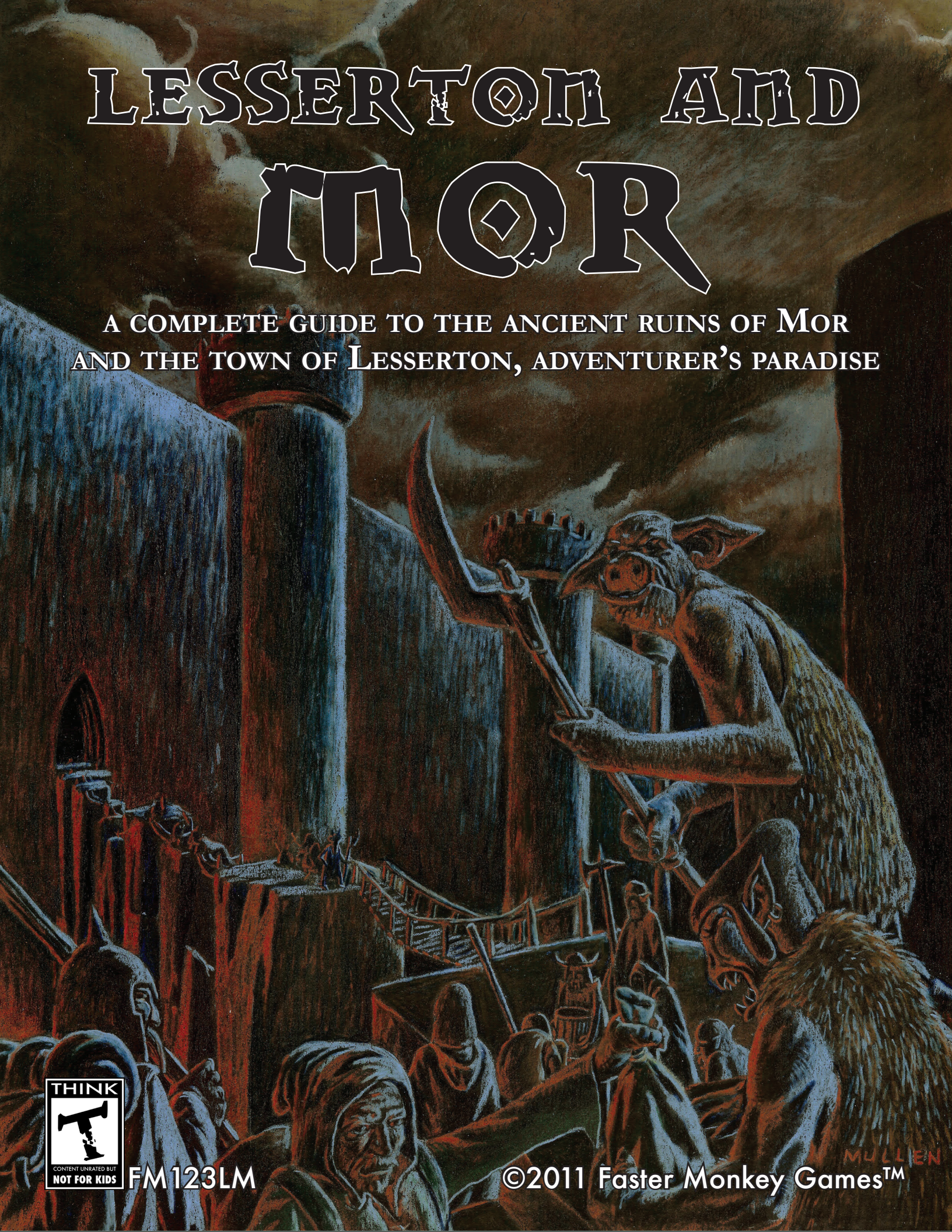


LESSERTON AND MOR

A COMPLETE GUIDE TO THE ANCIENT RUINS OF MOR AND THE TOWN OF LESSERTON, ADVENTURER'S PARADISE



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MULLIEN

MORE ADVENTURES IN THE WILD EAST....

In a long-ago historic triumph, the mighty Baron of Mor drove out the northern invaders and became Duke of Morland. He and his descendants ruled over a Duchy of twenty thousand square miles, bringing centuries of justice, peace, and prosperity, and even compelling tribute from the Wood Elf King.

But that was the good old days. Then the Half-Orc Lord invaded, Great Mor was broken, and the Duke of Valnwall came in to restore order. Morland became Eastern Valnwall, a place where civilization struggles daily with chaos, and heroes never have to look far for trouble to fight. These old-school adventures from Faster Monkey Games™ bring you to the front of the battle.

Skull Mountain: At the very edge of the dangerous Cloudbother range, an ancient cult revives to terrify the town of Woldford. You must not only defeat the evil cultists, but uncover the secret behind their power. As of old, the heart of the darkness lies somewhere behind the Great Stone Skull, in the smoldering interior of Skull Mountain.

Wheel of Evil: The fine cheeses of Renneton are known across the continent, and the whole town works at raising the goats, sheep, and cows, making the cheeses, and storing them carefully for aging in the nearby caves. When kobolds break into the caves from below and start a campaign of destruction, the folk of Renneton put out a cry for help. They can pay well—if the cheese crop survives.

Lesserton & Mor

The Hidden Serpent: Three wretched fugitives spin a wild story, claiming to be escaped slaves from an underground base where evil men forge a mercenary army to threaten the peace. Jeff “Bighara” Sparks puts a modern twist on this classic fantasy scenario.

Wrack & Rune: Towns don’t come much poorer than Wrack, a tiny fishing village clinging to the fog-bound coast of Eel Bight. No one would ever come here, except that the last sighting of the trade ship *Lady Elaine* was off the treacherous rocks of this shore. Ships go down in the Bight all the time, but this one happened to be carrying the extremely valuable cargo of an extremely impatient wizard. Recover it fast and keep him happy.

PLUS:

The TurnTracker Game Aid: The simple yet brilliant device for keeping track of time in the dungeon, with tracks for lanterns, torches, rest periods, and wandering monster checks. The TurnTracker makes dungeons dangerous again!

Bracol’s First Cache & Bracol’s Second Cache: The fiendish treasure-traps of the Great Lich Bracol, written for Savage Worlds™ by Joel Sparks, now come with free conversion notes that make them easy to run with Labyrinth Lord™!

All the Treasures of the World: Add some sparkle to your treasure rolls with these highly detailed supplements! GEMS presents over 100 types of stones, plus sizes, quality, fakes, asterisms, evaluating and selling gems, and more. JEWELS gives you over 50 jewelry types, plus elaborations like materials, alloys, plating, decor, construction style, gems, and artistic motifs.

All this and more at fastermonkeygames.com