

UD

LABYRINTH LORD EDITION
A MIDDLELEVEL OSR ADVENTURE



Ud

**Labyrinth Lord Edition
A Midlevel OSR Adventure
by Unbalanced Dice Games**

Ud: Labyrinth Lord Edition

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Labyrinth Lord's Introduction

Ud is a devil that has a fascination with humans. This has ran so deep that he has given up his devil's body and possessed the body of an ordinary human. He has found that ordinary human passions are magnified for him. Now his obsession is the acquisition of gold, as much gold as he can get. After much alchemical research he has figured out how to transform a person's soul into a pile of gold. Now he spends his time capturing people and taking them to his laboratory fort, taking their souls to feed his own greed.

The Adventure Uses Labyrinth Lord

Ud uses Labyrinth Lord for its game system. AC starts at 9 and descends. Labyrinth Lord and Advanced Edition Companion are freely available on the internet.

Player's Start

The players are contacted by a female of long dark hair by the name of Ravange. She explains to the party how she is hunting a thief by the name of Ud. He has taken all her family and she wants to get them

back. She needs the help of the party. What she offers for their help is the location of Ud's laboratory and all the treasure it contains if they help her rescue her family and exact revenge upon Ud.

Ud came in the night with other men and took her mother, father and little sister away. Ravange was returning from scouting out a local bandit's base. She did not know who took her family but followed the trail to the smoke. Once the party decides to help she explains that Ud's place is located in a swamp. But it is not just in the swamp but somewhere in a smokey fog that never seems to go away. She has seen shapes walking in the fog and things flying around in it but has not ventured into it.

Ravange in scouting out Ud's smoke fog has had two useful encounters. One is with a merchant. She came upon a wagon with a large man trading with a couple of men who came out of the smoke fog. She watched the meeting and followed the fat man until she thought it was safe to confront him. It took little convincing to get some useful information out of him. He told her that Ud is the man who runs the operation. He did not know what the smoke fog is but had dealing with Ud once and has from that moment onward dealt with his minions. Typically he brings food. Other times he is paid to gather information on nearby settlements. Ravange killed the merchant and buried his body in

the swamp.

The second encounter was with a nature man. An odd man dressed in a cloak made of leafs came upon her campsite. He told her that he was just passing through the swamp on his way to his home in a forest. He has avoided the smoke fog but has talked to some of the swamp inhabitants. He told Ravange to talk to the beavers in the area as they were actually in the smoke fog and can tell them more about what is going on inside. Ravange has no way of talking with beavers so she has not sought them out.

Around The Smoke Fog

The Beavers

The beavers are a simple group that once resided in the area where the smoke fog is now. They don't speak human or any such language, just beaver. The Labyrinth Lord should position their home somewhere close but outside of the smoke fog. If someone is able to communicate with them they will tell them of the day when Ud's fort came into being. The ground shook one bright morning and out of it a large rock like thing came out of the ground. For the first day nothing else happened then the smoke started to pour out of it. This forced the beavers

to leave their home and move out of the smoke. On their way out they ran into many strange things. Pig men running around with nets and spears. Humans that walked funny and groaned for the most part. At one point something strange and golden flew through the air like a swarm of large flies. They will also tell the party that the fort resides in the center of the smoke fog. See the Smoke Fog section below for more information the Beavers will tell the party about protecting themselves from the smoke fog.

If questioned about monsters around the area they can report that many of them have left. It seems like this thing in the smoke is driving them out. Maybe their being replaced by different monsters? The beavers are quite happy to be left alone at this point. The beavers can also offer up to the party the finest berries that grow in these swamps. They say that the beaver goddess planted these here years ago and they can give each character a handful. Ingesting a handful, they say, will heal a character quickly. They must rest and let their magic to take effect. The berries require a character to rest for an hour after eating the berries. After doing this they will be fully healed of damage and disease.

The Greedy

Out of the smoke fog comes a pull that can be felt many miles away. The greediest that feel this pull come to the smoke fog in search of wealth. These people usually end up as sources for Ud's soul gold. Every day the party spends close to the smoke fog, a mile or so away, roll a d4. On a roll of one the party has ran into someone:

1. A thief of random level, 1-4, who will want to join the party if he finds out if they are going into the smoke fog. The party can run into quite a few thieves. If the party seems too large, 5 or more, the thief will not desire to join up as the loot will be too spread out.

Thief 1
(AL N, MV 120'(40'),
AC 7, HD 1, AT 1,
DG Short Sword 1d6,
SV T1, ML 7, XP 10)

HP: 5

Thief 2
(AL N, MV 120'(40'),
AC 7, HD 2, AT 1,
DG Short Sword 1d6,
SV T2, ML 7, XP 20)

HP: 7

Thief 3
(AL N, MV 120'(40'),
AC 7, HD 3, AT 1,
DG Short Sword 1d6,
SV T3, ML 7, XP 50)

HP: 9

Thief 4
(AL N, MV 120'(40'),
AC 7, HD 4, AT 1,
DG Short Sword 1d6,
SV T4, ML 7, XP 80)

HP: 11

2. A merchant who will do business with the party. He will have food and some ammunition for missile weapons to sell. Only encountered once.
3. Some minor noble who will hire the party to escort him into the fog smoke. He will pay them 50 GP if they join him. He is just a second level fighter, only encountered once.

Noble

(AL N, MV 120'(40'),
AC 3(Plate), HD 2, AT 1,
DG Long Sword 1d8,
SV F1, ML 9, XP 20)

HP: 7

4. A group of brigands who are hunting people who stray to close to the smoke fog. There are two groups of brigands operating close to the smoke fog. They share information and generally leave each to their own fortunes. One group has 10 men, the other 15.

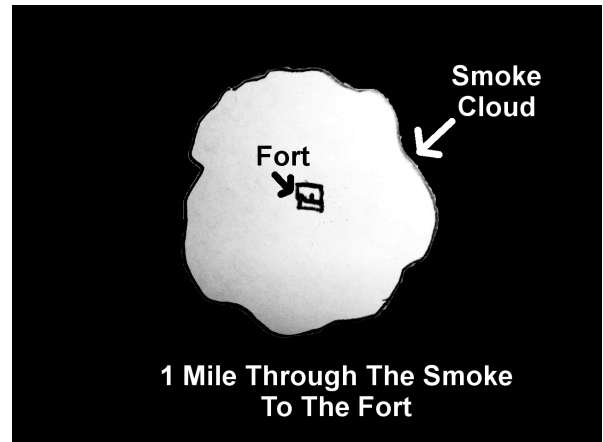
Brigand

(AL N, MV 120'(40'),
AC 7, HD 1, AT 1,
DG Short Club 1d6,
SV F1, ML 9, XP 10)

HP: 5 each

Monsters are immune to the greed call of Ud's toadstools. Ud has created them so only humans and humanoids are drawn to the smoke. He does not know how to turn monster's souls into gold so what use are they?

The Smoke Fog



The Smoke Fog floats out of Ud's laboratory and its underground pipes for a mile radius. It obscures vision to 10 feet in front of the characters, 10 feet of shadows after that and then nothing. This makes it hard to navigate to the laboratory unless one knows of the secret markers that Ud has placed around it. The smoke color depends on what is being used to produce the smoke in the Laboratory. The smoke functions as a poison you inhale. Roll every day to determine its color and any effect it might have on the party if they are in it:

1. Red color. Character's must make a saving throw every day they are exposed or start coughing up blood. Lose 1d2 hit points for not making a save.
2. Green color. Character's must make a saving throw every day they are exposed or automatically fail their next

saving throw from being sickened by the smoke. Only need to check once a day. Sickening effect wears off after being out of the fog for 15 minutes.

3. Yellow color. Characters must make a saving throw every day they are exposed or experience strong feelings of cowardice. Characters will not engage in hand to hand combat for 2 rounds when a new fight breaks out. Character must be out of the yellow smoke for a day to have the effects wear off.

4. White smoke. No effect.



Anything that neutralizes poison will nullify the effects of the smoke poison until the next check is required. The Beavers if consulted will tell the party to put some of the local grass in their nasal passages as this blocks

the effects of the smoke and also allows them to keep breathing. Also check the Toadstool(#13) random encounter below to see if any in the party feels drawn to enter the smoke fog. Any party member that feels the pull has the freedom not to enter the smoke fog but the Labyrinth Lord should tell them that they feel like they will be wealthy if they go into it. The greedier the character is the further out they can feel the pull of the Toadstool.

Any fighting encounter the party has requires a check to determine if they get their navigation coordinates mixed up. For every 5 rounds of combat the die check gets a +1 to the result. Roll a d10, if a 10 or higher occurs the players get their directions mixed up. Movement is cut to half the rate a character normally moves in the smoke fog unless they know of the special markers(little arrow rocks placed everywhere). Moving faster than this rate requires a check every 10 rounds of movement. On a 7 or better on a d10 the character's directions are also mixed up. Roll to determine which way North now points for the characters:

1. North, lucky characters!
2. South
3. East
4. West
5. North East
6. North West
7. South East
8. South West

Check for encounters every 10 minutes of game time. Select a set of encounters you want to have the party run into or roll a d4, if a 1 comes up they run into something. Roll a d20 to determine what the party runs into:

1. Dead Zombies. A pile of dead zombies, 2-20 of them. They appear to have been intentionally stacked together and left. The party will have trouble identifying them as zombies. They appear to be human corpses in a bad state of decay. If anyone starts to move the bodies they will fall apart from any pulling or pushing, arms become detached, etc... .
2. Mindless Zombies. Out of the fog 4-16 mindless zombies come stumbling. They walk with their mouths hanging open, drool pouring profusely from them. The zombies will not attack the party but just stumble past them at a slow rate. They have nothing on them, they are barely dressed.

Mindless Zombies
(AL LE, MV 40'(10'),
AC 7, HD 1(4 HP), AT None,
DG None,
SV F1, ML 12, XP 0)

HP: 4 each

3. Mutated Attack Zombies.



Suddenly the party starts to hear roaring coming from all sides of them. It seems they are surrounded. If they look closely they can see shadows that are people like coming towards them from all directions. It takes one round for them to reach the party, 8-12 Mutated Attack Zombies attack!

Mutated Attack Zombies
(AL LE, MV 120'(40'),
AC 7, HD 3, AT 1,
DG Bite 1d6,
SV F3, ML 12, XP 65)

HP: 12 each

4. Flying Gold Pieces. An odd creation of Ud's, something that brings him joy when he is out walking in the fog smoke. Suddenly the party will see gold pieces flying in front of them. There will be 10-40 of them and they will fly around the party for 1-10 rounds. Consider them to have AC 5 if any of the party members are able to grab, hit or shoot one. Once captured they turn back into normal gold pieces.
5. Gold Pile Trap. The party sees a gold pile sparkling through the smoke fog. As they get close they see it and it appears to be gold. The gold is really tin pieces painted to look like gold. There will be 100-400 tin pieces in the pile. If any of the tin pieces are moved a giant net will entrap all in a 10' radius. All party members have a chance to escape the net by making a saving throw at -2. The party members will be suspended 10 feet in the air from a tree limb. 1-2 hours after being captured

Pig Men will show up and lower them into a horse drawn cart. They take them to the laboratory and drop them into the lower level prison cell.

6. Pig Men out for a hunt 2-4 are encountered. If one of them succeeds in netting a party member it will disengage from combat and begin pulling the character to the Laboratory. If it makes it the character will have all his equipment stripped and will be placed in the prison cell.

Pig Men
(AL LE, MV 120'(40'),
AC 7, HD 2, AT 1,
DG Bite 1d4, Spear 1d6
or Net(see Pig Man text)
SV F2, ML 12, XP 36)

HP: 8 each

Armed with spears and nets.

7. Shambling Mound. Only one in the fog, roll again if destroyed. Has a human skull partly hanging out of its head.

Shambling Mound
(AL N, MV 60'(20'),
AC 0, HD 8, #AT 2,
DG 2d8/2d8,
SV F8, ML 12, XP 1820)

HP: 29

Immunities: Fire no damage,

half damage from cold, half damage from weapons, electricity causes it to gain one hit dice.

If both arms hit a target it is enfolded into the mound and will suffocate in 2d4 rounds.

8. A small cart being pulled by a horse. Only encounter once, roll again if rolled. The cart is randomly moving through the smoke fog. Its driver is dead with several arrows sticking out of his chest. The horse cart is moving at full speed. The party has 10 rounds to get control of the cart, it circles them for that duration. If the party is able to stop the cart they will find seven small bags in the back. Each bag holds 100 silver pieces. The bags have a demonic pig face painted on each one. There is an eighth bag that has a small viper in it and some tin coins. There is a human's face painted on it. Later if the party runs into Ud they will realize that it resembles him fairly accurately. Any character opening the viper bag will be attacked by it, the viper wins initiative for the first round.

Horse
(AL N, MV 240'(80'),
AC 7, HD 2, AT 2,
DG 2 Hooves 1d4/1d4,
SV F1, ML 7, XP 20)

HP: 8

Viper
(AL N, MV 120'(40'),
AC 9, HD 1, AT 1,
DG 1-2(Poison),
SV F1, ML 7, XP 13)

HP: 2

Character bitten must make a saving throw or take 1d6 points of damage every hour for the next 1d4 hours.

9. The party is suddenly attacked by a party that is a duplicate of themselves! This goes on for 4-7 rounds then the party disappears. It's just an illusion, a mental effect of the fog. All damage the party suffers is fake and goes away at the end. But any spells, items, things, etc... that the party uses are for real.
10. Randomly select a party member and have him attempt a saving throw. If they fail the character falls to his knees and his head starts to transform into a pig head. The character gets up, now under the Labyrinth

Lord's control, and fights the nearest character for his gold. Once he gets the gold he reverts to normal and doesn't know why he has the gold in his hand.

11. Strange whirlwind hits them and surrounds them. Everyone must make a saving throw or be knocked to the ground. The whirlwind stops and spins around them for 2-4 hours. It is completely still inside of it. The stillness radius is the parties radius + 10-40' of additional radius. There is no smoke in the center of the whirlwind. At the end of the time frame the whirlwind disappears and the smoke refills in 1-10 rounds. The party can leave the whirlwind but must again make a save or be thrown to the ground. The Labyrinth Lord rolls a dice, even they are thrown back in the whirlwind, odd they are thrown out of the whirlwind. Regular encounters occur as usual, another whirlwind means nothing was encountered.

12. A pillar of dirt springs up in front of the party. On the side facing the party Ud's face forms. It mouths out in a low voice that they should put down their arms, no one will be hurt, etc... . He tells them that he is sending a greeting party to come and get

them. The party should just wait there. The pillar goes back into the ground after delivering its message. 10 minutes later a party of 10 Pig Men show up and will take them to the prison room in Ud's laboratory. If the party follows them the Pig Men take them to the pit trap in the entrance room. If the party fights them they will run away after one of them is slain. The party can try to follow them but they will have mysteriously disappeared.

Pig Men
(AL LE, MV 120'(40'),
AC 7, HD 2, AT 1,
DG Bite 1d4, Spear 1d6
or Net(see Pig Man text)
SV F2, ML 12, XP 36)

HP: 9, 5, 8, 6, 11, 13,
14, 7, 9, 10
Armed with spears and nets.

13. The party comes across a large toadstool with a 5" diameter radar disk attached to the top of it. The toadstool is white and so is its disk top. The party should not eat any of it or they must make a saving throw or die from its poisonous flesh. These toadstools are specially bred by Ud to send out a signal that attracts greedy people to the fog smoke. Anyone with a special love of gold will feel like

they will get rich by walking into the fog. Any thieves in the party will feel like hugging and kissing the toadstool. The force of the toadstool reaches out to a 50 mile diameter and gets stronger as one gets closer to it. This is how Ud draws victims to him to turn their souls into gold. A toadstool can only take 10 HP of damage and then it falls apart and stops sending out its signal. All hits are automatic.

14. The party comes across a dead knight in rusted plate armor. He is completely skeletal. In one hand he holds a broken long sword, cracked at the midpoint of its blade. In the other he holds an empty sack. If the party pokes around the corpse its jaw will briefly move and a voice will issue forth asking the party to fill its bag back up with gold(100 GP) so he can go back to sleep. If the party fills it back up with gold the knight will start to sink into the ground and will disappear in 1d4 rounds. The party can try to dig him back up but the knight will not be found.

15. The party hears a rumbling in the fog. A round later a giant(10' diameter, 2' thickness) gold piece comes rolling towards the party. It will fly through the party and knock over any character

that does not make a saving throw. Any character knocked over will find that all the gold that they are carrying on their bodies is gone! The giant gold piece has sucked it out of them. The giant gold piece passes through the party in one round and is quickly lost in the fog.

16. A small group of 4 mindless zombies comes stumbling into the party. If Ravange is still with the party at this point she will recognize them as her family. They will not recognize Ravange but slowly walk past the party. She will wait a few rounds until she finally realizes that they are lost forever. Then she will walk up to the zombies and cut them down. After this she will start to bury the zombies. If the party helps her bury them she says a short prayer for them and any character that helped will get a bonus of 1 to their next saving throw.

Mindless Zombies
(AL LE, MV 40'(10'),
AC 7, HD 1(4 HP), AT None,
DG None,
SV F1, ML 12, XP 0)

HP: 4 each

17. A Pig Man with a captured human in its net. It is dragging its prey back to the laboratory. If the party is able to free the human he will tell them that this is the most wonderful place in existence. If the party tries to get the human to leave he will get angry. Eventually he will run off into the smoke yelling "I've got gold to find!"

Pig Man
(AL LE, MV 120'(40'), AC 7,
HD 2, AT 1,
DG Bite 1d4, Spear 1d6
or Net(see Pig Man text)
SV F2, ML 12, XP 36)

HP: 12
Armed with spear and net.

18. A group of 4 Pig Men digging a trench. Several pipes are piled around the work spot. They are extending the smoke pipe system. The party will have one free round of attacking the Pig Men before they are ready to fight back.

Pig Men
(AL LE, MV 120'(40'), AC 7,
HD 2, AT 1,
DG Bite 1d4, Spear 1d6
or Net(see Pig Man text)
SV F2, ML 12, XP 36)

HP: 8, 5, 9, 11
Armed with spears.

19. A lone thief walking in the smoke. At first he will seem happy to see the party. He has been lost in the smoke fog for days, it has made him sick several times. He has finally reached the conclusion that he is a victim of his own greed but can't figure out how to get out of this place. If the party agrees to lead him out of the smoke fog he will try to pick the parties pockets. If he gets any gold he will sneak back into the fog never to be seen again by the party.

Thief
(AL N, MV 120'(40'),
AC 7, HD 1, AT 1,
DG Short Sword 1d6,
SV T1, ML 7, XP 10)

HP: 5

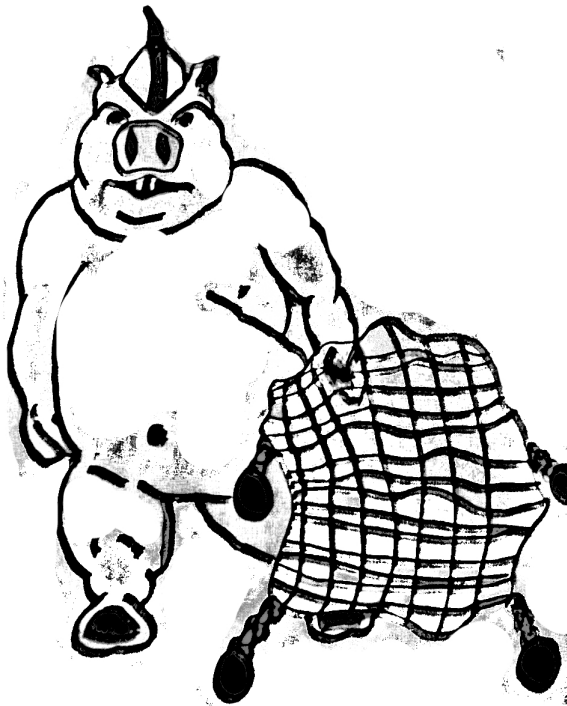
20. A group of 5 Ogres who patrol the smoke fog. The Ogres came here in search of their cousin. They thought she ran away with Ud and have finally traced her back here. Now they work for Ud and sleep in the smoke fog. Their main task is to rid the smoke fog of any spell casting folk who may try to get rid of the smoke fog. Once they detect a spell caster in the party they will focus their efforts on that character. If the party has

all its spell casters destroyed by the Ogres they will run off into the smoke fog, their work done for the moment. They've knocked a couple out and now have some magic items on them: a lightning bolt scroll, a cure moderate wounds scroll and a ring of protection +1.

Ogres
(AL CE, MV 90'(30'),
AC 5, HD 4+1, AT 1,
DG Club 1d10,
SV F4, ML 10, XP 215)

HP: 14, 17, 9, 16, 24

When the party is halfway to Ud's Laboratory Ravange will mysteriously disappear. The party will be moving towards their destination and she will suddenly not be there. If the party is not actively keeping track of each other roll a d4 for every 10 minutes of travel. If a 1-2 is rolled tell the party that they notice Ravange is no longer with them. The party will not find out her fate until they reach a certain point in the Laboratory.



Ud's Laboratory

When the players come upon this thing it appears as a giant treasure chest partly buried in the ground. The exterior at first appears to be black stone with dirty silver metal flecks in it. Further examination will reveal that it is more like metal. It clangs when struck but it is not metal. The substance is unbreakable. Perhaps it is some version of Ud's Soul Gold? The interior(all levels) is generally made of the same substance.

Visibility improves somewhat so that characters can see it very well at 100 feet out. There is a path that

raises up on a hill that leads to the entrance of the laboratory. The entrance looks like a giant keyhole. There is a porticulus for the doorway but it is raised whenever the Pig Men go out hunting. It is raised when the party reaches the laboratory.

If the party camps or loiters around the laboratory they will be attacked by a large horde of zombies. After an hour of waiting outside a group of 4-16 Mutated Attack Zombies will appear. A fresh one will enter the fray every round out of the fog. The zombies will not follow the party inside the laboratory but will disperse after walking in front of the entrance in 1d4 hours. This process will repeat itself if the party leaves the laboratory and waits outside again. The zombie attack is supposed to push the party into the Laboratory or drive them off. At some point the Labyrinth Lord should hint to them that the situation does not look good and they should go inside or run away.

Starting Level

The intermediate brains of the operation reside on this floor. The level is well lit with torches on the walls.

Pig Men can sometimes be found in the hallways. Check every half hour, a roll of 1 on a d4 means 2-4 Pig Men will be encountered.

1 Entrance

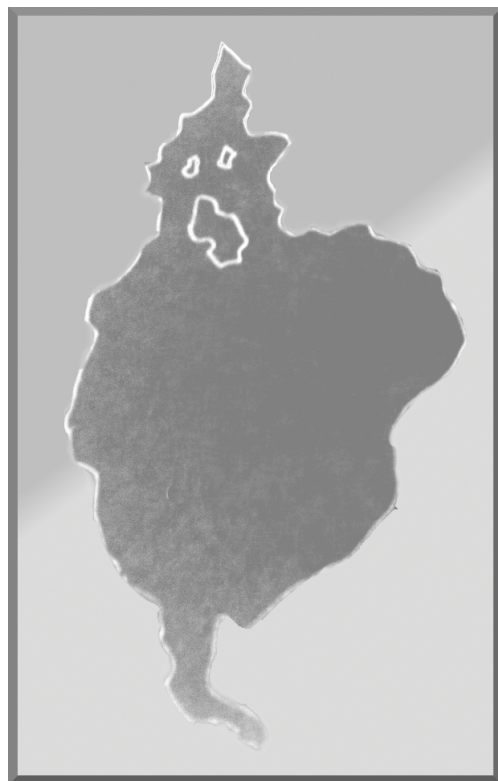
The room has a large red 30' by 30' rug in the center of it. The rug has the smiling face of a beautiful woman on it, drawn in white. It seems like there are diamonds embroidered in the area where she is smiling. The rug covers a large trap door. If the party walks on the rug and touches the "diamonds"(glass square triggers) the rug disappears and the trap door opens. Anyone in the center of the rug falls to the prison room on the bottom level. Those within 5' of the sides are allowed a saving throw to see if they can jump out of the open trap floor in time. The floor closes after one round and the rug reappears back on its former spot.

Along the walls are various portraits of different men, 10 in all. Each one of them seems to have something in common with the other. It is hard to describe but it seems to be the eyes have some characteristic to them. The Labyrinth Lord may hint that perhaps they are from the same family. In reality they are different people that Ud has possessed throughout his journey in this world. Behind one of the portraits, one where the man is wearing a green hat, is a switch that sets off the trap.

There are several unlit torches along the walls. This is a basic summoning system that the Pig Men use to bring the thieves into the room when they need help. If they are lit

the Thieves from the Thieves Center Room area will arm themselves and be able to get to the room in five rounds. The stairs leading down ends close to the Prison chamber on the Lower Level.

2 Trapped Mind Room



Entrance to the room is barred by a locked door. The room holds 300 portraits of different people. These are all stacked up against the wall with cloth hung over them. If the party starts to examine any of the portraits it will start to talk to them. The Labyrinth Lord should have it be a female with blond hair. She will ask

the party to free her. She has no idea how she got inside this portrait. The portrait itself does not move in anyway, no lip motion. The communication is completely psychic. All the other portraits will do the same thing. If any of the portraits are damaged in any way, the paint will pour off it in a blood red color. The portrait will not communicate any further after that, it is dead.

These pictures are the trapped minds of Ud's victims. He selects special people for this so he can amuse himself later on. Only 30 of these portraits have ever seen Ud. He takes them to his dinning room to mock them and gather knowledge of things that he lacks. There is no way for these portraits to come back to life. The minds are just repositories of personality and knowledge. If the party interrogates any of these portraits they can describe Ud physically but they know nothing else besides that. All of them seem to have had similar questions asked, such as where do they keep all their gold.

After the party has talked to a portrait and starts to leave the room the portraits will start screaming. Some will beg the party not to leave, others will threaten the party. If the party turns around they will see a strange mist flowing out of the portraits. It will start to form eyes and a terrible toothed mouth will begin biting in the center of it. After one round of forming it will attack the party

and chase them down if they have left the room. Once destroyed half of the portraits will explode in flames and turn to a black dust. The party will hear the remaining portraits say things like "thank the gods that their gone..".

Spirit Thing
(AL CE, MV 120'(40'),
AC 4, HD 3, AT 1,
DG Crushing Bite 3d4,
SV F3, ML 12, XP 65)

HP: 12

3 Pipe Planning Room

Along the walls are maps of the world and more detailed maps of the surrounding area. On one of these maps are drawn lines extending out of where the laboratory is situated. The map has the heading "Future Pipeline Expansion". On one table is a 10 foot pipe.

4 Thieves Center Room

This room is where Ud's trio of thieves rest. There is a small bookcase on the side of one wall. It has books on women, devils, rich families, etc... things that interest thieves. Another wall has a map showing different markings in the Smoke Fog that allow those that know about them immunity from getting lost

in it. If the party has not in the entrance made a tremendous amount of noise the thieves will be here. At first they will be surprised that the party is here and ask them what their business is. Only one is armed at this time. The other two have their gear in their rooms. If combat erupts the armed thief will insert himself between the other two thieves and the party. It will take one round for the other two thieves to get their weapons and attack back.

If the party keeps the conversation going the thieves will ask them "what does she, Ud, think of the new recruits?". Of course this is a ploy to see if they know who Ud really is. If they do not get the "she" part the thieves will know that the party are intruders for certain. At that point the armed thief will tell the other two thieves to go get something for the party, in other words go arm themselves. They will return with a potion for each player that they will ask them to drink. The potions are pink and if one looks closely they seem to have a gold piece floating in it. They will explain that it is to keep them immune from the diseases that have infected this place. So many people have been brought here that they had to concoct these potions to keep themselves healthy.

The potions are actually strong dosage sleeping potions. Anyone who drinks them will fall completely asleep in 1 round, no saving throw, for one day. If the party is foolish enough

to drink the potions they will find themselves in the prison room. If the thieves see that the party is not going to drink the potions they will make for the exit if they are outnumbered 2 to 1. If not they will attack the party. Once two of them are knocked out of commission, the remaining one will surrender. He will not say much but hand over his weapon. Then he will take a potion that makes him appear to be dead for an hour.

One of the thieves has a key that will open the door that leads to the Upper Level. See Lower Level/Stairs Up for the particular door and stairs.

Thief 1
(AL LE, MV 120'(40'),
AC 7, HD 2, AT 1,
DG Short Sword 1d6,
SV T2, ML 9, XP 20)

HP: 10

Thief 2
(AL LE, MV 120'(40'),
AC 7, HD 3, AT 1,
DG Short Sword 1d6,
SV T3, ML 9, XP 50)

HP: 13

Thief Leader
(AL LE, MV 120'(40'),
AC 5, HD 5, AT 1,
DG Short Sword + 2 1d6+2,
SV T5, ML 11, XP 350)

HP: 23
(armed when party arrives)

The Thief Leader wears leather armor+2 and has a short sword +2.

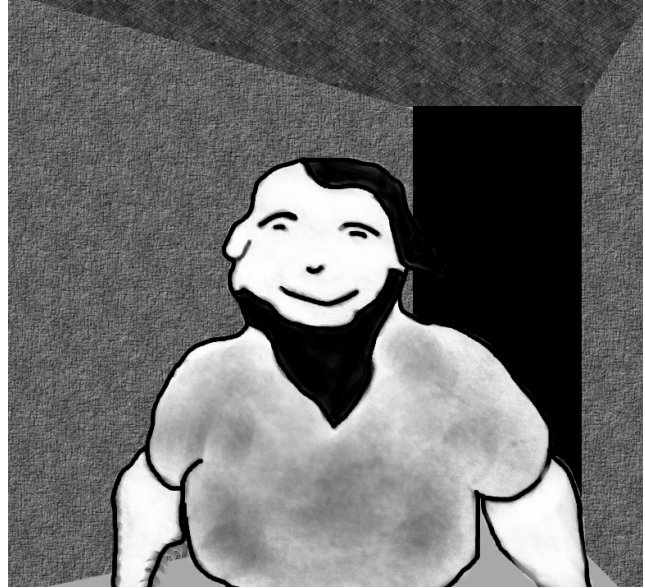
5 Thieves Rest Chambers

These rooms are where each thief sleeps. A bed, a little table, a chair, a clothing rack and a chest is in each one. The chests are filled with 200 silver pieces each. One of the chests has a little doll that looks like an Ogre with a blond wig on its head. A dagger is stuck in the doll's body. If the two unarmed thieves do not make it here the party will find their swords hanging on the doors. Another room has a book titled "Death To Ogres" in it. It seems that one of the thieves was writing an adventure story starring himself as he fights an evil Ogress that has enslaved his master. There are only three pages written in it.

Each one of the rooms has a case of green and yellow potions. Individually the potions do nothing but if 1/3rd of a green one is mixed with 2/3rds of a yellow one, the sleeping potion described in Thieves Center Room is created. Mixing the potions 1

to 1 will cause a small explosion that does 1d4 points of damage to whomever did the mixing.

6 Laboratory Room One



Entrance to the room is barred by a locked door. The room is full of boxes with mechanical arms and legs sticking out of them. There is a large table in the center. An odd looking dwarf is standing next to it. On the table there appears to be some kind of construct, something made with the different parts in the room. When close enough the party can see that the top of the construct has a pig man head attached to it. Next to the table is a little barrel with the title "life stuff" written on its side. In it is flesh goo. The dwarf has a big spoon and is putting splotches of it on the construct.

The dwarf will notice the party once they start to talk to him. Otherwise it will be completely lost in

its work. The party can get a better look at it when it turns to them. His face is made up of this dead gray flesh with several large warts on it. Sharp teeth protrude out of its upper lip that gives the impression that the dwarf is a vampire.

He will ask the party who they are and what are they doing in the Pig Man construction room. The dwarf will quickly interject that they must be delivering the parts he ordered from the infernal regions. Once it becomes apparent that the party doesn't have any parts he will tell them to leave and start swinging his staff at the party. After a couple of rounds of this the dwarf will start to really attack.

The dwarf attacks primarily with its staff and spells. But if it gets close to an opponent not wearing metal armor it will try to bite the character's neck. One round of biting draws a significant amount of blood out of the character and he must make a saving throw or fall unconscious. If the dwarf takes a hit that delivers 5 or more points of damage part of its face will be torn off. In the exposed part the party will see a pig man's head underneath the dwarf mask it is wearing. If killed the party can rip the rest of the mask off and see that the dwarf was really a short Pig Man.

If at any time the party tries to dissect a Pig Man in the adventure they will find that they are completely flesh and blood. There is nothing mechanical about them. The party can try finishing the dwarf's work with

the partially constructed Pig Man but nothing will happen. It will just lie there completely inert. Only the pig man dwarf knows how to animate it.

Dwarf
(AL LE, MV 120'(40'),
AC 9, HD 5, AT 1,
DG Staff 1d6,
SV M5, ML 11, XP 350)

HP: 14

The dwarf can cast spells as a 5th level magic user.

Spells:

- 1: Magic Missile,
Charm Person x 2,
Protection from Good
- 2: Web, Invisibility
- 3: Hold Person

7 Laboratory Room Two

This room contains another big table with straps on it. Around it are picture frames. A large mirror device hangs above the table. This is the device the Pig Men and Ud uses to turn the minds of his victims into portraits. On the wall hangs a picture of a bald man. This is the captured intelligence of the man who created the mind portrait technology. He will tell the party to get away from the device before it takes their minds away. If asked how the thing works

he will tell them to strap someone on the table and position the mirror over the top of this person. If this is done a bright light will shine out of the mirror and on the top of the device a portrait will form. This is the captured mind. The person on the table will have an effective intelligence of 0 at this point and is no longer a playable character. The portrait process is irreversible outside of some strong magic that alters reality.

8 Laboratory Room Three



This room contains a big table in the center of it. The table is hanging upside down from the ceiling. If Ravange hasn't been killed she will be strapped to the table. The table can be lowered to the floor with a crank that is close to it. Another dwarf very

similar to the one in Laboratory Room One is here. There is a tube hanging from the ceiling that sucks up the gold produced by the soul gold process. On the wall is a chute which leads to the outside, this is how the zombies are disposed off. The bodies are put in the chute and they slide to the outside. A stairway on one of the walls leads to the dwarf's rest area on the lower level and offers a convenient way to get prisoners up to this room.

As soon as the party enters the room the dwarf presses some switches on a control panel and smoke will come out of Ravange's body. She will start coughing and out of her mouth will come 80 soul gold pieces. At that point her eyes will go white and her skin will lose all color, she has been turned into a mindless zombie. The dwarf will take the sucking tube and the coughed up gold will be transferred to the Gold Room on the upper level. Soul gold is detailed in this area's description.

The dwarf will be surprised to see the party. He will ask if Uk has sent them in here for some reason. He will explain to them how the zombie/soul gold process works if asked. At some point he will want to make a mind portrait of one of the characters and ask if he can take them to Laboratory Room Two. If the party asks him any questions about Ud he will tell them to ask him themselves. If attacked he will cast his fireball spell at them and then

head for the stairs to his quarters and from there attempt to escape the laboratory.

The soul gold process works fairly well. A character must make a saving throw at -4 or be turned into a Mindless Zombie. This saving throw only needs to be made once and they are forever immune. Resisters are moved to the Anomaly Room for further study. Each victim will cough up at least 50 GP. Characters will cough up an extra 10 GP per level.

Dwarf
(AL LE, MV 120'(40'),
AC 9, HD 7, AT 1,
DG Staff+1 1d6+1,
SV M7, ML 11, XP 790)

HP: 25

The dwarf can cast spells as a 7th level magic user. He also carries a staff +1.

Spells:

- 1: Magic Missile x 3,
Charm Person x 2,
Protection from Good
- 2: Web, Invisibility, Mirror Image
- 3: Fireball x 2
- 4: Confusion

9 Anomaly Room

In this jail cell are a couple of men whose heads are shaved. They are dressed only in loin cloth. On their bodies are lines drawn with questions inked on top of them. They seem to say things like "Perhaps this part explains it?". Occasionally Ud cannot turn the souls of men into gold. These people end up here and the Dwarfs spend a considerably amount of time examining these people to figure out how come the soul gold process didn't work. At this point these men can't take it any longer. They will beg the party members not to experiment on them anymore. They think the party are another group of people that are going to probe them. On the ground they will fall begging the party to let them go.

Prisoners
(AL N, MV 120'(40'),
AC 9, HD 1, AT 1,
DG Unarmed,
SV F1, ML 5, XP 10)

HP: 5 each

10 Pig Man Cow Experiment

In the center of this room on top of a straw bed rests an odd creature. It has the body of a large cow but with three pig heads. Its tail is very long and appears to have a spear head attached to it. It will look at the party and two of its heads will start to laugh. The non laughing head's eyes will glow red and it will say "You are the Old generation, we will take over your duties for you. Die, die die...".

The Pig Man Cow Thing will then attack the party. If it hits a character it will shout out "The Pig Men are through!". Once the party kills it the heads and the tail will fall off. If the party looks into the neck they will see all these gears and tubes. A bleeping noise will be audible for a few rounds and then die off.

Pig Man Cow Experiment
(AL LE, MV 120'(40'),
AC 4, HD 5, AT 1,
DG Tail Spear 1d8,
SV F5, ML 12, XP 200)

HP: 19

Lower Level

The hard work in Ud's laboratory is done here. Prisoners are kept here, the generator is taken care of, fuel is grown, Pig Men train, etc... Unless noted otherwise caves are unlit, empty rooms are unlit, halls are well lit and populated rooms are well lit. Lighting comes from torches.

The chances of running into Pig Men are much higher on this level. Check every 10 minutes, roll a d4. A 1-2 means 2-4 Pig Men have been encountered.

1 Prison Chamber

The floor of the room is a large mattress(to allow character's to fall from the entrance above and be unharmed). The ceiling is a solid roof, there isn't any apparent opening through which people could have fallen. The one exit out is a barred door that is locked from the outside. Around the room are little doorways that lead to very small cells that allows one person at a time to sleep in it. A pot against the wall is the only toilet. Another pot not far from the other contains some kind of gruel that people can feed themselves with. Outside the door gate stands a couple of Pig Men armed with spears. Communicating with them does not really work, all they do is grunt in

reply.

When characters are first trapped here the Pig Men will hit a switch on the outside that fills the room with a sleeping gas. Characters must make a save or fall asleep for a hour. After being knocked out the Pig Men will enter and strip them of their equipment. This is tossed into the Junk Room. Every day there is a 1 in 4 chance that the Pig Men will take a character to the Laboratory rooms to have their soul turned to gold. There is also a 1 in 4 chance per day that a new prisoner will fall from the trapdoor ceiling. The Pig Men will use the sleep gas each time this happens.

Pig Men Guards
(AL LE, MV 120'(40'),
AC 7, HD 2, AT 1,
DG Bite 1d4, Spear 1d6
or Net(see Pig Man text)
SV F2, ML 12, XP 36)

HP: 10, 6
Armed with spears.

2 Junk Room

The room is filled to the ceiling with things that were found on the prisoner's persons. Much of it seems rotten and any found weapons are rusted beyond repair. Water drips down from the ceiling onto it. If any character was captured their equipment will be randomly spread

about the piles. It takes one round of searching to retrieve one item.

3 Slop Storage Room

Large barrels are stacked against the walls. Some smaller buckets are piled close to the door. If the barrels are opened they find some odd slop that seems to be dead fish floating in a pink jelly. This is the food that the Pig Men, Dwarfs and prisoners eat.

4 Pig Man Room

Ten bunks are situated in this room. The bunks are made of some kind of metal and are filled with what appears to be human hair. Two people can sleep in one bunk at a time. A huge pail is in the center full of raw meat and the eyes of something. A rat occasionally pops out of the pail and sinks back into it. There is a weapon rack close to the door with 10 spears and 5 nets.

A couple of Pig Men are sleeping in the bunks. Next to a table two Pig Men are arm wrestling. If the party is quiet they will see a third Pig Man walk over to the pail and sink its head into it for a couple of minutes. Every minute the Pig Man eats, eats and eats away.

Pig Men
(AL LE, MV 120'(40'),
AC 7, HD 2, AT 1,
DG Bite 1d4, Spear 1d6
or Net(see Pig Man text)
SV F2, ML 12, XP 36)

HP: 5, 9, 8, 8, 14
Unarmed, some may go for
weapons some may attack
unarmed.

5 Pig Man Training Room



This room has several benches arrayed around it. A white circle is drawn in the center of it. A dwarf sits on one of the benches yelling out orders to two Pig Men sparring in the center of the room. He will order the Pig Men to stop when he sees the

party enter the room.

The Dwarf will ask the party to offer up their best fighter to test their steel against his Pig Men trainees. If the party accepts he will have his Pig Men come over and he will quietly talk to them. While the party isn't watching he will hand his Pig Man warrior a poisoned blade to use against the party's fighter.

He tells the party that the fight is not to the death but to the first cut. Then he will start the combat. The poisoned blade requires the cut target to make a saving throw(at -2) or fall asleep instantly. Once asleep the character cannot be roused for an hour. When the Pig Man makes his first hit the Dwarf will fireball the party and the free Pig Man will attack. If the fighting Pig Man is freed up from the other fighter falling asleep he will engage the party as well and ignore the sleeping fighter.

The Dwarf after casting the fireball will target the party with sleep spells until he runs out. Then he will attack with his staff. He carries a couple of potions of Cure Light Wounds.

Pig Men
(AL LE, MV 120'(40'),
AC 7, HD 2, AT 1,
DG Bite 1d4, Spear 1d6
or Net(see Pig Man text)
SV F2, ML 12, XP 36)

HP: 6, 10
Armed with spear.

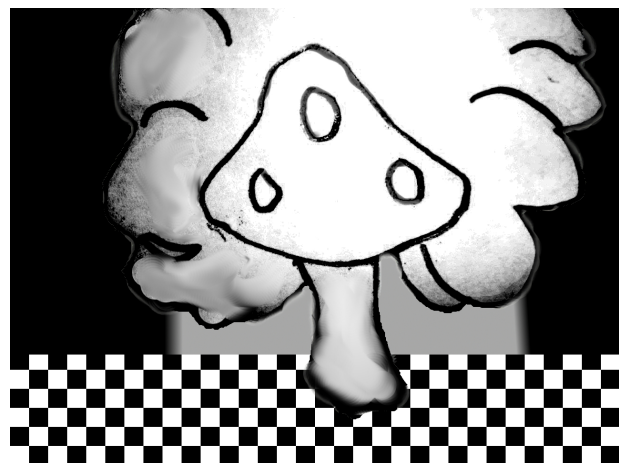
Dwarf
(AL LE, MV 120'(40'),
AC 9, HD 5, AT 1,
DG Axe+2 1d6+2,
SV M5, ML 11, XP 350)

HP: 14

The dwarf can cast spells as a 5th level magic user. He carries an Axe +2.

Spells:
1: Sleep x 3,
Protection from Good
2: Mirror Image x 2
3: Fireball

6 Fungus Cavern



This is a small cavern. A little stream flows through it. Where the water comes from is not apparent. There are several large mushrooms growing in this room. They are not quite yet the toadstools that the party

can encounter out in the smoke fog. There is a pile of radars not far from the large mushrooms. A large bottle of glue is next to these. Ud grows these mushrooms to a certain stage and glues the radars to them. After some further time he has the Pig Men carry the Toadstools out into the smoke fog and replant them. They start transmitting not long after that.

If the party gets in the stream and swims out with the water the Labyrinth Lord should roll a d4 for each party member. On a roll of 1-2 that character ends up outside of the smoke fog. On a 3-4 they find themselves entering this cavern again from the stream entrance. This journey takes about an hour either way, there is plenty of space above the stream top, air aplenty to be breathed.

7 Dwarf's Chambers

The Dwarfs from the first floor rest in this room. They appear to sleep on a pile of dead rats. There are no chairs in the room. Against the side of the room a portrait hangs of a treasure chest. At the bottom of the rat pile is a sack that contains 120 Soul Gold pieces, pieces that the dwarfs have stolen from the soul gold process over time. Ud would punish them, perhaps replace them if he knew about the bag of gold. The party will only find the Dwarfs here if

they have chased one of them out of the top level, they hardly sleep at all.

8 Smoke Fog Generator Room

Against the wall of this room is a large machine. It is chugging away, colored smoke lightly escapes from little holes in it. Pipes run out of it into the walls. Unattached pipes are stacked against another wall. An opening where fuel is thrown is in the center of it, shaped to look like a big smiling mouth. Two dials are positioned on it that combined with the opening give the viewer the impression of a face.

The machine can be turned off by turning a wheel that is attached to the machine. If the fuel is still burning the smoke that is currently being used will flow into this room instead. There is a large hose attached to a big water barrel that can be used to stop the burning. It takes 4 rounds of hosing to stop the smoke from entering the chamber.

A couple of Pig Men are busy keeping the generator working. One has a wheelbarrow of fungus that he is shoveling into it. Another is keeping track of its temperature. They will waste no time and attack the party with their shovels. One will shout out as he attacks "You won't stop us from smoking!".

Pig Men
(AL LE, MV 120'(40'),
AC 7, HD 2, AT 1,
DG Bite 1d4, Spear 1d6
or Net(see Pig Man text)
SV F2, ML 12, XP 36)

HP: 8, 11

Shovels do 1d4+1 damage.

9 Fuel Growth Room

There are 100 or so tables around the room. On each table is a rapidly growing fungus. Each of these has a different color that matches one of the colors that the smoke fog takes on. If anyone sets the fungus on fire it will smoke its color and the party will have to make a saving throw or be affected by the smoke. If anyone eats any mushroom the same thing will happen.

There are barrels of different colored rotting flesh all over the room. These presumably are what gives the color to the fungus. Where Ud gets the flesh or how he colors it is unknown.

One table has a different type of fungus growing on it. It has a wooden tablet next to it with "Experimental" written on it and some unreadable writing. The fungus is purple and smells like onions. If any character touches, eats, burns, etc... the fungus their skin will start to change to a

purple color. Occasionally the character will cough up some purple yeast like substance. The character is allowed a saving throw each month. Once the saving throw is made the fungus problem goes away in a week.

10 Pipe Storage

This room contains stacks and stacks of metal pipes. If the party moves or shakes any of the pipes the stack will come crashing down making a terrible racket. A round later 2 Pig Men will show up to investigate what is going on.

Pig Men Investigators
(AL LE, MV 120'(40'),
AC 7, HD 2, AT 1,
DG Bite 1d4, Spear 1d6
or Net(see Pig Man text)
SV F2, ML 12, XP 36)

HP: 8, 7

Armed with spears.

11 Stairs Up

The door to this room is locked. Only the thieves have a key and Ud himself. The stairs are the only entrance to the Top Level. Outside of the door are 2 Pig Men standing guard. These two will talk and start yelling at the party to turn around once they are 10' away. At 5' they

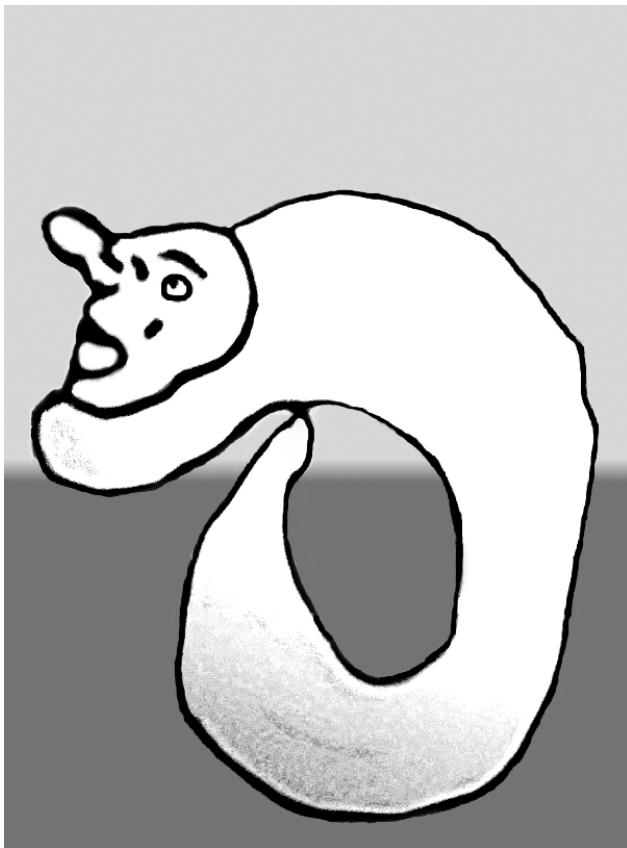
start to attack the party.

Pig Men
(AL LE, MV 120'(40'),
AC 7, HD 2, AT 1,
DG Bite 1d4, Spear 1d6
or Net(see Pig Man text)
SV F2, ML 12, XP 36)

HP: 16 each

Armed with spears.

12 Talking Worm Room



This appears to be some kind of prison chamber. Half of the room is split by bars. Between the bars is

thick glass with many inch diameter air holes in it. Behind the glass is a 5 foot worm with a human's face at the end of it. The worm will grimace at the party and yell at them to get him out of here. If the party continues the conversation he will explain that he made a deal with Ud to trade him his body in return for giving him a devil's body. Immortality was his goal. What he got in return was this fate. He started out having his soul put in a worm's body. He gradually grew to these proportions and a face emerged. If the party searches the room they will find a key hanging on the wall that open's the cell. The worm man will start to crawl out. He will not join the party but try to find a way out of this place. He thinks he knows a way to get his soul out of the worm.

Talking Worm
(AL LE, MV 40'(10'),
AC 9, HD 1, AT 1,
DG Bite 1d4,
SV F1, ML 5, XP 10)

HP: 5

13 Mutated Attack Zombie Creation Chamber

In the center of the room is a large pool full of green water. A table is close by with several strap on helmets. Another helmet with a brain painted on it is next to these. There are two cells attached to this room. One contains 10 Mindless Zombies quietly standing in their cell. Another contains 5 Mutated Attack Zombies. They too will just be standing there. Both cell doors are locked. The key is on the table with the helmets.

If the Mindless Zombie cell(marked MZ on the map) is opened they will start to leave the cell at a rate of 1 a round. Once they exit their cells they will walk into the pool and just stand there. After one round of being in the pool the zombie will start to convulse and change. Another couple of rounds later the zombie will have changed into a Mutated Attack Zombie and begin attacking the party.

If the Mutated Attack Zombies cell(marked MAZ on the map) is opened 4 of them will leap out to attack the party. The fifth will go over to the Mindless Zombie cell and rip the cell door off. It will then begin to herd the Mindless Zombies into the pool at a rate of 2 a round.

The helmets are special tools that Ud has constructed to tame the Mutated Attack Zombies. He places a

helmet on a Mindless Zombie and puts on the brain helmet. The Mindless Zombie is lead into the pool where it changes and acquires a basic intelligence. Ud uses the brain helmet to send commands to the new Mutated Attack Zombie. This allows him to create a useful attack creature. It takes him about a day to tame one of these beasts. The ones in the cells have been fully tamed, he keeps them to experiment further, making them smarter week after week.

Mindless Zombies
(AL LE, MV 40'(10'),
AC 7, HD 1(4 HP), AT None,
DG None,
SV F1, ML 12, XP 0)

HP: 4 each

Mutated Attack Zombies
(AL LE, MV 120'(40'),
AC 7, HD 3, AT 1,
DG Bite 1d6,
SV F3, ML 12, XP 65)

HP: 7, 9, 9, 11, 15

14 Ud's Fantasy Room

This room is where Ud goes to indulge in his greatest fantasies. Once any character enters the room they are suddenly taken by some kind

of psychic power. They can try to make a saving throw to resist it or they can let it take control. If it takes control the character believes he is dancing naked in a giant pile of gold. Gold pieces are raining from the sky. Everywhere he looks his bags and chests are filled with gold. In the distance is a castle with gold pouring out of its tower windows and a stream of gold flows out its main gate onto a bridge and into a river of gold. Gold dragons fly through the air chanting the character's name. When the character looks at his body he notices that it is starting to turn into gold.

This fantasy goes on and on until the character makes a saving throw, allow one attempt each round. There really is nothing in this room. Any character taken by the fantasy will feel as if they are filthy rich for a day after.

15 Soul Trading Room

In the room are two chairs. Rusty brown helmets hang from the ceiling and dangle over both of the chairs. Wires extend out of the helmets and lead up to a large crystal ball hanging from the ceiling. The top of the crystal ball is open and filled with dirt. If dug into the dirt will reveal a large earth worm living inside of it.

This is the device by which Ud puts his soul into another body. Usually the other person has his soul put in the current worm. It's Ud's insurance to protect himself against any retribution on the trader's part. Only Ud can make this thing work, it is keyed to him and him alone.

There is also a book containing the diagrams for the machine on a table against the wall. Some of it is understandable, but much of it only a devil of Ud's caliber can fathom. There are drawings of several clowns in the back of the book. If the party has been to the Talking Worm room they will find one with a remarkable likeness to the worm-man's face.

16 Ud's Next Body

This room is luxuriously decorated. The walls are covered with tapestries. A comfy bed is against the wall. Reading and eating tables are positioned in the room with

comfy soft chairs. A mustached man sits at the eating table quietly cutting up his roast and drinking some wine. He will seem pleased to see the party and invite them to eat and drink with him. The man's name is Teddo and he is quite drunk at this point.

Between burps and laughing fits he will tell the party that he has struck it rich. Teddo has made a deal with Ud to provide him with his next body. In return Ud is going to give him a devil's body and lots of gold. He says he is going to have a hundred mistresses and a huge castle. Perhaps he can employ the party as guardsmen?

If the party explains to him what happened to the Worm man in the Talking Worm Room he will not believe them. After awhile he will fall asleep and fall off his chair. He will not be able to be roused from his slumber.

Drunk
(AL LE, MV 120'(40'),
AC 9, HD 1, AT 1,
DG Unarmed,
SV F1, ML 7, XP 10)

HP: 5

17 Ud's Body



In the center of the room is a cradle. It is draped in black cloth making it impossible to see into the cradle. Quiet violin music plays in the background along with some organ music, the source is unknown. Around the cradle are kneeling dark stone statues of women in robes. They have their hands put together in prayer. Behind the curtains, in the cradle is a glass casket. The casket is about 4 feet long and completely sealed. There does not appear to be any way of opening it. Inside the casket resting on a dark cushion is a three foot long blue man. He has horns sticking out of his head, wings, a tail, etc... . This is the original body

of Ud, now kept in reverent storage. It has not been alive since Ud deserted it and awaits his return. The party will not be able to break open the casket. If they try to lift it up the statues animate and attack the party. When the statues attack the casket floats up in the air and quickly moves out of the room to an undisclosed location. The party will not be able to match its speed.

Statues

(AL N, MV 120'(40'),
AC 0, HD 3, AT 1,
DG Fist 1d10,
SV F3, ML 12, XP 65)

HP: 10 each(4 of them)

Need a magic weapon to damage. Immune to mind control.

18 Burial Cavern

There are several graves in this cavern. These are Ud's old bodies and some women that he's liked over the years. If the party starts digging around too much a Mummy will rise up out of one of the graves and begin attacking the party. It will not follow the party out of the cavern, it is a guardian that Ud has created to keep the corpses safe from hungry Pig Men and angry Dwarfs. Each of the graves(10) has bag of gold in them that contains a gold bar worth 100 GP

each. This is not soul gold but the real thing. The mummy's grave contains several skulls and a potion that if poured into a corpses mouth turns it into a Mummy. The transformation takes one day to complete and the corpse starts to reanimate immediately. A living being that tastes the potion must make a saving throw or not be able to rest except in a grave for the next month.

Mummy
(AL CE, MV 60'(20'),
AC 3, HD 5+1, AT 1,
DG 1d12 + disease,
SV F5, ML 12, XP 860)

HP: 20

Can only be hurt by magical weapons, spells and fire based attacks. Unaffected by charm, sleep or hold spells. When seen a character must make a saving throw or be paralyzed with fear. When a victim is hit they are afflicted with mummy rot. This is a curse and can only be removed by a spell like remove curse. Magical healing does not work and the victim heals at 1/10th their natural rate.

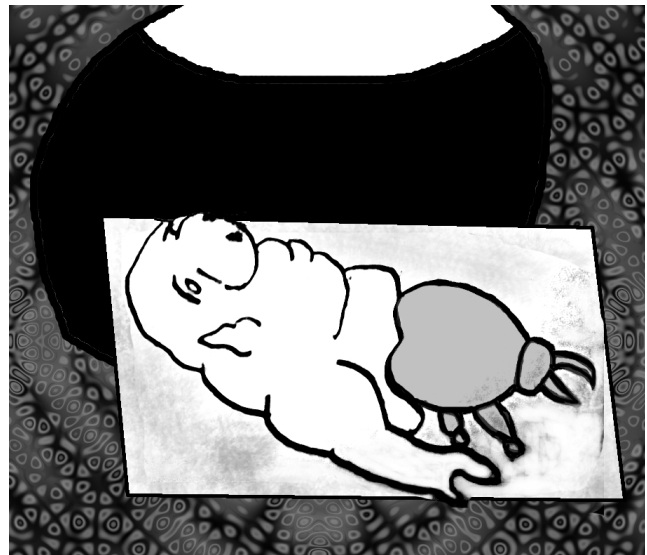
Top Level

This is the floor where Ud resides with his gold and his mistresses. There are no Pig Men patrolling this level. Unless noted otherwise the rooms and halls are magically illuminated.

1 Stair's Down

These lead to the Stairs Down room on the lower level. Ud has a stuffed Pig Man holding a sword in an overhead striking position. positioned at the head of the stairs . The party on first glance will think that the stuffed Pig Man is attacking them. If the party starts to attack, the dummy will start laughing and the arms will start swinging the sword. It cannot do any damage, its swings are so slow that the sword can be easily sidestepped. Closer inspection will reveal that it is just a dummy. The sword is just a normal weapon and can be taken from the dummy's hands.

2 Dining Hall



A huge table is in here with many chairs scattered around it. On the table are empty wine bottles, filthy plates, dirty silverware, etc... . It's a complete mess. On the end of the table next to the largest chair appears to be a Pig Man on a large silver plate. Part of him has been eaten, the other part appears to be rotting.

If the party pokes around the Pig Man's body it will start to wiggle. Eventually the wiggle will turn into a strong shake and fall off the table. The next round a large beetle will come crawling out of the carcass and attacks.

Big Beetle
(AL N, MV 120'(40'),
AC 4, HD 1, AT 1,
DG Bite 3d8,
SV F1, ML 7, XP 10)

HP: 5

3 Kitchen/Storage

There is a stove and many pots and knives hanging on the wall. A little table holds a recipe book called "Cooking and Preparing Pig Man". There are many recipes in it for making odd dishes out of Pig Men. One really sticks out "Pig Man Pudding". It calls for gold and dried ground Pig Man. Part of the room is dedicated to keeping things frozen. A walk in freezer contains several frozen bodies of Pig Men. Close to the freezer is an apple tree. If the apples are inspected the party will notice green worms crawling over the apples. Touching a worm will result in it exploding, leaving a green but harmless residue on the character's face.

4 Passage To Gold Room

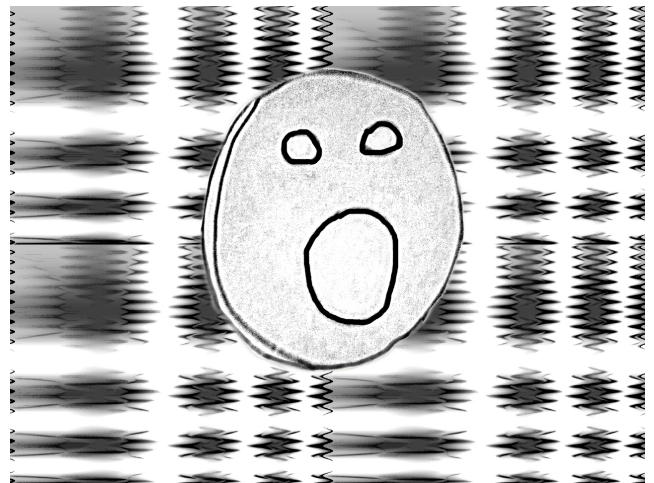
The door to this passage is locked. As soon as the party enters it the door slams shut and locks again. On the other side of the passage 5 chainsaw like blades come shooting out of the wall. The floor will start to move, pulling the party into the chainsaw blades at a rate of 15' a round.

As the party is pulled forward they will notice that there is a white stone skull(3' diameter) sticking out of the wall, its eyes seem to be gold

pieces. If a character pushes the gold piece/eyes the whole contraption shuts off. The chainsaw blades pull back into the walls and the floor stops moving.

If not shut down the characters will eventually be pulled into the blades. Each round a character is pulled into a new blade and takes 1d10 points of damage. The white skull is midway between the door and the blades. The blades take up the last 5 feet of the passage. After all the characters are through the chainsaws the contraption shuts down and it will be safe to leave.

5 Gold Room



A huge pile of gold(11,921 GP) is amassed here in the room. A pipe hangs over the pile, depositing soul gold from the start level here. A golden skeleton stands behind the pile with both of its arms stretched into the air.

The golden skeleton is Ud's

guardian golem. It is not very tough but is designed to eliminate a low level thief. If the party touches the gold it will growl at them to put the gold back. If they don't back away it will move forward and start beating on the characters that have disturbed the golden pile.

The gold in the room is soul gold. This is gold that Ud has acquired from other people's souls. For all intents and purposes it is gold and no one will refuse it. But the gold is magical, it has the power to animate the dead. If a soul gold piece is placed in a corpse's mouth it will rise up and attack as a normal zombie. Also if a soul gold piece is placed close to a character's ear he can hear the gold speaking to him. A little voice will echo in his head asking him to help him. There is not much that can be done for the soul gold beyond godly intervention.

Gold Golem
(AL N, MV 120'(40'),
AC 0, HD 3, AT 1,
DG Fist 1d12,
SV F3, ML 12, XP 80)

HP: 24

Requires a magic weapon to damage. Mind spells have no affect on it.

6 Living Hall

The floor of this room looks like it is made of glass. Beneath the floor the party can see the smoke fog that is currently outside flowing. Once every 5 minutes or so a giant serpentine body can be seen moving directly beneath the floor. If any of the characters tries to break through the floor or damage it they will find themselves teleported to the Prison Chamber on the Lower Level. The very act of starting to cast a spell at it causes the teleport to take the caster there. In the center of the floor there is a keyhole. If the key from the Ogre Mistress Room is placed into it and turned the party will find themselves transported up to 10 miles away in a direction that they desire. A voice will be heard in the character's heads asking them where would they like to go today.

Next to each door in the room are placed a couple of urns with a fire lit in each. One wall has a painting hanging on it. At first glance it displays a flaming plane with multitude of men and women being punished by red devils with pitchforks and whips. After looking at it for a bit the party notices that the figures are moving in the painting. Any character that touches the painting will have a little pitchfork thrown at him by one of the devils. The character will take 1-2 automatic points of damage and have a little pitchfork sticking out of his skin.

If anyone damages or destroys the painting a large red arm will reach out of the painting and knock the character to the floor. The painting will then mend itself and return to its position on the wall. Trying to take it from the room will have a similar effect with the painting flying back to its spot.

An organ is against another wall. There is a cup attached to the side of the organ. If a character puts a gold piece into the cup it will melt, flow out of the cup's bottom and become part of the organ. The organ will start to play some slow low toned music. Ghostly women will materialize in the room and attempt to dance with the party. Any character that dances with the ghostly women will not be able to stop until the song ends, no saving throw. The song goes on for 10-20 rounds. At the end the women lose their form and float into the organ. A character can play the organ as well. As soon as they do so they notice that they are starting to dematerialize. After 10 rounds of this the player has become a ghost woman and floats into the organ like the other ghost women.

Next to another wall is a large leather couch. Several papers are scattered on it detailing what is happening in the local area. One will be specifically about what is going on in hell these days with a mention that the devil Ud is no where to be found. If the party digs into the cushions of the couch they find a pair of woman's

underwear and 15 normal gold pieces.

7 Ogre Mistress Bar



Several bottles are littered on the floor. A bar is next to one wall with a large female Ogre sitting on one of the chairs. She has a blond wig on and is wearing red lipstick. The party can hear her grumbling “another lousy day here, need some fresh meat.... booze is awful...”. She will turn to the party and have a large frown on her face. The Ogre will ignore the character's talk and just stumble towards them and attack them with a broken bottle.

Ogress
(AL LE, MV 90'(30'),
AC 5, HD 4+1, AT 1,
DG Bottle 1d10,
SV F4, ML 11, XP 80)

HP: 22

8 Ogre Mistress Room

A large bed is against the wall in the room. A crude portrait is resting on the floor next to it depicting 5 Ogres wielding clubs and axes. Next to the bed is a chest. It contains several skulls and a metal gauntlet. Under the bed are 4 stuffed rats dressed up in fur suits. One of them is holding a key in a paw. There is a rack that has several large black dresses hanging on it. On a dresser there is a large fake nose and glue that could be used to attach the nose to someone's face. A couple of jars of makeup are on the dresser as well. If a nonhuman female puts the makeup on anyone viewing the character must make a saving throw or think she is a beautiful human female(effectively 18 Charisma) with the same dimensions as the character. There are 3 applications of the makeup left.

9 Second Mistress Room

The room contains a bed with drapes over it. A large mirror hangs on one wall. There is a dresser with several brushes and combs. Perfume floats through the air, giving one the impression of roses. On a table there is a bottle of water and a plate with part of broiled fish on it. At first the room seems deserted but then the party hears a woman's voice come from the draped bed. "Ud is that you? I've had the most terrible dream... the Pig Men ran off with all the gold!". Out of the draped bed a red skinned woman will step. She is scantily dressed in black lace underwear. She will look at the party and let out a high pitched scream, putting both of her hands to her head and bending her knees.

At that instant out of the mirror will walk a large man in plate armor wielding a long sword. He will walk towards the party and demands that they surrender immediately. If the party refuses another 2 armored men will walk out of the mirror and begin to attack. The red skinned woman will not stand by but begin casting spells at the party. With every armored man destroyed the mirror begins to loudly crack, completely shattering when the last one is destroyed. The armored men break like shattered glass when killed.

If the party survives the battle they can search the room. On the

bed they will find a golden scepter(50 GP) and a golden crown(100 GP). The dresser contains a cloak that gives the wearer a +2 bonus to armor class when attacked by Ogres. 5 jars/applications of red makeup are on the dresser. If a female puts the makeup on any devil that looks upon her must make a saving throw or be charmed by the woman for a day.

Mistress 2
(AL LE, MV 120'(40'),
AC 9, HD 7, AT 1,
DG Dagger +2 1d6+2,
SV M7, ML 11, XP 790)

HP: 22

Wears a ring of protection + 2 and carries a dagger +2. Dagger does more than normal damage when she uses it, hence 1d6 HP damage.

Casts spells as a 7th level magic user:

1: Magic Missile x 4,
Charm Person x 1,
Protection from Good

2: Darkness 15" Radius,
Invisibility,
Mirror Image

3: Fireball x2

4: Wall of Fire

Armored Men
(AL LE, MV 120'(40'),
AC 3, HD 3, AT 1,
DG Long sword 1d8,
SV F3, ML 12, XP 50)

HP: 10 each

10 Ud's Bedroom

The air is filled with odd little bubbles that are best described as a rainbow wrapped in on itself. These float through the air and are easy to pop. These seem to be emerging out of strange box with a chicken head attached to the top of it. Every couple of rounds the beak opens up and out comes a new bubble. The floor is painted with a large mural depicting his two mistresses fighting with sticks and throwing stones at each other. A little blue devil is in the background laughing at the women.

From the ceiling a red light appears to be circling the room. When it flies over a character it becomes very bright, illuminating the character in a red beam. The character will feel himself getting very hot but nothing else happens. The beam focuses on the character until he tries to get away from it and then it starts moving around the room again.

Against the wall is a large bed in the shape of a treasure chest. The bed does not look very comfortable, it has all these spikes sticking out of it.

Any character that lies down in it must make a saving throw or take 1d4 points of damage. Hanging off the wall are some costumes, one is a red devils suit with horns and a tail. Another is just a big pig's head mask that the wearer slips over his head. When the pig man mask is put on it is hard to tell that it is a mask, the mouth and eyes move as if they were part of the wearer's head. A desk next to the bed has three nasty looking daggers on it. Their handles appear to be carved out of bone. The blades have wet blood on them. Next to them is a vase with some red roses sticking out of it. Inside the vase a character will discover that they are not sitting in water but blood. If a character pricks his hand with one of the rose's thorns he will start to bleed profusely, 1 hp a round. This goes on until tended to with a bandage, spell, etc... .

On the floor are a couple of books stacked on top of each other. The top one is called "Gold: The Truth About Men's Souls". It seems to be a treatise about how a man will trade his soul for gold. The one on the bottom is called "Silver And Copper: Trash Metals?". It is about the superiority of gold to those metals.

11 Ud's Meditation Chamber

The room is very dark with a single beam of red light pouring from the ceiling illuminating a human who

is sitting on the floor with his legs crossed. His eyes are closed and his palms are resting on his knees facing upward. He has dark hair and is wearing leather armor. Around his body there are several daggers placed. A sword lies in front of him gleaming in the red light. There are sever sharp nooks in the room. Something silver glitters in each one, it is hard to say what it is. If a party member searches them they will find nothing.

When the party has completely entered the room the man will start talking to them in a soft voice. "I am Ud. You have invaded my home and not brought me a significant amount of gold to forgive you your trespass. I am insulted and you have had too much fun at my expense. For your impertinence I WILL TURN YOUR SOULS TO GOLD!". He shouts the last seven words in a voice that is so loud that it seems the character's ears will burst.

Out of each of the sharp nooks in the room a dagger comes flying out and targets a different character(only 6 can be targeted). These daggers attack as if Ud is throwing them. If they hit they do their usual amount of damage but the character must make an additional saving throw. If they fail the character is polymorphed into a normal sized rat. Any character changed will suddenly be trapped by a cage that falls from the ceiling. This transformation will last an hour, then they turn back into their normal

selves. If still in the cage they explode out of it, destroying the cage in the process.

After this combat starts as normal. Ud will not waste too much time fighting the characters. If he is outnumbered 4 to 1 and his hit points are at 50% he will try to make for the door. At 25% hit points no matter what the numbered odds are he will drink his emergency potion. Once this potion is drank Ud's body will fall to the ground dead. His spirit will return to Ud's body in the lower level. This only happens if he drinks the potion. Once his body is animated in the lower level his glass casket will explode. Ud at that point will open a portal and escape from his laboratory, abandoning all his work until he can restart it at a later date. Ud should be considered destroyed/defeated and the laboratory will start to alter as explained below.

If the party is defeated any survivors will be transferred to the Prisoner's Chamber on the Lower Level. Wounded characters will be allowed to heal before having their souls turned to gold. Ud values live characters only for this reason.



(See Ud's NPC Description)
HP: 45

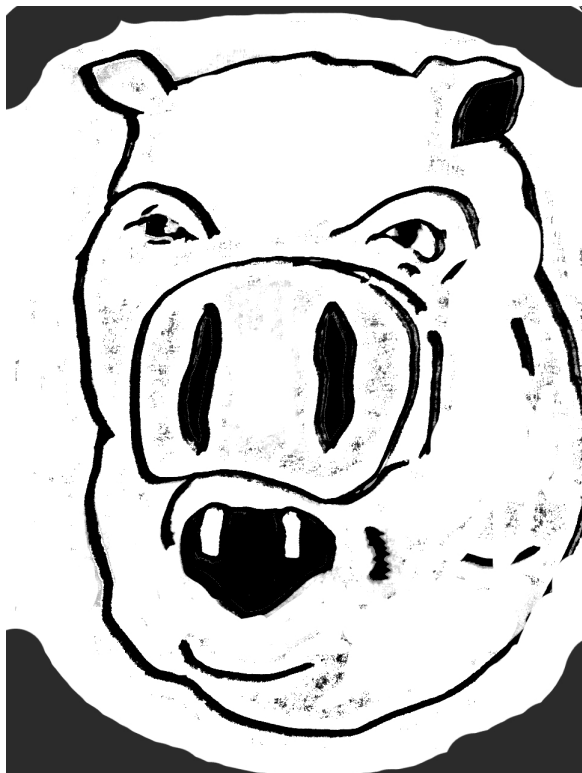
If Ud Is Destroyed/Defeated

The laboratory starts to shake out of control. The party must leave, within the next hour for the laboratory will be destroyed. If any character is still in the laboratory when it reaches its final stages the character should be considered lost. The Labyrinth Lord may think of some way to bring the character back into the game or he may just consider the character dead.

Once outside of the laboratory it will start to sink into the ground. When it is completely buried in the ground a hellish fire will erupt heavenward and that is the end of Ud's fort. The smoke fog if not turned off will stop and the air will be free within the next 1-4 hours.

New Monsters

Pig Man Of Ud



No. Enc.: 1d4 (1d4)
Alignment: Lawful Evil
Movement: 120'(40')
Armor Class: 7
Hit Dice: 2
Attacks: 1
Damage: Bite(1d4),
Spear(1d6) or
Net(see below)
Save: F2
Morale: 12
Hoard Class: None
XP: 36

These man sized creatures have pig heads. They seem intelligent when they fight but can't communicate that well, grunting at best. What they are, construct or an actual living being is hard to say. Ud uses these men-beasts as his muscle.

They attack with their weapons before biting anything. They are skilled with a special net. If a character is hit with a net they are captured. It takes the Pig Man another round to secure the net and in that time the character can try to escape. He must score an unarmed attack against the Pig Man. This does no damage but the character is free from the net. If the character is netted he is secured tightly and cannot move his arms or legs. The Pig Man can move at 75% of his current rate and drag the captured character with him.

Pig Men are immune to magical control. They only answer to Ud and follow his orders.

Mindless Zombie

No. Enc.: 1d10(1d10)
Alignment: Lawful Evil
Movement: 40'(10')
Armor Class: 9
Hit Dice: 1(4 HP)
Attacks: None
Damage: None
Save: F1
Morale: 12
Hoard Class: None
XP: 0

Completely mindless zombies that stumble about and do nothing else. Their eyes are empty white orbs. The skin has become a colorless cold thing. Their mouths hang open and sometimes drool can be seen coming out of it. Their mindlessness makes them immune to mind control.

Mutated Attack Zombie



No. Enc.: 1d10 (1d10)
Alignment: Lawful Evil
Movement: 120'(40')
Armor Class: 7
Hit Dice: 3
Attacks: 1
Damage: Bite 1d6
Save: F3
Morale: 12
Hoard Class: None
XP: 65

Mutated from Mindless Zombies these things appear as warped undead. Their heads are larger, the eyes are dark holes and the mouths are much larger than a humans. They are immune to all forms of mind control.

NPCS

Ravage



Level 3 Fighter
Alignment: Neutral
Movement: 120'(40')
Armor Class: 6
Hit Dice: 15 HP
(Attacks as 3rd level fighter)
Attacks: 1
Damage: Short sword 1d6
Save: F3
Morale: 10
XP: 50

Ravage is a simple woman fighter. She has dark hair and is about 5 feet tall. Her motivation is to recover her family and have revenge upon who took them from her.

Ud



Level 11 Thief/Devil
Alignment: Lawful Evil
Movement: 150'(50')
Armor Class: 5
Hit Dice: 45 HP
(Attacks as 11 HD Monster)
Attacks: 1
Damage: Sword 1d8+1,
Throwing Dagger 1d4,
See Below
Save: T11
Morale: 12
XP: 2400

Ud is a devil of unknown status. He feels drawn to be inside other people and experience their greed at a level of super intensity. Only part of his devil's powers are present when he is inside of another person. He fights with a +1 long sword. He has a special collection of daggers that are designed for throwing dart range. When he throws a dagger he can specify a magical effect that anyone hit with it must make a saving throw against (the daggers aren't magical, it his power that makes them so):

1. Missile Inaccuracy: Missile users miss the next time they use a missile and suffer a -1 penalty after that for the number of rounds equal to the damage the dagger did.
2. Pain: Character drops any shields or weapons currently held.
3. Mad Attack: Character turns on one of his compatriots and attacks for one round. If there are none the character runs around the area madly for the round.

Ud is immune to any charm and mind control spells. Any time he kills a character in combat he regains 1d8 HP immediately. He also has a psychic tail that manifests out of hind quarters. By concentrating a blue tale suddenly grows out and can hit characters 10' away. Any character hit will be knocked down and must make a saving throw or not be able to get up for 1d4 more rounds. Once per day he can use his special form of haste. For 1d4 rounds he doubles his movement rate and can attack any character he is adjacent to. Behind, to his side, or in front there isn't a penalty.

Ud has a special link to all of his weapons. If any of them are currently out of his possession he can instantly have them fly back into their

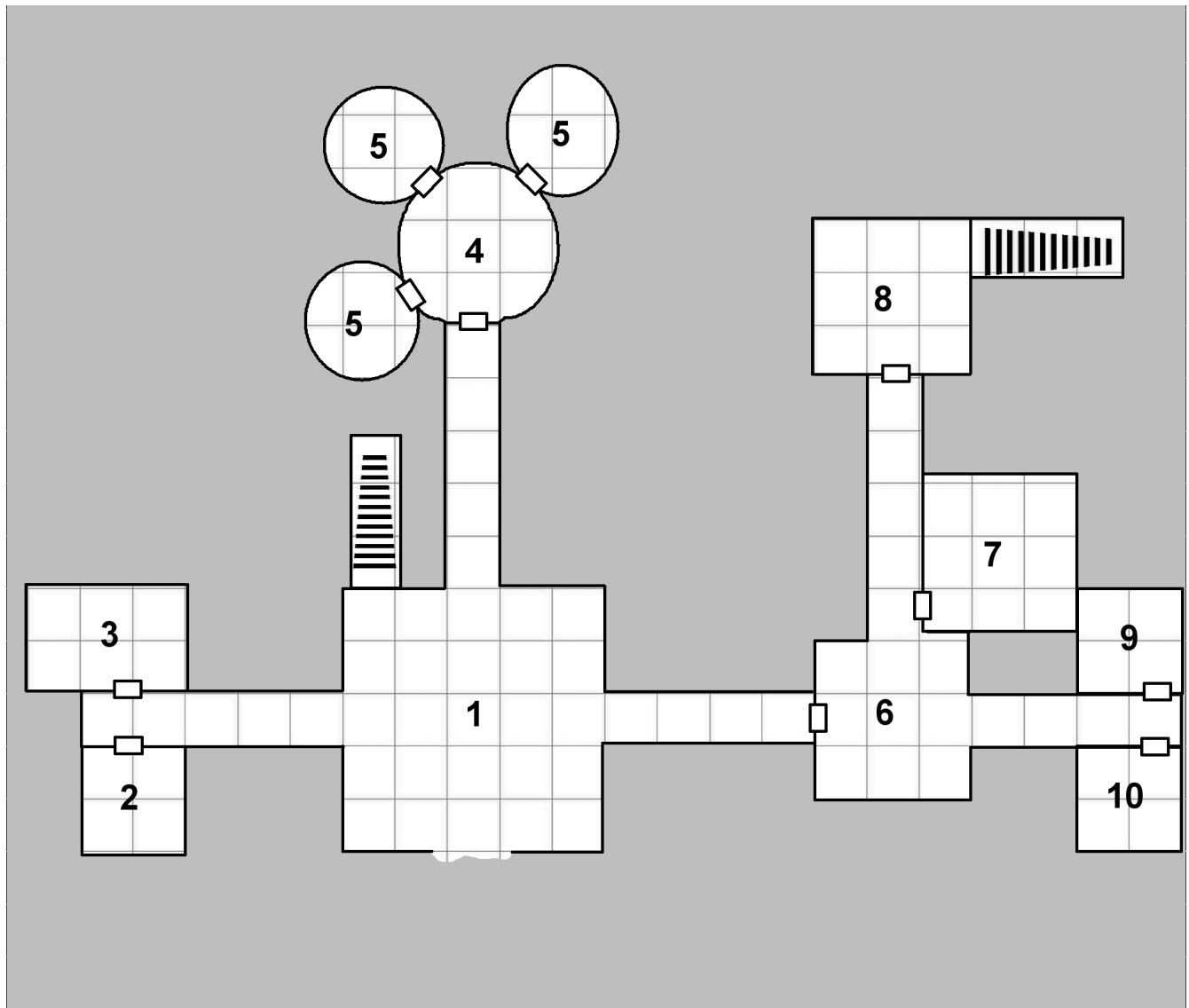
scabbards or his hands. This occurs as soon as his turn in the round happens and can reach any of his weapons at a distance of 30' away.

Finally keep in mind that Ud has the abilities of an 11th level thief. Use Labyrinth Lord's Thief rules to give him some more options.

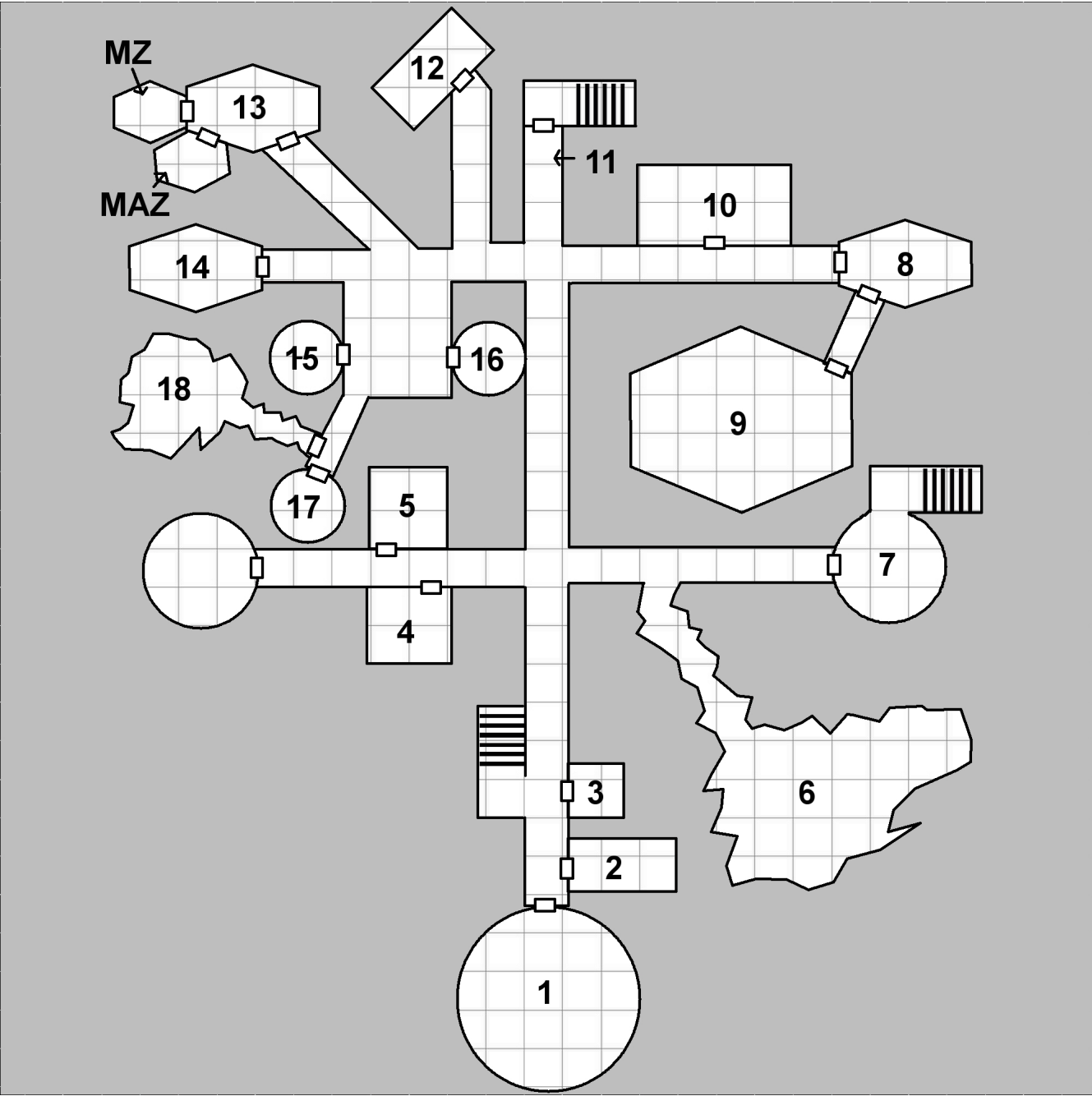
Maps

1 square = 10'

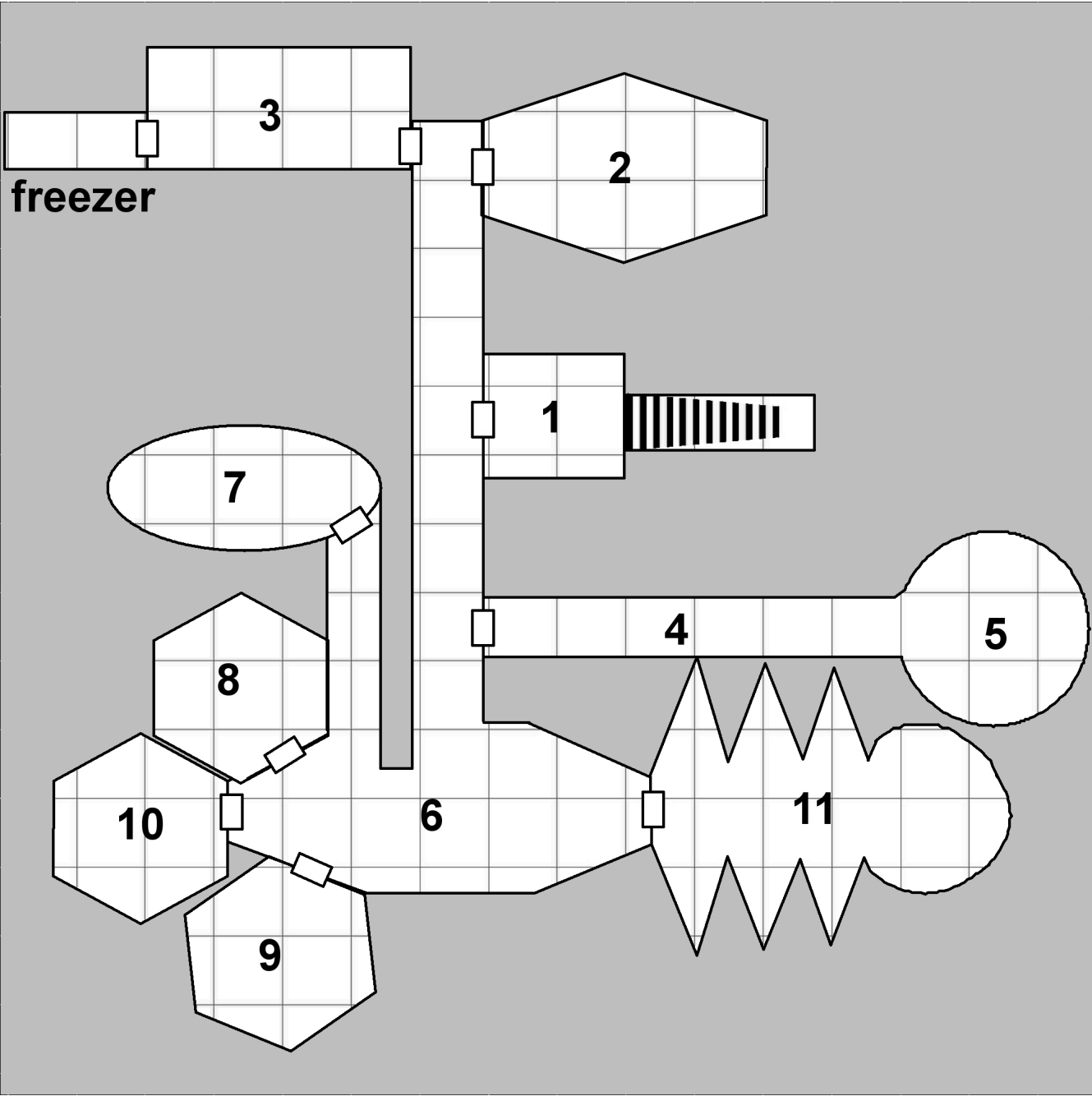
Starting Level



Lower Level



Top Level



Alternative Smoke Fog Map

The journey to Ud's Laboratory takes the party through a smoke fog, as detailed earlier in the adventure. This entails going through a mile of smoke to the center where the laboratory resides. Random encounters occur. As an aid and alternative to the journey and random encounters the Labyrinth Lord can use the following map.

The laboratory is in the center where the picture is and the text "Ud". An "X" on the map indicates that a random encounter should be rolled when the party enters that hex. On the map are 20 hexes with an "X". This corresponds to the 20 possible random encounters. Instead of checking for a random encounter, just roll. Mark off the random encounters as the party runs into them.

The boundary of the fog is the dark line the encircles the laboratory. White hexes are inside of the fog. Dark gray hexes are outside of it. The shape around it is ever changing, the boundary shape conveys this roughness. It takes about 5-6(1 mile or so) hexes to go from various boundary points to the laboratory. Move an X into the party's hex if the party is getting too close to the center and they oddly haven't had many or any encounters.

1 Hex = 1/5th of a mile

A white hex is inside of the fog.

A dark gray hex is outside of the fog.

A X indicates a random encounter should be rolled.

The laboratory is where the picture and the text "Ud" is at. The journey's goal is here.

Smoke Fog Map

