

# THEY'RE ONLY KOBOLDS



AN INTRODUCTORY ADVENTURE FOR LABIRYNTH LORD  
AND OTHER OLD-SCHOOL FANTASY ROLE-PLAYING GAMES

WRITTEN BY: JAMES M. SPAHN

ART BY: RYAN RHODES

FOR 4-6 CHARACTERS OF ZERO (YES, ZERO!) LEVEL



**Labyrinth Lord**  
Compatible Product

# They're Only Kobolds

**An Introductory Adventure 4-6 for 0<sup>th</sup> level characters**

For use with Labyrinth Lord™ and other old-school role-playing games

**Written by:** James M. Spahn

**Art by:** Ryan Rhodes &



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## They're Only Kobolds

**Prologue:** *They're Only Kobolds* is designed to be an introductory adventure to help kick start your campaign. But there's a twist: The player characters aren't quite heroes yet. They're not fighters, thieves, magic-users or clerics. They're ordinary hirelings who are suddenly thrust into unexpected peril. Rules for beginning play as an ordinary 0<sup>th</sup> level character were originally presented in Small Niche Games' *Guidebook to the City of Dolmvay*, which is available on RPGNow.com as a pay-what-you-want PDF. The only other book required to make use of this adventure is Goblinoid Games' *Labyrinth Lord* core rules, which are available for free on RPGNow.com.

There are some expanded rules on playing 0<sup>th</sup> level characters in the back of this adventure and the *Labyrinth Lord* is encouraged to use them to help keep character mortality at a manageable rate. Hopefully this adventure will help launch your campaign into a campaign full of dark dungeons, critical hits and kicked in doors! Have fun!

**Background:** The village of Copperstone is several days march from the great city of Dolmvay. This small mountainside hamlet was abandoned ages ago when a great red dragon began to dwell in the caverns of those looming peaks. When the villagers were driven out many of them made their way to Dolmvay to build a new life for themselves, but they never forgot the terror of Agathares the Red Queen who drove them from their homes.

Fifty years after Copperstone was abandoned a brave group of heroes from Dolmvay's Adventurer's Guild went into the caves and hoped to catch the long-slumbering wyrm unawares and slay her. Not only had she accumulated a great horde of wealth, but they hoped to avenge those who had died when Copperstone was burnt to the ground and give the survivors now dwelling in Dolmvay justice for their slain ancestors. They never returned, but a few days after entering the mountainside a great shifting of the earth shook the ground for miles around and was even felt in the city of Dolmvay. The mines of Copperstone were destroyed in a great cave in and though the

adventurers were slain, it was believed the dragon had been buried beneath the mountain – dying with those brave heroes.

A rich merchant of Dolmvay named Cress von Dolm has hired a company of heroes from the Adventurer's Guild of Dolmvay to return to those collapsed mines to see if they are indeed dormant. He hopes to restore the mines and eventually even the ruined village of Copperstone. But Cress is not a philanthropist. He's in it for the money. He hopes that by setting himself up as the man who restore the great mines of Copperstone that he can reap he profits. He just needs a few brave heroes to help him get started.

The player characters are not those heroes. The player characters are simple labourers and hirelings who have been commissioned by the Adventurer's Guild to assist the real adventurers that Cress has hired. Torch-bearers, fire-builders, wood gatherers. The player characters are just down-on-their-luck citizens who are trying to get by.

*They're Only Kobolds* is a short adventure module for use with the *Labyrinth Lord* role-playing game. It is designed for for 0<sup>th</sup> level player characters using the rules given in Small Niche Games' *Guidebook to the City of Dolmvay*. The player characters are hirelings in the service of heroes who are in the service of the Adventurer's Guild of Dolmvay. The featured dungeon is ten rooms which offer combat encounters, puzzles, traps, and role-playing encounters.

**Playing 0<sup>th</sup> Level Characters:** The rules presented on pages 195-197 of the *Guidebook to the City of Dolmvay* offer complete rules for creating 0<sup>th</sup> level player characters. All 0<sup>th</sup> level player characters have one Talent. The complete rules for making and playing 0<sup>th</sup> level characters are reprinted from the *Guidebook to the City of Dolmvay*, with some new expanded information and rules..

**Getting Started:** The adventure begins with the player characters having made the long trek

from Dolmvay to the mountains of Copperstone. Along the way they crossed dense woodlands, a festering swamp and even passed through the burnt and ruined husk that was once the village of Copperstone. As hirelings they are given the menial tasks of day-to-day labour that goes with adventuring: setting camp, carrying supplies, gathering fire wood and the like.

Once the group reached the entrance to the Copperstone Mines, the adventurers told the player characters to wait outside the entrance and tend to the pack animals, guard the gear and generally stay out of trouble.

The heroes who hired the player characters are detailed below:

- **Balathar Bloodbeard** (Lawful Dwarf, 1<sup>st</sup> Level) - In spite of his fierce name, this red bearded dwarf is jovial and good natured, in spite of being prone to solve problems by the blade of his axe.
- **Elaine Gray** (Neutral Thief, 2<sup>nd</sup> Level) - A wry smile and a quick dagger serve this thief well. She's cute, quick and more than a bit arrogant.
- **Sampson Arwell** (Lawful Magic-user, 1<sup>st</sup> Level) - An aspiring young magic-user who recently joined the Adventurer's Guild. This is his first adventure and he's both eager and a bit nervous about the whole affair.
- **Carson Graham** (Lawful Cleric, 1<sup>st</sup> Level) - A compassionate cleric of the Church of Law and Order, Carson is soft-spoken and gently tries to guide all his companions to the faith he believes.
- **Bean Springhill** (Lawful Halfling, 1<sup>st</sup> Level) - A reluctant guild member, Bean is along just to earn the money to pay his does... and a few folks whom he owes quite a bit of coin.

**Notes for the Labyrinth Lord:** The cave in this adventure module features stone walls and floors. Unless otherwise stated, they are not illuminated. Each location also features a brief section of italicized text to serve as a description to either be read aloud or paraphrased to the players when their characters enter that area.

**Wandering Monsters:** Every six turns spent in

the Copperstone Mines, the Labyrinth Lord should check for wandering monsters. Roll 1d8. On a roll of 1, a wandering monster is encountered, based on the chart below. The statistics for each monster can be found in the *Labyrinth Lord* core rule book.

Roll	Monster	No. Appearing
1	Kobolds	1d4+1
2	Fire Beetle	1d2
3	Centipede, Giant	1d4
4	Spider, Giant Crab	1
5	Toad, Giant	1
6	Stirge	1d4+2

### Introduction

Labyrinth Lords may use or paraphrase the descriptive text to begin the adventure.

*The Adventurer's Guild of Dolmvay. It's where normal humans and demihumans go to become heroes. Wizards, warriors and rogues all gather here to explore the ruined places and forgotten dungeons of the world in hopes of becoming myth heroes worthy of the ages. But you're not one of those brave explorers – you're a hirelings. At best, the unsung hero. You get the firewood. You cook the meals. You tend the horses. Meanwhile the heroes delve the dungeons and reap the rewards. It might not be fair, but at least it's safer.*

*You've been travelling with a company of heroes for several days, passing over thicket and dangerous forests and across trackless swamps and finally passing through the burnt and abandoned village of Copperstone at the foot of the mountains for which it was named. These mines were once rich in the ore and the village thrived, but ages ago a great dragon came to the mountain and destroyed the village before making a home in dark depths of rock.*

*But that dragon was slain long ago, or at least that's what you heard the adventurers said as you made your way across the wilds. Guided by an old, crude map of the wilderness, the adventurers have plunged into the mines in hopes of routing the monsters within for a benefactor who hopes to reopen the mine and restore the village.*

*You and the other hirelings were told, as usual, to wait outside and tend the pack mules, mind the camp fires and generally stay out of the way. Arriving at the break of dawn, you've been lingering at the cave entrance all day and the sun is beginning to set. The adventurers promised they'd return before dusk and without them and the wilderness map you'll never find your way home. That coupled with the fact that the camp fire you've been tending so well means that if you don't do something soon then you'll be doing far more than your normal duties dictate.*

*The entrance to the cave looms before you, but no sound stirs from within. If you're going to make it back to Dolmvay, you'll have to find your masters and their map. Without it, there's no hope of returning to the city.*

The small camp outside the entrance to the Copperstone mines is little more than a camp fire, a few pitched tents and the pair of pack mules that served as beasts of burden during the journey. Before the player characters set foot in the mines they can review the gear carried by the mules and make use of the equipment not taken by the adventurers.

**Mule One:** hand axe (2), daggers (4), quarter staff, suit of padded armour, backpacks (2), bedroll (5), Torches (3), firewood (3 bundles), flint and tinder, rope (50', hemp), ten-foot pole, keg of ale, waterskins (3), rations (2 days per player character), holy symbol of the Church of Law and Order.

**Mule Two:** hand axe, daggers (2), small hammer, bedrolls (5), torches (3), flasks of oil (3), flint and tinder, iron spikes (12), pocket mirror, set of thief's tools, rations (1 day per player character) waterskins (3).

### **Location One: Cave Entrance**

*The cave walls are dry and rough and your footfalls seem to echo down the hall as you make your way inside. The meagre light from your torches seems to lengthen the shadows instead of pushing them back. The wall rises to nearly ten feet in height before coming to a natural ceiling.*

Characters who take time to look around the entrance for signs of their masters may make an Intelligence ability check. If successful, they find the dust on the ground has been disturbed

by their recent passage inside. In addition, they find some small, long-toed footprints as well.

### **Location Two: Dragon Temple**

*At the centre of the room is a crude stone altar flanked on each side by a towering statue of a dragon's craned neck and head that look inward on it. Kneeling before the altar and chanting in some yipping language is a dog-like humanoid creature wearing tattered red robes. Beside him is larger creature of the same ilk. On the far end of the room is a chest with a large metal*

*lock. To your shock and surprise you see the crumpled body of Elaine Grey laying dead before it.*

*The two creatures turn to face you. The robed figure produces a wicked ritual dagger from his robes and his companion draws out a large mace. They advance menacingly.*

The kobolds dwelling in the Copperstone mines have built a shrine to the sleeping dragon who dwells further in, worshipping it as a slumbering god. When they returned and found the corpse of Elaine (who when she failed to discover the poison needle that trapped the chest), they saw it as a "gift" from their divine patron and are preparing it for sacrifice as the



characters enter the room.

The chest is no longer trapped, thanks to Elaine. However, it is locked. Inside the characters will find two *Potions of Healing* and a *Wand of Magic Missile* (9 charges), along with 32 gold pieces. The robed kobold has the key.

Elaine's was carrying a short sword, a dagger, a short bow, 20 arrows, leather armour, a set of thief's tools and 9gp.

**NPCs: Kobolds** (2, hp 3, 2) AL C, MV 60', AC 7, HD 1d4 hp, #AT 1, DG 1d6 (spear or javelin), SV 0<sup>th</sup> level human, ML 5, XP 5.

### **Location Three: Rust Monster Lair**

*The floor of this room is covered in a fine brown powder and in the far corner you see a thin fissure in the cave wall. There are several pitted and broken weapons scattered about the room: swords, daggers, and axes. They all look like they were left to degenerate beneath some underground lake, though no water is nearby. Scuttling from the fissure you see a large creature with a carapace similar to that of an armadillo with a long brown tail. Two feathery antennae just from it's tiny head and it advances slowly towards you.*

This is, of course, a rust monster. Dangerous to any adventurer, but unfamiliar to the inexperienced hirelings who have come into the room. This particular beast is not aggressive, as the kobolds who dwell here regard it as a pet and bring metallic detritus here to feed the beast. If the player characters do not act for 3 rounds, it slowly approaches and attempts to rust any metal weapons they are carrying. If the characters flee, the rust monster does not pursue.

If the player characters attack the rust monster it fights until failing its morale check and then retreats far into the fissure of the wall and cannot be reached.

**NPCs: Rust Monster** (hp 22), AL N, MV 120', AC 2, HD 5, #AT 1, DG Nil (see pages 93-94 of *LL* core rules), SV F3, ML 7, XP 500

### **Location Four: Main Warren**

*This massive room is filled with flea-bitten animal skins and half-rotted food strewn across the floor. You see a great many corpses of dog-like humanoids scattered around the room, still clutching spears in their own defence. You several of them are still alive, though they are smaller and thinner than those who have been slain. Seeing you approach the room, they yowl in rage and grab the weapons of their fallen comrades before charging towards you in blind rage.*

This room serves as the main home for most of the kobolds who live in the Copperstone mines. The adventurers who hired the player characters have already been through this area, hence the slain kobold warriors who still lay dead. The remaining kobolds are the females and the children who fled during the attack. Having returned, they are now driven into a rage by the death of their mates. As such, even though they are smaller and less experienced than those who are dead, they have the statistics of normal kobolds because they are driven by rage and vengeance

The Main Warren is also trapped. The trap in the passage to the east of the room was previously sprung, revealing a pit trap whose floor is lined with wooden spikes. The trap in the western passage has not been activated, but is crude and comparatively easy to discover. Any character who is actively searching for it may roll 1d6. Human, elf and halfling characters discover the trap on the roll of a 1, while dwarves discover it on a 1-2 on a d6. If the trap is triggered, the victim must make a saving throw vs. breath weapon or fall into the pit. The combined damage for both the fall and the spikes is 2d6. Those who succeed in their save are able to pull back just as the trap is set off and take no damage.

While there is little in the way of treasure in the main warren, the characters can find several spears, javelins, maces and other crude weapons if they need to arm themselves. In addition, characters who carefully climb down to the floor of the eastern pit can find a small ruby from some long-dead adventurer that



was never noticed by the goblins. They notice it on a 1 in 6 chance while searching the pit floor. The gem is worth 100 gold pieces.

**NPCs: Kobolds** (6, hp 4, 3, 3, 2, 2, 1) AL C, MV 60', AC 7, HD 1d4 hp, #AT 1, DG 1d6 (spear or javelin), SV 0<sup>th</sup> level human, ML 5, XP 5.

#### **Location Five: Rat Pens**

*On the wall near the opening to this room you see a large wooden lever. The room itself has the walls lined with several crude wooden cages. You hear chitters and screeches come from the cages, but from this distance your torchlight does not provide enough light to discern exactly what is inside. Against the only bare wall in the room is a straw mat that has almost been rotted by time. There are four of these squat dog-like humanoids moving from cage to cage, tossing some kind of foul meat into the cages before taking notice of you.*

*One of them raises a many thonged whip and lets out a yelp before pointing at you and your companions and charging forward.*

The kobolds here are “rat keepers” who tend to a plethora of giant rats that they hope to train to serve as allies in combat. The training is not going well. If the player characters pull the lever at the entrance of the room, the cages open and six giant rats attack their kobold “masters.” In the ensuing chaos the kobolds are all slain and three of the giant rats remain, who turn their attention to the player characters.

If the player characters do not open the cages, the kobolds attack. If they are able to reach the lever, one of the kobolds will attempt to open the cages. If the rats are released during the middle of the battle they will focus their attacks on the kobolds, though if any player character attacks them the rat will go after that character.

There is little treasure in this room, save for a small lock box hidden in straw mat on the floor at the south end of the room. The lock box is trapped, but not locked. If the trap is not disarmed, the person opening the lock box will need to make a saving throw vs. poison or suffer 2d4 points of damage from a poisoned needle.

Inside the lock box are a small silver ring (25 gp), an amethyst brooch (30 gp), and a gold necklace (75 gp) that the whip-wielding kobold was hiding from his allies.

**NPCs: Kobolds** (4, hp 4, 4, 3, 2) AL C, MV 60', AC 7, HD 1d4 hp, #AT 1, DG 1d6 (spear or javelin) or 1d4 (whip), SV 0<sup>th</sup> level human, ML 5, XP 5;

**Giant Rats** (6, hp 3, 2, 2, 2, 1, 1) AL N, MV 120', AC 7, HD 1d4 hp, #AT 1, DG 1d3, disease, SV F1, ML 8, XP 6.

#### **Location Six: Throne Room**

*The floor of this cavern has long crimson velvet rug running from east to west, though it is threadbare and torn beyond salvaging. Against the western wall you see a large stone throne has been carved with surprising detail. The entire throne is carved to resemble the scales of a dragon and the back rises to a perfectly crafted dragons head that looks down upon those who stand before it.*

*Less elegant are the two large dog-like humanoids wielding long swords as two-handed blades and clad in chain armour. They growl aggressively and move towards you with blood in their evil little smiles.*

This throne room of the kobold's leader is guarded by two kobold bodyguards. There is a secret door hidden in the seat of the throne that contains some of the kobold leader's valuables. It contains one *Potion of Healing*, a pair of *Bracers of Armour* (AC 8), and 50 pp.

**NPCs: Kobold Bodyguards** (2, hp 6, 6), AL C, MV 60', AC 7, HD 1+1, #AT 1, DG 1d8 (long sword), SV 0<sup>th</sup> level human, ML 7, XP 15

#### **Location Seven: Watering Hole**

*The eastern half of this room is filled with a large underground lake. The calm and appears clean upon first glance. Several wooden barrels line the north wall. Their tops are laying on the ground next to each barrel and several buckets leaning against them, each with a long rope attached to it.*

The watering hole is perfectly safe unless the player characters take it upon

themselves to go diving into the lake. Those who closely examine the water may roll 1d6. If they roll a 1, they notice an odd patch of water that seems to shimmer or ripple in a way the rest of the lake does not. In addition, that particular patch seems to have several small weapons and other trinkets resting in it. This is, in fact, a gelatinous cube resting on the bottom of the lake that will attack anyone who attempts to make the plunge.

That is why the goblins have barrels and buckets for drawing water. It prevents the cube from attacking anyone who draws too close to the water's edge. The barrel and the buckets are perfectly mundane and the water in the barrels is perfectly safe to drink.

**NPCs: Gelatinous Cube** (hp 18), AL N, MV 60', AC 8, HD 4, #AT 1, DG 2d4 + special (see page 76 of the LL core rules), SV F2, ML 12, XP 245

#### **Location Eight: Fire Beetle Nest**

*At the centre of this room is a great pile of stones and rubble. The room is significantly warmer than the rest of the caves and as the light of your torch falls on the rocks they begin to shift. The rocks tumble away to reveal several large beetles, easily two feet across. They glow with a low light that emanates from their carapace and move towards you.*

Three fire beetles have made their home in this mound, and the kobolds regularly toss slain victims into the room to feed them. If the player characters manage to slay the beetles and sift through the rubble they find a shield, a suit of chain armour and a war hammer that have escaped the beetle's fire. The other equipment is little more than broken junk.

**NPCs: Fire Beetles** (3, hp 5, 7) AL N, MV 60', AC 4, HD 1+2, #AT 1, DG 1d4 (bite), SV F1, ML 7, XP 15

#### **Location Nine: The Ancient Hall**

*The simple passages of the Copperstone mines suddenly give way to the smooth, carved passages of a skilled artisan. The hall eventually opens into a massive chamber, easily the size of a farmer's field or lord's inner keep.*

*At the far end of the great hall is a large stone building carved from the stone floors. It easily rises three stories high, though it has no windows or openings, save a single pair of giant double doors covered in glowing red runes cut in sharp and unseemly angles.*

*Flanking the great doors are a pair of beautiful, if terrifying life-sized statues of dragons carved from red stone with glowing garnet eyes.*

*Before the doors is an altar dedicated to the gods of Chaos. Wicked and inhuman faces are cut into it in a stark crudeness that offer a surprisingly beautiful contrast to the doors and statues.*

*The long walk towards this great hall is marked by a pair of large tomb-like structures, a pair on each side of the keep. Their doors are marked with runes similar to that upon the central keep, but were clearly put there via mundane means instead of the obviously magical doors.*

*Standing in front of the altar of evil is a creature unlike vile creature you've ever seen. Like the smaller creatures of the Copperstone mines it has a dog-like face, but it stands nearly seven feet tall and has bulging, unnatural muscles and gaunt dead eyes. You see him raise a obsidian-tipped spear and plunge it down upon whatever poor creature was bound to the altar.*

*As he turns to look at you, you catch a glimpse of a dead halfling whose blood is covering the altar. He gleefully licks the blood from his weapon and his voice echoes through the chamber. "Blood is life. The dragon shall reawaken as my slave when the others are slain, and Dolmvay will burn."*

The evil leader of the kobolds is none other than a throggrin who came to the Copperstone mines in hopes of finding the dragon's horde. Instead he found pesky kobolds and convinced them he was an emissary of the "Slumbering Dragon God." He has since been acting as their leader and high priest. As time went on the mad throggrin began to believe his own lies and has actively been researching the runes in this room in hopes of awakening the horrible beast. He believes that by making blood sacrifices of "pure souls" that he will awaken the wyrm and that it will be bound to his service.



The truth is far simpler and far more frightening. One needs only push open the door to weaken the magical energy that has kept the foul beast asleep for decades. When the player characters enter the room the throgrin attacks them with his magical spear because they have interrupted his ritual.

After capturing the surviving Adventurer's Guild members who entered, the throgrin has decided to sacrifice them to the Slumbering Dragon God. The player characters are entering just as he is putting Bean Springhill to the sword. He has imprisoned Balathar and Carson in other nearby tombs and plans to offer them next. But with the arrival of the player characters the throgrin fears that his plans may be disturbed so he wants to dispatch them as soon as possible.

**Location 9A:** This tomb is sealed with a stone door. The wall opposite the entrance is carved with a great etching depicting the burning of the village of Copperstone and the ground is littered with the bones of those who were offered to the Slumbering Dragon God long ago. Sleeping among the bones is an spitting cobra, which will attack if the bones are disturbed.

**Location 9B:** If the characters listen at the door of this tomb they hear the muffled voice of an angry dwarf on the other side. Balathar was knocked unconscious by the kobolds and has been stuffed into this large tomb to await his fate as a sacrifice to the Slumbering Dragon God. He is wounded, but angry and eager to extract revenge. If freed, he will asked for a weapon and fight with the player characters.

**Location 9C:** Like Location 9A, this tomb was used to offer the remains of those slain by the kobolds as an offering to the Slumbering Dragon God. But one of the offerings was an evil cleric who was slain long ago. His will was weak, but his soul was black. He rose long ago as a skeleton and will attack anyone who opens the tomb.



**Location 9D:** Like his companion Balathar, the cleric of the Church of Law and Order Carson was stuffed into a tomb to await execution. He only suffered a minor blow to the head and has retained his spells. If freed, he will gladly aid the party.

**NPCs:** Throgrin (hp 18), AL C, MV 120', AC 6, HD 3, #AT 1, DG 1d8+1 (*Spear+1*), SV F3, ML 10, XP 80;

**Spitting Cobra** (hp 4), AL N, MV 90', AC 7, HD 1, #AT 1, DG 1d3 + poison, SV F1, ML 7, XP 13;

**Skeleton** (hp 6), AL C, MV 60', AC 7, HD 1, #AT 1, DG 1d6, SV F1, ML 12, XP 13;

**Balathar the Dwarf** (hp 8) AL L, MV 60', AC 4, HD 1, #AT 1, DG 1d8 (battle axe), SV D1, ML 8, XP 10;

**Carson the Cleric** (hp 6) AL L, MV 60', AC 6, HD 1, #AT 1, DG 1d6 (mace), SV C1, ML 8, XP 10, Spells: *Cure Light Wounds*.

### **Location Ten: The Dragon's Keep**

*Pushing the burning doors open, you see before you a thing of glory and terror. Its scales are like blood-stained steel and its wings wrap around it like a second skin. Even slumbering you can see sword-like teeth peeking from its closed maw. The great serpentine mouth is large enough to consume an entire home in one gulp and you can easily imagine the great furnaces of this beast melting stone and turning flesh to ashes. It is a red dragon of unimaginable age.*

*Surrounding the beast is a magical aura of soft, comforting white light. Even with your meagre knowledge of the arcane, you know this is a magical aura that keeps the horrible beast in some kind of enchanted slumber. The white light flickers and weakens, beginning to slip past you and into the chamber.*

*Carson turns to you and your companions, "The aura!*

*It's weakening! Go! Seal the doors before it awakens! I'll empower the barrier!"*

*As if awakened by the sound of Carson's voice, you see one of the great slitted yellow*

*eyes of the dragon open and a low growl shakes the walls of the chamber. You watch in awe as the dragon returns to life.*

Carson will attempt to usher the player characters from the room and seal the door behind them, leaving him with the dragon. He will enlist the aid of Balathar to achieve this if necessary. If the characters do not flee seal the room in three rounds, the dragon awakens and attempts to kill everyone present before bringing havoc and destruction to the countryside in retribution for his fifty years of enchanted slumber.

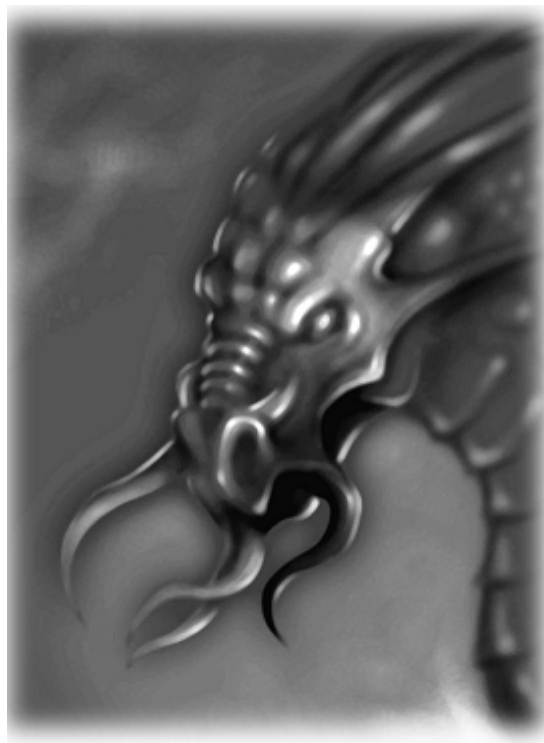
If the characters do run out the door, Carson closes it behind them and tells Balathar to get everyone out. The characters have five rounds to escape the cave before the entire thing collapses. Once they have escaped, the entire network of mines and the carved passages collapse in on themselves, sealing the dragon (and Carson) forever.

The dwarf Balathar believes that it is highly unlikely that anyone survived the collapse of the caves, not even the dragon. He

sighs at the loss of his friend, and tells the characters that it's time to return home. He has the map that will lead them back to Dolmvay and will gladly lead them home and recommend them for immediate admission to the Adventurer's Guild.

If Balathar is not with the characters, then the Labyrinth Lord should have Carson provide the characters with the map before hastily closing the magical doors that sealed the dragon in the bowls of the mountain forever.

**Epilogue:** If the characters return to Dolmvay with Balathar in tow, his recommendation is enough for them to gain entry into the Adventurer's Guild of Dolmvay if they so wish. Balathar will even offer to join them on future adventures for an even cut of the treasure and regard the player characters as his friends from this day forward unless they prove otherwise. He may also ask them to assist him in a new expedition into the Copperstone mines via a different entrance to see if Carson, or the dragon, survived the cave in.



## 0<sup>th</sup> Level Heroes

Complete rules for creating 0<sup>th</sup> level player characters is given on pages 195-197 of the *Guidebook to the City of Dolmvay*. Each player character is allowed to either select or roll

randomly on the chart below to determine a single talent they possess. Additional talents are also described in the *Guidebook to the City of Dolmvay* and may be chosen instead.

Roll	Talent
1	You loved to skip stones on the river as a kid. +1 bonus to all thrown weapon attack rolls
2	A fair share of your time has been spent in the worst bars in Dolmvay and you're very tolerant to what passes for alcohol in some places. +1 bonus to all saving throws vs. poison.
3	You've worked as a rat-catcher in the sewers of Dolmvay. +1 to hit against all rats, insects and other vermin
4	You come from a learned family and know several languages. Choose one additional bonus language.
5	Raised by nobles, you know the art of etiquette. -1 bonus to all Reaction checks.
6	Countless hours of back-breaking work as a day labourer made you hardy. +1 hit point.
7	You studied the flora and worked as an herbalist. 25% to identify any plant you find and know whether it is poisonous or not.
8	One of your ancestors is a magic-user of great power, or perhaps there is the blood of ancient elves lingering in your veins. You may cast <i>Detect Magic</i> once per day.
9	You lived on the streets most of your life and often had to fight to survive in the slums of Dolmvay. +1 to attack and damage when fighting bare-handed.
10	You are skilled swimmer and reduce your chances of drowning by -25% due to encumbrance.
11	Man years were spent as an acrobat or second-story man and you possess great physical agility. -1 bonus to Armour Class when wearing no armour, padded armour or leather armour.
12	Born from a rich merchant family, you are a master in the art of negotiation. You pay 10% less for all items purchased.

In addition, the Labyrinth Lord is encouraged to monitor how the human characters react to the various encounters in the dungeon. Characters who are quick to take aggressive actions or resort to combat are very likely to become fighters, while those who study the runes and odd statuary in the Copperstone Mines might be more suited to become magic-users.

Listed below are some optional rules in addition to those given in the *Guidebook to the City of Dolmvay*. Any 0<sup>th</sup> level character may attempt to use the abilities listed below, but the Labyrinth Lord should take into account which area of expertise they tend to rely upon when determining what class they rely upon when helping them select a class at 1<sup>st</sup> level.

**Thievery:** 0<sup>th</sup> level human player characters with a high Dexterity attribute may attempt to use any of the Thief Skills described on page 13 of the *Labyrinth Lord* core rulebook, except Hear Noise. Characters with a Dexterity between 12 and 15 have a 5% chance of success. A Dexterity of 16 or 17 increases this chance to 10%, while a 0<sup>th</sup> level player character with a Dexterity of 18 has a 15% chance to use any thief skill.

**Arcane Study:** 0<sup>th</sup> level human player characters with a high Intelligence may attempt to use *Magic-user/Elf Scrolls* or magical wands, even if they lack training. Characters with an Intelligence between 12 and 15 have a 5%

chance of successfully using a scroll or wand. An Intelligence of 16 or 17 increases this chance to 10%, while a 0<sup>th</sup> level player character with an Intelligence of 18 has a 15% chance to use scroll or wand. If the roll is failed then the scroll is expended and the wand charge is wasted.

**True Believer:** 0<sup>th</sup> level human player characters with a high Wisdom will sometimes feel the power of the divine forces of the cosmos watching over and protecting them. They may attempt, once per day, to make a prayer of healing, protection, or righteousness. Characters with a Wisdom between 12 and 15 have a 5% chance of success. A Wisdom of 16 or 17 increases this chance to 10%, while a 0<sup>th</sup>

level player character with a Wisdom of 18 has a 15% chance to successfully pray for healing, protection or righteousness. Each of the prayers offers a small bonus described below.

- **Prayer of Healing:** The character may heal themselves or another person with a divine touch. This restores 1d4 hit points.
- **Prayer of Protection:** The character is granted some measure of divine protection and receives a +1 bonus to all saving throws and a -1 bonus to their Armour Class for one round.
- **Prayer of Retribution:** The character is filled with divine wrath and receives a +1 bonus to the next attack roll they make.



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