

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 d00 | 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]

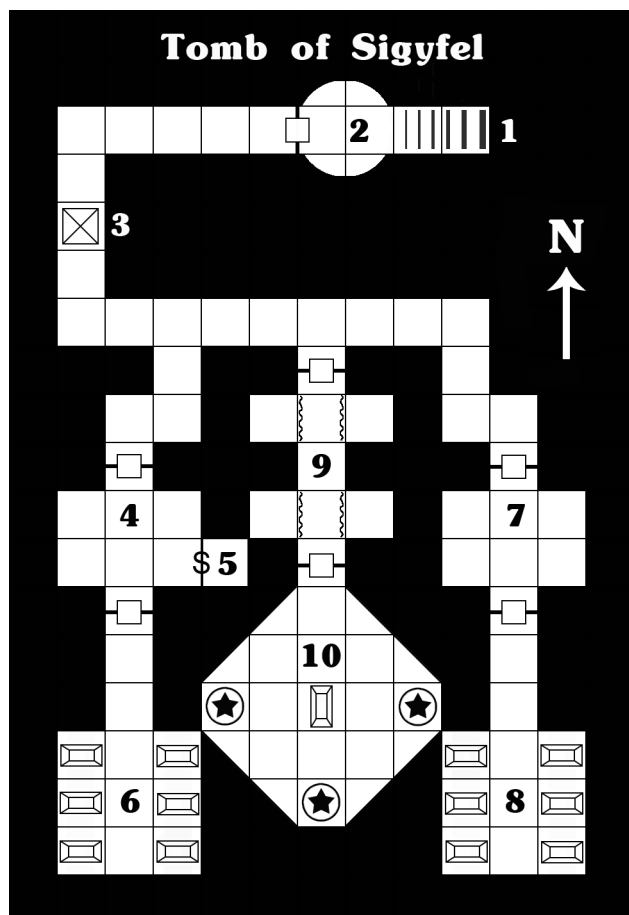
**Evil Cleric** (1) [AL C, MV 120' (40'), AC 6, HD 1, #AT 1 (weapon or spell), DG 1d6 or spell, SV C1, ML 9, Spells *cause light wounds*]

**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 ghou, 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]



## Goblinoid Games



[www.goblinoidgames.com](http://www.goblinoidgames.com)

Copyright Daniel Proctor, 2008

Labyrinth Lord™ is a trademark of Daniel Proctor

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Rot Grub from the *Tome of Horrors*, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax

Labyrinth Lord™, Copyright 2007, Daniel Proctor. Author Daniel Proctor.

Quick Play Introductory Adventure, Copyright 2008, Daniel Proctor. Author Daniel Proctor.

### END OF LICENSE

Copyright 2008, Daniel Proctor. Labyrinth Lord™, Advanced Labyrinth Lord™, and Goblinoid Games™ are trademarks of Daniel Proctor.

### DESIGNATION OF PRODUCT IDENTITY

The name Labyrinth Lord™, when used in any context, is product identity. All artwork, logos, and presentation are product identity. The name Goblinoid Games™ is product identity.

### DESIGNATION OF OPEN GAME CONTENT

Monster names and game statistics are open game content.