

A magazine for old school fantasy roleplayers



Issue Number 6

Summer 2011

\$2.50



Petty Gods Preview

Encounter Tables for Labyrinth Lord

Shame of the Shaman an Adventure for Labyrinth Lord

Gold
Piece
Publications



Contents

- 3 Editorial**
- 3 Tales from Hell**
- 4 Monster Club #9**
Animate Dead Special - Skeleton Lord
- 6 Petty Gods Preview**
A Sneak Peek at this Exciting OSR Community Publication
- 8 Newland**
A Fantasy Campaign Setting
- 12 Shame of the Shaman**
A Labyrinth Lord Adventure for 3rd to 4th Level Characters
- 21 Whips in Labyrinth Lord**
- 22 Monster Club #10**
Dungeon Random Encounter Tables: Levels 1-3
- 26 Fighter in Plate**
An Adventurer's Guide to Plate Mail
- 28 Goblin Quest**
- 30 Found Familiar**
The Raven
- 31 What's in the Oubliette?**
Reviews of: Alestorm, Quickshade, Game of Thrones and Ironwood Gorge
- 34 Mouse Watch**
- 35 The Song of Sithakk**
Our Epic Dwarven Serial. Part 6: Death in the Valleys, Death in the Skies
- 41 Supplemental Materials**
Comprising:
- *Labyrinth Lord Business Card Character Sheets*
 - *Customizable Dungeon Encounter Tables*

E-mail: oubliettemagazine@yahoo.co.uk

Blog: <http://oubliettemagazine.blogspot.com/>

All text (excluding *Petty Gods*), maps and diagrams copyright© P. Regan 2011

All artwork (excluding *Petty Gods*) copyright© The Marg 2011

Play-testing: R. Depper, C. Kitchener, A. Alonso, M. Regan and P. Regan

All rulebook page number references are shown as:

(LL p##) *Labyrinth Lord Revised Edition 2009*

(AEC p##) *Advanced Edition Companion 2010*

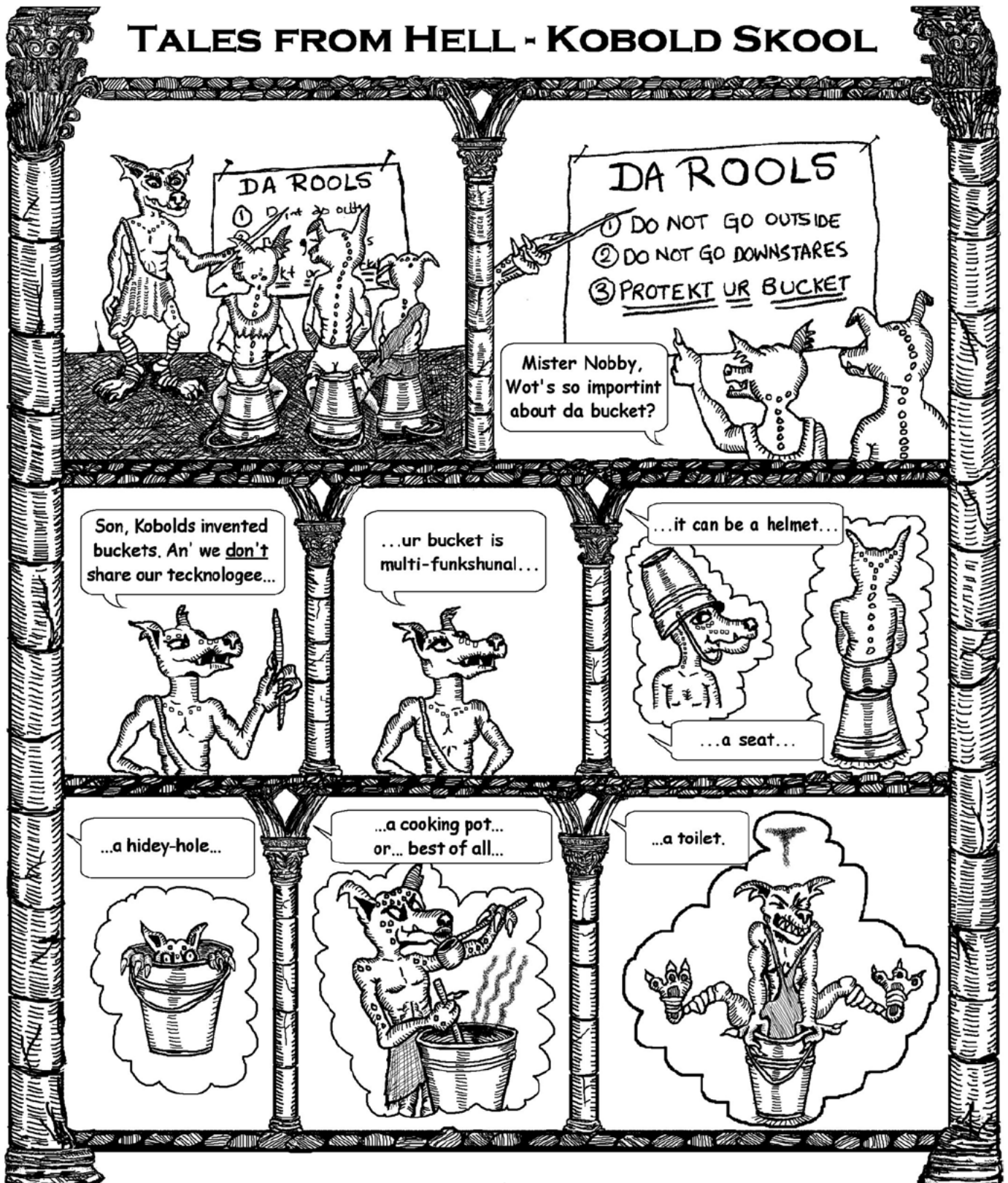
Labyrinth Lord™ is a registered trademark of Daniel Proctor

Editorial

In the last issue, I presented a rehash of the Monstermark System. I tweaked it a little in the hope of simplifying it, and I also made it fully compatible with Labyrinth Lord. I don't see it as a day-to-day tool, but the insight it gives into the math that underpins the system is invaluable. This month, I've included the first in a series of *Random Encounter Tables*. I have created these using Monstermark Ratings, but with a little OSR fuzzy logic added here and there. The idea is that all the head-scratching time with the calculator remains hidden, leaving a set of genuinely useful, better balanced tables. Like everything else in this issue, I want to present material that can be easily plundered and adapted for your own games. I hope this issue leaves you entertained, informed – inspired – even and not too bogged down in number crunching.

Peter Regan, Editor

TALES FROM HELL - KOBOLD SKOOL



Monster Club #9

Animate Dead Special - Skeleton Lord

When clerics cast *animate dead* spells, the power of their magic spreads throughout the bones and remains of dead creatures. The remains are then given an undead life and the creatures rise as zombies or skeletons. However, more advanced clerics, with the appropriate preparation and research, are able to do far more with the spell.

With careful planning, a cleric may attempt to *animate* a skeleton lord. Firstly, the cleric must identify the tomb or burial site of a fighter who in life attained at least 9th level. There is no maximum limit to the level of the fighter, but for the spell to work, the cleric himself must be of the same level or higher than the intended subject. Once a suitable candidate is found, the cleric must begin researching the life, deeds and history of the fighter. The time and cost of this exercise will vary, depending on what records are readily available. Typically, a cleric might need to spend 1d4 weeks and several hundred gold pieces, gaining access to, and then studying the required information. In extreme circumstances, the cost may be far higher, and the research may require a visit to a far-off location, or access to a sealed vault.

Next, the body must be exhumed to confirm that it has been reduced to no more than skeletal remains. If the spell is cast on a body that still has flesh on its bones, then the result will be a very costly, ordinary zombie.

Finally, the cleric casts the *animate dead* spell itself, and then rolls 2d6, consulting the following table to determine the outcome. If the cleric has carried out particularly thorough research, then he receives a +1 bonus to the roll.

2	The spell does not work properly. The skeleton lord rises and, 1d6 rounds later, turns to attack the cleric that created him.
3-4	The spell doesn't work fully. The skeleton is successfully animated, but only as a regular 1HD AC8 skeleton.
5-9	The spell works. The skeleton lord will follow simple spoken, single-sentence commands issued by the caster.
10-11	The spell works. The skeleton lord has a superior intellect and is able to follow complex commands and fight tactically.
12	The spell works. As per the result for 10-11 with the addition of a telepathic link to the caster.

A skeleton lord will serve the cleric that animated it until destroyed. If the cleric is killed, then the skeletal lord will simply behave in the same way as a regular undead skeleton. However, if the skeletal lord is one of the rarer examples with an advanced intellect, it may pursue a self-directed, chaotic (evil) agenda.

Skeleton Lord

No. ENC: 1
ALIGNMENT: Chaotic
MOVEMENT: 120' (40")
ARMOUR CLASS: See below
HIT DICE: 9+
ATTACKS: 1
DAMAGE: by weapon
SAVE: F9
MORALE: 12
HOARD CLASS: None
XP: 1,700 (9HD)



A skeleton lord is the result of a specialised use of the spell *animate dead*. In its former life, a skeleton lord was a fighter who attained at least 9th level. When animated, it appears to be a normal skeleton, but if the spell works fully then the skeleton lord receives a number of hit dice equal to the level it reached before death. Regardless of their hit dice, all skeleton lords are treated as 9HD on the *turn undead* table. Like other undead, skeleton lords are unaffected by *charm* or *sleep* spells.

Skeleton lords have a base armour class that is the same as a normal skeleton (AC8). However, they will almost always be fitted with plate mail armour and, when using single-handed weapons, a shield. This greatly improves their armour class and there is a chance that a skeleton lord will be wearing magical armour of some sort. In combat, they retain much of the skill that they had in life and may use any melee or missile weapons they are given. There is also a chance that any skeleton lord encountered may be equipped with a magical weapon. The following d00 table may be used to randomly determine the arms and armour used by a skeleton lord.

01-19	Plate mail, shield and long sword (AC2)
20-29	Plate mail and two-handed sword (AC3)
30-39	Plate mail, shield and +1 long sword (AC2)
40-49	Plate mail and +1 two-handed sword (AC3)
50-59	+1 plate mail, shield and +1 long sword (AC1)
60-69	+1 plate mail and +1 two-handed sword (AC2)
70-79	+1 plate mail, +1 shield and +1 long sword (AC0)
80-89	+2 plate mail and +1 two-handed sword (AC1)
90-94	+1 plate mail, +1 shield, +2 long sword (AC0)
95-98	+2 plate mail and +2 two-handed sword (AC1)
99-00	+2 plate mail, +1 shield and +2 long sword (AC-1)



Are you suffering from lonely 12-sided dice?



Every year countless gamers worldwide neglect their 12-sided dice. This silent killer of fun now has a cure: **Rogue Games**.

From **Colonial Gothic**, to **Thousand Suns** and **Shadow, Sword & Spell**, we have a game that fits every taste. No more does your 12-sided dice need to sit alone.

Visit www.rogue-games.net to learn more, purchase or find a local store that carries our games..



Petty Gods: Preview

A Sneak Peek at this Exciting OSR Community Publication

In November 2010, James Maliszewski launched an open request on his blog (*Grogardia*) for submissions to a collaborative project entitled *Petty Gods*. The response was tremendous. The OSR embraced the idea and flooded James with submissions. Now that the book's release is imminent, *Oubliette* is proud to be able to offer a preview of some of the deities included in this tome.

Petty Gods is intended as an homage to Judges Guild's awesome *Unknown Gods* (1980). It is all the more fitting therefore, that the foreword to *Petty Gods* is written by Paul Jaquays, who co-authored the JG title. What's more, James has also been granted permission to include Professor M.A.R. Barker's superb 1980 essay, *How to Create a Religion in Your Spare Time for Fun and Profit*, in its entirety.

The finished book will feature dozens of Gods, each complete with Labyrinth Lord compatible stats, a description, and an illustration. It will be available as a free PDF download, and as an at-cost, print-on-demand title from Lulu.com.

Mespilus

by Chris Wellings
Illustration by Chris Hüth

Name: Mespilus
Symbol: A medlar fruit
Alignment: Neutral
Movement: 120' (40')
Armor Class: 1
Hit Dice: 26 hp (6 HD)
Attacks: 1 (+2 quarterstaff)
Damage: 1d6+2
Save: T6
Morale: 9
Hoard Class: VII
XP: 570

Mespilus has the appearance of a somewhat surly chimpanzee (albeit one that walks upright) dressed in the manner of a farmer. His sole distinguishing feature (bar his being an ape) is his large hat, which somehow combines the attributes of a fez and a beret of muddy brown hue. Mespilus is inordinately proud of his hat.

This petty god is worshipped by those who gather, ferment (in a process known as 'bletting') and consume the fruit of the medlar tree. Mespilus finds adventurers tiresome, usually rebuffing them with: "I deal with med-LARS, not medd-LERS." If he can be convinced that the task the party is undertaking will benefit his trees or his worshipers, he may part with some medlars or medlar jelly (see below).

If drawn into combat, Mespilus will fight to defend himself with his +2 quarterstaff and his medlars (as bullets for his sling), before trying to escape under cover of his flatulence (as per the spell *stinking cloud*). If slain, he will reform in a medlar grove 1d6 days later, irritated and less inclined than ever to share his medlars.



Cover Illustration by Thomas Denmark



Reaction Table 2d6 (Modified by wisdom, rather than charisma – Mespilus values good, honest sense, over flashy talkers)

2 or less	Friendly – unbletted medlars function as +1 sling bullets; medlar jelly functions as potion of healing
3-8	Indifferent, uninterested – if asked, will give the party non-magical jelly and medlars (bletted)
9-10	Neutral, uncertain
11	Unfriendly – rather than attacking, he will gift the party with unbletted medlars, telling them that they are delicious, without letting on that they are actually foul.
12+	Hostile

Qurgan Quagnar

by Paul and Emmett Brinkman
Illustration by Eugene Jaworski

Name: Qurgan Quagnar
Symbol: A three-legged toad
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 3
Hit Dice: 73 hp (13 HD)
Attacks: 1 (stick or gaze)
Damage: Special
Save: D10
Morale: 10
Hoard Class: VI, IX
XP: 3,300

Qurgan Quagnar, petty god of three-legged toads, rarely assumes the same form twice. Regardless of specifics, he always appears as a short, stooped humanoid of indeterminate race who is horribly disfigured, missing one leg, and carrying a gnarled walking stick.

Qurgan has few followers (aside from the occasional sentient three-legged toad); folks only pray to placate and keep him away. Some pirates have been known to refer to their comrades who have lost a limb as being "qurgan'd."

Qurgan Quagnar prefers to avoid combat, but when pressed, he can rap enemies with his "ugly stick" (treat



this as a +1 *quarterstaff*). Any being suffering maximum damage from his stick also loses one point of charisma permanently. Qurgan Quagnar can also wither opponents with his stare. Anyone meeting this withering gaze must successfully save versus Petrify or roll on the following table (d6):

1	Lose a foot (reduce movement speed by half)
2	Lose a hand (-1 dexterity)
3-4	Lose an eye (-1 to hit)
5-6	Horrible scarring (+1 reaction roll)

The effects are permanent until reversed by means of a *remove curse* spell.

Those who somehow gain Qurgan Quagnar's favor may be granted Qurgan's Boon. The recipient of the boon may treat any *one* failed saving throw as a success in exchange for a roll on the *Withering Gaze Table* above. Qurgan Quagnar may grant this boon as often as he likes (which isn't often), but a being may only be under the effect of one boon at a time.

The Curmudgeon God uses the following *Reaction Table* (2d6). Characters should apply the opposite of any charisma adjustments they would normally make (high charisma is viewed as a negative thing in the eyes of Qurgan Quagnar).

up to 3	Begrudging – aids (grants a boon to) nearby beings if properly placated
4-7	Neutral – ignores all nearby creatures
8-10	Unfriendly – attacks if not properly placated
11+	Hostile – withers anyone who dares meet his gaze; then attempts to stalk off

St. Vineria of the Eyes

by Fr. David Eynon
Illustration by Fr. David Eynon

Name: St. Vineria of the Eyes
Symbol: A bowl with a pair of eyes inside it
Alignment: Lawful
Movement: 150' (50')
Armor Class: 0
Hit Dice: 77 hp (17HD)
Attacks: Special
Damage: Special
Save: C18
Hoard Class: None
XP: 9000



St. Vineria of the Eyes, Patron Saint of Eyes, appears as a blind beggar woman holding a bronze bowl with a pair of eyes carved on the inside. Those who willingly give alms by placing coins into the bowl are granted one of the following effects for the next 24 hours, determined by rolling a d6:

1 <i>Locate object</i>	4 <i>Infravision</i>
2 <i>Detect invisible</i>	5 <i>Arcane eye</i>
3 <i>Find traps</i>	6 <i>True seeing</i>

Those who hit St. Vineria in combat must make a save versus Spell at -4 or suffer the effects of *cause blindness*. Those St. Vineria hits in combat take no damage but are

afflicted with a *quest* spell (no save). They must locate and return something that a stranger has lost. Those who refuse to undertake this quest are blinded, or otherwise inflicted with some kind of incurable eye disease. Sometimes, when St. Vineria finds a truly kind soul, she is known to give the gift of a *bowl of the eyes*.

Bowl of the eyes – These rare magic items resemble St. Vineria's own bowl, except that the eyes carved on the inside are closed. If *holy water* is placed into the bowl, the eyes open and the water is transformed into one of the following potions determined by a d6:

1-3 <i>Cure light wounds</i>	5 <i>Cure disease</i>
4 <i>Cure blindness</i>	6 <i>Cure serious wounds</i>

This effect only works once per day. If a *bless* spell is cast upon the bowl while *holy water* is in it, the bowl functions as a *crystal ball* for the duration of the *bless* spell.

Petty Gods
by the Old School Renaissance community
Edited by James Maliszewski

Soon to be released as a free PDF
from www.RPGNow.com and in print
from www.lulu.com

Visit www.grognardia.blogspot.com for details

Newland

A Fantasy Campaign Setting

Introduction

This setting is intended to provide a backdrop to the next few adventures that will be published in *Oubliette*. I intend to provide a limited amount of campaign background in each issue, along with a new adventure. The adventures will also come with notes to assist with using them in different campaigns or as stand-alones. Detail in my campaign setting is purposefully kept brief so that it can be developed through play.

Before I began writing the background for the setting, I mentioned to my players that I would like to run a campaign that draws on the classic G (*G1-3 Against the Giants*) series of modules for inspiration. It may take them a while to get to the giants in my campaign but the icons on the map opposite should serve as a teaser for what's coming. As a group, we also wanted the new campaign to use the Labyrinth Lord *Advanced Edition Companion* so all the adventures in this series may include AEC content.

The History of Newland

For thousands of years, the lands from the Southern Sea to the Ice Plate in the north were wild. Over hills and valleys, tribes of orcs constantly fought one another for territory. In woods and forests, monstrous animals and worse made their lairs – hunters, scavengers, and parasites all mixed in a vicious cycle of life and death. Mountain trails were pounded by giants, whilst in caverns beneath, the dwarves dug deep into the rock for riches. Then the earth cracked, and the Burning Mountain spewed forth fire over the land. A huge fissure opened and ran across the entire width of the Great Forest. The fire drove the denizens of the forest south and into the lands of the orcs. Thereafter, the orcs, tribal wars forsaken, could do little more than fight for survival against the monsters that now roamed the land.

Time passed and the lands healed.

Around 100 years after the land was split and burnt, the first human explorers landed in the south. They quickly began to settle, and a thriving fishing port was established. Over several generations, the port became the town of Dockton, and the settlers began farming the lands further north. There was no name for this newly settled land, so its inhabitants simply called it Newland. There were battles with what remained of the orc tribes, but the latter were pushed further back every year, as civilization advanced. Within a few centuries, Dockton had grown into a great city, and a branch of the royal line from across the sea established a court there. After his coronation, the new King ordered a huge wall be built around the city, and upon its completion the city was renamed Stoneport. The King claimed a large tract of land around the city for the Crown, but otherwise respected the claims established by the Lords that had initially settled Newland. The Kingdom thrived for a dozen generations until the last King died with no heir to claim the throne.

The line of Trago can be traced all the way back through the reigns of the old Kings. When the line of Kings failed, many expected the then Lord Trago to ascend to the throne. However, sensing the potential for unrest amongst the other Peers of the land, he proposed an alternative. Thus, the High Council was formed, on which sat the Lords of the land, along with representatives of the Church, and the School of Wizardry. From the 15 members of the Council, an Overlord was elected and given executive control of the Kingdom and the casting vote at the Council.

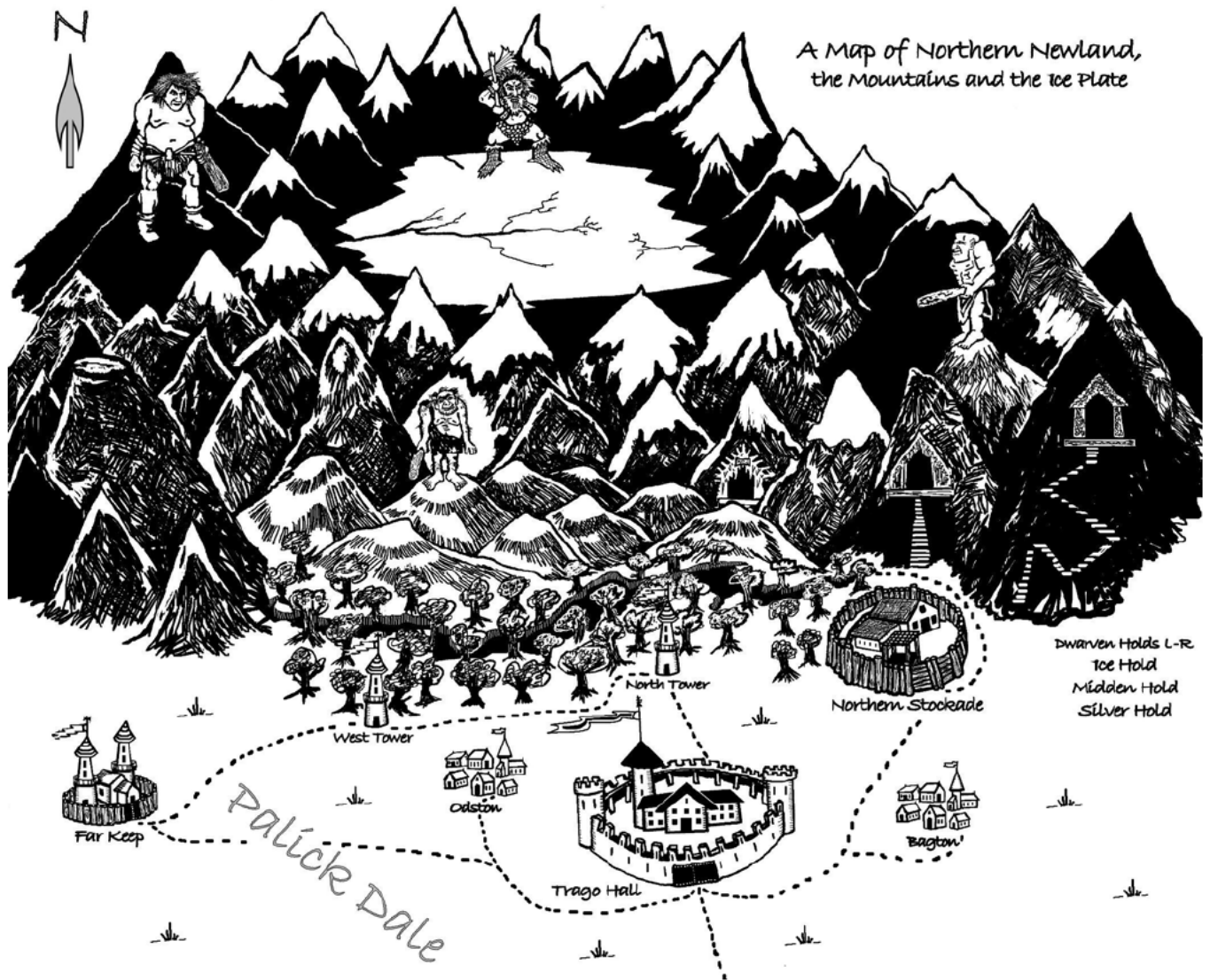
For a score of generations, the Tragos have been central to maintaining peace in the Old Kingdom. A Trago has never stood for election to the office of Overlord, but they have always used their power and influence to ensure that the Council and Overlord stay true, and free of corruption.

The seat of the Trago family is Trago Hall, a northern stronghold that protects the farms and villages of Palick Dale. The dale has the most fertile land in the kingdom, and the crops and livestock that are farmed have brought great wealth into the area. Trade caravans are sent north to the dwarven holds in the mountains, and south to the towns of Octon and Newton, even as far as the City State of Stoneport.

The current Lord Trago is highly respected by the people that live and work in the dale. He runs patrols of men along the northern border of the land to ensure any threat from the north can be quickly dealt with. For the most part, such threats are nothing more than wild animals and monsters out hunting for food, but from time to time, a band of orcs or a few ogres will strike out from the cover of the Great Forest, and carry out raids on the northernmost farms and villages.

There is little profit to be had from adventuring in these lands, and for the last year your group has earned a living guarding merchant caravans. You've become very proficient in chasing off wolves, shooting stirges, and have even put down a troll that attacked your caravan on your most recent trip. The coin you earn from this work pays for basic yet secure quarters in the bunkhouse of Trago Hall. Although you have little wealth, you've managed to acquire several magic items as rewards from grateful merchants, and also as payment for undertaking more specialist work on behalf of Trago's senior staff.





A Map of Northern Newland,
the Mountains and the Ice Plate

An A-Z Guide to Northern Newland

Bagton - A village situated 25 miles east of Trago Hall. Trade caravans that don't have business at Trago Hall often break their journeys here, and the village has a good selection of tradesmen and a couple of inns to serve them. The village is also surrounded by farmlands, and a bustling market is held twice a week to sell their produce. The lands to the east of the village are somewhat hostile as they don't benefit from regular patrols or lookout posts. The farmers with holdings in the easternmost country are hardy folk that have their own militia patrols, and go to great lengths to protect their crops and livestock from raids and predators.

The Burning Mountain - An immense, dormant volcano that is situated at the western end of the rift. No snow settles on the peak of the sleeping giant, and its steep slopes are covered in ash and loose rocks making them treacherous for travellers. Rumor has it that a dragon lives in the mountain, but there's no hard evidence to support this.

Dwarves - There have been dwarves in the mountains to the north of what men call Newland for thousands of years. They live in Holds cut deep into the mountains northeast of Lord Trago's lands. There are three main centres; Ice Hold, Midden Hold and Silver Hold. The dwarves rarely offer hospitality to humans, preferring to

travel to the Northern Stockade for any dealings with men. Since the lands south of the mountains were settled, the dwarves have prospered, trading just a small portion of the precious stones and metals they mine for bountiful supplies of fresh produce from the farms in the dale.

Far Keep - This walled keep marks the western boundary of Lord Trago's land. From here, regular patrols head out to protect the farmlands of the Dale. Trade caravans occasionally stop here before continuing westwards to the neighbouring lands.

Giants - There are many tales, mostly passed down by the dwarves, of the giants that live in the hills and mountains north of the Rift. No living person at Trago Hall has ever seen one, but most think there's a good chance that the dwarven stories have some basis in fact.

The Great Forest - The sprawling woodlands of the Great Forest stretch all the way from the Burning Mountain in the west, along the entire length of the Rift, to the spurs of the mountains of the dwarves in the east.

Ice Hold - This is the northernmost of the dwarven holds. The folk here are reclusive and tend only to deal with the other dwarves. They live a hard life, mining through ice and rock for precious stones. Their territory extends to the eastern edge of the ice plate and they often send parties to hunt there, and also to fish through holes in the ice.

The Ice Plate – The great ice plate sits in a deep bowl formed by the slopes of the mountains. It sits at an altitude of around 8,000 feet and measures more than 60 miles across at its widest point. Other than that, little is known about it, but if the dwarvern tales are to be believed, it is a harsh, dangerous place. Great beasts live on and under the ice, and snow-covered fissures and shifting ice await anyone brave enough to venture there.

Midden Hold – This is the largest of the three dwarvern holds. Its grand halls are cut into the lower slopes of the mountains some 20 miles beyond the Northern Stockade. The dwarves here mine for metals: tin, copper, lead and – if they're lucky – the odd vein of gold. They also gather iron ore and use their craft to make steel of the finest quality. Caravans travel constantly between Midden Hold and the Northern Stockade, and such is the demand for metals that traders will often enter into bidding wars for a shipment. These dwarves also have the unenviable task of guarding the eastern end of the rift which extends into their territory. Over the centuries the dwarves have built walls and defences both above and below ground to ensure that creatures and potential enemies north of the rift are kept back. They often tell tales of raiding orcs, trolls, and even giants, all failing to break through the great stoneworks that protect the Hold.

Money – In the northern area of Newland, gold is scarce. The main currency is silver. In game terms, for most basic goods and services, the price of an item in *gold pieces* should simply be changed to read *silver pieces*. However, specialist items, rare treasures, and most magic items will still have a high gold piece value. Also, the further south one travels, prices will increase. Once the City State of Stoneport is reached, prices will be substantially higher with many items costing the full gold piece price as given in the rules (*LL p15-16*).

Northern Stockade – The Stockade lies on the northern border of Lord Trago's land. Its fortified walls offer protection and accommodation for traders that have dealings with the dwarves. At the centre of the stockade is a large trading hall which, on most days, is host to auctions, sales and trading stands. Adventurers can exchange all manner of treasures here for coin, but the prices achieved will be much lower than those paid in the towns and cities to the south.

North Tower – One of two lookout towers that keep watch at the edge of the Great Forest. The tower has a large signal beacon that can be lit to alert Trago Hall of a threat. The guards at the tower can send messages carried by hawks to Trago Hall. The tower is permanently manned by a handful of soldiers, and patrols stop here every few days.

Odston – This large village is about 20 miles west of Trago Hall. It is surrounded by fertile farmland and several dozen farmsteads send their produce to Odstone's weekly market. The village welcomes visitors and traders but the local farmers are far more suspicious and do not tolerate trespassers on their land.

Orcs – Once, the whole of what is now called Newland belonged to the great orc tribes. Little is known about orc tribal society and even less is known about their

numbers. However, it is widely thought that the orcs within the Great Forest are beginning to gain strength and may still pose a threat to the northern lands.

Palick Dale – This is the large expanse of rich farmland that spreads west and south from Trago Hall. Crops and livestock that are raised here drive the economy of the whole region, and are traded with the dwarves to the north and the occupants of the lands further south.

Religion – For my own campaign, religion plays a fairly minor role. The whole of Newland is monotheistic with clerics of different alignments interpreting aspects of the faith for their own ends. This borrows heavily from the faith system created by Christian Kitchener in his *Inheritance* setting (*Oubliette, Issues 1 and 2*).

Silver Hold – This is the easternmost of the dwarvern holds and sits high up in the mountains. The dwarves here mine for silver, and even though their hold is the smallest, they exert a good deal of control over the other dwarves and the men of Newland. The silver they mine drives the economy of this area and they are careful to keep tight control on the supply of the precious metal. The dwarves trade openly for food and other goods but this only uses a small portion of the wealth they mine. What really interests them is magic, and they will pay handsomely for artefacts that catch their eye.

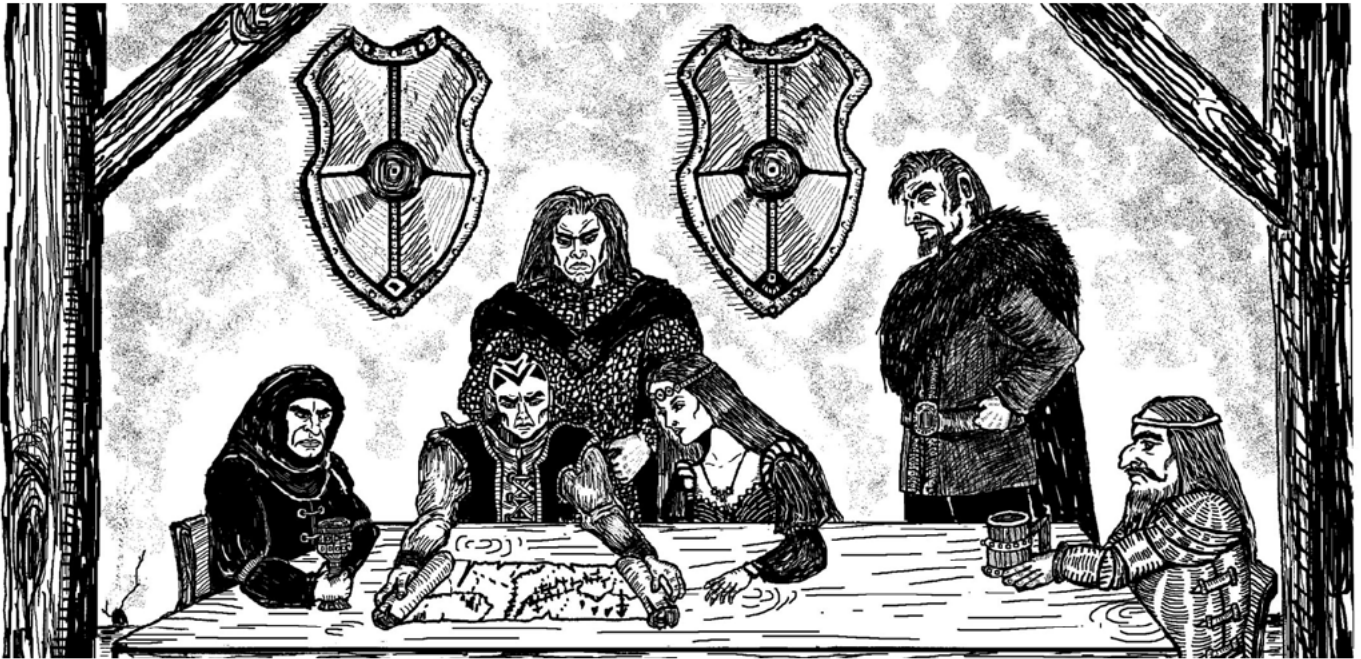
Trago Hall – When it was first built, Trago Hall was nothing more than a wooden longhouse surrounded by a wooden fence. But over the years wood has been replaced with stone and the fence is now a wall with towers, battlements and a deep moat around its perimeter. Now the Hall is a fortified town in all but name, and the base from which Lord Trago keeps northern Newland secure.

Travel – The main settlements in Newland are all linked by roads of one sort or another. Mostly, they are fairly rough and the caravans that travel them will usually manage only 12-16 miles per day. Otherwise, there are just cart trails connecting farms to villages, and seldom-used paths here and there. The dwarves have many paths that lead under and over the mountains but there are no maps or records detailing them. Very few people have ever ventured more than a few hundred yards into the Great Forest, so little is known about the terrain within.

West Tower – The second of two lookout towers that keep watch at the edge of the Great Forest. The tower has a large signal beacon that can be lit to alert Far Keep of a threat. The guards at the tower can send messages carried by hawks to Trago Hall and Far Keep. The tower is permanently manned by a handful of soldiers and patrols stop here every few days.



Newland Campaign Character Generation



In my own group there are only three players, so I let each of them have two characters. As we only play once per month, I decided to start this campaign at 3rd to 4th level. In addition to the campaign background, I gave my players the following guidelines to assist with character generation. They are also particularly useful if you intend to play the adventure in this issue as a stand-alone game, since you can simply have the players roll up characters and bump them up to the required level.

Character Generation – All characters are generated in the normal way. (We use 3d6, six rows of six in order and choose the best string). Each character is given 6,000 experience points. Hit points are rolled for additional levels as required.

Regular Character Races – The normal races for player characters in Newland are humans and dwarves. Humans may be locals born in or near Trago Hall, migrants from the lands to the south, or even new blood from across the sea. Dwarves will be the offspring of forbears who decided to join human settlements. Trago hall has a thriving community of dwarves working as armourers and blacksmiths.

Unusual Character Races – There are no known sightings of half-elves in Newland. If any exist, they will likely be loners who have chosen not to reveal their racial background. There are half-orcs in Newland but humans shun them and orcs subject them to savage treatment. With the lands cleared of orcs, a good number of halflings have moved into Newland from the lands to the east. They tend to live in close-knit communities and keep themselves to themselves. Some farmers employ halflings as cheap labour to help bring in the harvest. Gnomes are extremely rare in Newland and most people, on seeing one, would just assume that they have encountered a smallish dwarf.

Ultra-Unusual Character Races – There are no records of an elf having ever been seen in Newland and most people in the north regard them as almost mythical beings. An elf player character will be treated with awe and suspicion by just about anyone he meets, making it very difficult for him to interact with the various factions in Newland.

Character Classes – Anything you like. I gave my players the option of using standard LL classes and/or AEC ones.

Equipment – Characters may equip themselves (within reason!) with any weapons, armour, and other items from the standard equipment pages. A small amount of gear can be stored in the characters' communal room in Trago Hall's bunkhouse. As residents/employees at Trago Hall, players get can get repairs to armour, and replacement equipment at very good rates. If they travel south to the towns/City State, or north to the Dwarven Holds they may struggle to afford decent kit.

Money – Gold is scarce in Newland so 1gp in treasure is worth 10XP. In addition to the items of equipment selected, each character should roll the following to determine their cash in hand: 3d6gp, 3d6sp and 3d6cp.

Magic Items – At the Labyrinth Lord's discretion every player gets one or two magic items. The following list is the one I gave to my players to make selections from:

- +1 Dagger
- +1 Long Sword
- +1 Longbow or Shortbow
- +1 Mace
- +1 Shield
- Bracers of Armour AC7
- Neutralize Poison Scroll (Cleric)
- Potion of Animal Control – Mammals
- Potion of Extra Healing
- Potion of Healing
- Potion of Heroism
- Potion of Levitation
- Potion of Speed
- Ring of Protection +1
- Wand of Magic Missiles



Shame of the Shaman

A Labyrinth Lord Adventure for 3rd to 4th Level Characters



Introduction

This adventure is the first in a series that together form the Newland campaign. An introduction to the Newland setting may be found on pages 8-11 of *this issue*. That article provides all the basic information required to start the campaign, and future campaign notes and adventures will expand the campaign world as required. At the end of the feature on the campaign setting, there are some notes on character generation which also include rules for “bumping” characters up to the correct level to undertake this adventure.

Whether you intend to use this adventure in your own campaign setting, or as a stand-alone, the background may still prove useful as it contains information pertinent to the “hook” of the scenario. The adventure was play-tested with a party of six, well-equipped, 3rd level characters, all of whom were created using the Labyrinth Lord *Advanced Edition Companion*, including the optional increased character hit dice rules. If you intend to run classic LL characters through the adventure, then it may be more suitable for a larger, or higher-level party.

Background for the Labyrinth Lord

Gorat had got himself into a really awkward situation this time. In the unlikely event that anyone, with the craft and inclination to do so, cared to read the thread of his life, they would conclude that thus far he had been very lucky. However, they would also agree that it now seemed his luck had run out.

Half-orcs don't normally do well in life. Humans mistrust them at best, and those that live with orc kin are usually subjected to brutal treatment. Half-orcs often end up as slaves, servants and general dogs-bodies. Those that find a better life, often do so outside of regular society in the ranks of mercenary units or groups of bandits.

Gorat was a half-orc, and he'd experienced life with both humans and orcs. He hadn't really enjoyed either existence, but he was quickly coming to terms with the fact that, for him, as shaman of the Toosk tribe, his life might not have much time left. In a previous life he had served the great wizard Feralis in a tower far to the west. His master had been cruel and worked him hard, but there had always been food and relative safety. For 20 years, Gorat had swept floors, carried books, and been the subject of the odd magical experiment. He had even managed to piece together the writings for a few spells which he could memorize and cast - sometimes they would even work!



All that ended though, on the day his master suffered a terrible accident. His master had created a wand that could turn a being into stone with a single word. Unfortunately, as Feralis was placing the final enchantment into the thing, he slipped, and the spell rebounded on him. And as far as is known, there he remains - a statue of a rather angry-looking wizard frozen as he stumbled. Gorat had not waited around for anyone to come calling for the wizard. He grabbed his master's spellbook, filled a pack with food and made his escape from the scene. He also took the wand.

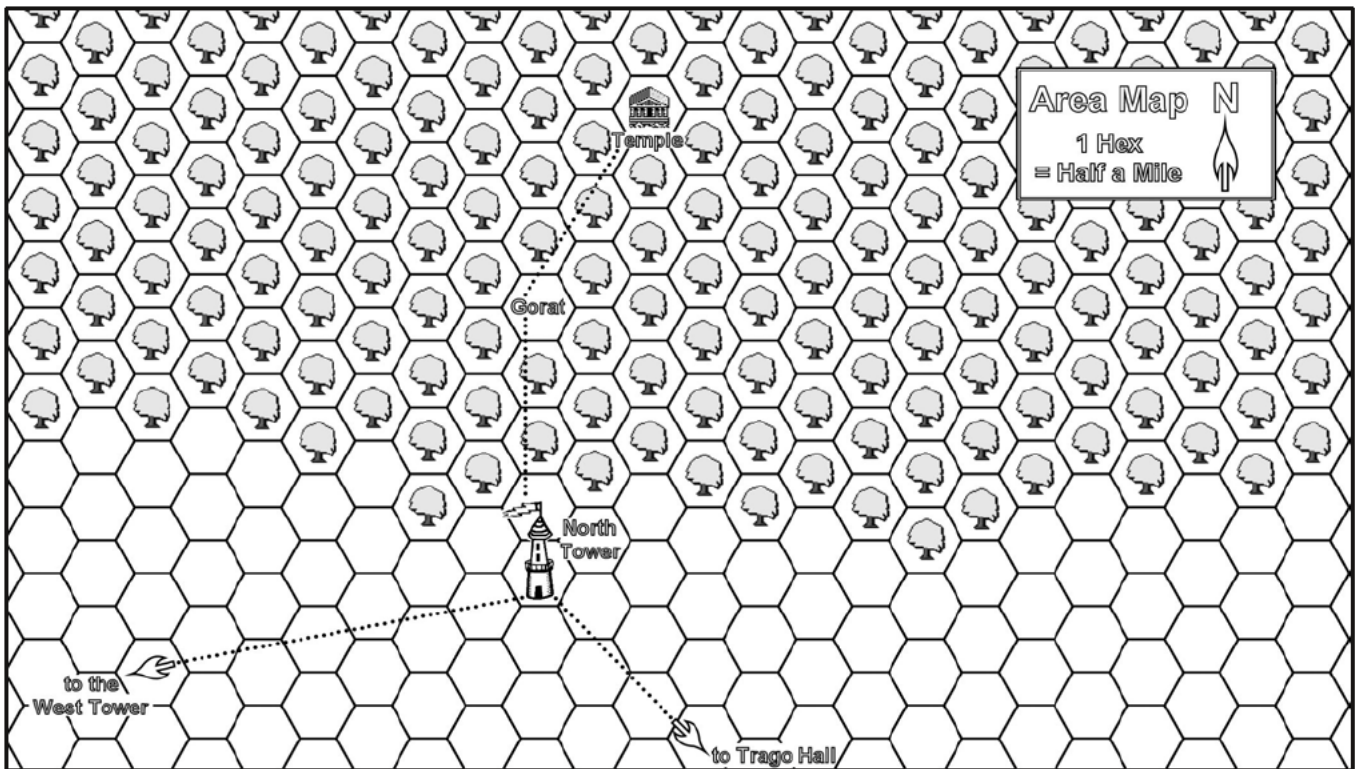
Camped out a good distance from the tower, he looked over the wizard's spell book and ripped out several sheets with spells that he could almost understand. He also spied some notes on the wand and, after a fair bit of head-scratching, managed to decode the command word for it. According to the wizard's notes it had 20 charges in it, although it was unclear whether Feralis had spent one charge when he'd turned himself to stone.

Gorat had a few tough days in the wilderness. A pack of wolves began tracking him and on the third night they made their attack, in spite of the large fire he'd set. However, they were quick to break off the attack when a streak of light flashed through the darkness, and turned the largest wolf to stone. The next night the wolves didn't return.

For two more days he struggled on. He had little skill when it came to foraging for food, and was a hopeless hunter. Then a chance encounter changed everything. His wanderings had taken him close to the hunting grounds of a group of trolls, and those trolls were currently fighting a running battle with the orcs of the Toosk tribe. Ahead, Gorat could see a huge brute of an orc with a great battle axe, trying to fend off an enormous troll. Thinking quickly, he raised the wand and an instant later the orc's battle axe gave out a loud crack as it struck the now non-moving stone troll. That very night the Toosk tribe held a feast, and their chief named Gorat as the new tribal shaman. Gorat had no option but to accept the title.

Over the following months, the Toosk tribe moved east, fearless and unstoppable, thanks to their new secret weapon. They swept into the forest and their numbers swelled as more orcs joined them. A ruined temple became their new lair and Ronk, the chief, sat on a crude throne and held court there. He sent messengers out to the other goblinoid factions in the forest, and before long, they returned with ogres and bugbears eager to hear more of Ronk's plans to attack the men to the south and the dwarves in the mountains.

The orcs had raided the human tower for supplies, and also as a show of strength. The next day, Ronk laughed when his scouts reported that just five men were heading towards the temple to seek revenge. He allowed them all the way into the temple before his orcs attacked. He had taken to keeping Gorat's wand on his person for security, but he handed it to the shaman whenever he wished him to use it. Gorat turned three of the knights to stone and the other two were cut down by the orcs. Gorat had previously tried to explain to Ronk that the wand has only a limited number of charges, but the chief dismissed it as nonsense. By Gorat's calculations, the wand only has two or three charges left. He fears that once the magic is spent, his days as the tribe's celebrated shaman will be numbered ...



Players' Introduction

Just before dusk, Trago Hall comes into view. The journey home from the Northern Stockade has been uneventful, but a hot meal and a secure night's rest is always better than another night spent out on the road. It's spring, but the weather this far north can still throw down a frost at night. Conversely, as the days lengthen and grow warmer, all manner of hungry creatures wake from their winter slumbers. To the beasts of the forest, a trade caravan is nothing more than a slow-moving feast.

The main gates swiftly open as the caravan approaches. Inside, there seem to be more guards about than usual. There are men on the wall looking out, and double the normal complement at the gate. Once the last wagon is through, the Captain barks out an order to close the gates. As you climb down and pick up your gear, a messenger runs up to you. "The Steward needs to see you urgently," splutters the boy, trying to speak with as much authority as he can muster. "He says I am to bring you straight to him." He hesitates for a second, and turns to lead the way ...

The Steward will explain the events of the last few days as he understands them. The following notes list the extent of his knowledge and the resources he can offer to assist the party. You can give the players the whole lot in one go, or make them ask questions to get the full picture.

- Three days ago, the signal beacon at the North Tower was lit.
- Lord Trago and four of his knights rode out to offer aid.
- Yesterday, a despatch rider returned from the North Tower and explained that it had been raided by orcs.
- The men in the tower lit the beacon and fled, but several were slain by orc arrows as they ran.

- Lord Trago and his knights arrived at the tower just as dawn was breaking on the morning after the raid.

- Once apprised of the situation, Lord Trago led his knights into the forest, following the trail left by the orcs.

- They did not return, but the following day one of the knights' horses emerged riderless from the forest.

- The Steward is reluctant to send a patrol of soldiers into the forest, as they are not trained to deal with the terrain. It would be all too easy for orcs to ambush them – especially at night.

- He suggests that your group has the right mix of skills and equipment to carry out a covert mission into the forest.

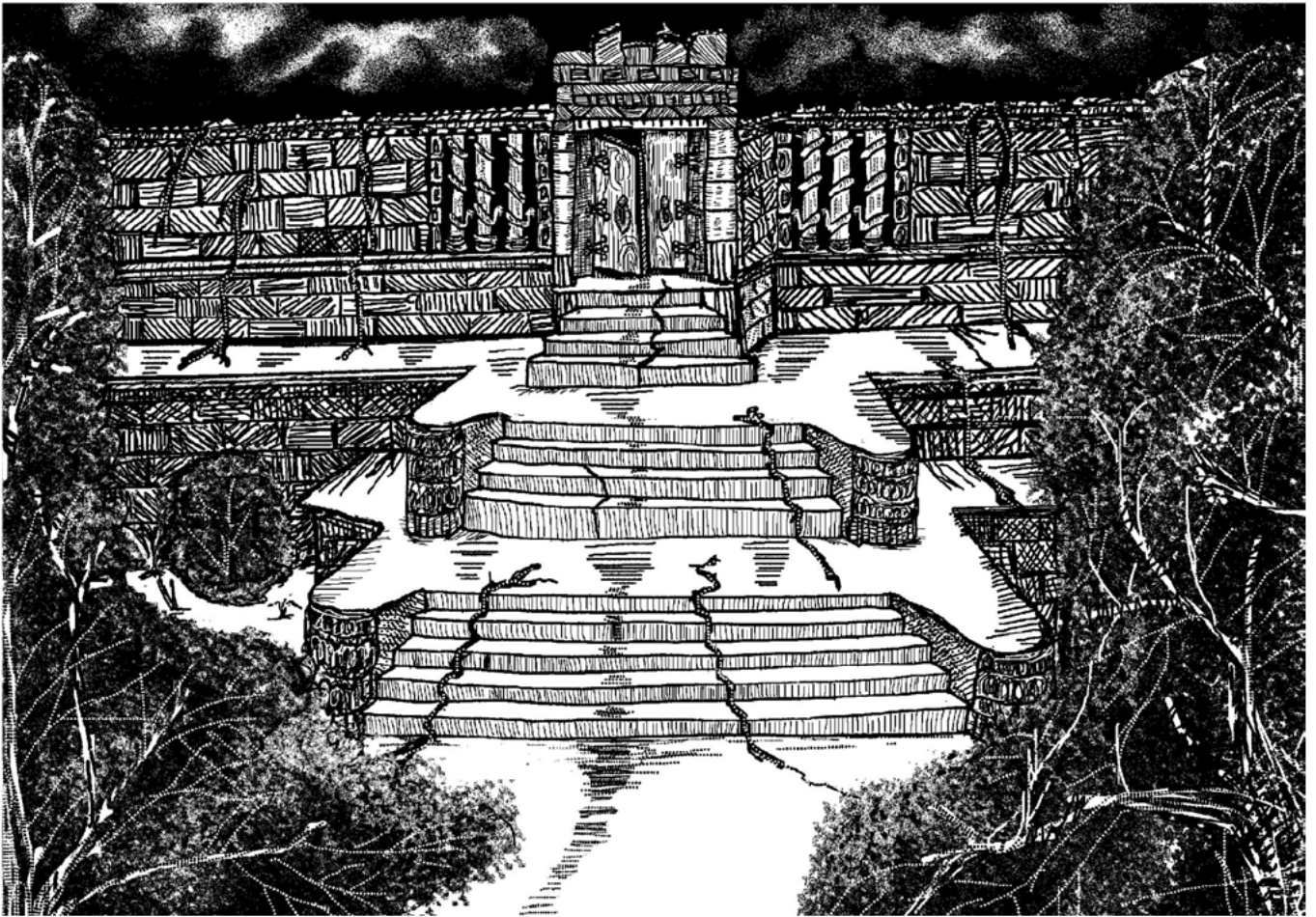
- He asks the party if they will pick up the trail left by the orcs and see if it leads to a lair or settlement of some sort.

- They should try to find out if Lord Trago and his knights have been captured or slain.

- If the chance presents itself, they should also attempt to rescue Lord Trago or retrieve his body.

- He will provide horses to get the party as far as the North Tower, and he will also send men with them to repair the fortifications there and set a new signal beacon.

The party arrive at the North Tower without event. After a quick meal and a short rest, the team of men from Trago Hall begin repairing and reinforcing the oak door at the base of the tower. It's now mid-morning, a full two days since Lord Trago set off into the forest to hunt down the orcs. A trail of dropped food and heavy footprints leads from the tower to the edge of the forest some 200 yards away.



Random Encounters in the Forest

Once the party enter the forest, the LL should check for random encounters every hour. During the day, there is a 1 in 6 chance of an encounter. At night, there is a 2 in 6 chance. Roll a d8 and consult the table below to determine what is encountered:

1	1d3 Axe Beaks Move 180' (60') HD3 AC6 HP10, 16, 13 Claws x2, bite 1d3/1d3/2d4 damage
2	1d6 Bees, Giant Killer Move 150' (50') HD1-4hp AC7 HP3, 2, 4, 1, 3, 3 Sting 1d4 damage +poison
3	1d2 Black Bears Move 120' (40') HD4 AC6 HP21, 17 Claws x2, bite 1d3/1d3/1d6 damage
4	1 Insect Swarm Move 60' (20') HD2 AC7 HP8 Multiple bites 2 damage
5	2d4 Orcs on Patrol* Move 120' (40') HD1 AC6 HP3, 5, 7, 2, 4, 5, 8, 2 Weapons 1d6 damage
6	1d10 Stirges Move 180' (60') HD1 AC7 HP4, 5, 2, 8, 3, 1, 6, 6, 2, 4 Drain blood 1d3 damage
7	2d4 Ticks, Giant Move 30' (10') HD2 AC3 HP10, 8, 5, 12, 3, 7, 9, 13 Drain blood 1d4 damage
8	1d4 Wild Boars Move 150' (50') HD3 AC7 HP15, 12, 18, 9 Tusks 2d4 damage

*Any orcs that are slain in these encounters should be removed from the maximum number of orcs that may be found inside the barracks in the temple (see 11 on page 19).

Set Encounters in the Forest

Gorat the Shaman – The party will encounter Gorat wandering in the forest when they are about two miles away from the ruined temple. He will be muttering to himself, and not really paying much attention to his surroundings. The party may elect to surprise him without making a roll, and Gorat will not put up a fight.

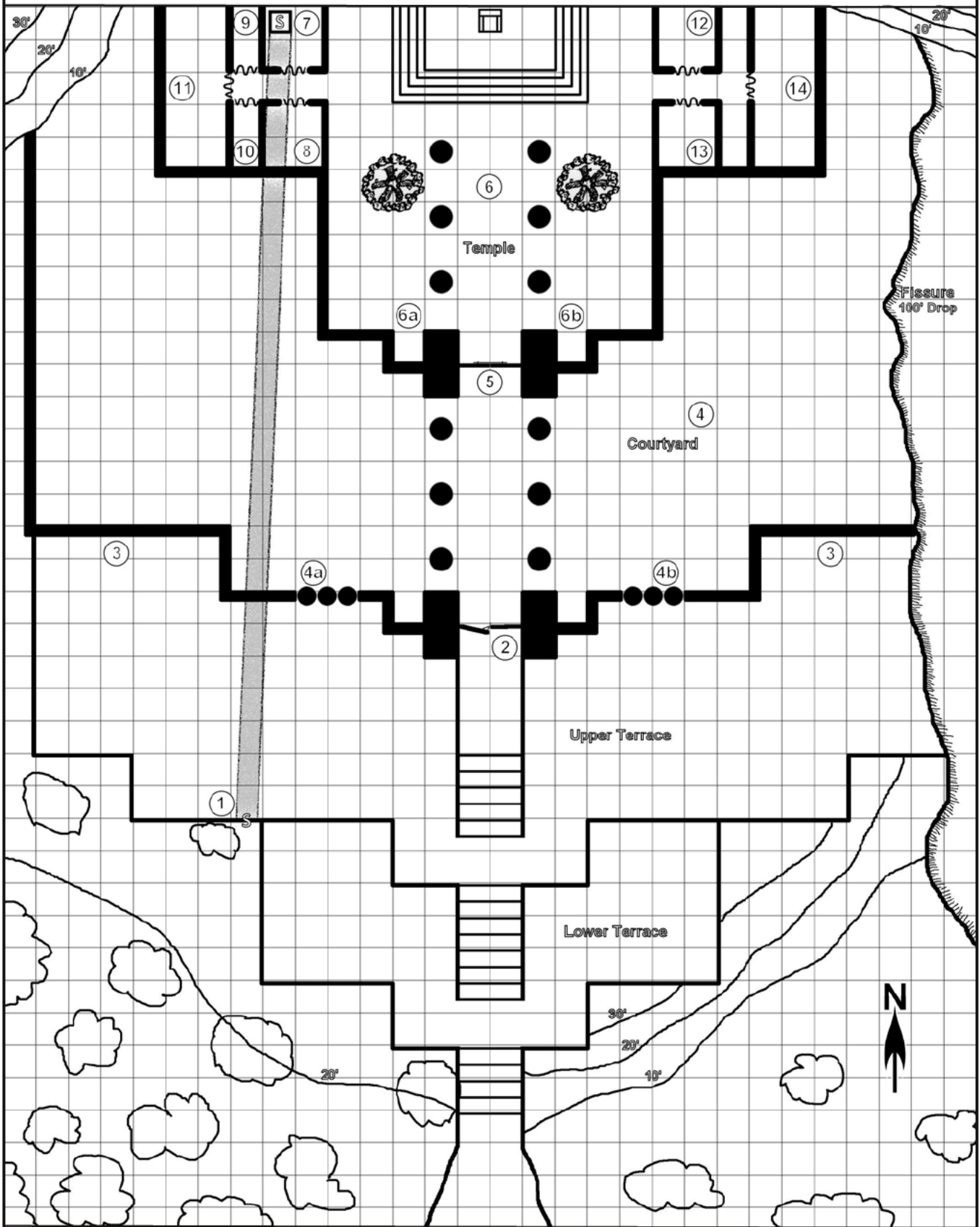
Gorat the Shaman Half-orc fighter/magic-user Level 2
AC8 HP9 Staff 1d6 damage Spell memorized: *shield*

If questioned, Gorat will be flustered, but with some prompting he will tell some of his tale. He will paint himself as the victim and beseech the party to help him. He will tell them about the almost exhausted *wand of petrification*, and that Ronk, the orc chief, always keeps it on his person. Gorat will also reveal the location of the temple and the strength of the forces inside. Gorat becomes worried (again), when he hears the orc hunters approaching. He will explain that he is under their protection, and is meant to be gathering herbs for his magicks. Just before he rushes off, he quickly tells the party that there is a secret passageway which leads right into the temple. Its entrance is hidden behind a bush to the left of the steps that lead to the main temple entrance. He says as soon as he is able to get to it unobserved, he will open it from the inside. Then he turns and flees towards the orcs.

The Orc Hunting Party – These orcs* have been tasked with catching a wild boar or similar for a feast to welcome the orc chief's guests. They are also under strict instructions to keep Gorat close while he gathers what he needs from the forest. If Gorat is allowed to return to them unhindered, the sound of the hunt will gradually move off.

Map of the Ruined Temple

1 Square = 10 Feet




Key:  Secret Door

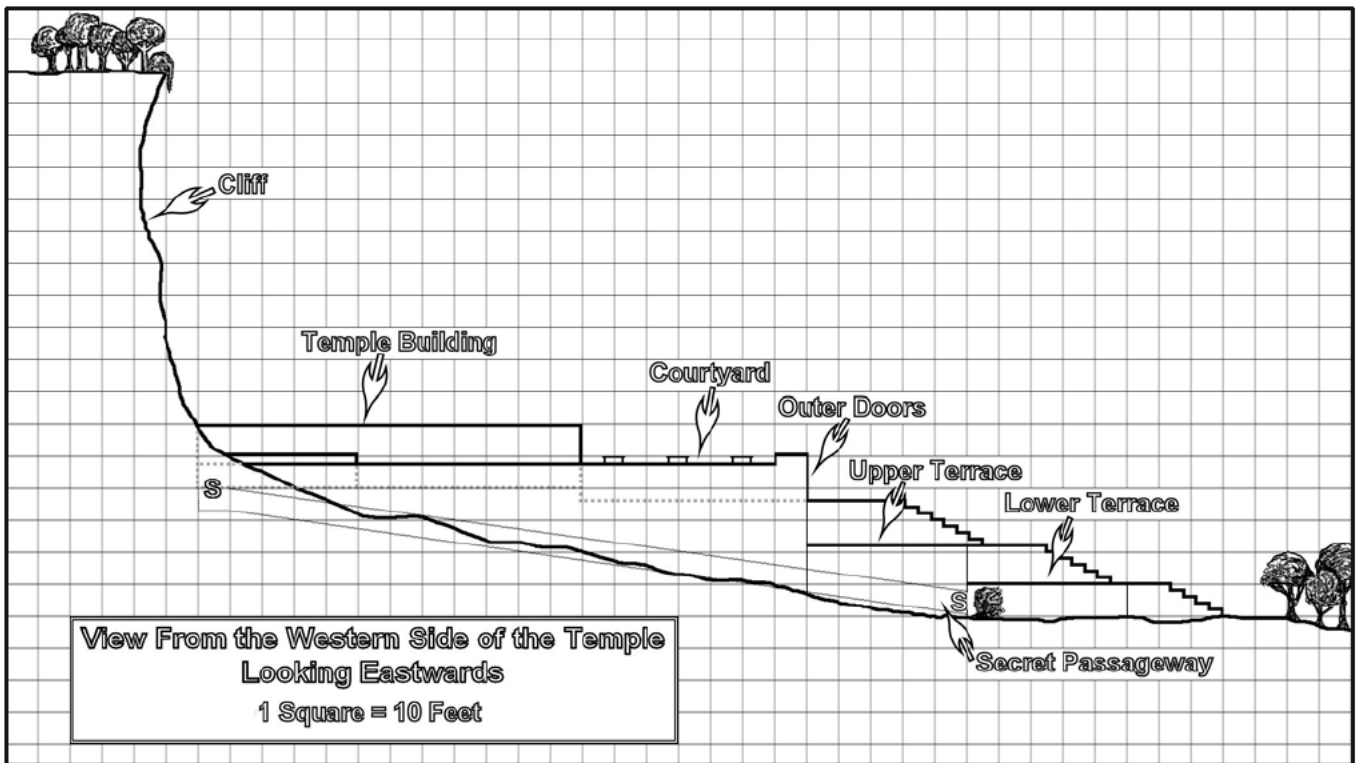
 Pillar

 Fire

 Curtain

 Secret Hatch

 Throne



Key to the Ruined Temple

About two miles north-east of the area where the party met Gorat, the trail leads to the ruined temple he described to them. It is a large, ancient, stone structure that backs onto the bottom of a steep cliff that rises some 80 feet above it. Both the temple and the cliff are largely obscured by the great trees of the forest and only become visible once someone is within 100 feet of the steps that lead to the temple entrance. The temple has a large, outer wall beyond which lies an open courtyard area. The eastern section of the wall has crumbled and fallen into a 100-foot-deep fissure, caused by seismic activity. A steady wind blows in a north-westerly direction.

If the characters spend some time scouting and listening carefully, they may hear an occasional growl or howl. At night, when there is a lot more activity in the temple, orc voices will be heard in addition to the wolf-like sounds. The inhabitants of the temple will also light fires at dusk, and smoke from these will rise through gaps in the ceiling of the main temple structure. Should the party remain near the temple for an hour or more, then there is a 1 in 6 chance that an orc patrol (6 orcs) will be seen coming from, or returning to the temple. If these orcs are leaving the temple, they should be removed from the maximum number that may be found inside the temple (see 11 on page 19).

Large steps lead up to the outer wall of the temple. The steps are broken by stone terraces on either side. The stonework is weather-worn and very old. If it is examined in good light, then the remains of chiselled patterns depicting snakes and lizards will be visible.

1 Secret Door – Just as Gorat described, there is a large bush in front of the the larger terrace on the left-hand side. It can be approached using the surrounding trees as cover and, provided characters keep low to the ground,

the height of the terrace will hide them from the orc lookouts stationed on the other side of the main wall (see 4 on page 18). Behind the bush, there is a large stone slab that serves as a concealed entrance to the passageway beyond. It has been left open a few inches, and, although it is heavy, with care it can be opened sufficiently to allow someone of normal human size to enter.

The passageway is dark, with rough earth walls supported by regular stone blocks. On the ground, there is a set of footprints showing that someone has recently walked down the passageway, then turned, and gone back. It is cramped (five feet high and two to three feet wide), and leads in a straight line under the temple. After about 150 feet, the passageway opens into a small chamber with stone walls. Here, several stone blocks serve as steps that allow easy access to ceiling height and what seems to be a sort of stone hatch, which presumably opens to give access to the temple above. Upon close inspection, there are what appear to be the inside workings of a catch that allows a counterbalanced slab to swing open. A thief or dwarf will have little trouble identifying the correct way to open the hatch. Other characters can also attempt to open it by making an intelligence check (roll under their intelligence on a d20). Once the hatch is opened, characters may easily climb up into the room above (see 7 on page 19).

2 Outer Temple Doors – At one time, these large iron-bound doors would have made an impressive entrance to the temple, but now they are rotten and their hinges and ironmongery have rusted. One of the doors is slightly ajar and seems to be just leaning against the frame. Anyone getting a close look at the doors will see that some makeshift repairs have been made in an attempt to brace the doors and hold them closed. A successful open doors roll will open either of the doors enough to allow entry into the temple courtyard beyond.

3 Outer Temple Wall – The exterior wall of the temple is built out of large, stone blocks. Although the wall is cracked and covered in moss, it is still solid. On average, it is 12 feet high, and in places, it is several feet thick. On each side of the large doorway, three enormous columns have been incorporated into the architecture. Each has a large, stone, serpent pattern coiled around it and between the coils there are small gaps a few inches across. The western side of the wall is intact and continues until it meets the cliff at the back of the temple. To the east, the wall has long since crumbled and fallen into the 100-foot-deep fissure. With care, a character can climb around the front section of wall where it meets the fissure.

4 Temple Courtyard – Beyond the outer temple wall lies a courtyard. There is a central area lined with large columns along its sides, leading to the doors of the main temple building. Any character who attempts to climb around the western section of the outer wall into the courtyard, will be quickly noticed by the three dire wolves that run free in the courtyard. The wolves will even notice an invisible character who enters the courtyard in this way, as the wind direction will allow them to quickly pick up his scent.

3 Dire Wolves Move 150' (50') HD4+1 AC6HP18, 24, 15 Bite 2d4 damage

On each side of the courtyard, two orc lookouts are stationed. They are positioned behind the snake-coiled columns in the main wall (marked 4a and 4b on the map, p16) and have a good view of the steps and terraces directly in front of the wall. Each pair of orcs has a horn that either may sound to raise the alarm. Once sounded, reinforcements from the main temple will arrive after six rounds during daylight hours, or three rounds at night, when the orcs in the temple are naturally more active. Whilst waiting for assistance, the orcs will shoot arrows at any visible targets through the gaps between the columns.



4a 2 Orc Lookouts Move 120' (40') HD1 AC6 HP3, 7 Short bows 1d6 damage and short swords 1d6 damage

4b 2 Orc Lookouts Move 120' (40') HD1 AC6 HP6, 4 Short bows 1d6 damage and short swords 1d6 damage

5 Temple Building – The temple is a large building constructed from the same type of large, stone blocks as the outer wall. The central section of the building is 20 feet high and has a flat, stone roof. In places it has cracked and partly fallen away into the temple beneath. At night, smoke rises through cracks in the centre of the roof. Characters may walk on the roof safely, but every minute spent doing so requires a dexterity check (roll under dexterity d20) to avoid disturbing small stones and rocks and sending them falling to the floor below. The side sections of the building are 12 feet high, with flat roofs in a similar run-down state. The large double doors at the front of the building are the only visible entry-point and they are firmly closed. These doors are similar in design to those in the outer wall, but they are smaller and in a much better state of repair. If an attempt is made to open the doors, they will not give, as they are barred shut from the inside.

6 Main Temple Chamber – The double doors open directly into a large room. This place was once the main worship area of the temple. The remains of ornate stone tiles cover much of the floor. In places where moss has not covered them, decorative patterns depicting snakes can be seen. The cracked stone ceiling is almost 20 feet high and is supported by six large columns also decorated with coiled, stone snakes. At the far end of the room, there is a raised platform upon which several large, square-cut stones have been arranged and covered in furs to form a crude throne of sorts. Just in front of the platform are three stone statues all in combat poses. If the party take a closer look at these, they will quickly recognize them as Lord Trago and two of his knights, all petrified in combat positions. Towards the back of the room, on each of the side walls, there are openings covered by threadbare curtains. At all times of the day and night, there are two door guards stationed in this room (marked as 6a and 6b on the map, p16). They will raise the alarm inside the temple if one of the lookouts in the courtyard sounds his horn.

6a Orc Guard Move 120' (40') HD1 AC6 HP7 Scimitar 1d6 damage

6b Orc Guard Move 120' (40') HD1 AC6 HP5 Spear 1d6 damage

Additional Details for Daytime – Shafts of light shine through small gaps in the cracked ceiling, giving enough illumination to see the the whole room and make out most of its contents. There are the remains of two large fires, still smouldering from the previous night. The two orc door guards are slumbering in their respective alcoves. They will react to a loud noise, but anyone that moves quietly and keeps low to the ground will have a chance to sneak past them. Characters must make a dexterity check (roll under dexterity on a d20 with a -4 penalty for a character in metal armour) to attempt this. However, if any character tries to lift the bar to open the doors, both guards will instantly be alerted.

Additional Details for Night-time – Two large fires provide a flickering orange light that casts shadows around the temple. In addition to the two orc door guards, there are 12 orcs seated around the fires. Animals roast on spits over both fires and the orcs are nosily drinking and feasting. These orcs should be taken from the total complement that is detailed in the description of the barracks (see 11 below). There is a 50% chance that Ronk, the orc chief, will be seated on his throne, with his sergeants, Gorat the shaman, Kloor the bugbear, and Bullog the ogre, all attending him and listening to his plans. He will discuss at length how together, their tribes might lay waste to the lands of the humans. Details for this group can be found in the descriptions of the rooms they otherwise occupy (see 9, 10, 12, 13 below and 14 on page 20).

7 Food Store – This room is being used as a makeshift store room. There is wild boar carcass hanging ready for roasting, numerous sacks of mostly spoiled food, and five barrels of ale. The secret, stone trapdoor opens into the floor of this room from the hidden passageway that runs underneath the temple. The room has no door – just a makeshift curtain that has been hung across the opening.

8 Weapons Store – The orcs have built up quite a stockpile of arms and armour, and this room houses the surplus stocks of gear that they use to equip new recruits. As with the other temple anterooms, there is a curtain roughly hung across the doorway. If examined, most of weapons will be identifiable as having been forged by humans. The rest comprise mostly orcish iron blades and beaten-up shields.

9 Orc Sergeant – A curtain sections off this area. Inside, there is a wooden cot. In the daytime, an orc sergeant will be sleeping here. At night, there is a 50% chance he will be with the chief in the main temple chamber. Otherwise, he will be in here counting his loot or sharpening his blade.

Orc Sergeant Move 120' (40') HD1 AC6 HP8 Whip* 1d4+1 damage (non-lethal) Long sword 1d8+1 damage
*Optional rules for whips in *Labyrinth Lord* are included on p21 of this issue.

10 Orc Sergeant – Another curtain sections off this area. Inside, there is a wooden cot. In the daytime, a second orc sergeant will be sleeping here. At night, there is a 50% chance he will be with the chief in the main temple chamber. Otherwise, he will be in here counting his loot or sharpening his axe.

Orc Sergeant Move 120' (40') HD1 AC6 HP8 Battle axe 1d8+1 damage

11 Barracks – If the curtain covering the entrance to this room is pulled back, the stench is almost overpowering. The floor is completely covered with the orcs' gear, and their disgusting cots. During the day, there will be up to 24 (less, if some are out hunting or on patrol) sleeping or dozing orcs in here. If a character quietly peeks through the edge of the curtain, he is unlikely to disturb the slumbering orcs. Cracks in the ceiling allow enough light in to see basic shapes and objects in the room, but the larger ones have been patched by the orcs to keep the sun out. At night, there will be just six orcs in this room (six

will be out hunting or patrolling, and 12 will be in the main temple chamber, feasting)

24 Orcs Move 120' (40') AC 6 HP5, 4, 1, 8, 2, 3, 3, 7, 1, 2, 6, 7, 3, 4, 5, 6, 2, 4, 5, 8, 8, 2, 1, 4 Assorted hand weapons 1d6 damage

12 Shaman's Room – Behind the curtain lies Gorat's private chamber. Unless summoned, he will spend most of his time here, worrying about his predicament. He has some tatty scrolls that contain the following spells: read magic, read languages, and shield. With these, there is also a scrap of paper with the word *stillness* written on it. Strewn around the rest of the room are a collection of animal bones, and several bottles of nasty-looking, foul-smelling stuff – mostly useless – but one contains four doses of snake venom antidote.

Gorat the Shaman 2nd Level Half-orc fighter/magic-user Move 120' (40') AC8 HP9 Staff 1d6 damage
Spell memorized: shield

13 Guest Room – Anyone looking past the curtain at the entrance to this room, sees two enormous cots that cover a good deal of the floor area. This room is currently occupied by Chief Ronk's guests: Kloor the bugbear and Bullog the ogre. During the day, they will be sleeping in here. At night, there is a 50% chance they will be with the chief in the main temple chamber. Otherwise, they will be in here talking and drinking.

Kloor the Bugbear Move 90' (30') HD3+1 AC5 HP16 Heavy flail 1d8+1 damage

Bullog the Ogre Move 90' (30') HD4+1 AC5 HP20 Club 1d10 damage



14 Chief's Room – The chief has covered the floor of this room with animal pelts. In one corner, a crude, wooden bed has been constructed. Next to it, is a half-drained barrel of ale. Food scraps and bones litter the floor along with other orc filth. Hidden under a stone slab in the floor is a sack containing: a pouch with 3 gems inside (30gp, 50gp and 100gp), a platinum-decorated, but slightly damaged dwarven drinking horn (50gp), a large bag of 200 silver bits**, 200sp and 50gp.

During the daytime, the chief will be sleeping in here. At night, there is a 50% chance that he will be in the main temple chamber seated on his throne. Otherwise, he will be in his room admiring and counting his treasure. The chief wears a somewhat beaten-up suit of once fine plate mail armour, and is armed with a particularly fine-looking battle axe.

Ronk the Orc Chief Move 120' (40') HD4 AC3 HP15
Magical +2 battle axe 1d8+4 damage

Ending the Adventure

Depending on the approach taken by the party in tackling this adventure, it can play out in many different ways. Because of the nocturnal nature of the orcs, the party will be at a huge advantage if they enter the temple during daylight hours, and rely on stealth rather than force to gain access.

Should the party end up in a confrontation with the chief, he will summon Gorat, give him the wand, and order him to begin turning the party members to stone. Gorat is so nervous that he may act somewhat unpredictably. He may hesitate for a couple of rounds, but is likely to side with the players if he thinks there is a chance they will defeat Ronk and force the rest of the tribe to retreat or surrender. I suggest using your judgement to determine his actions and maximize tension. However, if you prefer to keep a random element to events, you may elect to use the following table and modifiers to decide Gorat's actions.

Gorat's Reaction Table (2d6)*

2 or less	Gorat bottles it and uses the wand on the party's best fighter.
3-8	Gorat hesitates and fakes a fumble with the wand.
9-10	Gorat decides to side with the party, and, in the next round, uses the wand against the chief (or toughest remaining opponent if the chief has been slain).
11+	Gorat seizes the moment and instantly uses the wand against the chief (or toughest remaining opponent if the chief has been slain).

*Modifiers for Gorat's Reaction Table

- Per party member slain -1
- Per orc slain +1
- Per hit scored against the chief +1
- Per orc sergeant, ogre, bugbear slain +2
- If the chief is slain +3

Regardless of how they achieve it, if the orcs are vanquished, then the players will be able to oversee the safe return of the statues of Lord Trago and his knights to Trago Hall. Once there, Trago's wizard will be able to reverse the magic of the wand. Lord Trago will be

extremely grateful to the party, if a little embarrassed about the whole affair. He will hold a feast to honour their deeds and give the characters seats at his own table. He will also have them moved to better rooms in the Hall's bunkhouse. Any treasure recovered by the party may be appraised and exchanged at Trago Hall with the various tradesmen and the odd visiting merchant. Alternatively, the party may achieve better prices for their loot on their next visit to the Northern Stockade.

Treasure Carried by Individuals

All the orcs and their guests carry items of interest and/or value on them. If treasure is hidden in a location, then details of it will appear in the description of that area.

Rank and File Orcs
25% have 1d6 silver bits**
50% have 3d4 silver bits**
25% have 4d6 silver bits**

Orc Sergeant 1
20 silver bits**, 5gp and a two gems (10gp, 20gp)

Orc Sergeant 2
24 silver bits** and a necklace (25gp)

Gorat the Shaman
Several silver charms are attached to the animal skin he wears (10sp scrap value), 10 silver bits**, a nugget of gold (5gp) and an ornate dagger with a jewelled hilt (20gp).

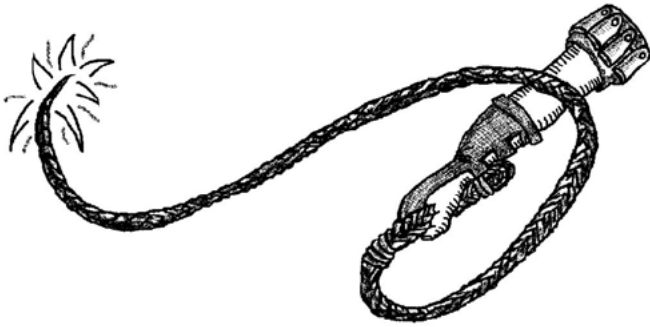
Ronk, the Orc Chief
20 silver bits**, 5gp and a +2 battle axe. He also carries the *wand of petrification* and only allows Gorat access to it when he wants someone turned to stone. The wand has just two charges left in it. In use, it has the same effect as the reverse of the magic-user spell *stone to flesh* (LL p39). Its range is 120' and when the command word "stillness" is spoken, it will turn a targeted creature of any size to stone, unless they make a save versus Petrify.

Kloor the Bugbear
Has a sack containing: 50 silver bits** given to him by Ronk, a large joint of burnt meat, a sling, 6 stones, 3 iron spikes, a flask of oil and a lantern that looks like it's been sat on by a bugbear. Kloor got the lantern from some dwarves he "met". It has a large glass lens, which, if working properly, will focus the lantern's beam to illuminate up to 60' in whatever direction it is aimed. A competent blacksmith could fit the lens into a new housing for twice the price of a regular lantern.

Bullog the Ogre
Has a large sack containing: a small, half-empty barrel of brandy given to him by Ronk, several large pieces of silver (5gp), 20' of steel chain, 4 sets of manacles (sized for humans/orcs) with locks and keys.

**Orcish silver bits are the main currency used by the goblinoid races in the lands surrounding Newland. They vary in shape, size and purity but, in general, one silver bit is roughly worth two silver pieces when melted down for the silver. Many traders will accept payment in silver bits but they will often only give 25-50% of their full silver value.

Whips in Labyrinth Lord



Used as weapons, whips pose a problem for the Labyrinth Lord. By design, they are not normally intended to deliver lethal blows. Their proper use is as a tool for controlling, punishing, or torturing all manner of beings. However, I doubt anyone would deny that a sound strike from a bull-whip, whilst not deadly, would be immensely painful. The tip of a bull-whip can reach speeds in excess of 760mph. This causes a small sonic boom – known as the crack of the whip. This sound may be all that is required to control many animals, slaves or prisoners. In skilled hands, a whip may also be used to entangle an opponent's arm or leg. This in turn may cause the victim to trip and/or drop a weapon or other object. These rules present some ideas to help integrate whips into the game. However, they are not exhaustive and I would always recommend liberal use of spot rulings during play, as required.

A bull-whip has a handle that measures 8"-20" long, and a tail up to 20' long. The longer a whip is, the harder it is to control. If a character wants to use a whip, one option (without resorting to a full-blown skill system) is to apply an experience point cost. This means writing off an agreed number of xp (so they no longer count towards level advancement) in order to gain the ability. If a character attempts to use a whip without the prerequisite training and practice, allow him to use it – but every time he fails to hit a target have him make an additional to hit roll against himself.

Below are three combat options for a bull-whip. In all instances, the to hit roll is modified by a character's dexterity rather than strength, and no strength modifiers are applied to damage rolls.

Strike to Inflict Pain

All targets are treated as having a base armour class of 9. To hit modifiers can be applied based on the target's dexterity, speed, size and cover. A bull-whip inflicts 1d4+1 points of non-lethal damage against an unarmoured target. Against a target wearing leather armour, it inflicts 1d3 points of non-lethal damage. Against a target wearing heavier armour it inflicts 1d3-1 (a roll of 1 = no damage) points of non-lethal damage. If a target takes 3+ points of damage, then it must make a successful constitution check (roll under constitution on a d20) or become stunned from the pain. Stunned targets must make a new constitution check each round until a successful roll is made. Stunned targets may not move, and any hand-held objects they were carrying will be dropped unless a successful dexterity check is made (roll under dexterity on a d20). Damage inflicted by a whip begins to heal after a few minutes but it still may take several days to heal fully.

Cracking the Whip

This technique causes the tip of the whip's tail to crack in the air. If skilled, the wielder may select a precise point in the air for the crack to originate from. All to hit rolls are made against armour class 0. Failure to hit doesn't mean the whip doesn't crack – It just means the location, timing or impact was a little off. Many creatures will be required to make a saving throw versus Petrify when a whip is cracked at them, and will react in a fearful manner if they fail. If the to hit roll was a miss, then they receive a bonus to their saving throws equal to how much the attack missed by. At your discretion, you may elect to roll morale for some animals and monsters, to determine their reactions.

Entangle Opponent or Object

The base armour class for a non-moving target (e.g. a ceiling beam) is 9. The base armour class for a moving target (e.g. an arm) is 0. If a hit is scored against a moving target, then the target can use its next action to attempt to free itself from the whip's hold by making a successful dexterity check (roll under dexterity on a d20). If the target remains entangled, the wielder of the whip may attempt to pull the target to the ground by making a successful strength check (roll under strength on a d20) with modifiers applied if there is a size difference between the opponents. The victim gets to make an additional dexterity check to avoid falling over. Of course, an entangled target may also attempt to pull the whip out of the wielder's hand. The resulting stand-off may last for several rounds until the victim falls, yields, breaks free, or disarms his attacker.

Come back to AD&D!

Original TSR Modules,
Rulebooks, Accessories
and more at

**Dungeon
Explorers on the
Internet**

<http://www.deigames.com>



We also have budget playing copies to help keep your coin pouch from getting too light. These classic items have seen plenty of use. Some look as if they may have fended off a hydra attack, but they are ready and willing to challenge another adventuring party.

Monster Club #10

Monstermark Driven Random Encounter Tables for Labyrinth Lord



"WHADDYA MEAN YOU ONLY MEMORIZED READ LANGUAGES?!"

Random encounter tables vary greatly across the different editions of the world's most popular fantasy roleplaying game and its clones. This article presents the first three levels of an expanded set of encounter tables for Labyrinth Lord. I've selected dungeon creatures from both the classic Labyrinth Lord rules and the *Advanced Edition Companion*. For each creature type, I've included basic stats along with a string of random hit points, to reduce time spent referring to the rules and preparing encounters. In the *Supplemental Material* section of this issue, customizable versions of the tables are included. These allow you to select which creatures to include, and to adjust the number encountered ranges as appropriate.

I've used the Monstermark system, as featured in *Oubliette Issue 5*, to determine the strength of the encounters. The number encountered ranges are based on an average party of six characters (2 fighters, a dwarf, a cleric, a thief, and a magic-user). At 1st level, such a party has a total Monstermark of 8.25 (rounded down to 8.00). On average, I think the party should face random encounters with a mean Monstermark rating value of around 4.00, and a maximum value of around 12.00 (in effect the mean is equal to 50% of the party's power and the maximum is equal to 150%). However, that range is just a guide, and I've allowed some weaker/tougher encounters through because they *feel* right and/or tie-up with the existing number encountered ranges in the rule books.

Any one encounter has a chance of killing a party if the players are unlucky, but experienced players might handle several of them in succession regardless of luck. Again, the party may be outnumbered or under-powered for some encounters, but the result will depend on how well the party handles the options available to them. A typical 1st level party might well have a sleep spell, the ability to turn undead, some infravision capability, cash to bribe enemies with, etc. Experienced players will also have a vast array of tactics for confounding their enemies. There are some potential encounters though, where tactics and abilities are only of limited use. For example, one of the random encounters in level one of Michael Curtis' *Stonehell Dungeon* is 1d4 giant crab spiders. One only has to glance at the listing for these beasties (*LL p97*), to see they're lethal. Not only are they poisonous, but they also surprise victims on 1-4. That means that four of the things might deliver a total of eight attacks, each potentially delivering 1d8 damage and a save versus Poison, before the party get a chance to act. I've included the crab spiders in my level one table but reduced the number encountered range to 1d2.

To give the tables some extra kick, I've added a 5% chance at the end of each table for an encounter from the table for the next level down. This is balanced, from level two onwards, with a 5% chance of a weaker encounter from the previous level's table. This also greatly increases the variety of creatures that might be encountered on a given level.

Dungeon Random Encounter Table: Level One

d00	Creature Type	No. Enc.	Stats	Hit Points
01-03	Bat, Normal	1-100	Move 120' (40') HD 1hp AC 6 Dam None	1 each
04	Bee, Giant Killer	1-6	Move 150' (50') HD 1-4hp AC 7 Dam 1-4 + poison	3, 1, 3, 4, 3, 4
05-07	Beetle, Giant Fire	1-4	Move 120' (40') HD 1+2 AC 4 Dam 2-8	8, 3, 4, 6
08-10	Centipede, Giant	2-8	Move 60' (20') HD 1-4hp AC 9 Dam Poison only	3, 1, 4, 2, 4, 3, 1, 3
11-12	Dwarf	1-6	Move 60' (20') HD 1 AC 4 Dam 1-8 or weapon	5, 1, 7, 2, 1, 3
13	Elf	1-4	Move 120' (40') HD 1+1 AC 5 Dam 1-8 or weapon	8, 5, 8, 6
14	Elf, Deep	1-8	Move 120' (40') HD 1 AC 5 Dam As weapon	8, 3, 7, 5, 8, 6, 4, 2
15-17	Fly, Giant Carnivorous	1-3	Move 180' (60') HD 2 AC 6 Dam 1-8	8, 10, 14
18-19	Ghoul	1-2	Move 90' (30') HD 2 AC 6 Dam 1-3/1-3/1-3 + paralysis	11, 3
20-21	Gnoll	1-2	Move 90' (30') HD 2 AC 5 Dam 2-8 or weapon	8, 12
22	Gnome	1-8	Move 60' (20') HD 1 AC 5 Dam 1-6 or weapon	5, 2, 4, 1, 7, 2, 4, 2
23-27	Goblin	2-8	Move 60' (20') HD 1-1 AC 6 Dam 1-6 or weapon	6, 1, 5, 2, 1, 3, 3, 7
28	Golem, Wood	1	Move 120' (40') HD 2+2 AC 7 Dam 1-8	12
29-31	Hobgoblin	1-4	Move 90' (30') HD 1+1 AC 6 Dam 1-8 or weapon	8, 5, 9, 7
32-34	Insect Swarm	1	Move 60' (20') HD 2 AC 7 Dam 2 hit points	12
35-39	Kobold	4-16	Move 60' (20') HD 1-4hp AC 7 Dam 1-4 or weapon -1	3, 2, 1, 1, 4, 3, 2, 1, 4, 3, 1, 1, 4, 1, 4, 1
40-41	Lizard, Giant Gecko	1	Move 120' (40') HD 3+1 AC 5 Dam 1-8	15
42-43	Lizardfolk	1-2	Move 120' (40') HD 2+1 AC 5 Dam 2-7 or weapon +1	9, 12
44-45	Locust, Subterranean	1-6	Move 180' (60') HD 2 AC 4 Dam 1-2 or 1-4 or spit	10, 7, 8, 5, 13, 9
46	Man, Acolyte (1st Lvl Cleric)	1-6	Move 120' (40') HD 1 AC 2 Dam 1-6 or weapon	4, 6, 4, 1, 3, 5
47-48	Man, Berserker	1-6	Move 120' (40') HD 1+1 AC 7 Dam 1-6 or weapon	7, 9, 3, 9, 5, 4
49-50	Man, Slave	3-12	Move 120' (40') HD 1 AC 9 Dam 1-6 or weapon	2, 5, 3, 8, 5, 2, 1, 5, 2, 7, 1, 4
51-52	Morlock	1-8	Move 120' (40') HD 1 AC 8 Dam 1-6 or weapon	6, 2, 5, 2, 7, 8, 1, 3
53-55	NPC Party	3-8	Move 120' (40') As class/race of each character	
56-60	Orc	1-8	Move 120' (40') HD 1 AC 6 Dam 1-6 or weapon	3, 2, 4, 7, 3, 6, 7, 3
61	Piercer	2-8	Move 10' (3') HD 1 AC 3 Dam 1-6	3, 5, 3, 2, 2, 4, 8, 5
62-65	Rat, Giant	3-18	Move 120' (40') HD 1-4hp AC 7 Dam 1-3 + disease	2, 1, 1, 2, 3, 1, 2, 4, 1, 2, 2, 4, 1, 4, 4, 2, 3, 1
66-69	Rat, Ordinary	5-50	Move 60' (20') HD 1hp AC 9 Dam 1-6 (10 rats) + disease	1 each
70-71	Rot Grub	5-20	Move 10' (2') HD 1hp AC 9 Dam Death in 10-30mins	1each
72	Shrieker	1-8	Move 9' (3') HD 3 AC 7 Dam Scream	11, 12, 10, 17, 16, 9, 20, 14
73-76	Skeleton	2-8	Move 120' (40') HD 1 AC 7 Dam 1-6 or weapon	6, 3, 3, 8, 2, 7, 3, 4
77-79	Snake, Spitting Cobra	1-6	Move 90' (30') HD 1 AC 7 Dam 1-3 + poison	7, 3, 1, 8, 2, 3
80-82	Spider, Giant Crab	1-2	Move 120' (40') HD 2 AC 7 Dam 1-8 + poison	8, 11
83-85	Stirge	1-10	Move 180' (60') HD 1 AC 7 Dam 1-3 continuous	8, 2, 3, 1, 6, 3, 4, 1, 8, 3
86-87	Toad, Giant	1-3	Move 90' (30') HD 2+2 AC 7 Dam 2-5	12, 14, 13
88-89	Troglodyte	1-2	Move 120' (40') HD 2 AC 5 Dam 1-4/1-4/1-4 + stench	12, 8
90-91	Wolf	1-3	Move 180' (60') HD 2+2 AC 7 Dam 1-6	13, 5, 10
92	Yellow Mold	1-4	Move 0' (0') HD 2 AC Always hit Dam 1-6	11, 6, 3, 15
93-95	Zombie	1-4	Move 60' (20') HD 2 AC 8 Dam 1-8 or weapon	5, 9, 6, 11
96-00	Roll on the Level 2 Table			

Notes:

.....

.....

.....

Dungeon Random Encounter Table: Level Two

d00	Creature Type	No. Enc.	Stats	Hit Points
01-05	Roll on the Level 1 Table			
6-7	Bat, Giant	1-10	Move 180' (60') HD 2 AC 6 Dam 1-4	10, 8, 9, 10, 15, 7, 6, 11, 12, 9
8	Bee, Giant Killer	2-8	Move 150' (50') HD 1-4hp AC 7 Dam 1-4 + poison	3, 1, 3, 4, 3, 4, 2, 3
9-10	Beetle, Giant Fire	1-8	Move 120' (40') HD 1+2 AC 4 Dam 2-8	8, 3, 4, 6, 6, 7, 10, 5
11-12	Beetle, Giant Spitting	1-6	Move 120' (40') HD 2 AC 4 Dam 1-6 + spray	10, 14, 6, 7, 8, 9
13-14	Bugbear	1-2	Move 90' (30') HD 3+1 AC 5 Dam 2-8 or weapon	13, 17
15-16	Centipede, Giant	3-12	Move 60' (20') HD 1-4hp AC 9 Dam Poison only	3, 1, 4, 2, 4, 3, 1, 3, 2, 3, 3, 1
17-18	Dwarf	2-8	Move 60' (20') HD 1 AC 4 Dam 1-8 or weapon	5, 1, 7, 2, 1, 3, 8, 4
19	Dwarf, Duergar	2-8	Move 60' (20') HD 1+2 AC 4 Dam As weapon	10, 10, 3, 8, 9, 4, 5, 8
20	Elf, Deep	1-10	Move 120' (40') HD 1 AC 5 Dam As weapon	8, 3, 7, 5, 4, 6, 4, 2, 3, 8
21	Elf, Drow	2-8	Move 120' (40') HD 2 AC 4 Dam As weapon	12, 13, 12, 8, 5, 9, 15, 6
22-23	Fly, Giant Carnivorous	1-6	Move 180' (60') HD 2 AC 6 Dam 1-8	8, 10, 14, 6, 12, 9
24-25	Ghoul	1-4	Move 90' (30') HD 2 AC 6 Dam 1-3/1-3/1-3 + paralysis	11, 3, 8, 9
26-27	Gnoll	1-6	Move 90' (30') HD 2 AC 5 Dam 2-8 or weapon	8, 12, 5, 9, 13, 10
28	Gnome	1-8	Move 60' (20') HD 1 AC 5 Dam 1-6 or weapon	5, 2, 4, 1, 7, 2, 4, 2
29-30	Goblin	3-12	Move 60' (20') HD 1-1 AC 6 Dam 1-6 or weapon	6, 1, 5, 2, 1, 3, 3, 7, 1, 4, 6, 7
31	Golem, Wood	1	Move 120' (40') HD 2+2 AC 7 Dam 1-8	12
32	Green Slime	1	Move 3' (1') HD 2 AC Always Hit Dam Digest Flesh	10
33-35	Hobgoblin	1-6	Move 90' (30') HD 1+1 AC 6 Dam 1-8 or weapon	8, 5, 9, 3, 5, 6
36-37	Kobold	5-20	Move 60' (20') HD 1-4hp AC 7 Dam 1-4 or weapon -1	3, 2, 1, 1, 4, 3, 2, 1, 4, 3, 1, 1, 4, 1, 4, 1, 3, 4, 3, 2
38	Lizard, Giant Draco	1	Move 120' (40') HD 4+2 AC 5 Dam 1-10	24
39	Lizard, Giant Gecko	1-3	Move 120' (40') HD 3+1 AC 5 Dam 1-8	15, 14, 12
40-41	Lizardfolk	1-6	Move 120' (40') HD 2+1 AC 5 Dam 2-7 or weapon +1	9, 12, 10, 7, 8, 10
42	Locust, Subterranean	3-12	Move 180' (60') HD 2 AC 4 Dam 1-2 or 1-4 or spit	10, 7, 8, 5, 13, 9, 8, 10, 7, 8, 4, 15
43-44	Man, Berserker	2-8	Move 120' (40') HD 1+1 AC 7 Dam 1-6 or weapon	7, 9, 3, 9, 5, 4, 2, 7
45-46	Morlock	1-12	Move 120' (40') HD 1 AC 8 Dam 1-6 or weapon	6, 2, 5, 2, 7, 8, 1, 3, 7, 5, 4, 7
47-48	Neanderthal	1-6	Move 120' (40') HD 2 AC 8 Dam 2-8 or weapon	10, 6, 10, 4, 13, 4
49-51	NPC Party			
52-54	Ogre	1	Move 90' (30') HD 4+1 AC 5 Dam 1-10	18
55-59	Orc	2-12	Move 120' (40') HD 1 AC 6 Dam 1-6 or weapon	3, 2, 4, 7, 3, 6, 7, 3, 3, 8, 8, 1
60	Piercer	3-18	Move 10' (3') HD 1 AC 3 Dam 1-6	3, 5, 3, 2, 4, 8, 5, 7, 4, 6, 2, 3, 3, 6, 5, 2, 5, 1
61-64	Rat, Giant	3-18	Move 120' (40') HD 1-4hp AC 7 Dam 1-3 + disease	2, 1, 1, 2, 3, 1, 2, 4, 1, 2, 2, 4, 1, 4, 4, 2, 3, 1
65-67	Rat, Ordinary	5-50	Move 60' (20') HD 1hp AC 9 Dam 1-6 (10 rats) + disease	1 each
68	Rot Grub	5-20	Move 10' (2') HD 1hp AC 9 Dam Death in 10-30mins	1 each
69	Shrieker	1-8	Move 9' (3') HD 3 AC 7 Dam Scream	11, 12, 10, 17, 9, 16
70-73	Skeleton	3-12	Move 120' (40') HD 1 AC 7 Dam 1-6 or weapon	6, 3, 3, 8, 2, 7, 3, 4, 6, 4, 3, 8
74-75	Snake, Pit Viper	1-6	Move 90' (30') HD 2 AC 6 Dam 1-4 + poison	6, 7, 15, 10, 5, 14
76-77	Snake, Spitting Cobra	1-6	Move 90' (30') HD 1 AC 7 Dam 1-3 + poison	7, 3, 1, 8, 2, 3
78-80	Spider, Giant Crab	1-4	Move 120' (40') HD 2 AC 7 Dam 1-8 + poison	5, 10, 14, 11
81-82	Stirge	2-12	Move 180' (60') HD 1 AC 7 Dam 1-3 continuous	8, 2, 3, 1, 6, 3, 4, 1, 8, 3, 5, 4
83-84	Throghrin	1-3	Move 120' (40') HD 3 AC 6 Dam 1-3/1-3 or weapon	18, 7, 16
85-86	Toad, Giant	1-4	Move 90' (30') HD 2+2 AC 7 Dam 2-5	12, 14, 13, 9
87-88	Troglodyte	1-4	Move 120' (40') HD 2 AC 5 Dam 1-4/1-4/1-4 + stench	12, 8, 10, 7
89-90	Wolf	2-8	Move 180' (60') HD 2+2 AC 7 Dam 1-6	13, 5, 10, 12, 10, 7, 11, 7
91	Yellow Mold	1-4	Move 0' (0') HD 2 AC Always hit Dam 1-6	11, 6, 3, 15
92-95	Zombie	2-8	Move 60' (20') HD 2 AC 8 Dam 1-8 or weapon	5, 9, 6, 11, 9, 7, 11, 7
96-00	Roll on the Level 3 Table			

Dungeon Random Encounter Table: Level Three

d00	Creature Type	No. Enc.	Stats	Hit Points
01-05	Roll on the Level 2 Table			
6-7	Ant, Giant	1-2	Move 180' (60') HD 4 AC 3 Dam 2-12	14, 20
8-9	Ape, Albino	1-4	Move 120' (40') HD 4 AC 6 Dam 1-4/1-4	24, 18, 13, 20
10-11	Bat, Giant	1-10	Move 180' (60') HD 2 AC 6 Dam 1-4	10, 8, 10, 7, 5, 13, 14, 9, 12, 4
12-13	Beetle, Giant Carnivorous	1-3	Move 150' (50') HD 3+1 AC 3 Dam 2-12	12, 15, 13
14-15	Beetle, Giant Spitting	1-8	Move 120' (40') HD 2 AC 4 Dam 1-6 + spray	10, 14, 6, 7, 8, 5, 8, 11
16-20	Bugbear	1-6	Move 90' (30') HD 3+1 AC 5 Dam 2-8 or weapon	13, 17, 20, 12, 9, 15
21-22	Carcass Scavenger	1-2	Move 120' (40') HD 3+1 AC 7 Dam Paralysis x8	14, 16
23	Doppelganger	1	Move 90' (30') HD 4 AC 5 Dam 1-12	15
24-25	Dwarf, Duergar	2-12	Move 60' (20') HD 1+2 AC 4 Dam As weapon	10, 10, 3, 10, 9, 4, 5, 8, 4, 6, 7, 9
26-27	Elf, Drow	2-12	Move 120' (40') HD 2 AC 4 Dam As weapon	12, 8, 5, 9, 16, 9, 4, 11, 15, 10, 9, 8
28-29	Gargoyle	1-3	Move 150' (50') HD 4 AC 5 Dam 1-3/1-3/1-6/1-4	19, 14, 18
30	Gelatinous Cube	1	Move 60' (20') HD 4 AC 8 Dam 2-8	19
31-33	Ghoul	1-6	Move 90' (30') HD 2 AC 6 Dam 1-3/1-3/1-3 + paralysis	11, 3, 9, 10, 15, 6
34-36	Gnoll	2-8	Move 90' (30') HD 2 AC 5 Dam 2-8 or weapon	8, 12, 7, 9, 13, 12, 6, 10
37	Gray Ooze	1	Move 10' (3') HD 3 AC 8 Dam 2-16	19
38	Green Slime	1	Move 3' (1') HD 2 AC Always Hit Dam Digest Flesh	10
39-40	Harpy	1-4	Move 150' (50') HD 3 AC 7 Dam 1-4/1-4/1-6 + charm	12, 17, 9, 13
41-44	Hobgoblin	2-12	Move 90' (30') HD 1+1 AC 6 Dam 1-8 or weapon	8, 5, 9, 6, 5, 7, 2, 6, 8, 4, 8, 4
45	Lizard, Giant Draco	1-2	Move 120' (40') HD 4+2 AC 5 Dam 1-10	18, 20
46	Lizard, Giant Gecko	1-6	Move 120' (40') HD 3+1 AC 5 Dam 1-8	15, 14, 12, 19, 9, 14
47-50	Lizardfolk	2-8	Move 120' (40') HD 2+1 AC 5 Dam 2-7 or weapon +1	9, 12, 10, 7, 8, 10, 7, 9
51-52	Lycanthrope, Wererat	1-8	Move 120' (40') HD 3 AC 7 Dam 1-4 or weapon	10, 16, 14, 8, 16, 16, 13, 19
53-54	Neanderthal	1-10	Move 120' (40') HD 2 AC 8 Dam 2-8 or weapon	10, 6, 10, 4, 8, 4, 9, 16, 7, 12
55-57	NPC Party	3-8	Move 120' (40') As class/race of each character	
58-61	Ogre	1-3	Move 90' (30') HD 4+1 AC 5 Dam 1-10	15, 20, 13
62	Piercer	3-18	Move 10' (3') HD 1 AC 3 Dam 1-6	3, 5, 3, 2, 2, 4, 8, 5, 7, 4, 6, 2, 3, 3, 4, 6, 5, 2
63	Rot Grub	5-20	Move 10' (2') HD 1hp AC 9 Dam Death in 10-30mins	1 each
64	Shadow	1-8	Move 90' (30') HD 2+2 AC 7 Dam 1-4 + strength drain	8, 8, 10, 9, 8, 15, 12, 14
65	Shrieker	1-8	Move 9' (3') HD 3 AC 7 Dam Scream	11, 12, 10, 17, 16, 9, 15, 12
66-67	Snake, Giant Python	1-2	Move 90' (30') HD 5 AC 6 Dam 1-4/2-8 + constriction	24, 19
68-69	Snake, Giant Rattler	1-2	Move 120' (40') HD 4 AC 5 Dam 1-4 + poison	18, 11
70-71	Snake, Pit Viper	1-8	Move 90' (30') HD 2 AC 6 Dam 1-4 + poison	6, 7, 15, 10, 5, 14, 8, 13
72-73	Spider, Giant Black Widow	1-2	Move 120' (40') HD 3 AC 6 Dam 2-12 + poison and web	13, 16
74-75	Spider, Giant Crab	1-4	Move 120' (40') HD 2 AC 7 Dam 1-8 + poison	8, 10, 6, 11
76-77	Spider, Giant Tarantula	1-2	Move 120' (40') HD 4 AC 5 Dam 1-8 + poison	19, 15
78	Statue, Animated Crystal	1-4	Move 90' (30') HD 3 AC 4 Dam 1-6/1-6	16, 17, 12, 10
79-80	Throghrin	1-6	Move 120' (40') HD 3 AC 6 Dam 1-3/1-3 or weapon	18, 10, 12, 15, 20, 6
81-82	Tick, Giant	2-8	Move 30' (10') HD 2 AC 3 Dam 1-4 continuous + disease	5, 9, 4, 8, 10, 13, 8, 16
83-84	Toad, Giant Poisonous	1-4	Move 90' (30') HD 2+2 AC 7 Dam 2-5 + poison	15, 6, 11, 15
85-87	Troglodyte	1-8	Move 120' (40') HD 2 AC 5 Dam 1-4/1-4/1-4 + stench	12, 8, 10, 7, 9, 3, 8, 15
88-89	Wight	1-4	Move 90' (30') HD 3 AC 5 Dam Energy drain	15, 16, 14, 16
90-91	Wolf, Dire	1-4	Move 180' (60') HD 4+1 AC 6 Dam 2-8	20, 15, 15, 21
92	Yellow Mold	1-4	Move 0' (0') HD 2 AC Always hit Dam 1-6	11, 6, 3, 15
93-95	Zombie	2-12	Move 60' (20') HD 2 AC 8 Dam 1-8 or weapon	5, 9, 6, 11, 9, 7, 11, 7, 3, 8, 16, 10
96-00	Roll on the Level 4 Table			

Fighter in Plate

An Adventurer's Guide to Plate Mail

A fighter in plate with longsword and shield is an iconic character choice that forms the backbone of any old school adventuring party. Indeed, for first level characters, raising enough gold to order a suit of plate mail is at least as important as gaining the extra hit points granted on attaining second level.

In early D&D rules, unless they were unlucky with the dice when determining starting money, plate mail was priced within the reach of first level characters. In the *Holmes Blue Book* (1978), plate mail costs 50gp, and in the later *Moldvay Basic Rules* (1981), only a little more at 60gp. In the *First Edition Players Handbook* (1978), plate mail costs a heady 400gp. More recently in *Labyrinth Lord* it has risen to 450gp. Of course, there are some differences in starting money between these versions of the game, but no other items in the equipment lists show such a wide variance in price. Clearly, the editors of each version have got certain ideas about plate mail, some seeing it as something starting characters should be able to buy from the outset, and others regarding it as a prestigious item that must be earned.

I quite like the idea of plate mail being expensive. I have fond memories of a first level fighter scraping together every last gold piece, and then still having to go cap in hand for a loan from the party's magic-user to be able to afford it. In bigger parties, I could imagine lengthy negotiations taking place to decide which fighting character gets kitted out with plate mail first. For fighters there is no alternative – it has to be plate. Next time you've got a first level party in the dungeon, stick a +1 suit of chain mail in the treasure hoard and see what reaction you get from the players with fighters. I guarantee they'll be nonplussed, and will instantly want to know if they can sell it to buy some real armour.

Unlike most other suits of armour, there's another problem that must be addressed before a fighter can get his mitts on some plate. Making plate mail is a highly specialised craft, and not a sideline for the local village blacksmith to dabble in. What's more, every suit of plate mail needs to be tailor-made in order to fit properly and allow the freedom of motion required for combat. This article details the different stages involved in getting a suit of plate mail made – let your players take a look and suddenly that suit of +1 chain mail may start to look like a much better option.

All pricing is based on a full suit of plate mail costing 450gp. The timings given for each stage are averages. With goodwill and a ready supply of the correct materials, an armorer could just about rush a suit in one week. However, he would have no time for any other work. In reality, first level adventurers that put in orders for plate mail will often find themselves at the back of the queue unless they are willing to pay a premium. Unless a client has a very high profile, the armorer will almost always insist on part payment before he begins working on plate-mail. The costs given below show the minimum amount required for each stage of the work.



Measuring – Detailed measurements of the client's body are taken. From these, a leather cutting pattern is made. The armorer will fix an appointment with the client to measure him for the suit. The patterns will then be cut, and, at a second appointment, checked against the client for fit. This would normally take one week. Cost: 50gp

Plate Sheet Fabrication - A bar of wrought iron or soft steel is hammered flat until it is reduced to a thickness of around one quarter inch. This involves repeatedly striking it with a large water/pony powered hammer, followed by a smaller hand-held hammer. If the client is lucky, an armorer may have a stock of sheets ready to cut, but otherwise this will take a few days. Cost: 20gp



Cutting – After using the pattern to mark out the basic shapes of the plates required for the suit, the flat sheets are then cut with steel shears called snips. This will normally start as soon as the sheets are available and will also take a few days. Cost: 100gp

Forming – The plates are then hammered into the correct three-dimensional shape, using a wooden mould. This part of the process requires the most expertise and will always be carried out by the armorer himself. Once made, the plates ideally should be checked against the client for fit, and adjusted as required. Wealthy clients may opt to have wax models cast of their limbs, which the armorer may use to check his work against. These also allow replacement pieces to be ordered and made in the client's absence. This stage takes up to a week depending on the armorer's workload. Cost: 100gp



Tempering – The finished plates are hardened by heating them in a furnace. Each armorer will have his own process, but it may involve coating plates in a compound and encasing them in clay before heating. In fantasy games, this may also be the stage at which enchantments might be placed on the metal to produce magical armour. If the armorer has a large furnace, this stage may just take a few days. Cost 100gp

Polishing/Finishing – This stage removes rough edges, dimples, and the black coating of carbon left by the furnace. Much of the work is by hand, but water/pony powered grinding stones are also used. A suit of plate mail also requires numerous straps, rivets, hinges and buckles to connect the individual plates to one another. Many armourers will order these components from other traders or will have underlings and apprentices to make them as required. If there is enough labour available, this stage will only take a couple of days. Cost: 30gp

Chain Mail – Pieces of chain mail are used to cover joints and help hold the plates together. The chain mail is made from steel wire which is pulled through a jig with a series of holes, each one slightly smaller than the last. Once the wire is reduced to the correct gauge, it is wrapped around a thin, cylindrical pole and then cut into small rings. The rings are then linked, usually in groups of five rings, following something akin to a knitting pattern. Work on pieces of chain mail can start well in advance, so this stage should not really add more than a day or two at the end of the job. Cost 50gp

Repairs – After every adventure, characters with plate mail should visit their armorer to get their plate mail serviced. Plates may have dents that need hammering out, rivets may need to be replaced, and if the damage is more serious, replacement plates may need to be made. The table below gives costs and repair times (all based on a full suit of plate mail costing 450gp) for varying degrees of wear and damage. You can select an option from the table, based on how long it is since the last visit for a repair, and what punishment the armour has sustained since. Alternatively, players can roll randomly for an outcome. Roll 3d6 (apply minus modifiers for less wear and plus modifiers for serious wear) and consult the table.

3 or less	The armour hasn't even taken a scratch. In fact, it actually seems to fit better than ever and is more comfortable to wear. The armorer tells you to come back after you've actually had a fight.
4-6	The armour shows only minimal signs of wear. The armorer services it for 10gp, but all he really does is have an apprentice clean and oil it. Ready the next day.
7-9	The armour shows signs of minor wear. The armorer services it for 20gp. He replaces a worn strap and a couple of popped rivets. Ready the next day.
10-12	The armour shows signs of normal wear. The armorer services it for 25gp. He repairs or replaces some of the fixings, and hammers out a couple of small dents. Ready after 1d3 days.
13-15	The armour has suffered minor damage. The armorer services it for 50gp. He replaces fixings, patches the chain mail and hammers out dents in the plates. Ready after 2d4 days.
16-17	The armour is badly damaged. The armorer will reuse what he can but suggests it's time for a new suit. Depending on how much he can salvage, it will cost 50-75% of the original price paid. Ready after 1d3 weeks.
18	The armour is damaged beyond repair. The armorer can reuse the original pattern to make you a new suit saving you 10% on the normal cost. To see how long the armour takes to make, simply work through the various stages but skip the measuring/pattern making stage.



Important Note: Whilst the basic process for making plate mail is drawn from historical references, please remember that the world's most popular roleplaying game and its clones are not bound by the limitations of historical accuracy. A suit of plate mail as used in many games would not be recognizable to a medieval historian. But that's fine, it's a fantasy game – don't let the realists spoil it for you!

Goblin Quest



CRINGE

STITCHIT

GRAINHUNTER

KRUTCH

BOGZIT

MUNGUS

WASSAT?

DEATH...

ME LOVE YOU SCRAE!

SOMETIN SMELL BAD

BOGZIT LOVE MASTER! MASTER NEED HELP!

IS TEST! MUNGUS READY!

YOO HOO! MASTER! BOGZIT COMING!

PONKER!

BOOM!

BOGZIT! GET UP HERE YOU SCROTE! DO SOMETHING!

URH HHH

SEE? MASTER WANT BOGZIT COZ BOGZIT BEST!

BOGZIT CANNON FODDER! MUNGUS GET CROSSBOW

MASSA RANGRY HESSO ANGRY!

GET HERE NOW

Goblin Quest is based on John Wilson's adventure *The Body in Question* as played at Con-Quest 2011.



DO SOMETHING!

URHHH

BOGZIT TAKE CANDLE!

URHHHHH

BOGZIT SMASH! AN' SMASH!

WELL DONE BOGZIT... NOW GET THOSE CRAVEN GROT NONKS UP HERE....

YES MASTER!

YOO HOOOOO! MASTER'S GONNA KILL YOOOOW! COME UPSY AND DIE-SIE!

THEIR DEATHS CAN WAIT... I HAVE A QUEST FOR YOU ALL...

NEXT ISSUE THE QUEST BEGINS!

Found Familiar

Practical Petcare for Magic-Users

When a magic-user casts the spell *summon familiar* (AEC p78), depending on its success and the type of creature summoned, it can have a dramatic effect on the game. In this series of articles I will examine the capabilities, advantages and disadvantages of the various creatures that can become familiars.

The Raven

No. ENC: 1
ALIGNMENT: Neutral
MOVEMENT: 10' (3')
FLY: 360' (120')
ARMOUR CLASS: 7
HIT DICE: 1 (2d4)
ATTACKS: 1
DAMAGE: 1
SAVE: F1
MORALE: 7
HOARD CLASS: None
XP: 10



The Common Raven is the largest member of the crow family. Ravens are evil-looking birds with a slightly shaggy plumage of black feathers that have a blue or purplish iridescence to them. Adult ravens measure between 22 and 30 inches in length, have wingspans from 40 to 59 inches, and weight in the range of 1.5 to 4.4 pounds. The larger specimens will only be found in colder climates. Apart from size, the main difference between the raven and other members of the crow family is its larger, heavy, black beak.

In the wild, ravens typically live for 10 to 15 years. However, specimens that enjoy the protected life as familiars are afforded a much improved lifespan, and they may live to be 40 years old or more. Ravens are not the fussiest of eaters. Their omnivorous diet can range from small birds and animals (including carrion), to cereals and berries.

In spite of their large size, ravens are fast and agile in flight. They can perform aerobatic tumbles and dives. They may even flip upside down. A raven's quick reflexes mean they have few predators in the wild, but occasionally an eagle or wildcat will be fast enough to grab a raven from its nocturnal perch.

In daylight, ravens have exceptionally keen eyesight. In the dark, their vision is greatly reduced and they will normally stay in a well-hidden nest at a great height overnight. Ravens also have acute senses of hearing, smell and taste. In some cases, ravens have even been known to spit out poisoned meat left for them.

The raven has one of the largest brains in the avian kingdom. This makes ravens particularly useful as familiars. They also have an ability to vocalise many different sounds and communicate with each other. In certain cases they can be taught words and phrases in the common tongue.

The magical link between a familiar and its master grants them the ability to communicate telepathically. The master of a familiar is also granted access to the familiar's senses. In practice, there are a variety of ways to approach this and, depending on how it is handled, it can have a drastic effect on gameplay. When a magic-user gains a familiar, the Labyrinth Lord should lay down some basic rules for the player as to the scope of any abilities the familiar grants him. As a guide, here are the rules I apply in my own games:

1) Whilst the raven is within 120' its master, the character's own eyesight is vastly improved in normal daylight conditions.

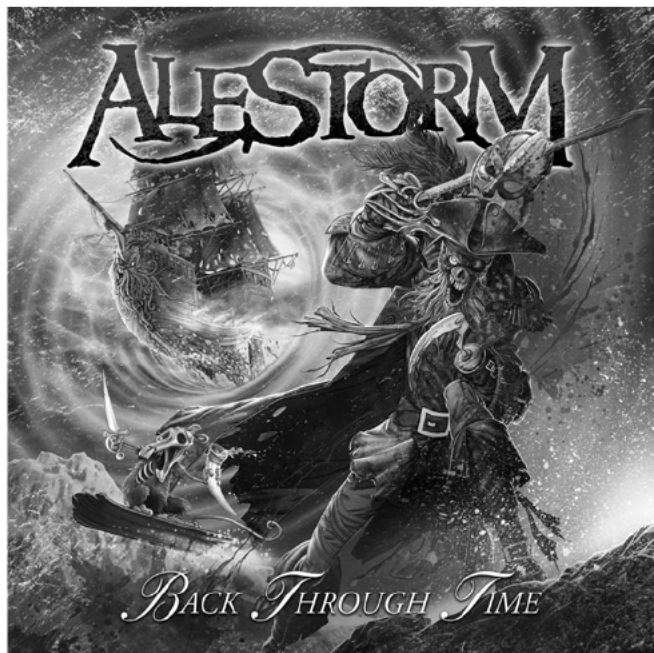
2) If a raven's master spends 1d6 rounds concentrating, he can then link minds with the raven for 1d6 rounds and see, hear, smell, etc. everything the raven can. For the duration of this process, the character may not move, converse, or take any other actions. The link may only be maintained whilst the raven is within 120' of its master. If either master or raven is attacked or subjected to some other shock or distraction, the link is broken. To a raven, a distraction might be spotting a potential predator, or simply spotting a tasty-looking mouse on the ground below.

3) A raven has a base morale of 7. However, whilst it stays within 120' of its master it will always have an effective morale of 12.



What's in the Oubliette?

A regular review column featuring roleplaying game material, with frequent diversions into other games and the odd book, film or TV show. Product submissions for review are welcomed.



Back Through Time – by Alestorm
CD Album www.alestorm.net

Alestorm are a four-piece band from Perth, Scotland – not a place one normally associates with hardened pirates. Their style of music is quite distinctive. The band themselves refer to it as Pirate Metal. It blends hard metal with traditional folk tunes to surprisingly good effect. The mix of guitar riffs and folk reels in their tracks add a truly infectious, foot-tapping quality that you simply don't find in other heavy music. Many of the songs are nothing more than sea shanties, or drinking songs, but they're all the better for it. The lead singer has a suitably guttural voice, but thanks to his crisp Scottish diction, you can understand what he's singing without reaching for the lyric sheet.

Back Through Time is Alestorm's third studio album, and it's an absolute cracker. The concept behind the title track sees a pirate ship travel 600 years into the past to fight the Viking hordes. It's silly of course, but the band celebrate this in a way that delivers the humour perfectly. Here are a few lines from the title track:

*Such mighty treasures they did hold
We killed them all to steal their gold
You put your faith in Odin and Thor
We put ours in cannons and whores
Your Viking Gods won't save you now
When the Pirates strike from the starboard bow*

Stuff like this would be very much at home in an OSR game, and it's just screaming to be written up as an adventure. Other songs continue in a pirate vein, bringing us tales of drinking, sea monsters, and even doing something very cruel to a midget with a saw. Maybe I like it so much because it provides a crude reflection of what goes on in so many of the games I play.

Quickshade – The Army Painter
Pigmented Miniature Varnish 250ml \$29.99/£17.99
www.thearmypainter.com

Quickshade is a varnish in which a specially-formulated, brown pigment is suspended. This allows even the most basically painted miniature to be shaded and given a protective varnish in a single coat. It comes in three tones: soft, strong and dark. I opted for a can of strong tone *Quickshade*, which is the most popular shade in the range.



The back of the can gives a brief 'how to' guide, and this is backed up by extensive tutorial pages on the web. It suggests simply dipping a miniature into the can and then giving it a shake to remove any excess varnish. I think that is probably great for many wargamers with whole regiments to paint, but as I'm only painting a few figures at a time, I used a brush. This method offers a lot more control as pigment can be brushed away from specific areas ensuring that, for example, the whites of the eyes don't get swamped.

Cynics might think that this stuff is really nothing more than overpriced wood stain, but whether the manufacturers spent years formulating it in the lab or just went down to their local hardware store to buy a gallon off the shelf – it works superbly. *Quickshade* is not cheap, but still offers great value to anybody with limited time and/or skill who still wants to paint miniatures to a reasonable tabletop standard. I'll put up some images on the *Oubliette* blog showing the figures I painted and varnished with *Quickshade* as a test for this review.

Missed an Issue?

Back Issues of *Oubliette* are still available,

As PDFs from:
www.RPGNow.com

In Print from:
www.lulu.com

Want to advertise in *Oubliette*?
Send an email to Peter Regan:
oubliettemagazine@yahoo.co.uk



Game of Thrones by George R. R. Martin
Book, TV show, Game, T-shirt, Lunchbox, etc... \$Kerching!

An abridged script of season one:

King Robert Baratheon: I'm King of the Seven Kingdoms. I'm a fat bugger. I like to drink wine and f+&k girls (I tell the viewers that every episode I'm in an' all). I used to be fit and gorgeous, but after I usurped the Iron Throne with the help of Ned Stark, I married the richest blonde bint in the kingdom, and being all salt o't'earth and northern, frittered my youth away on alcohol, feasting and trying to get as many STDs as possible.

Sean Bean: I'm Major Eddard Sharpe of the 95th Rifles ...

King Robert Baratheon: No yer not. Yer Lord Eddard Stark, Lord of Winterfell, Lord Paramount of the North, and Warden of the North. But as yer me best mate, ah calls you Ned.

Lord Eddard Stark: Oh ar. I'm northern as well, so I'm all gruff and loyal with lots of gravitas. Isn't that right, yer Grace...Yer Grace?

King Robert Baratheon: Shurrup, I've made a mess of running my kingdoms and I need you to be the King's Hand and rule in my stead so I can drink wine and f*<k girls.

Lord Eddard Stark: Weren't the last Hand killed suspiciously?

King Robert Baratheon: Nononononono. It were totally *unsuspicious*. There's no way my wife could be having an incestuous relationship with her brother and producing progeny that has nothing to do with my loins, despite the fact that they're all blond and I only produce dark, swarthy kids because I have a dominant dark, swarthy gene. There's no way she could have killed the last Hand – have you got some wine and some buxom girls for me?

Lord Eddard Stark: My wife's not going to like me running off. Last time I did that I returned with a baby saying that it was mine – I suppose this'll give me a chance to get rid of my bastard son John Snow on the wall that guards us all against the Scots.

King Robert Baratheon: Ned, Neddy, Nedling ... we don't use racist terms like *Scots*. They're *The Wildings*.

Queen Cersei Lannister: Robert, I'm just off up that tower over there where Ned's son, Bran, goes climbing, to ... um ... do some ... quilting.

King Robert Baratheon: Whatever, wife. Ned I wish I'd married your sister, whom I revere above all other women, but who died before I became King – where's the wine and girls, man?

Jamie Lannister (Inflagrante with his sister Cersei, wife of King Robert): I killed the last King, and now I'm into killing kids to protect my incestuous secret. I use Timotei shampoo and conditioner to keep my hair this good.

Bran Stark (surprising Cersei and Jamie inflagrante): What are you and your sister doing?

Jamie Lannister: Ah – the things I do for love (tosses his golden hair and pushes Bran out of the tower window).

Tyrion Lannister: I may be a dwarf, but I'm going to act everyone off the screen every scene I'm in.

Jon Snow: I have a grudging respect for Tyrion – he may be short, but what a fine actor. Oh look, The Wall! I get to kill the Scots.

Daenerys Targaryen: My dad was the mentally-ill King who went all Nero on the Kingdoms. I'm a pawn of my vicious and depraved brother Viserys who's married me to a big horse-riding savage lord called Khal Drogo who only has one sexual position.

Khal Drogo: Bend over.

Daenerys Targaryen: Dammit. I've just fallen in love with Drogo and some witch has turned him into a vegetable. I'll have to pillow him and burn myself with him. Day-um, I don't burn! And look – the dragons' eggs which we all thought were fossilised have hatched, and the dragons are now my babies. Right, now I have to get back the Iron Throne which is my birthright. Might take me a few seasons though.

King Robert Baratheon: I've just been gored by a boar. Wine! Girls! Ned? Neddy? Nedling?

Lord Eddard Stark: I'm here yer Grace. I'm going to depose your first born after yer dead because he's not actually *your* son. He's yer wife an' her brother's son.

King Robert : (expires)

Cersei Lannister: Right Ned, you've given me a chance to escape with my kids but I'm going to imprison you so you have to accept my cruel, mentally-ill son Joffery's reign.

King Joffery: Behead Lord Stark!

Sean Bean: Bum. Now I can't ask for more money next season!

The Stark Kids: They've killed Dad! Let's declare war. I'm taking my dire wolf with me. It's been woefully under-used – if they've got a budget for CGI dragons, then surely they can afford a big dog in a bearskin rug.

George R. R. Martin: Bugger ... I'll need to pull my finger out and finish those last two books, but all I want to do is drink wine and f**k girls.



Ironwood Gorge – by Eric Jones
www.ludibriumgames.com
 PDF download \$5.95

Ironwood Gorge is the second module in Eric Jones' *Blackmarch* campaign and follows on from *The Sanctuary Ruin* (reviewed in *Oubliette Issue 4*). At 42

pages, the adventure is several times longer than its predecessor so it immediately scores in the value for money stakes.

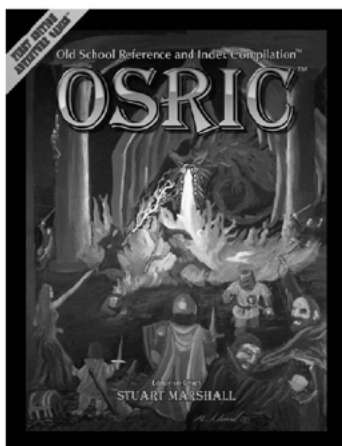
The module includes a highly-detailed tower keep that serves as a base of operations for the party, and contains lots of interesting characters for the PCs to interact with. The tower (six levels above ground and one beneath) has a well-drawn, easy-to-follow map and almost eight pages of supporting text. One could actually just lift the tower as is and drop it into a different campaign with almost no effort – which is a quality I really like in adventures.

The adventure proper takes place in the gorge from which the module takes its title. As a location, it is somewhat reminiscent of the *Caves of Chaos* in *B2 The Keep on the Borderlands*. That's no bad thing, as many people use that module repeatedly to begin campaigns. It's nice to have a suitable substitute! The large maps of *Ironwood Gorge* and the caves surrounding it are excellent. It might have been useful to include the area map from the previous module for clarity, in case a reader doesn't already own it. However, that's a minor gripe as the locations featured are simple to identify from the text. The caves provide enough material for several gaming sessions, and a set of pre-generated characters is included if you want to get straight into the game. The module is rounded off with several pages detailing the various new monsters, spells, and magic items that feature in the adventure. Again, any of these could be easily harvested for reuse later.

OSRIC™

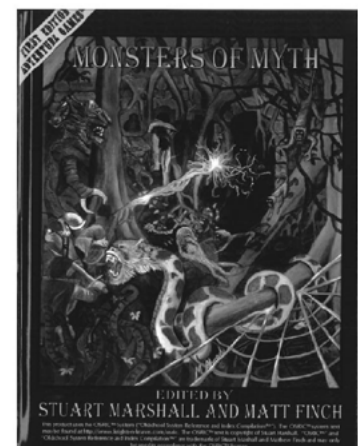
AND

MONSTERS OF MYTH



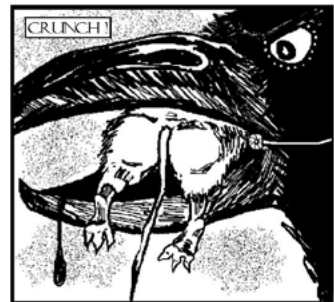
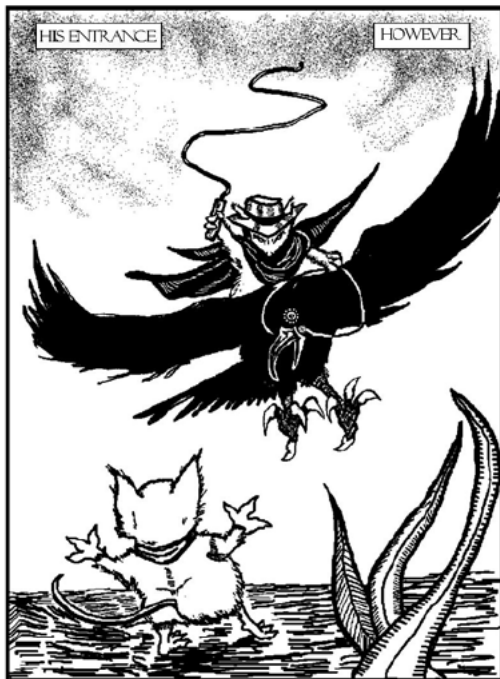
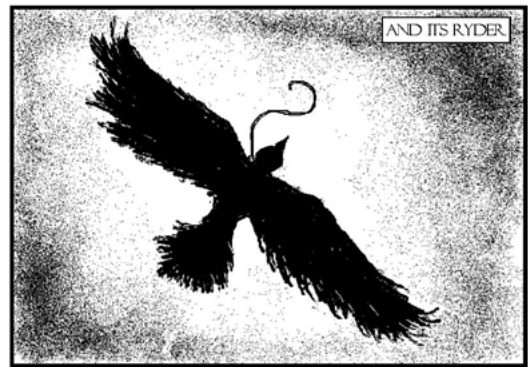
**Available now from
 Black Blade Publishing
 and
 coming soon to a gaming
 convention near you:**

NTRPG Con 3 - June 2-5
 KantCon 3 - July 8-10
 GenCon Indy - August 4-7
 GaryCon - March 2012



www.black-blade-publishing.com

MOUSE *The Raven Ryder* WATCH



THE SONG OF SITHAKK

Translated By Elk Runnymede



PART VI: Death in the Valleys, Death in the Skies

Sithakk slept lightly. In the half-light before daybreak, he rose and dressed in his battle-gear. Where the window was ajar, a cold draught entered, bearing with it muffled cries of suffering, angry pain and despair And the raw stench of vomit and rank excrement.

There came a knock at the door and the Old One entered, his face a strange mixture of excitement and revulsion. "Nearly all save the dwarves are mortally ill. They are stricken with raging fevers Tormented as if by lice, they tear at themselves and draw blood; they have strange red and purple rashes; their stomachs and bowels dispel their contents in uncontrolled unison; stricken by raging thirst they call for water, and those among their fellows who can yet move, minister to them with the very cause of their maladies."

"Then it is time to set the dwarves free," said Sithakk, and together they clattered down the staircase to the square and thence to the dungeons beneath the East Wing. In a matter of seconds the token resistance of the ailing guards was overcome, and within a minute or two the prisoners were liberated, flooding into the square with their few belongings, seizing the swords of the sick, laying waste to the armoury, emptying the choicest foodstuffs from the prison store, and raiding the stables where Ethylwynn had overturned many of the water troughs, so that at least half the horses survived.



Then were the massive gates swung open, and, with a ragged cheer, the first of the dwarves broke out, burst into freedom, exulted in victory, and soared up the slopes of the valley to greet freedom's rising sun in the sweep of the breeze - wild eagles released from long confinement.

Sithakk led the last of the dwarves from the prison - a ragged group who bore with them a handful of injured comrades. As they passed out of the gates, a solitary figure reeled into view at the top of the eastern watchtower. With the last of his poisoned strength the Tusend-rica had climbed the steps, and now clung to the guard-rail. His lips were wet where his bleeding gums dribbled their red stain over his normally immaculate tunic.

"Sithakk!" His voice was harsh, and wrenched from the pit of his being. And from the walls of the valley the multiple echoes rebounded. "Sithakk!" He summoned the last of his strength: "Sithakk the Poisoner! Sithakk the Deceiver! May all Sylvmorta curse you as do I." Then the Tusend-rica hefted his bow and strung an arrow, but his dying fingers could not hold its shaft and the arrow shot high in the sky. Stiffening, he tumbled over the guard-rail and hit the rocky ground far beneath, while shining aimless in the sunlight above, his arrow still flew.

On the brow of the hill, the dwarves assembled. Reafwuldor came forward, dropped on one knee, bowed his head, spread his arms as Sithakk approached. "Hail Sithakk! The instrument of our release!" There was a muted response. Some hailed, but more than half were silent.

Then Slogweald of the battle-scarred chest and the shaven head stepped up - he who had slain a score and five at Vepenvasser, before the war-horses of the foe rode over him: "Indeed, my brothers, you are uneasy, and so am I. We are Warriors, Sons of the Sword, sworn to die for Honour and to kill for it as occasion requires. A Warrior kills cleanly, seeks his opponent's eye, full-face and unashamed. Such Battle is a sacred rite that defines our Kaste. We do not hide and poison. That is the way of cowards and females. It dishonours our ancestral line!" He spat on the bare earth before him.

Sithakk regarded him, cold as ice, eyes blazing: "Since Vepenvasser you have had nearly twenty years in which to glorify your Ancestors, restore your Honour, seek out Revenge, and yet I found you sullen, resigned to enslavement, injustice, and scorn I have not been here three full days, and you are set free."

"He dares insult me," snarled Slogweald. He snatched the Sylvmortan short-sword from the scabbard at his hip, and took a step forward.

"Peace, Vadre," said Sithakk. He turned to the assembly: "I did not set you free that we should kill one another. Either I freed you quickly or not at all. I have little time." So saying, he unlaced his jerkin to reveal his chest and stomach. "The death snake will take me in less than a month unless Athelgeist can be found to attempt my cure."

Then they were silent.

Swiftly, it was decided that of their number about seven score would seek the nearest border. This being achieved, the dwarves would return to their homes:



some to Dwarflight on the Great River; some further east to Sonbeorth and Speleograd; some to the south and Vergeldorf – Gotthall of the Barreldwarves, and on to the market towns of Grastun and Flaeschingham; a few to the west and the fischervolk of Segelham and the cave towns above the Westerzee. There were eighteen others, mostly of the Barreldwarves, who requested to accompany Sithakk on his journey.

The weapons, the provisions and the horses were divided; old comrades bade each other good hunting and farewell. Gone was their youth, but anticipation lent strength to their spirit. With light hearts they went their separate ways, as fire caught hold of the prison, and writhing smoke filled the valley of death.

Blackened were the doves that rose in desperate flight from the darkness, circled, and flew east and northeast. Doom was the message borne on their wings. To no avail, the dwarves released a shower of arrows. Soon all Sylvmorta would know.

Sithakk turned Ethylwynn to the north, picking out for his party a narrow path that had been little trod of late, just beneath the skyline. They moved rapidly. Eighteen fighters shared nine horses, and, in the dwarvish manner, nine jogged in front while nine rode on horseback behind. When the leader had counted three thousand paces, the riders would cede their horses to their comrades, and run themselves for three thousand paces – and so it would be, back and forth throughout the day.

Pausing only to fill their water-skins at a fresh stream, the group made good progress for several hours. Eventually, Sithakk called a halt when the noontime sun had warmed the rocky earth.

They rested quietly high on a hill, in a little depression overlooking the main track to the Prison and the south. And they ate hungrily of fat bread, preserved fruit, salt fish, and sweet crisped parsnip, washed down with a swallow of the sharp and cleansing white wine liberated from the Sylvmortan officers' store.

Ethelwynn was once more familiar with the terrain. They had rejoined the route that his previous master, Maglic, followed on his trips north to trade in rare herbs, medicinal powders, mineral crystals, magical potions, spells, fetishes, indulgences, and placatory offerings to a variety of local gods and demons.

"If we can reach Starburst Cross by evening, we shall be out of the hill country and into the vast, forested plains of Western Sylvmorta by nightfall," said Ethelwynn. "There, we may travel in concealment, away from the common routes of army patrols and commerce."

"And what is this Starburst Cross of which you speak?" enquired Sithakk.

"A place where the seven main roads of the West all meet. When Sylvmorta sends relief to the prison it will come on the eastern or northeastern roads. We must make haste, for the army will not be long in coming."

Their meal finished, the dwarves again made speedy progress, for though the company was far from young, all were fit and strong. Since the Old One tired more rapidly, Sithakk requested him to ride on Ethelwynn twice, for each of his sessions as a runner.

It was in the latter part of the afternoon when Ethelwynn heard the sound of hooves ahead, around a sweeping curve in the hill path. Sithakk signalled and the dwarves scattered, finding what little cover they could in the unyielding granite of the surroundings. Round the curve came three Sylvmortan warriors, mounted on typical, stocky, bay army-horses. Chatting, they advanced, unaware of the poorly-concealed dwarves until they were almost upon them. At Sithakk's signal, all stood, arrows strung and bows drawn. The lead rider swore, wheeled his horse, and fell backwards out of his saddle, pierced in the chest, the arm, the leg. Unpractised for so many years, the dwarves' marksmanship was poor. The second rider took an arrow in the leg and another in his side, but kept his saddle. Unharmful, the third ducked low as he swung his horse around, and looked set to make his escape, but the watching Sithakk, having foreseen this possibility, sent two arrows thudding into the rider's neck, and two more deep into his chest. The rider froze, his mouth contorted, and he somersaulted forward, to lie bleeding in the dust. The wounded rider who still retained his seat, pulled his mount in a tight circle, with the intention of heading back towards the curve in the path, whence he had come. He was hit in the back with a shower of arrows as embarrassed warriors recovered their concentration and brought long-disused skills into play. To the gods of Sylvmorta he cried loud and long ere he fell, snapping the arrow shafts as he rolled and crumpled amid the rocks.

It was then that they saw the fourth rider. He appeared for an instant at that same curve in the hill path before galloping back out of sight. He had seen all.

Sithakk ran to Ethelwynn, swung into the saddle, and gave chase, but the Sylvmortan had a good start, and the path divided, then split into three, then divided again. It was no use. He was gone.

Sithakk returned to his comrades. He recognised the tall, slim frame of Skipmakker, stooped over, examining the bodies. "They are a scouting party for a trecentpak –"



he announced. " - For an army unit, three hundred strong. See, they bear the insignia of trecent scouts on their collars." Skipmakker, who came from the remote and traditional north of Sylvmorta, was one of half a dozen non-dwarvish prisoners whom the Old One had trusted to be saved. He and Haakel of the Elvensmerts had sought to accompany Sithakk on his journey, at least as far as the provinces of their birth.

Sithakk nodded. "He whom I pursued has escaped me. We are discovered. The forces of Sylvmorta will be not be far behind. He turned to the group: "Rest here while I see what lies in store. Reafwuldor ... Stanriht ... Mount up and accompany me."

They sought out a high point where they could survey the land to the north. The slanting sun picked out Star Cross, somewhat less than halfway to the horizon, and the roads that led to it - and there, even closer, in the valley, on the road south, an army detachment of indeed three hundred soldiers, including twenty on horseback, their shields and weapons occasionally flashing along the length of the column.

"The valley narrows before long," observed Sithakk. Stanriht and Reafwuldor made no reply. Already they were ahead of him. Fate had made experienced quarrymen of them both, and Stanriht, like his father before him, had been a stonemason when his services as a warrior had not been required.

"That outcrop -" said Reafwuldor wagging a bony finger at a white, glistening mass on a nearby cliff, high above the valley.

" - is likely to be unstable," said Stanriht, finishing his sentence. "I would wager my life on it."

"And so shall we all," said Sithakk, with one of his grim smiles. "Go. See what needs to be done. I shall fetch our companions."

By the time Sithakk had brought the others to the outcrop, Reafwuldor and Stanriht were already marking

stress points and cracks in the marble with the agreed symbolism of the former quarry slaves. "It will fall," said Stanriht decisively. "It needs only a little nudge."

Several of the dwarves had brought with them the tools of their trade - all that they might call their own during the long years of incarceration. With these tools and the skills they had acquired, they reasoned that they would never go short of work on their return home.

And now, once again, they set to work with a practised efficiency. Yet this time it was infused with a mad energy, for truly, once again they were become warriors: each crushing blow was freedom, each chip of rock, revenge.

The wedges were hammered home. Those stationed to watch the progress of the cracks called loud to announce when targets were achieved, and the focus of activity shifted to another part of the rock face.

Sithakk stood quietly, watching the progress of the foe. Soon the surviving scout would return to tender his report. "We must act quickly," he told the quarrymen, "lest the army despatches many warriors to the hills. We must convince their commander not to risk dividing his forces - that those of us seen by the scout are part of a much larger force advancing up the valley from the south. He called out to Stanriht: "How much longer?"

"It is finished. The principal fractures will meet when we ram wedges in here" He indicated the ends of a shortish length of white, weathered marble which separated two lengthy cracks that had widened in places by two fingers' breadth since they had begun work.

The outcrop gave a tiny shudder, and Reafwuldor leapt off it, telling all to rest easy. He gave a curt nod to Stanriht, who turned again to Sithakk: "When the fracture is complete, we drive down on the main wedges, and the whole outcrop will go" Taking the cliff and most of the hillside with it." He gestured at the often precipitous slope, thickly strewn with boulders, jagged rocks, and trickling scree of pebbles.

"Then let us close the trap," said Sithakk. He summoned Wulfpliht, Emnihtman, and Wrecansith to accompany him, telling each to select for himself and unburden the fastest and most agile of the horses.

"Those you have invited are archers," observed the Old One trotting over with a mason's hammer dangling from his sword hand. Sithakk smiled.

Sithakk led the other three quickly yet carefully down the hillside a little to the south of the outcrop, and it was a dusty quartet that arrived on the stony floor of the valley. They turned north and galloped as far as the entrance to that narrow part of the valley above which their comrades waited, hidden and motionless.

Before long, the trecentpak came into view, six abreast, and with the mounted soldiers forming a rearguard. Leaving their horses tethered in shelter on the flat, the dwarves climbed the valley walls on foot, sufficient that height would add distance to their arrows, and enhance their view of the foe.

They waited. Sithakk's bow was the only dwarvish weapon. The Sylvmortan bows acquired by his companions had a shorter range, being designed for warriors of slighter build.

The afternoon sun was hot in the closeness of the valley. The comrades watched. Motionless, alert,

disciplined, seldom blinking, they waited on the moment: silent in the sun, vipers in the dust, death in the valley.

According as the battle plan, Sithakk, with the greatest range, shot first, winging five or six red flighted arrows in swift succession into the ranks of the approaching column, nine to twelve rows back from the front.

None knew for sure whence the arrows had come. The cries of the wounded in the middle ranks caused those in the front to turn round in disordered distraction – a distraction that increased as the red flighted arrows fulfilled their purpose, Pain gave way to a red mist of madness and butchery, as the crazed and deluded dying sliced and chopped at their fellows before the poison filled their hearts, dropped their sword arms and felled them forever.

While confusion built in the centre, the four dwarves together turned their attention to the front ranks, killing a further nine or ten of the foot-soldiers. Sithakk shot occasional red and white flighted arrows to the centre and rear of the column, so that alarm and bewilderment spread like fire through a field of hay ripe to the harvest.

At least thirty of the foe were dead or wounded before the whereabouts of the dwarves was established, and the commander at the rear urged several of his cavalry round the sides of the column to take the lead in an attack.

For this moment Sithakk had saved the last half dozen of his red flighted arrows. It was no great challenge. Though moving, his targets were large and closing. Grimly, he aimed at the foremost horses, while

his companions rained arrows on the riders. With empty saddles, two of the wounded horses raced past, whinnying and bucking wildly, to begin wide circles they would never complete in the expanse south of the narrows. The other four, confined in the valley, described tighter circles entering and re-entering the screaming, milling Sylvmortan pack. Trampling, rearing, kicking, the horses ran blindly, fracturing and crushing a succession of arms, legs and skulls, before collapsing, legs lashing in the spasmodic desperation of death.

Sithakk adjusted his stance as a tiny shiver ran through the rock on which he stood. A handful of small pebbles rolled down the slope, dancing around his shins as they passed. He glanced up. "Run! Come now!" he roared to his companions, cutting short their Deathsong.

The reaction was immediate. With feet slipping and slithering, the dwarves bounded down the slope to the valley floor. As they mounted their horses, a muffled, booming noise like a thunderstorm beyond the horizon, lent new urgency to their efforts. Together, they struck a diagonal course somewhat south and towards the open middle of the valley.

On the other side of the narrows, bereft of its foundations, a gigantic mass of shining white marble bounced down the steepness of the valley sides. Flashing and sparkling as its underside was momentarily revealed, it vaulted high in the air, only to descend and bounce again and again. And each shuddering, crushing bounce dislodged vast amounts of loose rock and shale, until indeed the whole cliff face and adjacent hillsides were sliding into the valley. A stand of trees, upright, proceeded in stately fashion for a hundred paces and more before the rapid flow of the rocky earth beneath dragged their roots before them and laid them low. North of the narrows, an enormous pall of grey and white dust rose up, clouding the sun as the Sylvmortans were buried – buried with their screams and their weapons and their horses – buried deep with their pain and their blood in the valley.

The dust was starting to settle when Sithakk and his archers, baying loud their Bloodcry, rejoined their comrades. A handful of Sylvmortans had somehow survived, and now tore at rock and rubble with frantic, bleeding hands in a futile search for survivors.

"Should we not finish them?" asked Stanriht when the thanks and the congratulations were over.

"No," said the Old One, quietly. Let them be. They are the legend-makers. One day, a passing minstrel may amuse our grandchildren with an echo of the truth.

"Let us go then," said Sithakk, narrowing his eyes at the declining sun. He looked north to the forests beyond Star Cross. "We can be deep in the woods and safe before twilight is done."

So it was, and as twilight dimmed into an unseasonably warm night, the dwarves made camp. Then, as the moon came up, and after the horses had been fed and watered, they sat, ate and quietly celebrated their freedom in the thick forest cover of the Sylvmortan north west. Now none could see them; none would find them.



The moon was far past its zenith. Shining brightly through the branches, it cast dappled patterns over the motionless forms of the dwarves and their companions in the little glade. Some snored. A horse snorted occasionally, and pawed at the undergrowth in half-hearted response. The third nightwatch had recently taken position, and the Old One raised his spear in casual salute to the other sentinel, his old friend Strengorm, he of the battlehammer, the ox-like smithy from Flaeschingham.

It was the thunder that woke Sithakk. Thunder in a clear, black sky of countless stars. Lightning from nowhere, that forked and flickered from a single origin unseen.

It woke them all. The horses stamped and whinnied till the comrades comforted them into silence. The lightning forked closer and the heavens crackled, roared and exploded as Sithakk climbed a tree to see what caused the commotion. "It is a cloud," he hissed to those beneath. "A single cloud. Small, black, and suddenly silver when the lightning flashes." He broke off as lightning forked to earth two hundred paces away blasting splinters and clods of earth high in the air.

Sithakk swung down from the tree. "There is no rain," he said shaking his head. "Take shelter!" And they hid.

Then they heard the voices: the evil chatter far and near, the burbling moans, the cursing and the rasping expressions of hate. Blacker than the black background of the moonlit sky, the cloud floated over their heads, a swirling pool of pitch a hundred paces in length. Those on the ground who dared roll their eyes skywards

shuddered as the lightning crackled once more, and the silver flash illuminated for a moment the tortured features of Listwela, his subordinate, the Tusend-rica, and a host of the dead from the prison - evil, bloodstained, devilish and whispering of revenge and death. They peered as if through a thick, distorting window pane, pressed against it, beat on the lower aspect of the confining cloud, howled in the lightning and the crashing thunder.

Then it was gone again, floating away in the breezeless night, crackling and cursing, to become a hatred echoing in the distance.

The comrades recovered themselves slowly. "I have never seen its like," said Reafwuldor, wiping clammy beads of perspiration from his ample brow. And all looked, one to the other, demanding what it might be.

At last the Old One spoke: "This must be the work of Dydrunga, he whom we call dwarfloathen, the evil Spellcaster, the most powerful Warlock in Sylvmorta. Only he would have the ability to create this. I believe what we have seen is a Soul-cloud, an entity peculiar to the Sylvmorten. It can be created when a sufficiency of unquiet dead cry out together for vengeance, and visit a Warlock in his dreams. Then by unholy ceremony, he collects the energy of their souls and enables its expression in a Soul-cloud, that searches, that kills by lightning bolt, that raises the monstrous dead, that searches and searches again till vengeance is achieved. We are not safe here - or anywhere. Evil pursues us from the skies. Who can help us now?"



Conan the Barbarian

Flogged to the Bone



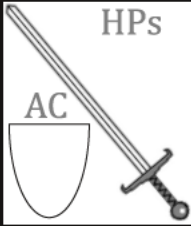

Supplemental Materials

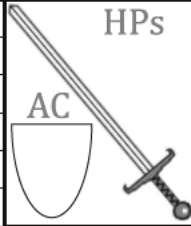

Comprising:

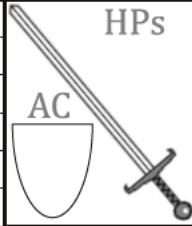

– Labyrinth Lord Business Card Character Sheets

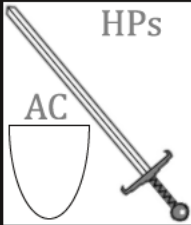

– Customizable Dungeon Encounter Tables

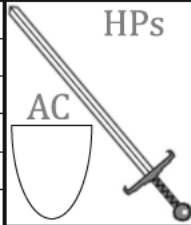

Business Card-sized Labyrinth Lord™ Character Sheet (fronts)

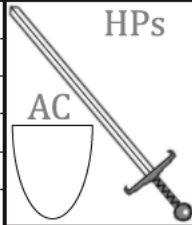

Name		Class	
Level/HD		Alignment	
Str	HPs		
Dex	AC		
Con			
Int	Attack 1	THACO	
Wis	Attack 3	THACO	
Cha	Attack 2	THACO	
Breath Poison Petrify Wands Spells			
			

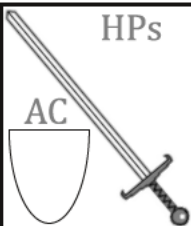

Name		Class	
Level/HD		Alignment	
Str	HPs		
Dex	AC		
Con			
Int	Attack 1	THACO	
Wis	Attack 3	THACO	
Cha	Attack 2	THACO	
Breath Poison Petrify Wands Spells			
			

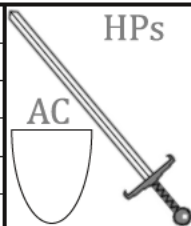

Name		Class	
Level/HD		Alignment	
Str	HPs		
Dex	AC		
Con			
Int	Attack 1	THACO	
Wis	Attack 3	THACO	
Cha	Attack 2	THACO	
Breath Poison Petrify Wands Spells			
			

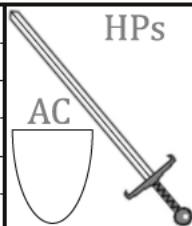

Name		Class	
Level/HD		Alignment	
Str	HPs		
Dex	AC		
Con			
Int	Attack 1	THACO	
Wis	Attack 3	THACO	
Cha	Attack 2	THACO	
Breath Poison Petrify Wands Spells			
			

Name		Class	
Level/HD		Alignment	
Str	HPs		
Dex	AC		
Con			
Int	Attack 1	THACO	
Wis	Attack 3	THACO	
Cha	Attack 2	THACO	
Breath Poison Petrify Wands Spells			
			

Name		Class	
Level/HD		Alignment	
Str	HPs		
Dex	AC		
Con			
Int	Attack 1	THACO	
Wis	Attack 3	THACO	
Cha	Attack 2	THACO	
Breath Poison Petrify Wands Spells			
			

Name		Class	
Level/HD		Alignment	
Str	HPs		
Dex	AC		
Con			
Int	Attack 1	THACO	
Wis	Attack 3	THACO	
Cha	Attack 2	THACO	
Breath Poison Petrify Wands Spells			
			

Name		Class	
Level/HD		Alignment	
Str	HPs		
Dex	AC		
Con			
Int	Attack 1	THACO	
Wis	Attack 3	THACO	
Cha	Attack 2	THACO	
Breath Poison Petrify Wands Spells			
			

Name		Class	
Level/HD		Alignment	
Str	HPs		
Dex	AC		
Con			
Int	Attack 1	THACO	
Wis	Attack 3	THACO	
Cha	Attack 2	THACO	
Breath Poison Petrify Wands Spells			
			

Dungeon Random Encounter Table: Level One

d	Creature Type	No. Enc.	Stats	Hit Points
	Bat, Normal		Move 120' (40') HD 1hp AC 6 Dam None	
	Bee, Giant Killer		Move 150' (50') HD 1-4hp AC 7 Dam 1-4 + poison	
	Beetle, Giant Fire		Move 120' (40') HD 1+2 AC 4 Dam 2-8	
	Centipede, Giant		Move 60' (20') HD 1-4hp AC 9 Dam Poison only	
	Dwarf		Move 60' (20') HD 1 AC 4 Dam 1-8 or weapon	
	Elf		Move 120' (40') HD 1+1 AC 5 Dam 1-8 or weapon	
	Elf, Deep		Move 120' (40') HD 1 AC 5 Dam As weapon	
	Fly, Giant Carnivorous		Move 180' (60') HD 2 AC 6 Dam 1-8	
	Ghoul		Move 90' (30') HD 2 AC 6 Dam 1-3/1-3/1-3 + paralysis	
	Gnoll		Move 90' (30') HD 2 AC 5 Dam 2-8 or weapon	
	Gnome		Move 60' (20') HD 1 AC 5 Dam 1-6 or weapon	
	Goblin		Move 60' (20') HD 1-1 AC 6 Dam 1-6 or weapon	
	Golem, Wood		Move 120' (40') HD 2+2 AC 7 Dam 1-8	
	Hobgoblin		Move 90' (30') HD 1+1 AC 6 Dam 1-8 or weapon	
	Insect Swarm		Move 60' (20') HD 2 AC 7 Dam 2 hit points	
	Kobold		Move 60' (20') HD 1-4hp AC 7 Dam 1-4 or weapon -1	
	Lizard, Giant Gecko		Move 120' (40') HD 3+1 AC 5 Dam 1-8	
	Lizardfolk		Move 120' (40') HD 2+1 AC 5 Dam 2-7 or weapon +1	
	Locust, Subterranean		Move 180' (60') HD 2 AC 4 Dam 1-2 or 1-4 or spit	
	Man, Acolyte (1st Lvl Cleric)		Move 120' (40') HD 1 AC 2 Dam 1-6 or weapon	
	Man, Berserker		Move 120' (40') HD 1+1 AC 7 Dam 1-6 or weapon	
	Man, Slave		Move 120' (40') HD 1 AC 9 Dam 1-6 or weapon	
	Morlock		Move 120' (40') HD 1 AC 8 Dam 1-6 or weapon	
	NPC Party		Move 120' (40') As class/race of each character	
	Orc		Move 120' (40') HD 1 AC 6 Dam 1-6 or weapon	
	Piercer		Move 10' (3') HD 1 AC 3 Dam 1-6	
	Rat, Giant		Move 120' (40') HD 1-4hp AC 7 Dam 1-3 + disease	
	Rat, Ordinary		Move 60' (20') HD 1hp AC 9 Dam 1-6 (10 rats) + disease	
	Rot Grub		Move 10' (2') HD 1hp AC 9 Dam Death in 10-30mins	
	Shrieker		Move 9' (3') HD 3 AC 7 Dam Scream	
	Skeleton		Move 120' (40') HD 1 AC 7 Dam 1-6 or weapon	
	Snake, Spitting Cobra		Move 90' (30') HD 1 AC 7 Dam 1-3 + poison	
	Spider, Giant Crab		Move 120' (40') HD 2 AC 7 Dam 1-8 + poison	
	Stirge		Move 180' (60') HD 1 AC 7 Dam 1-3 continuous	
	Toad, Giant		Move 90' (30') HD 2+2 AC 7 Dam 2-5	
	Troglodyte		Move 120' (40') HD 2 AC 5 Dam 1-4/1-4/1-4 + stench	
	Wolf		Move 180' (60') HD 2+2 AC 7 Dam 1-6	
	Yellow Mold		Move 0' (0') HD 2 AC Always hit Dam 1-6	
	Zombie		Move 60' (20') HD 2 AC 8 Dam 1-8 or weapon	
Roll on the Level 2 Table				

Notes:

.....
.....
.....

Dungeon Random Encounter Table: Level Two

d	Creature Type	No. Enc.	Stats	Hit Points
	Roll on the Level 1 Table			
	Bat, Giant		Move 180' (60') HD 2 AC 6 Dam 1-4	
	Bee, Giant Killer		Move 150' (50') HD 1-4hp AC 7 Dam 1-4 + poison	
	Beetle, Giant Fire		Move 120' (40') HD 1+2 AC 4 Dam 2-8	
	Beetle, Giant Spitting		Move 120' (40') HD 2 AC 4 Dam 1-6 + spray	
	Bugbear		Move 90' (30') HD 3+1 AC 5 Dam 2-8 or weapon	
	Centipede, Giant		Move 60' (20') HD 1-4hp AC 9 Dam Poison only	
	Dwarf		Move 60' (20') HD 1 AC 4 Dam 1-8 or weapon	
	Dwarf, Duergar		Move 60' (20') HD 1+2 AC 4 Dam As weapon	
	Elf, Deep		Move 120' (40') HD 1 AC 5 Dam As weapon	
	Elf, Drow		Move 120' (40') HD 2 AC 4 Dam As weapon	
	Fly, Giant Carnivorous		Move 180' (60') HD 2 AC 6 Dam 1-8	
	Ghoul		Move 90' (30') HD 2 AC 6 Dam 1-3/1-3/1-3 + paralysis	
	Gnoll		Move 90' (30') HD 2 AC 5 Dam 2-8 or weapon	
	Gnome		Move 60' (20') HD 1 AC 5 Dam 1-6 or weapon	
	Goblin		Move 60' (20') HD 1-1 AC 6 Dam 1-6 or weapon	
	Golem, Wood		Move 120' (40') HD 2+2 AC 7 Dam 1-8	
	Green Slime		Move 3' (1') HD 2 AC Always Hit Dam Digest Flesh	
	Hobgoblin		Move 90' (30') HD 1+1 AC 6 Dam 1-8 or weapon	
	Kobold		Move 60' (20') HD 1-4hp AC 7 Dam 1-4 or weapon -1	
	Lizard, Giant Draco		Move 120' (40') HD 4+2 AC 5 Dam 1-10	
	Lizard, Giant Gecko		Move 120' (40') HD 3+1 AC 5 Dam 1-8	
	Lizardfolk		Move 120' (40') HD 2+1 AC 5 Dam 2-7 or weapon +1	
	Locust, Subterranean		Move 180' (60') HD 2 AC 4 Dam 1-2 or 1-4 or spit	
	Man, Berserker		Move 120' (40') HD 1+1 AC 7 Dam 1-6 or weapon	
	Morlock		Move 120' (40') HD 1 AC 8 Dam 1-6 or weapon	
	Neanderthal		Move 120' (40') HD 2 AC 8 Dam 2-8 or weapon	
	NPC Party		Move 120' (40') As class/race of each character	
	Ogre		Move 90' (30') HD 4+1 AC 5 Dam 1-10	
	Orc		Move 120' (40') HD 1 AC 6 Dam 1-6 or weapon	
	Piercer		Move 10' (3') HD 1 AC 3 Dam 1-6	
	Rat, Giant		Move 120' (40') HD 1-4hp AC 7 Dam 1-3 + disease	
	Rat, Ordinary		Move 60' (20') HD 1hp AC 9 Dam 1-6 (10 rats) + disease	
	Rot Grub		Move 10' (2') HD 1hp AC 9 Dam Death in 10-30mins	
	Shrieker		Move 9' (3') HD 3 AC 7 Dam Scream	
	Skeleton		Move 120' (40') HD 1 AC 7 Dam 1-6 or weapon	
	Snake, Pit Viper		Move 90' (30') HD 2 AC 6 Dam 1-4 + poison	
	Snake, Spitting Cobra		Move 90' (30') HD 1 AC 7 Dam 1-3 + poison	
	Spider, Giant Crab		Move 120' (40') HD 2 AC 7 Dam 1-8 + poison	
	Stirge		Move 180' (60') HD 1 AC 7 Dam 1-3 continuous	
	Throghrin		Move 120' (40') HD 3 AC 6 Dam 1-3/1-3 or weapon	
	Toad, Giant		Move 90' (30') HD 2+2 AC 7 Dam 2-5	
	Troglodyte		Move 120' (40') HD 2 AC 5 Dam 1-4/1-4/1-4 + stench	
	Wolf		Move 180' (60') HD 2+2 AC 7 Dam 1-6	
	Yellow Mold		Move 0' (0') HD 2 AC Always hit Dam 1-6	
	Zombie		Move 60' (20') HD 2 AC 8 Dam 1-8 or weapon	

Roll on the Level 3 Table

Dungeon Random Encounter Table: Level Three

d	Creature Type	No. Enc.	Stats	Hit Points
	Roll on the Level 2 Table			
	Ant, Giant		Move 180' (60') HD 4 AC 3 Dam 2-12	
	Ape, Albino		Move 120' (40') HD 4 AC 6 Dam 1-4/1-4	
	Bat, Giant		Move 180' (60') HD 2 AC 6 Dam 1-4	
	Beetle, Giant Carnivorous		Move 150' (50') HD 3+1 AC 3 Dam 2-12	
	Beetle, Giant Spitting		Move 120' (40') HD 2 AC 4 Dam 1-6 + spray	
	Bugbear		Move 90' (30') HD 3+1 AC 5 Dam 2-8 or weapon	
	Carcass Scavenger		Move 120' (40') HD 3+1 AC 7 Dam Paralysis x8	
	Doppelganger		Move 90' (30') HD 4 AC 5 Dam 1-12	
	Dwarf, Duergar		Move 60' (20') HD 1+2 AC 4 Dam As weapon	
	Elf, Drow		Move 120' (40') HD 2 AC 4 Dam As weapon	
	Gargoyle		Move 150' (50') HD 4 AC 5 Dam 1-3/1-3/1-6/1-4	
	Gelatinous Cube		Move 60' (20') HD 4 AC 8 Dam 2-8	
	Ghoul		Move 90' (30') HD 2 AC 6 Dam 1-3/1-3/1-3 + paralysis	
	Gnoll		Move 90' (30') HD 2 AC 5 Dam 2-8 or weapon	
	Gray Ooze		Move 10' (3') HD 3 AC 8 Dam 2-16	
	Green Slime		Move 3' (1') HD 2 AC Always Hit Dam Digest Flesh	
	Harpy		Move 150' (50') HD 3 AC 7 Dam 1-4/1-4/1-6 + charm	
	Hobgoblin		Move 90' (30') HD 1+1 AC 6 Dam 1-8 or weapon	
	Lizard, Giant Draco		Move 120' (40') HD 4+2 AC 5 Dam 1-10	
	Lizard, Giant Gecko		Move 120' (40') HD 3+1 AC 5 Dam 1-8	
	Lizardfolk		Move 120' (40') HD 2+1 AC 5 Dam 2-7 or weapon +1	
	Lycanthrope, Wererat		Move 120' (40') HD 3 AC 7 Dam 1-4 or weapon	
	Neanderthal		Move 120' (40') HD 2 AC 8 Dam 2-8 or weapon	
	NPC Party		Move 120' (40') As class/race of each character	
	Ogre		Move 90' (30') HD 4+1 AC 5 Dam 1-10	
	Piercer		Move 10' (3') HD 1 AC 3 Dam 1-6	
	Rot Grub		Move 10' (2') HD 1hp AC 9 Dam Death in 10-30mins	
	Shadow		Move 90' (30') HD 2+2 AC 7 Dam 1-4 + strength drain	
	Shrieker		Move 9' (3') HD 3 AC 7 Dam Scream	
	Snake, Giant Python		Move 90' (30') HD 5 AC 6 Dam 1-4/2-8 + constriction	
	Snake, Giant Rattler		Move 120' (40') HD 4 AC 5 Dam 1-4 + poison	
	Snake, Pit Viper		Move 90' (30') HD 2 AC 6 Dam 1-4 + poison	
	Spider, Giant Black Widow		Move 120' (40') HD 3 AC 6 Dam 2-12 + poison and web	
	Spider, Giant Crab		Move 120' (40') HD 2 AC 7 Dam 1-8 + poison	
	Spider, Giant Tarantula		Move 120' (40') HD 4 AC 5 Dam 1-8 + poison	
	Statue, Animated Crystal		Move 90' (30') HD 3 AC 4 Dam 1-6/1-6	
	Throghrin		Move 120' (40') HD 3 AC 6 Dam 1-3/1-3 or weapon	
	Tick, Giant		Move 30' (10') HD 2 AC 3 Dam 1-4 continuous + disease	
	Toad, Giant Poisonous		Move 90' (30') HD 2+2 AC 7 Dam 2-5 + poison	
	Troglodyte		Move 120' (40') HD 2 AC 5 Dam 1-4/1-4/1-4 + stench	
	Wight		Move 90' (30') HD 3 AC 5 Dam Energy drain	
	Wolf, Dire		Move 180' (60') HD 4+1 AC 6 Dam 2-8	
	Yellow Mold		Move 0' (0') HD 2 AC Always hit Dam 1-6	
	Zombie		Move 60' (20') HD 2 AC 8 Dam 1-8 or weapon	
	Roll on the Level 4 Table			

DESIGNATION OF PRODUCT IDENTITY

The names: Oubliette, Monster Club, Shame of the Shaman, Tales from Hell, Inheritance, Mouse Watch, The Song of Sithakk, PC for PCs, Found Familiar, Goblin Quest, Newland, What's on the Battlemat? and PDF Heroes are product identity. All artwork, maps, diagrams, logos and design are product identity.

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

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

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

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

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

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

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

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc
System Reference Document Copyright 2000, Wizards of the Coast, Inc.;
Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

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

Labyrinth Lord™ is copyright 2007, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.0 available at www.goblinoidgames.com.