

LAMPLIGHT FANTASY RPG RULES — WHAT LIES BELOW?

+INTRODUCTION+

This campaign supplement is an example of what a GM can do with the Lamplight rules and setting. You will need the RPG Rules and the Monsters supplement to use this.

Each part of this supplement explores one of the areas beneath Lamplight, but only in general terms. There are no maps, so the GM can create the layout to suit themselves and their resources.

Advice is also given on suitable wandering monsters.

+THE ENTRANCE TO THE MINES+

The entrance to the mines is set in the rock wall of a former quarry. Between the village and that rock wall is a deep pool and a wooden bridge. A set of cart rails run across the bridge and terminate in the unloading area by the village foundry.

In the last few weeks Sir Frederic has had a timber gatehouse, with two towers and a stout gate, built at the village end of the bridge, which is manned by his few soldiers. There have been two assaults by goblins against the gatehouse and each has been successfully repelled by Sir Frederic's force.

+THE MINES+

Description

These are a dark, damp, and cool labyrinth of winding passageways, linking mined out caverns. Most of the stone in the mine is coloured in a range of shades of blue and blue-grey. The heroes will note that a lot of it has been used to build the village houses, tile their roofs, and pave their streets.

Many passageways have cart rails in them that connect to the village. The miners will advise the Heroes that if they are ever lost that all rails lead back to the village. Some passageways have been barricaded with mine carts and other equipment. Not all barricades survived.

There are stone, wood and rope bridges that cross deep fissures in the rock and flooded caverns.

Some cart rails run downwards to lower levels, but the main way down is through shafts. Some shafts have pulleys and lifts.

Throughout the mines are lamp sconces on the walls, and many still contain lamps. All they need is lighting to provide reliable light (for as long as the oil lasts).

The mines have been abandoned for months and as a result much of the equipment is rusting and rotting, making it dangerous to use or rely upon. Shallow pools of water, usually pumped out, have developed in some low-lying areas.

In some of the deeper caverns, phosphorescent fungi provide a dim illumination, but most are pitch black.

As for loot there are miners' tools and equipment, some of which is in good nick. There are also small amounts of Orichalcum ore. This has an ice blue glow to it that you can only see in the dark.

There are numerous bodies of miners, most of whom died gruesome deaths. Some show evidence of being eaten. Many bodies have been colonized by a bright yellow fungus that Father Broon or Quincy will pay for, as it is a base component for many potions. They advise avoiding any violet or brown fungi.

There are also a few bodies of unlucky adventurers and some brigands, each carrying suitable equipment and 2d6 Guilders in coin.

It is in the deepest cavern of all where the miners broke through to the catacombs of the Mortuary City. They found an ancient stone door and foolishly blasted it open.

The Undead that came through are what caused their evacuation. Now the miners wait in the village above for some brave Heroes to clear the mines for them.

Inhabitants

There are no permanent settlements in the upper mines, but the Goblins have begun to explore them and set up a few temporary encampments for their own miners. Their objective is to extract as much Orichalcum as they can before the humans return in force. This they can they trade with the Corrupted Dwarves for weapons, armour and equipment.

A band of Brigands is camped up in some old mine buildings in one of the larger caverns. They have fortified the buildings and are using them as a base from which to raid other inhabitants. One building has a foundry in which they are making Orichalcum ingots from what they have been able to salvage. This is run by a captured Dwarven adventurer called Olaf the Unsteady (due to his drinking).

Once they have enough, they are going to try and break out through the village. Greed though is keeping them there, and the mass of Orichalcum ore and ingots is starting to corrupt them.

Wandering monsters may include: Hell Rats, a few Men'o'war, small groups of Brigands looking for ore, one or two Hunter Spiders, some stray zombies etc.

+THE MORTUARY CITY+

Description

This was once an imperial burial place, constructed in secret and expanded over many centuries. Eventually the Empire it served was swept away and the Mortuary Priests closed it up for what they hoped would be all eternity.

The last Emperor to be entombed there believed that his tomb would be but a temporary lodging until he ascended to godhood. However, the gods of his former Empire abandoned him, so he became the Lord of Eternity Denied.

He now bides his time and slowly gathers his strength until he can invade the surface world and slaughter all the living. The Lord of Eternity Denied is a custodian of one of the seven spells of Thaumaturgy.

The Mortuary City is built in an enormous abyss, with the various buildings, catacombs, crypts, and tombs set on towers of rock or on bridges between them.

Many of the buildings and bridges are in a state of considerable disrepair. Collapses are not unusual.

In several places stairways descend from the lower spires of rock and into the Ebon Marsh.

Inhabitants

Most of the inhabitants of the Mortuary City are the dead who are pledged to serve their Lords for eternity. However, many tombs predate him, and some are dominated by his imperial ancestors. These look upon him as the fool who lost their Empire and they neither support him, nor each other.

The tombs and crypts are rich in treasure, but well protected by the dead and fiendish traps. Anyone who dies here becomes a new servant for the Lord or his squabbling ancestors.

All the listed types of undead are here, and a few specials not yet described. There are also goblin warbands travelling between their upper and lower territories. They have learned that if you do not touch anything you are generally left alone.

However, there are two factions who are trying to liberate this wealth. Bands of tomb-robbing brigands are making forays into the Mortuary City from the Mines. Their main tactic is to loot and scoot.

The other faction is the Corrupted Dwarves. Their intent is to recover all the Orichalcum items they once forged for the Empire. They claim that it was only leased, not sold, and they want it back.

Note that the dead seem immune to the corrupting influence of the Orichalcum they possess.

Wandering monsters may include: Zombies, Cadaver Beetles, Slith

+THE EBON MARSH+

Description

Beneath the Mortuary City, at the bottom of the abyss, is the Ebon Marsh.

There are hundreds of ancient ruins down here, half sunk into a misty marsh, and overgrown by many types of fungi, mold, and algae.

Some of those ruins tumbled down from the Mortuary City above, others predate even that ancient metropolis.

There are numerous small islands upon which you can find almost intact buildings.

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Over the centuries the inhabitants have built causeways, bridges, and stepping-stones across the marsh. This allows those who do not like swimming to pass across it in relative safety.

The water varies in depth from a few inches to several fathoms. It is cold and almost impossible to see through. In a few areas, methane bubbles up and creates an explosion risk to those carrying naked flames.

Inhabitants

It is here that the Green Kobolds live, alongside many remarkable and often huge amphibians, sentient fungi, marsh trolls, wisps, water wights and serpents.

In the centre of the marsh the Green Kobolds have been building a pyramid temple, which they are slowly filling with treasure they find and sacrifices to one day attract a dragon whom they can then worship and serve.

They use their dragon turtles to transport them around the marsh and collect the materials they need.

Somewhere in the Ebon marsh there is rumoured to be an island constructed entirely from the bones of enormous reptiles. Upon this isle dwells an ancient Troll Hag who all fear. All the trolls and hags below Lamplight owe her fealty. She is said to be a custodian of one of the seven spells of Thaumaturgy.

Wandering monsters may include: Hunter Spiders, Zombies, Spider Swarms, Trolls.

‡THE RED FORTRESS‡

Description

Originally built to protect Dwalingrad from the armies of the Lord of Eternity Denied, this is a series of fortresses and forges set on rocky outcrops in a huge lake of magma. These are linked by stone bridges which are a testament to the masonry skills of the dwarves.

Many of the fortresses are ruined, and some of the bridges are quite unstable. Many still have operational traps in them. Others have been refortified (see below).

Note that several of the ancient lava-barges still exist, and these can be used to navigate across the lake. As you can imagine, this is extremely hazardous. One is operated by a Troll as a paying ferry – but do not ask the price.

Inhabitants

Some of the forges closest to Dwalingrad are still operational and defended by Corrupted Dwarves and their automatons.

A few of the fortresses are held by the forces of the Goblin Queen, others by the Red Kobolds and their Fire Drakes. There is a constant state of war between them. The only time these two enemies call a ceasefire is when Dwarves march out of their Hold to raid the Mortuary City.

Wandering monsters may include: Salamanders, Zombies

‡THE DWARVEN HOLD OF DWALINGRAD‡

Description

Once the richest and most magnificent Hold in all the world, this can still be seen in the skill and beauty of its construction. However, after hundreds of years of internecine conflict much of it is scarred, burned, and wrecked. Rubble fills corridors, barricades block bridges and avenues, doors are smashed in, stairways broken, statues defaced, columns cracked, murals covered in runic graffiti and mosaics scattered.

There are multiple levels and sub-levels to the Hold, usually linked by sweeping staircases.

The lowest level are the tombs of the Dwarven Kings. This is the only area untouched by the conflict above, for no dwarf, no matter how mad would desecrate this holy place (and the traps are truly formidable).

Inhabitants

At the centre of the city is the Granite Tower, the home of the Artificer. It seems to be the only unblemished edifice in the entire hold. The Artificer is a custodian of one of the seven spells of Thaumaturgy.

Several corners of the hold have been fortified by rival clans of Corrupted Miners and Warriors, but some of the upper halls are now dominated by a different foe.

Here the Blue Kobolds have taken hold. With their Ice Wyrms and other creatures they have forced the Corrupted Dwarves out and are slowly turning their once mighty halls into ice caverns. These Kobolds seem to be immune to the corrupting influence of Orichalcum, though they still covet it.

Wandering monsters may include: Lost automatons, Hell Rats, Hunter Spiders, Slith and even bold Trolls.

‡THE HIDDEN HOARD OF AARGH!‡

Description

Anyone the Heroes meet will tell them that this is a myth. A series of caverns that contain the greatest hoard of treasure ever collected, and that it lies somewhere beneath the humble village of Lamplight. Hundreds of heroes have perished in the search for it, and many more have been driven mad with greed and despair trying.

What the mythical dragon's name is no-one knows. It was named Aargh! because that is what people imagine are the last words of any that find it.

Whatever the dragon's true name is, it is said to be a custodian of one of the seven spells of Thaumaturgy.

The map that would lead the Heroes to this cavern is carved on the walls of the last Dwarven King's tomb, deep in Dwalingrad. It is said the Artificer knows but will tell no-one until the right Hero presents themselves to him.

Inhabitants

Just the dragon.

Wandering monsters: none are foolish enough to wander there and, if they did, they would never return.