

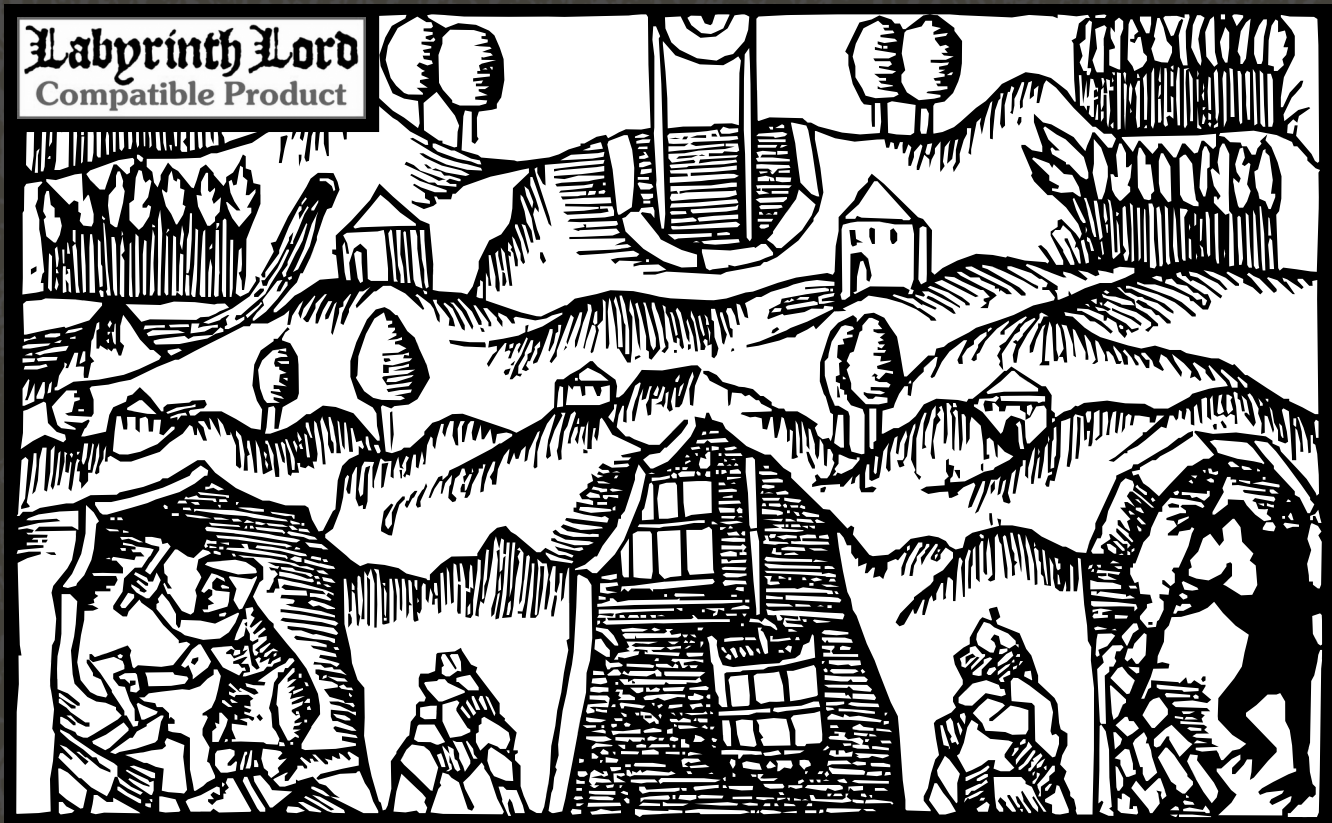
GLOOMLAND

BX

A Travel Stone Adventure

By G. Bruce MacKenzie

A FANTASY GAMING AID FOR LABYRINTH LORD AND OTHER BASIC/EXPERT RULES
FOR CHARACTERS OF LEVELS 1-3



The Wise Folk of Gloomland shutter their windows and bar their doors for the night is made perilous by the wanderings of a Headless Ghost. It moans and wails as it searches for its missing noggin. The Ghost is rarely seen beyond the borders of Gloomwood Forest, and travelers hurry their steps lest they be caught on the Forest Road after dark. Those haunted by this vaporous phantom would gladly be rid of it. The Baron of Gloomland is offering a reward to those who successfully lay this ghost to rest. So, I commend you to the untold adventures which lie before you, go boldly forth!

You and your companions arrive through the Traveling Stones, the ancient Menhir. In your hands the secret graven stones which serve as the keys to unlock the ancient portals. Where and when is not as important as the quest that lies before you.

Gloomland A Travel Stone Adventure
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GLOOMLAND

A TRAVEL STONE ADVENTURE

By Gregory B. MacKenzie



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Dedication

To Erin D. Smale.

*Thanks for bringing realms of the fantastic to life again,
and for your enthusiasm, invaluable suggestions, and friendship.*

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The Menhir, raised by an ancient and forgotten people.

Instructions For The Labyrinth Lord (Referee/Ref)

Special instructions are displayed at the side of the main text.

The Introduction at right can be read to the players, or summarized in your own words. The adventure begins at Map Key R10, the Menhir...

Pre-Game Preparation

Spaces are provided for each map key to be referenced with Monsters and Treasures from the back of the book. The Labyrinth Lord should take the time to prepare the adventure for game play by assigning Monsters and Treasure Hoards to each map key as they see fit. A map key can also be empty if so desired. The Labyrinth Lord may also design and/or assign other content.

Each Player should complete a character sheet and may use the pre-generated character statistics found in the back of the book if they so wish.

If not enough players are present a single player may be allowed to play two characters.

Introduction

At the foot of the standing stone hill, near to the muddy road, the old man waited with a camp fire going in the dark of night and pouring rain. It was by no means a chance meeting of that you were sure for wizards have the knack of knowing the where and the when as they go about their business. [P1]

The old man who gave you the graven stones was almost certainly a wizard, for how else could he have got a fire going, and he did not smile when he passed the secret of the Traveling Stones for such mysteries are only handed down from the ages to a select few. Small pebbles, one for each companion, carved round with spirals and circles; which if held in one's hand, open the way from here to there. [P1]

"Beyond the standing stone lie fair lands and fortune but not without risk", or so the old man said as he spoke and broadly gestured to the standing stone upon the hill. The old lichen spotted stone was dark and wet, you looked at the warm pebble in one hand and closed your fingers around it, touching the standing stone with the flat of your other open hand, there was an interval of cold black darkness, and then... You find yourself in a meadow with a matching Menhir. [P1]

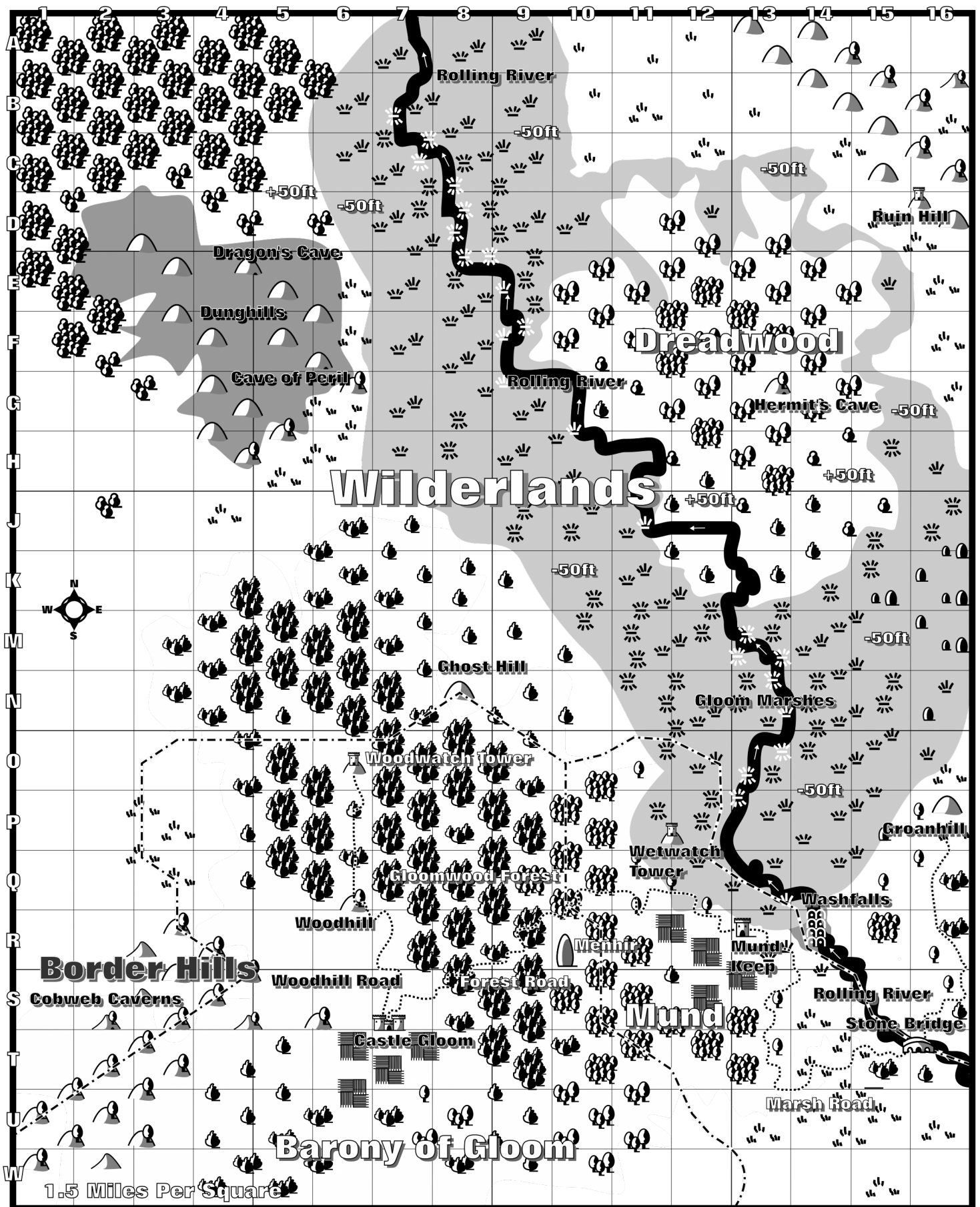
You and your companions have arrived through the Traveling Stones, the ancient Menhir. In your hands the secret graven stones which serve as the keys to unlock these ancient portals. [P1]

New thoughts now crowd your mind; just how you know them is uncertain, magic. This is Gloomland, a dark border shire at the edge of the Wilderlands. Here a Baron, Sir Richard Gurden, has built a castle which has attracted a settlement of farming folk and the odd traveling merchant. To the east, a young knight, Sir Edmund Longshanks has built a keep for himself just beyond the Baron's declared borders. Both men are able Vassals of the High King, sent here to quell this land and watch the northern border.

It is said that in his youth the Baron won his fortune far to the north, at the Dunghills, in an old Cave. Whispers of the riches which might be had, if you are brave enough, and bold enough, have reached the ears of all Men-At-Arms. Many have made the long journey northward yet few have returned. The Baron's soldiers guard his borders closely and those intent on plundering the legendary cave must pay the Baron's Tax for the privilege of traveling North or suffer his displeasure.

It is said that the Baron offers a secret quest and a reward to those bold enough to risk their lives in the Dunghills. A Headless Ghost which was once found only on Ghost Hill has taken to wandering the Barony in search of it's lost head. It has taken the heads of several hapless victims. The Baron would like to lay this Ghost to rest but it can only be done by finding and returning the lost head to the grave at Ghost Hill. Each returning Man-At-Arms is questioned and always the Baron asks, "Did you bring me the head?"

However, Edmund Longshanks, Sir Richard's vassal, is of another mind entirely, he fears the expeditions may raise up some horror as yet unknown, and although the Baron is his Liege Lord, turns away those who would seek to plunder the Dunghills. Edmund's primary duty to the High King involves watching the North Eastern Gloom Marshes. He has scouted the Dunghills and suspects more lies there than mere treasure for the taking, some slumbering evil best not disturbed...



- | | | | | | | | |
|---------------------|---------------------|----------------------|-----------------|-----------|-----------|------------|------------|
| Travel Stone/Menhir | Open Conifer Forest | Open Hardwood Forest | Fungi | Bog | Grassland | Sunken | River Flow |
| Hill Cave | Hill Forest | Conifer Forest | Hardwood Forest | Brushwood | Marsh | Cultivated | Barren |

Map Descriptions

Barony of Gloom

The Barony of Gloomland is the land which is ruled by the Baron Richard Gurden. It was once inhabited by an ancient people called the Hotun.

Mund

Mund is ruled by Sir Edmund Longshanks. Baron Richard Gurden is his Liege Lord.

The borders of the Barony of Gloom and Mund are marked by dash and dots. Within these borders monsters will seldom be found for both the Baron and his Vassal are watchful, patrol, and either drive away or defeat any such creature. Were it not for their protection the land might soon be overrun by horrors from the Dunhills, Gloom Marshes, Wilderlands, and Border Hills.

The Road

An ancient cobbled road winds through the land and it was built long ago by a now forgotten people who once lived in this region, the Hotun. It is marked by a white dashed line. The cobbles of the road are well worn but serviceable. This cobbled road runs from the eastern edge of the map and ends at Castle Gloom.

The Woodhill Road which runs northward, as the crow flies, from Castle Gloom is a corduroy road made of wood.

Border Hills

The westernmost border of the Barony of Gloom and cobwebs are often found drifting on the winds which pass from west to east and catch in the wooded slopes. It is said that terrible spiders habit the hills beyond the barony and all who are wise turn away. The Barons men patrol the edges of the low lying hills but seldom venture deeply into their wooded heights, and never camp near the hills after dark lest they be taken unaware. The men burn the edges of this wooded region every dry season to prevent the forest from growing and this denies the giant spiders additional cover.

Labyrinth Lord (Referee/Ref):

This is a very dangerous area for the wooded hills conceal terrible man eating spiders due to the lack of enthusiasm of the Barons men in rooting them out. Though seldom seen during the day, the spiders are attracted to campfires and will drag victims right out of their sleeping rolls. Any night encounter will always be a spider. During the day the spiders retreat to the shadows of the woods to hide from the sun. They are seldom if ever encountered in broad daylight.

Monster: C, Giant Hotun War Spiders of various sizes and maturity. Less mature spiders are less formidable however, their venom is just as potent. See the Monsters and Treasure Hoards section for a full description of this spider.

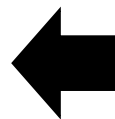
Treasure Hoard: None, save what might be found upon the bodies of the Spider's victims. The Labyrinth Lord (Referee/Ref) can improvise these as they see fit. Most would be very common items and 1d4 silver pennies.

Map Crawls

Movement: A character which can move 120' per turn in a dungeon moves 120 yards outside; 24 miles or 16 of Gloomland's (1.5 mi) map squares per day, taking 1.5 hours per square; Bogs/Marsh halve movement to 8 squares per day, 3 hours per square. Note that encumbrance is not included, refer to Appendix I for the encumbrance based table of movement.

Limit of Daylight: There are but 12 hours of daylight which limits daily travel to 9 squares if player characters decide not to travel in the dark, In winter there are only 9 hours of daylight reducing travel to 6 squares.

Wandering Monsters: The appearance of Monsters is time and location based. Clear/Grass 1-in-6 check every 8 squares (twice a day); Hills/Forest/Rivers 2-in-6 check every 3 or 4 squares; Bog/Marsh 3-in-6 check every 1 to 2 squares. Note that there are Special Encounter Tables for Outdoor Wandering Monsters by map area!

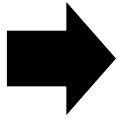


When you see this Icon assign Monsters and/or Treasure.

Monster & Treasure: The following entries allow the Labyrinth Lord (Referee/Ref) to assign their own Monster and Treasure Keys from the back of the book or other sources.

Monster Key:

Treasure Key:



Monster & Treasure:

Monster Key:

Treasure Key:

**Baron Gloom's
Treasure Hoard**

The foundation of Baron Gloom's Wealth is the plundering of Grymtrix hoard at the Dragon's Cave. Since then he has spent much of it yet steadily increases his wealth by taxing adventurer's for the privilege of seeking their fortunes in the lands beyond his borders.

The hoard is kept safely under lock and key on the first floor of the keep and there is only one entrance, a strong oak door which is padlocked; refer to Treasure Hoard 14, all taken from the Hotun long ago by the Worm Grymtrix.

Castle Gloom

The seat of Baron Richard Gurden is a traditional Motte and Bailey Keep. A hard man with a rough hand, the Baron is quick to deal with any threat to his authority. Little escapes his watchful eye or ear. He knows that the prosperity of his Barony depends upon keeping the lands tame. Any dereliction of duty by his subordinates is punished. He expects his men to obey his orders without question. The road leading to the east is patrolled by his men to protect travelers, peddlers, and merchants.

The Baron has the important legal role befitting his rank and oversees all matters which require his attention. He is a fair judge but not completely impartial when a threat to his power, the Barony, or his family is concerned.

The Baron has been granted the lands adjoining the Rolling River by the High King. The Baron is eager to grant lands adjoining his barony to increase his reputation, power and standing with the High King. Of course any adjoining area must be tamed and any potential vassal prove themselves worthy. Thus far, the young Sir Edmund Longshanks Mund is the only vassal he trusts and treats as a near equal.

The Baron and Sir Edmund are warned of approaching enemies, barbarians and monsters, by beacon fires lit at the Woodwatch and Wetwatch Towers by their men-at-arms. Each watch is a fortnight long.

Labyrinth Lord (Referee/Ref):

Seldom will any Outdoor Monster ever be found here for the area is well patrolled. Not even the Headless Ghost will appear here. The Labyrinth Lord (Referee/Ref) may assign the Baron a Treasure Hoard to draw upon as a bargaining tool with player characters. Such a treasure is protected in a locked cell of the Castles Dungeon (a) and under guard.

The Baron's Tax

The Baron charges 10% tax on all finds made in the lands beyond his patrolled borders and he is swift to punish those who plunder the caves without payment. The offenders are thrown into his dungeon for 1d6 months, declared outlaws, and are then escorted to the northern border (O6) and warned not to return on pain of death.

A Grave Adventure

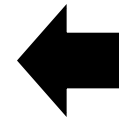
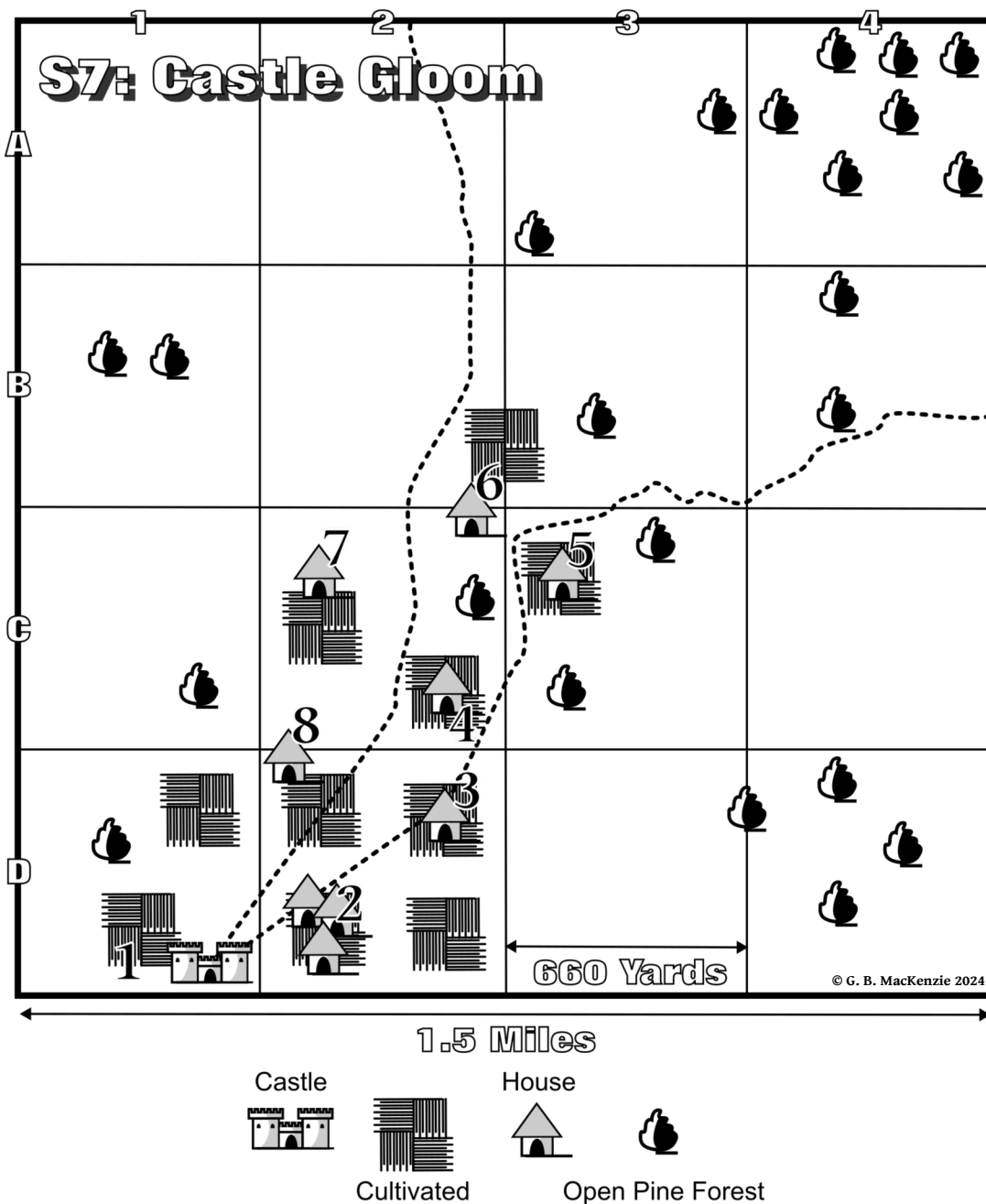
The Baron has a special quest for those who venture to the North, for somewhere within the Dragon Caves (E5) is the Head of Hapless Harald whose Ghost now haunts the borders of the Barony. As the the haunts of the Headless Ghost draw ever closer to Gloom Keep the Baron is eager to lay the ghost to rest. To that end he is willing to grant land, 5 -10 Squares adjoining his, 500 silver pennies, materials for a Manor House, and a Kighthood, to anyone brave enough to lay the Ghost to rest. The recipients are expected to become the Baron's sworn man and accept the Baron as their liege.

To claim the reward the Head of Hapless Harald must be brought from the Dragon's Cave (E5) to the Baron (at the Lord's Hall) (S7) before taking it to the Ghost Hill for burial. This is the only way the Baron can be sure it is the right one. The Baron believes the haunting is in revenge for his own narrow escape and abandonment of Harald to the Medusans, head hunters, and so he will not be free of the ghostly curse until the wrong is righted.



The Missing Head

The head of Hapless Harald was taken by Medusans, refer to the Dragon's Cave E5, Labyrinth Map Key 33. The headless body is buried on Ghost Hill, Map Key N8. The head must be recovered and interred with the body to lay the ghost and end the hauntings.



Castle Gloom:

1. Castle Gloom
2. House of the Reeve, Baker, and Alehouse
3. Mangel Wurzl Farm
4. Misers Farm
5. Ropemaker's Farm
6. Beerman's Farm
7. Honeysting's Farm
8. Baldric's Winyards

Sir Richard's Family:

Morgana, daughter of Baldric, and Shield Maiden, is Sir Richard's spouse and a power in her own right. She is as fully skilled in the arts of war as any of her male counterparts. She is her husband's chief adviser, and is known to be a clever political and military strategist. Baldric has long prepared her to lead the Border Hills People and reminded her that she is descended from the Border Hills Chieftains. Morgana is well aware of her heritage, role, and authority in the Barony. The Border Hills people would follow her without question. She dotes on her family and is the only person Sir Richard will unhesitatingly defer to. Together they have three children, daughters Elspeth and Fiona, and son John. Baldric and Morgana play no part in this particular adventure.

Castle Gloom Local Map

Square S7 of the Gloomland map at a scale of 1.5 miles has been subdivided by 4; each sub-square is therefore 660 yards in width and height. Each square could be further subdivided by 4 to provide additional detail. Travel takes 22 minutes to cross a square, 15 minutes by road.

As indicated by the cultivation symbols, Castle Gloom and the farms are surrounded by agricultural fields and orchards. Beyond the fields are grasslands which are used for grazing sheep, and cattle. Oxen are used for farming, and most people keep chickens which wander freely. Wheat, flax, and wine are grown as cash crops. These are shipped to the Realm of the High King each year after harvest.

Note the Castle symbol indicates the importance of Gloom Castle and is not meant to be an exact representation of the Motte & Bailey Keep.

Gloomland A Travel Stone Adventure

The barony is prosperous, but it is only kept so because it is protected by the border patrols of the Baron's Knights and Men-at-arms who drive away foes. Any threat to the Baron's prosperity is quickly dealt with.

Map Key

1. Castle Gloom, surrounded by farmland worked in common. Vegetables, wheat, barley, oats, flax, peas, and beans are grown here.

Note that Potatoes and Corn are unknown crops and not grown.

2. House of the Reeve, Baker, and the Alehouse run by the Baker, Chapel, Swineherd and Butcher, and Tithe Barn. Chickens wander here among the houses.

Cedric The Reeve supervises agricultural production and collects the tithes which are stored in the tithe barn. These are eventually collected and stored at Gloom Castle either in the Bailey Storehouse or in the Keep itself.

Old Gnarly the Baker is also the Brewer and his Alehouse is a meeting place where much gossip is shared over a pint of his best bitter. Here **Bent Bob the Gravedigger** and **Tom the Tinker** may be found swapping tall tales, local lore, and rumours. Sightings of the Headless Ghost at the Stone Bridge, its murders, and Baron Gloom's quest for its missing head are publicly discussed at the Alehouse.

Gob The Swineherd is also the butcher, a pig pen may be found near the butcher's house.

The Chapel is without a permanent Cleric and spiritual guidance is provided by a lay brother **Tom the Tinker**. An itinerant third Level Cleric, **Septimus the Wisened**, visits quarterly. The Labyrinth Lord (referee/Ref) may develop the Chapel as required.

Plots of vegetables, and barley may be found surrounding the houses.

3. **Wurzl Farm.** Farmhouse and fields, Mangel Wurzl is grown here as feed for livestock, cattle graze nearby.

4. **Misers Farm.** Farm with plots of vegetables. Sheep are grazing in the nearby fields under the watchful eye of a shepherd and his dogs.

5. **Ropemaker.** Farm with plots of hemp (used in rope making), peas and beans, an apple orchard is nearby.

6. **Beerman.** Farm with plots of vegetables and barley, an apple orchard is nearby.

7. **Honeystings.** Farm with plots of vegetables and flax, an apple orchard is nearby. Bee hives are kept here as well and they provide honey and wax.

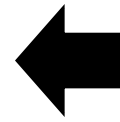
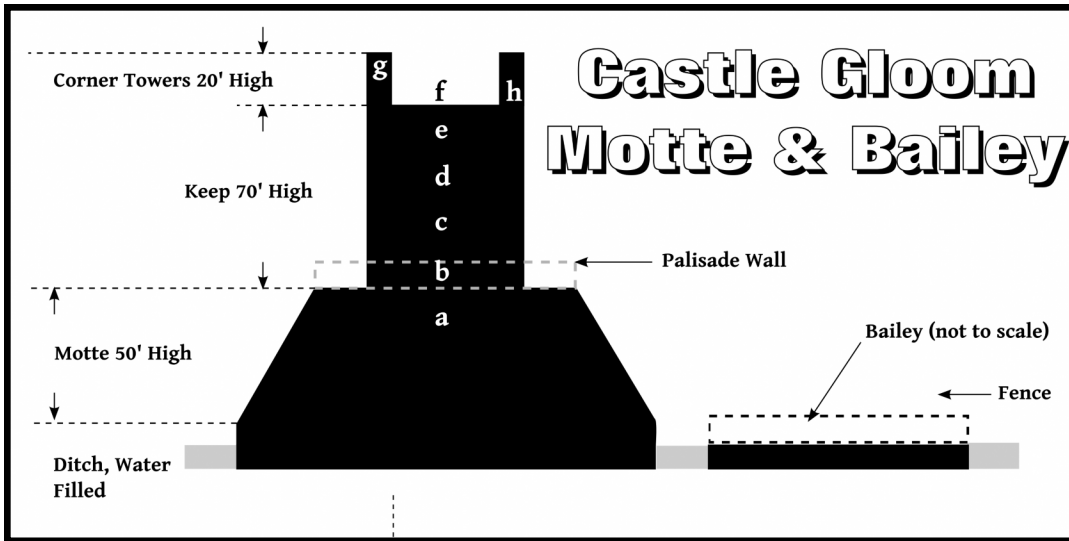
8. **Baldric's Winyard.** Large Farm with Manor House and vineyards, vegetables, wheat, grapes, oats, flax, peas, and beans are grown here.

These are but a few of the farms which may be found near Castle Gloom. The Labyrinth Lord (Referee/Ref) may detail as many sub-squares as required.



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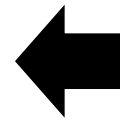
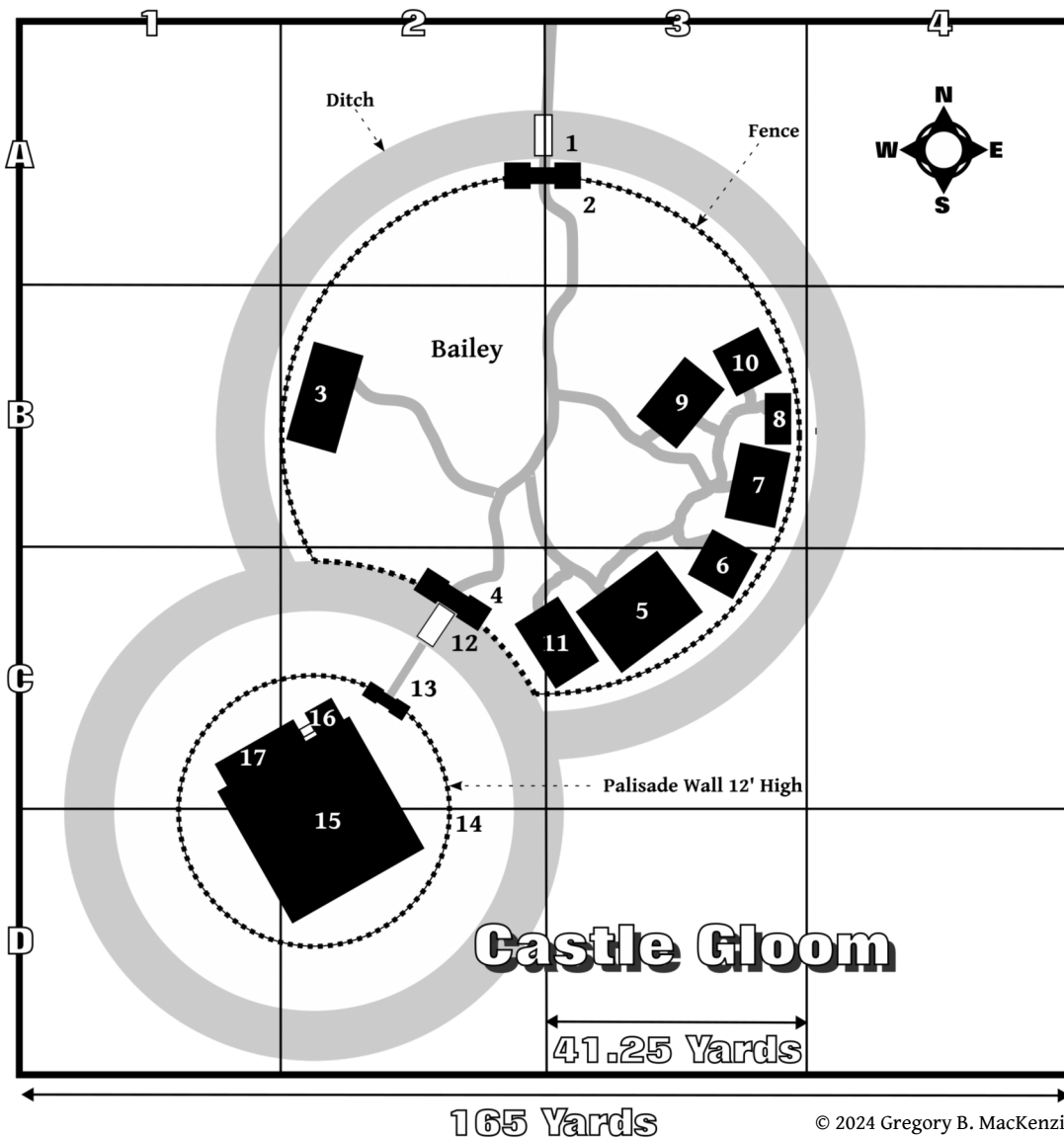
Above, farming in Gloomland's winyards.



The Keep:

- a. Dungeon
- b. First Floor
- c. Second Floor
- d. Third Floor Gallery
- e. Fourth Floor
- f. Roof
- g. Towers
- h. Towers

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Castle Gloom:

Sub-map of S7: Map Key:

- 1. Wooden Flying Bridge
- 2. Wood Gate & Fence
- 3. Chapel
- 4. Wood Gate & Fence
- 5. Lords Hall
- 6. Kitchen
- 7. Barracks
- 8. Blacksmith
- 9. Workshops
- 10. Stables
- 11. Stores
- 12. Flying Bridge
- 13. Steps & Wood Gate Tower
- 14. Palisade
- 15. Stone Keep
- 16. Stair & Drawbridge to Keep Entrance, floor c. The entrance is right under the gap between 16 (stair) and 17 (store room). When the drawbridge is up the entrance cannot be directly approached.
- 17. Store Room

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The Design of Castle Gloom

The location of the castle was once the site of an ancient earthwork fort, but little can be seen of this former fortification for the Baron has had the land reworked to build the motte & bailey. Gloom Castle is a Motte & Bailey fortification. A stone keep sits high upon a raised bank, or motte. A wooden palisade of thick logs rings the top of the motte. A stream has been diverted to fill a water filled ditch (moat) which surrounds the motte & bailey. The bailey is also raised above the ditch, and this lower yard is surrounded by a sturdy wood fence. Mund Keep is of a similar design but the fortification atop the motte is made of wood.

Map Key

1. Wooden Flying Bridge. This wooden bridge crosses the water filled ditch, or moat, and is designed to be cast down quickly at the approach of enemies but only on the Baron's command.

2. Wood Gate & Fence. The bailey gate is made of wood, with a strong beam to hold it shut. Two 20' high wooden towers flank this impressive entrance and the gate is guarded day and night. No one may enter the Bailey without being challenged for it is well guarded by four men-at-arms on watch in the tower under the command of a knight.

On the Barons orders the gate is always shut an hour before sunset and it is not opened again until an hour after dawn.

The inner bailey is a grassy sward through which well worn paths run. The buildings within the bailey are made of wood and stone. Goats roam the sward within the bailey, and horses are sometimes let out to graze.

3. Chapel. The chapel, or temple, is vacant.

4. Wood Gate & Fence. This second gate is made of wood, with a strong beam to hold it shut when so required. Two 20' high wooden towers flank this impressive entrance and the gate is guarded day and night by men-at-arms. No one may enter the Bailey without being challenged.

5. Lords Hall. The Baron and his household spend much of their time here in this pleasant hall rather than in the Great Hall of the keep. The Baron may often be found here with his knights.

6. Kitchen. Many good things may be found here for the Cook, his wife, apprentices, and servants prepare all the food for the inhabitants of Castle Gloom.

7. Barracks. Men-at-Arms in the service of the Baron are quartered here. They are pretty noisy when off duty, and the living arrangements are communal. 20 May be found here at all times.

8. Blacksmith. The Blacksmith and his apprentices live and work here in the smithy.

9. Workshops. Craftsmen in the service of the Baron live and work here with their apprentices. Anything the inhabitants of Castle Gloom need can be made here. (Glass weapons for fighting ghosts may be created here.)

10. Stables. 20 Horses are kept here.

11. Stores. Grain, and other materials raised from the people of Gloomland are stored here and in the keep. Dogs and cats keep the vermin away. The storehouse is locked and an inventory of its contents are kept by the Reeve.

12. Flying Bridge. This wooden bridge crosses the water filled ditch, or moat, and is designed to be cast down quickly at the approach of enemies. This is the responsibility of the men at the second gate but they may only do so if ordered by the Baron.

13. Steps & Wood Gate Tower. Steep stone stairs rise from the base of the motte to a wooden gatehouse high above. Unlike the other gate houses this one is made of very heavy logs and is doubly reinforced within. No one may enter the keep without being challenged. The gate is kept by two experienced men-at-arms.

14. Palisade. The palisade walls are doubly made of heavy logs and the middle is filled with rubble and earth. A walkway runs the length of the interior, permitting men to fight from the wall.

15. Stone Keep. The keep has four floors and 20' watch towers on the roof. These are always kept manned for this is the highest vantage point of the keep and the signal fires from the distant watch towers can be seen from them. The entrance to the keep is protected by a drawbridge and portcullis. When the drawbridge is pulled up the castle's main entrance cannot be approached due to the gap. The castle's entrance is guarded by a man-at-arms.

Rumours of Peril

Tom the Tinker knows Hapless Harald’s tale. It is said that in his youth, and bravado, the Baron led a band of adventurers north to the Dragon’s Cave (E5). There Hapless Harald lost his head. Although Harald’s body was buried with a share of the treasure at Ghost Hill (N8) his spirit is restless; ever searching for his lost head. Over the years the Ghost has been seen and heard wailing in the distance but of late it comes ever closer to the Castle Gloom. (True)

Cursed skeletal warriors re-fight ancient battles nightly in the Dreadwood. (True)

Old Gnarly the Barkeep whispers of the Medusans. The Headhunters, they only are seen at night, and turn to stone at dawn with the first ray of light, but be warned when dusk comes the stones come back to life. (True)

Bent Bob the Gravedigger has all sorts of advice regarding the supernatural:

- He warns that to disinter the restless dead is to invite a ghost to rise. (True)
- To lay a ghost, anything missing from a grave should be returned. Close the lid and throw a shovel full of dirt over the top, that’ll put the spirit to rest. (True)
- It is said that the only weapon that can injure a ghost is a glass one. (Partly correct, magic weapons also injure Ghosts)

Cave of Peril

The cave (F6) is the home of a Basiliske which turns any intruder to stone, or so they say.

Labyrinth Lord (Referee/Ref):

The Cave of Peril is a possible location for a Dungeon. The Labyrinth Lord (Referee/Ref) may place one here if they so wish, at the moment this one room cave is the home of a Basiliske.

Dragon's Cave

Once a young Dragon named Grymtrix used this cave (E5) as his lair and laid the surrounding lands to waste. The cavern is now abandoned, or is it?

Labyrinth Lord (Referee/Ref):

Grymtrix, has long departed the Dragon’s Cave for a new lair in the Cobweb Caverns and the former Dragon’s lair is now a cave filled with unknown adventure and treasures. This is the entrance to the Dragon’s Cave Dungeon, begin at Cave 1.

Dreadwood

The Dreadwood forest rises from the Gloom Marshes. It has a sullen look to it and the trees here are all conifers, pine. The forest is silent and quiet, strangely so, and no animals live there it seems.

Labyrinth Lord (Referee/Ref):

The loamy soil conceals bone and bits of rusty armor, for once a terrible battle was fought here. The unquiet dead have risen from their graves and stalk the



Hapless Harald was also known as “Redbeard” which is how the Baron will recognize the head, by it’s red hair, moustache and beard. Tom the Tinker knows what colour Harald’s beard was but will not think to mention it unless asked directly about what Harald looked like “Burly he was, clad in shining mail armour; with a fine red moustache and beard, but bald he was under his helmet..”



Monster & Treasure:

Monster Key:

Treasure Key:



Monster & Treasure:

Monster Key:

Treasure Key:



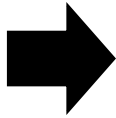
Monster & Treasure:

Monster Key:

Treasure Key:

wood seeking vengeance. Sometimes rival bands of skeletal warriors can be heard at night, fighting amongst themselves, continuing their battle into the afterlife, but none alive now know the reason.

Check for Wandering Monsters – Outdoor in this area. Monster: Battle Haunts, Fiends, and Shamblers



Dunghills

Once the lair of a Dragon, the Dunghills still have an evil reputation for those that venture here seldom return. The hills are approximately 100 feet high.

Monster & Treasure:

Monster Key:

Treasure Key:

Note: All the hills shown, including those containing the Dragon's Cave and Cave of Peril are part of the Dunghills.

Labyrinth Lord (Referee/Ref):

The Dunghills are really the results of the excavations of Cobolds deep within the earth. The Dunghills were forced upward when the Cobolds neared the surface. Seldom encountered this close to the Overworld some may occasionally be found here, sent from the fires by the King of the Cobolds to cool off, and are intolerant of surface dwellers whom they regard as inferior. Even the metals which weapons are made from the Cobolds regard as stolen property. This will make them extremely angry with any who bear them. The Cobolds cannot return to their King empty handed, thus they will demand tribute from any surface dweller and woe to any who refuse.

Labyrinth Lord (Referee/Ref):

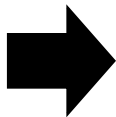
Ref Check Roll,
for Wandering
Monsters.



Check for Wandering Monsters – Outdoor in this area.

Monster: O, Cobolds

Treasure Hoard: None



Forest Road

An ancient and very worn stone road through the forest. The stones are uneven, and the road has not been repaired in some time. Many say this road is haunted and all travelers hurry through so that they do not spend the night on the Forest Road, (S7 through T13, after which it becomes the Marsh Road).

Monster & Treasure:

Monster Key:

Treasure Key:

Labyrinth Lord (Referee/Ref):

The ancient road was built long ago and it's cobbles are worn from centuries of travel. Little is known of its builders (the Hotun) but the lonely road has now become the haunt of an Evil Presence which waylays travelers at night. The Evil Presence never leaves the forest or strays far from the road.

Ref Check Roll,
for Wandering
Monsters.



Check for Wandering Monsters – Outdoor in this area.

Monster: I, Evil Presence

Treasure Hoard: None

Ghost Hill

From this hill (N8) on a clear day one can see the Dreadwood as far as the Hermit's Cave. Of course no one comes here at night on account of the headless screaming ghost which might be encountered. There is a cairn of stones here which marks the grave site.

Labyrinth Lord (Referee/Ref):

At the stroke of midnight the Headless Ghost rises from of the grave and searches for a head until dawn, it may be found almost anywhere in the Barony except for Gloom Keep or Mund Keep.

Here the body of Hapless Harald is buried in a wood coffin, less the head which is located in the Dungeon, Map Key (33). There is also a Treasure Hoard, in an iron strongbox, buried with the body of the Ghost. At least an hour's digging is required to reach the wooden coffin and strongbox. As the grave is dug the skulls of the ghosts victims will be found. Hapless Harald's head from located in the Dungeon, Map Key (33) must be interned here to lay it to rest. The skull must be placed in the coffin, the lid shut, and at least one shovel full of dirt thrown over the coffin lid. Ideally, done in daylight. Destroying the headless corpse with fire/acid etc. will not stop the haunting.

Anyone that disturbs the grave or takes any part of the treasure hoard will receive a haunting from the Ghost at its next rising (at the stroke of midnight). The Ghost will appear, scream, and attack to retrieve any treasure taken from the hoard and/or take the head of the victim.

See also Groanhill

Monster: M, Headless Ghost

Treasure Hoard: TH0

Gloom Marshes

A foul stinking marsh, thick with blackflies, mosquitos, leeches, and worse. The Marsh is a sunken area 50 feet below sea level. The Rolling River rushes over the falls and descends 50 feet to create this water logged region. The highest ground here is the Dreadwood. The full extent of the Gloom Marshes is shown on the Gloomland Map.

Labyrinth Lord (Referee/Ref):

Sodden Fiends wander the Gloom Marshes making it a dangerous and horrid place. The sodden land is difficult to travel through and no one willingly comes here. The area was once a battle ground and many bodies lie half preserved in the bogs surrounding the Dreadwood, a feast of centuries for the Fiends who are not averse to a bit of fresh meat should any wanderer come their way.

Check for Wandering Monsters – Outdoor in this area.

Monster: J, Fiends

Treasure Hoard: None



Monster & Treasure:

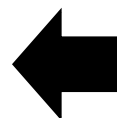
The following entries allow the Labyrinth Lord (Referee/Ref) to assign their own Monster and Treasure Keys from the

back of the book or other

sources.



Art from Wikimedia Commons



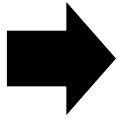
Monster & Treasure:

Monster Key:

Treasure Key:



Ref Check Roll,
for Wandering
Monsters.



Gloomwood

The Gloomy shadowed forest after which Gloomland is named. The thick canopy of trees makes the Gloomwood rather dark except for the occasional shaft of bright light which pierces through to the forest floor. The Gloomwood has many deer and other fauna, but all stay away from the Forest Road.

Monster & Treasure:

Monster Key:

Treasure Key:

For the full extent of Gloomwood see the Gloomland Map.

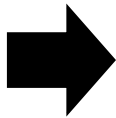
Labyrinth Lord (Referee/Ref):

Although the Barony is quite safe, the Gloomwood continues to be a haven for the occasional monster. Check for Wandering Monsters – Outdoor in this area.

Monster: R, Battle Haunts

Treasure Hoard: None

Ref Check Roll,
for Wandering
Monsters.



Groanhill

Upon this hill barrow mounds have been raised for the dead buried from an ancient battle. It is said that moaning and groans can be heard coming from deep below the ground. Traveller's are advised to stay well away. From atop Groanhill on a clear day Mund Keep, Wetwatch Tower and the Stone Bridge can be seen.

Monster & Treasure:

Monster Key:

Treasure Key:

Labyrinth Lord (Referee/Ref):

Chanting is sometimes heard, as though it comes from within the mounds, an ancient funeral song for the slain in a forgotten language. The builders of the ancient road and Stonebridge buried their slain warriors here near the road. The mounds are all covered now, but their entrances may be found and the stones which cover them rolled away. Within lie the bones of the dead wrapped in tattered burial shrouds and burial goods. If the barrows are looted the Labyrinth Lord (Referee/Ref) may choose to assign an appropriate Treasure Hoard.

Looting the graves raises the Ghosts of the Slain, the Barrow Ghosts.

The Headless Ghost will appear here when it has not succeeded in finding and taking a head during its nightly haunt, and is most often heard wailing at dawn before it disappears. No one knows why it comes here, perhaps it has some association with the slain who lie within the barrows.

Monster: Headless V, Barrow Ghosts

Treasure Hoard: Long Sword, Banded Mail, a battered old helm, old leather boots, and 2 silver coins for the ferryman..

Art from Wikimedia Commons



At right, an illustration of a barrow mound ringed with stones as tall as a man.



Hermit's Cave

A lonely cave far from civilization and once inhabited by a pious hermit, Bald Hedwig, from here one can see as far as the Gloomwood, Dunghills, or to the Ruin Hill.

Labyrinth Lord (Referee/Ref):

Bald Hedwig the Hermit once lived here before madness and the undead of the Dreadwood drove him from the cave. Now he wanders the wilderlands, and is most often found in the marshes to the south.

Medusans shelter from the sun for they cannot abide sunlight. They wait until nightfall and plan to return to the Dragon's Cave. Anyone they take captive they will escort to The Dragons Cave Map Key (33). The Medusans came across the stream on a raft which they have hidden in the woods near the river.

Monster: Q, Medusans

Treasure Hoard: None

Menhir – The Travel Stone [PI]

A Menhir built by an ancient and forgotten people. The Travel Stone is the means by which the Character Party arrive in Gloomland. [PI] The Menhir is at the centre of a quiet Forest Glade. The stone is near the path through the Gloomwood, but seldom visited.

Labyrinth Lord (Referee/Ref):

When the players have completed their adventure, or if at any time they simply wish to leave Gloomland, they approach the menhir holding a Travel Stone in one palm (the small pebbles carved round with spirals and circles), place their opposite open palm on the menhir, and they are magically transported home (player's choice) or to another adventure in a different land if the (Referee/Ref) has one available. [PI]

Mund Keep

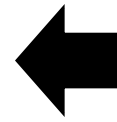
The seat of Edmund Longshanks, is a simple and austere Motte and Bailey style Keep. Sir Edmund devotes much of his time and resources to protecting the populace within the boundaries of his holding. Sir Edmund is mindful of the dangers of living on the borders of the High King's realm. However, this is his opportunity to advance himself, an opportunity he would not find elsewhere.

The High King has had Edmund build a tower from which to watch the lands that lie to the north. The Wetwatch Tower is outside the Barony's borders and soldiers are posted there at all times. They take their duty seriously. They have instructions to light a beacon to warn of approaching enemies.

Despite its gloomy surroundings at the edge of the marsh Mund is a welcoming place, and Sir Edmund will often invite travelers to his table to share a meal and exchange news. The Keep although dreary on the outside is warm and welcoming within, and filled with cheer.

Labyrinth Lord (Referee/Ref):

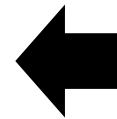
Check for Wandering Monsters – Outdoor in this area.



Monster & Treasure:

Monster Key:

Treasure Key:



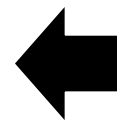
Monster & Treasure:

Monster Key:

Treasure Key:



No Wandering Monsters ever appear here.



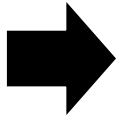
Monster & Treasure:

Monster Key:

Treasure Key:



Ref Check Roll, for Wandering Monsters.



Rolling River

The Rolling River runs northward, descending over the Washfalls to the Gloom Marshes 50 feet below. it then pushes on northward effectively dividing the marsh from the arable Wilderlands to the west.

Monster & Treasure:

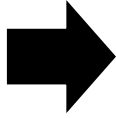
Monster Key:

See the Gloomland Map for the full view of the river.

Treasure Key:

Labyrinth Lord (Referee/Ref):

The river is quite strong and will carry away anyone swimming far down stream before they can reach the far side.



Ruin Hill

A lonely ruined watchtower built long ago by the ancient Hotun civilization who's land this once was. Only weeds grow up now among the fallen stones.

Monster & Treasure:

Monster Key:

Labyrinth Lord (Referee/Ref):

Ruin Hill Represents the southernmost outpost of the ancient Kingdom of the Hotun. The ancient Hotun warriors now defend their outpost as undead Battle Haunts. They attack anyone who comes here as they did in life.

Treasure Key:

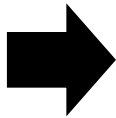
Ref Check Roll, for Wandering Monsters.



Check for Wandering Monsters – Outdoor in this area.

Monster: R, Battle Haunts

Treasure Hoard: None



Stone Bridge

Here is an ancient stone bridge built long ago by a forgotten people. The bridge is sturdy and strongly built. It's cobbles are worn from the tread of many feet.

Monster & Treasure:

Monster Key:

Labyrinth Lord (Referee/Ref):

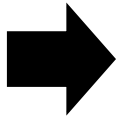
The bridge is sometimes the haunt of the Headless Ghost. At night if anyone approaches the bridge from the east, the Headless Ghost is drawn here and stands in the middle of the bridge blocking anyone from crossing.

Treasure Key:

The victim`s of the Ghosts many murders have been found here, missing their heads. The deaths have caused much talk and speculation in the Barony.

Monster: M, Headless Ghost

Treasure Hoard: None



Washfalls

The noisy waterfall created by the Rolling River descends 50 feet to the Gloom Marshes below.

Monster & Treasure:

Monster Key:

Labyrinth Lord (Referee/Ref):

Behind the falls is a small wet bandit cave where a Treasure Hoard is hidden. This hideout is used by local thieves to both hide from the law and stash their ill gotten goods. Its location is a secret.

Treasure Key:

Wetwatch Tower

This watchtower was built by Sir Edmund, and is manned by Men-At-Arms who watch for the approach of enemies from the North and East. The tower door is kept locked and is not opened to strangers. Ordinarily, only one or two men are stationed here. They have instructions to light a signal fire atop the tower if enemies approach the Mund or the Barony. From this vantage point on a clear day Woodhill, Woodwatch Tower, Groanhill, Ghost Hill and the entire Gloom Marshes can be seen as far as Ruin Hill. Edmund's Men-at-Arms have also been instructed to light fires if they see the Woodwatch Tower light their beacon.

Labyrinth Lord (Referee/Ref):

Wolves prowl this area but stay away from the road, a few wolf skins hang here for Edmund's men slay them. At night the Wolves are bolder.

Check for Wandering Monsters - Outdoor in this area.

Wilderlands

The untamed lands beyond Gloomland Barony (outside the boundary) are prowled by wild wolves and other creatures. The land is arable but undeveloped. The Baron and Edmund only patrol 3 squares beyond their own borders.

Beyond the Northern border of the Barony of Gloomland lie the Wilderlands, refer to the map of Gloomland.

Labyrinth Lord (Referee/Ref):

Check for Wandering Monsters - Outdoor in this area.

Monster: T, Wolves

Treasure Hoard: None

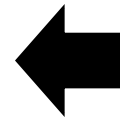
Woodhill

A pleasant tree covered hill 50 feet high. From this vantage point the Woodwatch Tower, Ghost Hill and Wetwatch Tower can be seen on a clear day.

There are the remains of fires, and signs of habitation, for this hill is often used as a stopping point by soldiers traveling between Castle Gloom and the Wetwatch Tower.

Labyrinth Lord (Referee/Ref):

Check for Wandering Monsters - Outdoor in this area.



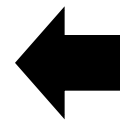
Monster & Treasure:

Monster Key:

Treasure Key:



Ref Check Roll, for Wandering Monsters.



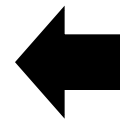
Monster & Treasure:

Monster Key:

Treasure Key:



Ref Check Roll, for Wandering Monsters.



Monster & Treasure:

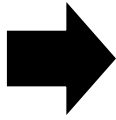
Monster Key:

Treasure Key:



Ref Check Roll, for Wandering Monsters.

At left an illustration of the Forest Road at night, by the milestone (S13) it is five leagues (10 squares) to Castle Gloom and there is peril upon the dark road.



Woodhill Road

A corduroy, "wood road" made with lumber from the Forest. The Baron built this road to speed the travel of his Men-At-Arms back and forth from the Woodwatch Tower. The road is very noisy when used by horses and carts.

Monster & Treasure:

Monster Key:

Treasure Key:

Ref Check Roll,
for Wandering
Monsters.



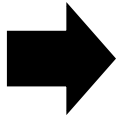
Labyrinth Lord (Referee/Ref):

Wolves prowl this area but stay away from the road, a few wolf skins hang here slain by hunters. At night the Wolves are bolder.

Check for Wandering Monsters - Outdoor in this area.

Monster: T, Wolves

Treasure Hoard: None



Woodwatch Tower

From this tower three of the Baron's Men-At-Arms keep watch over the North for approaching enemies. The tower is built upon a 50 ft hill, and is itself 50 ft high. On a clear day the watchmen can see as far as the Dunghills and the Ruin Hill. The Men-At-Arms have instructions to send a rider to Castle Gloom should enemies approach the Barony. The remaining men are to light the beacon which will warn the men in the Wetwatch Tower and Castle Gloom of the approach of enemies.

Monster & Treasure:

Monster Key:

Treasure Key:

Labyrinth Lord (Referee/Ref):

Wolves prowl this area but stay away from the road, a few wolf skins hang here slain by hunters. At night the Wolves are bolder. Occasionally, wolf tracks, and the hoof prints of deer may be seen upon the road where the animals passed from one side to the other.

Check for Wandering Monsters - Outdoor in this area.

Monster: T, Wolves

Treasure Hoard: Crows pick up anything shiny left on the road, and scavenge for scraps of food, nevertheless one may find a silver penny dropped by a careless traveller. Arrows discarded by hunters may also be found.

At right an illustration showing the path rising up the hill toward the Woodwatch tower at its top.

Ref Check Roll,
for Wandering
Monsters.



Water Noise

Gurgling sound

Water Noise

60 feet

Entry

The Central Shaft

The Dragon's Cave

© G. B. MacKenzie 2024

Legend:

- Sliding Block
- Portcullis and crank
- Slide to Pit trap
- Statue
- Secret rotating door
- Fungi
- Heap
- Stair down
- Stalagmite
- Stalactite above
- Door wooden
- Coffin
- Grate over pit
- Gas
- Pillar

Art from Wikimedia Commons



The Labyrinth at the Dragon's Cave

The location of the Dragon's Cave is shown on the Gloomland Map, E5. The map of the labyrinth (dungeon), shows the interior details of the Dragon's Cave. Only Cave 4 was used by the Dragon Grymtrix. The labyrinth was constructed by the Hotun in a past age. There are three sub levels each off of the central shaft; the design reflects the ingress of water and changes of time.

Descriptions Of The Dragon's Caves

The topics which follow are descriptions which match the numbered caves on the Dungeon Map. Monster and Treasure Hoards have been assigned to many of the caves. Room has been left for further development and the Labyrinth Lord (Referee/Ref) may assign, or re-assign content as they like to suit their own interests.

1. The entrance to the cave is littered with small rubble, upon closer inspection they appear to be fragments of statues, all smashed. The wind whistles here through the small rat hole to the east, and there is a smell of dampness to it. The ceiling is only 8 foot high.

Labyrinth Lord (Referee/Ref):

The fragments of statues are the remnants of those turned to stone by a Basiliske, and then smashed to bits. If a Dragon ever made this cave it's lair there is no evidence of it remaining now. Grymtrix would have been young to have used this cave but no less formidable.

The arrival of adventurers seeking plunder forced Grymtrix to find a new lair and so the Worm fled with as much of his hoard as he could carry off to a new hiding place in the Cobweb Caverns while the Baron got the remainder. Worms have a long memory and no doubt Grymtrix has not forgotten the Baron stole some of the treasure hoard. Of course the Baron could not possibly carry off all of such a hoard and so some of it undoubtedly remains here somewhere waiting to be found.

2. Old gnawed bones are stacked in one corner, some of them appear to be humanoid.

Labyrinth Lord (Referee/Ref):

Here some Cave Booger, Boogers, are lying in wait for prey.

Monster: E - Cave Booger, Boogers

Treasure Hoard: A cloth sack contains 100 Silver pennies, and a Magic Potion which grants those who consume it infravision, the ability to see in darkness.

3. A large and rather ugly 4 foot toadstool nearly blocks the entrance.

Labyrinth Lord (Referee/Ref):

At the back of the cave is an old leather sack, it has a flint and steel lying beside it on the floor. Within the sack is a lantern filled with oil.

Monster & Treasure:

The following entries allow the Labyrinth Lord (Referee/Ref) to assign their own Monster and Treasure Keys from the back of the book or other sources.

Monster Key:

Treasure Key:

Monster & Treasure:

Monster Key:

Treasure Key:

Monster & Treasure:

Monster Key:

Treasure Key:

4. The height of this cavern rises to 40 feet in the centre. There are several stalagmites on the floor, and dangerous looking stalactites hang from the ceiling. Another ugly looking 4 foot toadstool grows near the northern wall. To the southeast the passageway whistles with the wind, it smells like fungi.

Labyrinth Lord (Referee/Ref):

The stalactites are indeed a hazard and 2-in-6 fall on anyone passing below them. (INT Attribute Check Roll to discover but characters must be actively searching; failure means they are not avoided.) Nearby, a Cadaver Worm is lurking, its numerous mouths and appendages twitch in anticipation of a meal. It will attack anyone who enters the cave. In its gut, are coins and valuable gemstones.

Monster: G, Cadaver Worm

Treasure Hoard: In the gut of the monster may be found a rare gemstone worth 500 Gold Coins, and 200 Silver Pennies, and a Potion of Flying.

5. There is an old wood coffin here. Within it the desiccated and bearded corpse of a Warrior lies still clutching his broad sword to his breast. Although the corpse is not well preserved, the sword is not even rusty.

Labyrinth Lord (Referee/Ref):

There are runes on the inside of the coffin lid which state:

Guard well the Gate of the Gods old friend. No more loyal or valiant man there was than you.

Monster: None

Treasure Hoard: Sword, mail, a battered old helm, old leather boots, and 2 silver coins for the ferryman.

6. A rather damp cave.

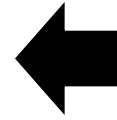
Labyrinth Lord (Referee/Ref):

This cave is empty.

7. Within the chamber a grate covers a 10 foot pit, the ceiling is covered with stalactites.

Labyrinth Lord (Referee/Ref):

There are loose stalactites hanging from the ceiling, a hazard, and 2-in-6 fall upon anyone passing underneath them causing them injury. (INT Attribute Check Roll to discover but characters must be actively searching; failure means they are not avoided.) The pit is an oubliette, a place of forgetting, wherein some unfortunate soul was once thrown, there are bones and rotten clothing. At the bottom of the pit is a chest containing items of clothing, a bag of 100 Silver pennies, and Magic Boots of Speed. The grate is stuck fast and it won't be easy to remove it, (STR Attribute Check Roll to remove).

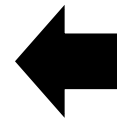


Monster & Treasure:
Monster Key:

Treasure Key:

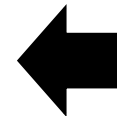


Ability Check
Rolls, roll less
than or equal to
the Attribute number;
any character class.



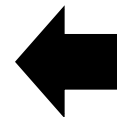
Monster & Treasure:
Monster Key:

Treasure Key:



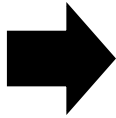
Monster & Treasure:
Monster Key:

Treasure Key:



Monster & Treasure:
Monster Key:

Treasure Key:



8. A large central shaft descends into the darkness far below. Small bones and drops of dung litter the dark stairwell making it slippery enough to present the chance of falling into the water below.

Monster & Treasure:

Monster Key:

Treasure Key:

The shaft is 260 feet from top to bottom. Above is a 40 foot vaulted ceiling while far below the last 30 feet is filled with water. There is a 10 foot drop from Map Key (11) to the surface of the water. The sound of running water can be heard from the water pouring over the stairs at (9). It falls far below into the large reservoir at the bottom of the shaft. The reservoir of water drains off through subterranean cracks which keeps the shaft from filling up any further. The descending stairwell wraps around the wall but some of it has fallen away at Map Key (11).

Labyrinth Lord (Referee/Ref):

At the roof of the chamber, 40' above, is a dark web and at its centre is a large Giant Hotun War Spider which waits to attack anyone who uses the stair. It is not easily seen, INT Attribute Check Roll to spot, and cunning enough to wait to attack the last person in line as that character moves into the first square of stairs.

Monster: C, Giant Hotun War Spider

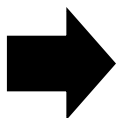
Treasure Hoard: If it is not hanging in the desiccated cobweb wrapped remains of victims hanging in the spider's webs any treasure has fallen to the bottom of the watery depths below.

Hanging: The wrapped corpses of; Grifter Ginch - 10 sp, dagger, sword, backpack, oil, lantern, rope, leather armour, clothing; Hamfiste Klobber - 2 sp, chainmail, 1 boot, clothing, backpack containing moulding rations, compass, canteen.

Under Water: Muck and bones of multiple corpses, Horn of the Hotun, blowing it causes enemies to check morale the first time they hear it (doesn't affect the undead or those unable to hear it), 120 sp (scattered), rusted weapons, shields, and armour (unusable), boots, torches, lanterns, oil, backpacks.

Index 9:

The DEX Attribute Check Roll, vs. slipping off the stairs, failure means that the character falls 160' to the water below; which is 30 feet deep. The area at index 9. may be made safe with spikes and rope.



Monster & Treasure:

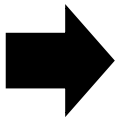
Monster Key:

Treasure Key:

9. Water pours over the stairway creating infirm footing and presenting the risk of falling into the water 160' below. The water has worn a green and slimy looking channel into the rock. Within, a rusted and slimy looking crank must operate the portcullis, the only thing is does it still work?

Labyrinth Lord (Referee/Ref):

Not even oil applied to the crank will un-jam the portcullis and the bars must be forced apart (STR Attribute Check Roll). Through the bars a small room Map Key (12) can be seen.



Monster & Treasure:

Monster Key:

Treasure Key:

10. The portcullis here and crank appear to be in working condition. A fresh oiling would make it work without squealing.

Labyrinth Lord (Referee/Ref):

The reader should determine if Wandering Monsters are attracted 2-in-6 to the sound of the portcullis squealing. The chamber beyond Map Key (22) appears to be empty.

11. If anyone wants to risk jumping across the gap they will have to take their chances, or fall into the water below. Someone has scrawled on the wall by the portcullis crank, "No Magic Beyond Here" and "Ruby Mine". Moaning can be heard from the caverns beyond.

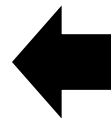


STR Attribute Check Roll, to jump across. Failure means falling 20' into the water below.

Labyrinth Lord (Referee/Ref):

The moaning is caused by the mushrooms in the caves beyond this point.

12. Water runs from a narrow hole in the wall and across the floor. It is just possible to crawl through the hole to Map Key (17) but anyone doing so will get very wet.



Monster & Treasure:
Monster Key:

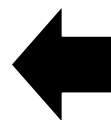
Treasure Key:

Labyrinth Lord (Referee/Ref):

The west wall of the room conceals a secret rotating door. The passageway beyond the secret door is quiet, deceptively so.

This room has a concealed Hazard, a pit in the centre of the floor. In its middle is a sliding pit trap which 2-in-6 drops anyone stepping onto the middle square into a 30 foot pit which has 10' of water and spikes at the bottom. (INT Attribute Check Roll to detect the pit trap but characters must be actively searching; failure means the trap is not avoided.) The two adjoining squares also tilt inward once the centre has been stepped on, dropping anyone standing there into the pit as well.

13. There is a statue here of a woman facing the western passageway and it appears that someone has crudely removed the head. The shoulders have the remnants of sculptured hair, but on closer inspection the strands of hair are snakes. Several skeletons are shackled and chained to the wall.



Monster & Treasure:
Monster Key:

Treasure Key:

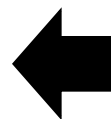
Labyrinth Lord (Referee/Ref):

If anyone approaches the statue the Battle Haunts come to life and pull their chains out of the wall. These they swing as weapons and attack those in the room.

Monster: R, Battle Haunts

Treasure Hoard: Chained to one of the skeletons is an iron box (locked) containing a magic scroll of three spells; Light, Magic Missile, Sleep.

14. This room has a wooden door in the western wall. The door is locked but it has a keyhole and the room (15) beyond can be see through it.

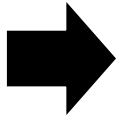


Monster & Treasure:
Monster Key:

Treasure Key:

Labyrinth Lord (Referee/Ref):

The lock of the wooden door may be jiggered to open it; failure to jigger the lock means it is broken and cannot be picked by a Thief; nor can a key be used. (DEX Attribute Check Roll).or the door may be forced open (STR Attribute Check Roll).



Monster & Treasure:

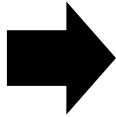
Monster Key:

Treasure Key:

15. Something jams this portcullis gears, (it is a brass key which opens the door to Map Key 14. If it is freed, the portcullis crank will work and raise the portcullis). This room has a wooden door in the eastern wall. The door is locked but it has a keyhole and the room 14 beyond can be see through it.

Labyrinth Lord (Referee/Ref):

The portcullis may be forced open and the key will fall out. (STR Attribute Check Roll). The lock of the wooden door may be jiggered to open it; failure to jigger the lock means it is broken and cannot be picked by a Thief; nor can a key be used. (DEX Attribute Check Roll). Alternatively the door may be forced open (STR Attribute Check Roll).



Monster & Treasure:

Monster Key:

Treasure Key:

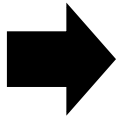
16. The hallway is a dead end.

Labyrinth Lord (Referee/Ref):

This room is concealed by a sliding block. (INT Attribute Check Roll to discover but the characters must be actively searching) The block moves. It can be pushed into the room, but not pulled. As it is pushed away a Sticky Ooze is revealed to be lying under the stone.

Monster: H, Sticky Ooze

Treasure Hoard: None



Monster & Treasure:

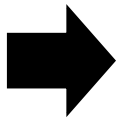
Monster Key:

Treasure Key:

17. The portcullis to this room is rusty and the handle will not turn. Fungi, 4 foot toadstools, grow in this room. Water flows into it from the north west corner and the pool of water is 4 foot deep.

Labyrinth Lord (Referee/Ref):

The portcullis to this room is rusty and will only work if it is first oiled. The bars may be forced open (with a STR Attribute Check Roll) . At the bottom of the pool may be found scattered loosely 53 silver pennies.



Monster & Treasure:

Monster Key:

Treasure Key:

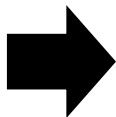
18. A small island rises above the surface of the pool. The bones of several large fish lie in a heap beside an 8 foot giant toadstool. The ceiling of this chamber is 35 feet high in the middle.

Labyrinth Lord (Referee/Ref):

Lurking in wait behind the Toadstool is a Giant Hotun War Spider. Within the toadstool is hidden a Treasure Hoard.

Monster: C, Giant Hotun War Spider

Treasure Hoard: 10 silver pennies in the purse of a mummified dwarf corpse.



Monster & Treasure:

Monster Key:

Treasure Key:

19. This chamber smells like fungi, for here are many toadstools ranging from 3 to 6 feet in height. Quick running water shoots into the room from a narrow impassible crack in the northern wall and flows into the pool with considerable force, capable of pushing someone into the pool. The portcullis to the south is shut but the bars have been bent open.

Labyrinth Lord (Referee/Ref):

Within the crack is hidden a +1 Magic Elvish Long sword +2 vs. Spiders which glows when spiders are near, which may be fished out with care. It is just possible to squeeze between the bars of the portcullis (DEX Attribute Check Roll); the bars may be bent further to make it easier to pass (STR Attribute Check Roll), or the portcullis may be forced open (STR Attribute Check Roll).

20. This room appears to be empty.

Labyrinth Lord (Referee/Ref):

This chamber conceals a secret rotating door in the eastern wall, (INT Attribute Check Roll to discover but the characters must be actively searching).

21. A rather large room, there are drag marks which show something was moved toward and under the secret door, (INT Attribute Check Roll to discover but the characters must be actively searching).

Labyrinth Lord (Referee/Ref):

The reader may assign their own content here.

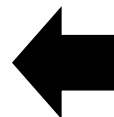
22. There are runes scrawled on the wall here, graffiti?

ᚱᚫ ᚫᚱ ᚱᚱᚱ ᚲᚱ ᚱᚱᚱ

Labyrinth Lord (Referee/Ref):

Someone has scrawled runes on the west wall, "look out for the pit". Of course if you get the translation wrong it might say "look out for the snit" (INT Attribute Check Roll to correctly translate).

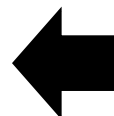
ᚱᚫ ᚫᚱ ᚱᚱᚱ ᚲᚱ ᚱᚱᚱ
L(oe)k (oe)t for (th)e pit



Monster & Treasure:

Monster Key:

Treasure Key:



Monster & Treasure:

Monster Key:

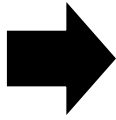
Treasure Key:



Monster & Treasure:

Monster Key:

Treasure Key:



Monster & Treasure:

Monster Key:

Treasure Key:

23. In the southeast corner of this room is a 8' trash heap. In the centre of the room is an open pit it appears to be bottomless. The exits to this room each have a wooden door. The doors are locked but each have a keyhole and the rooms beyond, Map Keys (24), (25), and (26) can be seen through it.

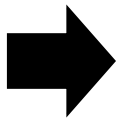
Labyrinth Lord (Referee/Ref):

The pit seems bottomless but actually magically transports a falling character to Map Key (11) without harm (No Saving Throw vs. Magic required). The locks in the doors may be jiggered to open them; failure to jigger the lock means it is broken and cannot be picked by a Thief; nor can a key be used. (DEX Attribute Check Roll). Doors may be forced open (STR Attribute Check Roll).

Several Medusans lurk behind the trash heap waiting to attack.

Monster: Q, Medusans

Treasure Hoard: In the trash is a box containing a magic scroll of Detect magic.



Monster & Treasure:

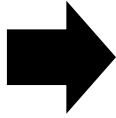
Monster Key:

Treasure Key:

24. There is the head of a statue here, it is of a beautiful woman with hair like snakes. It sits on a four foot column.

Labyrinth Lord (Referee/Ref):

The head begins to scream if it is removed from the column and this may attract Wandering Monsters, 3-in-6. Only if the head is returned to its place upon the column in this room or the statue in Map Key (13) will it stop screaming.



Monster & Treasure:

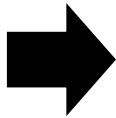
Monster Key:

Treasure Key:

25. This room appears empty.

Labyrinth Lord (Referee/Ref):

This room is filled with a poisonous gas (Saving Throw vs. Poison) whose short term exposure effect is to temporarily blind victims for 2d4 turns. The gas causes 1d4 damage each turn player characters remain in the room which is halved with a successful Saving Throw.



Monster & Treasure:

Monster Key:

Treasure Key:

26. A shadowy room with four pillars which reach to the ceiling.

Labyrinth Lord (Referee/Ref):

The reader may assign their own content here.

27. The ceiling of this chamber is 45 feet high and stalactites hang above. Moaning can be heard from nearby, unbelievably the 4 foot high Toadstools are singing. If anyone approaches they become silent.

In the darkness lights, (which could be mistaken for torches) may be seen burning. On the floor are pieces of what can only be a very large egg shell, probably from some kind of lizard.

Labyrinth Lord (Referee/Ref):

Magic simply does not work in caverns Map Keys (27) through (40).

The seeming torch lights are the lures of Lure Beetles. The shell fragments belong to the Basiliske which has hatched and is now in cave 38, (INT attribute Check Roll to identify).

The absence of the Toadstools singing (sounds like moaning) may cause Monsters to notice the sudden silence. Check for a Wandering Monster, 2-in-6.

The stalactites are a hazard and 2-in-6 fall on anyone passing underneath them causing an injury. (INT Attribute Check Roll to discover but characters must be actively searching; failure means they not avoided.)

Monster: P, Lure Beetles

Treasure Hoard: None

28. Water drips from the 40 foot ceiling. There are stalactites hanging from the ceiling.

Labyrinth Lord (Referee/Ref):

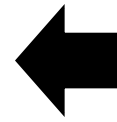
Magic does not work here.

A Chameleon Viper lies invisible in waiting for an unsuspecting Lure Beetle to pass its way. It will strike at any movement.

The stalactites are a hazard and 2-in-6 fall on anyone passing underneath them causing an injury. (INT Attribute Check Roll to discover but characters must be actively searching; failure means they are not avoided.)

Monster: F, Chameleon Viper

Treasure Hoard: None



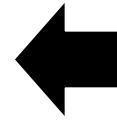
Monster & Treasure:

Monster Key:

Treasure Key:



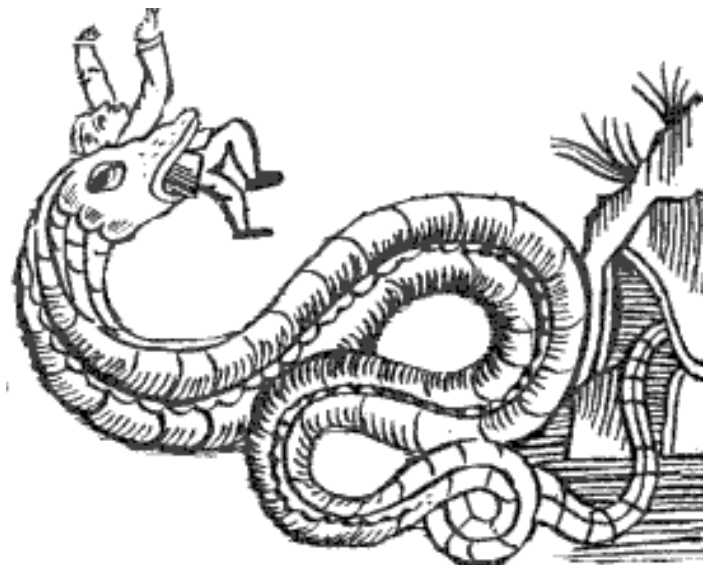
Magic does not work in caverns Map Keys (27) through (40), including spells and all magic items!



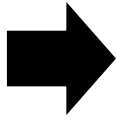
Monster & Treasure:

Monster Key:

Treasure Key:



Art from Wikimedia Commons



29. The ceiling is covered with stalactites. Water drips from the 20 foot ceiling onto a large stalagmite which rises from the floor to a height of 15 feet.

Monster & Treasure:

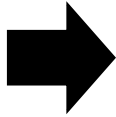
Monster Key:

Treasure Key:

Labyrinth Lord (Referee/Ref):

Magic does not work here.

The reader may assign their own content here.



30. This cavern glitters and reflects light for its walls are covered with a shiny rock. Dinner plate sized slabs of the mirror like rock have fallen from the walls onto the floor.

Monster & Treasure:

Monster Key:

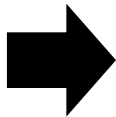
Treasure Key:

Labyrinth Lord (Referee/Ref):

Magic does not work here.

The shiny slabs of stone can be used to reflect the gaze of a Basiliske.

There is a gemstone resource to be mined and it may be discovered 2-in-6 by a Dwarf if they are searching for unusual stonework. There are 9 gemstones to be extracted (1 per Turn) with a value of 10, 100, 100, 500, 100, 25, 250, 50, 50 gp. A pickaxe must be used. The sound of mining may 2-in-6 attract wandering monsters each turn.



31. A shadowy alcove.

Monster & Treasure:

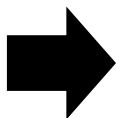
Monster Key:

Treasure Key:

Labyrinth Lord (Referee/Ref):

Magic does not work here.

There is a gemstone resource to be mined and it may be discovered 2-in-6 by a Dwarf if they are searching for unusual stonework. There are 9 gemstones to be extracted (1 per Turn) with a value of 75, 25, 250, 75, 75 gp. A pickaxe must be used. The sound of mining may 2-in-6 attract wandering monsters each turn.



32. Moaning can be heard from nearby, the 6 foot high Toadstools are singing! If anyone approaches they become silent. Bones litter the floor.

Monster & Treasure:

Monster Key:

Treasure Key:

Labyrinth Lord (Referee/Ref):

Magic does not work here.

If the Toadstools stop singing Monsters may notice the sudden silence, (Labyrinth Lord (Referee/Ref) Check for Wandering Monsters, 2-in-6).

Bones litter the floor for this room is also filled with a deadly poisonous gas (Saving throw vs. Poison) emitted by the mushrooms which causes living



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creatures to fall into a deep slumber and then may cause death if the slumbering person never wakes. The gas is not harmful to insects or the Toadstools.

33. This alcove has niches in the wall which contain skulls. The Medusans store the heads of their most renowned foes here as trophies.

Labyrinth Lord (Referee/Ref):

Magic does not work here.

The Medusans keep the heads of their slain enemies here as a sign of their power and status. There are dozens of skulls but only one is the head of the Hapless Harald (it can be identified because it has a bald head, a red moustache, and red beard). If the head is returned to Ghost Hill, and interned there with the rest of the corpse (per the instructions), the Headless Ghost will be laid to rest and trouble the Barony no more.

Anyone taken as a prisoner by the Medusans is brought to this cave where they may earn their freedom by fighting a Medusan to the death in single combat (daggers only). Rarely, they may be compelled into performing a service for the Medusans as the Medusans cannot venture into the Overworld during the day when the sun is shining because they temporarily turn to stone. Characters are compelled into service by the Medusans pricking them with a venom which causes a painful death in seven days and they must return to this cave to obtain the antidote. (Saving Throw vs. Death delayed seven days; all or nothing). The antidote is a complete cure. The Medusans are immune to this venom.

Monster: Q, Medusans

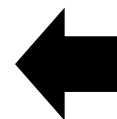
Treasure Hoard: 136 Severed heads, Medusans only value heads of those slain in battle; not those of prisoners, three vials of venom antidote. Taking any of the heads is guaranteed to anger the Medusans and cause a pursuit.

34. There are stalactites hanging from the 20 foot ceiling.

Labyrinth Lord (Referee/Ref):

Magic does not work here.

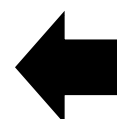
The stalactites are a hazard and 2-in-6 fall on anyone passing underneath them causing injury, (INT Attribute Check Roll to discover but characters must be actively searching; failure means they are not avoided.).



Monster & Treasure:

Monster Key:

Treasure Key:



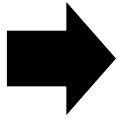
Monster & Treasure:

Monster Key:

Treasure Key:



Service to Medusans invariably involves taking the head of one of their enemies and returning it to this cave. They only value heads taken from enemies slain in battle. Medusans recognize that others value “things” but they regard treasure and those who value it with contempt. Medusans are not below using treasure as a way to motivate others in the pursuit of their own head taking.



35. Torches and lanterns extinguish for no reason and cannot be relit here. The sound of knocking is also heard.

Monster & Treasure:

Monster Key:

Treasure Key:

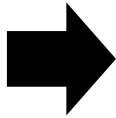
Labyrinth Lord (Referee/Ref):

Magic does not work here.

The knocking will lead to the skull of Hapless Harald at Map Key (33).

Monster: N, Knockers

Treasure Hoard: An invisible box contains a magic scroll, Fireball.



36. A rather large and ugly 8 foot toadstool grows here.

Monster & Treasure:

Monster Key:

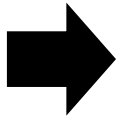
Treasure Key:

Labyrinth Lord (Referee/Ref):

Magic does not work here.

Monster: None

Treasure Hoard: The Toadstool conceals an iron box containing 100 silver pennies.



37. A small alcove.

Monster & Treasure:

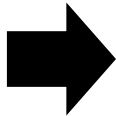
Monster Key:

Treasure Key:

Labyrinth Lord (Referee/Ref):

Magic does not work here.

There is a gemstone resource to be mined and it may be discovered 2-in-6 by a Dwarf if they are searching for unusual stonework. There are 7 gemstones to be extracted (1 per Turn) with a value of 250, 250, 25, 10, 75, 500, 75 gp. A pickaxe must be used. The sound of mining may 2-in-6 attract wandering monsters each turn.



38. Water drips from the ceiling stalactites and onto the floor and then flows out of the cave south. A large 6 foot toadstool stands nearby, around its base a lizard-like creature is curled .

Monster & Treasure:

Monster Key:

Treasure Key:

Labyrinth Lord (Referee/Ref):

Magic does not work here.

The toadstool provides refuge from the dripping water for a Basiliske which is using this cave as its lair, and it doesn't like to be disturbed.

Monster: B, Basiliske

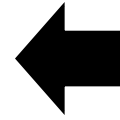
Treasure Hoard: In a locked iron chest; a Magic Amulet of Protection, 500 silver pennies, a +1 Magic Elvish Long sword +2 vs. Spiders which glows when spiders are near.

39. There are stalactites hanging from the 20 foot ceiling.

Labyrinth Lord (Referee/Ref):

Magic does not work here.

The stalactites are a hazard and 2-in-6 fall on anyone passing underneath them causing injury, (INT Attribute Check Roll to discover but characters must be actively searching; failure means they are not avoided.).



Monster & Treasure:

Monster Key:

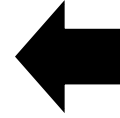
Treasure Key:

40. This room smells bad, water trickles into this cave from Map Key (38) and pools on the floor.

Labyrinth Lord (Referee/Ref):

Magic does not work here.

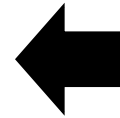
There is a gemstone resource to be mined and it may be discovered 2-in-6 by a Dwarf if they are searching for unusual stonework. There are 10 gemstones to be extracted (1 per Turn) with a value of 1000, 10, 25, 50, 75, 100, 250, 500, 750, 1000 gp. A pickaxe must be used. The sound of mining may 2-in-6 attract wandering monsters each turn.



Monster & Treasure:

Monster Key:

Treasure Key:



Labyrinth Lord (Referee/Ref) Notes:

This space is for the notes about the Labyrinth (dungeon) of the Dragon's Cave.

Wandering Monsters - Labyrinth (Dungeon)

The labyrinth (dungeon) has customized wandering monster tables. [Names] in brackets refer to sub-tables. Roll on the tables and sub-tables below as required, or tables of your own choosing:

d20	Wandering Monsters Description
1-3	[Sound] is heard in the distance to the [Direction].
4	Something drips from cracks in the ceiling for the next 1d6*10 feet for 2d3+1 turns. It is [Substance]
5-6	Undead, [Undead]
7	There is a sudden feeling of chill and malaise, Torches and Lights flicker and [Light].
8	Knockers, the sound of tapping leads in the direction of the nearest treasure but the knocking only lasts for 1d6 turns.
9-10	Cave Booger, Boogers
11	Giant Bang Beetles crawl upon the [Location]
12	Giant Hotun War Spider(s) crawl along the [Location]
13-14	A Cadaver Worm gibbers and howls as it squirms toward you.
15	A single Sticky Ooze lies nearby.
16	Cave Flies buzz along looking for a feast.
17	From cracks in the stone walls Gas seeps out and forms a cloud 1d3 squares x 1d3 squares x 10 feet high, duration 1d6 rounds), [Gas]
18	[Cobold]
19-20	A Head of Ill Portent trails the characters.

d6	Direction
1-2	north
3	west
4-5	east
6	south

d6	Gas
1-2	poison 1d3 damage per round of exposure
3-4	sleep 1d3 turns
5-6	paralysing 1d3 turns

d6	Cobolds
1-5	Cobolds come marching along. They sing [Song]
6	There is a loud bang and Cobolds appear out of a cloud of smoke. They shout [Say]

d6	Light(s)
1	extinguish
2	nearly extinguish
3	burn furiously for a moment
4-5	sputter giving intermittent light
6	extinguish completely for 1d2 rounds and then suddenly alight

d6	Location
1	left wall
2-4	floor
5	ceiling
6	right wall

d6	Motivation
1	roam the darkness in search of the living.
2	shamble toward you their eyes gleaming with hatred.
3	wail piteously and rattle the shackles which bind their limbs
4	drip with [Substance], they look as if they drowned in it.
5	drag a metal box they are chained to.
6	with chains pull a giant stone behind them, blocking the passage.

d6	Say - Cobold's
1-2	Thieves! They must be here to steal the Royal Diamond!
3	Thieves! Metal Thieves!
4	Stop where you are!
5-6	Halt, you have entered the realm of the King of the Cobolds!

d6	Song - Cobold's
1-2	Poke them with a pitchfork! Roast them on a spit! They stop and shout, Thieves!
3-4	Oh give me a home where no Overlander's roam and the brimstones are burning all day! They stop and shout, Overlanders!
5	Fight! Fight! Fight!
6	Where oh where can our Spider be? Oh where oh where has it gone? They stop and shout, Intruders!

d6	Sound
1	Moaning
2	Tapping
3	Chains rattling
4	Grinding
5	Laughter
6	Howling

d6	Substance
1-2	Acid drips 2-in-6, the drips cause 1d6 damage. The acid damages armor reducing its value one step (AC5 becomes AC6); weapon damage is reduced -1.
3	Black blood, a poison, the drips causes a chaotic battle madness to any who fail their Saving Throw vs. Poison. Characters must attack any foe sighted within the next 1d6 turns but they gain a +1 die roll modifier for 1d6 rounds.
4	Water drips, it is cool and clean.
5	Ichor drips and forms a sticky web which blocks passage. Touching it entangles someone if they fail a DEX Attribute Check Roll. Any Character caught in the webs must make a successful STR Attribute Check Roll to free themselves. It takes 1d3 rounds to free a stuck Character.
6	Sewage drips and there is a risk of catching a disease from it on failing a CON Attribute Check Roll. The disease makes the character sick for 1d6 days and they cannot undertake any activity in that time. Incubation period is 1d6 hours.



Art from Wikimedia Commons

Wandering Monsters - Wilderness

The area within the dash-dot boundary of the Barony is far safer than the lands without due to the efforts of the Baron's and Sir Edmund's patrols to drive out any monsters. While the patrols do venture beyond the borders of the Barony their presence is mainly intended to ward off foes and they seldom drive off enemies unless they are within three hexes of the Boundary of the Barony of Gloomland.

Whenever the Labyrinth Lord (Referee/Ref) need a Wandering Monster consult the appropriate tables where the player characters are:

Barony

Border Hills

Dreadwood

Dunghills

Gloom Marshes

Ruin Hill

Wilderlands

Roll the encounters on the tables below. [Names] in brackets refer to sub-tables, which means if you see a name in brackets you must also roll on the sub-table, keep in mind there is only one Headless Ghost!

The Barony

Table: The Barony, Roll: 3d6

3d6	Barony of Gloomland Wandering Monsters
3	The Headless Ghost.
4	A sudden gust of wind blows out fires.
5-6	Short downpour of rain.
7	A flock of crows gather overhead, calling an alarm, then fly away.
8-17	Men-At-Arms Patrol
18	Head of Ill Portent

Table: Composition of the Patrol, Roll 1d6

d6	Barony of Gloomland Patrol
1-4	Sir Hinde and 20 Men-At-Arms humans. The Patrol are mail clad horsemen and armed with lances, shields, and swords.
5-6	Sir Willow and 10 Men-At-Arms humans. The Patrol are mail clad horsemen and armed with lances, shields, and swords.

Table: The Patrol, Roll 1d6

d6	Barony of Gloomland Patrol Asks
1-3	ask your business in these parts. If they don't like your answer (2-in-6) they arrest you on the spot and escort you to Gloom Keep. (show Baron's ring)
4	ask your business in these parts and warn you to stay away from the border hills on account of the giant spiders there.
5	ask your business in these parts and tell you if you are seeking the Cobweb Caverns to take the long way around the Border hills to avoid the Giant Spiders.
6	ask your business in these parts and if you are seeking the Dragon Cave tell you that to venture there you must speak with the Baron before you set out northward. (show Baron's ring)

The Border Hills

Table: The Border Hills, Roll: 3d6

3d6	Wandering Monsters Border Hills
3	A desiccated [Corpse] corpse lies upon the ground its mouth open in a soundless scream. If searched it has [Stuff]
4-8	A desiccated [Corpse] corpse swings from the trees, it is bound in spider silk and its head sags upon its chest. If searched it has [Stuff]
9-10	Wolves trail you just outside of missile range. They attack in 1d6 turns.
11	Giant Lure Beetles flash their lures in hope of a meal.
12-13	[Undead] stumble toward you from the [Direction] they are partially wrapped in spider silk, once victims of the Spiders.
14	light strings of Cobwebs drift eastward with the breeze
15	Giant Hotun War Spiders turn and scuttle away to the [Direction]
16	From the [Direction] Giant Hotun War Spiders scuttle towards you and attack.
17	Men-At-Arms Patrol
18	Medusans, turned to stone.

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Table: Composition of the Patrol, Roll 1d6

d6	Border Hills Patrol
1-4	Sir Crabbe and 20 Men-At-Arms humans. The Patrol are mail clad horsemen and armed with lances, shields, and swords.
5-6	Sir Morel and 10 Men-At-Arms humans. The Patrol are mail clad horsemen and armed with lances, shields, and swords.

Table: The Patrol Roll 1d6, The Patrol:

d6	Border Hills Patrol Asks
1-3	ask your business in these parts. If they don't like your answer (3-in-6) they arrest you on the spot and escort you to Gloom Keep. (show Baron's ring)
4	ask your business in these parts and tell you if you are seeking the Dragon's Cave to stay away from the Border hills to avoid the Giant Spiders.
5-6	ask your business in these parts and arrest you on the spot if you do not have the Baron's permission to be there (show Baron's ring). You are escorted to Gloom Keep.

Table: Undead, Roll 1d6

d6	Border Hills Undead
1	Fiends
2-6	Battle Haunts

Table: Corpse, Roll 1d6

d6	Border Hills Corpse
1	Human
2-5	Draff
6	Medusan

Table: Direction, Roll 1d6

d6	Border Hills Direction
1-2	north
3	west
4-5	east
6	south

Table: Stuff, Roll 1d6

d6	Border Hills Stuff
1	1d6 silver coins.
2	a helm and mail armor.
3	a backpack with a lantern and oil in it.
4	a dagger in its boot
5	a map to the Cobweb Caverns on the other side of the Border Hills.
6	a flint and steel

The Dreadwood

Table: The Dreadwood, Roll 1d20

d20	Wandering Monsters Dreadwood
3	The Headless Ghost appears.
4	The trees creak and moan for 1d3 turns.
5-8	Out of the shadows [Undead]
9-10	Wolves attack if they outnumber the characters. Otherwise they stay out of missile range and follow for 1d6 turns before disappearing into the gloom.
11	Cobwebs hang from trees here, Shamblers are wrapped up and hang in the webs, still wiggling. A Giant Hotun War Spider hangs above in the tree canopy waiting for fresher prey to come by.
12	A squirrel scolds from somewhere above in the canopy of the trees.
13-14	Giant Lure Beetles flash their lures from the shadows in the hopes of attracting prey.
15-17	Medusans take refuge here from the light of day in the dark shadows of the Dreadwood. They are only too happy to find enemies and attack.
18	A group of startled deer jump and run off into the shadows.



Table: Dreadwood Undead, Roll 1d6

d6	Dreadwood Undead
1-2	Hotun Battle Haunts march in order wearing their scale armor and carry the swords and shields they had in life. They patrol the Dreadwood and obey their last order to attack any intruder including Fiends and Shamblers.
3-4	A band of Barbarian Battle Haunts shuffle through the woods carrying the spears and shields they had in life. They attack any intruder including Fiends and the Hotun Battle Haunts.
5-6	Hungry Fiends attack.

The Dughills

Table: The Dughills, Roll 3d6

3d6	Wandering Monsters Dughills
3	The ground shakes for 1d6+2 rounds as if there were a disturbance deep below. Movement is slowed by 1/2.
4	A sudden gust of wind from the [Direction] blows a tumbleweed across the ground.
5-6	Undead, [Undead]
7	Medusans, if it is daylight they are turned to stone and resemble boulders,.
8	Giant Snake, a Chameleon Viper lies quietly hiding and waiting for prey 1d6*10 yards to the [Direction].
9-10	Wolves trail you but they stay well out of missile range. If they outnumber the Characters they close and attack.
11	Giant Bang Beetles guard a large pile of dung which they roll across the ground. It contains their eggs and [Stuff].
12	You find a cairn of stones which covers [Cairn]
13-15	[Weather]
16	Wolves approach from the [Direction] and attack.
17	2d6*10 yards to the [Direction] [Cobold]
18	A Head of Ill Portent rises from the ground 2d6*10 yards to the [Direction] and begins to trail the characters.

Table Cairn, Roll 2d6

2d6	Dughills Cairn
2	the skeleton of a slain man. In the skull is a tarnished silver Hotun coin, and the grave contains an ancient Hotun Sword.
3	a backpack filled with stones.
4-5	a sack of 2d6*30 silver coins
6-9	a wolf skull
10	a jewel worth 2d6*30 gold coins
11	a wolf pelt
12	the head of a Medusan

Table: Direction, Roll 1d6

d6	Dughills Direction
1-2	north
3	west
4-5	east
6	south

Table: Cobold, Roll 1d6

d6	Dughills Cobolds
1-5	Cobolds climb out of the ground. They shout [Say]
6	Cobolds arise from the rocky ground. They shout [Say]

Table: Cobolds Say, Roll 1d6

d6	Dughills Cobolds Say
1-2	Surrender or perish puny overlanders!
3-4	Thieves! Give us all the metal you have stolen from the Underlands!
5	Stop thieves!
6	Halt, you have entered the realm of the King of the Cobolds!

Table: Dughills Stuff, roll 2d6

2d6	Dughills Stuff
2	an old lantern.
3	a wood bowl and wood spoon
4	an old wooden chest contains 1d6+1 silver coins
5	an old pair of pants
6-7	a backpack contains 1d6+1 silver coins
8	two boots and socks rolled up into the toes of the boots.
9	1d6+1 wolf bones
10	a sack of 1d6+1 silver coins
11-12	a burned piece of wood.

Table: Time, Roll 1d6

d6	Dunghills Time
1-4	until the following morning
5	for 1d6+1 hours.
6	for 1d3+1 hours.

Table: Dunghills Undead, Roll 1d6

d6	Dunghills Undead
1-4	Dusty Battle Haunts crawl out of the ground and rush toward you from the [Direction]
5-6	Battle Haunts clad in rusty armor clatter as they hurry toward you from the [Direction]

Table: Dunghills Weather, Roll 2d6

2d6	Dunghills Weather
2-3	Clouds roll in from the [Direction] the wind blows strongly [Time].
4-5	Clouds roll in from the [Direction] The clouds rumble, and it begins raining [Time].
6-7	A ground fog rises from the ground obscuring everything beyond 1d3*10 yards [Time]
8	It begins to drizzle [Time]
9-12	The sun comes out making the Wilderlands warm and dry, rather pleasant actually.

Gloom Marshes

Table Gloom Marshes, Roll 3d6

3d6	Wandering Monster Gloom Marshes
3	Crows fly in from [Direction] and circle overhead for 1d3+1 turns calling loudly before flying off to the [Direction]. [Fiends] attracted by the sound attack 1d5+1 turns later.
4	A flickering light is briefly seen [Direction] in the nearby distance 1d6*50 yards away. It is a trick, the ground is boggy and anyone who tries to approach the light will 2-in-6 sink into the bog (STR Attribute Check Roll to escape or drown).
5	A sudden wailing accompanied by a gust of wind from the [Direction], blows out fires and torches.
6	The bodies of those who drowned in the bog, now [Undead] crawl from the muck and attack from the [Direction].
7	You stumble upon an old abandoned camp with a burned out fire. Tracks in the ground indicate the presence of [Footprints]. You find [Stuff]
8	A Giant Snake comes slithering from the [Direction], a Chameleon Viper
9	A strange gurgling drowning sound from the [Direction] reveals the presence of [Fiends].
10	Giant Bang Beetles, turn away and scurry off to the [Direction].
11	Giant Hotun War Spiders attack from the [Direction].
12	Muck underfoot slows movement another 1/2 for 1d6 turns.
13	[Weather]
14	Cave Flies attack from the [Direction].
15	A stinking Gas Cloud 1d6 squares x 1d6 squares x 30 feet high, rises from the bog for 2d6 rounds), [Gas]
16	You stumble upon the camp of Outlaws, [Outlaw] They are [Activity]
17	From the [Direction] a Head of Ill Portent approaches.
18	Bald Hedwig the hermit leans on a staff as he walks towards you from the [Direction]. He will stop and say [Remark] He will then turn and hurry off to the [Direction]. If stopped by force he simply rolls his eyes, won't look anyone in the eye, and begs, "let me go, let me go. [Remark]" If released he hurries off at double the previous pace. He won't answer any questions and wails piteously if held against his will, [Fiends] attracted by the sound attack 1d6+1 turns later from the [Direction].



Art from Wikimedia Commons

Table: Activity, Roll 2d6

2d6	Gloom Marshes Activity
2	counting 2d6 silver coins, the only problem is they can only count to one.
3-4	roasting meat on a spit.
5	sleeping.
6-7	planning a robbery.
8-9	burying a box containing 2d6 silver coins.
10	welcoming and ask you to join their band.
11-12	afraid of the Fiends.

Table: Direction, Roll 1d6

d6	Gloom Marshes Direction
1-2	north
3	west
4-5	east
6	south

Table: Footprints or Tracks, Roll 2d6

2d6	Gloom Marshes Footprint
2	Humans
3-4	Medusans
5	Battle Haunts
6-7	Shamblers
8-9	Fiends
10	Giant Hotun War Spider
11-12	Snakes

Table: Gas, roll 1d6

d6	Gloom Marshes Gas
1	causing those who fail a Saving Throw v.s. Poison 1d3+1 points of damage.
2-3	causing those who fail a Saving Throw v.s. Poison to sleep 1d3+1 turns.
4	causing those who fail a Saving Throw v.s. Poison to be paralysed for 1d3+1 turns.
5-6	causing those who fail a Saving Throw v.s. Poison to be blinded for 1d3+1 rounds.

Table: Fiends, Roll 1d6

d6	Gloom Marshes Fiends
1-2	Fiends, they are shackled like prisoners
3-4	Fiends, carrying bones as clubs
5-6	Fiends

Table: Outlaws, Roll 1d6

d6	Gloom Marshes Outlaws
1-5	Human Bandits armed with [Weapons]. A 1d6*10 Silver Reward if they are Captured and returned to Gloom Keep.
6	Human Bandit, this one chose not to give the Baron a share of the loot obtained from the Dragons Cave, now the bandit is on the run. Armed with [Weapons]. A 2d6*10 Silver Reward if Captured and returned to Gloom Keep. The Outlaw has a sack with 100 silver coins.

Table: Remark, Roll 2d6

2d6	Gloom Marshes Hermit Remark
2	Be off with you! Be off with you I say!
3-4	No good can come of it. None at all.
5	I wish it would rain.
6-7	I left it in the cave, yes, that's where I put it.
8	Looks to be a fine day for rain.
9-10	I feel sorry for myself, yes I do.
11	Fiends will suck the marrow from your bones.
12	Ghosts are noisy in the woods; its quieter here.

Table: Stuff, Roll 2d6

2d6	Gloom Marshes Stuff
2	an old lantern lies nearby.
3	a fishing pole is stuck into the ground.
4	an old wooden chest contains a skull.
5-6	an old makeshift tent.
7	a backpack contains 50' of rope.
8	an old 2 person wooden canoe and paddle.
9	one boot and sock.
10	bones which appear to have been gnawed.
11	a sack of 10 silver coins
12	a used up torch.

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Table: Time, Roll 1d6

d6	Gloom Marshes Time
1-4	until the following morning
5	for 1d6+1 hours.
6	for 1d3+1 hours.

Table: Undead, Roll 1d6

d6	Gloom Marshes Undead
1-4	Battle Haunts armed with [Weapons]
5-6	Shamblers

Ruin Hill

Ruin Hill, Roll 3d6

3d6	Wandering Monster Ruin Hill
3	Crows fly in from [Direction] and circle overhead for 1d3+1 turns calling loudly before flying off to the [Direction]. [Barbarian] attracted by the sound attack 1d5+1 turns later.
4	A Cairn of piled stones covers [Cairn]
5	A gust of wind from the [Direction], blows out fires and torches.
6	Just [Direction] of you stones lift from the ground and [Undead] rise and attack.
7	You stumble upon an old abandoned camp with a burned out fire. Tracks in the ground indicate the presence of [Footprints]. You find [Stuff]
8	A Giant Snake lies in wait for prey just [Direction], it is a Chameleon Viper.
9-10	Rocks clatter underfoot and slide away downhill as you walk.
11	Groaning can be heard coming from the ground.
12	Wolves howl far to the [Direction]. It is a lonely sound. A pack of Wolves will attack 1d6 turns later if they outnumber the characters. If not they stay out of missile range and trail the characters for 1d6 turns.
13	You find an ancient cache of the Hotun Legion, it contains [Cache]
14	[Weather]
15	[Barbarian] hurl rocks down upon you from a vantage point above. They cause damage when they hit.
16	You stumble upon the camp of Barbarians, [Barbarian] They are [Activity]
17	From the [Direction] a Head of Ill Portent approaches and trails the characters.
18	You find a sacred standing stone and upon it is the ancient script of the Hotun upon it which says [Remark].

Table: Activity, Roll 1d6

d6	Ruin Hill Activity
1	roasting meat on a spit.
2	sleeping.
3-4	hunting.
5-6	looking for enemies to scalp.

Table: Barbarian

d6	Ruin Hill Barbarian
1-5	Human Barbarians armed with [Weapons].
6	Human Barbarian Warrior, a scout armed with [Weapons].

Table: Cache, Roll 2d6

2d6	Ruin Hill Cache
2	old rations which are still edible
3	Hotun Swords
4-5	pay, 2d6*30 silver Hotun coins
6	a scroll in a box written in Hotun Script giving orders to patrol to the [Direction] and watch for any Barbarians
7	Hotun bronze scale armor
8	1d3+1 Hotun Bows and 5d6 Arrows.
9-10	A Hotun lantern, flint, and steel.
11	3d6+3 pairs of iron shod Hotun boots in various sizes
12	1d3+3 Hotun Round Shields

Table: Cairn, Roll 1d6

d6	Ruin Hill Cairn
1	the skeleton of a slain Barbarian. In the skull is a tarnished silver coin, and the grave contains a stone knife.
2	a backpack with 2 weeks worth of rations, which are still ok to eat
3	a sack of 2d6*30 silver coins
4	a toothless skull
5	a jewel worth 2d6*30 gold coins
6	a wolf pelt

Table Direction, Roll 1d6

d6	Ruin Hill Direction
1-2	north
3	west
4-5	east
6	south

Table: Footprints, Roll 2d6

2d6	Ruin Hill Footprints
2-5	Barbarians
6-7	Medusans
8-10	Battle Haunts
11	Shamblers
12	Fiends

Table: Gas, Roll 1d6

d6	Ruin Hill Gas
1	causing those who fail a Saving Throw v.s. Poison 1d3+1 points of damage.
2-4	causing those who fail a Saving Throw v.s. Poison to sleep 1d3+1 turns.
5	causing those who fail a Saving Throw v.s. Poison to be paralysed for 1d3+1 turns.
6	causing those who fail a Saving Throw v.s. Poison to be blinded for 1d3+1 rounds.

Table: Fiends, Roll 1d6

d6	Ruin Hill Fiends
1-3	Fiends, mumbling when are we going to eat...
4-5	Fiends, drooling at the mouth
6	Fiends

Table: Remark, Roll 2d6

2d6	Ruin Hill Remark
2-4	Here ends the realm of the Hotun. Beyond this marker lie the lands of the Barbarians and death
5	The Grave of a Hero of Hotun
6-12	Within 30 paces is buried 1d3*10 silver coins

Table: Stuff, Roll 2d6

2d6	Ruin Hill Stuff
2	an old broken lantern lies nearby.
3	a skull on a pole is stuck into the ground.
4	an old helmet contains a skull.
5	an old torn tent flaps in the breeze.
6	a backpack contains 50' of rope.
7-8	bones which appear to have been gnawed.
9	a sack of 10 silver coins
10	a rusty old iron pot
11	arrowheads
12	an old hacked up Hotun shield

Table: Time, Roll 1d6

d6	Ruin Hill Time
1-4	until the following morning
5	for 1d6+1 hours.
6	for 1d3+1 hours.

Table: Undead, Roll 1d6

d6	Ruin Hill Undead
1-4	Battle Haunts armed with [Weapons]
5-6	Shamblers

Table: Weapons, Roll 2d6

d6	Ruin Hill Weapons
2-6	Hotun Spears
7-8	Hotun Swords
9-12	Hotun Bows and Daggers

Table: Weather, Roll 2d6

2d6	Ruin Hill Weather
2-3	Clouds roll in from the [Direction] The wind blows quite hard and a downpour of rain lasts [Time].
4-5	Clouds roll in from the [Direction] The clouds rumble, and it begins raining [Time].
6-12	Clouds roll in from the [Direction] The clouds rumble, and lightning flashes as it begins raining [Time].



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Wilderlands

Table: Wilderlands, Roll 3d6

3d6	Wandering Monster Wilderlands
3	The Headless Ghost appears 2d6*10 yards to the [Direction]. Wails in despair, and disappears unless it is approached.
4	A sudden gust of wind from the [Direction] blows a tumbleweed across the ground.
5-6	Undead, [Undead]
7	Medusans, if it is daylight they are turned to stone and resemble boulders,.
8	Giant Snake, a Chameleon Viper lies quietly hiding and waiting for prey 1d6*10 yards to the [Direction].
9-10	Wolves trail you but they stay well out of missile range. If they outnumber the Characters they close and attack.
11	Giant Bang Beetles guard a large pile of dung which they roll across the ground. It contains their eggs and [Stuff].
12	You find a cairn of stones which covers [Cairn]
13-14	[Weather]
15	Wolves approach from the [Direction] and attack.
16-17	Men-At-Arms Patrol, rides toward you from the [Direction]. [Patrol]
18	A Head of ill Portent rises from the ground 2d6*10 yards to the [Direction] and begins to trail the characters.

Table: Cairn, Roll 2d6

2d6	Wilderlands Cairn
2	the skeleton of a slain man. In the skull is a tarnished silver Hotun coin, and the grave contains an ancient Hotun Sword.
3	a backpack filled with stones.
4-5	a sack of 2d6*30 silver coins
6-8	a wolf skull
9-10	a jewel worth 2d6*30 gold coins
11	a wolf pelt
12	the head of a Medusan

Table Direction, Roll 1d6

d6	Wilderlands Direction
1-2	north
3	west
4-5	east
6	south

Table: Patrol, Roll 1d6

d6	Wilderlands Patrol
1-3	Sir Neral and 20 Men-At-Arms humans. The Patrol are mail clad horsemen and armed with lances, shields, and swords. They [Say]
4-6	Sir Iscel and 10 Men-At-Arms humans. The Patrol are mail clad horsemen and armed with lances, shields, and swords. They [Say]

Table: Say, Roll 1d6

d6	Wilderlands Patrol Say
1-2	ask your business in these parts. If you do not give them any trouble they wish you good luck and head for the Barony. If you give them any trouble they arrest you on the spot and escort you to Gloom Keep.
3	ask if you have seen any Medusans. They warn you the Wilderlands are not safe.
4	ask if you have seen any Cobolds. They say that Cobolds are known to inhabit the Dunghills.
5	ask for news from the Barony. They say many wolves inhabit the Wilderlands and to be careful.
6	ask if you have seen any Beetles. They tell you that the dungballs sometimes contain treasures that the beetles have picked up as they roll the balls across the plain.

Table: Stuff, Roll 2d6

2d6	Wilderlands Stuff
2	an old lantern.
3	a wood bowl and wood spoon
4-5	an old wooden chest contains 1d6+1 silver coins
6	an old pair of pants
7-8	a backpack contains 1d6+1 silver coins
9	two boots and socks rolled up into the toes of the boots.
10	1d6+1 wolf bones
11	a sack of 1d6+1 silver coins
12	a burned piece of wood.

Table: Time, Roll 1d6

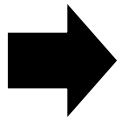
d6	Wilderlands Time
1-4	until the following morning
5	for 1d6+1 hours.
6	for 1d3+1 hours.

Table: Undead, Roll 1d6

d6	Wilderlands Undead
1-4	Battle Haunts, dressed in Hotun rags
5-6	Fiends

Monsters

The Monsters are used both in the Wandering Monster Tables and assigned throughout the text. The Labyrinth Lord (Referee/Ref) can assign **Monsters** and **Treasure Hoards** to the spaces provided in the margins, e.g.



41. This cave has water dripping down the walls, it pools on the floor.

Monster & Treasure:

The following entries allow the Labyrinth Lord (Referee/Ref) to assign their own Monster and Treasure Key Numbers from the Open Game Content Booklet.

Monster Key:

C. Giant Hotun War Spider

Treasure Key:

Treasure Hoard 3

Of course it is not necessary to write out fully the key, you may use any form of annotation you like.

A. Bang Beetle

No. Enc.: 1d6 (1d8)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 8 [11]

Hit Dice: 1/2

Attacks: 1 (bite)

Damage: 2d4, or (bang) 1d6 if struck

Save: F1

Morale: 7

Hoard Class: None



The Bang Beetle is a 2 foot red beetle which explodes when it is struck by a sharp blow, or when magic spells are cast near them, causing (1d6) damage to all character's within 2". The terrible

thing is that Bang Beetles love company and if within 2" of each other often set one another off causing a chain reaction in which several explode in quick succession. The noise may also attract Wandering Monsters, 2-in-6. If left alone Bang Beetles will typically ignore anyone nearby but they do bite if provoked. Bang Beetles can fly to escape predation but do so slowly. Bang Beetles are notorious for trailing Underworld Explorers in the hopes of scavenging a meal and it is terribly unfortunate that casting Magic Spells will set them off.

B. Basiliske

No. Enc.: 1

Alignment: Neutral

Movement: 60' (20')

Armor Class: 4 [15]

Hit Dice: 6 + 1

Attacks: 3 (bite, gaze, voice)

Damage: 1d10/petrify

Save: F6

Morale: 9

Hoard Class: XVII [F]



The Basiliske is a snake that is so venomous that it leaves a trail of deadly venom in its wake and any who come into contact with it must make a Saving Throw vs. Death. It's bite is likewise venomous. The gaze, sound of its voice, and stench are similarly lethal. The gaze of a Basiliske turns those who meet it into Stone, Saving Throw vs. Petrify. The voice of the Basiliske causes those within hearing to die (ears may be blocked with beeswax), Saving Throw vs. Death. Every other round there is a 1-in-6 chance a Basiliske will use its terrible voice. The stench of the Basiliske affects all within 3" of the beast, the stench causes 1d6 Damage, each round a Saving Throw vs. Poison is required to avoid injury.

Basiliskes that hear the crow of a Rooster must make a Saving Throw vs. Death. A Character must make a successful WIS Attribute Check Roll to make a Rooster crow.

Note that a Rooster is not immune to the Gaze of the Basiliske, its voice, odor or venom, and it does not get a saving throw!

A Basiliske may be killed by reflecting its gaze back at itself through a mirror but this task is nearly as dangerous to the attacker as it is to the Basiliske.

The Character must risk the Basilisk's Gaze. When faced with a mirror the Basilisk must make a successful saving throw vs. Petrify to avoid turning itself to stone. To reflect the Gaze a character must make both a successful Attack Check Roll and a Saving Throw vs. Petrify to avoid turning themselves to stone. A character may look into the mirror and attack the Basilisk with a weapon but there is a -2 attack roll modifier for trying to attack such Foe while looking at it in a mirror.

C. Giant Hotun War Spider

No. Enc.: 1

Alignment: Neutral

Movement: 60' (20')

Web: 120' (40')

Armor Class: 6 [13]

Hit Dice: 1-1, 1, 2, 3

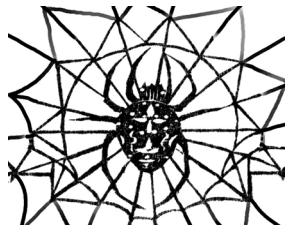
Attacks: 1 (bite)

Damage: 1d4, paralyzing venom

Save: F2

Morale: 8

Hoard Class: VI [G]



The hit dice of the war spiders reflects their maturity and size; 1 hit die -1, 1, 2, and 3.

The War Spider is not content to remain in its lair and roams at night hunting prey which it bites, paralyzes, binds, and drags back to its lair. This behaviour is more common among War Spiders of 2 HD or less.

The 3 hit dice Giant Hotun War Spider is a feared creature which weaves a sticky web that is difficult to see. The webs catch the unwary and hold them (INT Attribute Check Roll to detect). Failure to spot the web indicates entanglement 2-in-6.

Entanglement always alerts the spider to the presence of prey. Any character so caught in the spider's webs cannot prevent the Spider from automatically biting them in the next round (a successful STR Attribute Check Roll is required to free a character from the sticky webs).

The bite of the War Spider causes paralysis (Saving Throw vs. paralysis). Once paralyzed, a character is then bound in more webs (3 melee rounds) to prevent further escape attempts (it is then impossible for a character to escape by themselves without a way to cut the bindings) after

which the spider will begin to drain the victim's bodily fluids automatically causing 1d4 damage each round. The Labyrinth Lord (Referee/Ref) should make a 4-in-6 Check Roll for spiders of 1 hd or less (2-in-6 for spiders of 2 hd or more) at the end of every other round of feeding to see if the spider's hunger is sated. When not sated the spider continues to feed. Once the spider's hunger is sated, the character will be left bound (and hanging in the web of the 3 HD spider) for 1d6 days until the spider is hungry again at which time it will return to feed; repeat the satiation check.

The War Spiders, bred to enormous size, were once steeds of the Hotun. The ancient priest-lore of the Hotun regarding the control of these creatures has been lost with the decline of this civilization.

D. Cave Flies

No. Enc.: 1d10 (3d12)

Alignment: Neutral

Movement: 30' (10')

Fly: 180' (60')

Armor Class: 7 [12]

Hit Dice: 1

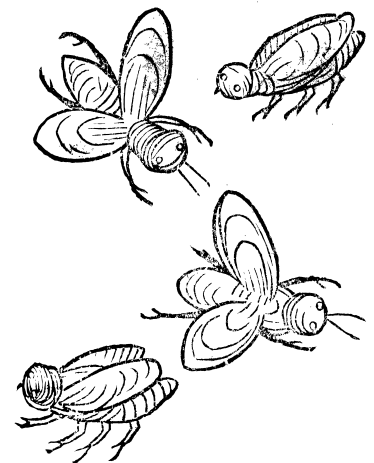
Attacks: 1

Damage: 1d2

Save: F2

Morale: 9

Hoard Class: XI [L]



The Cave Fly is a nasty 1 foot long insect, with a 2 foot wingspan. It latches onto its victim and drains its blood. After a successful bite it has Gripped its victim and automatically causes 1 point of damage each melee round. The Cave Fly remains attached to its victim for at least 3 melee rounds before flying away swollen and sated. The bite of this creature carries "Cavebite" disease and there is a risk of catching it on failing a CON Attribute Check Roll. The disease makes a character sick for 1d6 days and they cannot undertake any activity in that time. Incubation period is 1d6 hours.

E. Cave Boogers

No. Enc.: 1d12 (5d10)

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 8 [11]

Hit Dice: 1

Attacks: 1 (weapon)

Damage: thrown rocks 1d4, or clubs 1d6

Save: F1

Morale: 9

Hoard Class: III (XX) [R (C)]



Cave Boogers, sometimes known as Cave Spooks, are carnivorous humanoids whose diet consists primarily of meat and carrion. In appearance they are hairy, carry bone clubs, and have the unique quality of leaving no footprints. Their movement is completely silent. They do however emit an easily recognizable stench detectable at distances up to 90' (INT Attribute Check Roll to identify). Their language consists of gibbering and howling. Cave Boogers venture above ground in darkness to search for captives and/or corpses which are then taken underground and eaten in their lair. They avoid daylight as they are blinded by it. Magical light causes them to retreat.

F. Giant Snake, Chameleon Viper

No. Enc.: 1d8 (1d8)

Alignment: Neutral

Movement: 90' (30')

Armor Class: 6 [13]

Hit Dice: 2

Attacks: 1 (bite)

Damage: 1d6, venom

Save: F1

Morale: 7

Hoard Class: I, II, III, IV, V [P, Q, R, S, T]



The Chameleon Viper is a speckled snake approximately 60' long (1 foot in diameter) which has the nasty habit of being invisible while it lies in wait for prey to ambush. This ability is lost whenever the snake is moving.

This snake will lay still and not normally attack unless it is stepped on, detected, and/or cornered. When it does attack the Chameleon Viper bites then retreats to safety to let its prey die before returning to feast upon the corpse, which it swallows whole. It is incapable of swallowing any creature larger than medium in size, including carried treasure!

If the snake cannot retreat it will attack repeatedly to defend itself. Any character bitten by the snake must make a Saving Throw versus Death with failure indicating death in six melee rounds. Success means they are not affected. During those six melee rounds the victim writhes and screams horribly, unable to take any other action to help themselves, thus increasing the risk of attracting Wandering Monsters 2-in-6. Any attempts to save the character must be made within six melee rounds of their being bitten.

G. Cadaver Worm

No. Enc.: 1d3 (1d3)

Alignment: Chaotic

Movement: 120' (40')

Armor Class: 8 [11]

Hit Dice: 3

Attacks: 1 (Claw), 2 (bite)

Damage: 1d8

Save: F1

Morale: 7

Hoard Class: None



The Cadaver Worm is a creature that attaches to itself the remains of corpses, animal and humanoid, the extremities of which are then integrated into it's body as fully functioning appendages. The creature is an assemblage with little rhyme or reason. It can crawl on walls and ceilings with ease.

H. Sticky Ooze

No. Enc.: 1d3 (1d3)

Alignment: Neutral

Movement: 120' (40')

Armor Class: 8 [11]

Hit Dice: 2

Attacks: 1 (Touch) Sticky

Damage: 1d8

Save: F1

Morale: 7

Hoard Class: None

Sticky Ooze is stone-like in appearance, however it is a really a 10' blob of goo which can seep and flow through the tiniest crack in search of magical energies to feed upon; dampening the magical energies needed to cast spells. It does not harm flesh, leather, metals, etc. but draws magic permanently from items that come into contact with it should they fail a saving throw. Magical light makes Sticky Ooze temporarily quadruple in size for

1d6 Turns. It is most often stepped upon, or touched since it can be mistaken for stone. Sticky Ooze grips at the point of contact (STR Attribute Check Roll to escape). Movement across Sticky Ooze requires a STR Attribute Check Roll for each 10' crossed.

I. Evil Presence

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 5 [14]
Hit Dice: 1+1
Attacks: 1, paralysation
Damage: 1d4
Save: F3
Morale: 12
Hoard Class: XIX [D]

An Evil Presence can blow out any torch at will within 60' but cannot extinguish lanterns or magic light; lanterns are reduced to a mere 10' square of illumination. The Evil Presence will not willingly enter an area of Magical or Lantern light for it is harmed (lanterns cause 1d4 damage; Magical Light 1d8 damage) by it each melee round it is exposed. Those outside the squares of light must make a Saving Throw v.s. Paralysation. Paralysed characters cannot defend themselves and automatically suffer damage each melee round as the Evil Presence harms them.

The Evil Presence is a translucent, brick red colour, 2' ball with as many tentacle-like arms as are required to attack with; which may be attacked. It can only be harmed by glass or magical weapons, and magic.

J. Fiends

No. Enc.: 1d6 (2d8)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 6 [13]
Hit Dice: 2 (turn as 3 HD)
Attacks: 3 (2 claws, bite)
Damage: 1d3/1d3/1d3 + see below
Save: F2
Morale: 9
Hoard Class: III, IV, V (XXI) [R, S, T (B)]



The Fiend is a grave robbing Chaotic Monster which drinks blood, steals grave goods, and consumes

corpuses. It can shape shift at will, taking the form of a previously eaten corpse.

When confronted by Fiends the undead retreat as if they were turned by a third level Cleric. Note that a Fiend is a monster not subject to turning by a Cleric.

Those struck by a Fiend's Bite or Claw attack must make a Saving Throw vs. Paralysation with failure indicating they are paralysed for 1d6 melee rounds; this paralysation affects both undead and living. This allows a Fiend to inflict automatic damage thereafter for each melee round while the paralysis lasts. Elves are immune to Fiend paralysis.

Dreadwood's Fiends have taken to roosting in trees and some of them have even sprouted bat-like wings enabling them to fly 180' (60') but at the price of reducing their HD to 1+1.

K. Draff

No. Enc.: 2d4 (6d10)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 6 [13]
Hit Dice: 1 +1
Attacks: 1 (weapon)
Damage: 1d6 or weapon
Save: 0 level human
Morale: 7
Hoard Class: III (XX) [R (C)]



The Draff is legendary as being mischievous and malicious, as small as a Dwarf, and uglier still. They inhabit dark woods and underground caverns in mountains. Draffs have communities, a social structure, laws, and Kings. Like Dwarves, Draffs are skilled at smithing, mining, and crafting.

Draffs dislike the full sun, preferring gloom, and all Check Rolls are performed at -1 in magical light or full sunlight but this restriction does not apply to a dull or cloudy day, evening within an hour of sunset, morning within the first hour of sunrise, or night. Draffs gain +1 to all Check Rolls made in moonlight.

There is a 1-in-6 chance a Draff will possess magical abilities equivalent to those of a third level Magic-User or Elf; which they particularly enjoy using for villainous purposes.

Draffs are expert at waylaying the unwary on lonely roads and mountain passes (INT Attribute Check Roll to detect) traps are sprung 2-in-6.

L. Head of Ill Portent

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 30' (10')
 Fly: 180' (60')
 Armor Class: 7 [12]
 Hit Dice: 1
 Attacks: None
 Damage: None
 Save: F2
 Morale: 9
 Hoard Class: None



This evil eyeless head of a corpse floats above the Dungeon floor bringing bad luck to all characters within a 100 foot radius. It will never close within 5" of the party. The Head of Ill Portent, is attracted to the party and tags along deceptively behind them bringing bad luck, a -1 Die Roll Modifier to all saving throws and attacks. It can be turned by a Cleric but it is treated as if it were a 3 HD monster for the purposes of turning. Its presence is detected with a successful INT Attribute Check Roll if the party is watching carefully.

M. Headless Ghost

Labyrinth Lord (Referee/Ref): There is only one Headless Ghost!

The Barony of Gloomland is being haunted by a Headless Ghost. The restless spirit of Hapless Harald has taken to wandering in search of his lost head. At first the ghost only made itself known to the living by appearing. As unpleasant as this was the haunting's escalated to appearing and screaming. Yet even worse was to come as it began taking the heads of the living to replace it's own missing noggin. The haunting is now the talk of the barony and the subject of no little fear in the hearts of all who live there. It is the Baron's duty to bring the haunting to end yet he has been unable to do so. To lay the Headless Ghost to rest it's missing head must be recovered from Labyrinth map key 33. and interned with Hapless Harald's mortal body at Ghost Hill, Map Key N8. This is where the Player Character's come in...

No. Enc.: 1 (1)
 Alignment: Chaotic
 Movement: 90' (30')
 Armor Class: 5 [14]
 Hit Dice: 3
 Attacks: 1
 Damage: 1d6, scream causes paralysement
 Save: F3
 Morale: 12
 Hoard Class: XXI [B]



The Headless Ghost may be harmed by glass, silver, and magical weapons, and magic.

The Ghost does not always attack; when it appears roll on the following table:

Roll 1d6	Description
1-3	The Headless Ghost shows itself, then disappears.
4-5	The Headless Ghost screams and then disappears.
6	The Headless Ghost screams and then attacks the nearest paralysed character.

The Ghost does not need a head to "scream." Ears may be plugged with beeswax to prevent hearing the scream but all audible communication is then made impossible. When the Headless Ghost screams those present become paralysed with fear for 1d6 melee rounds on failing a Saving Throw vs. Paralysement.

The ghostly touch of the Headless Ghost automatically causes 1d6 damage per round to paralysed characters and when a character is slain the Headless Ghost will take their head in place of its own and vanish. The Ghost will become unsatisfied with the replacement 1d6 days later and return to haunting the barony.

The Headless Ghost cannot be defeated in combat; a defeat only suppresses the haunting temporarily for the number of days equal to the hit points lost as it will then reappear at the next stroke of midnight with it's hit points regained.

Destruction of the both body and head with acid or fire can also end the haunting but as long as either the head or body remain the haunting will not end.

Details of the internment procedure for uniting the head with the body can be found at the topic Ghost Hill.

N. Knockers

This is a traditional mine spirit which knocks where treasure is located. A knocking sound, like a hammer tapping, can be heard which leads in the direction of the nearest treasure but the knocking only lasts for (1d6) turns.

O. Cobolds

No. Enc.: 1d8 (2d6)
Alignment: Neutral
Movement: 60' (20')
Armor Class: 4 [15]
Hit Dice: 1d4 hit points
Attacks: 1 (Spear), Touch Burns
Damage: Touch 1d4 or weapon
Save: 1 level human
Morale: 9
Hoard Class: I (XIX) [P (D)]



Cobolds are Dwarf-like humanoids with smoldering hot skin and ember like eyes. Cobolds live deep underground in subterranean fires, to which they are immune. All fires, including the magical kind, have no effect upon them. Cobolds seldom venture far from their subterranean fires lest they cool and turn to stone in 1d6 days. They are able to travel magically through the earth at will in the manner of the magical spell Passwall appearing at the exit with a bang and a cloud of smoke.

Cobolds dislike those who live in the “overworld” regarding any metal taken from underground as stolen property. They will attempt to intimidate and drive out all who enter the underworld.

Cobolds carry swords, spears and shields made of Osmium, which is harder than steel, consider these +1 magical items.

Touching or being touched by a Cobold causes 1d6 burning damage. Cobolds can ignite flammable items 4-in-6 with a touch setting them on fire. Striking a Cobold with a non-magical weapon risks its destruction, 1-in-6.

Cobolds are particularly fond of eating insects found in the upper regions of the underworld.

P. Lure Beetles

No. Enc.: 1d8 (2d6)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 4 [15]
Hit Dice: 1 + 2
Attacks: 1 (bite)
Damage: 2d4
Save: F1
Morale: 7
Hoard Class: IV [S]

The Lure Beetle is a cave dwelling insect. The Lure Beetle has a small organ on it's head which it uses to entice prey close to it's bite and to communicate simple signals. The lure can be used to emit flashes which warn other beetles of nearby danger sending them scurrying away to safety. The flashes can also summon an additional 1d6 Beetles to feed!

Q. Medusans

No. Enc.: 1d8 (5d8)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 5 [14]
Hit Dice: 2
Attacks: 1 (weapon), 1 Bite (venom), Touch (venom)
Damage: weapon (a Battle Axe 1d8), bite 1d6, venom
Save: F2
Morale: 9
Hoard Class: XXII [A]

Medusans are malicious humanoids which dwell far underground. They have venomous serpents instead of hair. Their pale faces and scaly mottled green and brown skin continually secretes a venomous substance which drips onto everything they touch including their weapons. The Medusans, as a race, owe a debt to an evil being and each year they must pay a tribute of heads taken in battle or face the wrath of this malignant being. This makes the Medusan's very aggressive and they actively seek out battle. Medusans take the heads of those they defeat in battle as and display them in their caverns.

Medusan's are never found above ground while the sun shines because the sun, lantern light, and magical light, will temporarily turn them to stone.

The sun turns a Medusan to stone until after sunset. Lamplight and Magical light also turn a Medusan to stone if they fail a Saving Throw vs. Petrification and for this reason the Medusan's detest intruders who bring the hated lights into their underground realm. Medusans turned to stone by sunlight are restored to flesh 1d6 turns after sunset, from lamplight 1d6 rounds after light is removed, and from magical light 1d6 turns after the light is removed. While stone Medusans may be smashed and destroyed with picks or hammers if they fail a Saving Throw vs. Death. Success indicates the Medusan cannot be destroyed while stone.

The venom of the Medusan causes death or 1d6 damage, Saving Throw vs. Poison.

R. Battle Haunts

No. Enc.: 1d6 (3d6)
 Alignment: Chaotic
 Movement: 60' (20')
 Armor Class: 6 [13]
 Hit Dice: 1+1
 Attacks: 1
 Damage: 1d6 or weapon
 Save: F1
 Morale: 12
 Hoard Class: II [Q]

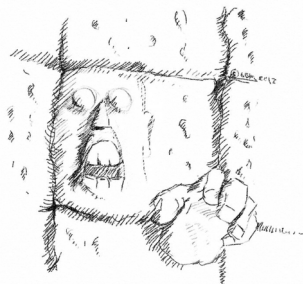


Battle Haunts are the slain which haunt battlefields. They are the accursed dead taking up ancient quarrels with all who cross their path. They are active at night (in wilderness) and dormant during daylight. Battle Haunts can sometimes be found underground in labyrinths.

In the context of this adventure the Battle Haunts are the ancient Hotun and their barbarian adversaries, long dead.

S. Wall Golem

No. Enc.: 1d3 (2d6)
 Alignment: Chaotic
 Movement: 10' (10')
 Armor Class: 5 [14]
 Hit Dice: 3
 Attacks: 1, Weapon or strike
 Save: F3
 Morale - N/A
 Hoard Class: None



The Wall Golem's purpose is to serve as a protector of, or obstacle to, access to a particular location. The Wall Golem appears as a normal wall or floor until activated by Characters or Monsters attempting to pass by it. When the Wall Golem is activated it manifests itself as 1d3 (3 Hit Die) stone men with swords which are always attached to the 10 x 10 foot area to which the spell was applied.

Invisible Characters or Monsters do not activate the Wall Golem. It is immune to sleep and charm spells.

T. Wolves

No. Enc.: 2d6 (3d6)
 Alignment: Neutral
 Movement: 180' (60')
 Armor Class: 7 [12]
 Hit Dice: 2 + 2
 Attacks: 1 (bite)
 Damage: 1d6
 Save: F1
 Morale: 8
 Hoard Class: None



The Wolf is a pack hunter known for their persistence and cunning. Their numbers make them dangerous Foes. The pack circles and attacks from the flanks or rear when opportunity presents.

Wolves can track by scent following a trail not more than 1 day old, move silently, and 4-in-6 detect approaching Foes within 18", even in complete darkness.

U. Shamblers

No. Enc.: 1d3 (3d4)
 Alignment: Chaotic
 Movement: 120' (40')
 Armor Class: 8 [11]
 Hit Dice: 2
 Attacks: 1 (weapon)
 Damage: 1d8 or weapon
 Save: F1
 Morale: 12
 Hoard Class: None

Shamblers are Zombies no longer under the control of the one who revived them and while they have no will of their own they attack the living; prioritizing attacks upon the classes of Magic-Users and Clerics before others. They obey no command given to them. Shamblers strike last in every melee round.

Shamblers can be sometimes be killed by throwing a handful of salt at them, a successful attack roll is required; if Shamblers then fail a Saving Throw vs. Magic they become inanimate corpses once more.

V. Barrow Ghosts

No. Enc.: 1d3 (3d4)

Alignment: Chaotic

Movement: 60' (20')

Armor Class: 7 [12]

Hit Dice: 1

Attacks: 1 (ghostly weapo

Damage: 1d8

Save: F1

Morale: 11

Hoard Class: II (VI) [Q (U)]



Barrow Ghosts are raised when their barrows are opened and their grave goods are touched or taken. Barrow Ghosts wield immaterial ghostly weapons, simulacrums of those they had in life. Barrow Ghosts can only be harmed by glass, silver and magic weapons, and magic. Most barrows contain only personal grave goods of the deceased but some 10% contain Hoard Class VI which is the treasure of a notable person or group of persons. Wights are attracted to the wealth of such barrows. Barrow Ghosts seldom leave their barrows. Barrow Ghosts may be turned by Clerics.

Treasure Hoards

A Treasure Hoard may be hidden by a Trick, or protected by a Trap or Monster. Treasure Hoards for Monsters have been provided and may be placed (even more than once) in the adventure wherever they are required. A Treasure Hoard should always have some obstacle to protect it such as a Trick, Trap, or Monster. The Labyrinth Lord (Referee/Ref) may change the protection or content of a Treasure Hoard in any way they see fit to suit their own game.

Locations of Specific Treasure Hoards:

Ghost Hill Treasure Hoard

An Iron Strongbox containing 3000 Silver Pennies, a Potion of Speed, a Potion of Extra-Healing, a Scroll of Protection From Normal Missiles, +1 Magic Mail Armour, Sword +1 vs. Cobolds, a Potion of Healing, and a Scroll of Remove Curse.

An Iron Strongbox containing 3000 Silver Pennies, 3 Magic Potions, a Scroll of Protection, Magic Armor, Magic Sword, and a Scroll which removes a Curse.

Dungeon Map Key 2

Treasure Hoard: A cloth sack contains 100 Silver pennies, and a Potion of Invisibility.

Dungeon Map Key 38

Treasure Hoard: In a locked iron chest; +1 Amulet v.s. any magic used by the Undead, 500 silver pennies, Elvish Long sword +1, +2 vs Spiders.

Assignable Treasure Hoards:

Treasure Hoard 1.

A Treasure Hoard is buried here. The Treasure Hoard consists of: 2000 Silver Pennies, and a magic talking rock which always comes back after it is thrown. It may speak of anything it has seen, and a Map to a buried Treasure within a Leather Sack located on the Atlas Map Location Hermit's Cave. That Treasure contains 800 Silver Pennies, and 2 Potions, one of Clairvoyance and one of ESP.

Treasure Hoard 2.

This sack contains 100 Gold coins and, 50 Silver pennies. However the real value lies in the sack for it is really a Bag of Holding which may contain anything one puts into it providing it will fit through the 12 inch opening.

Treasure Hoard 3.

An iron strongbox is padlocked. This lock can never be undone for it is not a real lock but a trick. The bottom of the strongbox has a hidden latch which opens it. Within the strongbox is hidden a Cloth Sack containing 100 Silver Pennies, and +1 Mail Armour, a +1 AC Magic Sword Scabbard, and a Potion of Treasure Finding.

Treasure Hoard 4.

Hidden under a rock is a Magic Ring of Invisibility which allows its user to turn invisible when worn, per the Spell Invisibility but it has a terrible curse for each time it is worn and used the wearer ages 1 year if they fail a saving throw vs. Magic.

Treasure Hoard 5.

In a chest may be found items of clothing, a bag of 100 Silver pennies, and Magic Boots of Speed.

Treasure Hoard 6.

Hidden behind an illusion of rock wall is a Leather Sack containing 400 Silver Pennies, and a Potion of Undead Control, and a Potion of Extra Healing.

Treasure Hoard 7.

In the gut of a monster may be found a rare gemstone worth 500 Gold Coins, and 200 Silver Pennies, and a Potion of Flying.

Treasure Hoard 8.

Scattered on the floor are 400 silver pennies.

Treasure Hoard 9.

A Leather Sack containing 400 Silver Pennies, and a Map to a buried Treasure located at the Dunghills: That Treasure Hoard consists of a Leather Sack containing 100 Silver Pennies, and a Potion of Undead Control, and a Weapon +1 +2 vs. Undead.

Treasure Hoard 10.

In a small niche in the wall is a +1 Amulet v.s. any magic used by the Undead.

Treasure Hoard 11.

This sack contains 100 Silver pennies, and a Potion of ESP.

Treasure Hoard 12.

+1 Magic broad sword of Gufalk bears upon it ancient runes. They merely state "Hotun Cleaver" in the ancient language of the barbarians.

Treasure Hoard 13.

Scattered on the floor are 100 silver pennies.

Treasure Hoard 14.

This rusted strongbox contains, 4000 silver pennies, a Magic Scroll of a Level 2 spell, Mail Armor +1 -2 vs. Undead, a Potion of Healing, and a Potion of Treasure Finding, and a Map to a buried Treasure located on the Atlas Map Location Forest Road, That Treasure Hoard within a Wood Strongbox contains 900 Silver Pennies, a Potion Command Undead, and a Magic Ring which protects its wearer, Armor Class +1.

Treasure Hoard 15.

Burials, grave goods, weapons, armor, cups and plates, all the things needed in the afterlife.

Treasure Hoard 16.

A cloth sack contains 100 Silver pennies, and a Magic Potion which allows those who consume it to see in darkness.

Treasure Hoard 17.

Horn of the Hotun, blowing this magic horn causes characters and monsters to check morale.

Treasure Hoard 18.

Boots of invisibility; in order to remove them a character has to make a CON Attribute Check Roll.

Treasure Hoard 19.

100 Silver pennies.

Treasure Hoard 20.

Mask of the Hotun, worn on the back of the head this allows the wearer to see behind them at will.

Treasure Hoard 21.

A silver penny dropped by a careless traveller grants +1 to Saving Throws.

Treasure Hoard 22.

10 Arrows in a quarrel.

Treasure Hoard 23.

A cloth sack contains 100 Silver pennies, and a Magic Potion which grants those who consume it infravision, the ability to see in darkness.

Treasure Hoard 24.

A rare gemstone worth 500 Gold Coins, 200 Silver Pennies, and a Potion of Flying.

Treasure Hoard 25.

Sword, mail, a battered old helm, old leather boots, and 2 silver coins for the ferryman.

Treasure Hoard 26.

A chest containing items of clothing, a bag of 100 Silver pennies, and Magic Boots of Speed.

Treasure Hoard 27.

A spider web wrapped corpse, 10 sp, dagger, sword, backpack, oil, lantern, rope, leather armour, clothing.

Treasure Hoard 28.

A spider web wrapped corpse, 2 sp, chainmail, 1 boot, clothing, backpack containing moulding rations, compass, canteen.

Treasure Hoard 29.

Horn of the Hotun, blowing it causes enemies to check morale the first time they hear it (doesn't affect the undead or those unable to hear it), 120 sp (scattered), rusted weapons, shields, and armour (unusable), boots, torches, lanterns, oil, 2 backpacks.

Treasure Hoard 30.

Chained to one of the skeletons is an iron box (locked) containing a magic scroll of three spells; Light, Magic Missile, Sleep.

Treasure Hoard 31.

10 silver pennies in the purse of a mummified dwarf corpse.

Treasure Hoard 32.

A box containing a magic scroll of Detect magic.

Treasure Hoard 33.

There is a gemstone resource to be mined and it may be discovered 2-in-6 by a Dwarf if they are searching for unusual stonework. There are 9 gemstones to be extracted (1 per Turn) with a value of 10, 100, 100, 500, 100, 25, 250, 50, 50 gp. A pickaxe must be used. The sound of mining may 2-in-6 attract wandering monsters each turn.

Treasure Hoard 34.

There is a gemstone resource to be mined and it may be discovered 2-in-6 by a Dwarf if they are searching for unusual stonework. There are 9 gemstones to be extracted (1 per Turn) with a value of 75, 25, 250, 75, 75 gp. A pickaxe must be used. The sound of mining may 2-in-6 attract wandering monsters each turn.

Treasure Hoard 35.

Three vials of venom antidote.

Treasure Hoard 36.

An invisible box contains a magic scroll, Fireball.

Treasure Hoard 37.

An iron box containing 100 silver pennies

Treasure Hoard 38.

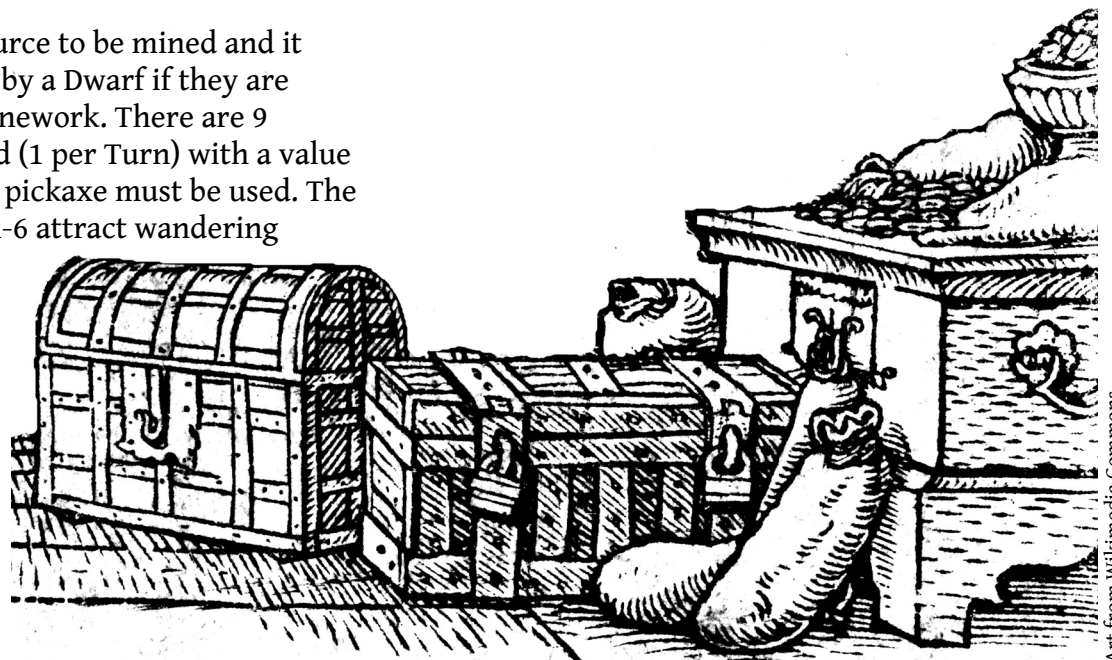
There is a gemstone resource to be mined and it may be discovered 2-in-6 by a Dwarf if they are searching for unusual stonework. There are 7 gemstones to be extracted (1 per Turn) with a value of 250, 250, 25, 10, 75, 500, 75 gp. A pickaxe must be used. The sound of mining may 2-in-6 attract wandering monsters each turn.

Treasure Hoard 39.

In a locked iron chest; a Magic Amulet of Protection, 500 silver pennies, a +1 Magic Elvish Long sword +2 vs. Spiders which glows when spiders are near.

Treasure Hoard 40.

There is a gemstone resource to be mined and it may be discovered 2-in-6 by a Dwarf if they are searching for unusual stonework. There are 10 gemstones to be extracted (1 per Turn) with a value of 1000, 10, 25, 50, 75, 100, 250, 500, 750, 1000 gp. A pickaxe must be used. The sound of mining may 2-in-6 attract wandering monsters each turn.



Art from Wikimedia Commons

Non Player Characters

Baron Gloom

The Baron Gloom is rated as a ninth level Human Fighter. He has a +1 Magic Sword that allows him to turn invisible with an INT Ability Check Roll.

The Baron is the most important Non Player Character in Gloomland. The Baron will, if the players agree to undertake the quest to retrieve the head of Hapless Harald in the Dragon's Cave, give them lodging in the barracks and a signet ring to show subordinates and patrols that they have his favour. A Headless Ghost is haunting the barony and taking the heads of travellers and inhabitants. This has caused considerable talk, distress, and unrest in the barony. The Baron and his knights have been unable to end the haunting on their own and this is where the player characters come in to undertake the quest to lay the ghost to rest. As troubleshooters, the player character's arrive via the Travel Stones, they are presented with the opportunity to take up this quest, if they wish.

The head of Hapless Harald is located in Labyrinth Map Key 33. The head is bald, with a red moustache and beard which is how the Baron will recognize it. The head should be interned at Ghost Hill with the remainder of the corpse to lay the ghost but the head and body could also be burned or destroyed with acid to end the haunting. The Medusan's will not willingly part with the head. They took Hapless Harald's head in battle.

Baron Gloom, Sir Richard Gurden, Fighter, Level 9
 Alignment: Lawful
 Movement: 120" (40")
 Armor Class: 4
 Hit Dice: 9
 Attacks: 1
 Damage: 1d8 +1 Magic Long Sword, 1d6 Lance, 1d4 Dagger
 Save: F9
 Morale: NA
 Hoard Class: I

Gear: Banded Mail, Shield, Helm, War Horse, 20 silver pennies.

When outside the castle the Baron is horsed and always accompanied by a patrol, see the encounters

for the composition of the patrols. Abilities: Str 18, Dex 15, Con 14, Int 12, Wis 12, Cha 16

Sir Edmund

Sir Edmund "Longshanks" Mund, Warrior, Level 9
 Alignment: Lawful
 Movement: 120" (40")
 Armor Class: 5
 Hit Dice: 9
 Attacks: 1
 Damage: 1d8 Long Sword, Lance, or Crossbow
 Save: F3
 Morale: NA
 Hoard Class: None, 100 Silver Pennies in keep.
 Gear: Mail, Medium Shield, Helm, 10 silver pennies

When outside the keep Sir Edmund is horsed and always accompanied by a patrol of three Men-at-Arms. Edmund seldom patrols outside his own borders. Edmund carries a crossbow, and he is a marksman. Abilities: Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 14

The Baron's Knights and Patrols

The Barons Patrols are led by his Knights and the Men-at-Arms who accompany them are mail clad horsemen and armed with lances, shields, and swords. A Knight is rated as a first or second level Human Warrior. All know their business and are not afraid of conflict with strangers for it is their job to keep order and drive away enemies. Anyone they are suspicious of is detained and taken to Gloom Keep for the Baron to Question. If they see a fight between characters and monsters they will weigh in on the side of the characters, joining the fight, and ask questions later on. Character's carrying sacks of looted Treasure Hoards are escorted to Gloom Keep to give the Baron his 10%. The Knights and Patrols are outmatched and unable to take on the Headless Ghost; that is for the player characters.

Second Level Knight; Crabbe, Hinde, Neral

No. Enc.: 1
 Alignment: Lawful
 Movement: 120" (40")
 Armor Class: 5
 Hit Dice: 2
 Attacks: 1
 Damage: 1d8 Long Sword, 1d6 Lance, 1d6 Shortbow
 Save: F2
 Morale: NA
 Hoard Class: None

Gear: Mail, Shield, Helm, 10 silver pennies
Abilities: Str 14, Dex 12, Con 12, Int 12, Wis 10, Cha 10

First Level Knight; Iscel, Morel, Willow

No. Enc.: 1
Alignment: Lawful
Movement: 120" (40")
Armor Class: 5
Hit Dice: 1
Attacks: 1
Damage: 1d8 Long Sword, 1d6 Lance, 1d6 Shortbow
Save: F1
Morale: NA
Hoard Class: None
Gear: Mail, Shield, Helm, 5 silver pennies
Abilities Man-Like: Str 14, Dex 12, Con 12, Int 12, Wis 10, Cha 10

Man-At-Arms

No. Enc.: 1d10 (2d10)
Alignment: Lawful
Movement: 120" (40")
Armor Class: 5
Hit Dice: 1
Attacks: 1
Damage: 1d8 Long Sword, 1d6 Lance, 1d6 Shortbow
Save: F0
Morale: 8
Hoard Class: None
Gear: Mail, Shield, Helm, 5 silver pennies
Abilities: Str 14, Dex 12, Con 12, Int 12, Wis 10, Cha 10

Conduct of the Patrols

In general the Men-at-Arms are stalwart 0 level warriors led by first or second level knights. The knights are the leaders and make all the decisions but they have been given their marching orders by the Baron. These are lawful characters, trusted, and paid wages. Their loyalty is to the Baron Gloom. Led well they are brave and do their duty. Much of their fighting is done from horseback. They are wary of the Hotun War Spiders. The Medusans they ride around and shoot full of arrows. They never let the Medusans approach. If they find a Medusan turned to stone they smash it. Those characters with the Baron's favour, bearing his ring, are considered trusted and allowed to travel unchallenged. Others may be escorted to the Baron for questioning.

Conduct of the Patrols vs. the Medusans

The Medusans are venomous in word and deed. They have names like Poison Pen and are well aware of their toxicity to others. These monsters seek to take the heads of worthy opponents in battle. All their philosophy, poetry, and efforts are directed to this.

They would like nothing better than to force a pitched battle at night with Sir Richard and his men in order to take their heads and will undoubtedly test the mettle of the player characters.

However, as the venomous nature of these creatures is well known, and because they have much to risk, the Baron Gloom and Sir Edmund restrict their patrols actions to keeping the Medusans from entering the Barony and their orders are not to pursue Medusans into ambushes or venture more than three squares beyond the borders. A common Medusan tactic is to attack, withdraw, and lead pursuers into an overwhelming ambush.

Bows are the weapons favoured by the horsed patrols as they may then ride around and attack the Medusans from a distance.

The Medusans would be a lot more trouble were it not in that they have a fatal flaw, daylight turns them to stone. Those found turned to stone by day are smashed. The Medusans regard this as a cowardly act.

Someday the Medusans might employ the strategy of constructing an underground lair near to the borders of the Barony, shelter there, swell their numbers, and attack at night. The Baron has foreseen this possibility and is eager to recruit new vassals to swell his strength against this eventuality.

The Baron is well aware that these venomous creatures inhabit the Dragon's Cave. Sending the player characters into the Labyrinth is his way of taking the fight to the Medusans.

Septimus the Wisened

No. Enc.: 1
 Alignment: Lawful
 Movement: 120" (40")
 Armor Class: 9 (Magic Ring AC2)
 Hit Dice: 3
 Attacks: 1
 Damage: 1d6 Mace, 1d4 Sling
 Save: C3
 Morale: NA
 Hoard Class: None
 Gear: Shield, Helm, 10 silver pennies
 Abilities Man-Like: Str 14, Dex 12, Con 14, Int 12, Wis 16, Cha 13

Septimus is an third level cleric who visits the Barony quarterly, staying for a month, to see to the communities spiritual needs, December, March, June, September. When present the Septimus divides his time between the Chapel at Castle Gloom and visiting the homes of the members of the community. Light and cure light wounds are spells typically memorized.

Septimus has been given a magic ring to aid him in his work but it and his other "belongings" are the common property of his faith and not his personally.

Septimus may drive off the Ghost of Hapless Harald by Turning but knows that a permanent solution to the supernatural hauntings must be found.

Tickle the Riding Goat

Septimus has a Riding (Billy) Goat named Tickle which is as big as a mule. Tickle likes nothing better than to butt enemies; a standing butt causes 1d6 damage, running at opponents and butting requires at least 20' and doubles damage.

No. Enc.: 1
 Alignment: Law
 Movement: 120' (40')
 Armor Class: 7
 Hit Dice: 2
 Attacks: 1 (butt)
 Damage: 1d6
 Save: F2
 Morale: 5
 Hoard Class: None
 XP: 50

**Bald Hedwig**

No. Enc.: 1
 Alignment: Chaos
 Movement: 120" (40")
 Armor Class: 9
 Hit Dice: 3
 Attacks: 1
 Damage: 1d6 Quarterstaff
 Save: C3
 Morale: NA
 Hoard Class: None
 Gear: none
 Abilities Man-Like: Str 13, Dex 14, Con 14, Int 13, Wis 16, Cha 10

Bald Hedwig is a third level cleric who betrayed a Lawful deity and lost the ability to cast spells. Bald Hedwig was assigned 10 years penance as a hermit in the wilderness, or was, until the isolation drove him to eccentricity in the seventh year. Bald Hedwig has been turned out of his cave hermitage (map key F13) by Medusans who did not consider his head worthy of taking. Bald Hedwig can still turn the undead which is a sign that his deity has not completely abandoned him and this ability helps to explain why he has survived so long in the wilderness. Were the Medusans driven from his cave he might complete the remaining three years of his penance and then be restored to Lawful alignment. This character is of no help to the player characters, or anyone else. If attacked he runs away; even the Fiends won't eat him due to his usefulness in letting them know others are nearby. The Gloom Marshes Tables on page 39 are used to fill the entries between the [brackets]. When encountered Bald Hedwig the hermit leans on a staff as he walks towards you from the [Direction]. He will stop and say [Remark] He will then turn and hurry off to the [Direction]. If stopped by force he simply rolls his eyes, won't look anyone in the eye, and begs, "let me go, let me go. [Remark]" If released he hurries off at double the previous pace. He won't answer any questions and wails piteously if held against his will, [Fiends] attracted by the sound attack 1d6+1 turns later from the [Direction].

Travel Stone NPC Sheet

Name **Baron Gloom**

9 **Level** XP +10% XP Bonus Class **Fighter** Dice Type **d8**

Ability Modifiers

To Hit	Damage	Force Doors
+3	+3	+3
Languages		Language Proficiency
Saving Throws		Read & Write
AC Bonus	Missile Attack Bonus	Opt. Initiative
-1	+1	+1
Hit Point Bonus		Retainers
+1		Retainer Morale
Reaction	Retainers	Retainer Morale
-1	6	9

18 **STR**
12 **INT**
12 **WIS**
15 **DEX**
14 **CON**
16 **CHA**

Alignment **L** Base AC **4** Dex Bonus **-1** Shield **-1** My AC **2**
Armour **Banded Mail** **4** **-1** **-1** **2**
4 **-1** **3**

8 3 7 4 1 6 7 7 5
Hit Points Per Hit Dice
Hit Points **48+9=57** **Damage**

My THACO **10** depending armor class is subtracted from attacker's THACO to find to-hit number

To Hit

DAC	9	8	7	6	5	4	3	2	1	0	-1
AAC	10	11	12	13	14	15	16	17	18	19	20
My To Hit	1	2	3	4	5	6	7	8	9	10	11
My Ranged To Hit	3	4	5	6	7	8	9	10	11	12	13

Item **Shield** L R Hands **Long Sword** Item
— Rings —

Encumbrance **87 lb** Carry **40 lb** Move **120/40'**
Remaining **73 lb** 160 lb max **60 lb** **90/30'**
160 lb max **80 lb** **60/20'**
160 lb **30/10'**

Weapon	To-Hit Bonus	Damage	Damage Bonus
+1 Long Sword	+3	1d8	+3
Lance (horse)	+3	1d6	+3
2 Daggers	+3	1d4	+3

Saving Throws

Breath Attacks	9	B
Poison or Death	8	D
Petrify or Paralyse	10	P
Wands	9	W
Spells or Spell Like Devices	12	S

Find Doors **1-in-6**
Force Doors **5-in-6**
Hear Noise **1-in-6**
Find Traps **1-in-6**

CP GP
SP **20** PP
EP

Spells per Level
1 **4**
2 **5**
3 **6**

Ranged Weapon	To-Hit Bonus	Damage	Damage Bonus	+1 adj Range Short	0 adj Range Medium	-1 adj Range Long	Ammo/Item	Quantity	Quantity Used
Dagger thrown	+1	1d4		10'	20'	30'			

Class Abilities, Equipment, Magic Items, Notes, Treasure, Spells

The My-to-Hit Numbers and THACO have the attribute benefits baked in but do not include the bonus for the Baron's Magic Sword, when rolling an attack with the magic long sword apply the +1 dice roll modifier to hit and damage rolls. The Baron's magic sword allows him to turn invisible with an INT Ability Check Roll. The lance is used on horseback. The Baron's war horse has 3 HD, Barding AC 5, can carry 400lb and moves 120'. Attacking with the lance from the horse requires a minimum of 20 yards, damage is doubled.

Travel Stone NPC Sheet

Name **Sir Edmund**

9 **Level** XP +10% XP Bonus Class **Fighter** Dice Type **d8**

Ability Modifiers

To Hit	Damage	Force Doors
+2	+2	+2
Languages		Language Proficiency
		Read & Write
Saving Throws	AC Bonus	Missile Attack Bonus
	-1	+1
		Opt. Initiative
		+1
Hit Point Bonus	Reaction	Retainers
+1	-1	5
		Retainer Morale
		8

STR 16
INT 12
WIS 12
DEX 14
CON 14
CHA 14

Alignment **L** Base AC Dex Bonus Shield My AC

Armour **Chain Mail**

5 → -1 → -1 → 3
 5 → -1 → → 4

Hit Points Per Hit Dice: 8 6 7 6 4 3 6 5 1

Hit Points: **46+9=55**

Damage:

My THACO **11** descending armor class is subtracted from attacker's THACO to find to-hit number

To Hit

DAC	9	8	7	6	5	4	3	2	1	0	-1
AAC	10	11	12	13	14	15	16	17	18	19	20
My To Hit	2	3	4	5	6	7	8	9	10	11	12
My Ranged To Hit	3	4	5	6	7	8	9	10	11	12	13

Item **Shield** Hands **L** **R** Item **Long Sword**

Rings:

Encumbrance: **66 lb**

Remaining: **94 lb** (160 lb max)

Carry: 40 lb 60 lb 80 lb 160 lb

Move: 120/40' 90/30' 60/20' 30/10'

Saving Throws

Breath Attacks: **9** B

Poison or Death: **8** D

Petrify or Paralyse: **10** P

Wands: **9** W

Spells or Spell Like Devices: **12** S

Find Doors: 1-in-6

Force Doors: 4-in-6

Hear Noise: 1-in-6

Find Traps: 1-in-6

Weapon	To-Hit Bonus	Damage	Damage Bonus
+1 Long Sword	+3	1d8	+3
Lance (horse)	+3	1d6	+3
2 Daggers	+3	1d4	+3

CP: GP:

SP: **10** PP:

EP:

Spells per Level

1: 4

2: 5

3: 6

Ranged Weapon	To-Hit Bonus	Damage	Damage Bonus	+1 adj Range Short	0 adj Range Medium	-1 adj Range Long	Ammo/Item	Quantity	Quantity Used
Dagger thrown	+1	1d4		10'	20'	30'			
Light Crossbow		1d6		80'	160'	240'	Quarrels	20	

Class Abilities, Equipment, Magic Items, Notes, Treasure, Spells

The My-to-Hit Numbers and THACO have the attribute benefits baked in. The lance is used on horseback. Edmund has a riding horse has 2 HD, Barding AC 5, can carry 200lb and moves 120'. Attacking with the lance from the horse requires a minimum of 20 yards, damage is doubled, Edmund is the vassal of Baron Gloom.

Travel Stone NPC Sheet

Name **Septimus the Wisened**

3 **Level**

XP XP Bonus Class **Cleric** Dice Type **d6**

14 **STR**
12 **INT**
16 **WIS**
12 **DEX**
14 **CON**
13 **CHA**

Ability Modifiers

To Hit	Damage	Force Doors
+1	+1	+1
Languages		Language Proficiency
		Read & Write
Saving Throws		
+2		
AC Bonus	Missile Attack Bonus	Opt. Initiative
Hit Point Bonus		
+1		
Reaction	Retainers	Retainer Morale
	5	8

Alignment **L** Base AC Dex Bonus Shield My AC

Armour **None (Magic Ring) & Shield**

2 → 2 → -1 → 1

2 → 2 → 2

6 4 5

Hit Points Per Hit Dice

Hit Points **15+6=21** Damage

My THACO **18** descending armor class is subtracted from attacker's THACO to find to-hit number

To Hit DAC 9 8 7 6 5 4 3 2 1 0 -1

AAC 10 11 12 13 14 15 16 17 18 19 20

My To Hit 9 · 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17 · 18 · 19

My Ranged To Hit 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17 · 18 · 19 · 20

Item **Shield** Hands **L** **R** Item **Mace**

Magic Ring — Rings —

Encumbrance **23 lb**

Remaining **137 lb**

160 lb max

Carry Move

40 lb 120/40'

60 lb 90/30'

80 lb 60/20'

160 lb 30/10'

Weapon	To-Hit Bonus	Damage	Damage Bonus
Mace	+1	1d6	+1
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Saving Throws

Breath Attacks **14** B

Poison or Death **9** D

Petrify or Paralyse **12** P

Wands **10** W

Spells or Spell Like Devices **13** S

Find Doors **1-in-6**

Force Doors **3-in-6**

Hear Noise **1-in-6**

Find Traps **1-in-6**

CP GP

SP **10** PP

EP

Spells per Level

1 **2** 4

2 5

3 6

Ranged Weapon	To-Hit Bonus	Damage	Damage Bonus	+1 adj Range Short	0 adj Range Medium	-1 adj Range Long	Ammo/Item	Quantity	Quantity Used
Sling		1d4		40'	80'	160'	Bullets	20	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Class Abilities, Equipment, Magic Items, Notes, Treasure, Spells

The My-to-Hit Numbers and THACO have the attribute benefits baked in as do the saving throws. Tickle the Goat has 2 HD, can carry 200lb and moves 120', a standing butt causes 1d6 damage, running at opponents and butting requires at least 20' and doubles damage, Saddle, Saddle bags carry 2 weeks preserve rations, wine, ink, quill, paper, flint & steel, 16 torches, Spyglass, Bedroll. Light and cure light wounds are typically memorized. Septimus visits the Barony quarterly to see to the communities spiritual needs. Septimus has been given a magic ring to aid him in his work but it and his other "belongings" are the common property of his faith and not his personally.

Travel Stone NPC Sheet

Name Bald Hedwig the Hermit

3 Level

XP XP Bonus Class **Cleric** Dice Type **d6**

Alignment **C** Base AC **9** Dex Bonus **-1** Shield My AC **8**

Armour **None**

Hit Points Per Hit Dice **4 6 5**

Hit Points **15+6=21** Damage

My THACO **18** descending armor class is subtracted from attacker's THACO to find to-hit number

To Hit DAC 9 8 7 6 5 4 3 2 1 0 -1
AAC 10 11 12 13 14 15 16 17 18 19 20

My To Hit **9 · 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17 · 18 · 19**

My Ranged To Hit **9 · 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17 · 18 · 19**

Ability Modifiers

To Hit **+1** Damage **+1** Force Doors **+1**

Languages **+1** Language Proficiency **Read & Write**

Saving Throws **+2**

AC Bonus **-1** Missile Attack Bonus **+1** Opt. Initiative **+1**

Hit Point Bonus **+1**

Reaction Retainers **4** Retainer Morale **7**

13 STR
13 INT
16 WIS
14 DEX
14 CON
10 CHA

Item **Quarterstaff** Hands **L R** Item **Quarterstaff**

— Rings —

Encumbrance **21 lb** Carry Move
139 lb 40 lb 120/40'
160 lb max 60 lb 90/30'
80 lb 60/20'
160 lb 30/10'

Weapon	To-Hit Bonus	Damage	Bonus
Quarterstaff	+1	1d6	+1
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Saving Throws

Breath Attacks **14** B

Poison or Death **9** D

Petrify or Paralyse **12** P

Wands **10** W

Spells or Spell Like Devices **13** S

Find Doors **1-in-6**

Force Doors **3-in-6**

Hear Noise **1-in-6**

Find Traps **1-in-6**

CP GP

SP PP

EP

Spells per Level

1 **2** 4

2 5

3 6

Ranged Weapon	To-Hit Bonus	Damage	Damage Bonus	+1 adj Range Short	0 adj Range Medium	-1 adj Range Long	Ammo/Item	Quantity	Quantity Used
Sling	<input type="text"/>	1d4	<input type="text"/>	40'	80'	160'	Bullets	20	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Class Abilities, Equipment, Magic Items, Notes, Treasure, Spells

The My-to-Hit Numbers and THACO have the attribute benefits baked in as do the saving throws. Bald Hedwig is a hermit, he carries little in his backpack; flint & steel, and bedroll. Bald Hedwig is not helpful, is eccentric, and has been driven from his cave by Medusans. Bald Hedwig has lost his ability to cast spells during his penance but can still turn the undead.

Appendix I

Introduction for the Labyrinth Lord (Referee/Ref)

So, what is Gloomland all about? A Travel Stone Adventure is a way to drop characters from any campaign into a different setting, interact with it, and then leave when they want to. Whether or not they are permitted to return to it is up to the Labyrinth Lord. A Travel Stone is a MacGuffin the only purpose of which is to facilitate getting to Gloomland and back home again. The Labyrinth Lord might like the wilderness setting and decide to build a campaign out of it but that is not a requirement, buy in only as much as desired.

The adventure, in a nutshell, is that the Ghost of Hapless Harald is a danger and the Baron is seeking bold adventurers to go to the old Dragon's Cave to bring back Harald's head so it can be interned on Ghost Hill with the rest of Harald. The completion of this quest will lay the ghost to rest. Unfortunately Harald's head is currently in the possession of Medusan headhunters, refer to labyrinth map key 33., and they want to keep it... So the labyrinth adventure is part of the story. There is a reason and need to explore the labyrinth beyond the usual exploration and loot gathering. The players will always write the story of their own adventure. The players can simply reject it all and go off to the labyrinth simply to fill their character's pockets and leave Gloomland behind them leaving the "quest" unfulfilled.

The Baron's reward for the adventure is 500 silver pennies from his hoard, a knighthood, land, and whatever treasure that can be found in the Wilderlands/Dragon's Cave less 10% which is the Baron's tax(tithe).

Note that the Baron's 10% tithe is not deducted from the player's experience!

The players don't have to join in the quest and that is ok. Gloomland is merely a locale in which *player adventures* take place.

The Wilderness Map Crawl

The bread and butter concepts are that of the wilderness map crawl (optional) and the dungeon crawl. These are the core parts of the "old-school" experience of role playing.

The Labyrinth Lord is not required to give the players the wilderness map. The player characters are meant to explore the wilderness as they would a dungeon. Exploring the unknown, and filling in the blank map, can give the players a real sense of accomplishment. Just let the players know that the current adventure is contained within the limits of the blank map.

Why the squares? Hexes are fine but I find it easier to use and reduce or enlarge squares; I'm older now so humour me. I divide each current wilderness square by four for enlargement.

The Labyrinth Lord can always give the players the map if the wilderness map crawl is not something anyone wants to do but don't let laziness ruin the experience!

Although Gloomland's Wandering monster tables don't use particularly high level creatures the players may well soon find their Character's overmatched by the monsters which may actually reside there. The Labyrinth Lord is not limited to the wandering monster tables.

Far off Geography

The Labyrinth Lord may vaguely hint at far off geography when the need arises without detailing any of it. Far to the west lies the great forest realm of the Forest Elves, north the blasted and barren lands which formerly were the Kingdom of the Hotun and now populated by their descendants, brutish and hostile barbarians. Eastward may be found Wilderlands and the trade route to far off Kopesh which is fraught with the dangers of nomads and bandits, while southward is the realm of the High King from whom the Baron holds his lands as a vassal. None of these elements need be developed or explained further unless the Ref so desires.

Vassals

If the player's succeed the Baron Gloom will grant player characters the opportunity to receive knighthoods, become his vassals, and develop additional squares adjoining, but outside the current boundary of the Barony of Gloomland. While not strictly within the defined scope of the rules regarding the building of strongholds this early development gives purpose. Characters are limited to *sub-stronghold* activity.

The areas outside Gloomland's borders will be wild, the squares must be fully mapped (require players perform a map crawl), and all monsters driven out. The player characters are expected to build a fortified manor house and defend their land from the incursions of monsters thus providing an attractive area for trade and settlement. This gives the players something to spend their hard won treasure on, and it should keep them busy. Monsters will return to areas not actively patrolled on a regular basis. The Baron Gloom will also have additional quests and duties for the player characters to perform such as conducting patrols into the areas beyond the borders such as the Wilderlands, the Cobweb Hills, and Ruin Hills. The patrols watch for enemies, and attack those that approach or cross the boundaries of Gloomland.

Assigning Monsters & Treasure Hoards

While the adventure is populated with Monsters and Treasure Hoards it is intended that the reader assign or re-assign content, penciling in references wherever they so desire, including any of their own imagining. A lot of thought goes into the creation of an adventure such as this but I would be remiss if I did not encourage the Labyrinth Lord to customize the adventure.

The Treasure Hoards have been created and deliberately placed; change them as you wish. Monsters may also have carried treasure which can be rolled up on the fly and I won't take that fun away from you. Lair treasure may be substituted as desired which may yield more treasure than I decided to place. The Monster Treasure Hoard stats have keys for both Labyrinth Lord and other Basic/Expert Rules marked in brackets [carried (lair)]. Hoard Tables in games other than Labyrinth Lord may yield slightly different results.

Open Game Content

Most of the text of this publication is now open game content with a few exceptions. The text which is not marked with "[PI]" per the text of the OGL license at the back of this publication is open game content; that's pretty much everything except a few bits of text, the maps, and the artwork drawn by this author.

Public Domain Content

The illustrations from wikimedia commons are in the public domain. I chose "medieval" woodcuts because I rather like their aesthetic.

Fairness

The Labyrinth Lord has to be somewhat removed in their approach to the administration of the game's rules. Fairness is required. Player characters, non-player characters, and monsters alike suffer the vagaries of the die roll. Let the rules of the game be your guide for without consequences there is no risk. If the Labyrinth Lord bends the rules in favour of the players too often, they will soon expect it and the risks will become meaningless. If you do make your own rules or rule exceptions, record them and abide by them.

Make as many of the Labyrinth Lord's die rolls as do not have to be secret public for all to see, such as monster attack rolls, let the result then speak for itself, good or bad.

Exposition

Labyrinth Lords should practice exposition. "You see a cave entrance." Is not at all the same thing as, "Before you lies the entrance to the cave, a lonely crow calls in the distance, and the wind is blowing, but it does not dissipate the foul odor which wafts on the air from the cave. You step on something squishy underfoot, Troll

dung!" In the first example, the Labyrinth Lord has revealed nothing, nor is it a very lively explanation of what the player character's see. The Labyrinth Lord should embellish their descriptions even if they reveal nothing. In the second example a feeling of apprehension is created in the minds of the players. Is there a Troll here now or not? The information need not even be accurate in order to set a tone.

Pre-Generated Characters

One of each class of characters has been provided as well as a blank character sheet. Users are permitted to copy as many of these as they wish for their personal use.

Note that the To-Hit and Saving Throw numbers already have the attribute modifiers baked in. That is the players do not have to add or subtract these from the numbers shown on the character sheets.

The pre-generated characters start out at third level but without any experience points (xp) so they still have to work up to get to the next level. This is deliberate, to provide a good player experience starting out. The advantage is that these characters have more hit points and more abilities than they would have at first level. Some, but not all, have marginally better odds in combat but even so these are not significantly better than they would be at first level. The pre-gen characters can be copied to a blank character sheet and demoted to first level if so desired; note that the to-hit numbers and other abilities would also have to be redone. Of course players can also roll up their own first or third level characters using the provided blank character sheet.

If players create their own characters be sure to allow some time for this, particularly with new players as some coaching is bound to be needed to populate all the blank spots on the character sheet. A reasonable understanding of the rules is required to coach players in this.

- Each new Player Character begins the game with 3d8 x10 Gold Pieces which they may spend on weapons, and gear before they meet the Wizard and are given the Travel Stones.
- The Referee may allow players to pick the starting spells their characters will know or assign them, one spell should be Read Magic because without it spell casters cannot read magic scrolls. Bear in mind that any spell on a scroll, even if higher level, can be cast once it is read with Read Magic and that is why this particular spell is a key one. Note that per the LL rules the player Magic-User and Elf only know two first level spells and one second.
- Fill out the Character Sheet completely and refer to the Labyrinth Lord rulebook as necessary.

Character Encumbrance

Some small discussion of encumbrance is probably necessary. Encumbrance both limits movement and controls how much equipment and treasure can be carried. Characters which are encumbered move fewer squares on the wilderness map; the number of squares is shown in the table on this page. Bear in mind that the number of squares shown is for a 24 hour period but the practicalities of daylight and encumbrance restrict how many squares may actually be traveled. As a rule it is only practical for the characters, as a group, move and explore only as fast as the slowest character.

There are but 12 hours of daylight which limits daily travel to 9 squares if player characters decide not to travel in the dark, In winter there are only 9 hours of daylight reducing travel to 6 squares. Player characters could travel the full 24 hours but they are not getting any sleep while they do it.

This brings us around to the subject of a Forced March which adds ½ again to movement. The characters are required to rest for 24 hours following a Forced March.

Encumbrance restricts the amount of treasure that can be taken out of the Labyrinth (Dungeon/Underworld). It can be a pretty painful experience for characters to realize that they will have to leave behind hard won treasure.

A character can only carry a maximum of 160 pounds in total (160 x 10 = 1600 coins). Players may suddenly realize they will have to throw away some of their equipment in order to collect the most experience points from treasure. Choosing carefully matters, Gold is better than silver and so on. Gems, which age the weight of a coin are worth more at the same weight.

So the Labyrinth Lord (referee/Ref) is faced with whether or not the encumbrance rules should be enforced. The LL rules provide for alternatives should full blown encumbrance not be used. A decision needs to be made from the outset.

However, as limiting as the encumbrance restriction is it can lead to all sorts of in game fun. The player characters simply can't carry away all the treasure they find even

when they are allowed to carry away 160lb of treasure; meaning other solutions must be found.

- Players have to find places to stash and later recover the hard won treasure they can't carry; hoping that someone else or something doesn't find it in the meantime.
- The Mule moves 120' and can carry heavy loads of treasure, 200 lbs, 60' 400 lbs. Two of the pre-gen characters have a mule.

Treasure will not stay put if left unguarded in the labyrinth. It will be found by Monsters to be added to their hoards. Treasure left behind should be hidden or protected in some manner to reduce this risk.

Beginning the Game

How would I start off the adventure? As the adventure begins at a standing stone, Menhir, the Labyrinth Lord (Referee/Ref) can put one anywhere they wish. The "Wizard" is an un-named character waiting there and if asked simply carries on with handing out the Travel Stones; changing the subject.

Players with pre-existing characters from another campaign adventure of 1st to 3rd level may balk at being thrust into adventure but can be re-assured by the Wizard that they can come back if they wish to.

"One accepts the invitation to adventure or declines as they wish but it seems that you are looking for adventure am I not correct? All you need do to come and go as you please is to hold the Travel Stone in one hand and place the palm of your other upon the Menhir."

The wizard will soon disappear without anyone noticing exactly when that happened, such are the ways of Wizards.

If the players accept the invitation, lets assume they do as there isn't much point in not doing so, they find themselves in Gloomland at an identical Menhir in a forest clearing. Their heads are filled with new thoughts, not memories, not exactly, but of things that are commonly known to all.

Character Movement		Number of 1.5 mile Map Squares (Time per square)		
Movement Rate (Feet Indoors Yards outdoors)	Miles Per 24 Hours	Roads	Clear, River, Hills, Forest	Bog, Marsh
120'	24 mi (Road 36 mi)	24 (1 Hour)	16 (1.5 Hours)	8 (3 Hours)
90'	18 mi (Road 27 mi)	18 (1 Hour 18 Minutes)	12 (2 Hours)	6 (4 Hours)
60'	12 mi (Road 18 mi)	12 (2 Hours)	8 (3 Hours)	4 (6 Hours)
30'	6 mi (Road 9 mi)	6 (4 Hours)	4 (6 Hours)	2 (12 Hours)

Gloomland A Travel Stone Adventure

The nearby road the players know leads westward to Gloom Castle and it is in that direction they know they must go, perhaps not why exactly, but that the Baron is the patron of an adventure to rid himself of a bothersome ghost that wanders nightly. The players then take it from there as the adventure is for them whatever they make of it.

I lost my Travel Stone!

Ok, somehow a player loses their travel stone. In theory they can't get back where they came from but these things have a way of turning up as treasure, can be found in Magpie nests, etc. One may suppose their greatest fear will be getting left behind. The Labyrinth Lord (Referee/Ref) can be inventive; Players can share, hold hands with the Travel Stone between their palms and touch the Menhir with the open palms of their other hands to get back home.

Mining

The following are house rules for this adventure. Gemstones are found in cave areas underground. Where there is a gemstone resource to be mined it may be discovered 2-in-6 by a Dwarf if they are searching as unusual stonework. There are 4+1d6 gemstones to be mined. Roll on the Gems table to assign the value of each gemstone. A pickaxe must be used. They must be mined in sequence e.g. there are 9 gemstones to be extracted (1 per Turn) with a value of 10, 100, 100, 500, 100, 25, 250, 50, 50 gp. The sound of mining may 2-in-6 attract wandering monsters each turn.

Precious metals may be discovered and mined in the same way. Roll 1d6 to determine the vein type; 1-2 copper, 3 silver, 4 gold, 5 Electrum or 6 Platinum. A single vein will have a value of (4+6) x100 coins (weight).

Final Thoughts

The Labyrinth Lord (Referee/Ref) has a rule-book but between the covers they won't find the answer for every question that will come up. That's when one really *becomes* a Labyrinth Lord (Referee/Ref). Rising to this challenge is an important part of the game. Hopefully I haven't scared anyone off in saying that! It is a lot of fun to be the Labyrinth Lord (Referee/Ref).

Beyond the rules what I mean is that adventures like this one are *background* upon which one exercises their improvisational and creative powers. The wilderness is the place where the underworld is located, point me to the foul hole in the ground please! As exploring the underworld for treasure and fighting monsters is the point of *the game* (the act of collecting experience points to advance the player character) the action kind of takes care of itself. The Labyrinth Lord (Referee/Ref) soon moves from being the administrator of mere rules

procedure to being able to verbally ad-lib over top of the familiar and therein lies much of the fun.

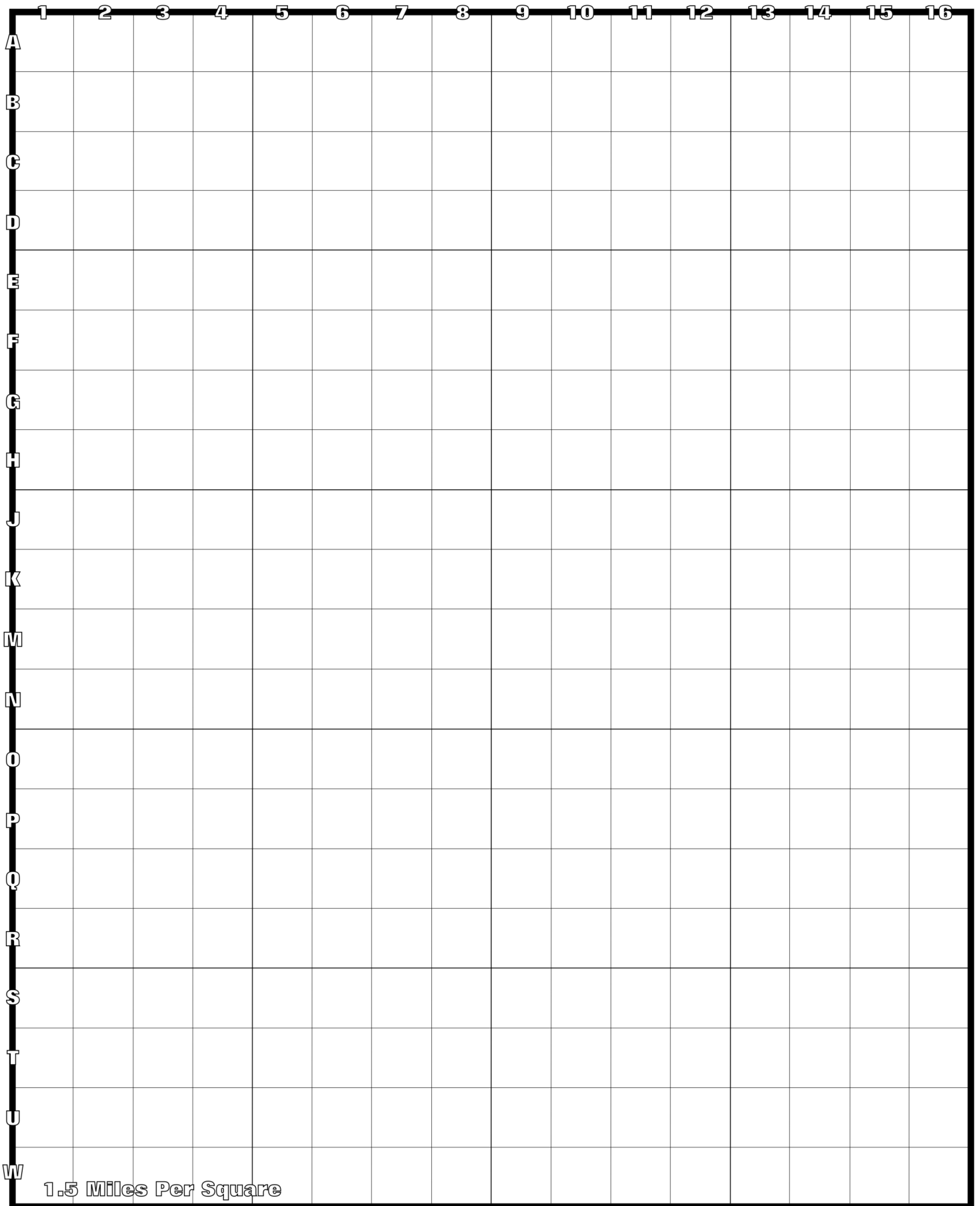
When players do leave an underworld add some more new monsters and treasure before they come back; make changes to the map even if it is only to a couple of formerly explored rooms. The point is that nothing need stay quite the same. The Labyrinth Lord (Referee/Ref) can add additional rooms and levels to the Dragon's Cave. They can even add an underworld of their own to one of Gloomland's other caves. Even small works can take players considerable time to explore and so any additional work does not have to turn into a vast labour.

The same goes for the wilderness map; the Labyrinth Lord (Referee/Ref) can add new features to the current map as they see fit. New hills, and caves, can be thrown up by mysterious underworld forces in the Wilderland, forests grow, or retreat, new tributaries appear and the marshes enlarge, etc. Ancient and heretofore unknown secrets may be revealed to be explored and new evils encroach upon the borders of the Barony.

In Closing

The Baron Gloom will value the work of the player characters providing they show he and his vassals the respect befitting their rank. The tithe on the player's recovered treasure will be a valuable source of income for the Baron. The keep and it's town are an important refuge for the player's characters. They will need a safe place to rest and recover from injury. They will also need a secure place to store their hard won treasure and there is no safer place than the dungeon of the Keep.





1.5 Miles Per Square

	1	2	3	4
A				
B				
C				
D				

Travel Stone Character Sheet

Name Gruff Stonebeard

14 STR
11 INT
9 WIS
13 DEX
14 CON
9 CHA

Ability Modifiers

To Hit: +1, Damage: +1, Force Doors: +1

Languages: Language Proficiency: Read & Write:

Saving throw:

AC Bonus: -1, Missile Attack Bonus: +1, Opt. Initiative: +1

Hit Point Bonus: +1

Reaction: Retainers: 4, Retainer Morale: 7

3 Level **5% XP Bonus** **Class Dwarf** **Dice Type d8**

Alignment **Base AC Dex Bonus** **Shield** **My AC**

Armour Banded mail & Shield

4 → -1 → -1 → 2
 4 → -1 → 3

Hit Points Per Hit Dice

8 7 5

Hit Points **Damage**

20+3=23

My THACO **17** descending armor class is subtracted from attacker's THACO to find to-hit number

To Hit

DAC	9	8	7	6	5	4	3	2	1	0	-1
AAC	10	11	12	13	14	15	16	17	18	19	20

My To Hit 8 · 9 · 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17 · 18

My Ranged To Hit 8 · 9 · 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17 · 18

Item **Hands** **Item**

Mule Lead **L** **R** Long Sword

 — **Rings** —

Encumbrance 68 lb

Remaining 92 lb **160 lb max**

Carry **Move**

40 lb 120/40'
 60 lb 90/30'
 80 lb 60/20'
 160 lb 30/10'

Saving Throws

Breath Attacks **13** **B**

Poison or Death **8** **D**

Petrify or Paralyze **10** **P**

Wands **9** **W**

Spells or Spell Like Devices **12** **S**

Find Doors 2-in-6

Force Doors 3-in-6

Hear Noise 2-in-6

Find Traps 2-in-6

Weapon	To-Hit Bonus	Damage	Damage Bonus
<u>Long Sword</u>	<u>+1</u>	<u>1d8</u>	<u>+1</u>
<u>Dagger</u>	<u>+1</u>	<u>1d4</u>	<u>+1</u>
<u> </u>	<u> </u>	<u> </u>	<u> </u>
<u> </u>	<u> </u>	<u> </u>	<u> </u>

CP **GP** 9

SP 7 **PP**

EP

Spells per Level

1 **4**

2 **5**

3 **6**

Ranged Weapon	To-Hit Bonus	Damage	Damage Bonus	+1 adj Range Short	0 adj Range Medium	-1 adj Range Long	Ammo/Item	Quantity	Quantity Used
<u>Light Crossbow</u>	<u>+1</u>	<u>1d6</u>	<u> </u>	<u>80'</u>	<u>160'</u>	<u>240'</u>	<u>Quarrels</u>	<u>10</u>	<u> </u>
<u>Dagger thrown</u>	<u>+1</u>	<u>1d4</u>	<u> </u>	<u>10'</u>	<u>20'</u>	<u>30'</u>	<u> </u>	<u> </u>	<u> </u>

Class Abilities. Equipment. Magic Items. Notes. Treasure. Spells

Infravision 60 ft.; 2 in 6 chance of detecting traps, false walls, hidden construction, or noticing if passages are sloped; dwarves cannot use two-handed weapons or longbows; Shield, Backpack, Bedroll, Dungeon Mule "Varmint" [200lb 120/40', 400lb 60/30'], 2 saddle bags, miner's pick, 10 large sacks, 50' rope, grappling hook, crowbar, 8 torches, flint & steel, 12 spikes, hammer, 10 Coins = 1 lb, Crossbow fires only every other round.

Travel Stone Character Sheet

Name Rowan Treefriend

13 **STR**
 13 **INT**
 9 **WIS**
 16 **DEX**
 11 **CON**
 9 **CHA**

Ability Modifiers

To Hit +1 Damage +1 Force Doors +1

Languages +1 Language Proficiency Read & Write

Saving throw

AC Bonus -2 Missile Attack Bonus +2 Opt. Initiative +1

Hit Point Bonus

Reaction Retainers 4 Retainer Morale 7

XP +5% XP Bonus Class Elf Dice Type d6

3 **Level** Alignment Base AC Dex Bonus Shield My AC

Armour Chain mail 5 -2 3

Hit Points Per Hit Dice: 6, 5, 6, , , , ,

Hit Points: 17 Damage:

My THACO 17 descending armor class is subtracted from attacker's THACO to find to-hit number

To Hit

DAC	9	8	7	6	5	4	3	2	1	0	-1
AAC	10	11	12	13	14	15	16	17	18	19	20

My To Hit: 8 · 9 · 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17 · 18

My Ranged To Hit: 7 · 8 · 9 · 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17

Item Hands Item

Arrow (L) (R) Long Bow

Rings

Encumbrance: 93 lb Carry 40 lb 120/40' Move 60 lb 90/30' 80 lb 60/20' 160 lb 30/10'

Remaining: 67 lb 160 lb max

Saving Throws

Breath Attacks 15 B

Poison or Death 12 D

Petrify or Paralyze 13 P

Wands 13 W

Spells or Spell Like Devices 15 S

Find Doors: 2-in-6

Force Doors: 3-in-6

Hear Noise: 2-in-6

Find Traps: 1-in-6

Weapon	To-Hit Bonus	Damage	Damage Bonus
Bastard Sword	+1	1d8/2d4	+1
Dagger	+1	1d4	+1
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CP GP

SP PP

EP

Spells per Level

1: 2 4

2: 1 5

3: 6

Ranged Weapon	To-Hit Bonus	Damage	Damage Bonus	+1 adj Range Short	0 adj Range Medium	-1 adj Range Long	Ammo/Item	Quantity	Quantity Used
Long Bow	+1	1d6		70'	140'	210'	Arrows	20	<input type="text"/>
Dagger thrown	+1	1d4		10'	20'	30'	<input type="text"/>	<input type="text"/>	<input type="text"/>

Class Abilities. Equipment. Magic Items. Notes. Treasure. Spells

Infravision 60 ft.; Backpack, Bedroll, Magic Spells - (1st Level) Read Magic, Magic Missile; (2nd Level) Continual Light, can memorize two first level, and one second level spell per day, range 0,deciphers magical inscriptions,thereafter able to read that writing without recourse to the use of read magic, 10 Coins = 1 lb.

Travel Stone Character Sheet

Name

13 STR
11 INT
9 WIS
15 DEX
14 CON
10 CHA

Ability Modifiers

To Hit: +1, Damage: +1, Force Doors: +1

Languages: Language Proficiency: Read & Write:

Saving throw:

AC Bonus: -2, Missile Attack Bonus: +2, Opt. Initiative: +1

Hit Point Bonus: +1

Reaction: Retainers: 4, Retainer Morale: 7

3 Level

Alignment **Base AC Dex Bonus** **Shield** **My AC**

Armour

Hit Points Per Hit Dice

Hit Points **Damage**

My THACO descending armor class is subtracted from attacker's THACO to find to-hit number

To Hit

DAC	9	8	7	6	5	4	3	2	1	0	-1
AAC	10	11	12	13	14	15	16	17	18	19	20

My To Hit · · · · · · · · · ·

My Ranged To Hit · · · · · · · · · ·

Item **Hands** **Item**

— **Rings** —

Encumbrance **40 lb 120/40'** **60 lb 90/30'** **80 lb 60/20'** **160 lb 30/10'**

Remaining **160 lb max**

Saving Throws

Breath Attacks **B**

Poison or Death **D**

Petrify or Paralyze **P**

Wands **W**

Spells or Spell Like Devices **S**

Find Doors

Force Doors

Hear Noise

Find Traps

Weapon	To-Hit Bonus	Damage	Damage Bonus
Long Sword	+1	1d8	+1
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CP **GP**

SP **PP**

EP

Spells per Level

1 **4**

2 **5**

3 **6**

Ranged Weapon	To-Hit Bonus	Damage	Damage Bonus	+1 adj Range Short	0 adj Range Medium	-1 adj Range Long	Ammo/Item	Quantity	Quantity Used
Sling	+3	1d4		40'	80'	160'	Bullets	20	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Class Abilities. Equipment. Magic Items. Notes. Treasure. Spells

In outdoor cover hide with 90% ability, 2-in-6 hide in shadows or behind other forms of cover when underground but they must be silent and motionless, +1 to initiative rolls when alone or with other halflings, +1 on missile attacks, -2 armor class vs. attacks by creatures greater than human size; halflings cannot use two-handed weapons or longbows; Shield, Backpack, Bedroll, Lantern, 4 Oil, flint & steel, 10 Coins = 1 lb.

Travel Stone Character Sheet

Name Hamfist Strongthorn

14 **STR**
13 **INT**
6 **WIS**
18 **DEX**
13 **CON**
9 **CHA**

Ability Modifiers

To Hit +1 **Damage** +1 **Force Doors** +1

Languages +1 **Language Proficiency** Read & Write

Saving throw -1

AC Bonus -3 **Missile Attack Bonus** +2 **Opt. Initiative** +2

Hit Point Bonus +1

Reaction **Retainers** 4 **Retainer Morale** 7

Level 3 **XP** +5% **XP Bonus** **Class** Fighter **Dice Type** d8

Alignment **Base AC** **Dex Bonus** **Shield** **My AC**

Armour Banded Mail → → →

4 → -3 → 1

Hit Points Per Hit Dice 8 6 7

Hit Points 21+3=24 **Damage**

My THACO 17 descending armor class is subtracted from attacker's THACO to find to-hit number

To Hit

DAC	9	8	7	6	5	4	3	2	1	0	-1
AAC	10	11	12	13	14	15	16	17	18	19	20

My To Hit 8 · 9 · 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17 · 18

My Ranged To Hit 7 · 8 · 9 · 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17

Item Torch **Hands** L R **Item** Bastard Sword

Rings

Encumbrance 87 lb **Carry** 40 lb **Move** 120/40'

Remaining 73 lb 60 lb **90/30'**

80 lb **60/20'**

160 lb **30/10'**

Saving Throws

Breath Attacks 18 B

Poison or Death 15 D

Petrify or Paralyze 17 P

Wands 14 W

Spells or Spell Like Devices 19 S

Find Doors 1-in-6

Force Doors 3-in-6

Hear Noise 1-in-6

Find Traps 1-in-6

Weapon	To-Hit Bonus	Damage	Damage Bonus
Bastard Sword	+1	1d8/2d4	+1
2 Handed Sword	+1	1d10	+1
3 Daggers	+1	1d4	+1
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CP **GP** 11

SP 3 **PP**

EP

Spells per Level

1 4

2 5

3 6

Ranged Weapon	To-Hit Bonus	Damage	Damage Bonus	+1 adj Range Short	0 adj Range Medium	-1 adj Range Long	Ammo/Item	Quantity	Quantity Used
Dagger thrown	+2	1d4		10'	20'	30'	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Class Abilities. Equipment. Magic Items. Notes. Treasure. Spells

Backpack, Bedroll, Flint & Steel, 16 Torches, 10 Coins = 1 lb.

Travel Stone Character Sheet

Name Heyou Halt

10 **STR**
12 **INT**
9 **WIS**
16 **DEX**
9 **CON**
9 **CHA**

Ability Modifiers

To Hit: Damage: Force Doors:

Languages: Language Proficiency: Read & Write:

Saving throw:

AC Bonus: -2 Missile Attack Bonus: +2 Opt. Initiative: +1

Hit Point Bonus:

Reaction: Retainers: 4 Retainer Morale: 7

XP 10% XP Bonus Class **Thief** Dice Type **d4**

Level 3 Alignment Base AC Dex Bonus Shield My AC

Armour: Leather 8 -2 6

Hit Points Per Hit Dice: 4 3 4

Hit Points: 11 Damage:

My THACO 19 descending armor class is subtracted from attacker's THACO to find to-hit number

To Hit

DAC	9	8	7	6	5	4	3	2	1	0	-1
AAC	10	11	12	13	14	15	16	17	18	19	20

My To Hit: 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17 · 18 · 19 · 20

My Ranged To Hit: 8 · 9 · 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17 · 18

Item **Torch** Hands **L** **R** Item **Short Sword**

Rings:

Encumbrance: 56 lb

Remaining: 104 lb (160 lb max)

Carry: 40 lb 60 lb 80 lb 160 lb

Move: 120/40' 90/30' 60/20' 30/10'

Saving Throws

Breath Attacks: 16 B

Poison or Death: 14 D

Petrify or Paralyze: 13 P

Wands: 15 W

Spells or Spell Like Devices: 14 S

Find Doors 1-in-6

Force Doors 2-in-6

Hear Noise 3-in-6

Find Traps 1-in-6

Weapon	To-Hit Bonus	Damage	Damage Bonus
Short Sword	<input type="text"/>	1d6	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CP GP

SP 4 PP

EP

Spells per Level

1 4

2 5

3 6

Ranged Weapon	To-Hit Bonus	Damage	Damage Bonus	+1 adj Range Short	0 adj Range Medium	-1 adj Range Long	Ammo/Item	Quantity	Quantity Used
Sling	+2	1d4	<input type="text"/>	40'	80'	160'	Bullets	20	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Class Abilities. Equipment. Magic Items. Notes. Treasure. Spells

Cannot wear armour other than leather, cannot use shields. Ability to backstab, opponent must be unaware, attack bonus of +4 multiply damage by 2. Pick Locks 27%, Find and Remove Traps 20%, Pick Pockets 30%, Move Silently 30%, Climb Walls 89%, Hide in Shadows 20%; Backpack, Bedroll, Thieves Tools, 16 Torches, flint & steel, 10 Coins = 1 lb.

Travel Stone Character Sheet

Name Tertius Lumina

9 **STR**
 13 **INT**
 15 **WIS**
 13 **DEX**
 9 **CON**
 10 **CHA**

Ability Modifiers

To Hit: Damage: Force Doors:

Languages: +1 Language Proficiency: Read & Write

Saving throw: +1

AC Bonus: -1 Missile Attack Bonus: +1 Opt. Initiative: +1

Hit Point Bonus:

Reaction: Retainers: 4 Retainer Morale: 7

3 **Level** XP +5% XP Bonus Class **Cleric** **d6**

Alignment: Base AC: Dex Bonus: Shield: My AC:

Armour: Banded Mail & Shield (4) → (-1) → (-1) → 2

(4) → (-1) → 3

6 4 5

Hit Points Per Hit Dice: Hit Points: Damage:

Hit Points: 15

My THACO: 19 descending armor class is subtracted from attacker's THACO to find to-hit number

To Hit

DAC	9	8	7	6	5	4	3	2	1	0	-1
AAC	10	11	12	13	14	15	16	17	18	19	20

My To Hit: 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17 · 18 · 19 · 20

My Ranged To Hit: 9 · 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17 · 18 · 19

Item: Mule lead (L) Hands: (R) Item: Mace

Rings:

Encumbrance: 80 lb

Remaining: 80 lb (160 lb max)

Carry: 40 lb (120/40')
 Move: 60 lb (90/30')
 X: 80 lb (60/20')
 O: 160 lb (30/10')

Weapon	To-Hit Bonus	Damage	Damage Bonus
Mace		1d6	
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			
<input type="text"/>			

Ranged Weapon	To-Hit Bonus	Damage	Damage Bonus	+1 adj Range Short	0 adj Range Medium	-1 adj Range Long
Sling	+2	1d4		40'	80'	160'
<input type="text"/>						

Saving Throws

Breath Attacks: 15 B

Poison or Death: 10 D

Petrify or Paralyze: 13 P

Wands: 11 W

Spells or Spell Like Devices: 14 S

Find Doors: 1-in-6

Force Doors: 2-in-6

Hear Noise: 1-in-6

Find Traps: 1-in-6

CP: GP: 7

SP: 4 PP:

EP:

Spells per Level

1: 2 4

2: 1 5

3: 6

Class Abilities. Equipment. Magic Items. Notes. Treasure. Spells

Backpack, Bedroll, Flint & Steel, 8 Torches, Wood Holy Symbol, Dungeon Mule "Rector" [200lb 120/40', 400lb 60/30'], Saddle, 2 saddle bags, 1 Spare Wood Holy Symbol, 5 large sacks, 50' rope, grappling hook, crowbar, 8 torches, 12 spikes, hammer, can memorize two first level, and one second level spell per day, 10 Coins = 1 lb

Travel Stone Character Sheet

Name

9 **STR**
16 **INT**
7 **WIS**
18 **DEX**
16 **CON**
8 **CHA**

Ability Modifiers

To Hit	Damage	Force Doors
Languages	+2	Language Proficiency
Read & Write		
Saving throw	-1	
AC Bonus	-3	Missile Attack Bonus
+3		Opt. Initiative
+2		
Hit Point Bonus	+2	
Reaction	+1	Retainers
3		Retainer Morale
6		

Level **XP** **XP Bonus** **Class** **Dice Type**

Alignment **Base AC** **Dex Bonus** **Shield** **My AC**

Armour

Hit Points Per Hit Dice

Hit Points **Damage**

My THACO descending armor class is subtracted from attacker's THACO to find to-hit number

To Hit

DAC	9	8	7	6	5	4	3	2	1	0	-1
AAC	10	11	12	13	14	15	16	17	18	19	20

My To Hit · · · · · · · · · ·

My Ranged To Hit · · · · · · · · · ·

Item **Hands** **Item**

Rings

Encumbrance

Remaining **160 lb max**

Saving Throws

Breath Attacks **B**

Poison or Death **D**

Petrify or Paralyze **P**

Wands **W**

Spells or Spell Like Devices **S**

Find Doors

Force Doors

Hear Noise

Find Traps

Weapon	To-Hit Bonus	Damage	Damage Bonus
Dagger		1d4	

CP **GP**

SP **PP**

EP

Spells per Level

1	<input type="text" value="2"/>	<input type="text" value="0"/>	4
2	<input type="text" value="1"/>	<input type="text" value="0"/>	5
3	<input type="text" value="0"/>	<input type="text" value="0"/>	6

Ranged Weapon	To-Hit Bonus	Damage	Damage Bonus	+1 adj Range Short	0 adj Range Medium	-1 adj Range Long	Ammo/Item	Quantity	Quantity Used
Dagger thrown	+1	1d4		10'	20'	30'			

Class Abilities. Equipment. Magic Items. Notes. Treasure. Spells

Cannot wear armour, cannot use shields. Both hands must be free to cast spells. Beginning Spells: (Lvl-1) Read Magic, Sleep, (Lvl-2) Invisibility, can memorize two first level, and one second level spell per day; 4 Daggers, Backpack, Bedroll, Spell book, Ink, 3 quills, 10 sheets parchment, 3 scroll cases, 3 Oil, Lantern, flint & steel, 10 Coins = 1 lb.

Travel Stone Character Sheet

Name

XP XP Bonus Class Dice Type

STR
 INT
 WIS
 DEX
 CON
 CHA

Ability Modifiers

To Hit Damage Force Doors

Languages Language Proficiency

Saving throw

AC Bonus Missile Attack Bonus Opt. Initiative

Hit Point Bonus

Reaction Retainers Retainer Morale

Level

Alignment Base AC Dex Bonus Shield My AC

Armour

Hit Points Per Hit Dice

Hit Points Damage

My THACO descending armor class is subtracted from attacker's THACO to find to-hit number

To Hit	DAC	9	8	7	6	5	4	3	2	1	0	-1
	AAC	10	11	12	13	14	15	16	17	18	19	20

My To Hit

My Ranged To Hit

Item Hands Item

— Rings —

Encumbrance

Remaining 160 lb max

Carry Move

40 lb 120/40'

60 lb 90/30'

80 lb 60/20'

160 lb 30/10'

Saving Throws

Breath Attacks B

Poison or Death D

Petrify or Paralyse P

Wands W

Spells or Spell Like Devices S

Find Doors

Force Doors

Hear Noise

Find Traps

Weapon	To-Hit Bonus	Damage	Damage Bonus
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CP GP

SP PP

EP

Spells per Level

1 4

2 5

3 6

Ranged Weapon	To-Hit Bonus	Damage	Damage Bonus	+1 adj Range Short	0 adj Range Medium	-1 adj Range Long	Ammo/Item	Quantity	Quantity Used
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Class Abilities. Equipment. Magic Items. Notes. Treasure. Spells

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Baron Gloom has a special quest for those who venture to the North, for somewhere within the Dragon Caves is the Head of Hapless Harald whose Ghost now haunts the borders of the Barony. As the the haunts of the Headless Ghost draw ever closer to Gloom Keep the Baron is eager to lay the ghost to rest. To that end he is willing to grant land, 5 -10 Squares adjoining his, 500 silver pennies, materials for a Manor House, and a Kighthood, to anyone brave enough to lay the Ghost to rest.