

RAVEN CROWKING'S NEST PRESENTS

SEEBY-BY-THE-WATER

DANIEL J. BISHOP'S

**THE DUNGEON OF
CROWS**

THE FIRST 28 ROOMS

RAVEN

LITTLE ELIDYK

HOOTH MARSHES

LES

Introduction

Welcome to the first sample of *The Dungeon of Crows*, a megadungeon project using **Labyrinth Lord** as its basic ruleset. This “Pay What You Want” project includes a hand-drawn map and the first 28 encounter areas fully described. If there is enough interest in this product, I will go on to flesh out the rest of the dungeon in a series of products. These may or may not be “Pay What You Want”. We’ll see how it goes.

Obviously, if the product is well-received, I will attempt to obtain the services of a better cartographer, artists, and so on. I will also pitch a version to another publisher, possibly to support another popular RPG with somewhat different rules. Hopefully, until that time, conversion will not be too difficult.

Although I am writing primarily for **Labyrinth Lord**, I have included ascending AC and saves in the Fort/Ref/Will format as well, to aid the harried GM in conversion to other systems. I chose **Labyrinth Lord** primarily for its popularity, coupled with a very generous licensing agreement.

If you like this product, hate this product, want to see more, or never want to see another word from me again, please let me know at ravencrowking@hotmail.com.

Credits

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Encounter Areas

1. Entry Room: *The stairway goes down perhaps 20 feet into the darkness before reaching a landing, some 10 feet to a side. After that, another flight of stairs continues down to your left beyond a mouldering stone archway. Some detritus – old sticks, leaves, dirt, and rags – is piled in the far right corner, and spills out along the far wall toward the arch.*

The debris is mostly natural, having been blown down the stairwell at various times, although there are bits of unidentifiable cloth and small animal bones (mostly those of rats). There is a 5% chance any time this detritus is examined that something new will have been added: a skull, a rusty dagger, a rent chain gauntlet, etc., at the GM’s discretion.

Beyond the archway, the stair go down another 20 feet, emerging into a musty stone room some 50 feet square, and probably vaulted to a height of about 20 feet at its apex, although the whole ceiling is so thickly cobwebbed that it is difficult to tell. A dark archway indicates a passage in the centre of the opposite wall, and a similar archway lies in the centre of the walls to your left and right. To your left, an unmoving booted foot extends partway into the room. The far left corner of the room is heaped with old sacks that have sprouted a miniature forest of purple, brown, and orange fungi across their surface. Rat droppings are scattered across the floor.

Not surprisingly, a group of three **giant black widow spiders** lurk within the webs on the ceiling. If the webs are burned, they drop to the ground, taking 1d6+1 points of damage each, from fire and falling, and are automatically stunned for 1d2 rounds. Otherwise, one spider attacks in the first round after the room is entered, and the others attack on the round after (possibly with surprise).

These spiders live primarily on rats, and the dried husks of many rats, both of normal and giant size, can be found in the webs along the ceiling.

The sacks (and there is a great heap here, of about 100 sacks) once contained grain, but they have been despoiled by rats and fungus of various types has grown throughout the whole. Disturbing this grain releases a choking cloud of spores and grain dust, but is harmless. Eating any of this fungus would make one mildly nauseous (–1 penalty on all attack rolls and saves for 1d6 hours; no save).

The “booted foot” turns out to be nothing more than an old boot, which has been gnawed upon by rodents. It is a left boot.

Giant black widow spiders (3): AL N, MV 60’ (20’) or 120’ (40’) in web, AC 6 (14), HD 3, hp 15, 14. 17, #AT 1 (bite), DG 2d6 + poison, SV F2 (Fort +0, Ref +2, Will –2), ML 8, XP 80. Poison: Save or die in 1 turn. LL, p. 97.

Regardless of which hallway is examined, there is a thick mass of old webs limiting visibility to about 20 feet (50% concealment after 10 ft.) until the webs are either pushed through or burned away.

Even if the webs are burned, 20 feet down the western hall is a near-invisible web that will not burn, which will be missed on a 4 in 6 chance unless adventurers are especially cautious. The web can be cut down with 10 minutes of work (which can be spread among up to three characters at a time) using slashing weapons. Two more **giant black widow spiders** (hp 14, 6) are squeezed into cracks in the stone at this point; they will emerge to attack anything caught in their web. It takes them a round to emerge from the cracks; they can then close and attack in the next round.

2. Hall of the Skull Cairn: *The passage leads into a room, some 30 feet north-to-south and perhaps 50 feet east-to-west, with an archway indicating a passage in the centre of each wall. The room is dusty, with scraps of bone, rags, and similar debris scattered along the walls and corners. About 10 feet in front of the western archway is a cairn of heaped skulls – humanoid and animal – that reaches to a height of about 3 feet. The room is barrel-vaulted to a height of about 15 feet.*

The cairn was a territorial marker for the Skull Heap goblins, which inhabited this section of the dungeon long ago. The skulls are mostly those of goblins, giant rats, and the like, although a few are very small humanoid skulls (from **pestimites**, a tiny humanoid monster found in this dungeon), and there are one or two human skulls as well. The skulls are ancient – most have been here for decades or centuries. If the cairn is disturbed in any way, it will be reformed 1d6 days later, when no one is about, by the **goblin spirits** who still inhabit this area.

If, however, the skulls are destroyed or taken away, the goblin spirits become angry, and 1d6 days later creatures passing anywhere in **Areas 2 to 40** will begin to hear the almost inaudible muttering of goblin voices, which will grow louder over the next 1d6 weeks. Eventually, the first goblin spirit incorporates and places the first fresh skull (a fully intact head, use the Wandering Monster chart to see what type) to build a new cairn.

Thereafter, groups of 2d6 goblin spirits will be encountered as Wandering Monsters (1 in 6 chance; if not, use the normal chart), working at severing heads until the cairn is rebuilt.

This will continue until all cairns (**Areas 2, 41, and 85**) are restored, the **undead goblin witch doctor** in **Area 29** is destroyed, or the goblin spirits are exorcised or slain. There is a potential pool of 123 goblin spirits.

During this period, the whole area becomes attuned to necromantic energies, at first faintly, and then strongly. When the muttering is heard, spells dealing with necromancy, creating or bolstering the undead, causing paralysis, or death magic are cast with all variables as though the caster were one level higher.

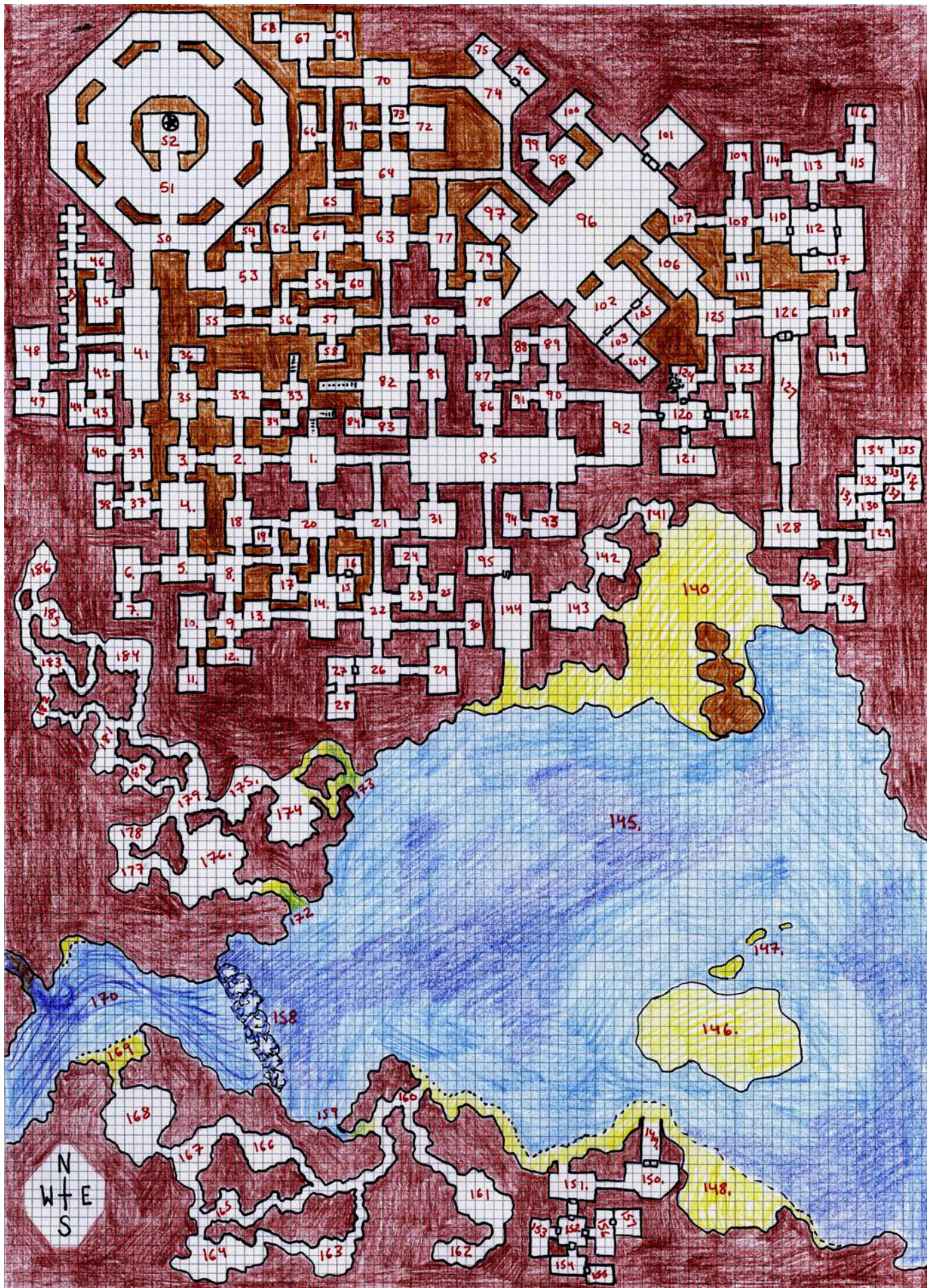
When the goblin spirits are able to manifest, these spells are cast as though the caster were two levels higher, and spells of this nature cast in the haunted area are not “lost” from the caster’s mind. These effects end when the cairns are rebuilt, or when the undead are otherwise removed.

Goblin Spirits (123): AL C, MV 60' (20'), AC 6 (14), HD 1-1, hp see below, #AT 1 (short sword), DG 1d6, SV 0 lvl (Fort +0, Ref +0, Will +0), ML 10, XP 7. Goblin spirits are semi-corporeal, and are able to turn fully incorporeal to flee or manifest at the start of an encounter. They are affected only by silver or magic weapons. NM, p. XX

123 goblin spirits: Hp: 2, 6, 1, 5, 1, 2, 3, 1, 2, 2; 3, 6, 3, 2, 1, 2, 6, 4, 5, 4; 5, 6, 1, 2, 4, 1, 6, 6, 4, 4; 6, 5, 3, 2, 5, 4, 3, 4, 4, 1; 4, 5, 2, 6, 6, 6, 3, 6, 4, 5; 6, 5, 3, 2, 5, 4, 3, 4, 4, 1; 5, 2, 5, 1, 3, 2, 5, 4, 5, 2; 2, 5, 2, 6, 6, 3, 3, 1, 3, 5; 3, 2, 3, 1, 6, 1, 6, 5, 1, 5; 5, 4, 1, 1, 6, 6, 2, 6, 2, 4; 5, 1, 5, 3, 3, 6, 1, 1, 4, 3; 2, 1, 1, 5, 6, 1, 2, 5, 6, 3; 6, 4, 5.

3. Rhizoid Growth: *The passage enters into a room, about 30 feet square, with an archway in the centre of the north, east, and south walls. Water seeps down the western wall in small rivulets, making the stone buckle and bulge alarmingly, as though threatening to collapse. The water has stained the walls with orange-brown streaks, and provided nutrients to some form of purplish-blue rhizoid growth that – while it must not require light to be growing down here – strains toward your light eagerly with root-like tendrils half a foot long. This room is arch-vaulted to a height of 12 feet at its apex.*

The western wall is not in danger of collapse any time soon, although its integrity has been harmed by the seeping water. Sometime before the next century, the masonry is likely to crumble, revealing the stone behind it, and perhaps collapsing the room.



The **rhizoid growth** will grow on anything that is even a little moist that it comes into contact – including skin and some equipment – sprouting over the course of 1d4 days. In daylight, its growth is explosive, as it absorbs the sunlight, quickly reaching lengths of up to six feet (reduce Dex by 1 point per 6 inches while the growth lasts; it can also make wearing armour or other equipment difficult).

A **cure disease** removes it entirely; otherwise, darkness slows its growth to a mere inch per week, and if exposed to full sunlight for at least three hours per day, it will flake off into a fine dust after 1d6 days. If the characters think to do so, 2d4 teaspoons worth of this dust can be collected as it blows away, which, when mixed with holy water, creates one **potion of healing** per teaspoon.

However, enough exposure to this fungus (either in actual or potion form) makes a creature's skin turn reddish, and its flesh take on a spongy consistency. In effect, the "healing" occurs because the fungi replace damaged tissue while the tissue repairs itself. If the creature ceases contact, these quickly return to normal (although they return almost instantly after the next contact); if the creature continues exposure, though, these changes become permanent, causing 1d4 points of Charisma and 1d6 points of Strength to be lost. The character may also thereafter crave strange things to eat, in order to feed his or her fungal symbiont.

4. Ancient Goblin Hall: *This room is square, about 50 feet to a side, with arches in the middle of the north, south, and west walls. Water drips from the ceiling, collecting in shallow puddles amid the uneven flagstones that form the floor. Niches, about 3 feet tall by one foot wide, are located at the centre of each 10-foot section of wall (save those with archways), just above eye level. That they once held burning lamps, or something similar, is obvious from the dark smudges of soot around the openings.*

Shards of rusty blades, bits of metal, and loose bundles of old, rotten straw – shot through with fungus and tiny vermin – are scattered throughout the place. The walls are marked with scratched graffiti, so old now that the dripping water has begun to calcify over sections of it. The ceiling is vaulted to a height of 15 feet, but looks as though it has subsided in areas due to the constant dripping.

This area was once used as a living hall for the males of the Skull Heap goblin tribe.

The ceiling is safe for now, although this room will probably collapse sometime in the next 100 years, either partially or completely.

The niches are each 8 inches deep. Examination of them all will discover an old copper bowl (about 6 inches in diameter) in one, now green with verdigris, which once held lamp oil to light this room. It is crudely made, and even if cleaned, it can fetch no more than 2 gp on the open market. However, if one pushes the back of this niche, they will hear a faint "click" and the back can then be pushed upward to reveal a hidden space the goblins knew nothing about.

Within this hidden niche is a silver necklace upon which green beryl gems are strung, the whole worth 1,500 gp, and known as the *Necklace of Gahwynna*, for it was made by the dwarves of the Grey Hills for the bride of the Lost Lord of the Hopmarch some 250 years ago.

Searching the ground area uncovers bits and pieces of ancient daggers and short swords, the battered (and badly rusted) iron shield boss from a small shield, and even a helmet sized for a small humanoid (now mostly a rusted frame, the leather parts long since gone to dust, and only half of one horn still attached).

The graffiti on the walls is in the uncouth language of goblins, and says such things as "Gobbledknees be here", "Lorta the Hunched bears good sons" and "Give Mungbat the entrails of your victims and he will give you strength to your arm". There is also a recipe for roasting rat with a marinade of blood and bat's guano, which does not bear transcribing.

There is one scrawl that might be of interest: "Past the Cow Hall and the Stone Door and many dangers, I, Wormhorns, found the Great Lake, and did bring a big fish back to the Chief, though Mankiller and Fleetfoot were lost. No other could do such a feat." This refers to **Areas 85, 95, 144, and 145**, and offers a clue to the secret door in **Area 95**.

5. Empty Room: *This area is approximately 30 feet north-to-south, and 50 feet east-to-west, with an archway in the centre of the north, east, and west walls. The broken flagstones on the floor are littered with dust and rat droppings, but little more. The ceiling is barrel vaulted to a height of 15 feet.*

There is nothing of significance here, although examination of the droppings will show that some of the rats are fearfully large – tiger-sized giant rats, in fact. There is a strong and unpleasant musty smell coming from the passageway leading to **Area 6**.

6. Giant Rats!: As soon as characters enter the passage leading to **Area 6**, they are attacked by 2 **giant rats** that charge down the corridor. These rats are protecting their nest, and need not check morale.

Giant Rats (2): AL N, MV 120' (40'), AC 7 (13), HD 3, hp 18, 23; #AT 1 (bite), DG 1d6 + disease, SV F3 (Fort +2, Ref +1, Will +0), ML 12, XP 65. LL 92 (modified).

The corridor leads 20 feet into a dank, foul-smelling room some 50 feet across and 30 feet deep. Another archway shows a passage in the centre of the left-hand wall, from which mewling cries and high-pitched squeaks echo eerily. The floor is thick with old gnawed bones, bits of rent flesh, huge rat droppings, and even worse things. The ceiling is barrel-vaulted to a height of about 15 feet. The smell is abominable.

Searching here requires an iron constitution; each turn of searching requires a Save vs. Paralysis or the character is incapacitated with nausea for that turn instead (if forced to fight, the character has a –2 penalty to all attack rolls, and must succeed in a Save vs. Poison to take any action).

Each turn of searching has a 50% chance of yielding some result – in this event, roll off the chart below to determine what is found. If a result has already been exhausted, nothing is found.

7. Giant Ratlings: *The passage only goes about 10 feet before opening into another chamber, perhaps 20 feet deep and twice as wide, barrel-vaulted to a mere 10 feet in height. From the mounded rags and bits of straw and soiled cotton batting, it is obvious that this was the primary nest of the giant rats. Five hairless pink rat kits are here, squeaking and mewling for their parents. Each is already about 3 feet long.*

These **giant rat kits** will not attack unless attacked, although they will venture out in a day or two to seek food if left alone.

D12	Result	Instances
1-4	A scattering of coins: 1d6 tarnished sp and 2d8 verdigris-covered cp.	00000 0000
5	A scattering of coins: 2d8 tarnished sp and 1d4 gp.	000
6-7	The remains of a dwarf fighter, three-quarters eaten by rats, in rent and useless chainmail. On one finger is an iron ring with a crest depicting two cockerels fighting. These are the remains of Dougal Crowspars of the Grey Hills. His kin will pay 100 gp for news of Dougal and the iron ring restored; they will pay 500 gp if the body is returned with it.	o
8	A small cabochon-cut banded agate worth 25 gp.	0000
9	A leather backpack with broken straps, which has been much gnawed by the giant rats. Within can still be found a 50-foot coil of silk rope, 6 iron pitons wrapped in oiled cloth, and the dry, cracked, and somewhat gnawed into remains of a hard cheese.	o
10	A gnawed and ruined leather belt still contains a finely-crafted scabbard that still holds a dagger in usable condition. The dagger is not balanced for throwing.	o
11-12	A much-notched battle axe (once belonging to Dougal Crowspars) that is in good condition if cleaned well, and is in fact a battle axe +1 , which can do an additional 1d8 points of electrical damage thrice per day on command (<i>ambiget</i> , pronounced am-bih'-jet). The Clan Crowspars of the Grey Hills know this word, but will not reveal it unless Dougal's body and ring are returned to them. The name of the axe, <i>Voltivarn</i> , is engraved along the haft in High Dwarven runes.	o

Giant rat kits (5): AL N, MV 120' (40'), AC 7 (13), HD 1d4 hp, hp 4, 1, 4, 3, 1, #AT 1 (bite), DG 1d3 + disease, SV F0 (Fort +1, Ref +0, Will -2), ML 8, XP 5. LL, p. 92 (modified).

Nothing of value can be found here.

8. Empty Room: *The passage leads into a room about 30 feet east-to-west and 40 feet north-to-south, with a 12 foot high barrel-vaulted ceiling. There is an archway in each wall – one in the centre of the south wall, one near the centre of the west wall (slightly offset to the north), and two in the northeast corner, to the north and to the east. Apart from a few scattered rags in the southwest corner, the room appears to be empty.*

These old rags are encrusted with dried blood. If examined, they prove to be the remains of a curtain, some 8 feet high by 12 feet wide, ripped off where they were once driven into a wall by iron spikes. There is nothing else of interest here.

9. Empty Room: *This is a 30-foot square room, some 10 feet high, with an archway in the centre of each wall. The uneven flagstones are rent by cracks as though huge jagged claws scored the floor and the damp walls of the room seem to lean a little bit off of true – perhaps all are the result of some convulsion of the earth in times past. A dank, mouldy smell rises from the deep cracks, although the cause is not apparent. None of these cracks is more than a few inches wide; you can easily step over any one of them. They bisect the room roughly northeast to southwest, so there are two arches that cannot be reached without doing so.*

The cracks in the floor are several feet deep, and (because they do not go straight down) characters cannot see where they end. They present no danger.

10. Goblin Throne Room: *This passage goes only 10 feet before coming to an end, where an oaken door once stood. The door is hewn with many axe blows, and torn from its hinges. It now lies just inside the room beyond. This space extends another 20 feet to your left or right, and is about 30 feet deep. In the centre of the left wall is a low, dark archway, before which sits a crude throne carved out of dark stone. The skeletons of twenty or more goblins are littered throughout the room, some still dressed in ruined leather or chain armour, and the floor is littered with the splintered shards of rusted weapons.*

It is clear that a massacre took place here once, very long ago. Upon the throne the goblin chief's bones still brood – he was as big as a human, with a skull too large for his body. But that skull is now cleft from crown to jaw, and the black iron circlet he once wore lies broken on the floor.

This was the throne room of the Skull Heap goblin tribe. It contains the remains of 17 goblin warriors and 6 females as well as Gutjabber, the great Goblin Chief. In the old days, an 8 ft. high by 12 ft. long curtain served as a tapestry to conceal the way to Area 11 – the iron spikes with which it was hung are still driven into the wall. The archway to Area 11 is only six feet high (4 feet at the sides). Humans, elves, and dwarves will probably be forced to walk in single file, or to hunch over.

Those who search the area will find bits of broken hand axes, short swords, spears, and a few scimitars that appear to be of orc-make. Even where these weapons are mostly intact, they are so rusted as to be useless. Likewise the rent and rotted armour worn by the fallen.

The black iron circlet is not rusted, and if repaired, it acts as a **Circlet of Intellect +2**, granting its wearer a +2 bonus to Intelligence (maximum 18). It cannot be repaired by less than a master smith or by magic. It can be worn by any man-sized creature, but that creature's head will swell over 1d8 months until it is the size of an ogre's head.

The throne is crudely made out of blocks and flat stone slates, and can be dismantled in about 10 minutes by 3 characters (20 minutes for 2, 30 minutes for 1; no time savings for 4+), revealing an unlocked iron box, mostly solid, but whose hinges have rusted shut. This can be opened with the same chance as forcing a door with an appropriate tool; if a non-magical dagger (or similar makeshift tool) is used, a natural "6" on the attempt causes the dagger to snap.

Within the box are five sacks of rough-spun cloth. Three of them contain 400 cp each, one of them contains 250 sp, and the last contains 125 cp, 200 sp, and 25 gp. This was the major monetary treasure of the tribe.

11. Chief Gutjabber's Chamber: *The low passage goes approximately 20 feet before coming out into a room roughly 30 feet square, with no other exits. The floor is strewn with old straw and ripped blankets, apparently for the crude bed that reposes along the far wall.*

Smashed bits of other furniture – a table, some chairs, and the remains of a wooden chest – are also scattered as though by a whirlwind. Rusted iron brackets in each corner still remain; although no torches now adorn them, the marks of soot easily reveal what they were once used for. The room is dank now, and the straw and blankets smell mouldy. Rat droppings are thick in the corners and along the walls.

This was the personal chamber of Chief Gutjabber, in the days before the orcs attacked. The room was looted long ago by the orcs, who missed little that was of value to them, although some scattered pages remain in the broken chest that might be of interest to PCs that can read the goblin tongue. They are written in a neat hand (for a goblin), though smudged and torn. The recoverable bits read as follows:

A. *....the fish was the span of two goblins strung head to foot, and its flesh was good. I would send Ogo for another, but the cost is too steep, now that we are involved in skirmishes along the borders. I wonder if our well is connected to the lake....*

B. *It seems now certain that Mungbat has allied himself with the pig-faces, and that these troubles are his doing. Yet I cannot take action against him now, for who would stand by me to oppose the servant of Great Azmoth? Is it my chieftainship that he hates? Is it that I have grown smarter than he? They whisper that my head has swelled since donning the Crown....*

C. *....and now I grow weary. I find this crown hard to bear, both the knowing and the great weight that knowing has brought with it. My skull pounds. I grow weary. My neck is sore. I should just let them come, and make an end of it. The pig-faces will turn on Mungbat and his followers once we are gone, and only the cairns of skulls will remain to let any know that the Skull Heap Goblins once were here. What a cairn a dozen dozen heads such as mine would make!*

D. *At last. They call for me now. I will go, and hold council, sit on the throne and tell those who remain loyal that we may yet win the day. And then we shall follow my sons along the Dark Road of Magyubis. I sign this Gutjabber, son of Armtwister, the last of my line.*

Great Azmoth is a demon-god worshipped by some goblins, which is known as the Great Bat, and who appears as a bat wreathed in blue flames.

The Dark Road of Magyubis refers to death in the goblin myth-cycle. Magyubis is the tunnel that leads to Umpabba, the goblin afterlife, where the true goblins wage war against their foes each night, and awake again even if slain to feast and revel under the eye of Lord Haggu and his handmaidens, but where those who failed to be true goblins labour in mines of coal and iron, and in foundries where the weapons and armour of Umpabba are forged. Whether the mines and foundries, or the great battles of Lord Haggu, are the true “paradise” of goblinkind has caused schisms among goblins throughout the ages.

A **giant centipede** lurks within the straw and blankets that remain upon the bed. Searching this area will cause the creature to attempt to bite and then flee.

Giant Centipede: AL N, MV 60' (20'), AC 9 (11), HD 1d4 hp, hp 2, #AT 1 (bite), DG poison, SV 0 lvl (Fort +1, Ref +2, Will – 4), ML 7, XP 6. Poison causes 10 days sickness. LL, p. 68.

12. Well Room: *The passage goes 10 feet, and then enters a room 50 feet wide and 20 feet deep, vaulted to a height of 12 feet, the room stinking of musty dampness. The walls are slick with moisture, and a pale grey moss-like growth grows in patches over the wall's surface and on the slimy wooden barrels stacked to the left. To the right, a great rent in the floor, some 4 feet wide, crosses the room, leaving an area perhaps 10 feet from the western wall at its widest point. Several coils of thick hemp rope are coiled near the chasm, along the north wall, as well as a few old wooden buckets.*

This chasm drops 25 feet into water, which is connected with the lake at **Area 145** and the latrine at **Area 17**, but offers no direct access to either for a creature larger than 6 inches in height. The goblins used this area as a well, drawing water that they had contaminated from their latrine, but goblins are resistant to many filth-borne illnesses, and did not suffer overmuch as a result until an outbreak of bluepox. That was long ago, and the water is now potable (and even palatable, if high in iron and mineral content).

The barrels once contained water, but are now spongy and slimy due to the action of small golden-orange mushrooms that have sprouted all over their surface. These barrels (27 in total) are no longer capable of holding water; indeed, the wood crumbles under any pressure whatsoever.

The five wooden buckets which were once used to get water from the hole are in no better condition, and this should serve as a real warning to any who would trust the remaining ropes. For, while the ¼-inch hempen ropes look strong with a cursory examination, any weight of more than 200 lbs. will cause them to snap, for they are rotting in their core. There are six such coils here, each 30 feet long. Attempts to splice them, or closer examination, will reveal the danger of trusting their ability to bear weight.

13. Lurking Danger: A **tunnel creeper** lurks in an alcove over the western door, where a roof beam was once inserted. It is visible from the eastern entrance as a pale, monkey-like creature, furless, with a large bone needle at the end of its prehensile tail. If spotted from the east, it will attempt to scuttle into **Area 9**, and then escape by heading north to Area 8, east and south to **Area 17**, through **Areas 22 and 14**, and back into this room. Moving quickly, but cautiously, it will be back here in about 20 minutes or so.

Tunnel Creeper: AL C, MV 60' (20'), AC 6 (14), HD 2, hp 8, #AT 1 (bone skewer), DG 1d6, SV F3 (Fort +1, Ref +2, Will +0), ML 7, XP 29. Tunnel creepers are hard to spot, surprising on a 4 in 6 chance.

This is a 30-foot square room with an archway in the centre of the east wall, and in the southern portion of the west wall, cross-vaulted to a height of about 15 feet. Regularly placed niches about 10 feet above the floor show that thick oaken beams once crossed over the length of this room. These beams fell ages ago, to lie broken and twisted on the floor. Each beam had originally been cut to be 2 feet by 2 feet, and joined together to form 30-foot lengths, but the joins failed, and most of the pieces are now 10 feet long or shorter. Mushrooms and mould sprout from the ancient wood, but huge pieces yet remain, making moving through this room at more than half speed somewhat hazardous.

Despite mushrooms and mould, these beams still have a fairly solid core. Examination shows that they have been hacked and hewn many times over the years, and the parts nearest the surface easily flake off into fine dry tinder.

Any attempt to move at more than half speed through this room requires each character to roll 1d6, adding +4 to the roll if they are running. Armour Class modifier for Dexterity also applies to this roll. A roll of 5-6 means that the character is halted but avoids a fall; a roll of 7+ means that the character falls prone.

If a character falls prone, there is a 2 in 6 chance that he will take 1d6 points of damage by slamming into another beam, and a 1 in 6 chance that he will trigger a cloud of spores in a 10-foot radius that causes choking and wheezing, forcing anyone within it to make a Save vs. Poison (Fort DC 10) to take any action. The spore cloud dissipates after 1d3 rounds.

14. Nest of the Creepers I: *The passage enters into a room that measures some 30 feet east to west, but is longer north to south than you can tell, the area to the (north/south) disappearing into shadows after (X) feet. Water drips from the ceiling, vaulted to a height of perhaps 15 feet, forming needle-like stalactites on the ceiling and leaving mineral-rich puddles on the floor.*

A party coming from the north should be able to see two arches, one to the east and one to the west, 20 feet into the room. Those entering from other entrances should be able to see an arch opposite, and dimly note the other arch in the far wall before entering the room. Descriptions should be adjusted accordingly.

The stalactites are brittle calcium formations, and are not dangerous. The puddles on the floor force anyone running here to roll 1d6, adding their Armour Class modifier for Dexterity. On a result of 6+, they fall prone.

This room, and **Area 15**, are being used as a lair by a group of 16 **tunnel creepers** – pale monkey-like creature, furless, with large bone needles at the end of their prehensile tails. Tunnel creepers can cling to ceilings and walls with the same ease that a human can walk upon the floor. Only 1d6 will be in this room when it is entered, with a 1 in 6 chance that each is hiding on the ceiling (surprise 4 in 6). After one round, the remaining tunnel creepers pour out of **Area 15**.

Tunnel Creepers (16): AL C, MV 60' (20'), AC 6 (14), HD 2, hp 5, 6, 7, 14, 7, 11, 11, 7, 10, 6, 15, 9, 9, 5, 9, 10, #AT 1 (bone skewer), DG 1d6, SV F3 (Fort +1, Ref +2, Will +0), ML 7, XP 29.

15. Nest of the Creepers II: *The archway leads directly into a room, 30 feet from north to south and 20 feet deep, with the archway in the centre of the western wall. The area is strewn with the remains of cloaks, rags, tapestries, carpets, and other bits of cloth torn into crude nests and bedding.*

Bones, feathers, and the gnawed carapaces of giant insects are scattered about the floor. In the northeast corner, to the north, is an ancient and swollen wooden door.

Characters examining the remains can discern the bones of rats mixed with what may be the bones of one or more dogs, and at least one human. The feathers are blue. The carapaces include those of ants (about 2 feet long), giant beetles (about 2½ feet long), and the scattered remains of one cockroach that was at least 5 feet long (and perhaps up to 6 feet in length). The door to **Area 16** is not locked, but is swollen and warped, requiring a successful attempt to force stuck doors to open. The door pulls outward, to the right.

16. Ancient Storeroom: *The door gives grudging way to a space, some 30 feet wide and 20 feet deep, which obviously was once used as a storeroom. Rusted iron hooks hang from the ceiling, beneath which lie the mouldering bones of deer, enormous rats, and worse things, all of which were once hung here as meat. The eastern portion of the room is jammed with barrels – at least a dozen large-sized ones – that give way to a prodigious mound of mouldy and fungus-ridden leather sacks. An open barrel to the west contains a few rusty, but possibly usable, iron javelins, as well as a mound of moth- and worm-eaten furs and a few small wooden crates.*

The collapsed bones are from deer, giant rats, dogs, foxes, sheep, and men.

There are an even dozen barrels, each able to hold 144 gallons of material (but most are no longer watertight, and will slowly leak whatever is placed within them). One of the barrels still contains about 70 gallons of ale, but the cover was not sealed properly, and the stuff tastes awful. Another two barrels are full of water, somewhat oily and mineral-rich, but perfectly potable. Another barrel, although otherwise empty, contains the desiccated remains of a normal-sized rat.

The leather sacks once contained (mostly) grain and vegetables, which are now a riot of brain-like purple fungus, mould (golden yellow, putrid green, and mauve), and small grey and purple mushrooms. Some of the root vegetables (carrots, turnips, potatoes) clearly began to sprout before rot set in. The whole mass of fungi, grain, and vegetables is noisome and slimy to the touch. The brain-like purple fungus bursts, pimple-like, into a frothy white ooze.

Saves vs. Poison should be made, although there is no actual danger (“There doesn’t seem to be any effect right now…”).

Characters that brave this mess enough to move all of the sacks discover three bags near the bottom, so rotten as to fall apart when moved, disgorging their contents: 167 sp and 44 gp, 157ep and 38 gp, and 148 gp respectively.

There are 19 rusted iron javelins; each has a 1 in 6 chance of being destroyed on any attack (successful or not). If destroyed on a successful attack, there is a 1 in 6 chance that the attack does no damage.

The furs were once those of black foxes, sheep with grey wool, deer, and dire rats. They are all ruined now, and none is of any value.

There are 8 small crates. They contain:

1. 20 blue-glazed ceramic plates, all of which are cracked or broken.
2. 20 deep green-glazed ceramic plates, 15 of which are broken, 5 of which are merely chipped.
3. 142 wax candles in good condition.
4. 651 rusty nails, a few of which are bent.
5. Six sets of tarnished tableware – two spoons, a knife, and a double-tined fork in each set. They are silver, and if cleaned are worth 15 gp a set.
6. Mildewed and mouldy lace trim, now worthless.
7. 16 small canisters of a thick, waxy substance that smells faintly of beeswax and honey (lip balm).
8. 10 cups of beaten gold, each worth 40 gp. There is space for two more cups in the crate, but no indication where they might be.

17. Empty Room: *The archway leads into a room, roughly 30 feet square, and vaulted to a height of 15 feet. There are two archways visible – one in the centre of the north wall and one in the centre of the east wall. Water seeps slowly down the western wall, collecting in small puddles where the wall meets the floor, and providing moisture for some spots of lichenous mould growing like patches of grey-green stars across the damp stone.*

There is nothing of particular interest here.

18. Empty Room: *This room is approximately 30 feet east-to-west, and 50 feet north-to-south, with an archway in the centre of the north, east, and south walls. An intermittent dripping comes from the ceiling, which is vaulted to a height of 15 feet. Someone or something once clambered up near the centre of the room, for the dripping comes from a hole stuffed with ancient and mouldy rags, from whose sodden ends the water comes to splash into a puddle in the centre of the floor, before running down narrow cracks and disappearing into the stone.*

Searching this area uncovers a bent and brittle copper piece.

19. Hidden Cache: *Thick cobwebs crisscross the archway leading to this room, and must be removed or pushed through before the room can be accessed. These are cobwebs of the ordinary sort.*

The archway here leads directly into a 20-foot square room, whose low ceiling is a mere seven feet high, bulging downward near the centre of the room. The old flagstones of the floor are strewn with scattered straw and old bits of hair or long fur. The corners are thick with cobwebs.

Under a loose flagstone in the northeast corner is a hollow space, which contains the following: two daggers and a short sword wrapped in oil-soaked cloth, two flasks of oil, a rusted (but still strong) crowbar, and three **potions of healing** (a cloudy bluish liquid in stoppered glass vials, which gives off a honeyed vaporous smoke when opened, but which has a medicinal taste).

20. Chamber of the Blue Goop: *This room is 30 feet from north to south, and perhaps 50 feet east to west, vaulted to a height of 15 feet. There is an archway in the centre of the north, east, and west walls, and two evenly spaced archways in the south wall. Old mosaics once adorned the walls, and bits of plaster – still with flecks of blue, blue-grey, and blue-green tile stuck in them in places – adorn the walls between the supports for the vaulting. The room is relatively clean of debris and cobwebs, although there is a musty smell here, and shards of broken tile litter the corners between walls and floor. In the center of this area is a stone box, apparently part of the floor, some three feet wide by 5 feet long, placed so that its longest dimension matches the longest dimension of the room. It stands about a foot high, and, within it can clearly be seen an opaque bright blue liquid.*

This room is often visited by other creatures, and there is a 1 in 6 chance of a random encounter here each turn.

The **blue goop** in the stone reservoir is dangerous to creatures touching it, for it will cling to them and grow, and it is difficult to do away with. Whatever touches the goop at first becomes stuck, with the same chance of being pulled free as forcing open a stuck door. Even when released, the goop remains clinging to the object or limb, giving it a minimum –1/–5% penalty to all attack rolls or other checks requiring the use of that object or limb. The goop grows, doubling in size every 10 minutes (and doubling the penalties as well). Where fine or delicate work is required, penalties are doubled.

If on an object that is placed in a sheath, bag, etc., the object (and everything it is in contact with) becomes stuck, requiring a roll as if to open a forced door to release it, and everything it has been in contact with becomes similarly infected. If a hand is affected, and then the hand is used to wield a weapon (for example), the hand becomes stuck to the weapon, and the weapon also becomes infected.

The blue goop can be broken up and washed away with alcohol (at least 1 pint per 10 minutes it has had a chance to grow) or turned to a fine (and non-reactive) blue dust using remove curse, but neither of these affects the goop within the stone basin. The goop within the basin, even if completely removed, always reforms over a short period.

After a full hour, the goop sloughs off on its own, forming a gelid quivering mass whose colouration slowly drains from bright blue to bone white over the course of 1d6 minutes. After this it becomes a **goop ooze**.

A goop ooze lives only to attack and slay the creature (or recover the object) it has infected, then to carry it to the stone basin in order for goop ooze, creature, and objects all to be absorbed and converted to blue goop (a process that takes 1d6 hours for biological material, and 1d4 days for hard items, such as metals or stone). A goop ooze always knows precisely where a creature or object it has infected is, and is not fooled by invisibility, illusions, etc.

It attacks other creatures only to defend itself or to reach its target. If slain, it collapses into a reeking black mass that sizzles and shrivels, disappearing completely over 1d6 minutes.

Goop Ooze: AL N, MV 120' (40'), AC 5 (15), HD 5, hp 16; #AT 2 (whiplike pseudopods), DG 1d6/1d6, SV F5 (Fort +6, Ref +3, Will +0), ML 12, XP 500. A goop ooze can climb over any surface at half speed, and can squeeze through the tiniest cracks. NM, p. XXX.

After this chamber has been examined for the first time, there is a 5% chance on each subsequent visit that 1d6 **goop geese** will be visiting this chamber. Goop geese are a light blue flightless bird, about the size of a regular goose, whose beaks are equipped with molar-like teeth. They are able to bite into and chew the blue goop and consume it without harm...in fact, it is their food source.

Goop geese are edible to other creatures, and they taste good (even if they are a bit greasy), so they are themselves a potential food source for PCs and wandering monsters. Goop geese have AC 9 (11) and 2 hp each. A single goop goose provides a full day's rations for 2 creatures.

NOTE: Sooner or later, an enterprising player will try to bottle some of this blue goop to use as a missile weapon. The GM should remember that the bottle or flask, plus whatever is used to put the bottle into the goop, will both become infected (as described above).

21. Chamber of the Red Goop: *This room is 30 feet from north to south, and perhaps 50 feet east to west, vaulted to a height of 15 feet. There is an archway in the centre of each wall. Old mosaics once adorned the walls, and there are places where the plaster still holds images of geometric designs in reds and oranges, held on by bits of plaster still clinging to the walls. There is something disturbing about these designs – as though the angles were not quite correct, although it is difficult to say why.*

Shards of broken tile in various shades of red and brown litter the floor. In the center of this area is a stone bowl, apparently part of the floor, some five feet in diameter and about a foot and a half high. Within it can clearly be seen an opaque crimson liquid. This entire chamber smells faintly of cinnamon.

The shards of tile make it difficult to Move Silently in this room (–10%/–2 penalty), and make it similarly difficult to perform acrobatics or move swiftly, as the sliding tiles may cause one to fall.

Any magic-user or elf who spends even a few moments examining the mosaic remains must make a Save vs. Spells (Will DC 15) or become obsessed with understanding what was once written on the walls – certain that there is some key to great power here.

For every 1d6 hours spent examining the walls, the character gains a chance to roll 1d20 to understand what is written there; if the result is equal to or less than the character's Intelligence, it succeeds. An obsessed character who leaves before attempting this at least once has a –2 penalty to all attack rolls and saving throws until he has returned and made the attempt.

Success indicates that the character gains access to spells as though he were 1 level higher than his actual magic-user or elf level (i.e., a 1st level magic-user could cast the same number of spells each day as a 2nd level magic-user), but this boon can only be granted once per character.

The **red goop** in the stone bowl is the source of the scent of cinnamon, and if approached, it will be seen that the goop is apparently hot, simmering with a slow boil, and giving off a thin steam or vapour. If touched, it is pleasantly warm. This goop has the power to cure all wounds, and even diseases, if a being strips and rests within it for a full ten minutes. Inanimate objects brought into the goop are consumed by it over the course of 3d6 rounds. This obviously leaves the creature vulnerable to attack, and it will take two rounds to leave the bowl prematurely, as the goop resists the creature attempting to leave it. This goop has no effect if removed from the stone bowl, and can only aid one creature at a time. Even if completely removed, it reforms over the course of 1d6 weeks.

A character infected by the blue goop in **Area 20** must succeed in a Save vs. Spells (Will DC 15) to enter this chamber at all, and another Save vs. Spells (Will DC 20) to bring the blue goop and the red goop together, as each exerts a strong antipathy on the other. If they are brought together in the stone bowl, there is an explosion which causes 4d8 points of energy damage at the point of impact and in a 10-foot radius, with each 10 foot radius beyond taking 1d8 points of damage less (no save).

There is a 1 in 6 chance that intelligent wandering monsters encountered here are using the red goop to heal a wounded or diseased comrade.

22. Mushrooms and Mist: *The passage leads into a room that runs about 30 feet east-to-west and 50 feet north-to-south. There is an archway in the centre of the north, west, and south walls. To the east, there is an archway offset a little to the south of the wall's centre, and another archway at the northeast corner. The air is still in this chamber, with a fine mist rising from the carpet of tiny white mushrooms along the chamber floor...this mist reaches no more than a foot from the ground. There is a dank, mouldy smell in the air here.*

The room is vaulted to a height of 15 feet, with the upper reaches thick with the cobwebs and egg cases left by normal, non-monstrous spiders.

Neither mist nor mushrooms are dangerous. The mushrooms are only mildly poisonous (Save vs. Poison at +4/Fort DC 5 to avoid 1d6 hours of painful cramps starting 1d6x10 minutes after consumption, causing a -1 penalty to all attack rolls).

Although the mushrooms regrow eventually, examining them shows that creatures do track through this room from time to time, most often to the north or west entrances, sometimes to the south or the southern eastern entrance, and seldom to the northeast. In fact, from the northeast comes a noisome odour of stale urine and old manure.

A bronze dagger hilt lies discarded near the northwest corner.

23. Old Execution Chamber: *The passage smells of old, stale urine and manure. It goes only 10 feet before entering another chamber, some 30 feet square, with a dark archway in the centre of the walls opposite and to your left. Near the centre of the room is an old stone block, roughly two feet square, marked by the termination of many a chopping blow and by old blood stains, both upon it and on the broken flagstones around it. The mouldering, headless skeletons of several small humanoids are spiked to the right-hand wall, although bones have fallen to the floor as ligaments rotted away. Graffiti is scrawled on the wall nearby.*

There are seven goblin skeletons here, executed for refusing to use buckets rather than the latrine hole in **Area 24**. Their skulls became part of the cairn in **Area 85**.

The writing on the southern wall is in the tongue of goblins. There is a large proclamation that reads:

Here traitors hang, by order of Chief Gutjabber the Great. Use the bucket, or suffer the same!

Underneath, in various hands are written:

Gutjabber the great HEAD (underneath this, in smaller letters and another hand, let him stick that head in a bucket)

Never will I submit to the bucket. Keep all the ways of the Skullheap!

This plague is a judgement upon us all! Up with Mungbat! Down with the Greathead! and

Goblins do not haul excrement.

24. Old Goblin Latrine: *The stink of old excrement is stronger down this passage. It goes a mere 20 feet, with broken and twisted flagstones underfoot, the corners thick with the webs, egg cases, and scurrying of tiny spiders that love such places. It opens into a noisome room, 40 feet wide and 20 feet deep, whose flat stone ceiling is a mere 8 feet high. There is a great rent in the floor to the left, down which can be heard the gurgling of an underground stream.*

This area was obviously once used as a latrine, as the far wall is lined by collapsed wooden benches with holes cut into the seat, sized for small humanoids. Old, rotten buckets are scattered here and there. Some of these buckets were full of excrement when they were abandoned, and are now home to colonies of sickening mauve fungus that grow like wrinkled alien brains across their wooden surfaces. Defaced writing can barely be made out upon the far wall, although it is written in large runes.

The writing is in the language of goblins, and reads:

By (obliterated) of Great Chief Gutjabber:

Henceforth, no piss (obliterated) shit shall be tossed into this (obliterated), upon pain of death. This water flows under (obliterated) to our wells. It is drinking from it that has caused the (obliterated). Use the buckets, and (obliterated) will be hauled away from our chambers. Let (obliterated) be consumed by the ooze of the chamber (obliterated) the blue walls.

And underneath, in smaller letters:

Let those (obliterated) would follow Mungbat the Banished (obliterated) beware.

The **mauve brain fungus** is poisonous if eaten (Save vs. Poison/Fort DC 12 or suffer 1d6 damage each round, for a period of 1d6 rounds).

25. Executioner's Chamber: *The passage goes 10 feet into a chamber that is 40 feet wide and 20 feet deep. In it are the remains of old straw and reeds, strewn over the floor. The room extends a bit farther to the north than to the south, and to the north can be seen an old cot, that has collapsed, upon which are still the bones of a goblin warrior dressed in rusted and rent chain armour, with a longsword clutched in his bony hands. Whatever other furnishings might have been in this chamber once, are now long gone.*

This is the skeleton of the goblin executioner, **Balegarm**, who rising as a **skeletal fighter** if approached within 20 feet. Although the chain shirt he wears is nearly useless, it offers some defense, and the sword he bears glows with a pale greenish light. This blade is **Marcor**, an intelligent +2 longsword with a 13 Intelligence that can detect elevators/shifting walls/shifting rooms in a 10-foot radius, detect secret doors in a 5-foot radius, and detect invisible objects in a 10-foot radius. It is able to communicate via empathy.

Balegarm, Skeletal Fighter: AL C, MV 60' (20'), AC 4 (16), HD 6, hp 25, #AT 1 (+2 longsword), DG 1d8+2, SV F5 (Fort +4, Ref +3, Will +4), ML 10, XP 350. Uses **Marcor** as two-handed weapon. NM, unique.

26. Empty Chamber: *The corridor enters a chamber some 30 feet north-to-south, and 50 feet east-to-west, with an archway in the centre of the north and east walls. Set in the centre of the western wall is an old door of thick, reinforced oak planks, swollen and warped with age and disuse. The air here is cold and still, and you can hear a distant dripping noise. The ceiling is vaulted to a height of about 15 feet.*

There is nothing of interest here.

27. Beyond the Oaken Door: *The door to this room will not open unless forced, and it both groans on rusted hinges and scrapes the stone floor when it is opened. It opens outward to the right.*

Beyond the door is a dark room some 30 feet square, its floor scattered with dry leaves and twigs. There is an archway in the centre of the wall to your left. There are narrow cracks in the floor in several places, and you can see that hard claws have marked the walls. The whole area has a faintly musky smell, as though animals were kept here long ago.

There is nothing of great interest here, but the area is relatively safe and unused; check for wandering monsters only once each hour. Monsters that cannot open doors are automatically merely passing through **Area 26**. Even those that can open doors have only a 1 in 6 chance of attempting to do so. Creatures with the keen senses of smell may whine and/or scratch at the door for some time, however.

28. Ancient Bogey Bear Chamber: *The passage goes a mere 10 feet, opening into another 30-foot square chamber. The stone ceiling is only 10 feet above the floor, sagging toward the centre of the room, with cracks showing where it has fractured from stress. The floor of this chamber is strewn with ancient bones, cracked and gnawed. Corroded chains affixed to rings along the far wall show that some form of beasts were once kept here, as does the musky animal smell, which is stronger than in the previous room.*

This room was once the home of the Skullheap Tribe's bogey bears, although all have now perished elsewhere, long ago, and their bones are not here. The bones that are here are mostly those of sheep, from the goblin's greywhethers, but there are a few goblin bones intermingled as well. There are no skulls. Six chains are attached to the far wall.

Bogey bears and greywhethers are animals that have altered through long association with goblins. Bogey bears are small bears with remarkable climbing abilities, which attack by dropping on unsuspecting prey. Greywhethers are carnivorous sheep.

A party that retreats to this room will experience no wandering encounters.

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