

Lair of The Lamb



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Appendix E Art by Evelyn Moreau

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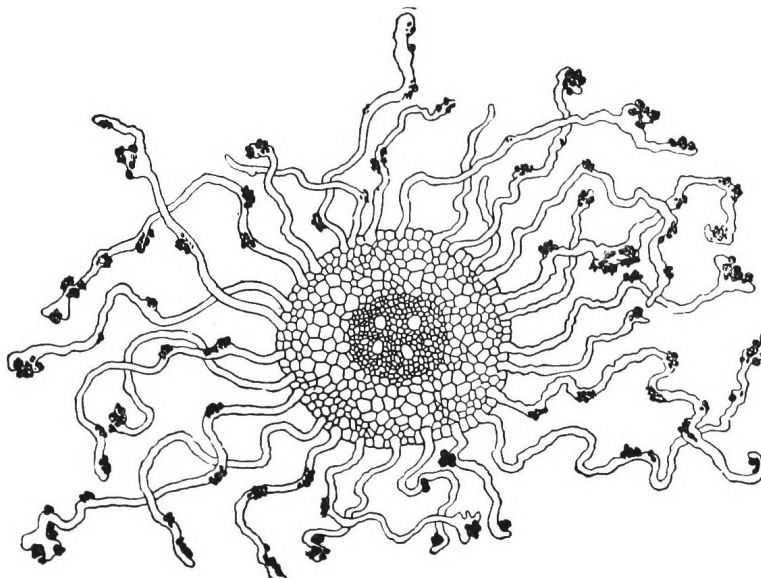
INTRODUCTION

I intend for this module to be a introduction for players and DMs to an OSR dungeon crawl. If you're unfamiliar with a traditional dungeoncrawl, here are some tips.

- You will spend more time choosing and planning battles than fighting. Running away is often the right choice. The most reliable ways to kill a monster don't rely on attack rolls.
- Social skills will make your life easier, but there are no social stats or abilities. To be effective you must learn what creatures want (usually by just asking them).
- There are over a dozen secret doors and hidden treasures in this adventure. They range from the obvious to the cryptic. None of these are essential, but they all improve your odds of survival.
- Information is the fuel that powers your exploits. It is a resource that you spend to find secrets, solve puzzles, and sidestep combats. To acquire more information, you must ask more questions about your environment. Try to ask a question in every room.
- Many of the puzzles are solved by recognizing patterns and/or using mundane objects in clever ways. Many puzzles have 3 or more solutions. A shocking amount of problems can be solved with enough rope.
- The rooms in this dungeon are tightly interlinked, and are designed to work in harmony with each other. This includes backtracking. Sometimes the solution to a puzzle or a combat can be found in a later room. When trying to solve a problem in a room, do not think about the room, think about the dungeon. The 30' x 30' room is not your battlemat, the dungeon is your battlemat.
- Time is the enemy. Your torches are burning down. You have no food and no water. Every 30 minutes brings with the risk of a Random Encounter. And yet, your survival requires you to take the time to investigate all the suspicious phenomena. You must learn to balance these two needs if you wish to be good at dungeoncrawling.

In this introductory dungeon, the players will control multiple level 0 peasants. This is done so that:

- The players can get into the game quickly. Character design is easier after the players are familiar with the setting and the campaign expectations. First time players are unfamiliar with both.
- The players can learn how to dungeoncrawl with the simplest character sheet possible.
- The players also begin without a light source, which gives a sampling of how the darkness rules work.
- The players are not punished too harshly for their mistakes. They have "extra lives". This allows them to experiment with how this system (the GLOG) works.
- The world's cruelty must be instructed.



SALT OF THE EARTH

Some will fall.

Some will rise.

LEVEL 0 PEASANTS

The game starts with 12 level 0 peasants in a dungeon. Unless you have more than 6 players, everyone will control multiple peasants.

Although you control multiples, pick one peasant. That peasant is your PC. The other peasants are hirelings.

STATS

Ability scores (Str, Dex, etc) are randomly generated in order by rolling 3d6, dividing by two, and then rounding down. The average score is 5. There are 4 other stats.

HP 0
Atk 0
Def 0
Move 5

CHECKS AND SAVES

Nearly all checks are made against a DC of 16. Roll a d20, add your stat, and try to get the DC or better.

Saves are an exception, and are made with either Dex, Con, or Cha against a DC of 20. Cha is used for all types of magical effects, and is the most common Save.

DEMOGRAPHIC

1-2	Boy, age 1d8+6
3-4	Girl, age 1d8+6
5-12	Man, age 1d20+14
13-20	Woman, age 1d20+14

If you are a child:

- You can fit in small spaces easily.
- Switch Str with your lowest ability score.
- You do not have a Profession.

If you want to introduce non-binary genders, I suggest replacing the numbers 7 and 13.

APPEARANCE

1	Athletic
2	Beautiful
3	Boney
4	Brawny
5	Brutish
6	Delicate
7	Disfigured
8	Gorgeous
9	Grizzled
10	Handsome
11	Large
12	Pale
13	Petite
14	Plump
15	Short
16	Slender
17	Statuesque
18	Swarthy
19	Tall
20	Willowy

PERSONALITY

1	Cautious
2	Caring
3	Cheerful
4	Cynical
5	Energetic
6	Formal
7	Gloomy
8	Heartless
9	Honorable
10	Irate
11	Jocular
12	Militaristic
13	Noble
14	Passionate
15	Proud
16	Scheming
17	Serene
18	Smug
19	Spacey
20	Unhinged

PROFESSION

Each peasant is defined by a profession. Roll a d20 for half of the peasants and a d100 for the other half. These professions count as a Skill that you have 2 points in (see below).

1	Charcoal Burner	36	Black Marketeer	71	Mason
2	Beggar	37	Blacksmith	72	Minstrel
3	Burgler	38	Brewer	73	Mistress/Paramour
4	Deserter	39	Bureaucrat	74	Moneylender
5	Drunkard	40	Butcher	75	Painter
6	Farmer, Onion	41	Butler	76	Perfumer
7	Farmer, Chicken	42	Carpenter	77	Philosopher
8	Farmer, Pumpkin	43	Cartwright	78	Pickpocket
9	Poacher	44	Chandler	79	Pissprophet
10	Innkeeper	45	Choirboy	80	Poacher
11	Link Boy	46	Clerk	81	Poet
12	Lumberjack	47	Cobbler	82	Porter
13	Monk/Nun	48	Cook	83	Potter
14	Milkmaid	49	Cooper	84	Prostitute
15	Miller	50	Cultist	85	Rag and Bone Man
16	Miner	51	Dancer	86	Rat Catcher
17	Peasant	52	Drug Dealer	87	Sailor
18	Shepherd	53	Dyer	88	Scribe
19	Swineherd	54	Engineer	89	Scullion
20	Tanner	55	Fanatic	90	Sculptor
21	Thug	56	Fashion Designer	91	Servant
22	Actor	57	Fisher	92	Slaver
23	Alchemist	58	Fool	93	Squire
24	Animal Handler	59	Gambler	94	Stay-at-Home Parent
25	Architect	60	Gardener	95	Storyteller
26	Apothecary	61	Geologist	96	Tailor
27	Armorer	62	Glassblower	97	Tax Collector
28	Ascetic	63	Gongfarmer	98	Torturer
29	Astrologer	64	Graverobber	99	Weaponsmith
30	Astronomer	65	Gypsy	100	Wet Nurse
31	Bandit	66	Hatter		
32	Baker	67	Herald		
33	Banker	68	Herbalist		
34	Barber-Surgeon	69	Jeweler		
35	Bartender	70	Locksmith		

LEARNING TO CRAWL

Hold your torch high.

EXPLORATION

TIME

The DM will need to keep track of time. Time controls how fast your torches burn down, and how often you roll for random encounters. You cannot have a meaningful campaign if strict time measures are not kept.

Exploration turns take 10 minutes. Dungeoneering actions usually take 1 exploration turn. Here are some examples of dungeoneering actions:

- Searching a room or body.
- Prying a torch sconce off the wall.
- Passing through a room for the first time.

This seems slow because the party is moving at "dungeon speed". Everyone is tip-toeing, talking in a whisper, noticing all the details of the rooms they are in, feeling out every step they take, and listening to all the ambient noises that they can. Hence the "crawl" in *dungeoncrawl*.

There are some keywords you should look out for in room descriptions.

Investigation is a keyword. It means that a player has specifically told you that they want to closely examine a particular feature, or interact with a certain object (e.g. open a drawer.) It usually takes a negligible amount of time.

Searching is a keyword. It means that the party spends 10 minutes examining a room more closely (e.g. sifting through a bone pile). Anything that can be found through Investigation can also be found through searching.

Noise is a keyword. Whenever something makes Noise, roll a random encounter. The Lamb will hear them 2-in-6, and will arrive in 1d6 rounds.

LIGHT

The dungeon is pitch black.

- Torches illuminate 30' and last 2 hours. If you drop one, you can pick it up again.
- Lamps illuminate 30' and last 2 hours. If you drop (or throw) an oil lamp, it creates a 5' wide pool of fire that burns for 3 rounds. 1d6 damage per round if you stand in it, or if you were doused in it. No damage if you jump over it.
- Candles illuminate 10' and last all day.

MAPPING

Map squares are 10' across.

The DM will describe the dungeon, and the players will map it themselves on graph paper. (This isn't that hard. The dungeon is mostly made up of 30' x 30' rooms.)

DOORS

It is always assumed that characters listen at doors before they open them, because they are going at dungeon speed, and they aren't idiots. If there is something behind the door that is making noise, the DM will tell you.

Wooden doors can be kicked in, but it makes Noise. If the kicker succeeds on a Str check, they can do it in a negligible amount of time. Otherwise it takes 10 minutes.

Metal doors cannot be kicked in.

Locked doors can be opened if you have the appropriate key. Locked doors can also be picked if you have a set of lockpicks and a successful Locksmith roll (or whatever).

Portcullises have gaps large enough for your fist, but not larger. There is often a ratchet-style winch nearby that can raise the portcullis. By default, a portcullis is locked in the lowered position (no amount of Str can raise it), but they can also be locked in the open position. It takes 1 minute to raise a portcullis, and 1 second to drop it.

Barred doors can only be opened on the side where it is barred. Each "bar" is a piece of lumber that weighs 100+ lbs. Moving one by yourself requires a Str check.

MOVEMENT

Difficult movement (climbing, jumping, fleeing) all use a Move check to determine success. The DC is usually 16. A level 0 Peasant has Move 5.

If you fall, you take 1d6 damage for every 10' you've fallen. If you intentionally jumped down, you can reduce this by 1d6 if you succeed on a Dex check.

STEALTH

Stealth checks are difficult (DC 20) Dex checks.

The basic scenario is approaching a guy who is facing the other direction without him hearing you, then slit his throat silently. Modify the DC based on whether the current situation is easier or harder than that.

If you fail a Stealth check, you are spotted. Stealth is not hiding—anyone can hide. Just describe it to the DM.

COMBAT

Import the rest of the combat system from your favorite retroclone. They're all roughly compatible.

The GLoG is the best system, though. Investigate goblinpunch.blogspot.com if you're interested in the rest of the rules.

STAT BLOCKS

Lvl is the same as HD. An enemy has 1d6 HP per HD.

Def tells you the DC required to hit the damn thing.

Atk is usually labeled like **Claws** 1d8. It tells you both the mode of attack and the damage.

Move is sometimes omitted, if it's the same as a human. The DC to escape a slow pursuer is 12. The DC to escape a fast pursuer is 20. Move is also sometimes described by listing a comparable creature (**Climb** spider).

Stats like Str and Int aren't usually listed unless they're significantly different from 5, which is the default for all stats. Note that when the DM is trying to figure out if a monster behaves intelligently, they can resolve it with an Int check. Failure means that they act like a dumb animal.

Dis stands for disposition. If it's not listed, assume that the monster is average. Average monsters will fight until the fight seems lost, then flee or surrender. They'll attack you if they think they can win.

AN INCOMPLETE LIST OF DISPOSITIONS

Benevolent	It will help you without any expectation or exchange. (e.g. nobody, probably)
Hungry	It wants food and is planning to eat you. (e.g. tiger)
Greedy	It wants your gold, and is planning to kill you to get it. (e.g. bandits)
Guardian	It will kill to protect something. It will not chase you far from whatever it is guarding. (e.g. golem)
Neutral	It's not here to kill you, but it absolutely will if you give it a reason. (e.g. average human)
Scheming	It will try to take advantage of you before it resorts to violence. (e.g. rival adventurers)
Tenacious	It wants to kill you and it will never flee or surrender. (e.g. zombie)

This list is not exhaustive. If you meet a knight and it says "**Dis** chivalrous" you should be able to figure out how they'll act.

MORALE

If a monster fears death, it will flee rather than be destroyed. Golems and lesser undead are just about the only things that don't have a sense of self-preservation. Everything else does (even oozes and fire elementals).

THE TWO TYPES OF MORALE CHECKS

Oh Damn	When the monsters clearly start losing, they have a 50% chance of fleeing.
Oh Fuck	When the monsters have no chance to win, they automatically flee.

If the monsters can't flee, they'll attempt surrender.

If the players don't seem like they take prisoners, they'll keep fighting.

If you need help figuring out which of these options a monster would choose, make an Int check for them to see if they behave intelligently or stupidly.

If the party chases fleeing monsters, use the same Pursuit rules that the party uses.

PURSUIT

First decide which direction you are running in.

The slowest party member makes a Movement check. (Everyone has a Movement of +5). The DC to escape a human or ghoul is 16. The DC to escape a slow monster like the Lamb is 12.

The party can drop items or affect the environment to slow down their pursuer. Flipping over a bookcase behind you gives you a +4 bonus to the Movement check. Throwing a rope at your pursuer's legs gives you a +2 bonus. Throwing a scroll at your pursuer gives you a +0 bonus.

If they fail on the Movement check, all they've done is move the fight into the next room. Their pursuer gets to take a standard action, probably attacking someone.

If you succeed on the Movement check, you run into the next room. Your pursuer will arrive in the next round. If the party continues running, they will leave the room before the pursuer enters, and the pursuer will not know which way they went.

By default, a pursuer who loses track of their prey will continue running through 1d4 more rooms, chosen at random from available directions. It will prefer to run through new rooms rather than rooms it has previously exited.

If you ever have to run past an enemy, the enemy gets one free attack on each of its turns.

Certain enemies are Hungry or Greedy, and will likely stop to gather food or money (respectively) if they can do so safely, and they have no other reason to continue the pursuit.

INITIATIVE

At the start of each round of Initiative, everyone makes a Wisdom check.

Everyone who succeeds goes before the monsters.

Everyone who fails goes after the monsters.

ATTACKING AND DEFENDING

The DC to attack an opponent depends on their armor.

None	DC 10
Leather	DC 12
Chain	DC 14
Plate	DC 16

All level 0 peasants have Atk 0.

The DC to defend from an enemy is based on their Level. The DC equals 12 + Attacker's Level.

Your Def score is determined entirely by your armor.

ARMOR

Each piece of armor gives you +1 Defense. If it is masterwork armor, it gives you +2 Defense. You cannot wear more than 3 pieces of armor.

SWIMMING

If you wear 0 or 1 piece of armor, you can swim freely.

If you wear 2 pieces of armor, you can swim with a Str check.

If you wear 3 pieces of armor, you sink like a stone.

DYING

Level 0 characters die as soon as they take any damage.

Everyone else follows this procedure.

Your Hit Points are better thought of as your "don't-get-hit" points. They turn potentially lethal events into sweat, tears, bruises, and broken nails.

As soon as you take more damage than your HP can soak up, the excess damage rolls over as Lethal Damage. Whenever you gain Lethal Damage, you fall unconscious and start Dying.

Dying characters make a Con check at the end of every round. The DC is 15 + Lethal Damage.

- Critical Fail = instant death.
- Fail = Gain 1 point of Lethal Damage.
- Success = No change.
- Critical Success = stabilize and wake up.

If you ever reach 10 points of Lethal Damage, you die.

Allies that spend an action attempting to Stabilize you will make an Int check against the same DC. If they succeed, you Stabilize.

If you receive even a single point of magical healing, you Stabilize.

If you Stabilize, you wake up and can act normally. You are still at 0 HP, and your Lethal Damage is unchanged.

Every time you rest in town, safe and fed, you remove 1 point of Lethal Damage.

CRITS

If you score a critical hit against an enemy, you deal double damage OR regular damage + a free combat maneuver.

If you manage a critical dodge against an enemy's attack, you take no damage and may take a free combat maneuver OR attack against them.

If an enemy scores a critical hit against you, a random piece of your armor loses 1 point of Def and the attack does double damage.

If an enemy scores a critical dodge against you, the enemy gets a free attack against you, and your weapon breaks, reducing its damage die by one step.

Masterwork weapons need to be broken twice before reducing the die size. Only magical foes can break magical arms and armor.

COMBAT MANEUVERS

This includes things like tripping, shoving, etc.

First, the enemy makes a free attack against you. (If you got a free combat maneuver from a crit, skip this step.)

Then, you make an opposed check using either Str or Dex against the opponent's Str or Dex. DC = 11 + Enemy Stat.

Choose Str or Dex based on whatever makes the most sense.

If you succeed, you perform the maneuver.

WEAPONS AND ARMOR

Fists deal 1d3 damage.

Improvised weapons attack at -2 and deal 1d6 damage.

Regular weapons deal 1d6 damage.

If you are wielding a 2H weapon and have at Str 7 or more, increase the damage die.

If the weapon is magic, increase the damage die.

Damage die increases: 1d6 → 1d8 → 1d10.

SAVES

Saves are an exception, and are made with either Dex, Con, or Cha against a DC of 20. Cha is used for all types of magical effects, and is the most common Save.

Whenever you nearly die as a result of a failed Save, you gain a permanent +4 bonus to that type of Save. The triggering event is recorded on the back of your character sheet (in your Legendarium).

You have 4 Save Slots.

STAT CHECKS

Nearly all checks are made against a DC of 16. Roll a d20, add your stat, and try to get the DC or better.

SKILLS

If you can get better at it through practice or study, it can be a Skill. All professions and college majors are Skills.

There is no fixed Skill list, nor are there any fixed lists of what you can accomplish with a Skill.

There are no social Skills. There are no perception Skills. There are no stealth Skills. There are no Skills that directly help you in combat.

At the end of every session, each PC can pick a skill that they used this session (or at a minimum, had exposure to) and make an Int check.

Exposure is broadly defined. You can learn Architecture by wandering a dungeon. You can learn about Traps by falling down a pit trap. You can learn about Drugs by smoking Purple Lotus. You cannot learn something from the same book or library twice.

If they succeed on the check, the Skill improves by 1 point, up to a maximum of 9. (The 10th and final point is only acquired through a quest.)

You have 4 Skill Slots where you store Skills and Languages.

LANGUAGES

Everyone begins speaking Common, and no other language. Nearly everyone (including goblins and morlocks) will speak some variety of Common.

Foreign languages are usually limited to dead languages. These languages can be learned the same as Skills.

Languages improve twice as fast as Skills: whenever you improve a Language, you improve it by 2 points. You still need to complete a quest to reach 10 points in a Language.

Certain Languages confer abilities once you reach 10 points in that Language.

Elvish – Encryption. You cannot be understood by anyone except the people you designate (who also speak Elvish).

Cheoxic – Speak with Dead. You can even speak with “mindless” undead such as zombies. A terrestrial language that eventually become the most common Language in Hell, although the surface stopped speaking it.

Gospel tongue – The language in Heaven. The second most common language in Hell. The speaker cannot lie.

Dwarvish – Axiomatic. Speaking it functions as a *calm emotions* spell cast on the self.

FOOD AND WATER

After 1 day without water, a character becomes dehydrated, and gets -4 to all d20 rolls. Two days later, they will die.

Each day without any food causes max HP to reduce by 1 (down to 0). Death takes weeks.

HIRELINGS

Henchmen can be hired for 1s/day, or half a share of loot (whichever is higher). Henchmen will not participate in combat, but they have 10 inventory slots at your disposal. They will refuse to do anything overtly risky, but can be coaxed to do moderately risky things with a Loyalty check.

A henchman would never pull an unmarked level, nor would they be the first one into a room. They can be convinced to stand watch for you (a moderate risk).

Mercenaries can be hired for 10s/day, or a full share of loot (whichever is higher). Each mercenary will do their best to stay close to the person they are attached to. They give that person +2 Atk and +2 Damage in combat, but do not take combat turns by themselves. If you would take damage that would give you lethal damage, there is a 50% chance that your mercenary is killed instead.

Generally speaking, Mercenaries are willing to take as many risks as the PCs. If they notice that they are being asked to take more risks than the PCs (they are always forced to pull the lever), they will become as unwilling to take risks as henchmen.

All mercenaries that you'll hire at the local tavern are level 1 fighters by default, but you can encounter (and hire) other mercenaries as one of the many perks of adventuring.

A Level 2 Fighter gives you +3 Attack and +3 Damage, and can take two hits for you before dying.

A Level 1 Thief gives you +1 Attack and +1 Damage, but can be coaxed into picking locks and scouting rooms.

A Level 0 Mercenary (e.g. peasant forced to be here) gives you +1 Attack and +1 Damage.

Every additional mercenary (beyond one) gives +1 Attack.

The default starting Loyalty is 5. Mistreating a hireling (including asking them to take unfair risks) causes their Loyalty to decrease by a point regardless of whether or not they accept. Good treatment (extra money, treating them like equals, extra safety measures) can increase their Loyalty by 1 or 2 points. If Loyalty ever reaches 0, the hireling will leave at the earliest opportunity.

MONEY

100 copper cuprek = 10 silver shilavos = 1 golden gorbel

If you want to do gold as XP, then 1s = 1 XP.

HEALING

If the party rests for 10 minutes, everyone recovers HP up to half of their maximum.

If the party rests for 30 minutes and eats a Ration, everyone recovers all of their HP. One Ration is enough for the whole party. If the meal is interrupted by combat, you do not heal prior to combat, but you can resume where you left off.

INVENTORY

You have a number of Inventory slots equal to your Str + your container bonus.

- Burlap Sack +4 slots
- Backpack +7 slots
- Elfpack +10 Slots

If you don't have a container, you can only carry two things (one per hand).

A ration is enough to feed the whole group.

Ammunition is loosely tracked. After every encounter that a bow is used, put an X next to it. After three depletions, you are out of ammo.

LEVELING UP

Someone levels up whenever a Treasure is obtained or a Milestone is reached. (No leveling up in combat, though.)

The lowest level PC will level up. If there are multiple PCs tied for lowest level, pick one at random.

Each Treasure or Milestone will result in at least one person gaining a Title. All the players and DM should discuss what the title will be, and who will get it.

For example, once the party escapes the Lamb, they could all add "Escaped the Lair of the Lamb" under their list of Titles (in their Legendarium).

Upon reaching your first level:

- HP becomes equal to Con.
- Atk becomes 1.
- Pick a stat and roll 1d6+1d4. If you roll higher than that stat, it improves by 1 point.

You also get to pick a class from this list:

- Fighter
- Barbarian
- Thief
- Acrobat

Additional classes are unlocked through play. See Appendix E.

RANDOM ENCOUNTERS

Every area has a local Encounter Table, which determines who will cross your path. But to determine when this happens, you need to roll Encounter Checks.

Every 30 minutes, roll an Encounter Check by rolling your Encounter Die and your Recon Die simultaneously. I recommend using a cereal bowl.

THE ENCOUNTER DIE

The Encounter Die is a yellow d6. Your type of encounter is based on what it shows.

- | | |
|-----|--------------------|
| 1 | Active Encounter |
| 2 | Passive Encounter |
| 3 | Indirect Encounter |
| 4-6 | No Encounter |

An Active Encounter is one that forces the party to engage. In a dungeon, this is usually a hostile creature that wants to kill you.

A Passive Encounter is one that gives you the option of engaging. In a dungeon, this is usually a non-hostile creature, or a hostile creature that isn't immediately threatening.

An Atmospheric Encounter is one that you can't directly engage with. You might still be able to gain from information from it, or it might just show you the mood of the location.



THE RECON DIE

The Recon Die is a blue d6. If you roll a 1 on your Recon Die then you get an advantage.

If your Recon succeeds on an Active or Passive Encounter, you gain Surprise. You can choose to engage (with the element of surprise) or avoid the encounter altogether. You might catch them talking to themselves and overhear something useful (DM's discretion).

If your Recon succeeds and there is no Active or Passive Encounter to be had, you find Footprints. These don't have to be literal footprints--they could be slime, hair, feces, graffiti, smells, or noises. The foot - You find traces of a random encounter. Your DM will roll a random encounter and describe the evidence of its passing (footprints, smells, noises, slime, hair).

If your only illumination is candle-light or less, you lose your Recon Die and instead gain an Ambush Die, which causes you to be surprised on a 1.

SETTING THE STAGE

The first sentence gives you a general encounter, such as "1d6 goblins". If an encounter labeled as "Unique" is killed, you will never encounter that monster again in this area.

The second sentence gives you a specific encounter, such as "A piglet wearing a hat is tortured by 5 goblins, who believe it to be a human baby."

The first time you roll that encounter, I recommend using the specific encounter (unless you prefer to come up with your own).

The subsequent times that encounter is rolled, it's up to you to come up with the encounter. You can either come up with something novel, or build off the previous one.

When the encounter occurs, place the enemies wherever makes the most sense. If multiple places are tied for this (e.g. three doors lead into this room and all lead to places where goblins could have emerged from), then pick one randomly.

Try not to overthink this, but at the same time, make sense. Five goblins cannot come from the dead-end room that the party just emerged from (unless there is a secret door in there). If 12 ABACUS MURAL has been collapsed, then a party S of the collapse is probably safe from the Lamb (assuming the Lamb is trapped on the N side of the collapse).

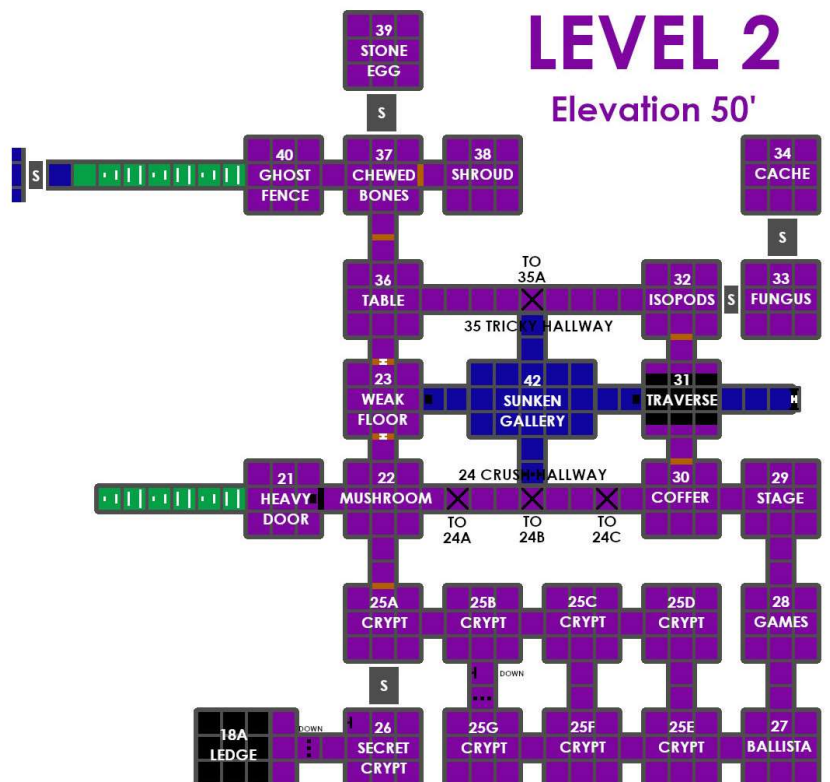
BACKGROUND INFO

Let's get this over with.

Elevation 0'



Elevation 50'



THE HOOK

It's dark and everything hurts.

The PCs are bound hand and foot.

Their last memories are of being convicted for crimes, captured by slavers, getting drunk at a tavern, or going mushroom hunting.

They do not know it, but they are beneath the White Temple, where they have been offered as sacrifices to the Lamb. They are expected to be leisurely devoured over several days.

One character finds a knife in their bag, and uses it to cut themselves free, along with some others. Everyone controls 1 character. Their other characters are still bound, on the other side of this pitch black room.

It is then that they hear a door creak open. Heavy, wet footsteps shuffle closer. There is the sound of wet, sucking breath. The sound of a prodigious bulk being dragged.

That's where the game begins.

COMMON KNOWLEDGE

THE FREE CITY OF LON BARAGO

The Jewel of the Plains. Renowned for its freedom and lawlessness. Power is held by three great temples. All three are corrupt and unsympathetic.

THE WHITE TEMPLE

They worship Vandoh, the Goddess of Wisdom, Patience, Self-Improvement, and the powers behind the sun.

THE RED TEMPLE

They worship Shendormu, the God of Fungus, Mindlessness, and Community.

THE TEMPLE OF TRUE POWER

STRENGTH IS HOLY. SIZE IS SACRED.

SECRETS

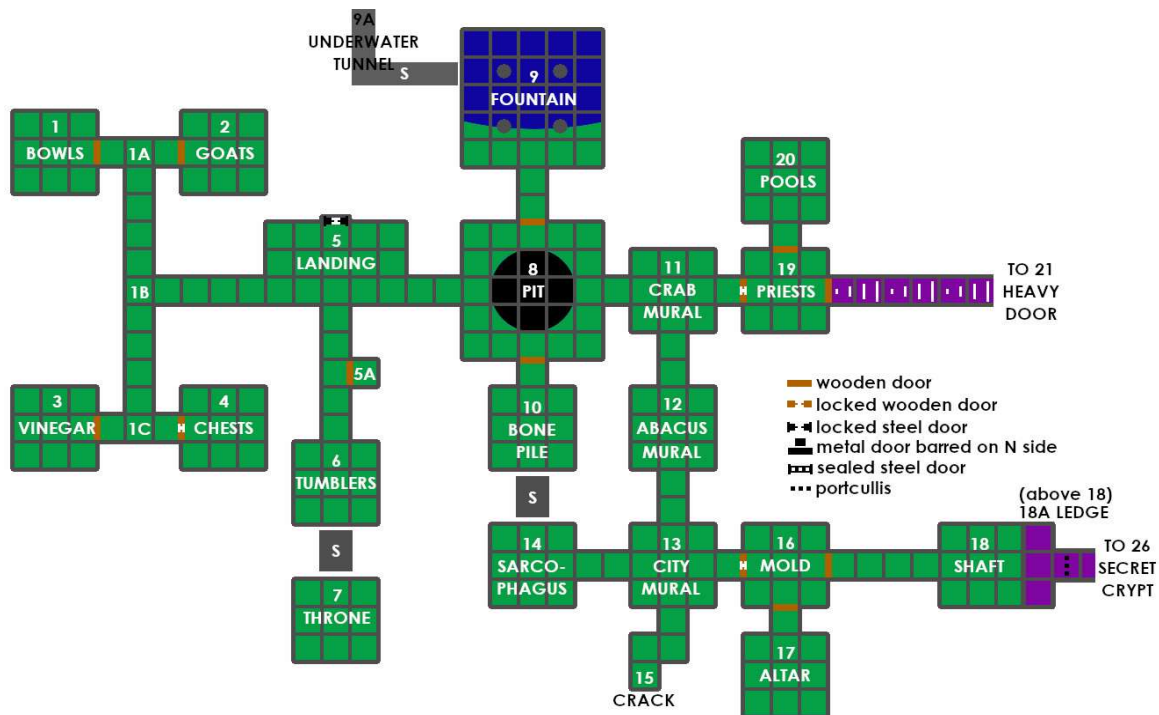
THE LAMB

One of the secrets that the White Temple keeps. They call it the Lamb because it was born of a sheep. It is a holy child of Vandoh. Eluding the Lamb comprises the first half of this adventure.

THE RAID

A decade ago, a militia attacked the Red Temple, attempting to infiltrate through the crypts. They were the Twelve-Fingered Hand, a brotherhood of knights closely aligned with the White Temple. The Hand failed. Many were killed. Many were entombed. Some of them are ghouls now.

PART I:
LAIR OF
THE LAMB



ENCOUNTER TABLE (LAMB ALIVE)

ACTIVE ENCOUNTERS

1-6 The Lamb approaches, full of bile and loathing.

PASSIVE ENCOUNTERS

1-6 The Lamb is in an adjacent room, doing something disgusting and noisy. Regurgitating a bone pellet, banging its head against the wall in a fit of self-loathing, or dragging its genitals across the ground.

ATMOSPHERIC ENCOUNTERS

1-6 Distant grunting and gnawing.

ENCOUNTER TABLE (LAMB DEAD)

ACTIVE ENCOUNTERS

1-3 Unique. The Three Little Lambs, crawling on the ceiling. They drop down to run faster.

4-6 Unique. Bastoval (Clr 3) leads Mino and Bilosh (Ftr 1, Ftr 1) to check on the Lamb.

PASSIVE ENCOUNTERS

1-3 Once only. The Three Little Lambs, digging loudly inside a nearby wall.

4-6 Once only. A ghostly image of Bastoval appears. "So that's where you are," he says. He will arrive in 1d6 rounds.

ATMOSPHERIC ENCOUNTERS

1-3 Once only. Echoes of the Lamb's voice, far away, still crying out "Father! Father!"

4-6 Once only. More tremors.

DUNGEON FEATURES

The rough-hewn stone walls are climbable. The dungeon is pitch black.

OVERVIEW

The expected (but not required) flow is:

- The party initially flees, hides, then returns to free the other captives.
- The party lures the Lamb away from 9 FOUNTAIN and then drinks water.
- The party follows the main path to end up at 13 CITY MURAL. The bashed in door reaffirms that they can and should be bashing in locked doors (if the weren't already).
- The party escapes via 21 HEAVY DOOR.

Since the party begins with nothing, we can use common equipment for gatekeeping. Instead of needing the red key to get through the red door, the party needs a rope to get the woman out of the pit. Et cetera.

There's currently only one loop in the dungeon, which is very valuable when the party is trying to escape a big, slow foe. It's an imperfect loop, since 12 MOUTH MURAL can be collapsed and the Lamb will eventually learn to block off the secret tunnel.

Light, ropes, and weapons are all precious in this scenario. Don't allow the players to sidestep these constraints. This means following torch durations, making improvised weapons shitty, and giving improvised ropes a 4-in-6 failure chance (that is communicated to the players before they use the rope).

Deaths are expected, but that's why we have so many characters. We will learn from their deaths. And yes, the lamb is too difficult to easily kill, but the fact that it stops to eat will avoid a TPK.

STARTING THE GAME

Begin in Room 1 BOWLS. It is **pitch black**.

Everyone begins **dehydrated**: -4 to all rolls until you drink water. Without water, everyone will be dead in 24 hours.

Everyone begins naked, possessing **nothing**. One person has a **knife**. Without a sack or backpack, each person can hold only two items.

Everyone controls 1 character—their other characters are still bound.

Everyone controls 1 free character. Their other characters are still restrained.

The **Lamb** is lumbering into the room.

If the PCs hide from the Lamb, it will devour one restrained human at random. This takes 10 minutes, during which it will not be very alert.

If the PCs flee noisily, the Lamb will attack. It will take a Wis check to find the door in the dark.

If the PCs leave slowly and quietly, they will not be noticed.

If the Lamb finishes eating, or loses track of the party, it will head to 9 FOUNTAIN for a nice bath.

THE LAMB

It looks like a gigantic, hairless, obese cow. It has no obvious head, its neck instead terminating in a drooping cowl of wrinkled flesh. Its actual head (usually kept retracted) resembles a bloody horse skull with sunken eyes and a black tongue. It extends its head when it needs to bite something. It weighs about 2500 lbs. It drags its belly as it walks.

It reeks of blood and ammonia.

The Lamb

Lvl 6 Def chain Bite/Crush 1d8/1d18

Move slow Climb slug Str 9 Int 3 Dis hungry

Immunity – Acid.

Phobia – Bright light and fire. Torches and lanterns make it hesitate, but only a large fire will scare it away.

The Lamb's sight and hearing are slightly worse than the average human's.

The Lamb is slower than the average human, but if people attempt to run past it in a hallway or room, it will make both attacks.

When the lamb is wounded or scared, it will call out "Father! Father!" in increasingly loud tones. It is capable of no other speech.

It is not smart, but it is clever. It learns from its mistakes, and will learn better tactics with exposure.

The Lamb is valued for its Fruit, clusters of heavy nodules that grow along its armpits and milk lines. It carries 52 Nascent Lambfruit and 6 Immature Lambfruit. (See Appendix D) DM: The first time the party sees the Lamb in good light, be sure to mention the fruit.

It mostly hangs out in 8 PIT and 9 FOUNTAIN. If it is killed, the earth trembles as Vandoh mourns his child.

If it is killed, it counts as a **Milestone** (see 21 HEAVY DOOR).

THE LITTLE LAMBS

New life quickens in the Lamb's belly. If it is killed, but the corpse is not utterly destroyed, 3 Little Lambs wait until its quiet, then chew their way out of their mother.

They will not swim out to the cistern.

Little Lamb

Lvl 2 Def chain Bite 1d8

Move human Climb as slug Str 5 Int 3 Dis hungry

Immunity – Acid.

Phobia – Bright light and fire. It will not approach within 10' of burning oil.

Ambush – 2-in-6 chance of ambushing the party from the ceiling. They will only attempt to grapple during the surprise round.

FATHER BASTOVAL

If the Lamb is killed, Father Bastoval and his two bodyguards will enter the dungeon 2 hours after the tremors. They will attempt to check on the lamb. If the lamb is dead, they will hunt for a cause.

Father Bastoval

Lvl 3 Def chain Warfork 1d8 Dis wrathful

Spells – *hold person, haste, scry*

Father Bastoval is a Nemesis. If he kills a PC, he gains a level, and the DM should introduce them as "Bastoval, Slayer of X" from here on out.

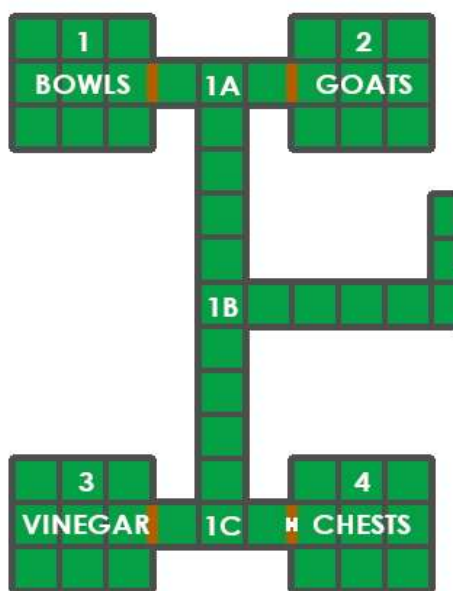
Milo/Bilosh

Lvl 1 Def plate Mace 1d6.

Milo has a bow (1d6) and Bilosh has a net.

The LAMB





1 BOWLS

Three enormous stone bowls. Each bowl contains 4 human sacrifices, bound hand and foot.

1A FIRST INTERSECTION

Barnyard smell to the E.

1B SECOND INTERSECTION

Barnyard smell to the N.

Faint light to the E.

Vinegar smell to the S.

1C THIRD INTERSECTION

Vinegar smell to the W.

2 GOATS

Three dead goats. One live goat, dehydrated and friendly. Tied with short lengths of twine. They are all wearing bells.

Pile of hay.

Wooden bowl (empty).

3 VINEGAR

A stone trough half-filled with vinegar. Investigating the reeking liquid reveals an empty wine bottle.

Another stone trough that stinks of stale milk. It is empty.

4 CHESTS

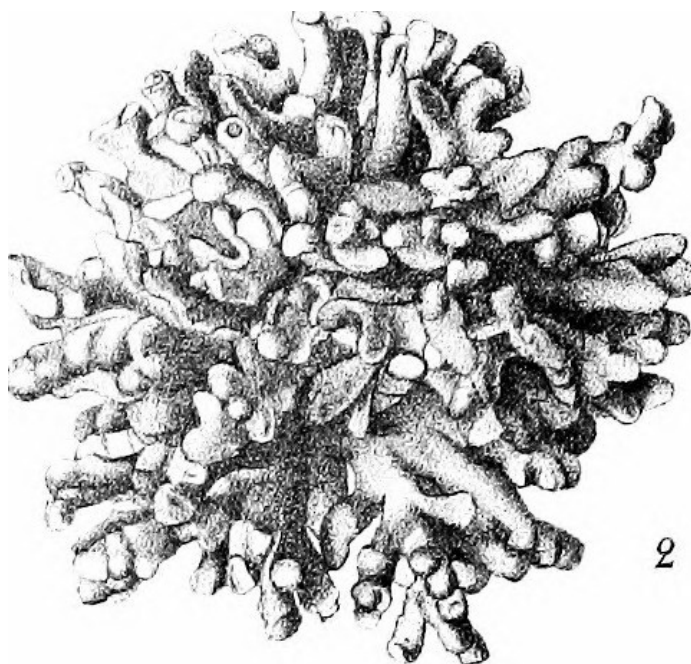
The wooden door to this room is locked.

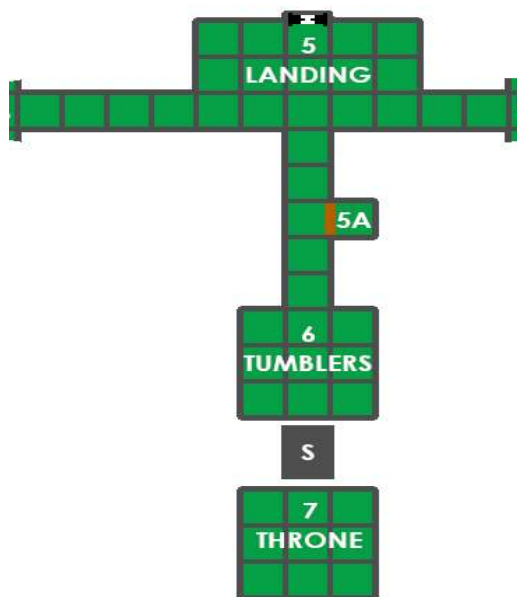
Wooden Table holding 1 immature Lambfruit (Appendix D).

Wooden Chest:

- Mwk helmet (smiling face, squinting eyes).
- 1 torch.
- Purple pouch containing 2 doses of purple lotus powder (1Appendix D).
- Lotus pipe (fits into helmet, 100s).

Lead & Iron Chest bolted to the floor, bound with two linchpinned chains. Removing the first linchpin causes headaches. The second causes nosebleeds. The chest contains only the Skull of Davok, which escapes when the chest is opened. (See Appendix A.)





5 LANDING

Heavy steel doors, locked from the other side. A set of ascending stairs is barely visible behind them. No amount of noise will bring a response.

To the left of the door: a **lit torch** atop a **metal pole**. The torch can be easily picked up. The torch holder (a 6' iron pole) can be pried out with difficulty. The torch will last another hour before burning out.

To the right of the door: a **sturdy table** holds an **iron-banded chest** (locked). Atop the chest is a **fire striker**. Inside the chest is a fresh torch and a vial of lamp oil. The chest reeks of tar and pitch, making it obvious what is inside.

A **horrible stench** is noticeable to the east.

The players have no obvious way to open the chest. It is too durable to be smashed open with a brick. Possible ways to open the chest: a dropped sarcophagus lid, throwing it down 8 PIT, getting the Lamb to trample it. (All of these methods will break the vial of lamp oil.)

5A CLOSET

Broom. Gong and Hammer.

6 TUMBLERS

A **statue of a fish with hands**. Between his hands, he holds four disks that can be rotated to show any number between 1 and 8 (creating a 4-digit number).

A **recessed doorway** on the far wall, impossible to force open.

A **lever** on the wall.

A **tiny pool of milky liquid**. This is acid that has dripped from the ceiling nozzles.

Investigating the ceiling reveals a quartet of small nozzles.

This room is a password entry system: set the tumblers then pull the lever.

- Correct: the door to 7 THRONE opens.
- Incorrect: A horrible grinding Noise (every time). Spray milky acid (once). The acid deals 1d6 diminishing damage each turn until rinsed off.

The password is 1-2-1-2 (see 9 FOUNTAIN).

7 THRONE

A **throne** of sheep bones and unfired clay.

A **golden sensory deprivation helmet (700s)**.

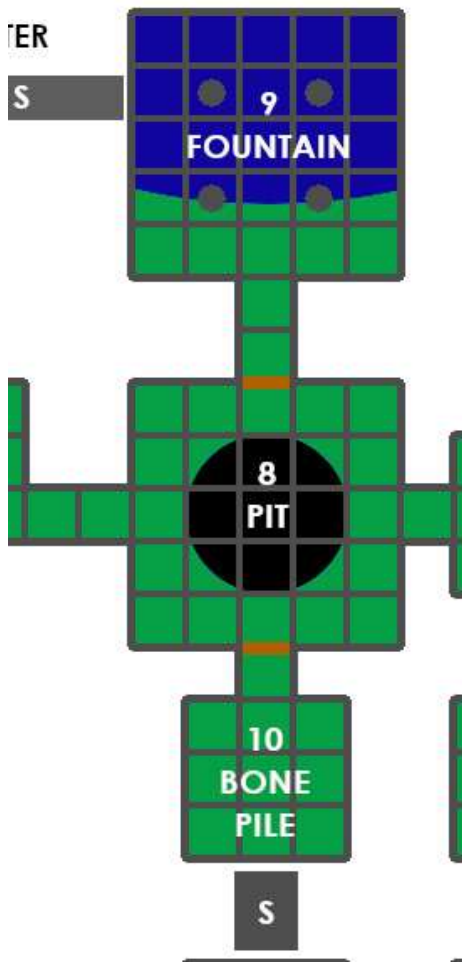
Anyone sitting on the throne must make a Cha Save.

- Success = Right hand turns into a large lobster claw (1d8).
- Failure = Obesity: gain 3 Inventory Slots of fat. Right hand turns into a small lobster claw (1d6).
- Regardless of success or failure, you get a vision of a purple book, wrapped in fine copper chains.

The throne will only work once per year.

Anyone with a lobster claw will be Favored by Vandoh (Appendix C).

Sitting on the throne is a **Milestone**.



8 PIT

First visit: The **Lamb** is here 0% of the time.

Subsequent visits: 2-in-6 The Lamb is here.

A **slimy pit**, 40' deep, 30' across, impossible to climb. The bottom is knee-deep mud. It smells like ammonia and feces. The walls are smooth stone.

Akina lives in the pit. She is sane, desperate, and intelligent. She wears rags but carries the **Ruby Ring of Wisdom** (**Treasure**: 1000s). She offers it in exchange for rescue.

This is the pit where the Lamb sleeps. Akina cleans it of parasites, and eats its vomit. She can tell you the basics about the White Temple, Vandoh, and the Lamb.

The Lamb can climb out of the pit in 2 rounds.

9 FOUNTAIN

Haunted. The first person to enter will fall over, gasp, and flop for 1 round. They are suffering a hallucination of drowning, trapped underwater by their heavy armor.

First visit: the **Lamb** is here 100% of the time.

Subsequent visits: 2-in-6 the Lamb is here.

A **slimy pool**, 30' deep. Investigation yields an armored skeleton in the shallows.

A **dripping fountain** shaped like a fish with hands.

Water drips from its other hand. The drops are very regular. "drip... drip drip... drip... drip drip". (in a 1-2-1-2 pattern)

The first person to touch the water will feel someone shove them into the water (No save). The water weighs them down, preventing any part of their body from exiting the water. During this time, the air is filled with the sound of a man's death-gasps.

The water behaves normally for all others.

If the skeleton is removed from the water and prayed over, the Haunting ends. The shortest prayer suffices, if sincere.

If the skeleton is destroyed, the Haunting ends and the destroyer must make a Cha Save. On a failure they become permanently afraid of water.

9A UNDERWATER TUNNEL

Connects to 44 CISTERN.

A person could swim it in 5 minutes.

10 BONE PILE

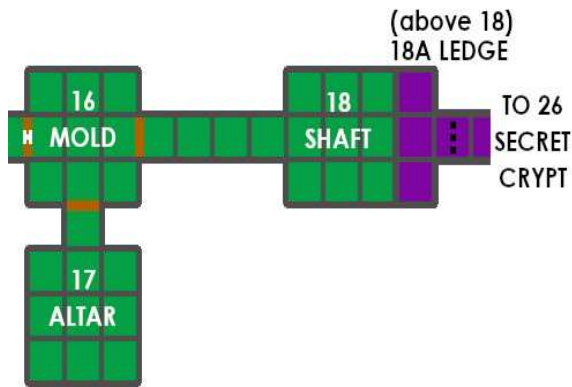
255 **bone pellets**, each one holding about 100 lbs of compressed bone fragments, only slightly smoothed by digestion.

Roll a d20 for every man-hour spent searching the pile.

- 1-12 nothing.
- 14 battered shield.
- 15 spear.
- 16 a rope (30').
- 17 torch.
- 18 bottle of liquid hole (Appendix A).
- 19 **silver bracelet shaped like veins** (100s).
- 20 **bottle of fine wine** (30s).

Any amount of searching will reveal a small crawl-tunnel to 14 SARCOPHAGUS.

After 3 encounters with the Lamb, it will become cunning, and begin blocking up this tunnel with bones. A blocked tunnel takes 10 minutes to clear by hand.



16 MOLD

A **moldy shape** in the center of the room. It looks like a curled up corpse obscured under a heavy layer of thick fungus. However, it's just mold.

17 ALTAR

A **wooden chest** sags with yellow rot. Anyone opening it carelessly is exposed to yellow mold (poison 1d6). It contains rotten books (worthless) and a **silver-plate dageurrotype (50s)** that shows a dozen strangely-dressed men each buried up to their waist, facing the stars, mouth open.

An **altar** holds a **sheep skull** amid **faded flowers**. Investigating the altar reveals a drawer: one white candle.

18 SHAFT

A **shattered gazebo** in the middle of the room, surrounded by loops of rope, all soft and rotten. (The “gazebo” is actually a fallen elevator.) The heap is 7' tall and includes **broken beams** and **loose bricks**.

Above, a **high ceiling** recedes into shadow, finally terminating 60' above.

There is a visible ledge 40' off the ground. (Remember: torches shed light for 30'.) This is 18A LEDGE.

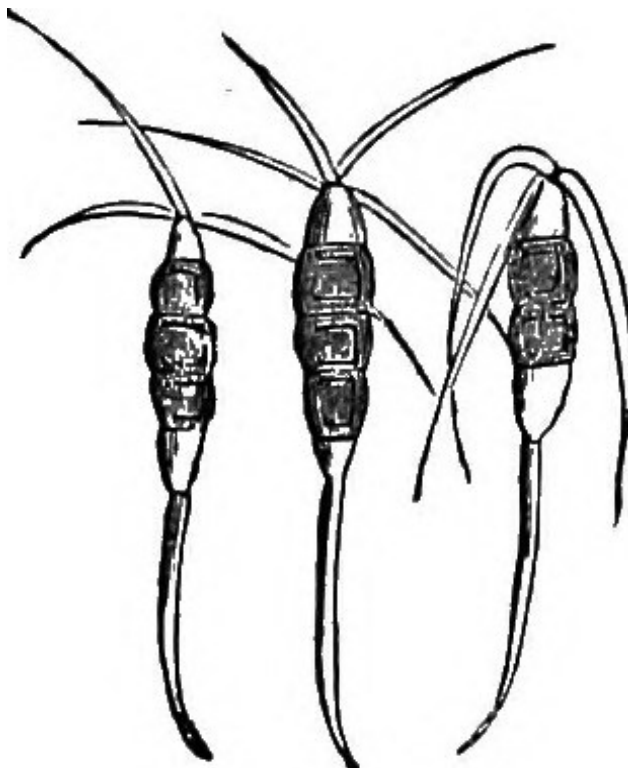
Searching the wreckage reveals a block and tackle.

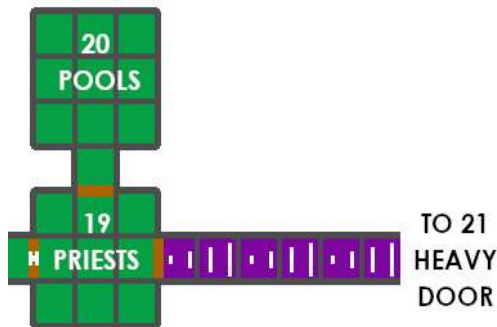
18A LEDGE

A 30' rope and an iron spike.

A **sealed portcullis**. 10' away, on the other side, is an armored corpse. The corpse cannot pass through the portcullis, but it can be pulled to the portcullis and looted:

- Sword (conidiopore insignia)
- Bow + Arrows
- **Signet ring (50s, conidiospore insignia)**
- **Orb of Indulgence (500s)**
- Masterwork breast plate (too large to pass through portcullis)
- Helmet (too large to pass through portcullis)





19 PRIESTS

Three perfectly round pools of pink liquid set into the floor, each about a foot deep in the middle.

Three old people wearing nothing but loincloths are also in here, one per pool. They seem to be smiling in their sleep, occasionally twitching and emitting little groans of pleasure. One wears a **Treasure**: a jeweled crab bracer (600s).

Two iron spikes hold the E door shut.

The people are retired priests of Vandoh, and this is their reward. They will live in the Lamb's psychotropic urine until they die, hundreds of years from now, writhing in ecstasy.

If any of the priests are touched, they will scream (verbally and psychically). This will awaken all four of the priests (including Vandress in 20 POOLS) who will attack. The urine has robbed these three priests of all language except the words "lamb", "blasphemy", and "magenta".

Priest of the Pool

Lvl 1 Def none Fists 1d3 Int 3 Dis guardian
Spells – sleep / desiccate / emergency exit

(Each priest knows a different spell.)

Anyone tasting a pool will be compelled to taste more, and eventually lie down in it. No Save. Anyone who tastes it will be compelled to do everything in their power to return to it.

If a person is forcibly removed from the pool, the effect lasts 10 minutes before fading from a compulsion to a lingering dissatisfaction with all of life's other pleasures.

20 POOLS

Four irregular pools, similar to the last room. Each one is a different color, and serves as a repository for the more exotic types of waste that the Lamb produces.

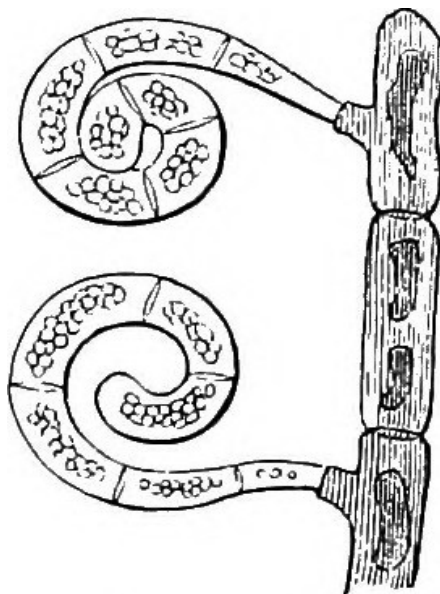
- Pink pool = identical to the pink pools in the previous room. This pool contains **Vandress**, the eldest priestess. She has lobster claws and a third eye.
- Yellow pool = liquid light. Shines as brightly as daylight for 3 rounds when shaken or splashed. Works once.
- Milky pool = acid (1d6 diminishing).
- Black pool = causes the drinker to spend 1d6 rounds vomiting a heavier-than-air black smoke.

Vandress

Lvl 2 Def none Claw 1d8 Int 7 Dis scheming
Spells – confusion, cone of mutilation

Unlike her peers, Vandress retains her full mental capacity, and is smart enough to parlay if the need arises. She would prefer to gather information, drive the party off, find the Lamb, and then hunt the party with the Lamb's assistance

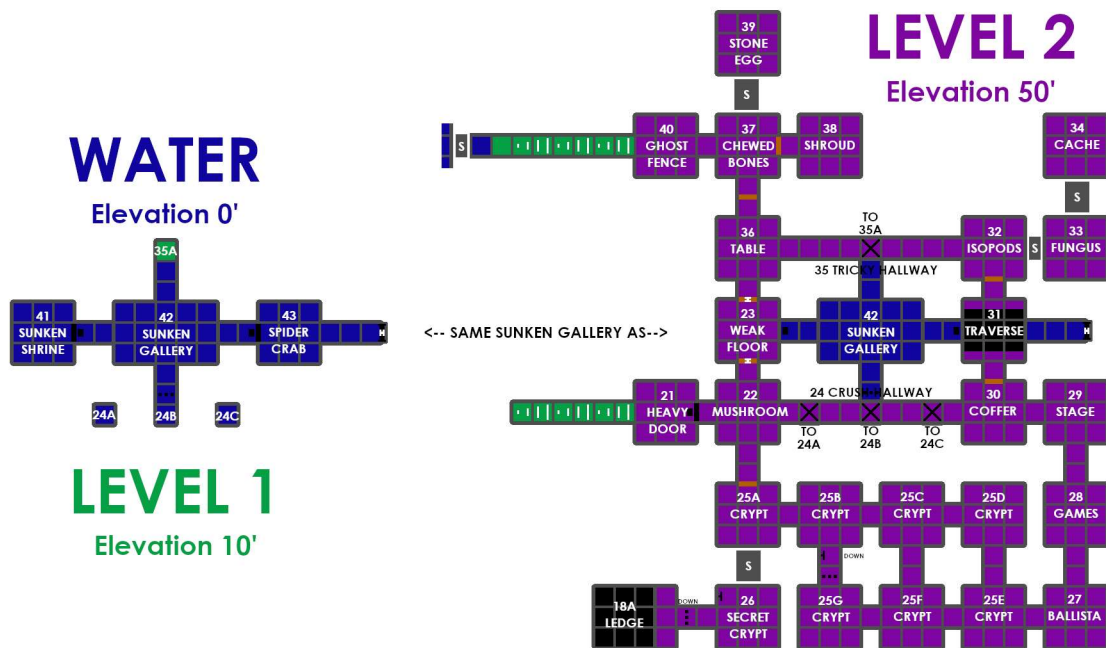
She has no way to contact the White Temple above (but knows that clerics will come down 3 days after a feeding to clean up). She is hopelessly, pathetically addicted to the pink slime and cannot go longer than an hour without submerging herself in it.



PART 2

GALLERY OF

THE GHOULS



ACTIVE ENCOUNTERS

- 1-2 Unique. Jasper and Luntz (if alive).
- 3-4 Unique. Gerdith and Molina (if alive).
- 5-6 1d2 Lantern Worms. A single lantern worm, glossy like black rubber. You'll see its blinding searchlight long before you see the worm. 15' long.

PASSIVE ENCOUNTERS

- 1-2 Unique. In an adjacent room, Jasper and Luntz preparing an earthworm as if it were a feast.
- 3-4 Unique. In an adjacent room, Gerdith and Malenna discussing advantages between cavalry vs archers vs infantry.
- 5-6 A coiled up lantern worm. Looks like a huge, taught, black rubber hose. Quiescent until touched or light is brought near.

Armored Ghoul (Gerdith or Molina)

Lvl 2 Def plate Halberd 1d8
Int 5 Str 7 Dis hungry

ATMOSPHERIC ENCOUNTERS

- 1-2 Distant arguing (unless all ghouls dead).
- 3-4 Gnawing on bones (unless all ghouls dead).
- 5-6 Unique. Wetspot on the wall turns into a searchlight. If you do not avoid it, a lantern worm emerges.

Ghoul (Jasper or Luntz)

Lvl 2 Def leather Claw 1d6+agony
Int 5 Str 7 Dis hungry

Lantern Worm

Lvl 4 Def leather Slam 1d6
Crawl slow Int 2 Dis hungry

Eat Light - Target light source explodes and is destroyed. The worm eats all the light and becomes brighter. Whoever was holding the light source take 1d6 fire damage (Wis Save negates) and is automatically blinded. Everyone else is blinded if they fail a Wis Save. Con check each turn to end.

Lantern - Sheds light in a narrow 60' cone. Whoever it is looking at gets -4 to hit (also applies to adjacent people).

Stonemeld - Can become a liquid and flow through stone. Looks like a wet, dark stain.

Retreats after it has eaten all available light sources.

THE GHOULS

There are five ghouls on the second floor. They are trapped between 21 HEAVY DOOR and 40 GHOST FENCE.

JASPER AND LUNTZ

They wander the halls, pretending that they are gentlemen walking the streets after an evening of fine dining and entertainment. You'll hear them when you reach 21 HEAVY DOOR.

GERDITH AND MOLINA

They keep eternal watch over the company's ballista in 27 BALLISTA, one patrolling while the other polishes.

SHAWSON

A monstrous thing who lost his mind and was imprisoned by his fellows. The other ghouls won't tell the party where they stuck him, but he is in 39 STONE EGG.

CAPTAIN CONROY

Absent. He stuck around with them for the first year before ascending to moldhood. The ghouls miss him very much.

WHAT ARE THE GHOULS GOOD AT?

Jasper – Theater and politics.

Luntz – Cooking, butchery, and lewd jokes.

Gerdith – Military trivia and tactical board games.

Molina – Siege engineer and horse lover.

Generally speaking, the ghouls don't want to eat people. It's just that they get so hungry that they can't help themselves.

When a ghoul is well fed (this requires a lot of meat), they become lucid, conversant, and show signs of normal compassion and remorse.

It is possible to befriend any of the ghouls (except Shawson) with a good supply of fresh meat and respectful treatment.

Before they were trapped down here, the ghouls were soldiers, and respond well to military-style parlay.

Who knows? You may even be able to get them to help you kill the Lamb.

Once the ghost fence is destroyed, the ghouls will leave the dungeon within 12 hours. They want to collect their belongings, look at their home one last time, and say farewell to Captain Conroy. You may meet them again as NPCs.

If the PCs promise to return and help kill the Lamb, they may stay as long as 24 hours.

WHAT DO THE GHOULS WANT?

The ghouls will ask for four favors. If the ghouls are talking nicely to you, they've already eaten, so you've already accomplished one of those goals right off the bat.

- Human meat.
- Lots of meat.
- The destruction of the ghost fence in 40 GHOST FENCE. It blocks their escape.
- To humiliate the spider crab (in 31 TRAVERSE). The ghouls believe that killing it is impossible.

If you accomplish at least 3 of those favors, they'll also ask three more favors of you.

- If you can beat Gerdith at a miniatures wargame (28 GAMES) you will have their respect.
- If you can put on a better show than Jasper (in 29 STAGE) they will think you're cool.
- Destroy the Lamb. They will help you, but they will not take risks for you.

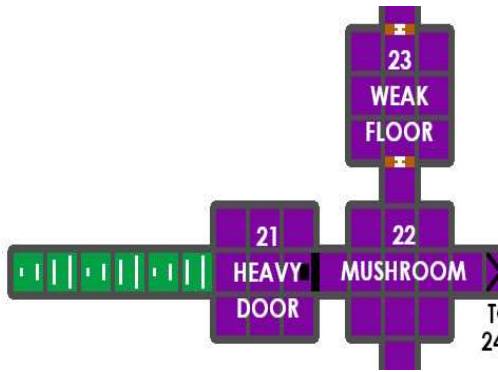
The ghouls will treat you better depending on how many of these things you do. Each ghoul you kill deducts one from this total.

4 favors: The ghouls will try really, really hard not to eat you. (Cha save to resist.)

5 favors: The party's favorite ghoul will join the party.

6 favors: The ghouls will tell you about the door behind Captain Conroy in 33 FUNGUS. They'll also open up a bit—turning into a ghoul gives you an awful lot of emotional baggage (to say nothing of cannibalizing your comrades). :(

7 favors: Gerdith will give you her crysmere blade (a **Treasure**). They'll also tell you where Shawson is imprisoned (39 STONE EGG) and about the magic item he has. They will not help you kill him (Shawson's a mate), but they will not condemn you if you do (Shawson's completely feral).



21 HEAVY DOORS

A pair of **heavy iron doors**, kept closed with a **heavy bar** (10') and a **set of chains**.

Removing the bar is a **Milestone**, since the party has now escaped from the Lamb (sort of). If the Lamb has already been killed, the party doesn't get this Milestone.

You can hear **chatter and laughter** from the **two ghouls** side of the door. This is **Jasper** and **Luntz**. Jasper is speaking to the door as if it were the host of a party, accusing it of not sharing the best brandy with them.

- Two people can pry the bar off to the side. This allows the doors to open a small amount, allowing a human to squeeze through (but not the Lamb).
- The chain cannot be removed without heavy tools. It would allow the doors to open fully.

If they hear the party fumbling with the door, they will feign friendship, intending to eat the party at the first opportunity (and doing a bad job to pretend otherwise). They will speak openly of how hungry they are.

If the party tells the ghouls "hey let us pass, there's some dead guys behind us, go eat them instead", the ghouls will pretend to believe them, then circle back and attack the party shortly thereafter.

If the party leaves and comes back later, the duo will be wandering the halls (on the Random Encounter table).

Ghoul

Lvl 2 Def leather **Claw** 1d6+agony

Move as human **Int** 5 **Str** 7 **Dis** hungry

Jasper carries a **meerschaum pipe** (50s). Luntz has a fake leg. Inside, wrapped in felt to muffle any rattling, is a set of lock picks.

22 MUSHROOM

A **locked door** to the N.

The **door to the south** has been defaced. The words "ASSHOLE STORAGE" have been carved into it.

The **path E** to 24 CRUSH HALLWAY is partially blocked by a huge cobweb.

A **tiny green mushroom** (Appendix A) grows in the SW corner, where the flagstones have been dug up to reveal dirt.

Anyone who eats the mushroom is Favored by Shendormu (see Appendix C). Anyone digging beneath the mushroom finds a dagger, a sling, and an empty wineskin.

There are **three holes in the wall** here. Each one contains a switch 3' deep. If the switch is continually depressed, it disarms the respective trap door in 24 CRUSH HALLWAY.

23 WEAK FLOOR

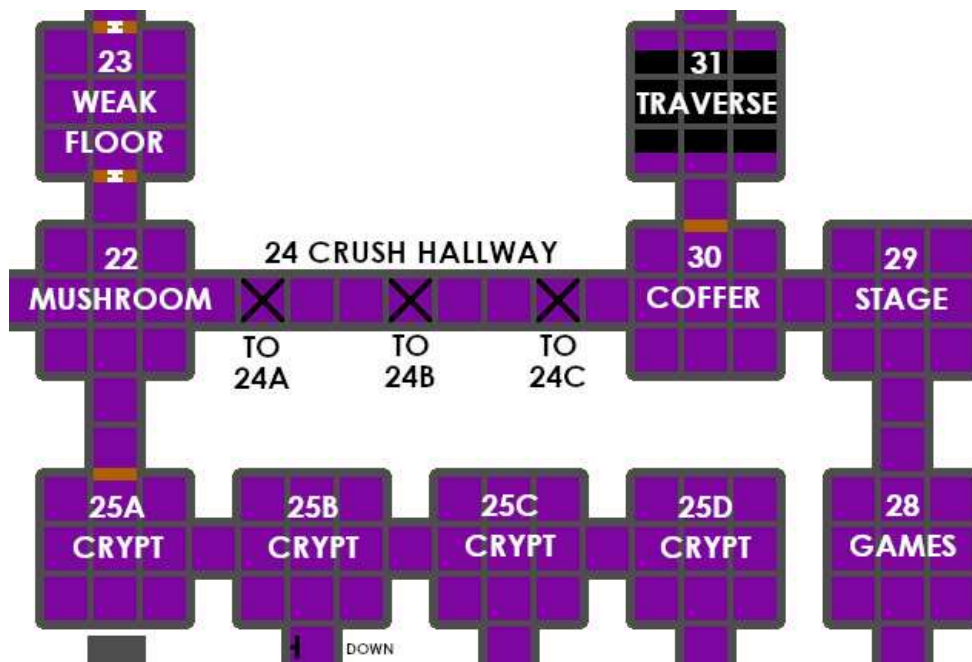
The **brick floor sags** here. The center of the room is about 2' lower than the edges. Water drips from the ceiling.

A **mummified head** (with its eyes and mouth sewn shut) lays in the exact middle of the room. There is something shiny in its teeth. (10g coins and a note that says "now we're paid up, rat fuck").

Small items thrown into the room cause small collapses as the ground falls away. One you get more than 10' away from the S door, 40 lbs is enough to cause the whole room to collapse. Every last bit of brick floor will fall away.

The far door is not easy to smash open, since you usually need a stable place to stand before you can kick or swing a hammer.

Even if a climber were secured to the wall with a harness, iron spikes, and sledgehammer, it would still be impossible to smash open the door. (That changes if the door is first weakened by acid or fire.) A ballista bolt would open the door instantly.



24 CRUSH HALLWAY

Splinters and wood shards are spread thickly around the E side of this hallway. (Crushed furniture.)

As soon as anyone enters this 90' hallway, the ceiling will begin to lower. Any touch greater than a feather is sufficient to trigger the trap. The ceiling takes 10 seconds to fall 10'. It rests for 10 seconds, then resets.

No Movement check is required for a human to sprint across the hallway without getting crushed.

However, Movement checks are required to jump over the 3 trap doors, which are perfectly disguised, but sound hollow if tapped. Each trap door is just a hinge and a strong spring. It is a 40' fall down to the water below.

24A

Water, 10' deep. A **broken chair** missing two legs floats here.

24B

Water, 10' deep. A rusted-shut portcullis allows sight (but not access) into 42 SUNKEN GALLERY.

24C

Water, 10' deep. The water is covered with a layer of oil. It burns for 5 minutes if ignited.

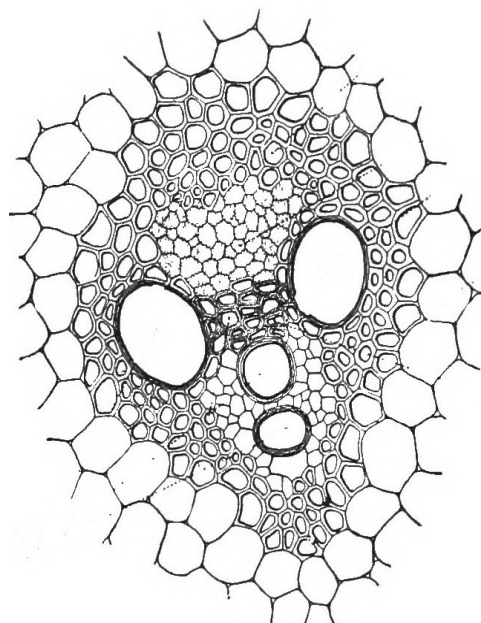
On the bottom are 2 flasks of oil and broken glass.

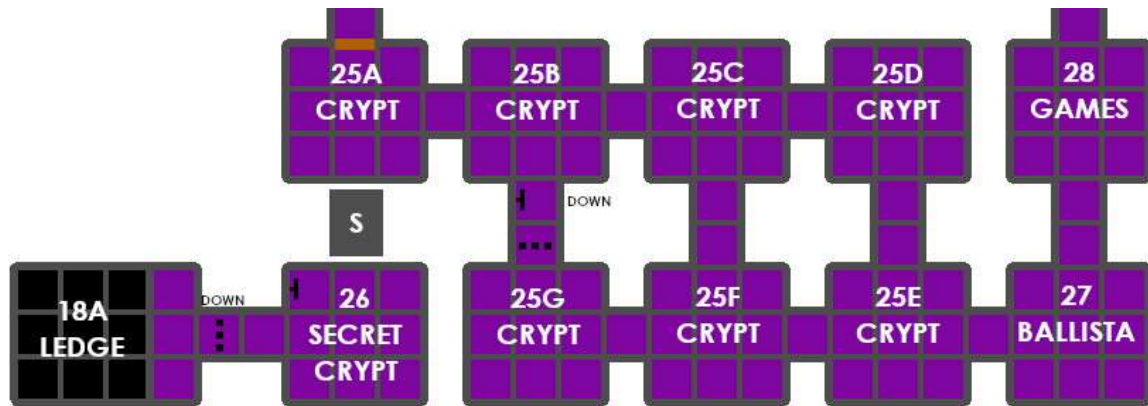
Crossing the Hallway

The easiest way to cross the hallway is to throw an uncrushable object into it, such as the metal cage, the ballista, or a combination of other sturdy objects. (Those objects won't be recoverable, though.)

You could also cross the hallway by just climbing along the wall with iron spikes and ropes. If the party chooses this option, it'll take about an hour, so a couple of encounter checks will occur during it.

Lastly, don't forget about disabling the trap doors (22 MUSHROOM) and then just sprinting across the hallway.





25 CRYPT

IMPORTANT: As soon as you enter these rooms, you can hear **heavy footsteps and humming** from 27 BALLISTA. As soon as the PCs bring a light source into Room 25E, 25F, or 25G they will be noticed by the ghouls in 27 BALLISTA.

A **stone sarcophagus** rests in the center of each room. A single person can move a lid with a successful Str check. Six people could gently set the lid on the floor, or pick it up.

Tiled patterns cover the walls floor to ceiling. It takes 10 minutes to strip the tiles off a wall.

If all 7 mummies are reassembled and returned (or close enough), the character that took the most initiative in the process becomes Favored by Vandoh (Appendix C). The missing heads are in 29 STAGE.

25A CRYPT

Third quarter moon. The sarcophagus contains 7 mummified **left arms**. The door to 26 SECRET CRYPT is hidden behind the tiles on the south wall.

25B CRYPT

Waning gibbous moon. The sarcophagus contains 7 mummified **right arms**. One has a **hook hand prosthesis**.

Note that the portcullis to the S is currently lowered. The winch is 10' S of the portcullis. 25D CRYPT

Full moon. The sarcophagus contains 7 mummified left legs.

25E CRYPT

Waxing gibbous moon. The sarcophagus contains **seven mummified torsos** and a cluster of large, jelly-like **eggs**.

There is a fist-sized hole where something burrowed in. If the eggs are kept near bodyheat or food, they will hatch into 1d6 slobberworms in 24 hours. (Appendix A)

25F CRYPT

First quarter moon. The sarcophagus contains a **burlap sack**. Inside are 2 **mummified heads**. One character (and no other) will see and hear one of the heads say "correct this juxtaposition".

25F CRYPT

Waxing crescent moon. The sarcophagus contains 7 mummified **right legs**.

25G CRYPT

New moon. The sarcophagus contains 5 **broken staves**, 2 **intact staves**, and 6 **purple robes** (50s each) embroidered with moonstones and orbital patterns.

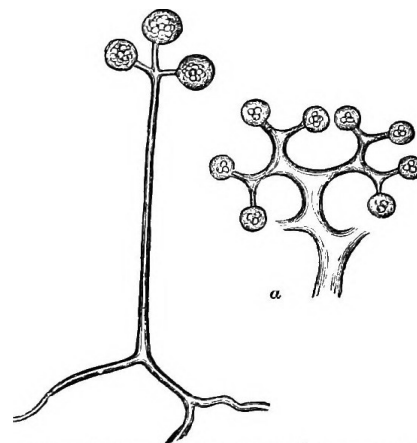
26 SECRET CRYPT

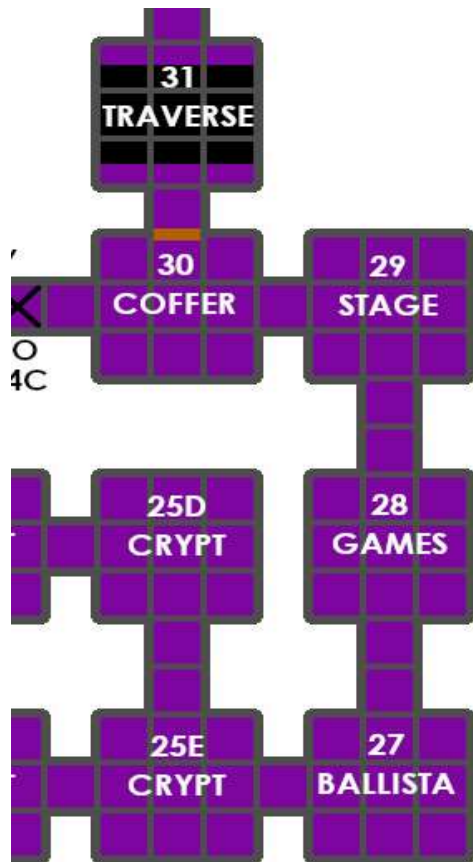
Waning crescent moon.

A **sarcophagus** in the middle of the room contains a mummy wearing a **fine purple robe** (50s), a stave, and an **comb made from a whelk** (100s).

The **winch** on the wall controls the portcullis.

A **soldier's corpse** lies in the passage to the west (see 18A LEDGE).





27 BALLISTA

Two armored ghouls and **a wheeled ballista** (500 lbs).

Gerdith marches around the room constantly, trying her best to convince herself that she is still on patrol. She has not accepted the fact that she is a ghoul, and will deny it. The only thing that she wants in the world is to eat you.

Molina hums tunelessly while endlessly polishing the ballista. She has one bolt left (3d6 damage). The ballista is named Conroy. The last remaining bolt is Little Gerdith.

Gerdith is alert. She can hear all the rooms between 25 CRYPT and 29 STAGE. Combat, a portcullis winch, or a dropped sarcophagus lid will alert her. She can also see all the way to room 29 STAGE and 25G CRYPT. If torchlight enters any of those rooms, she will notice it.

Once alerted, she will loudly order Molina to accompany her while she investigates. Molina will complain and crack jokes. Both ghouls will behave intelligently and ravenously.

Like all ghouls, they run on all fours.

Armored Ghoul

Lvl 2 Def plate Halberd 1d8

Move as human Int 5 Str 7 Dis hungry

Molina wears 6 chalcedony rings (50s each) and two topaz pendants (100s each).

Gerdith carries a **Treasure**: a crysmere blade of far Charcorra, as clear as a black mirror. It is made from rare clays baked in a kiln for decades (as masterwork sword).

28 GAMES

A **miniature landscape** dominates the room. Ravines made from wrinkled rugs. Halfway evaporated lakes dug into the floor. Tiny forests, each tree made from carefully twisted corpse hair.

120 miniatures (1s each) are positioned around the landscape in military formations. Most are made from bits of corpses.

16 dice made from knuckle bones.

Searching the room reveals a stack of mouldering character sheets, a brief dalliance before the ghouls unanimously decided that miniature wargaming was more fun. (All of the ghouls played fighters.)

29 STAGE

Two tables, shoved together and covered with a rug.

Two chairs and a mock horse, made from broken wood and corpse bits. It wears a purple robe (ruined) and has a saddle (20s).

Five mummified heads sit on the stage, each one costumed to represent some stereotypical profession. The clown, the king, the priest, and the prostitute all face the farmer, who faces the audience.

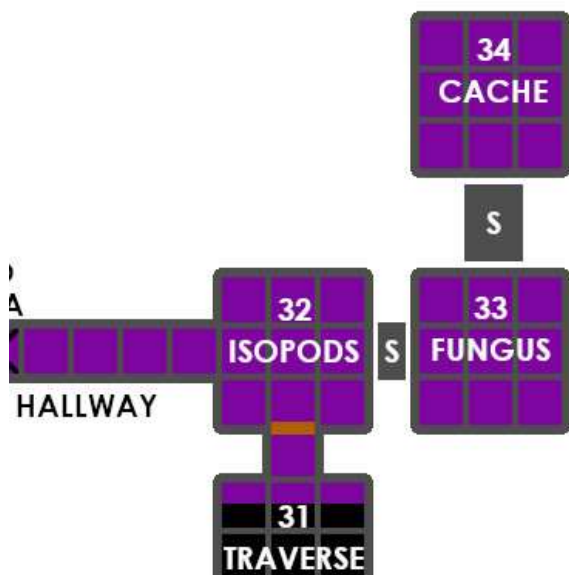
30 COFFER

IMPORTANT: As soon as you enter these rooms, you can hear **heavy footsteps and humming** from 27 BALLISTA. As soon as the PCs bring a light source into 29 STAGE they will be noticed by the ghouls in 27 BALLISTA.

A **tiny coffer** (unlocked) holds an invisibility potion and two flasks of oil.

A **tiny green mushroom** grows out of the top of the coffer. Anyone eating it becomes Favored of Shendormu (Appendix C).

None of the ghouls have ever seen it before.



31 TRAVERSE

A **broad pit** caused by a partially collapsed floor.

A **30' rope** is hung on the west wall, tied to an iron spike on each end. Using the rope, a character can cross the pit without requiring a roll.

Investigating the pit will reveal a pair of eyestalks sticking out of the water. The eyestalks will retract when they notice you noticing them. (See 43 SPIDER CRAB.) The surface of the water is 40' below the floor level. The spider crab can reach 38' out of the water. It will watch for an opportunity (it doesn't really have anything else to do).

32 ISOPODS

Three armored isopods forage here. They are extremely non-aggressive, and will ignore the party. If poked, they will roll up into a ball. If damaged, they will attempt to fight back.

The wear on the floor seems uneven. The floor is worn near the E wall as if it were a doorway.

A **small round hole** in the N wall. The hole is 5' deep. At the back is the switch the opens the secret door.

Armored Isopod

Lvl 1 Def plate Bite 1d6

Move slow Int 1 Dis leave me alone

Defense Curl – When curled up, an armored isopod cannot be damaged by anything less than a sledgehammer (or any other 2H bludgeon).

Armored isopod shells are only a few millimeters thick. They are made from an insanely strong biometallic matrix (sort of a counterpart to spider silk).

They eat metal by licking it, then coming back later and nibbling off the rust.

33 FUNGUS

Fat stacks of huge blue polypores cover the south wall. They emit an aura of nonviolence. As long as the polypores are intact, no violence is possible in this room. A character who takes damage (even a pin prick, even self-inflicted) gets a Cha Save to resist this effect.

A **complex mass of fungus** covers the north wall. You can see a chair under all of the wrinkled layers. You can even see a pair of legs, as if someone were sitting on the chair. But everything above the waist is an indistinguishable film of chromatic arcs and radiating veins of fungus, radiating out from the chair, covering the whole wall. Near the ceiling, you can barely make out the shape of a skull. (The other bones are buried in the mass.)

A **harpoon** leans against the E wall. **Six silver shilavos** are arranged at the foot of it, representing the ghouls.

This is what remains of Captain Conroy. Like the others, he became a ghoul but was disgusted by his hunger. He prayed to Shendormu, who granted him this release.

His last order to his soldiers was that they destroy themselves. Some obeyed. The ones who didn't are the Ghouls.

Excavating this fungus reveals the door to 34 CACHE.

34 CACHE

A **set of plate mail** (conidiaspore insignia)

A **shield** (a red mushroom, rampant)

A **red silk battle standard** of the house of the avenging angel (200s)

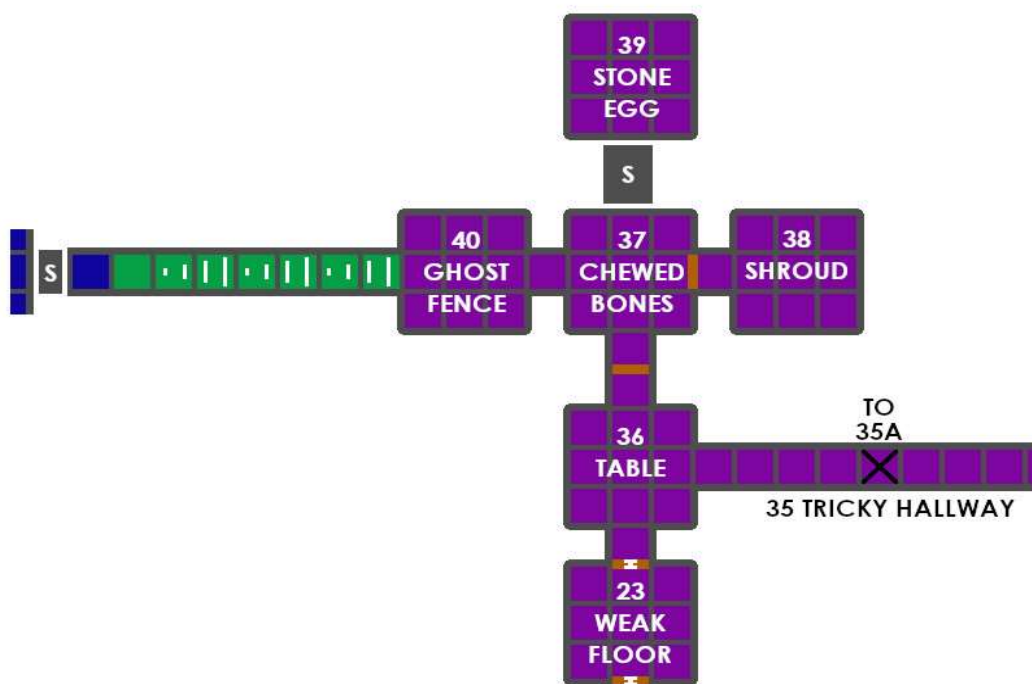
A **magnificent steel pipe** (50s)

A **small bag**: 2 doses of purple lotus powder (Appendix D)

A **small bag**: 3 doses of toad shavings (Appendix D)

Two blowtubes of mevverwen (Appendix D)

Anyone returning the battle standard to the Garrison of the Green Angel will be invited to join them as a knight.



35 TRICKY HALLWAY

A **small round hole in the ceiling**, in the exact middle of the hallway. The hole is 4' deep. If the switch at the back of it is depressed, a trap door opens up in the exact middle of the hallway.

Anyone falling down the trap door will fall for 40' before landing on a pile of stacked furniture that barely rises above the surface of the water. Anyone searching the stacked furniture will find 50s and a hooked net in the drawer of a rotten credenza.

There is a limerick written on the wall in chalk.

*There once was a peasant named Clyde,
Whose clothes were so drab that he cried.
His lackluster garments
made him so despondent,
that one day he just... dyed.*

The bottom of this pit connects with 42 SUNKEN GALLERY

36 TABLE

A **banquet table** with **five chairs**. Atop it is a **silver platter** (50s) and a **candelabra** (20s).

A **tiny green mushroom** (Appendix A) is growing out of one of the plates.

37 CHEWED BONES

Important: As soon as you enter this room, one person will feel the effects of the heads in 40 GHOST FENCE. At this distance, whoever is closest to the heads will feel their teeth chattering. The effect extends into 38 SHROUD (as far as the heads can see).

A **mountain of gnawed bones**. If reassembled, they would compose about 2 dozen human skeletons. There are also a few spider crab shells and claws in the rubbish (although none as large as the specimen in 43 SPIDER CRAB).

A **burlap sack** containing more gnawed bones.

Searching the rubbish yields a spear with a shrunk head tied to it by its hair.

A **tattered red banner** has been hung on the N wall. **Two broken chair legs** have been stuck into holes in the wall, and the banner hung between them. If the chair legs are removed, you can see that the holes are quite deep.

Each hole is 4' deep, and has a switch at the back of it. If both switches are pressed simultaneously, the secret door opens. If they are both pressed again, the door closes.

The secret door is a 2' by 2' panel in the N wall, 8' off the ground. In 39 STONE EGG, **Shawson** has heard the door open and is now waiting beside the opening. The first person to climb up into the opening will be surprised by Shawson, who will grab them drag them into 39 STONE EGG, where he intends to eat them.

If someone with a torch stands on a chair in the middle of the room, they will catch a glimpse of Shawson's yellow eyes before the ghoul growls and retreats into 39 STONE EGG.

38 SHROUD

A stack of **12 planks** partially obscures this doorway. It looks like it was previously boarded up.

A **huge shrouded object**, 9' tall. If the shroud is removed, it is revealed to be a guillotine. The guillotine lacks a blade, and has a winch on the side of it.

If the winch is turned, it sounds and feels like a blade is being raised. After about 12 seconds of winching the "blade" will fall with a heavy thunk.

Anyone who has their head in the guillotine will have their soul severed from their body and sent down to room 99 NOT WRITTEN YET. Their neck and head will be fully intact, since the guillotine has no blade.

People without souls are immune to mind reading, mind control, and emotions. They don't detect as living, dead, or undead. If they are ever left alone, they will sit down and stare at a wall. They will tell you that they don't feel mindless, they just feel. . . empty. They will never level up again.

39 STONE EGG

This room is the prison of **Shawson** the ghoul. He is ravenous and insane. The person he is trying to kill at the moment is his "pretty little fish". Everyone else is a "dirty filthy".

Ghoul

Lvl 2 Def leather Claw 1d6+agony

Move as human Int 5 Str 7 Dis hungry

The Stone Egg sits inside the room. It is seemingly made from polished pinkish-brown stone, and is about 3' tall and is covered with grooves, whorls, and carved animals. Anyone putting their ear up to it can hear faint screaming.

- Ape
- Elephant
- Bat
- Chicken*
- Snake*
- Octopus*
- Rat
- Pyorn* (giant bird)
- Horse
- Toad*

Each time an animal is touched, it lights up. If all the egg-laying animals (indicated with an asterisk) are touched simultaneously, the egg will unfold like a flower.

Each time five incorrect animals are touched, the glow of a touched animal becomes dimmer. After four failed attempts, the egg becomes inert for 24 hours.

As soon as the Egg begins to open, the sound of screaming fills the air. This provokes a Encounter check.

Inside the egg is **600 silver shilavos**, the a **Treasure** called the Abacus of Vandoh (Appendix A), a head that never stops screaming, and a headless skeleton.

If anyone climbs inside the egg, it will zip back up, trapping that person inside until they die of suffocation, at which point they also become a perpetually screaming head attached to a skeleton.

40 GHOST FENCE

A **30 severed heads** separates the east and west sides of this room. They alternate the directions that they are facing. They are rotten, but their yellow eyes look wet and alive.

Directly above the heads, **30 hands dangle from a 30' rope** goes from the N wall to the S wall. It is held in place by 2 iron spikes. The rope and hands are entirely non-magical.

The heads will stare at the nearest creature (living or undead) and chatter their teeth. Whoever they are staring at will also chatter their teeth uncontrollably.

If the heads are touched, or if someone passes over them, the nearest living thing will die (no Save). If any of the heads are moved out of their formation, the effect ends. The effect resumes as soon as the heads are returned to their specific formation. (The heads could even be packed up and set up somewhere else.)

The easiest way to get past this room is to just go bowling with isopods, but there are lots of solutions.



41 SUNKEN SHRINE

Water, 10' deep. Someone looking carefully at the water can see a **four stone pews**, a **rusted metal cage** (large enough to hold a man), a **stone idol of Vandoh** (rising from the water), and an **quadrupedal statue**.

The status is an **ancient apparatus of anguish**. It is a quadrupedal statue without a clear head or face. It is made of pinkish-brown stone, and covered in whorls and grooves. It is protected from falling bricks by 4' of water above its head.

Two rounds after someone enters the room (by falling or otherwise), the ancient apparatus will attempt to attack people and exit the pit.

Ancient Apparatus of Anguish

Lvl 4 Def none Slam 1d6

Amble slow Climb spider Int 3

Stone – All non-bludgeoning damage is reduced to 1.

Ancient Tone – A fleshy target within 10' takes 1d6 damage (Cha Save negates).

Anguish Pattern – Whenever this apparatus damages something with its tone, all ancient apparatuses within 30' (including this one) are healed for an equal amount.

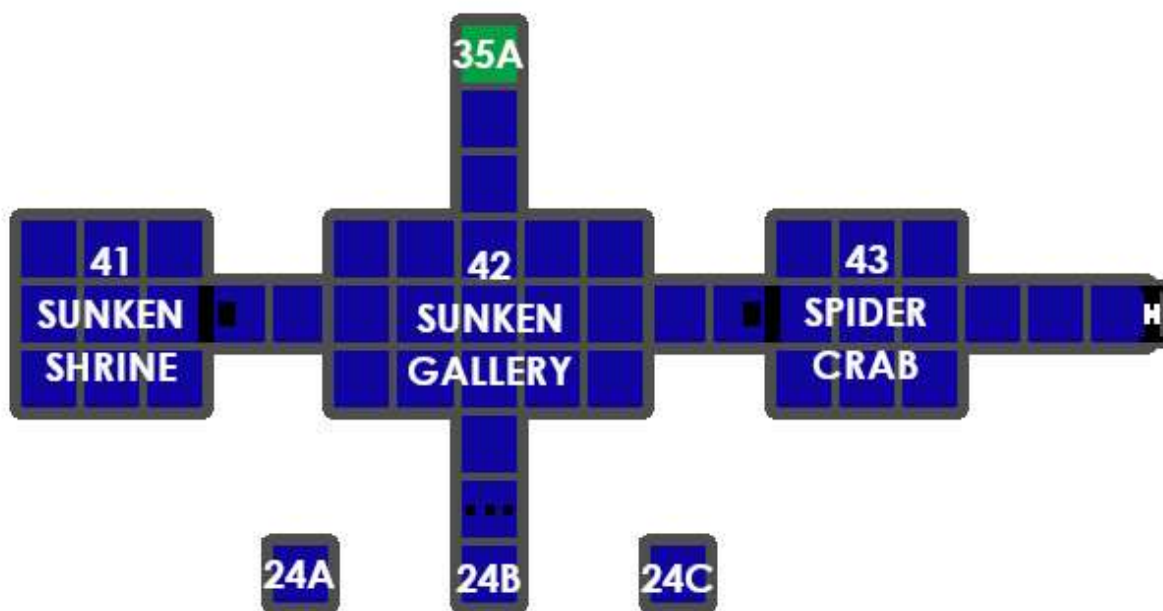
When the ancient apparatus gazes at people it causes their voxels to fall off. Basically, it stares at your arm and then bits of your arm turn into skin-covered cubes the size of dice and then fall away. The wounds that they leave behind are also covered with healthy skin. It's a bit like killing a sprite by dissolving its pixels. There is no pain, only a sudden sensation of numbness.

Once the apparatus loses half of its hit points, it will begin bleeding. (It is only a statue on the outside.)

It will attempt to escape this room (potentially adding it to the wandering monster table).

The statue of Vandoh resembles a polished marble statue of a muscular male wrapped in a toga. The surface is made from polygons with time-smoothed vertexes. The statue's head is some type of platonic solid, but each time you try to count the sides, you get a different answer.

The first person to speak or pray to the statue will have their left hand possessed. The hand will be rigid, holding up the number of fingers that correspond to the number of remaining ghouls in the dungeon. Whenever a ghoul is encountered, the hand will clench with rage. If all the ghouls are killed, the character will become Favored by Vandoh (Appendix D)..



42 SUNKEN GALLERY

Water, 10' deep. The room is 40' tall.

Six huge statues loom out of the water, each hold holding a stone coffer (usually under their arm). The stone coffers are part of their respective statues, and cannot be removed. Five coffers hold poisonous gas. One coffer holds a treasure.

The **king** stands proud. He holds his coffer overhead gazes at the shepherd. His coffer holds poison.

The **knight** stands as if weary, but his eyes are on the crone. His coffer holds poison.

The **shepherd** smiles brightly, a sheep under his arm. He watches the scribe. His coffer holds poison.

The **beggar** holds his plate out towards the crone. His coffer holds poison.

The **crone** bows to the king. She holds her coffer behind her back. Her coffer contains a **Treasure**: the hand mirror of lies (Appendix A), a bottle of liquid boat (Appendix A), and a pouch containing **50 golden gorbels (500s)**.

The **scribe** watches the crone while clutching a scroll to his chest. The scroll can be read: "The sheep do not know the shepherd, but they follow nonetheless".

Whenever a poison-filled coffer is opened, anyone in front of the coffer must make a Dex save or be poisoned (1d6/round until Con check). Opening a coffer with a hooked pole, or opening the coffer from the side, grants a +4 bonus to the Dex check. Then, the poison gas expands to fill the room. Characters who flee immediately will not be poisoned. The poison gas takes 10 minutes to settle.

This room also connects to 24 CRUSH HALLWAY and 25 TRICKY HALLWAY, but those rooms cannot be accessed unless the trap doors are open.

43 SPIDER CRAB

Brown water, 10' deep and much murkier than usual.

Hiding in the water is a **giant, undead spider crab**. It will try to keep its eyestalks above the water in order to watch the party. The first time that it notices that it has been noticed, it will try to hide for a few seconds.

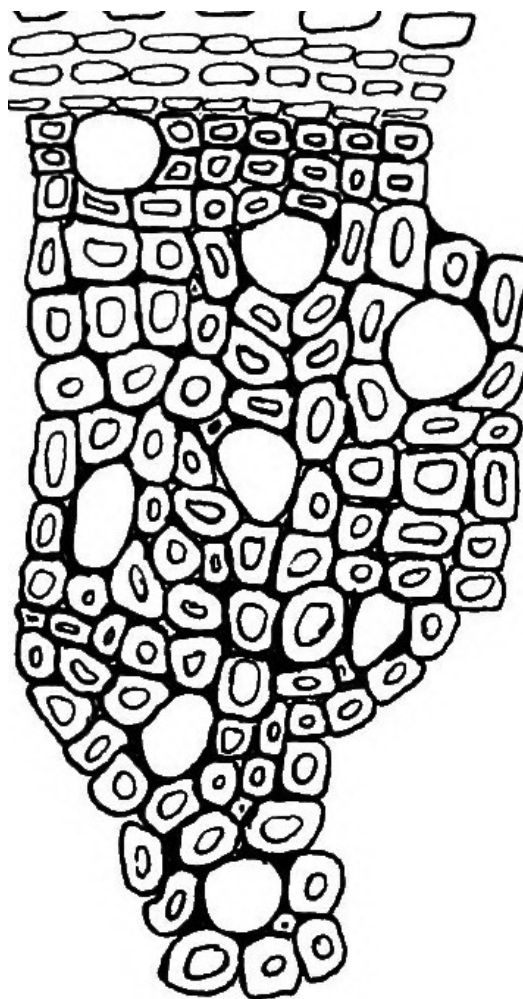
The floor above is 40' above the surface of the water. The spider crab is capable of reaching 38' out of the water. If anything ever drops within reach, the crab will lunge at it. If any large object is ever dropped in the pool (table, ballista), the crab will eventually stand on it and escape. It is perfectly capable of squeezing through a 10' hallway.

Spider Crab

Lvl 7 Def leather Claw/claw 1d8/1d8+grab

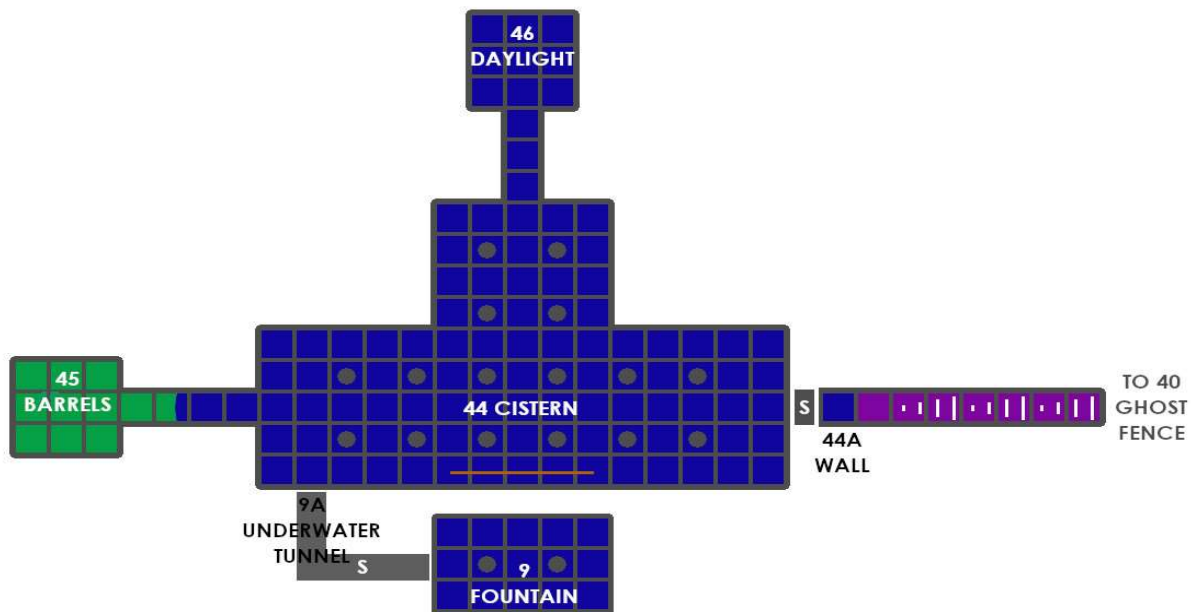
Move slow Int 5 Dis fanatical

The crab is all that is left of a high priestess of Vandoh. If she escapes her room, add her to the wandering monster table.



PART 3:

THE CISTERN



44A WALL

Water, waist-high.

The **brick wall** to the W seems to be of a more modern construction than the rest of the dungeon. A **spiked, jeweled mirror** (500s) hangs from it.

A faint splashing sound can be heard behind it. Investigating the brick wall reveals a loose brick. If the brick is removed, the party can smell fresh air.

Beyond the brick wall, torchlight will reveal a huge room, with nothing to see except water receding into darkness. At the edge of the torchlight, two huge, water-stained pillars rise out of the water.

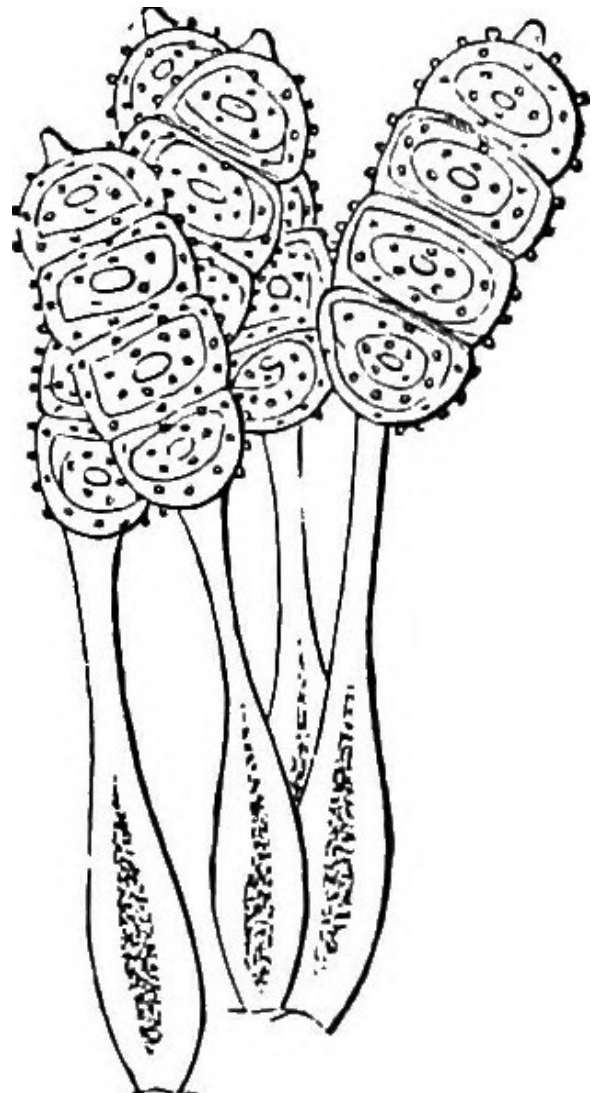
If the party has a couple of suitable tools, making an opening large enough for a man to squeeze through takes 6 minutes. Making an opening wide enough to fit a table through takes 10 minutes.

Breaking down the wall is very noisy.

On this side of the wall, the noise will automatically attract all available ghouls, the apparatus, and the spider crab (assuming those parties are still alive and able to reach this location). Each party will arrive in $5+1d4$ minutes. If multiple parties arrive at the same time, there will probably be violence atop the stairs.

The Lamb will also hear the vibrations, and will arrive in $5+1d4$ minutes. It will sit on the bottom of 44 CISTERN, near the mouth of the underwater tunnel, and wait.

If the Lamb has been killed, this next part should be a breeze (you earned it).



44 CISTERN

Water, 10' deep.

16 huge, water-stained pillars. Each one is about 5' in diameter.

The **splashing and creaking** of the noria (waterwheel) is very loud. It's a 60' tall wheel that extends into the ceiling near the south wall, where it carries water up to the White Temple above and dumps it into a trough. It is not very efficient, and so it constantly spills water. There is no space for a human to escape up into the temple above. It is made of stout lumber.

Anyone entering the center (50' x 50') of the room will be able to see the glow of sunlight from the north. Anyone in with a line of sight to 46 DAYLIGHT can see a thick pillar of dusty light filling that room.

As soon as someone enters the center (50' x 50') of the room, the Lamb will start swimming towards them. One round later, it will urinate in anticipation, filling the air above with the stink of ammonia. The round after that, it will lose patience and begin swimming on the surface.

The Lamb swims 10' per round.

A human can also swim 10' per round, but every item they carry reduces their swim speed by 1', down to a minimum of 5' per round.

A makeshift boat (e.g. table) can be paddled at 10' per round. Every paddle (e.g. plank) adds 1' to the speed, up to 15' per round. Each person on a table-boat beyond the second will reduce the table's speed by 1'.

FIGHTING THE LAMB

This is a tough arena to fight the lamb in. The smartest way to kill the lamb is to probably go back to 8 PIT when the Lamb is resting there (2-in-6 of the time) and kill it with fire and sharp things while it struggles to climb out. I consider this a satisfying conclusion for the Lamb.

If the party insists on fighting the Lamb in the cistern, I recommend running it with a battlemat. You'll probably have as many as 3 groups of people paddling or swimming.

There are plenty of ways to kill the Lamb in this environment, possibly using a combination of harpoons, hooked nets, ropes, and burning oil.

If they try to go fishing for the Lamb, using the hook hand and some acceptable bait, let it work automatically the first time.

If they manage to get the Lamb ensnared in the noria, allow the Lamb to be dragged along with the waterwheel and crushed against the slotted ceiling. (You can expect a swift and forceful response from the White Temple when their godling is viscerally ejected into their drinking fountain).

45 BARRELS

16 barrels containing water. The yare stamped with the insignia of the white temple.

A **rowboat** containing 2 flasks of oil. 1 person can row it 20' per round.

Stairs ascend to a locked steel door. (Behind it is the White Temple's kitchen cellar.)

46 DAYLIGHT

Barely-submerged rubble. Made from broken stairs. There is space for 1 man to stand.

Stone stairs, 20' in the air.

Reaching the stairs requires either a successful attempt with a grappling hook (Attack roll vs AC 15) or climbing the slick walls (two Movement checks, one for every 10'). The lamb can climb these walls as fast as a human can.

The stairs go up 60' to a wooden trapdoor, which leads to 46A TRUMPET (not on map).

46A STATUE not on map

A circular room, 30' in diameter.

A **statue of Vandoh.** It can be toppled to block the trap door.

Two steel doors (locked).

Stairs go up 40' to 46B FREEDOM.

46B TOWER not on map

The top of one of the White Temple's towers.

A **trumpet.**

The ground—and your freedom—is 40' below you.

Escaping the dungeon is a **Milestone**.

APPENDICES

APPENDIX A: MAGIC ITEMS

BLACK IRON SPELLBOOK

The covers and pages are all made from polished iron sheets. The letters are formed by unpolished sections. A chain is woven through the spine of the book. It is meant to be chained to the owner's waist.

It is written in Cheoxic, and allows a character to begin learning that language.

It contains the spells *speak with dead* and *fear*, and allows a character to gain levels as a Necromancer.

Once you reach Level 1 as a Necromancer, the lich Shadrakul will ask you to be her apprentice.

LIQUID BOAT

A vial containing a full-size ship in liquid form. Smells like the ocean, tastes like tarred wood.

A drop forms a toy boat. A quarter of the bottle forms a rowboat large enough for 4. If poured out, half of the bottle will form a small sloop large enough for 8. If the entire bottle is poured out, a full-size ship appears, large enough for 16.

If there is not enough space for the ship, it forms a deformed nonsense boat.

If consumed, the drinker will turn into a boat. The boat is self-aware, but cannot communicate except by creaking.

LIQUID HOLE

A vial containing an utterly black oil. Light is bent towards, creating a lensing effect in the air around it. Smells like nothing. If tasted, it creates a hole in your tongue, like a huge tongue piercing.

Applied to a surface, it creates a hole up to 6" wide and 5' deep. It cannot make a hole wider than half the width of the object, and the holes cannot intersect each other, so if you splash it on a portcullis, the bars will become like swiss cheese (but will not break).

If consumed, a hole appears on your abdomen and all your guts fall out.

ORB OF INDULGENCE

A silver orb about an inch across. Your next significant sin is immediately forgiven, and the orb corrodes.

Although they are sold, the orbs are still a tightly controlled item. If you find one, the only ethical option is to sell it back to the Church. Worth 500s.

Rumors exist of golden orbs that can forgive even mortal sins.

SKULL OF DAVOK

This is the remnant of a powerful demon. It resembles a deformed elephant skull.

Once freed from its lead-lined chest, it will attempt to absorb flesh from 1 person per round within 30' (Cha Save or die). It has no mode of transportation, but with an hour of work, it can call a carpet of vermin to carry it places (at a crawl). If Davok ends up wandering the dungeon in this way, add him to the Random Encounter Table (replacing the Atmospheric Encounters in rooms 1-20).

Once it has absorbed flesh, it will regrow much of its head. It looks nothing at all like an elephant.

This will allow it to regain its voice, which is thick and viscous. Davok will demand to be carried out of the dungeon, and will cast *geas* on people until he gets what he wants.

Once it has a thrall to carry it, it will appear to go to sleep (while it searches the ether for the other pieces of its fragmented body).

The *geased* thrall is still a playable PC, but they are utterly dedicated to serving Davok, and will not tolerate any word or action against their master. If pressed, they will call Davok's name.

Davok will awake if it is touched, or if its name is called. In combat, it casts *ignite* (3d6 fire damage, Dex for half) and *polymorph* (3 MD). Dealing 10 points of damage to it in a single round will stun it for 1 minute while it knits itself back together, but there is nothing in this dungeon capable of destroying it. If Davok is ever forced back into the leaden chest, he once again becomes inert.

Once free, Davok will begin searching for his missing body parts. His loyal thrall will become a warlock in his service. If they do not wish to become a warlock, they will be made to. The rest of the party can either join in service to Davok, or go their own way. If they choose the latter, the newly minted warlock becomes an allied NPC within the city of Lon Barago.

SLOBBERWORMS

Disgusting but harmless, slobberworms resemble fat maggots the size of mice. If they are fed organic material, they produce flatus, more slobberworms, and a large amount of extremely slippery slime (as *grease*) whenever squeezed. They can eat anything a brave pig could eat. Their population can double every day.

APPENDIX B: SPELLS

DESSICATE

R: 30' T: object D: 0

Evaporates 1 gallon of liquid (x10 for every MD invested beyond the first). Alternatively, deals [sum] damage to an animal foe. Cha Save for half. Drier targets take less damage (or no damage), wetter targets (such as oozes) take more.

EMERGENCY EXIT

R: 30' T: object D: 0

Target is teleported to a random room of the dungeon, a random street in the city, or a random adjacent hex. Cha Save negates.

GEAS

R: 30' T: person D: [dice] weeks

Target is bound to complete a quest for you, and you are bound to help them in their quest. Neither of you can directly harm each other. Caster decides the quest, which must have a decent chance of success. Upon completion, the caster is compelled to reward them properly. Save negates.

IGNITE

R: 30' T: object D: 0

Target takes [sum] damage and catches on fire. Cha Save for half, and the target does not catch on fire.

POLYMORPH

R: 30' T: creature D: [sum] rounds

Target is turned into a creature that is small, big, dangerous, harmless, mobile, or slow. You can choose one adjective for every MD invested in this spell. You can choose an adjective twice to make a creature very big or very dangerous. Choosing slow x3 can make an immobile creature. The default creature is human-sized, able to defend itself, and about as mobile as a human (such as a goat). If you invest 4 MD into this spell, it is permanent. Save negates.

PRECOGNITION

R: 0 T: self D: 0

You can see what will happen [dice] rounds in the future if you follow a specific course of action. Essentially, play a really quick solo game with the DM (using no dice, taking about 20 seconds) to explore a possible future.

WAVE OF MUTILATION

R: 20' cone D: 0

All objects within range take [sum] slashing damage. Dex Save for half.

APPENDIX C: DIVINE FAVOR

SHENDORMU'S FAVOR

Those who are favored by Shendormu will promptly receive a vision. A fungal sun, huge and green, hangs in the sky. It is the only source of illumination. Your body turns into spores and you feel a thousand different emotions at once, each immediate and yet distinct.

You gain the ability to cast *control emotions* once and only once. Your eyes permanently turn green.

On the first morning after you leave the dungeon, you will see a green glow (only you can see it) that will beckon you to the Many-Layered Hall, where you will be recognized as one who has been favored. You will be offered a priesthood (and the ability to level as a cleric of Shendormu) but you are under no compunction to take it.

VANDOH'S FAVOR

Those who are favored by Vandoh will be promptly transformed. A third eye will open on your head, with a white sclera and a whiter iris. (Everyone can see the eye.) The whole world becomes translucent, except for the apex of the White Temple, above you. You feel drawn to it.

You gain the ability to cast *clairvoyance* once and only once. Your third eye has vanished, but you still have a vertical wrinkle in your forehead.

On the first morning after you leave the dungeon, an origami bird will fly land in front of you, then fall over inert. It is a letter from the priests of Vandoh. They understand what has happened—you were wrongly offered to the lamb when you should have been recruited. All subsequent events are part of their just punishment. You are invited to the White Temple, where you will be offered a priesthood (and the ability to level as a cleric of Vandoh) but you are under no compunction to take it.

The clerics have no way of finding you. They sent many birds (but YOU are the one they are seeking).

If you show up at the White Temple promptly, there will be no hard feelings. They will be impressed at your ingenuity.

If you delay, or never show up to the White Temple, they will rescind their initial offer and become wrathful.

APPENDIX D: DRUGS

LAMBFRUIT

Here are the types of Lambfruit (and how many of each type are currently hanging off the Lamb).

- **Nascent Lambfruit (52)** – Dark green. Causes nausea, vomiting, and rampant paranoia about the future.
- **Immature Lambfruit (6)** – Orange. Allows you to see six seconds into the future, per *precognition*. Con Save vs nausea and vomiting.
- **Mature Lambfruit (0)** – Bright red. Allows you to see one major future event with relative clarity.

MEVVERWEN

If you blow it in someone's face, they will forget the last 6 seconds (no save), range 1'. They'll still have powder on their face, although they won't realize it at first.

TOAD SHAVINGS

When smoked, it gets you so high that you can't take move on your own or take actions. Allows you to speak with amphibians and reptiles. Colors, patterns, and croaking noises become indescribably delightful. Lasts 30 minutes.

PURPLE LOTUS POWDER

Causes the smoker to sleep for 1d3 hours. When they wake up, the DM should tell them (in rapid fire, and in a random order) a fun dream, a dream of something that has happened, a scary dream, and a dream of something that is likely to happen. At least one of the things should be semi-useful.

A character who smokes purple lotus becomes unable to sleep unless they smoke more purple lotus powder, or they have gone sleepless for 3 nights.

APPENDIX E: LEVELING AND CLASSES

When you gain your level, your character improves according to this table.

	HP	Atk	Templates	Mastery
Level 0	0	0	0	-
Level 1	Con	1	1	-
Level 2	Con + 2	2	2	-
Level 3	Con + 4	3	3	-
Level 4	Con + 6	4	4	-
+1 Level	-	-	-	+1 Mastery

Whenever you gain your first four levels, you gain a template. Unless you've unlocked more classes through play, you're limited to the four classes below.

MASTERY

Novice characters improve their HP as they struggle to survive in a harsh environment.

Experienced characters gain Mastery as they learn to keep the newbies alive.

You gain your first Mastery Point at 5th level, and every level beyond that.

You can spend a Mastery Point to alter an ally's roll. You cannot alter your own roll. You can influence any in-game d20 or damage roll. You cannot affect magic dice, skill-up attempts, or stat-up attempts. You cannot affect natural 1s or 20s on a d20. You can spend Mastery points after the dice have landed.

Essentially, if an ally failed a Defense roll by 1 point, you can spend 1 Mastery point in order to turn that failure into a success.

CHOOSING A CLASS

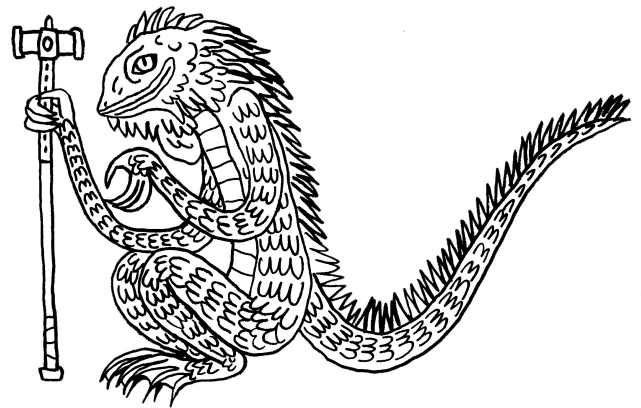
Whenever you gain a template, you choose a class and gain the appropriate template.

You must gain all the lower templates before gaining a higher template. You may multiclass freely (by picking a Template A from a different class).

You can gain templates after level 4, but only if you simultaneously up your highest template from another class.

Anyone can become an acrobat, barbarian, fighter, or thief.

Additional classes (wizard, cleric, warlock, knight, tactician) and races must be unlocked through play.



ACROBAT

Each level of Acrobat gives you +1 Move.

A	Dodge, Nah 1/day
B	Tricky
C	Cat Power, Nah 2/day
D	Roast the Oaf

DODGE

Every empty inventory slot gives you +2 Defense, up to a maximum of 16 or 10+Dex, whichever is lower. This doesn't stack with armor.

NAH

Once per day, you can declare that something doesn't affect you. Works on anything that you could physically dodge.

TRICKY

Whenever you roll a natural 20 on an attack roll, you can deal double damage AND attempt a free combat maneuver.

Whenever you roll a 19 on an attack roll, you deal regular damage and attempt a free combat maneuver.

CAT POWER

You treat falls as if they were 20' shorter.

ROAST THE OAF

Whenever a larger enemy misses you with a melee attack, you may force them to make another melee attack against a target within range. It's possible to make enemies hit themselves with this ability.



MULTI-CLASS NOTE

If you end up taking two levels of Acrobat and two levels of Fighter, you end up with two copies of Tricky. These combine into Very Tricky.

BARBARIAN

Each level of Barbarian gives you +2 Loincloth HP.

A	Rage
B	Firewater
C	Thews 1/day
D	Rampage, Thews 2/day

LOINCLOTH HP

If you are unarmored, your maximum HP increases by this amount.

RAGE

You can choose to enter a Rage at any time.

While raging, you get +1 Attack and +1 Damage, and are immune to pain and fear. However, you cannot do anything defensive, curative, or cooperative. Mostly all you can do is attack things in different ways. Any spell you cast must be a damaging spell.

Your rage ends when all enemies are destroyed or driven off. You can attempt to end a rage prematurely at the end of each turn with a 2-in-6 chance of success.

FIREWATER

If you spend a turn slamming some hard alcohol, you can heal yourself 1d6+1 HP and gain 1 point of Drunkenness.

(Note: Drunkenness expands your crit fumble range by an equal amount.)

THEWS

Once per day, you can either treat your Strength as if it were 10 for one round, or make a single attack with a +4 bonus that does double damage if it hits. This bonus stacks with Rage.

RAMPAGE

The bonuses from your Rage improve to +2 Attack and +2 Damage.



FIGHTER

Each level of Fighter gives you +1 Attack.

A	Stand Tough
B	Tricky
C	Very Tricky
D	Double Attack

STAND TOUGH

You can choose to sacrifice a worn piece of armor to reduce incoming damage by 1d6. You can choose to sacrifice a held shield to reduce damage by 1d12. You can use this ability once per combat.

TRICKY

Whenever you roll a natural 20 on an attack roll, you can deal double damage AND attempt a free combat maneuver.

Whenever you roll a 19 on an attack roll, you deal regular damage and attempt a free combat maneuver.

VERY TRICKY

Your Tricky ability expands to 18 and 19. Whenever you attempt a free combat maneuver after rolling an 18, 19, or 20, you get +4 to your attempt.

DOUBLE ATTACK

You can attack twice per turn, on your turn.



THIEF

Each level of Thief gives you +1 Mastery and +1 Stealth.

A	“Luck”
B	Opportunist
C	Preparation
D	Snag

“LUCK”

You can spend your Mastery points to benefit yourself (instead of being forced to help others).

OPPORTUNIST

Whenever you have a situational bonus on an attack roll (surprise, elevation, etc), you deal an additional +1d6 damage.

PREPARATION

In town, you can slip away to an unspecified black market or shady alley and purchase an Unmarked Package for 10s.

When the package is opened, or when it leaves your possession, you must declare what it contains. It must be a mundane item worth no more than 10s.

This represents the foresight to always buy the correct item. (But in practical terms, it's like having tools delivery to your location.)

SNAG

After making an attack against an opponent, or after an opponent makes an attack against you, you can make an attempt to grab a single item from that opponent. This ability has a 2-in-6 chance of success.

Doesn't work on things that are held or tightly worn. (No sword or armor).

Works fine on anything else. (Works on rings, things in pockets, things in backpacks.)

If you don't have something in mind, you can steal an item at random. Whether you succeed or fail, your target is aware of your attempt.

You can also use this ability out of combat, whenever you walk past someone. Whether you succeed or fail, your target is aware of your attempt. However, if you attempt this more than once per target out of combat, you have a 50% chance of being noticed each time.



LEVEL UPS

There are 8 **Treasures** and **Milestones**:

- Sitting on the throne in 7 THRONE. (Milestone)
- The Ruby Ring of Wisdom in 8 PIT. (Treasure)
- The Jewelled Crab Bracer in 19 PRIESTS. (Treasure)
- Removing the bar from 21 HEAVY DOOR (or killing the Lamb). (Milestone)
- The Crysmere Blade of Charcorra in 27 BALLISTA. (Treasure)
- The Abacus of Vandoh in 39 STONE EGG. (Treasure.)
- The Handmirror of Lies in 42 SUNKEN GALLERY. (Treasure)
- Escaping out 46B TOWER. (Milestone)

Alternatively, you could just level everyone up when they escape the dungeon. That's a long journey (and probably multiple sessions), so you may want to just level them all up at the halfway point, when they open 21 HEAVY DOOR.

KEY ITEMS

Room	Light Source
4	1 torch
5	1.5 torches + 1 oil
10	1 torch
14	1 torch
17	1 candle
20	Liquid Light
24	2 oil
30	2 oil
45	2 oil

Room	Rope
18A	30' rope
31	30' rope
40	30' rope

REPURPOSING THE DUNGEON

Groups that want a shorter dungeon (for a one-shot) could exit the dungeon at 21 HEAVY DOOR.

You could also ignore rooms 1-20 and have 21 HEAVY DOOR be the first room of the dungeon.

A more traditional game could have equipped Level 1 characters entering the dungeon through the iron door in 5 LANDING. In order to keep the beast from escaping, the townsfolk will be back to open the door in exactly 12 hours, but you will be locked in until then.

You could even do the dungeon backwards, entering through 44 CISTERN (which is obviously at the bottom of a well). Remove the underwater tunnel and the wall from 44 CISTERN to make section 2 accessible. Add an ooze to 14 MOLD and a candle golem to 5 LANDING. You're done.