larm today.

Glenys is the goddess of the Hearth, Home, Healing, and Wisdom. Thus it's not a big surprise that her holy symbol is a steaming pot hanging over a hearth.

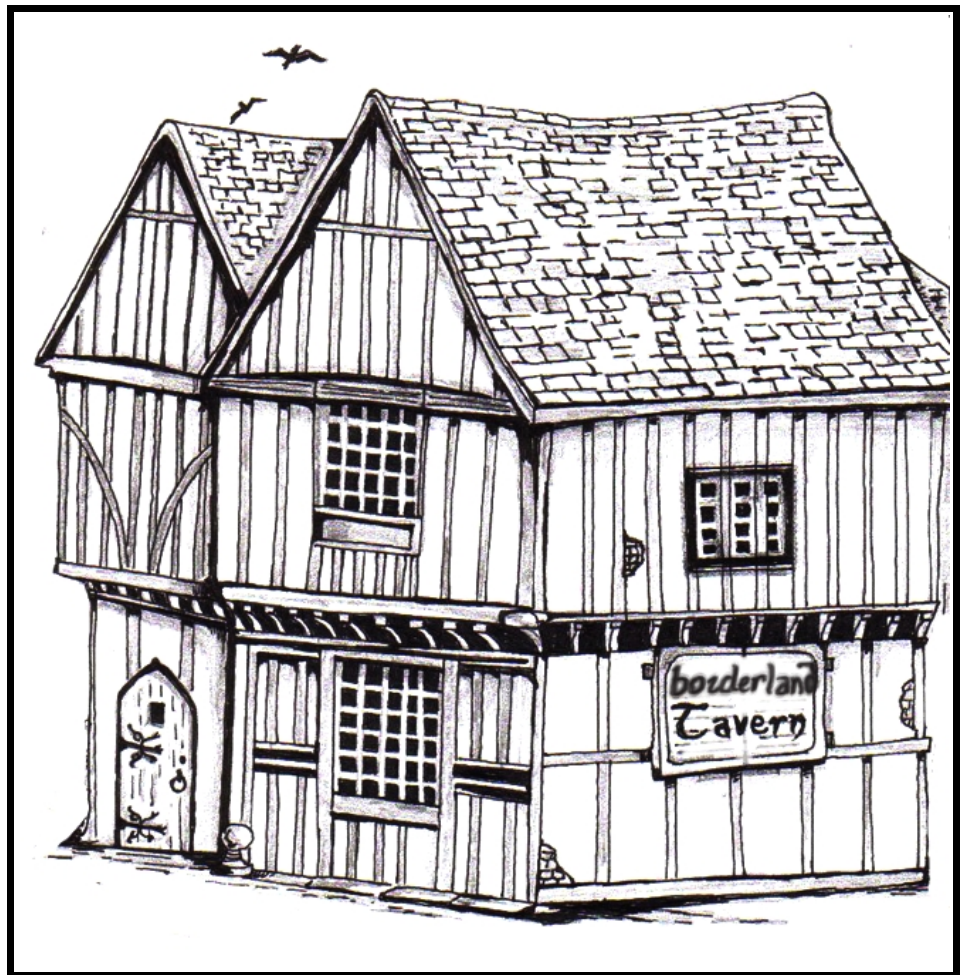
There are currently 3 Priestesses: Ragangardis, Ragelind, and Rautgunde [Cleric 3, AC 5 (chain mail), hp 13, 11, 10, #AT 1, DMG 1d6 (mace) or spell, SV C3, ML 11, AL L, Spells: *2 cure light wounds, hold person*], and 8 male Acolytes: Adalhard, Aldemar, Anselm, Armin, Asmund, Adalfried, Ariald, and Arbogast [Cleric 1, AC 8 (leather armor), hp 6, 5, 5, 4, 4, 3, 2, 2, #AT 1, DMG 1d6 (mace) or spell, SV C1, ML 9, AL L, Spells: *cure light wounds*].

The Abbot has a large room for himself, the 3 Priestesses have smaller cells, and there's one big room for the Acolytes. In the Abbot's room is a small locked chest containing the offerings to the temple. The hosting of the weekly celebration is quite costly, so there are currently only **720gp** in the chest.

The Abbot has a problem with the Abandoned Temple of Thaxon, sensing an evil inside, but he's not willing to expose his clerics to the possible dangers lurking therein.

All he knows about the temple are old stories, which say that at one point it was devoted to the god Thaxon, the god of Nobility and Justice. Then something went terribly wrong and over night, the belief in Thaxon abruptly stopped.

If the characters are willing to help him, he'll pay each party



member up to **50gp**, and allow them to keep any treasure they find. As further incentive he will give the group 1 to 3 **potions of healing**, depending on the manner of the group's conduct while speaking with him.

Apart from that, the characters can give "donations" to the temple in order to be healed or be provided with other magical spells:

Cure light wounds	50gp
Detect magic	50gp
Purify food and drink	20gp
Cure disease	100gp
Dispel magic	50gp
Locate object	150gp
Remove curse	100gp

The temple also sells the following equipment:

Holy symbol, wooden	1gp
Holy symbol, silver	25gp
Holy water (flask)	10gp
Garlic (3 cloves)	3gp
Wolfsbane (fistful)	10gp

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Believers or people in distress can find help in the Temple 24 hours a day.

3) The Borderland Tavern

The proprietor of this tavern is Haldo Bramwise [Halfling 3, AC 7 (leather armor & shield), hp 11, #AT 1, DMG 1d6 (short sword), SV H3, ML 9, AL L], but the Borderland Tavern wouldn't have the reputation it has without the help of his wife Darby [Halfling 1, AC 8 (leather armor), hp 4, #AT 1, DMG 1d6 (short sword), SV H1, ML 9, AL L] and their son Haldo Jr. [Halfling 1, AC 8 (leather armor), hp 4, #AT 1, DMG 1d6 (short sword), SV H1, ML 9, AL L]. Darby is the best waitress you have ever seen in the whole of the *Known Lands*, and Haldo Jr. is responsible for the business side of the tavern. So Haldo can sit near the fire all day, telling one tall tale after another.

The tavern has some guest rooms in the side wings. Visitors can lodge in the common room, a bare room for up to 20 persons, with a lot of – fortunately clean – straw on the floor. If their purse is a bit bigger, they can sleep in one of the three rooms that sleep six people each. But for those who love comfort there are five single rooms, each containing a bed with a very soft mattress, a large cupboard, a table and three chairs.

Food & drink:

Mug of Becke's Beer	3sp
Glass of Wine	1gp
Glass of Water	1cp
Loaf of Bread with cheese	1sp
Plate of Baked Beans	2sp
Stew "à la maison"	3sp
Steak	5sp
Half a pig	5gp

Lodging: (per night)

Common room (for up to 20 persons)	5sp / person
Group room (for up to 6 persons)	1gp / person
Single room	2gp

To take away:

Bottle of Becke's beer (1/2 litre)	2sp
Bottle of wine (1/2 litre)	1gp
Wineskin (1 litre)	15sp
Waterskin (1 litre)	2cp

"Hal" buries the daily revenue in the garden behind his tavern. If the adventurers dig there, they can find 700gp, 2,200ep, 3,150cp.

The tavern is open from 6 p.m. to 2 a.m.

4) Harbourmaster's Office

Harbourmaster Roderich [Normal Human, AC 9, HP 1, #AT 0, ML 5, AL L] is paid by the administration in Dolmvay. He's a boring bureaucrat who is responsible for keeping the books. Every ship, boat, swimmer or log moving downriver is accounted for in the endless lists he keeps.

Surprisingly, his wife Alsuna [Normal Human, AC 9, hp 2, #At 0, ML 7, AL L] is very attractive (Charisma 17).

Unsurprisingly, she spends a lot of time with her "friends".

Roderich keeps his savings in a small wooden box under his bed. Unfortunately he only owns **17sp**, as his wife is a great shopper.

5) Harbour / Landings

There are 4 wooden landings where ships or logs traveling downriver can be fastened. During the day you can find the Harbourmaster here 95% of the time.

During the night there are two militia men patrolling the bank of the river Dolm, especially the docking area.

6) Storage 1 (Reimbod)

This big storage building holds many boxes containing rare spices, pricey teas, as well as barrels of fine oils, wines and ales.

At night it is guarded by one of Reimbod's brothers.

Behind the building is a huge furnace. This is where Reimbod's men burn the goods they steal from Dankmar's storage shed.

7) Storage 2 (Reimbod)

This big storage building holds expensive tapestries and huge rolls of fine cloth, as well as high quality grain for the Miller.

At night it is guarded by one of Reimbod's brothers.

8) Storage 3 (Dankmar)

This big storage shed looks more battered than the other two storage buildings. Inside, everything is stored in wooden barrels: cheap spices, tea, food (mostly iron rations) and ale.

At night the shed is secured by a gigantic padlock. Dankmar has got the only key.

9) Don Reimbod's Fine Wares

This is the home of Reimbod [Magic-User 3, AC 8 (dexterity bonus), hp 8, #AT 1, DMG 1d4+1 (**dagger +1**) or spell, SV MU3, ML 11, AL C, Spells: *charm person*, *magic missile*, *mirror image*] and his "brothers" Sigurd, Rumold, Thorolf [Thief 2, AC 8 (leather armor), hp 5, 5, 3, #AT 1, DMG 1d6 (short sword), SV T2, ML 9, AL C], Sonnwinn, Rollo, Trudbert, Underich, and Sarolf [Fighter 1, AC 4 (chain mail & shield), hp 7, 6, 4, 4, 4, #AT 1, DMG 1d8 (sword), SV F1, ML 9, AL C]. Each of these brothers has a leather purse containing **10d8 gp**.

Of course, they are not really brothers, but as they all look very similar and often say such things as "my brother's keeper", everyone assumes they are brothers.

Their little shop is in the basement, and they live in separate rooms on the first floor. Most nights Reimbod sleeps alone in the house, while his brothers are busy guarding the warehouses or stealing things from Dankmar's storage facility.

Reimbod keeps his **spellbook** and his amassed riches locked in a safe in his room. In order to open the safe you have to know the four-digit number. Reimbod is the only one who knows the combination (2-0-0-8) necessary to open the strong metal box.

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The safe contains his **spellbook** (Spells: LVL 1 *charm person*, *magic missile*, *read magic*, *read languages*; LVL 2 *mirror image*, *knock*), **3,000gp**, and **7,300sp**)

Randomly, once in every three nights, two of the brothers break into Dankmar's run-down warehouse and steal one or two barrels of his goods. Of course they don't need the wares, which are too low a quality for them. They just want to destroy Dankmar's business. As a result, they end up burning the stuff behind their own warehouse. Reimbod's aim is to bully Dankmar into selling the shop, stock and warehouse to him, without Dankmar discovering that Reimbod is the cause of all his problems. The characters can try to catch Reimbod's men in the act, or they can snoop around in order to prove that the things burned in the furnace are Dankmar's wares, and have been set on fire with oil from Reimbod's warehouse.

Reimbod's stock:

Bottle, wine, fine glass	3gp
Bottle, wine, crystal	7gp
Flask, glass	5sp
Flask, crystal	1gp & 3sp
Ink (1 oz. vial)	10gp
Quill pen	1gp
Mirror, small steel	12gp
Mirror, crystal	200gp
Oil, good quality (1 pint)	2sp
Oil, fine quality, perfumed (1 pint)	1gp
Parchment (for 1 spell)	2gp
Parchment scroll (for up to 5 spells)	8gp
Rations, good quality, unpreserved (per day)	7sp
Rope, silk (50 ft.)	12gp
Scroll case (simple)	2gp
Scroll case (fire-, water-, and shockproof)	15gp
Spellbook (blank)	20gp
Spyglass	1,250gp
Thieves' tools	25gp
Vial (for ink, holy water...)	1gp & 5sp

10) Dankmar's Shop

Right now, the two persons running the business are Dankmar's wife Tiltrun [Normal Human, AC 9, hp 3, #AT 0, ML 11, AL L] and his apprentice Gorn [Normal Human, AC 9, hp 2, #AT 0, ML 7, AL L].

The shop's owner Dankmar [Fighter 4, AC 5 (chain mail), hp 22, #AT 1, DMG 1d10+2 (**two-handed sword+1** & strength bonus), SV F4, ML 11, AL L] is desperate and thinking of selling his business.

Three days ago, one of his two apprentices went to help the Miller with a serious rat problem, but hasn't returned from the mill's cellar. No one has had the courage to go and look for him, and the militia is too busy fending off the goblins. Thorkell, the apprentice, has been killed by giant centipedes (see area 11).

Two or three times a week, one or two barrels are stolen from his warehouse by night. His apprentice Gorn tried to catch the thieves one night, but was beaten into unconsciousness, not

having caught a glimpse of the bandits.

Those thieves, of course, are Reimbod's men. Three of them actually are thieves, who have no problem picking the big lock. Typically, one of the thieves works in tandem with one of the fighters. They steal one or two barrels and then burn them behind one of Reimbod's warehouses.

Dankmar is willing to pay 100gp to anyone who can discover the identity of the culprits. He'd pay more, but at the moment he doesn't have a lot of money. To be honest, he's just days away from selling his shop and warehouse to Reimbod. His last **190gp** are hidden in his mattress.

Story award: Should the players solve the mystery, the Labyrinth Lord should hand out between 75 and 125 experience points *per player*, depending on how well the characters have dealt with the problem.

The following items can be bought from dawn till dusk:

Dankmar's stock:

Bottle, wine, clay	5sp
Bottle, wine, glass	1gp
Candles (10)	10cp
Flask, clay	2cp
Flint and steel	2gp
Grappling hook	1gp
Hammer	5sp
Ladder (10 ft.)	5cp
Pole, wooden (10 ft.)	2sp
Rations, iron, preserved (per day)	1gp
Rope, hemp (50 ft.)	5sp
Sack, large	2sp
Sack, small	1sp
Spade	1gp
Spikes, iron	1gp
Torches (10)	5sp
Waterskin/Wineskin	1 gp

11) Mill (see also Appendix 1)

Nantwin [Normal Human, AC 9, hp 3, #AT 0, ML 8, AL L] the Miller can't enter the mill's storage cellar, as a family of aggressive giant rats and other vermin have taken up residence there.

Nantwin is a clever guy who's into history and chess. He's happy being the village Miller, a job which allows him a lot of spare time for his hobbies. He has taught Nortrun, Osmund's sister (area 12), how to play chess. Now they spend a lot of time together.

For three days running he hasn't been able to produce flour, so the good people of Larm have had to live without bread.

Nantwin hasn't got any money to reward the adventurers if they free his cellar from the plague, but they could strike a deal with the bakery. A lifelong treat of free bread would be a good deal. Another motivation for the players might be the offer of 100gp from the Mayor, if they can get the bakery back into business again.

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Nantwin works on the ground floor and lives on the first floor. Most of the storage rooms are in the cellar. More detailed information and a map of the mill can be found in Appendix 1.

12) Trading Bureau

Trademaster Osmund [Normal Human, AC 9, hp 3, #AT 0, ML 8, AL L] lives here with his sister Nortrun [Normal Human, AC 9, hp 1, #AT 0, ML 8, AL L].

Like Roderich, Osmund and Nortrun are paid by the administration in Dolmvay. It's their job to keep track of all trade in Larm.

They are nice people. Osmund spends his day overseeing the market place, dealing with Dwarven traders, ships coming from Dolmvay, woodcutters, and the local traders, Reimbod and Dankmar. He tries to keep the peace between the last two and will willingly tell the characters about the rivalry between those two businesses. Osmund has recently come under the impression that Reimbod wants to take over Dankmar's business.

Nortrun is in love with Nantwin, the Miller. She hates chess, but it gives her the opportunity to spend more time with him. She can be found either at the trading post (70% of the time) or at the mill (30% of the time).

13) Militia Barracks

Three buildings house the village militia. Arbogast commands 5 swordmasters (Fighter 3), 7 warriors (Fighter 2), and 13 veterans (Fighter 1).

13a) Main Building

The main building is empty of all but Commander Arbogast's desk and some chairs. There he spends a lot of his time here, planning the city's defences and consulting with his three trusted advisers.

These 3 advisers each have their own areas of expertise. Meinald [Fighter 3, AC 2 (plate mail & shield), hp 18, #AT 1, DMG 1d8 (sword) or 1d6 (longbow), SV F3, ML 11, AL L] is responsible for arms, armor, and equipment.

Edelmann Harald [Fighter 3, AC 2 (plate mail & shield), hp 15, #AT 1, DMG 1d8+2 (sword+1 & strength bonus) or 1d6 (longbow), SV F3, ML 11, AL L] is the Stable Master; and Volkmar, "The Hammer", [Fighter 3, AC 0 (plate mail+2 & shield), hp 12, #AT 1, DMG 1d8 (sword) or 1d6 (longbow), SV F3, ML 11, AL L] helps the Commander with military or strategic problems, and is the militia's Treasurer. Despite all the rumors about his gambling debts however, there have never been any irregularities with the finances.

There are two other swordmasters, the sisters Kunheide and Lindrun [Fighter 3, AC 2 (plate mail & shield), hp 21, 19, #AT 1, DMG 1d8+2 (sword & strength bonus) or 1d6 (longbow), SV F3, ML 11, AL L]. They are in charge of drilling the lower ranks.

Despite problems concerning his private life (see area 31) and recent problems with his men, Arbogast is a very organized and reliable soldier, meticulously planning and executing the

defence of this small village. He can be found here 80% of the time and spends 20% of his time at home (see area 31).

13b) Equipment / Stables

You can find the militia's equipment here. It's in very good repair due to the fact that Meinald takes his responsibilities very seriously. He spends a lot of time in this big hall, repairing and polishing the inventory.

The inventory consists of 25 swords, 30 bows, 3,000 arrows, 15 sets of leather armor, 10 of chain mail, and 5 sets of plate mail, which are all neatly stacked in this huge room.

Stable Master Edelmann Harald and two of the militia clean and feed the 20 war horses (hp 16 each) on a regular basis, increasing the horses' morale from 9 to 11.

The characters can buy 6 of these war horses for 300gp each.

13c) Bedrooms

All in all there are 9 bedrooms in this building. Five single rooms for the swordmasters, three with room for two or three people each (for the veterans), and one common room for the warriors.

The veterans Wigand, Thore, Ulbert, Friederun, Thrasholde, Teuderun, and Wunna [Fighter 2, AC 5 (chain mail), hp 14, 13, 13, 11, 11, 10, 8, #AT 1, DMG 1d8 (sword) or 1d6 (longbow), SV F2, ML 11, AL L] are all armed with swords and bows, and wear chain mail bearing the symbol of the Wise Mother, a steaming pot hanging over a hearth.

The same holds true for the warriors Holmger, Irminar, Iring, Osbert, Neidhart, Roar, Reimar, Rodewald, Almunda, Raskild, Rodehild, Salgard, and Gerda [Fighter 1, AC 8 (leather armor), hp 14, 13, 13, 11, 11, 10, 8, #AT 1, DMG 1d8 (sword) or 1d6 (longbow), SV F1, ML 9, AL L], only they wear leather armor instead of chain mail.

14) Guard Tower

All the guard towers are built and manned in exactly the same manner. The towers are 25 foot high wooden constructions, with a small platform with room for two soldiers, who will be equipped with bows (20 arrows) and swords in case of melee.

All the militia men are trained to leave the towers in 1 round and resume fighting on the ground the following round.

15) Training Grounds

No matter whether it's snowing, raining, or the sun is blazing, Commander Arbogast and the two swordmasters, Kunheide and Lindrun, drill the militia men and women who are not currently on guard-, gate-, or patrol-duty, from noon to 3 p.m., seven days a week.

Drill consists of marching, weapons training (melee), marching, tactics, marching, weapons training (ranged), marching, riding practice, and even more marching.

A lot of the villagers, especially the children, gather every day to watch their heroes training and to cheer them on.

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16) Fletcher/Bowyer

Dagolas [Elf 5, AC 2 (chainmail+1 & shield+1), hp 22, #AT 1, DMG 1d8+2 (sword+1 & strength bonus) or 1d6 (longbow), SV E5, ML 12, AL L] is a retired adventurer. He used to work for a secret society with the aim of righting all the wrongs in the Dolmvay region, but he is no longer active.

Dagolas has not cast a magic spell since retiring. He has even burned his spellbook, vowing never to use magic ever again. He intends to lead a simple life, making arrows and bows – and, to a lesser degree, crossbows and bolts.

He won't join the adventurers, but he's the only person in the village who suspects the Teutomar family of being traitors. He has seen their family head acting strangely during the weekly celebrations at the Olde Oak.

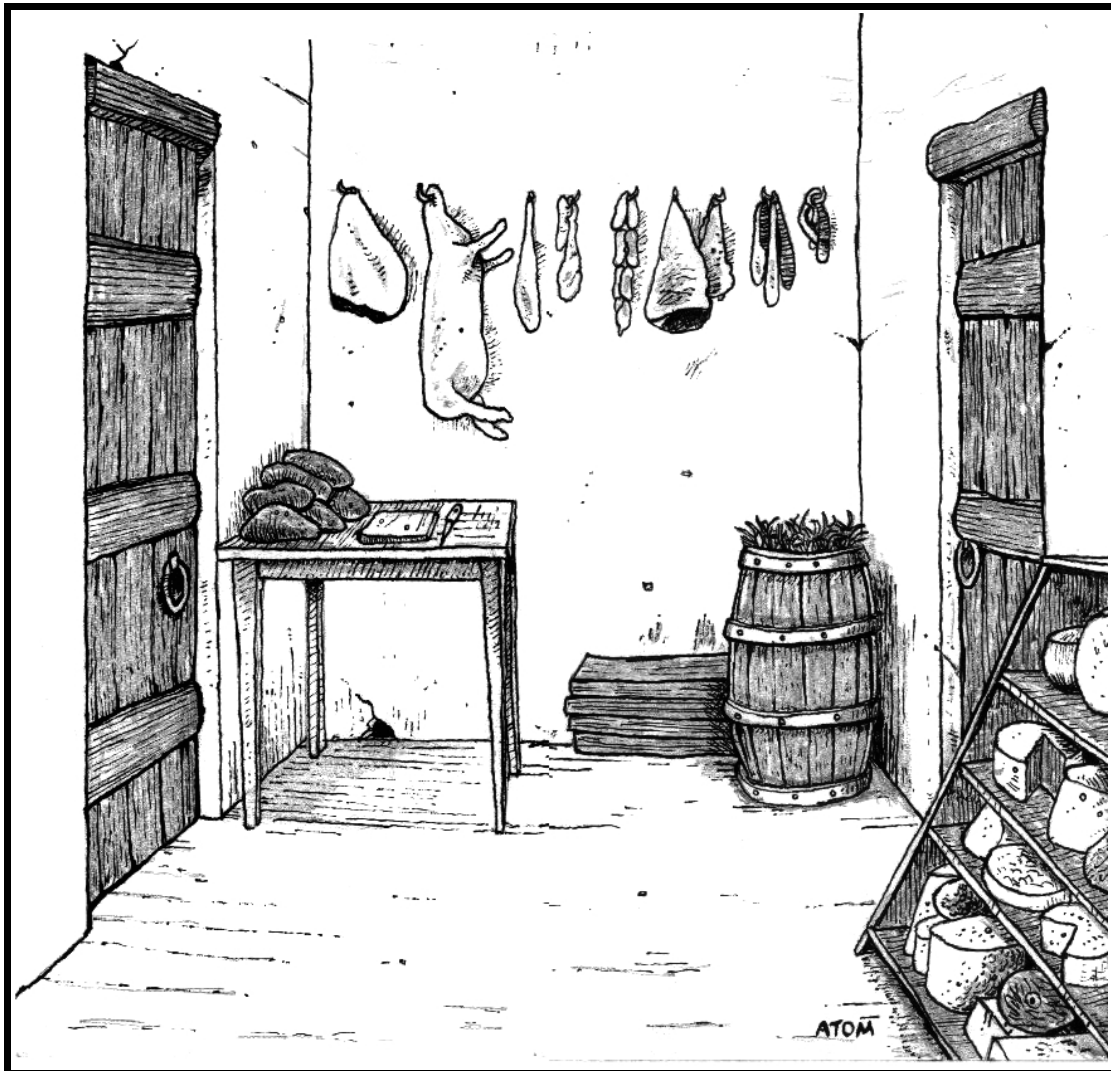
Dagolas's stock:

Bow, long	32gp
Bow, short	15gp
Quiver and 20 arrows	4gp
Arrow with silver tip	5sp
Crossbow, heavy	25gp

Crossbow, light	15gp
Case and 10 quarrels	2gp
Quarrel with silver tip	1gp

17) Smithy

Aaron Strongbeard [Fighter 2, AC 4 (chain mail & shield), hp 10, #AT 1, DMG 1d8 (sword), SV F2, ML 12, AL L] was adopted by a Dwarven clan when his parents died in a goblin raid. Thus he learned his profession by the true masters. One day the inevitable happened, he fell in love with a Human lady named Hedda [Fighter 2, AC 4 (chain mail & shield), hp 8, #AT 1, DMG 1d8 (sword), SV F2, ML 9, AL L]. They left the Dwarves five years ago and settled down in Larm. The two were followed by Aaron's brother Burin [Dwarf 2, AC 2 (plate mail & shield), hp 13, #AT 1, DMG 1d8 (battle axe), SV D2, ML 12, AL L], a "real" dwarf. The three of them have proven to be an invaluable asset to the village, being both a good team in the smithy, as well in battle.



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Aaron's stock:

Axe, battle	6gp
Dagger	3gp
Dagger, silver	25gp
Scimitar	15gp
Sword, long	8gp
Sword, bastard	18gp
Sword, short	13gp

18) Stonemason

Stonemason Kjeld and his wife Lioba [Normal Humans, AC 9, hp 3, 2, #AT 0, ML 7, AL L] are ordinary people.

Kjeld is so old that he is the last remaining founder of Larm. Unfortunately he is not a very reliable source of information, as he tends to forget things and make the facts up on the fly when telling his stories of the "olde tymes".

Labyrinth Lords should use him as a source of not only information, but disinformation too.

19) Brewery

Becke [Normal Human, AC 9, hp 3, #AT 0, ML 11, AL L] is a loner. He's only happy when he can spend time at the brewery.

He doesn't know a lot about what goes on in Larm. The only time you'll meet him outdoors is when he visits Reimbod, to buy new brewing equipment or oats, or when he sells his beer to the proprietor of the Borderland Tavern.

The villagers think he's a bit crazy, but they tolerate Becke because the beer and other alcoholic beverages he produces are of the highest quality. One of the main reasons for people to enter the Borderland Tavern is to drink a nice mug of "Becke's"! The brewer owns **300gp**.

20) Grocery

Who else could own the village's grocery store, but a married Halfling couple? Dango [Halfling 1, AC 7 (leather armor & shield), hp 4, #AT 1, DMG 1d6 (short sword), SV H1, ML 11, AL L] and Bralba [Halfling 3, AC 6 (leather armour+1 & shield), hp 13, #AT 1, DMG 1d6+1 (short sword+1) or 1d6+2 (short bow+1 (30 arrows) + racial bonus), SV H3, ML 12, AL L] are friendly people, well-liked by everyone in Larm. What nobody knows is that Bralba is a fierce fighter and will do everything in her power to protect the village she loves with all her heart. Bralba keeps all the couple's money (**40pp, 15gp, 120sp**) in her wallet.

21) Bakery

Guiskard and his three apprentices, Gerolf, Thorbjörn, and Sintbert [Normal Humans, AC 9, hp 4, 3, 3, 2, #AT 0, ML 9, AL L], are well-known throughout the entire *Known Lands* for their exclusive assortment of hand-made, all-natural bakery products.

One of the apprentices is away most of the time, traveling to the most remote parts of the *Known Lands* delivering their highly sought after wares.

Apart from plain loaves of bread, they also bake all kinds of other interesting wares:

Guiskard's stock:

Bar, caramel pecan (3)	9sp
Bar, chocolate oatmeal (3)	9sp
Biscotti (4)	8sp
Bread (loaf)	5sp
Brownie, cream cheese (3)	9sp
Brownie, daddy warbucks (3)	8sp
Cookies, classic (12)	15sp
Cookies, decorated (3)	7sp
Cookies, pie-crust (2 bags)	8sp
Elephant Ears (2)	5sp
Granola, cherry pecan (1 bag)	8sp
Granola, cranberry walnut (1 bag)	8sp
Granola, just nuts (1 bag)	7sp
Kringle (1 filling)	13sp
Kringle (2 fillings)	14sp
Kringle (3 fillings)	15sp
Macaroon, almond (5)	9sp
Macaroon, coconut (5)	9sp
Snack Toast, garlic (1 bag)	3sp
Snack Toast, sugar (1 bag)	3sp

22) Mayor

Caius Rusticus [Magic-User 5, AC 9, hp 13, #AT 1, DMG 1d4 (dagger) or spells, SV MU5, ML 12, AL L, Spells: *charm person, light, arcane lock, web, fire ball*] lives here with his children, a son Gnaeus, and daughter Claudia [Normal Humans, AC 9, hp 3, 1, #AT 0, ML 8, AL L], whose mother died 15 years ago while giving birth to Claudia. Caius has shown no interest in women since. The Commander's wife, Janet, is in love with him, but so far Caius hasn't noticed.

Caius is the best source of general information concerning everyday life in Larm. He knows about most current problems, but not always the reasons behind them.

In front of his house is a wall where official proclamations are posted. Characters can ask him for specific details about these proclamations, or they can enter his home to collect their rewards for missions successfully completed.

Current proclamations can be found in Appendix 5.

His **spellbook** (Spells: LVL 1 *charm person, magic missile, light, sleep*; LVL 2 *arcane lock, web, mirror image*; LVL 3 *fire ball, water breathing*) can be found in his study. In the drawers of his desk is all of his money – **100pp, 2,500gp, and 5,500sp**. The money is protected by a trap (area effect: everyone in the room is stunned for 2d6 turns – 1d6 if a Saving Throw is successful.)

The Mayor currently knows about the following problems:

- The Olde Oak is slowly dying. The Mayor is willing to pay 150gp if the characters find out why, and another 150gp if they can stop it (see Village Tree – 32 / Home of the Teutomar Family – 25).

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- The Miller has a problem with a rat plague. The Mayor is willing to pay 100gp if the Baker gets some flour and can resume his work. (see Mill – 10 / Appendix 1)
- The Commander of the militia wants the removal of a small goblin camp to the north. (see Commander Arbogast – 31 / Appendix 3)
- The Church of the Wise Mother is looking for heroes who can clear the Abandoned Temple. (see Church of the Wise Mother – 2 / Abandoned Temple – 30 / Appendix 2)
- Wares are being stolen from Dankmar's storage building. (see Dankmar's Shop – 10 / Storage 3 – 8)

23) Hermit

Brother Erkmar [Cleric 6, AC 9, hp 20 (currently 4), #AT 0, ML 5, AL L] has been living in this cave for about 20 years now. You can read his story in the section about the Abandoned Temple (area 30). He was the Abbot of the Temple of Thaxon, but feels responsible for the destruction of his temple and the death of all the monks and clerics in it.

This feeling of guilt drove him crazy and the characters have to be careful if they want to learn at least parts of his story, which might help them in their task of freeing the temple from evil.

Note: The half-crazed Hermit is the only one who knows exactly what has happened in the crypt, because no-one has dared to enter the temple since the Abbot left in a daze.

24) Home of the Witold Family

This modest wooden house is the home of the Witold family. Witold is a retired adventurer [Thief 5, AC 4 (leather armor+2 & dexterity bonus), hp 16, #At 1, DMG 1d6+2 (short sword+2), SV T5, ML 11, AL L]. He ended his adventuring days to be with his wife Minnegard and 14-year old daughter Gesa [Normal Humans, AC 9, hp 3, 1, #AT 0, ML 8, AL L].

Nowadays Witold earns his living by carving small wooden statues and selling them on Market Day. This doesn't make him a rich man, but he is happy with the life he's leading at the moment.

The **55gp** the family own are hidden under an old and slightly rusty bathtub, behind the house.

25) Home of the Teutomar Family

A story has been going around for years that the Church of the Wise Mother will cease to exist the moment the Olde Oak dies. This is not going to happen, as there is no connection between the Church and the tree, but a lot of villagers believe the old story.

Obedying the orders of an evil organization, Teutomar [Thief 4, AC 7 (leather armor & dexterity bonus), hp 12, #AT 1, DMG 1d8 (sword), SV T4, ML 12 (fanatic), AL C], head of the Teutomar family, is slowly poisoning the tree.

Every week he brings a bit of poison to the celebration, puts it into his beer, pretends to be drunk and pours the poisoned drink over the tree roots. If he can continue this for another 3

weeks, the tree will be irreparably damaged and will die sometime during the following 4 weeks.

His family (wife Valborga, sons Teutomar 2nd, Teutomar 3rd, Teutomar 4th, and their daughter Valborga 2nd) doesn't know that he works for the evil network, which operates from the *Ghoul Keep* to the north.

Supported by his organization, Teutomar is quite rich compared to the other families of the village. He has hidden **1,500gp** (AND the **poison** [5 doses which inflict 1d6 damage each – no save!] he uses) in a small compartment under his bed.

26) Home of the Ekwin Family

The eight members of the Ekwin family (father Ekwin, mother Luithilde, their daughters Helga, Gisela, Tilrun, Amelinde, and their sons Yngwe and Werenfried) are typical human settlers.

They own **32gp** hidden in a drawer in a table, located in the living room.

27) Home of the Delgo Family

The married couple Alkmar and Edlinde are average humans.

They have hidden exactly **100gp** in a lamp hanging in the kitchen.

28) Home of the Garlef Family

Baldur and Dietlind are ordinary citizens, as are their sons Otward and Odward.

Baldur and Dietlind carry their **22gp** and **15sp** on their persons at all times.

29) Home of the Frodwin Family

There's nothing noteworthy about Frodwin and his wife Reimut, except for the fact that instead of using real names, they have simply numbered their five sons in their native tongue, giving them the names: Eins, Zwei, Drei, Vier, and Fünf.

Frodwin carries the family's money (**12gp**) in a leather purse.

30) Abandoned Temple of Thaxon (Appendix 2)

The first God in Larm was Thaxon, God of Nobility and Justice. The first Abbot, Brother Thorleif, was Mayor Rusticus' right hand.

All in all, the future seemed bright for both the village and the Church of Thaxon.

Years later, Thaxon was established not only as the main god, but as the only god revered in Larm. One day the new Abbot, Erkmar, was given a strange book made of human skin and written in blood, the so-called **Dark Book of Grimic**.

He knew he had to destroy it, so he initiated a ritual involving every single monk and cleric in the temple. They gathered in the church crypt, began chanting songs and prayers, lit magic candles and a huge fire, then threw the book on top of it.

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The complex ritual wasn't necessary, as this sort of book "wants" to be destroyed (see Appendix 6). Erkmarr could have destroyed it with just a candle. Still his quick actions afterwards, and the fact that he immediately sealed the temple, prevented an even greater catastrophe occurring.

At first nothing happened, the book seemed to resist the fire. But suddenly, the Abbot was blinded by a roaring flame and the whole temple was engulfed in heavy black smoke that made it hard to breathe.

When he was able to see and breathe again, he gasped in horror, for what he saw was too terrible for him to behold.

Everyone in the temple, except for himself, had been transformed into a zombie, skeleton or other terrible form of undead. In shock, he stumbled all the way out of the temple and banged the door shut behind him, never to return again.

For several months afterwards, he wandered aimlessly around until he found a cave in a hill, on the riverbank opposite Larm. The villagers know he's there, but they leave him alone, frightened by all the stories that are told about him. (see Section D: rumours)

The description of the temple can be found in Appendix 2.

31) Commander Arbogast

The Arbogast residence is the most luxurious building in Larm, apart from the Mayor's villa of course. Arbogast [Fighter 5, AC -1 (plate mail+1 & shield+2), hp 35, #AT 2, DMG 1d8+3 (sword+2 & strength bonus) or 1d6 (longbow), SV F5, ML 11, AL L] is the undisputed leader of Larm's militia. Although in the last few weeks the Commander has had some problems with his wife Osrun [Normal Human, AC 9, hp 1, #AT 0, ML 8, AL L], who has developed a crush on Mayor Caius Rusticus.

She openly shows her husband that she is no longer interested in him. She hopes to catch the Mayor's heart and move in with him, taking her three children, Meino, Nordbert, and Nanna, with her.

Her husband tries to compensate for this private "failure" by being very harsh and distant towards his men, which is making them lose faith in him, bit by bit. He has been spending a lot of time at the barracks lately, only returning to his home when absolutely necessary.

This new found love for his job has made him realize how immediate the threat of the goblins actually is. His scouts have found a goblin camp only about 3 miles to the north-west of Larm. It's situated next to the trade road, and they have started attacking the Dwarven caravans.

Unfortunately, Arbogast hasn't got enough men to protect the village and eliminate the goblin problem at the same time.

A group of adventurers would be exactly what he needs. He's willing to pay 35gp per person for the elimination of all the goblins in the camp, and a bounty of 5gp per goblin head brought to him.

Story award: The Labyrinth Lord should hand out between 100 and 250 experience points *per player*, depending on how

well the characters have dealt with the goblins.

32) The Olde Oak (Village Tree)

The Olde Oak is symbolic of the spirit of "all for one and one for all" that the people in Larm are so proud of.

A lot of villagers believe that Larm will vanish if the tree is destroyed.

In fact, there's no spiritual connection between village and tree, or tree and Glenys, so Larm will not be destroyed if the tree dies. But there will be some turmoil for a few days while the villagers believe the end is near, packing their belongings in a hurry and trying to get out of Larm as quickly as possible. After a few days though, the situation will return to normal.

Nonetheless, the spy Teutomar is trying to poison the tree in order to spread confusion in Larm, weakening the town against future attacks by the evil network he's working for.

Story award: The Labyrinth Lord should hand out between 50 and 150 experience points *per player*, depending on how well the characters have dealt with the threat.

33) Village Square (Marketplace)

Almost every citizen of the village can be found in the Village Square on the third day of each week, where the market takes place from dawn till dusk. The Square is deserted on the other days of the week, except on special occasions, such as when the Mayor assembles everyone in order to inform the citizens about important issues or to settle problems.

Appendix 1: THE MILL (Starter Dungeon 1)

Room 1: Empty mill

There's no flour! Not a single grain of wheat can be seen. Something must be terribly wrong.

Nantwin the Miller greets you and asks for your help down in his storage rooms, in the cellar of the mill. He is of no use in a fight, but tells you that there are two rooms in the cellar you have to "clean".

Another thing you learn is that Thorkell, Dankmar's apprentice, tried to help him three days ago, but Nantwin heard screams and Thorkell hasn't been seen since. Nantwin was too afraid to open the door and find out exactly what had happened.

Room 2: Hall

This huge hall is completely empty, you can't even see a speck of dust. Nantwin must be a highly organized man. One thing is for sure though: the mill's interior could do with a woman's decorative touch.

Nantwin is a very practical thinking man, he has no interest in having a "nice" home. What is most important to him is that everything is "clean". This might change in the future... (see Trading Bureau, area 13)

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Room 3: Bedroom

You can see a small mattress in the south-east corner. An open book is lying next to it, as well as three candles and a tinderbox. Apart from that the room is empty.

The book deals with the fauna of the Dolmvay region – one of Nantwin's many interests.

Room 4: Library

This room is empty, except for a shelf with 20 books on it.

Ten of the books deal with chess, eight with the animals of the Dolmvay region, and two with the history of Larm. From the latter two books the characters could learn that:

- Larm was founded 42 years ago by Caius Rusticus' father.
- The first god in Larm was Thaxon, god of Nobility and Justice.
- Something terrible happened at the temple 30 years ago.
- The temple was abandoned immediately.
- The guardian of the temple can only be killed by magic.
- Thaxon's holy symbol can help you pass the guardian.

Room 5: Chess room

In the middle of this room is a table with two chairs. The two chairs are facing each other. On the table is a chess board with chess pieces in the starting position.

Nantwin spends every minute he can spare here, playing chess with Nortrun, Trademaster Osmund's sister. When she is unable to be there, he reads his books and replays old chess matches.

Room 6: Empty storage room

This room appears to be empty.

Close inspection, however, reveals some grains of wheat. This is one of the storage rooms Nantwin had access to during the past few days – it's empty now.

Room 7: Storage room

This room is filled with empty sacks.

In total 70 sacks in three different sizes can be found here.

Room 8: Empty storage room

This room appears to be empty.

Close inspection, however, reveals some grains of wheat. This is one of the storage rooms Nantwin had access to during the past few days – it's empty now.

Room 9: Storage room

In the flickering light of your torches you can see big round eyes staring unblinkingly at you.

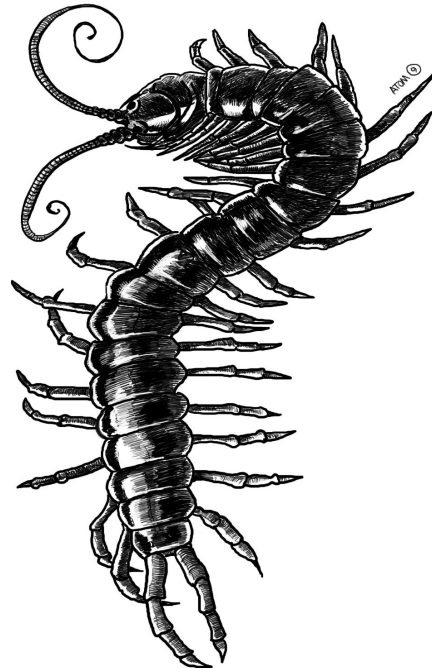
When your eyes have adjusted to the dim light, you can see 6 rats as big as large dogs. Sacks with grain are stacked to the

ceiling. A trail of blood leads to a door in the opposite wall.

The 6 giant rats (hp 4, 4, 3, 2, 2, 1) are very hungry and attack immediately. They don't have any treasure.

Room 10: Storage room

Oh no! A dead and partly eaten corpse. That must be the merchant's apprentice who tried to help Nantwin. In the far corner, where some water from the river is leaking into the cellar, you can make out the silhouettes of three very long, worm-like beasts with legs. Their antennae start twitching in anticipation as they catch scent of you.



These three giant centipedes (hp 4, 4, 1) are very hungry. They attack as fast as they can, which is not very impressive judging by their movement rate of 60'. The characters can avoid the fight easily.

Thorkell entered the cellar with no armour and only a knife as a weapon. Nothing else can be found on his body. He had been wounded by the rats and barely managed to open and close the door in order to escape. That didn't help him though, as the centipedes quickly poisoned and killed him.

Dankmar will express his gratitude by giving each character **10gp** when his apprentice's body is brought to him.

Story award: The Labyrinth Lord should hand out between 20 and 50 experience points *per player*, depending on how well the characters have dealt with the vermin.

Appendix 2: ABANDONED TEMPLE OF THAXON (Starter Dungeon 2)

This building is solely a temple. The clerics, monks and the Abbot once lived and learned in other buildings, outside Larm. They came here only for the weekly Mass, held each seventh day, and for interactions with the villagers.

On top of a small hillock you see an old run down building. The main feature is a large sign adorned by a silver chalice. A small path winds up the hill and ends before a huge doorway, which has been barred from the outside. It would be an easy task for you to take down the bar and open the door...

The silver chalice is, of course, the symbol of the god Thaxon. The characters could have learned that fact from the Hermit, Mayor Caius, or from the Abbot in the Church of the Wise Mother.

The Main Temple is the only room illuminated by daylight. The other rooms, especially on the crypt level, are completely dark and the characters will need a light source, such as a torch or lantern, in order to see anything.

All the undead in this temple were transformed by **The Dark Book of Grimic** about 30 years ago. Their task now is to destroy all life in their immediate surroundings, for example: player characters who enter any room in which the undead reside.

All the doors are made of solid wood. They are closed, but not locked. Not having been touched for about 30 years, they creak loudly when you open them.

Room 1: Main Temple

As you enter the building, a dark, heavy, stinking cloud of smoke blinds you momentarily. When the smoke has cleared enough for you to see, you can enter the huge main hall of the temple. Near the south wall is an enormous stone altar engraved with the familiar silver chalice symbol. Rows of wooden benches stand facing the altar.

There's still some of the smoke remaining and only a few rays of sunlight enter the hall, throwing dancing shadows everywhere.

There's nothing of interest in the main hall.

Room 2: Confessional I

This room is empty except for two wooden stools. A huge, leather-bound tome is lying atop one of the stools. The cover is embossed with a silver chalice.

The tome is **The Holy Book of Thaxon** (see Appendix 6: New Items).

Room 3: Confessional II

This room is empty except for two wooden stools. On each stool sits a skeleton. One of them is holding a huge, leather-bound tome in its hands.

The moment the door is opened, they stumble in your direction, attacking you with bare claws outstretched.

A villager and a low-level priest were sitting in the confessional, when the Abbot set the magic of the book free 30 years ago, turning them into skeletons. The skeletons' (hp 6, 5) task is to destroy every living thing coming near them.

The book is another **Holy Book of Thaxon**.

Room 4: Preparation Room

In the cupboards in this room you find everything needed for a church service. Candles, dusty robes, decayed songbooks, small bells...

The decorative candlesticks are the only items of value in this room. They could be sold at the Church of the Wise Mother for **150gp**.

Room 5: Stairway to the Crypt

Winding stairs in the south-western corner lead downwards. The darkness down there gives you a feeling of foreboding.

The room is empty.

Room 6: Stairway to the Main Temple

Winding stairs in the south-western corner lead upwards. No light from above penetrates the darkness, the only light comes from your torches.

The room is empty.

Room 7: Empty Hall

The walls are adorned with rotten tapestries. It seems as if the black smoke has eaten them like a giant moth. Other than that the hall appears to be empty.

The tapestries are so rotten that you can't even recognize what they once depicted. When touched they crumble to dust.

There's a hidden niche behind one of them (which can be found like a secret door) containing **Thaxon's Sword+1**. This sword has the god's name written on it in Common. When the name is spoken aloud, the blade glows with a blue light, turning the sword into a **sword+1/+2 vs. undead**.

Room 8: Hall of Bones I

Four skeletons are kneeling in a row, holding green candles in their hands, which are crossed in prayer.

Upon seeing you they get up, candles clattering to the floor, attacking you with their bare claws.

Like all the monks and clerics in the temple, these acolytes were transformed into undead when the **Dark Book of Grimic** was destroyed 30 years ago. These skeletons (hp 6, 5, 5, 2)

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won't stop attacking the characters until destroyed or turned. They are unarmed and don't carry any treasure.

There's nothing special about the candles in rooms 8-11, they were just tools in the ritual of the destruction of the evil book. They were lit at the beginning of the ritual, but didn't burn down completely. All the candles in the temple were blown out the moment the book caught fire and the people in the temple were transformed into undead.

The candles in these rooms served to channel the power of Thaxon into the candles in the crypt.

Room 9: Hall of Bones II

Not again!

Only this time eight skeletons drop their candles and begin shuffling mindlessly in your direction, arms outstretched in a strange gesture somewhere between aggression and confusion.

The skeletons (hp 8, 6, 6, 6, 4, 3, 3, 3) won't stop attacking before all their bones cover the floor.

The candles are simple candles.

Room 10: Hall of Flesh I

Four zombies get up from their knees. They drop the red candles they were holding and grab their silver-headed war

hammers. A loud wail erupts from their mouths as they begin moving towards you menacingly.

The zombies (hp 12, 11, 9, 8) attack with the silver war hammers of Thaxon that they had wielded in life. The hammers aren't magical and don't have any special abilities, but the material alone is worth **50gp** each.

The candles have no magical powers.

Room 11: Hall of Flesh II

Four ghouls are sitting on small wooden benches. In front of them you can see small candlesticks of glass, each holding a black candle. On the back of the ghouls' ragged black robes, you can see an embroidered silver chalice.

They grab their silver swords, get up shakily, as if they haven't moved for decades, and begin marching toward you, swinging their swords slowly.

The ghouls (hp 16, 14, 14, 13) wield silver swords worth **100gp** each. The candles aren't magical.

Room 12: Test of the Gods

There's nothing in this room except for a door in the south wall. Along the top of the south wall you can read "Only the will of the Gods can help you now!" written in Common language.



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The door will open as soon as a cleric spell has been cast. ANY cleric spell will do – the characters just have to show that the gods are on their side.

Room 13: Hall of Stone

The statue of a winged beast sits on a pedestal in front of the south wall.

This, of course, is a gargoyle (hp 22). It attacks every person or group trying to enter the crypt, who are not wearing the symbol of Thaxon. It will be sufficient if only one member of the group wears Thaxon's symbol openly.

The secret door in the west wall can be found on a 1-2 (d6), because Erkmar hadn't closed it properly before he left the crypt in a hurry. It can easily be opened.

Note: Don't forget that gargoyles can only be hit by magical weapons.

Room 14: Crypt

As you open the secret door, a much darker version of the smoke, which has been hanging in all the rooms of the temple, rushes towards you. You drop to the floor trying to escape the terrible stench and fearful blackness that blinds you immediately.

After a few moments you are able to see and breathe again. In the centre of this room is a huge stone sarcophagus. On the floor right beside it you can see a large pile of burnt logs and smaller branches. It's obvious that this fire hasn't burned for a long time. Something must have blown it out in an instant. The dark ashes, from what appears to have been a huge book, are scattered all around the place.

A strange symbol has been drawn on the floor in white chalk.

Four different undead are standing motionlessly on this symbol. They drop the candles they are holding and attack you.

Erkmar had assembled one cleric of every rank in the crypt before he destroyed the dark book. The

candles here were "powered" by the candles in the hands of the clerics and monks in other rooms, turning these into **Candles of Thaxon** (see Appendix 6).

This group of undead is made up of a skeleton (hp 5), zombie (hp 11), ghoul (hp 15), and a wight (hp 18). They are unarmed and attack with their claws.

The whole ritual wouldn't have been necessary, but possibly the power of Thaxon, along with Erkmar's quick thinking, helped to prevent the destruction of the entire village.

When casting a *detect magic* spell, a very faint trace of magic can be detected in the ashes, a stronger magical aura emanates from the candles lying around, and something within the huge sarcophagus seems to be of a magical nature too.

That the ashes of the evil book still show signs of magic, just goes to show how strong its magic was in the past. But they are of no use today and don't represent a danger.

There are four powered **Candles of Thaxon** (a white one from the skeleton, red from the zombie, black from the ghoul, and a green one from the wight).

With Common being the typical language of the followers of Thaxon, everyone can read the inscription on the lid of the sarcophagus. It reads: "R.I.P. Brother Thorleif, 1st Abbot of Thaxon in Larm".

If the characters open the sarcophagus, they will find the corpse of the first Abbot, Brother Thorleif, who has been buried with his sword, another **Sword of Thaxon** (see Appendix 6). A party consisting of mostly good or neutral aligned characters, hopefully shouldn't even contemplate such an act of desecration in the temple of a lawful god.

Story award: The Labyrinth Lord should hand out between 100 and 250 experience points *per player*, depending on how well the characters have dealt with the undead.

Appendix 3: GOBLIN CAMP

The Mill and the *Abandoned Temple* should not have been very taxing for most Labyrinth Lords.

The character's attack on the goblin camp will be slightly more challenging, because the players will have a lot more options to deal with the challenges of this adventure, meaning the Labyrinth Lord will have to react to whatever the players come up with.

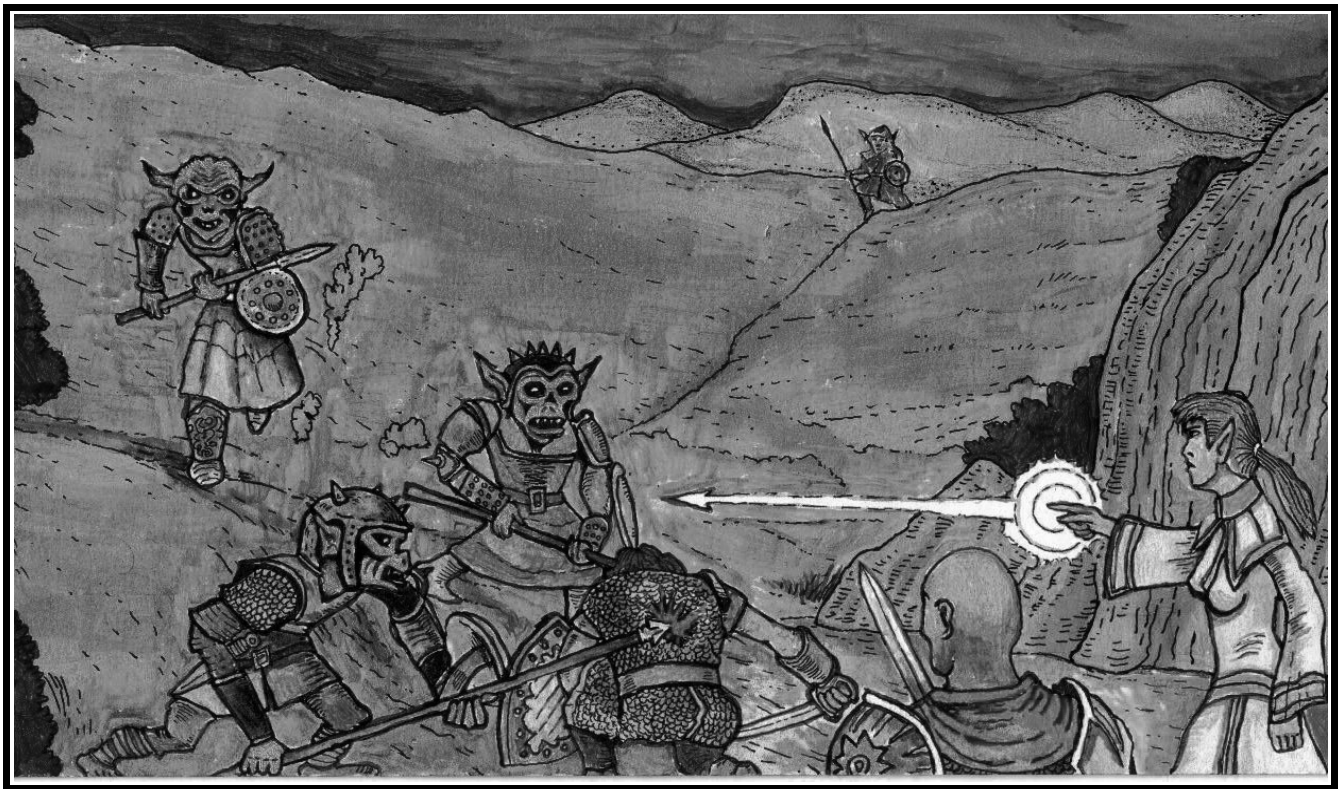
In total there are 15 goblins in the camp: a chieftain (HD 2, hp 13), 4 lieutenants (HD 1+1, hp 8, 6, 5, 4), and 10 soldiers (HD 1-1, hp 6, 6, 6, 5, 5, 4, 3, 3, 3, 2).

All the goblins wear leather armor. The soldiers are armed with short swords and shields, the lieutenants fight with shortbows, or short swords and shields in melee, and the chieftain has a **short sword+1** and **shield+1**.

Each soldier owns **1d12 sp**, each lieutenant has got a purse with **1d6 gp**, and in the chieftain's tent is a box containing all the riches taken by the goblins from the raided caravans: **1,500gp**, **700ep**, and **1,200cp**, as well as a **wand of magic missiles** and a **rope of climbing**, which looks like a very old hemp rope.

The wooden box is trapped with a poisoned needle (1d12 damage, half if a saving throw succeeds). The trap will be sprung if the box isn't unlocked with the key, worn by the chieftain around his neck.

There are several tents in the camp and in the centre is a fire pit surrounded by benches. When not on a raid, the goblins spend their time by the fire, in their tents or staging training fights.



When the party approaches the camp read the following:

That was close. You nearly missed the tiny path leading into the thick undergrowth, just to the right of the big trade route.

Commander Arbogast's description was very accurate. It took you exactly three hours to reach the location where his scouts have told you to expect the goblin camp.

From here on in, it's up to the players how things proceed.

If they follow the small path, they can see that it leads to a palisade wall approximately 10 feet high.

There's no gate across the entrance though, and the characters can only see the 2 hidden goblins guarding the entry on a throw of 1-2 on a d6. If the goblin guards spot the characters first, they will raise the alarm by ringing a huge bell, and at the same time lighting a huge pile of wood in the gateway, making it impossible for the party to enter the camp for 3d6 rounds without taking serious damage from the fire at the same time.

The ringing bell will be answered by another bell next to the fireplace, in the middle of the camp. After eight rounds all the goblins in the camp will be at the gate and the lieutenants will start firing arrows through the fire. When the fire has burned down sufficiently, the goblins will rush to the attack.

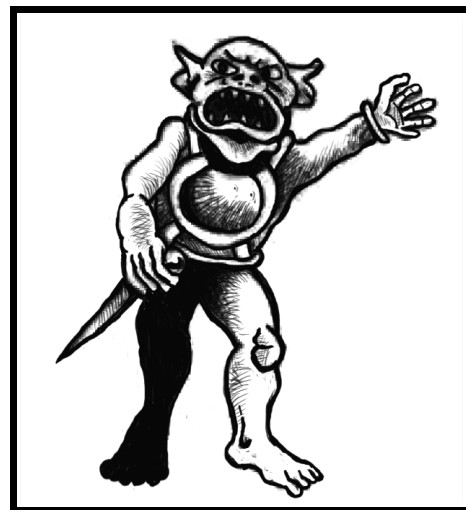
In case the players decide to scout the area first, they will find the growth of trees and bushes surrounding the clearing to be so dense, they won't be able to pass through it. In the south-west corner is another gap in the massive line of trees, which has been filled with another palisade wall, 10 feet in height. The goblins don't guard this wall, so the characters might try

to scale it undetected.

The goblins are highly trained (but not too intelligent), so they never need more than eight rounds to appear in full force when an alarm is sounded. Their strategy is always the same, they try to surround their enemies in order to flank and attack from all sides. The soldiers attack first, led by the chieftain. The lieutenants take cover, if possible, and shoot three volleys of arrows, before grabbing their swords and joining the melee.

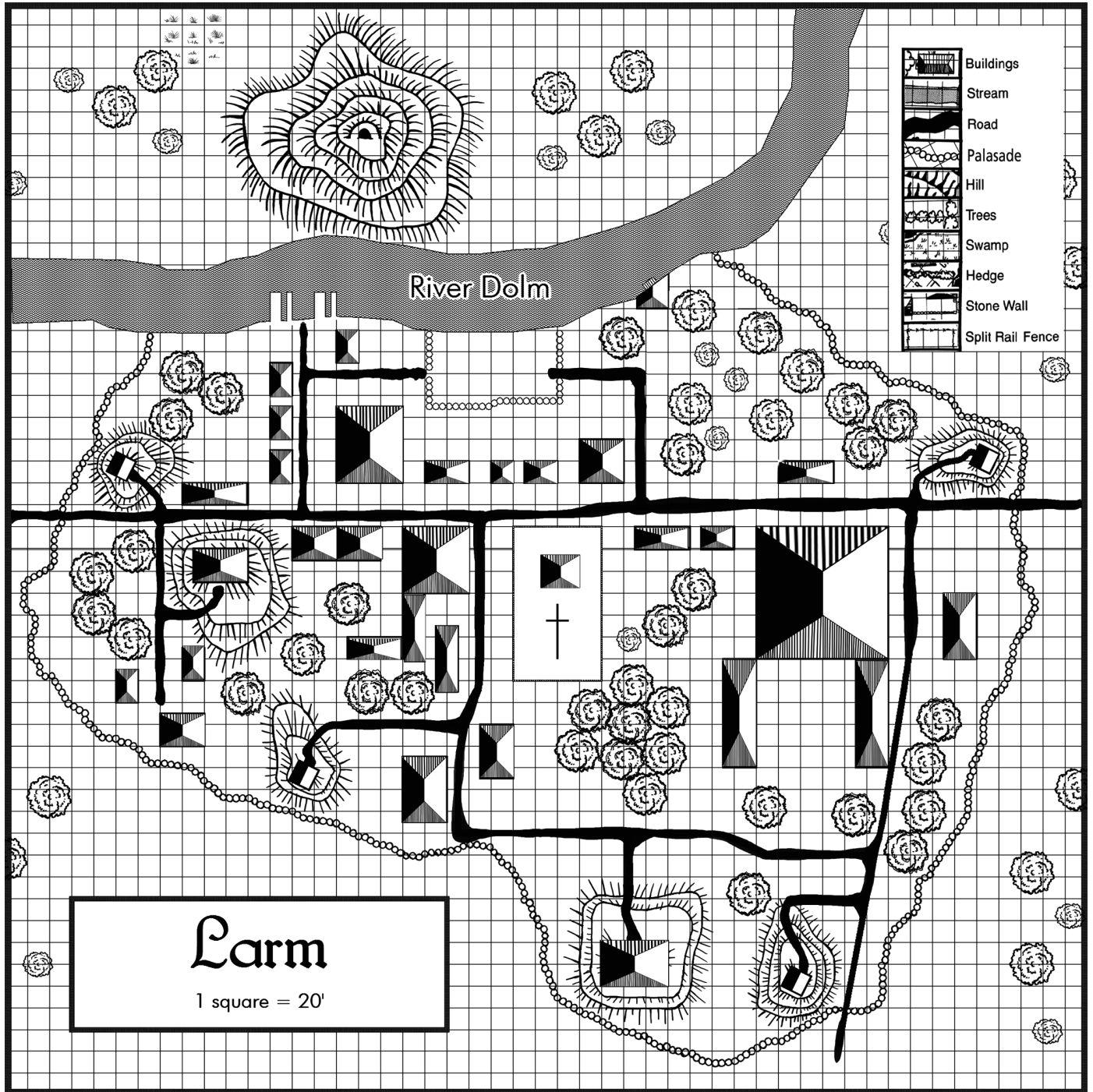
The goblin's morale will be lowered to 7 if their chief drops dead.

Story award: The Labyrinth Lord should hand out between 100 and 250 experience points *per player*, depending on how well the characters have dealt with the goblins.



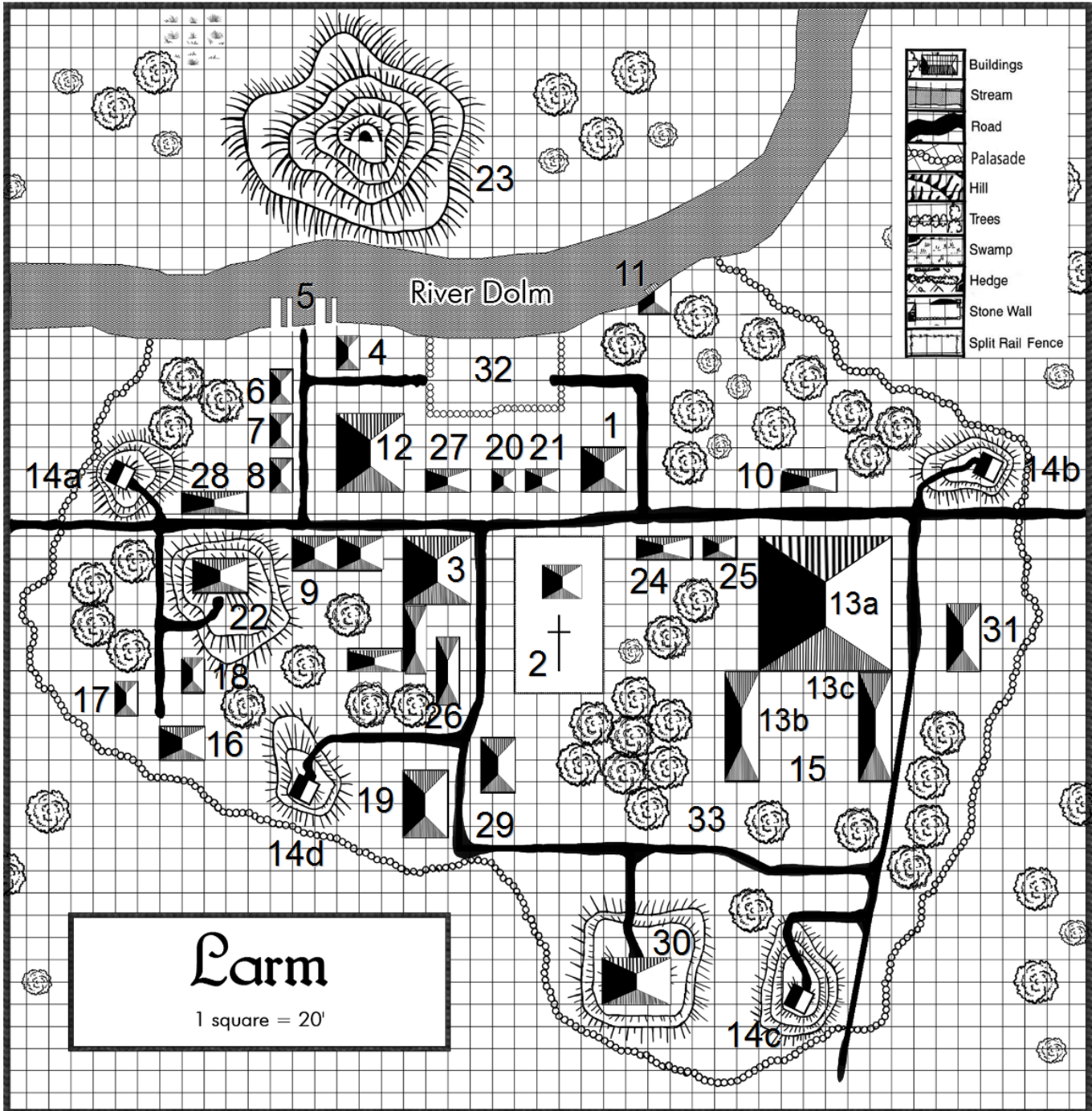
Appendix 4: MAPS

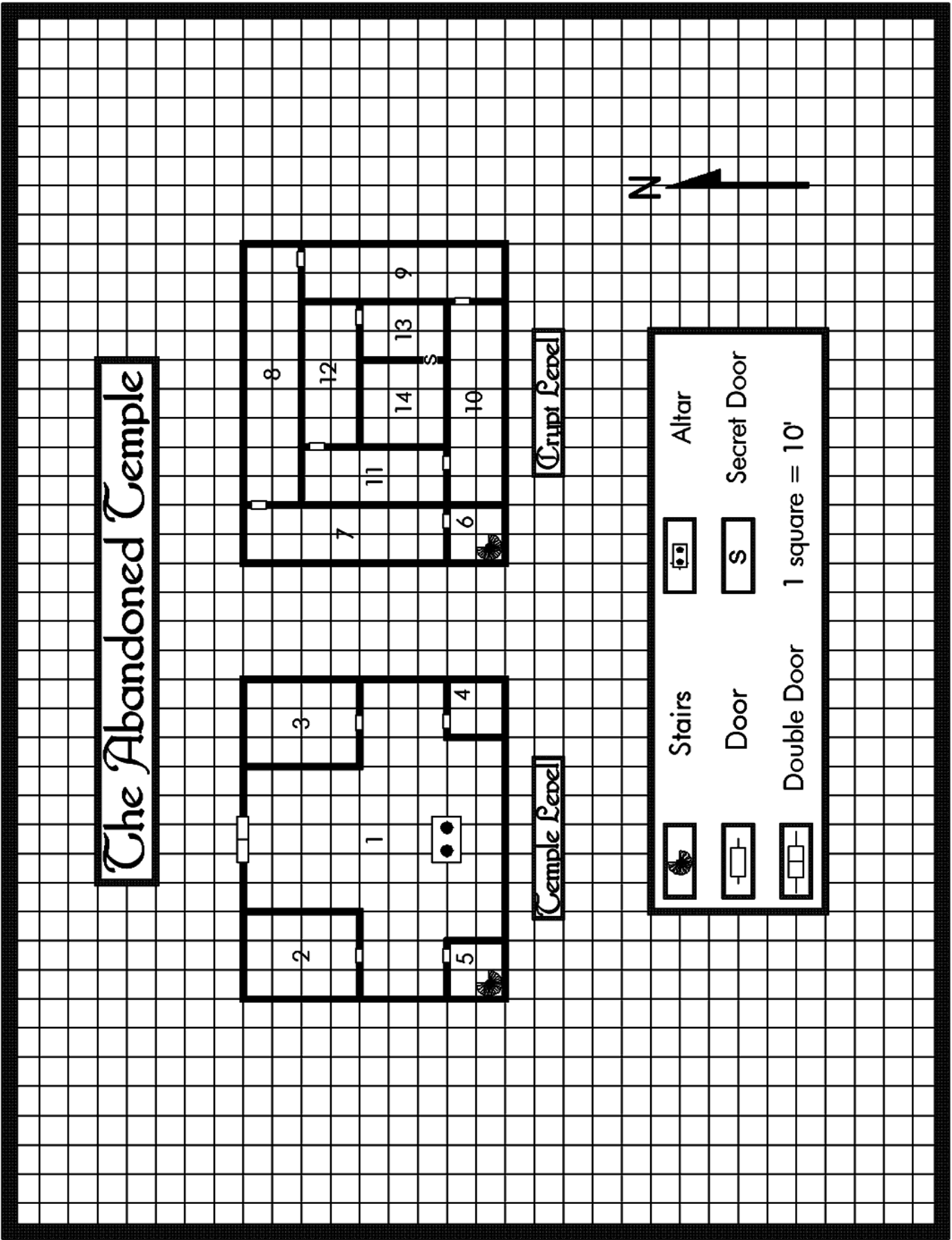
PLAYER'S MAP

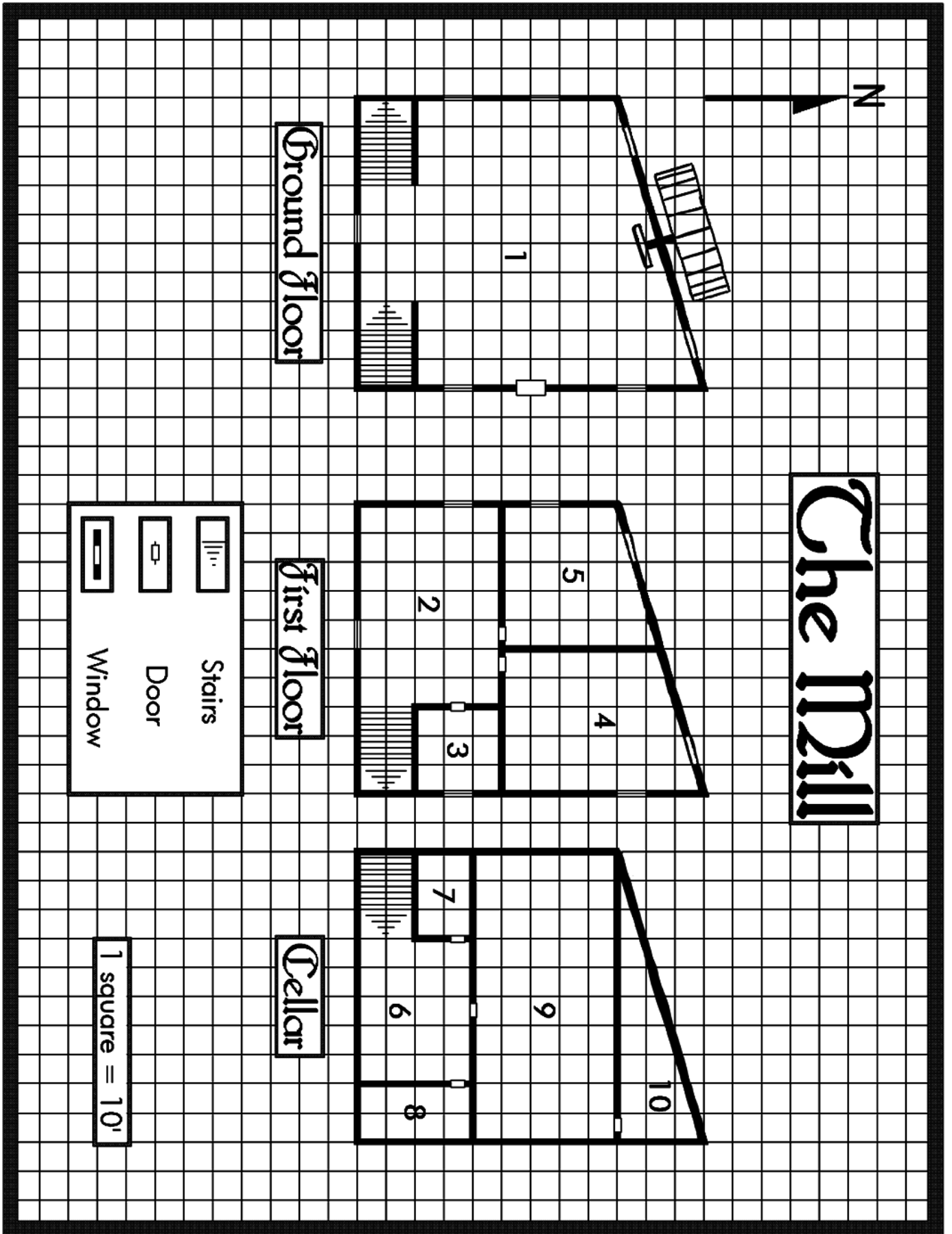


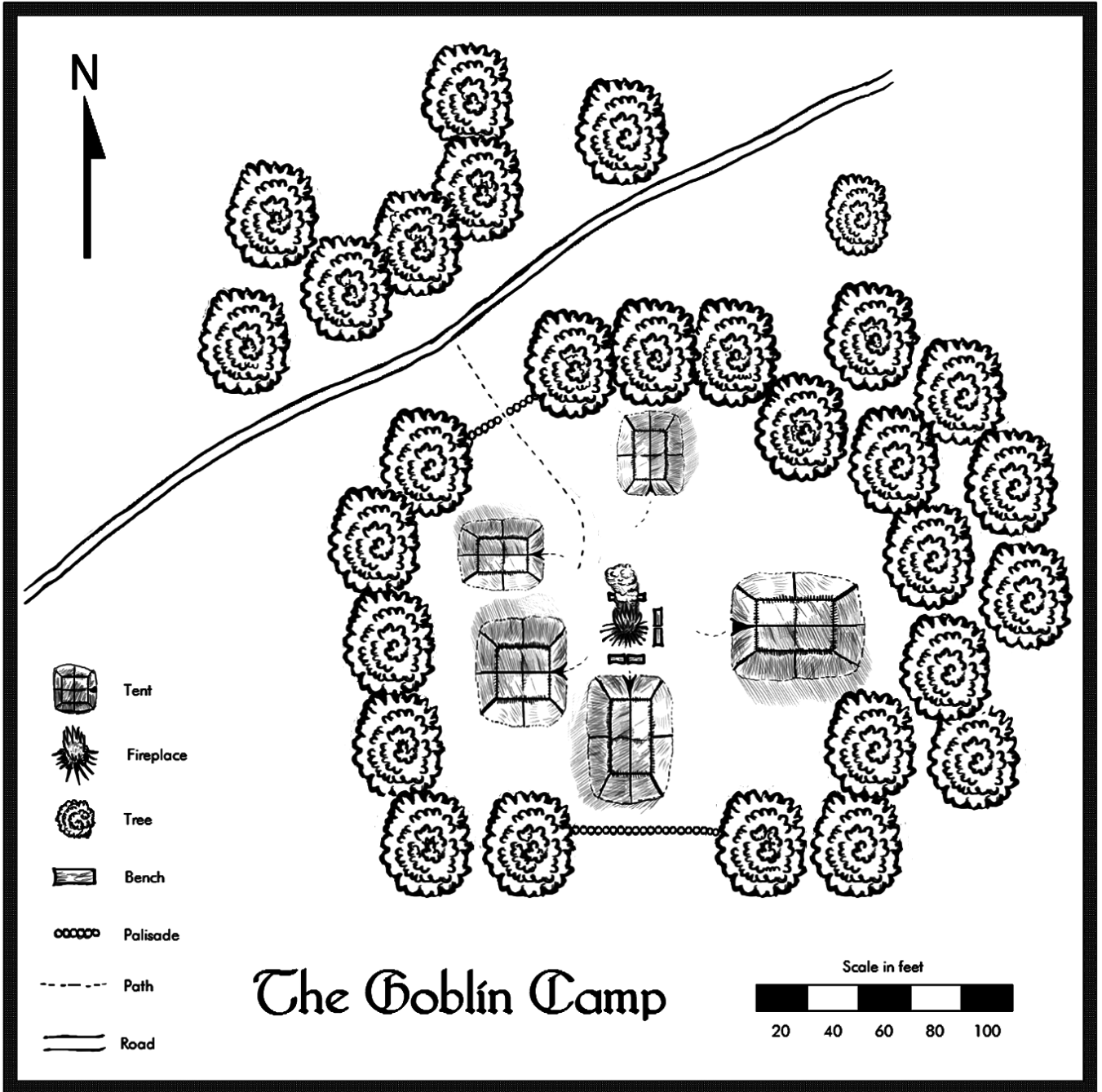
LARM

LABYRINTH LORD'S MAP









Appendix 5: MAYOR'S PROCLAMATIONS

Proclamations:

- **The Olde Oak is slowly dying.**
(150 gold pieces if you can find out what is happening
- another 150 gold pieces if you can stop it.)
- **The baker is in desperate need of flour!**
(100gp if you can get some for him.)
- **See Commander Arbogast about a goblin camp.**
- **The Church of the Wise Mother is looking for heroes who can clear the Abandoned Temple.**
- **Wares are being stolen from Dankmar's storage building. Help him!**

Appendix 6: NEW ITEMS

a) The Holy Book of Thaxon

This huge leather-bound tome is written in the Common language.

A silver chalice, the symbol of Thaxon, lawful god of Nobility and Justice, is embossed on the cover.

The book contains the “10 Rules of Nobility” and the “10 Rules of Justice”. The rules themselves are very short and concise, but the lengthy explanations and examples blow up the page count to about 3,000.

Every lawful cleric studying this book, (which will take 2d4 weeks) increases his wisdom score by 1 point.

This is not a magical effect, but can be attributed to the fact that the character has gained insight into the workings of the universe.

b) Sword of Thaxon

These silver swords have the god’s name written on them in Common. They are usually a **sword+1**, but when the name “Thaxon” is spoken aloud, the blade glows with a blue light, turning the sword into a **sword+1/+2 vs. undead** for the duration of the combat.

c) Candles of Thaxon

Candles of Thaxon come in 4 colours: green, red, black, and white. They must be powered in a ritual involving other candles channelling the god’s energy.

You must light the candles in order to work their magic. No matter how long they burn or how often you light them, they function only once.

All the candles have a small inscription in the Common language.

The inscription on the green candles reads: “Turn!” They turn undead as a cleric of level 5.

The inscription on the red candles reads: “Fight!” They add 1 to the attack and damage rolls of every lawful character in a radius of 50’. The effect wears off at the end of the fight.

The inscription on the black candles reads: “Disappear”. Every person or creature touching these candles when lit, becomes invisible as per the spell *invisibility*.

The inscription on the white candles reads: “Dispell!” These candles functions like the spell *dispel magic*.

d) The Dark Book of Grimic

This strange book, made of human skin and written in blood, is a powerful tool of the chaotic god Grimic, “the Slaughterer”. It is written in the goblin tongue.

Every worshipper of Grimic who reads this book, which takes 1d4 days, can add 1 point to his strength score and 1 point to his wisdom score.

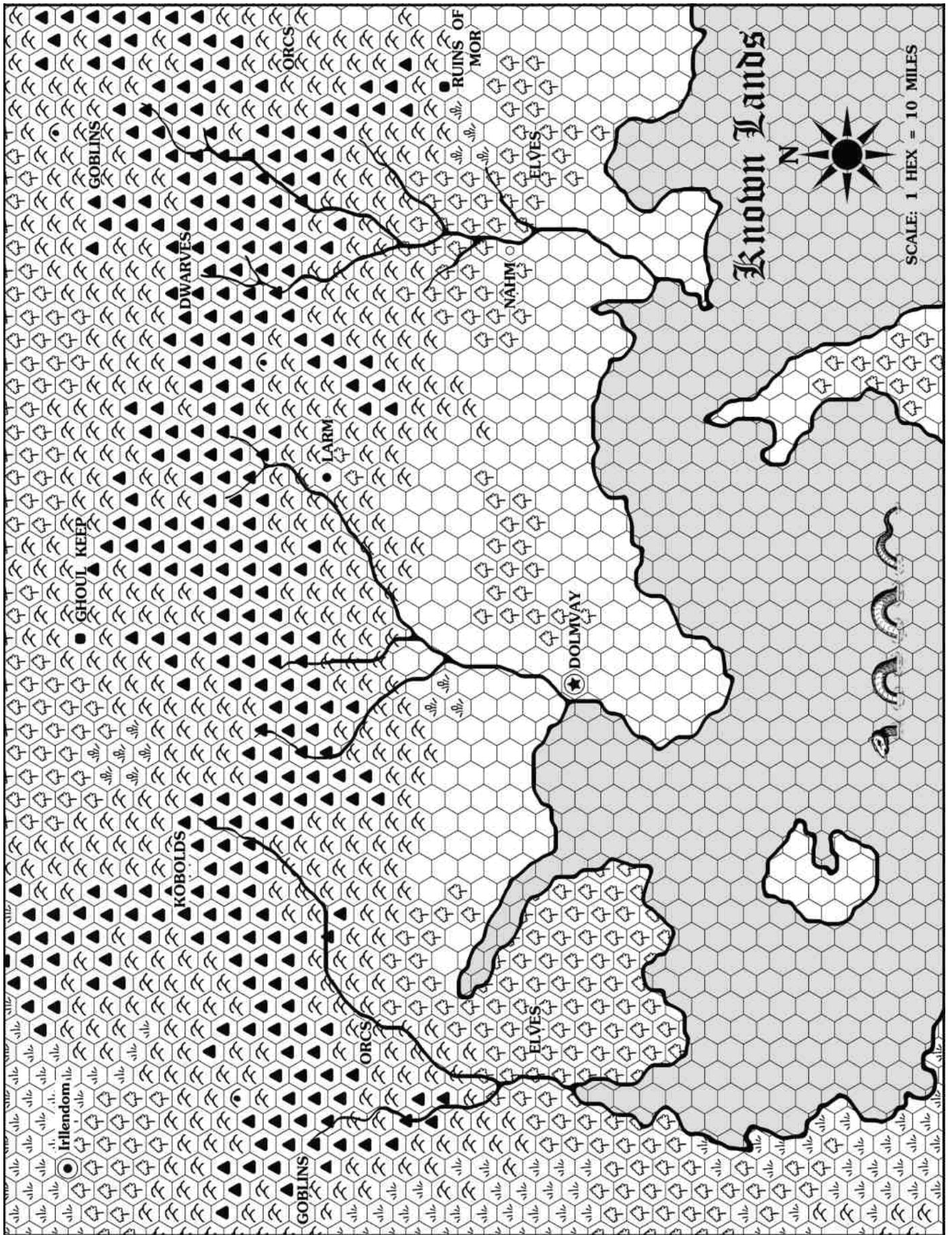
The true purpose of the book is only fulfilled when lawful

beings try to destroy it. The book can only be destroyed by fire, but the moment the pages catch alight, black smoke will erupt from the book, turning every living thing within its cloud into an undead thing of comparable hit points (e.g. level 1 persons are transformed into skeletons, level 2 beings become zombies, those of level 3 will become wights, level 4 - wraiths, level 5 - mummies, level 6 - spectres, and those of level 7 or higher will become vampires).

The sole purpose of these undead beings is to destroy all living things in the immediate surroundings, which gives them a morale of 12.



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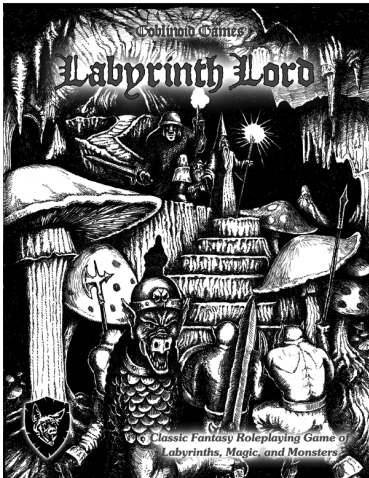
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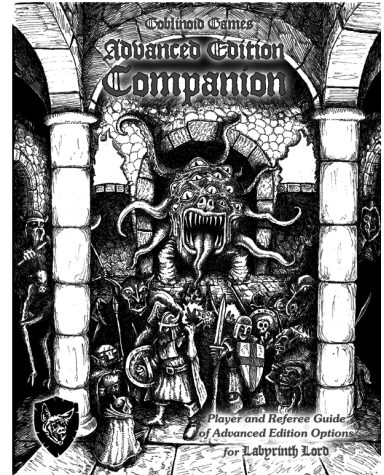


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For 4-6 Characters of Levels 13-15

Labyrinth Lord

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