

Goblinoid Games

# The Tomb of Sigyfel

A LABYRINTH LORD Quick Play Adventure



**This quick play adventure can be used as a short introductory scenario to introduce new players to LABYRINTH LORD and similar Basic Edition games. It can be completed in a few hours of play, so pull up a seat with your favorite food and drink, and enter the dark Tomb of Sigyfel, if you dare!**

**By Daniel Proctor**



# LABYRINTH LORD

## Quick Play Introductory Adventure

### About *Labyrinth Lord*

Enter a world filled with labyrinths, magic, and monsters! You can take the role of a cleric, dwarf, elf, fighter, halfling, magic-user, or thief on your quest for glory, treasure, and adventure! Welcome back to a simpler old-school gaming experience. The *Labyrinth Lord* awaits your arrival. Can you survive the dangers of the labyrinth?

The *Labyrinth Lord* fantasy role playing game brings us back to the basics of fantasy gaming. The core rules book is free in electronic form ([www.labyrinthlord.com](http://www.labyrinthlord.com)), and is available in print ([stores.lulu.com/goblinoidgames](http://stores.lulu.com/goblinoidgames)). *Labyrinth Lord* is the most recent game to join the “retro-clone” RPG movement. Its primary goal is to help preserve earlier *Basic Edition* role playing games that would otherwise remain commercially unsupported. For a more detailed explanation of retro-clone games please refer to our website at [www.goblinoidgames.com](http://www.goblinoidgames.com).

To use this introductory quick play adventure you will need to download *Labyrinth Lord* by going to [www.labyrinthlord.com](http://www.labyrinthlord.com).

### The Tomb of Sigyfel

The *Tomb of Sigyfel* is a quick play adventure for the *Labyrinth Lord* fantasy role playing game, and is fully compatible with other *Basic Edition* games. It is intended for 1<sup>st</sup> to 3<sup>rd</sup> level characters. The adventure can be completed in a few hours of play, and is written and presented in the old-school tradition of classic dungeon crawls.

The location presented may be placed near any settlement in the *Labyrinth Lord*'s campaign world. This is an old-school dungeon crawl ripe with danger, wealth, and glory for those who navigate it successfully. The careless will join the dead within the evil tomb.

### Background

Legends of the dark-hearted sorcerer Sigyfel abound in the local town, despite the fact that he has been dead for centuries. His evil exploits are the topic of many late night fireside stories, and to this day the local townspeople often paint a red eye above their doors to ward off Sigyfel's evil spirit.

Dark forces stir along a stretch of road near Sigyfel's tomb. A local farmer was found dead along the road, his mouth locked open in an immortal cry of terror. The locals whisper that the tomb of Sigyfel has been opened, and evil seeps from its dark recesses.

### To the Tomb

Some means of getting the players involved is necessary. The PCs should be enlisted to go to the tomb and destroy the evil within. They may be locals, concerned about the well being of the community, or the town leader may hire the party for 300 gp.

The locals can give clear directions to the tomb. It lies just 10 miles to the northwest of the village, across sparsely wooded grassland. The *Labyrinth Lord* should only check once for wandering monsters, and then only if the PCs travel at night. The awakened evil of Sigyfel's tomb has attracted monsters that do not normally dwell so close to the community. An encounter occurs on a roll of 1 on 1d6. Consult the table below.

Roll d100	Monster Encountered
01-20	Giant Rats (2d4)
21-30	Giant Centipedes (1d6)
31-50	Orcs (1d4+1)
51-80	Herd Animals (cattle, 2d6)
81-90	Giant Crab Spider (1d2)
91-100	Wolf, Ordinary (1d6)

### Into the Tomb of Sigyfel

The entrance to the tomb lies on the ground at the top of a hill. The hill is like the surrounding land, grassland, but is topped with twisted, stunted trees. The entrance is a 3' square opening with a stone staircase leading into the ground. A cool wind can be felt rising from the opening, accompanied by a damp musty smell.

Unless otherwise noted, all ceilings are approximately 15' high. The map scale for the tomb is 1 square = 10'.

### AREAS

- 1. STAIRS:** The stairs descend 50 feet at an angle of 45° toward the west.
- 2. ENTRY:** The walls of this round room are blackened with soot from the countless unlit and partially burned candles on the floor against the walls. If closely investigated, the candles are not covered in dust, and seem to be a recent addition to the room. The door on the west wall is locked.
- 3. SCYTHING BLADE TRAP:** When the PCs enter this area, three large scythes swing down from the ceiling. All characters within the trapped area must save versus petrify or suffer 1d8 hp damage.
- 4. ROOM 4:** The north and south doors of this area are both locked. The room is full of wooden debris, and is unexceptional save for the secret door on the southeast wall.
- 5. SECRET ROOM:** This 10'x10' room contains rotted and worthless silks and tapestries. However, a small iron box lies on a wooden table on the north wall. It contains 500 sp and 20 gp.
- 6. SARCOPHAGUS ROOM 1:** A short, musty hallway leads to a room lined with open, broken stone sarcophagi. The room contains 6 skeletons that will rise from their broken sarcophagi as soon as the PCs enter the room.  
**Skeletons** (6) [AL C, MV 60' (20'), AC 7, HD 1, #AT 1, DG 1d6, SV F1, ML 12]
- 7. EVIL CLERIC:** The door to this room is locked. An evil cleric has taken up residence here. A small altar lies on a table on the east wall, adorned with black candles and a small statue in the form of a goat-headed demonic being. The cleric is accompanied by two orcs wielding swords. The orcs will attack the PCs while the evil cleric waits in the background. If confronted, the evil cleric will attack with a mace, or may cast *cause light wounds*. He will try to flee if the orcs are killed.  
**Orcs** (2) [AL C, MV 120' (40'), AC 6, HD 1, #AT 1 (weapon), DG 1d6 or weapon, SV F1, ML 8]

**Evil Cleric** (1) [AL C, MV 120' (40'), AC 6, HD 1, #AT 1 (weapon or spell), DG 1d6 or spell, SV C1, ML 9, Spells *cause light wounds*]

**8. SARCOPHAGUS ROOM 2:** The door to this room is locked; the stone sarcophagi here are whole and undisturbed. Each sarcophagus contains an ancient (ordinary, unanimated) skeleton. This room contains nothing of value.

**9. HALLWAY:** The door to this area is locked. Four 10'x10' rooms adjoin this hallway, with large purple velvet curtains separating them from the hall. The two north rooms and the southwest room are empty, short of dust and rotten cloth debris. The southeast room contains a trapped ceiling that will dump rocks on characters entering the room. Any PCs within the room when the trap is triggered must make a saving throw versus petrify or suffer 1d6 hp damage.

**10. SIGYFEL'S TOMB:** The door to this area is locked. This large room contains three stone statues, each depicting a different demonic being in various threatening, obscene poses. At the center of the room lies an ornately engraved stone sarcophagus. Sigyfel has recently been "reborn" by the demonic beings he worshiped in life. His body still lies in the sarcophagus, but he has become a fearsome ghoul, waiting for any fool to open the heavy lid so he can spring forth. He will immediately attack the PCs if the lid is removed. The sarcophagus contains a gem valued at 250 gp and a *dagger +1*.

**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]

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