

Labyrinth Lord The Gibbering Tower

GEN CON
2011

Introduction

This adventure is provided as a special Gen Con 2011 complementary scenario to get you started playing *Labyrinth Lord*. This adventure can be played in a few hours, perfect for a convention game or an evening of play with little preparation.

Background

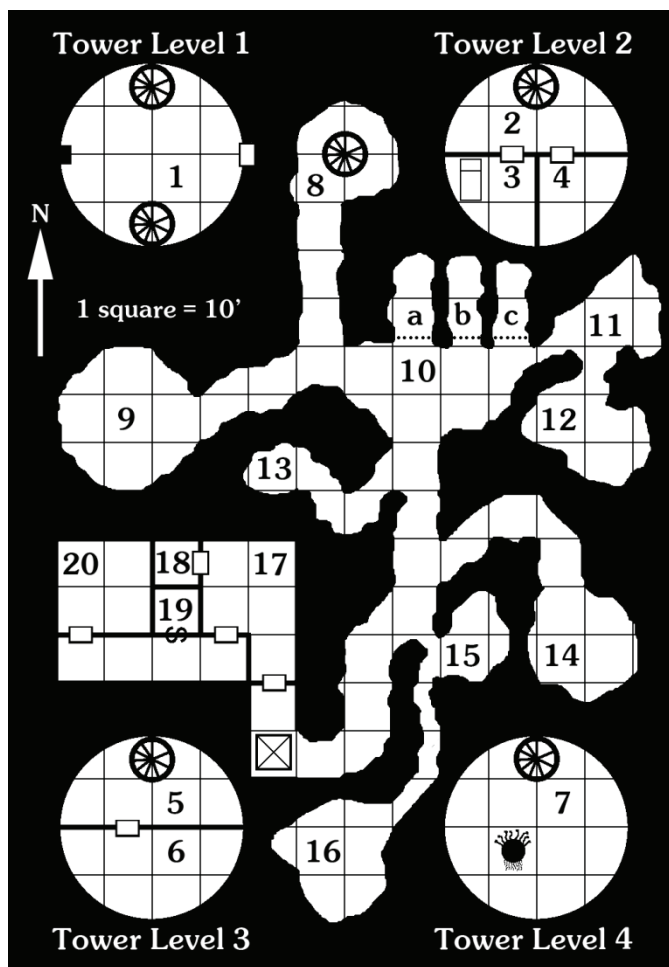
An ominous tower lies in a valley among dark woods. Moans and unintelligible voices from the tower occasionally rattle the valley and reach a small frightened farming village. Rumors say that long ago a demon-worshipping sorcerer once lived in the tower, but no one dares investigate. Can a brave party of adventurers explore the tower and bring an end to its demonic utterings?

The Tower

- 1. Reception Area:** The door to this room is locked. Rotting chairs, couches, and rugs adorn the room. A fireplace is at the west wall. A spiral staircase at the north wall leads up, and a staircase at the south wall leads down. On the fireplace mantle is a terrarium filled with a silvery fungus. The fungus produces lamp oil.
- 2. Sitting Room:** This room is adorned with dusty old furniture.
- 3. Sorcerer's Bedroom:** Underneath the bed is a secret door in the floor. Underneath is a locked iron box containing 400 sp, 40 gp, and a *scroll of warding against lycanthropes*. The box has a poison needle trap, save versus poison or die.
- 4. Library:** This room contains many crumbling and moth-eaten books. However, the library's guardian still resides here and attacks immediately. Statue, Animate Crystal (1)[AL L, MV 90' (30'), AC 4, HD 3, #AT 2 (fists), DG 1d6/1d6, SV F3, ML 11, THC None]
- 5. Chart Room:** This room contained many astrological charts (now decayed and useless) and instruments for looking at the stars. The ceiling is inlaid with brass in various patterns of obscure astrological significance. It becomes a window to far off alien places if stared at for 3 consecutive rounds. If the window is activated PCs must save versus spells or run away in fear for 2d6 rounds.
- 6. Laboratory:** This room contains many broken glass vials and equipment. On a wooden shelf at the south wall there are 4 intact canisters, one each containing small animal bones, dried eyes, dried locusts, and animal (?) fat.
- 7. Conjuring Room:** The ceiling to this room is partially torn away. Symbols of demonic summoning are etched in the floor at the center of the room. A stone eye of terror inexplicably hovers here. If touched, it begins to spin in the air, its mouth emitting a deafeningly loud voice of gibbering nonsense. PCs are struck by small bursts of lightning from the creatures eye stalks. Save versus wands for half damage, otherwise PCs receive 1d6 hp damage. The creatures spins this way for 2d4 rounds, dealing small lightning bolts each round before settling into stillness again.

The Dungeon

- The stairs descend 50' into this damp chamber.
- This room contains piles of twisted and deformed skeletons that may have been human at one time.
- This room is unremarkable except for the three cells at the north side, each locked with an iron gate.
 - Empty
 - A pool of infectious goo is in the center of this cell. Creatures touching it or treading on it must save vs. poison or lose 1d4 hp for 1d4 rounds.
 - Empty
- This room was a torture chamber. It contains a wooden table and a shelf with several torture instruments, including chains, iron hooks, and rusty knives. An Iron Maiden is against the east wall. If opened, a ghoul leaps out. Ghoul (1) AL C, MV 90' (30'), AC 6, HD 2 (turn as 3 HD), #AT 3, DG 1d3/1d3/1d3 + paralysis, SV F2, ML 9, THC]
- This room contains many iron vats and cauldrons. A ghoul lies in one, and jumps out to attack. If the Iron Maiden is opened in area 11 it will join combat there after 1 round. Ghoul (1) AL C, MV 90' (30'), AC 6, HD 2 (turn as 3 HD), #AT 3, DG 1d3/1d3/1d3 + paralysis, SV F2, ML 9] There is a sack containing 120 gp inside one of the smaller cauldrons.
- One round after entering this area stones fall from the ceiling. PCs within must save vs. breath attacks or suffer 2d4 hp damage.
- This room is empty except for a rotten length of rope and an empty waterskin.
- Two dead adventurers. Between them they have 30 sp.
- This room contains an earthy smell of rot, and two zombies. Zombies (2)[AL C, MV 120' (40'), AC 8, HD 2, #AT 1, DG 1d8 or weapon, SV F1, ML 12]
- The hall leading to this room contains a 10' deep pit trap. This room contains rotten food provisions.
- This room contains hundreds of bottles of exotic wines from many far off places and worlds. Most are spoiled, but there are 3d6 intact bottles worth 2d4 x 10 gp each.
- This secret room is locked. Anyone attempting to pick the lock or break the door down must save vs. spell-like devices or have one arm or leg as applicable *withered* as a *staff of withering*. This room contains many shelves with the following items: a magic-user scroll with *charm person*, *shield*, and *ESP*; *ring of water walking*; sword +1 with *light* 30' radius; *chime of opening*.
- This room contains a 10' diameter glass sphere, on a metal stand. Anyone touching the sphere, even if using objects or other means to distance oneself, must save versus death or be drawn inside. Once drawn inside a PC is trapped and ages 10 years each round. He dies of starvation after 2d4 rounds and then rots away into dust before his companions' eyes. The sphere can be knocked off its stand with a successful open doors check, and there is a 30% chance the glass cracks releasing its occupants. Anyone attempting an open doors roll is drawn inside as well.



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