

# Labyrinth Lord

## Shadowbrook Manor

By Patrick Kennedy



Goblinoid Games

Once a powerful proponent of Law, the Archmage Tazimack the Red was eventually driven mad by a fear of mortality. As he slipped into insanity his retirement home began to reflect the chaotic bent of his mind. Long after Tazimack's unnaturally animated body has disintegrated, his manor house remains as a shadow cast by a twisted intellect. Can the characters bring order to this chaos?





## Bring back the feel of older edition fantasy games.

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## Introduction

Shadowbrook Manor is an adventure for the *Labyrinth Lord* role-playing game. It's a site-based adventure, meaning that the material herein focuses almost exclusively on the location itself, allowing referees to place the manor into the framework of their existing campaigns in any way they desire. Consequently, the Labyrinth Lord should feel free – is, in fact, encouraged – to tailor the adventure to suit his or her own purposes. In other words: use what you like; change or ignore what you don't.

The adventure was written for a party of 4-6 low-level (1<sup>st</sup>-3<sup>rd</sup>) characters, but many of the challenges it presents could easily prove fatal to such characters, under normal circumstances. The Labyrinth Lord should read the entire adventure before beginning play; if it seems too difficult for your players' characters, either hold off playing it until they are more powerful or replace the existing challenges or monsters with something more appropriate. However, please note that several of the items present in the house could render certain encounters far less lethal (the *silence 15' radius* scroll located in the scriptorium, for instance, could deprive the banshee of her only weapon). In any case, this adventure will require cautious and thoughtful players.

## Background

In life, Tazimack the Red was a relentless champion for Law – and one of the most formidable wizards to ever draw breath. His name became a byword for justice; tales of his exploits spread far and wide. He grew wealthy. Eventually, when time had begun to take its inevitable toll upon his body, he decided to retire. Atop a heavily wooded hill east of a small fishing village called Tolb, in a clearing, he built a beautiful manor-house, which he called Shadowbrook. And for a time he was happy.

But as the lines in his face multiplied, and his beard turned gray and then white, and his back grew stooped, and his hands began to tremble, the formerly pugnacious archmage found himself facing the most implacable foe of all: death. And for the first time in his life, he knew fear. The years went by; his friends and adventuring companions passed away – but Tazimack couldn't let go. He used powerful magic to prolong his life, spent thousands of gold pieces on longevity potions and elixirs. Finally, when his body could no longer bear the strain and the beginning stages of madness and dementia set in, he turned to necromancy and other, darker, arts.

His eyes disintegrated and were replaced by cold, flickering red lights. His teeth fell out and his skin dried up and pulled taught across his bones. He loathed what he'd become, but that only made him loathe goodness even more. At last, after centuries of this unnatural existence, his corporeal body simply faded away; and the only thing left of Tazimack the Red was his lonely, hate-filled soul – which the forces he had bargained with dragged screaming down to hell.

The house remains.

## Getting the Characters Involved

The number of ways the characters could become involved with this adventure is limited only by the Labyrinth Lord's imagination. What follows are merely suggestions.

1. **Serendipity:** The characters are exploring the dense forest covering the hill (perhaps they have even become lost) when they stumble upon the clearing containing the manor.
2. **Amnesia:** The characters awaken in the clearing with no memory of how they got there. (The *Device* in the basement is somehow responsible.) Cliché but still fun.
3. **Repo Men:** Many years ago, Tazimack borrowed a valuable ancient tome from the Great Library of Wherever – they'd like it back now, and they're willing to pay a handsome finder's fee. (Place the book on the nightstand in the master bedroom.)
4. **The Inheritance:** A good choice for beginning characters, as it gives them a reason to come together for the first time that doesn't involve a tavern. Basically, each character receives a letter that goes something like this:

*Dear Character,*

*As executor of the estate of the late Tazimack the Red, it is my duty to inform you of your status as one of the beneficiaries of the deceased's Last Will and Testament, the reading of which will take place two months hence, at the Winking Wyvern Inn and Tavern, in the village of Tolb, sundown. Should you choose not to attend, your bequest shall be considered forfeit.*

*Sincerely,*

*Mortimer Bean, Esq.*

Selling the house is impossible, as everyone believes it's cursed or haunted.

Again, these are only suggestions. However you manage it, when the characters have reached the clearing containing the manor, you may read the scripted opening provided under the section titled "West of House" or, if you prefer, invent your own introduction. If you choose to invent your own, be sure to mention the wind and the rain; not only does it set the atmosphere, it could play a part in the adventure (see the description of the dining room for details). As the adventure progresses, so does the storm.

## West of House

When you and your players are ready to begin the adventure, read the following italicized passage aloud.

*You've entered the grounds of a large estate encircled by a dark forest. A cold wind is blowing, and a light rain falls from a cloud-laden sky. To the east is an enormous white house.*

The grounds are roughly 200 yards in diameter, and are populated by an eerily silent horde of topiary monsters. The house, which is built of large, smooth white stones that seem

to glow in the half-light, is in inexplicably pristine condition. Beautiful caryatid columns rise from the porch to support the second story balcony overhead, while the balcony itself is enclosed by a short stone balustrade. The two windows to the right of the front door frame the soft orange glow of firelight emanating from the parlor; the rest of the windows are dark. The windows letting on to the nursery and the master bedroom are protected by *glass like steel* spells; otherwise the characters are free to enter the house at whatever point they choose. Ceilings in the house are 20' high except where noted.

### Wandering Monsters

For each 2 turns the characters spend exploring the clearing or the house, there is a 1 in 6 chance of a random encounter (roll a d6 – a 1 indicates an encounter); if an encounter occurs, roll a d6 and consult the appropriate table below for results. Some of the creatures are unique, and may also be tied to keyed locations; once destroyed, they will not be encountered again.

### Grounds Encounter Table

1. The groundskeeper – a **ghoul** (see *The Grounds*, area 4, for stats). Ignore if already destroyed.
2. 1d10 **vampire bats** (mechanically identical to stirges).
3. 1d6 **wolves**
4. Mierra – Tazimack's **skeletal seneschal** (see Appendix A: New Creatures for details). Mierra wears rusty plate mail armor, wields a gleaming, chaotically-aligned **two-handed sword+1** and carries the key to his room. Ignore if already destroyed.
5. 2d4 **goblins** (denizens of the surrounding forest).
6. 1 **Werewolf** (fights just long enough to infect someone, and then lopes off into the woods).

### House Encounter Table

1. The butler – a **zombie** (see the *Ground Floor*, area 6, for stats). Carries the skeleton key. Ignore if already destroyed.
2. The maid – also a **zombie** (see the *Ground Floor*, area 6, for stats). Wears a 100gp diamond ring. Ignore if already destroyed.
3. Tazimack's **homunculus** (see the *Ground Floor*, area 13, for stats). Ignore if already destroyed.
4. Mierra (same as above). Ignore if already destroyed.
5. A **broom of animated attack** (see the *Advanced Edition Companion* pg.92 for details). Tazimack set the broom to sweep the house regularly. Ignore if already destroyed.
6. Rowena's **ghost**. Emanates unearthly cold in a 30' radius. Unable to speak, she uses hand gestures in an attempt to get characters to follow her to the lavatory (area 7 of the ground floor), where she indicates her skeletal remains – which must be given a proper

burial before her soul may depart for the after-life. Should the characters refuse to follow her, or refuse to bury her remains, or simply misunderstand her gestures for too long, she loses her temper.... *Ghost* (1) [AL C, MV 90' (30'), AC 0, HD 10, #AT 1, DG age target 1d4x10 years, SV F10, ML 10] Please see the *Advanced Edition Companion* for additional, important information about ghosts. Burying Rowena's remains nets the characters 100 experience points.

### Location Key:

#### *The Grounds*

- A. **Well**: This crumbling stone well is seemingly bottomless; items dropped into it fall (slowly, as though under the effects of a *feather fall* spell) until they disappear into the darkness. Characters who succeed on a *listen* check can just barely make out a strange sound rising up from the abyss (roll 1d6, 1. hopeless weeping, 2. madcap laughter, 3. clashing swords, 4. evil chanting, 5. growling, 6. screaming and clanking chains). Characters who fall or jump into the well fall (slowly again) until, at last, they fall asleep (save versus spells). If the save fails, they awaken in a randomly determined room of a dungeon or mythical underworld of the Labyrinth Lord's choosing or design. If the save succeeds, the character floats 100' to the well's dry bottom. If a character reaches the bottom in this way the *feather fall* effect ceases to function for 3d6 turns.



- B. **Groundskeeper's Shed**: A rotting, dilapidated shed, roughly 15' on a side, with two large barn-style doors that creak and slam in the wind. On a roll of 1 or 2 on a d6, the groundskeeper – a **ghoul** – will be present; otherwise he'll be wandering the grounds. Aside from a filthy cot riddled with maggots, the shed contains a bag of *Magical Gro* plant food (referee to decide magical plant growth properties, 2d4 doses), a shovel, a pick, a rake and pretty much every other basic gardening implement. *Ghoul* (1)[AL C, MV 90' (30'), AC 6, HD 2

- (turn as 3 HD), #AT 3, DG 1d3/1d3/1d3 + paralysis (2 claws, bite), SV F2, ML 9]
- C. **Lily-choked Pond:** A 30' diameter pool of brackish water filled with dozens of giant, floating lily pads. Also home to a particularly nasty (and usually hungry) **giant toad**. Buried in the muck lining the bottom is a **ring of weakness**. *Toad, Giant* (1) [AL N, MV 90' (30'), AC 7, HD 2+2, #AT 1, DG 1d4+1 (bite), SV F1, ML 6]
- D. **Cemetery:** This area is separated from the rest of the garden by a low, black, wrought-iron fence with a little gate in the center. Within, clustered beneath the boughs of an ancient white oak, stand four and twenty headstones, some of which preside over open, freshly dug graves and bear the characters' names. The weather and the passage of time have erased the legends from the other headstones. Grave-robbers may (1 in 6 chance per grave) turn up jewelry worth 1d6 x 100 gold pieces – although the smell of rotting corpses is sure to attract the attention of the wolves haunting the surrounding forest (2d6 chance of encounter wolves if the graves are disturbed). The oak tree is home to a lonely but cautious **dryad**; she attempts to *charm* any character foolish enough to linger here alone. If she fails, or is threatened, she rejoins her tree and disappears. The secret door indicated on the map may be searched for and discovered normally. *Dryad* (1) [AL N, MV 120' (40'), AC 5, HD 2, #AT 1, DG Charm, SV F4, ML 6]
- E. **Lawn Gnome:** A life-size statue of a gnome. Actually a chaotic gnome thief (Malachy Menin by name) who has been turned to stone. A *stone to flesh* spell will return him to life – a favor he'll repay by robbing or betraying the party at the first lucrative opportunity. *Gnome* (1) [AL C, MV 60' (20'), AC 5, HD 1, #AT 1, DG 1d6 (war hammer), SV D1, ML 8]
- F. **Outhouse:** The only thing lurking here is an evil smell.
- G. **Doghouse:** A simple, miniature house, with a slanted roof and an arched, 3' tall opening at the front. Once home to Tazimack's best friend, now the lair of an enterprising but not particularly aggressive **boar**. *Boar* (1) [AL N, MV 150' (50'), AC 7, HD 3, #AT 1, DG 2d4 (tusk), SV F2, ML 9]

### The Ground Floor

1. **Front Doors:** Both of these 8' tall doors are adorned with a rust-colored, cast-iron door knocker molded to resemble a medusa's head. When used, the knockers make a hollow, booming sound; and the doors swing silently open. Should characters attempt to barge in without knocking (rude), the doors refuse to budge and the medusas' eyes begin to glow a dark scarlet. At this point, any non-blind character who has not already closed, covered or averted his or her eyes must save vs. paralysis or be turned to stone (the Labyrinth Lord may wish to give characters with only one eye a bonus to this roll).
2. **Entry Hall:** The firelight from area 4 casts fitful, wavering shadows upon the surfaces of this empty corridor. A pair of gorgeous antique **longswords** hang crossed upon the wall; casting *detect magic* on them reveals an extremely faint magical aura. Once quite potent, the magic of these ancient blades has almost completely faded away; they no longer provide bonuses to hit or damage, though they are still capable of wounding creatures that may only harmed by magic weapons.
3. **Cloakroom:** Dozens of black cloaks hanging from pegs line the walls of this deep closet. All but two of these are mundane. One is a **holocaust cloak** (see Appendix B: New Magic Items for details); the other is a **cloak of alignment changing** (functions as the *helm* of the same name). The latter is reversible, black and white.
4. **Parlor:** An elegant sofa, a long, low table and a pair of comfortable-looking armchairs dominate the center of this spacious room. A 5' tall, 4' wide wooden cabinet rests against the south wall, between the windows; inside are 20 crystal decanters filled with an equal number of exotic liqueurs and cordials of various hues – 5 of which are actually potions (**ESP, diminution, extra-healing, love and poison**). In the east wall, a fire crackles and dances behind the grate of an enormous stone fireplace. The fire is actually an 8 HD **fire elemental** that Tazimack managed to summon and trap here (the lack of smoke or any kind of fuel should raise some red flags). Tazimack's magic prevents it from leaving the fireplace; however, should characters attack it from a distance, it will defend itself by hurling miniature fireballs (1 per round/1d6 damage each). Fortunately, Tazimack's magic also prevents his house from catching fire. The fireplace – or, rather, the chimney rising from it – is the only way to access the master bedroom and its adjoining chambers. Characters who think to search the couch cushions will discover 7 **zingers** (see Appendix B: New Magical Items for details) and 2d6 gold pieces in assorted coinage. *Fire Elemental* (1) [AL N, MV 120' (40'), AC 2, HD 8, #AT 1, DG 1d8, SV F8, ML 10]
5. **Library:** Floor to ceiling bookshelves line the walls of this large chamber. A dark, female apparition floats silently along the far wall; she appears to be engaged in symmetrical book-stacking. This is Deidre, the (true) **banshee** librarian (see Appendix A: New Creatures for details). If anyone enters the library without moving silently, the floorboards will creak and Deirdre will turn to face the character, put her finger to her shadowy lips and say, "Shhhhh!" She will do this only twice; if any character makes any noise after that, she wails. The library contains literally hundreds of books, but most of them are either written in an obscure ancient language or so esoteric as to be unintelligible to all but the most learned sages. A roll of 1 on 1d6, however, turns up a useful or interesting tome (roll on the table in Appendix C: Library Books). *Banshee, True* (1) [AL N, MV 120' (40'), AC 3, HD 4+4, #AT 1, DG 1d6 (wail), SV F5, ML 12]

6. **Servants Quarters:** Each of these rooms contains a simple bed and a footlocker. **6a** is the (**zombie**) butler's quarters; on a roll of 1 or 2 on a d6, he'll be here, seated on his bed, staring into space – until the characters open the door, whereupon he immediately attacks; otherwise he'll be wandering the house. He carries a gold pocket watch (a gift, in better times, from his plane-hopping, time-travelling master – probably unrecognizable to characters but still in working condition) and a skeleton key, which opens all the doors in the house except three: the master bedroom, Mierra's room and area 12 of the ground floor. His footlocker contains his moth-eaten wardrobe. **6b** is the (**zombie**) maid's quarters. The maid will be present on a 1 or 2 on a d6 – in which case she attacks. She carries a deteriorating feather-duster and wears a 100gp diamond ring (a promise from the butler, who loved her once, long ago). Her footlocker contains mothballs and a simple female wardrobe. *Zombies* (2) [AL C, MV 120' (40'), AC 8, HD 2, #AT 1, DG 1d8 (fist), SV F1, ML 12]
7. **Lavatory:** This room contains a large, iron tub for bathing, a medium-sized chest and a small vanity table surmounted by a mirror attached to the wall. In the tub is a skeleton, its left arm dangling over the rim; nearby, in the center of a dark stain on the ground, lies a silver straight-razor. The skeleton is all that remains of Tazimack's wife, Rowena (he could never bring himself to bury her). A glazed, ceramic washbasin sits on the floor underneath the vanity. The chest contains towels, soap, and a pretty, tortoiseshell hairbrush. Before Tazimack turned it into a portal to the underworld, the nearby well provided water for bathing.
8. **Dining Room:** Eight high-backed chairs encircle a long, polished table in what is obviously a formal dining room. Horizontally suspended above the table by chains is what looks like an old, wooden wagon wheel, its circumference dotted with burning candles. An ornately carved sideboard occupies the south wall. Although the chairs are unoccupied, the chaotic jumble of **shadows** in the room would appear to indicate the presence of seven people enjoying a lively dinner party. Characters will barely have time to register this incongruity before the shadows peel themselves from the walls and floor and attack! Each shadow's life-force is tied to one of the candles in the chandelier overhead, so extinguishing a candle kills a shadow. Smashing the window in the east wall allows the howling wind to come rushing into the room, and immediately extinguishes all of the candles. The shadows will not pursue characters who flee the room. The sideboard contains 32 pieces of fine silverware (usable as weapons, in a pinch) and 8 china place-settings. Tazimack hated to dine alone. *Shadows* (7) [AL C, MV 90' (30'), AC 7, HD 2+2, #AT 1, DG 1d4+STR drain, SV F2, ML 12]
9. **Kitchen:** A diverse assortment of cooking utensils hangs from pegs lining the walls here. In the center of the room is a knife-scarred wooden table. A wide, shallow fireplace fitted with cooking hooks of varying lengths monopolizes most of the east wall. Atop the table is a jar labeled "cookies." In the jar is the soul of an evil necromancer named **Brayden the Most Black**. Brayden attempts to *magic jar* anyone who lifts the cookie jar's lid. A century of imprisonment in such close quarters has deprived Brayden of his sanity, but not his anger. If he manages to possess a body, he immediately attacks. His relevant stats are as follows: MU9; hp and AC as host; INT 16, WIS 12, CHA 12, other stats as host; Spells in memory: *magic missile*, *hold portal*, *detect invisible*, *mirror image*, *hold person*, *detect magic* and *polymorph other*. In an elongated glass box attached to the wall near the door to the dining room and bearing the label "In case of fire, break glass" is a **wand of flame extinguishing** with 3 charges remaining (extinguishes any fire up to 20 cubic feet).
10. **Larder:** This appears to be the pantry. Shelves laden with foodstuffs line the walls, and bulging canvas sacks sit heaped in the corners. Some of the food has been expertly preserved in jars, but most of it is rotten or rotting, and the room smells accordingly. The sacks contain grain, flour, beans, etc. – except for one, which contains **yellow mold**. Many of the jars, crates and sacks bear the logo "Gnome Farms." On one of the topmost shelves, hidden behind a bunch of other junk, is a dusty can labeled "Whupass," the spinach-like contents of which constitute a **potion of super-heroism**. A tiny hole at the base of the west wall (treat as a secret door) provides access – via a **potion of diminution** or similar means – to the pack rat's lair (which has its own location key). *Yellow Mold* (1) [AL N, MV 0, AC nil (always hit), HD 2, #AT 1, DG 1d6 (acid) and/or special (poisonous spores), SV F2, ML n/a]
11. **Scriptorium:** The thick, iron-banded door to this room is locked. The only furnishings here are a giant, roll top desk and a chair. The back of the desk is honeycombed with pigeonholes, 3 of which house **scrolls** (*speak with animals*, *silence 15' radius* and *cure light wounds* (clerical); *detect magic*, *read magic*, *light* and *stone to flesh* (magic-user); and one cursed scroll, to be precise). The drawers contain many sheets of clean parchment, several exotic feather quills, a score of inkwells filled with inks of suspicious origin and, last but not least, a magnifying glass. Use of the magnifying glass imparts a +1 to a character's search checks (an elf, for example, would discover secret doors on a roll of 1, 2 or 3 on a d6; a non-elf would discover secret doors as an elf – and so on).
12. \_\_\_\_\_: Strange magical runes have been burned into the lintel above the door to this "room." Only a *read magic* spell can render the runes intelligible. Roughly translated, they read: "This space intentionally left blank." The door refuses to open; breaking it down reveals a blank void. Entering the void renders a character...void, either wiped from existence or as the card *The Void* from the *deck of many things*, referee's choice (*Advanced Edition Companion* pg. 93).

13. **Study:** A huge, intricately carved wooden desk occupies nearly a third of this well-appointed study. In the west wall, between two windows, is a small, dormant fireplace; mounted above the mantel is a gnarled **quarterstaff+1**. In the southwestern corner, a comfortable looking armchair stands empty. Tazimack's **homunculus** familiar lingers here – the last place it saw its master. It attacks anyone aside from Tazimack or the servants who enters the room. The desk contains but a single item – a cut and polished onyx gemstone with the letter R inlaid in gold (a **ragnarock** – see Appendix B: New Magic Items for details). On a small, circular table by the armchair is a bottle of absinthe and a pewter chalice. For each draught of absinthe a character imbibes, there is a cumulative 10% chance that he or she will have a brief, hallucinatory encounter with the Green Fairy – as well as a cumulative -1 penalty to hit, damage and saves. Treat characters visited by the Fairy as though they are under the effects of a *true seeing* spell. Both the penalties and the *true seeing* end once a character has slept for 8 hours. The bottle contains enough for 10 draughts. *Homunculus* (1) [AL C, MV 60' (20') or fly: 180' (60'), AC 6, HD 2, #AT 1, DG 1d3+special (bite may induce sleep), SV M-U 20, ML 11]
14. **Withdrawing Room:** Characters can never come closer than 20' (the dotted line on the map) from the door to this room – as they advance, it withdraws. The room can only be accessed via the ivy-covered secret door adjacent to the garden cemetery. The room itself is dark and windowless. The only furnishings are a circular table and four chairs. A black silk cloth has been draped over something in the center of the table; removing it reveals a **crystal ball**. This particular crystal ball, unfortunately, may not be used with impunity. Each time it is activated by a particular character, there is a cumulative 5% (1 in 20) chance the user will be struck permanently blind. Only a *heal* or *wish* spell will restore such a character's vision. It is possible to exit this room using the door connecting to the hallway; and, if the door is propped open, the withdrawing effect ceases until it is closed again.
15. **Great Hall:** This enormous, echoing hall is open to the floor above. The massive skeleton of a dragon hangs 20' above the floor, suspended from the ceiling far above by thick metal wires and arranged to appear in flight. Tapestries depicting famous episodes in the history of Tazimack's legendary adventuring group, the Pentaverate, cover the walls. In the northwest corner stands a 6' tall, golden harp – actually a cursed magical instrument known as a **discordant harp** (see Appendix B: New Magic Items for details).
16. **Conservatory:** This must once have been an impressive conservatory. The entire northern wall is made up of large glass panes, and a dozen raised brick planters surround a beautiful, three-tiered fountain. Alas, the fountain is dry, the soil has long since dried up, and all of the plants and flowers are withered and dead. Using

the *Magical Gro* plant food here immediately restores the plants to full health and vibrancy. The exotic plants and flowers thus revived include, but are not limited to: nightshade, witch-hazel, foxglove, asphodel, hemlock, wormwood and monkshood (otherwise known as wolfsbane). Some of these plants may be useful to characters who know something of herbalism; casual handling of them is, of course, quite dangerous – and may require a save vs. poison, depending on the Labyrinth Lord's disposition.

### *The Second Floor*

17. **Large Alcove:** In the center of this otherwise unremarkable area stands an ebon statue with living eyes. A plaque at its base reads, "The Spy." Details, if required, are left to the Labyrinth Lord's imagination.
18. **Guest Bedroom:** An unused, unremarkable bedroom. A successful search check may turn up a random, mundane item, at the Labyrinth Lord's discretion.
19. **Guest Bedroom:** As above, except that in the corner near the window, in a gilt cage, a small, bronze, clockwork songbird is twittering away. Casting *speak with animals* reveals that the canary is actually repeating the numbers 7-27-38 (the combination to the safe behind the painting in the gallery).
20. **Planetarium:** [Note: For both the idea and part of the description of the following room, the author is indebted to the late Clark Ashton Smith.] The walls, floor and ceiling of this room are made of highly polished jet inset with innumerable tiny diamonds that burn with white light, conveying a highly convincing illusion of boundless space with all its stars. No other light will penetrate this room, and any light sources brought in instantly wink out. Movement in this room is extremely disorienting; characters attempting it must succeed on a wisdom check or fall prone. Astute characters, or those well-versed in astrology, may notice that the constellation known as the Hunter seems to be missing a star (the tip of the spear, to be precise); but in fact the star is merely dark. Casting a *light* spell upon the burnt-out diamond reignites it for the duration of the spell, during which time the stars outlining the constellation known as the Secret Door will shine twice as brightly. Characters who walk through the Secret Door while it is thus illuminated find themselves in a small extra-dimensional room containing a table and chairs. Upon the table is a map of the house, on graph paper; several sets of polyhedral dice; and a number of tiny, painted lead figurines resembling the characters. The map reveals the location of the secret door to the withdrawing room.
21. **Trophy Room:** This room is home to a menagerie of stuffed creatures – some fully intact (outwardly, at least), some no more than a head upon the wall. A giant, yeti-fur rug covers the floor. One of the creatures – an **albino ape** – is only pretending to be stuffed, and will attempt to make a surprise attack on anyone who ventures close enough. How it got here is anyone's



guess. This encounter is meant to be played for a laugh, so just roll with it. Stuffey Labyrinth Lords are, as always, free to substitute an encounter of their own devising. The rug is quite valuable. *Ape, Albino* (1) [AL N, MV 120' (40'), AC 6, HD 4, #AT 2, DG 1d4/1d4 (claws), SV F2, ML 7]

22. **Mierra's Room:** Locked. Formerly the living quarters of Tazimack's faithful retainer/bodyguard, Mierra, who hasn't entered it since his master transformed him into an unsleeping, undying, unholy and (still) unswervingly loyal **skeletal seneschal** (see Appendix A: New Creatures for details). Consequently, cobwebs festoon the room, a thick layer of dust coats everything and the air is stale and musty. Some of the floorboards are in the advanced stages of dry rot. Should any character decide to search the room, roll a d6 – a 1 indicates the character has found something interesting or valuable (Mierra's old coin purse, a rune-covered dagger, a curious amulet or anything else the Labyrinth Lord would like to introduce into play); a 6 indicates the floor has given way beneath the character's feet, dropping him or her into the dining room 20' below and possibly (2d6 damage) breaking his or her neck. Mierra carries the key to the room on what's left of his person.



23. **Conjuring Room:** The smell of sulphur lingers here. An unlit iron brazier stands in each corner of the room. Two large, complicated diagrams rendered in chalk – a pentacle and a magic circle – adorn the floor. Etched into the glass of the window like some insane mathematical equation is a long series of magical runes. Each diagram contains a single imperfection; the runes constitute a unique spell designed to summon an **Erinyes** (a kind of devil, described in the *Advanced Edition Companion*). Only a magic-user may spot the imperfections, and even then only on a successful secret doors check. A read magic spell is required to decipher the runes, which disappear after use, like a scroll. If summoned, the devil immediately attacks – unless the diagrams have been fixed or there is a cat present (a wizard's familiar, perhaps), in which case it bargains

like a lawyer. A final note: as this encounter could easily result in a TPK (total party kill), referees may wish to have the Erinyes grab a single chaotic or evilly-aligned character or NPC (if any are present), whom it drags back to hell and transforms into a lemure. Or perhaps it simply laughs, smashes the window and flies off into the night – only to wreak havoc on a nearby town or otherwise menace the PCs at some later date.... *Erinyes* (1) [AL L (evil), MV 60' (20') or fly: 210' (70'), AC 2, HD 6+5, #AT 1, DG 2d4+special (dagger may paralyze those it strikes), Spell-like Abilities (usable at will): *detect invisibility, fear, invisibility, know alignment, locate object, polymorph self, produce flame* and *gate* (30% probability of success) another erinyes.

24. **Gallery:** A soft, apparently sourceless light bathes the six large paintings hanging here. The paintings' subjects are as follows:

- Sunset. A narrow, rocky track winds up to a lonely keep on a mountainous plateau.
- Amid the trackless dunes of a desert waste, a stepped pyramid rises from the eroded ruins of an ancient city.
- A veritable forest of giant, phosphorescent mushrooms illuminates a vast, underground cavern.
- Atop two pillars flanking a smashed iron gate, a pair of leering gargoyles beckon you toward a massive temple crawling with blasphemous iconography.
- A smoking volcano in the midst of a great swamp.
- A tropical island surrounded by a seemingly endless expanse of ocean.

The paintings represent real places and may be used as the basis for teleportation spells (I suggest using the "seen casually" category for such an attempt). Also, in addition to being worth a thousand words, each picture could be worth quite a bit of gold to a wealthy art collector (exactly how much I leave to the Labyrinth Lord and a healthy dose of role-playing). Staring at any one painting for longer than a turn requires a character to save vs. spells or be consumed by the desire to visit the location depicted. Behind the first painting is a nigh-indestructible wall safe containing A LOT of money – from other worlds and/or eras, totally valueless here (made of paper, plastic, etc.). And six gold bricks worth roughly 300 gp each. Opening the safe requires both the combination (see area 19 on this floor) and the electrum key in the master bedroom.

25. **Laboratory:** Stretched out upon a long, stone table in the center of this room is a hulking corpse riddled with stitches. Shelves built into the east and west walls bear jars, vials, crucibles, alembics and hundreds of other, less-identifiable alchemical agents and apparatus. In the southwest corner, in a niche cut into the wall, a **disembodied brain** floats in a thick glass cylinder filled

with clear liquid (see Appendix A: New Creatures for details). Sufficient here to say the brain is sentient, malevolent and imbued with certain mental powers; it attempts to *charm* characters into fighting to the death for its amusement, using *feeblemind* to defend itself against assailants. Subjecting the corpse to a bolt of lightning (natural or magical) causes it to animate as a **flesh golem** (what happens after that is up to the Labyrinth Lord). Among the items crowding the shelves here is a single vial of **crocodile tears** (see Appendix B: New Magic Items for details). *Disembodied Brain* (1) [AL C, MV 0, AC 9 (glass cylinder) or nil (always hit), HD 1d4 hit points, #AT 1, DG n/a, Spell-like Abilities (once per day each): *charm*, *confusion*, *feeblemind*, *telekinesis*, SV M-U 6, ML 10]

26. **Master Bedroom:** [Note: this room may only be accessed via the chimney arising from the fireplace in the parlor on the ground floor. The doors are fashioned from an indestructible, alien alloy and open only for Tazimack himself. The windows – including the one in the nursery – are protected by *glass like steel* spells.] A richly furnished bedroom with a massive, deeply-cushioned canopy bed placed exactly in the center. On the nightstand next to the bed is a jar labeled “**Oil of O’Lay**” (see Appendix B: New Magic Items for details). Under the mattress is the electrum key needed to open the wall safe in the gallery.

- a. **Skeleton Closet:** The moment this non-descript door is opened, **skeletons** begin pouring out of the extra-dimensional space behind it at the rate of one per round. The only way to stem this unholy tide is to shut the door, which requires, ironically, a successful open doors roll. *Skeletons* (variable) [AL C, MV 60’ (20’), AC 7, HD 1, #AT 1, DG 1d6, SV F1, ML 12]
- b. **Water Closet:** This room contains an outside porcelain tub with bronze, clawed feet and it toilet; the latter is half-full of water and magically whisks away any organic waste it touches. Hanging from a horizontal bar affixed to the wall near the tub are several towels of varying sizes embroidered with a stylized “T.” At the bottom of the tub is a rubber ducky, which any adventurer worth his salt ought to be able to find a use for.

27. **Nursery:** In the corner of this room, near the window, stands a beautiful crib fashioned from rosewood and adorned with intricate carvings depicting an idyllic nature scene; a matching toy chest rests against the far wall (both gifts from Tazimack’s elven in-laws; both valuable objects d’art). The chest contains a whole mess of expensive, finely-crafted toys, including, but not limited to: a gilded music box of gnomish manufacture (plays happy birthday); a 100 gp sapphire (Tazimack’s daughter liked the way it sparkled in the light); a stuffed owlbear, worn and limp and missing one eye; a kaleidoscope; and a wooden rattle. The last item is yet another parting shot from the former master of the

house; should anyone shake the rattle, it immediately turns into a **giant rattlesnake** (get it?) and attacks, probably with surprise. *Rattlesnake, Giant* (1) [AL N, MV 120’ (40’), AC 5, HD 4, #AT 2, DG 1d4/1d4+special (poisonous bite), SV F2, ML 8]

### **The Basement**

28. **Wine Cellar:** Great wooden casks line the east and west walls of this earthen-floored cellar; twelve of them are filled with wine (an exemplary vintage, with earthy undertones and a velvety nose), but one contains a different kind of spirit – a **wraith**. An area in the south wall that used to contain an archway has been bricked up – a fact any dwarf present has a normal chance of noticing; otherwise it must be searched for and detected as a secret door. Characters who successfully listen at the bricked-up archway can hear the *Device*’s racket far off. *Wraith* (1) [ALC, MV 120’ (40’) or fly: 240’ (80’), AC 3, HD 4, #AT 1, DG 1d6+special (touch drains life energy), SV F4, ML 12]
29. **Harrowing Hallway:** Entering this hallway requires characters to save vs. spells or suffer the effects of a *fear* spell. Noise from the *Device* is obvious here (no roll required).
30. **The Device:** In the center of this plain 30’ x 30’ stone chamber sits the *Device* – a giant, Seussian conglomeration of gears, hoses, dials, gauges, buttons, pistons, valves and dozens of other, like mechanisms. It’s currently malfunctioning, which causes it to whistle, bang, knock, grind, clank and make other, less definable sounds. Tampering with the *Device* is ill-advised, and may (1 in 20 chance) cause it to explode, destroying everything in a 5 mile radius. Unbeknownst to the characters, the *Device* is ultimately responsible – in some mind-bogglingly tortuous way that no mere mortal could ever understand – for their being here. It’s actually a *Plot Device*.

### **The Attic, the Widow’s Walk and the Pack Rat’s Lair**

31. **Attic:** Amongst the great accumulation of junk stored here are thirteen pieces of old furniture with white sheets draped over them; underneath one of the sheets is a **mirror of opposition**. With one notable exception – the sapient sword, **Eleanor** (treat as a secret door for the purposes of discovery; see Appendix E: Eleanor for details) – the rest of the items here are mundane and, for the most part, worthless or broken. However, any character who searches here automatically (no search check required) gets one roll on the table in Appendix D: Toys in the Attic. A rickety wooden staircase leads up to the widow’s walk.
32. **Widow’s Walk:** A wide platform surrounded by a waist-high metal railing, with a modestly-sized cupola in the center. The cupola has cracked on one side, allowing a **giant black widow spider** to nest within. From here, characters may climb up to the lightning rod atop the house (actually a **wand of lightning** placed here to “collect” charges; it now has 7). From this height, it is

possible to make out the village of Tolb to the west and, beyond that, the sea. *Spider, Giant Black Widow* (1) [AL N, MV 60' (20') or web: 120' (40'), AC 6, HD 3, #AT 1, DG 2d6+special (poisonous bite), SV F2, ML 8]

33. **Pack Rat's Lair:** If characters have entered the pack rat's lair, they must have discovered a way to miniaturize themselves – which means the pack rat is, by comparison, now a **giant rat!** The tunnel leading back to the rat's lair is short but terribly cramped, forcing characters to march single file. Needless to say, the rat defends his home ferociously. Amidst the bits of string, moldy crumbs and other worthless odds and ends comprising the rat's hoard is a **ring of invisibility.** *Rat, Giant* (1) [AL N, MV 120' (40') or swim: 60' (20'), AC 7, HD 1d4 hit points, #AT 1, DG 1d3+special (bite may cause disease), SV F1, ML 8]

## Appendix A: New Creatures

### Banshee, True

No. Enc.: 1 (1)  
Alignment: Neutral  
Movement: 120' (40')  
Armor Class: 3  
Hit Dice: 4+4  
Attacks: 1 (wail)  
Damage: 1d4/round  
Save: F5  
Morale: 12  
Hoard Class: XVIII  
XP: 300

These shadowy female creatures resemble wraiths, except that their eyes glow with a cold, white light and their large, dark mouths are always open. When angered, they attack by emitting a piercing wail that causes 1d4 points of damage per round to anyone within 30'. True banshees are immune to *sleep*, *charm*, *hold* and non-magical weapons; furthermore, as they are not actually undead, they may not be turned.

### Disembodied Brain

No. Enc.: 1 (1)  
Alignment: C  
Movement: 0  
Armor Class: See below  
Hit Dice: 1d4 hit points  
Attacks: 1 (spells)  
Damage: N/A  
Save: MU 6  
Morale: 10  
Hoard Class: None  
XP: 150

As its name implies, a disembodied brain has been removed from its cranial housing – after which it is placed in a jar or similar receptacle filled with preserving fluid, usually for the purpose of experimentation. The dark sorcery which allows a disembodied brain to continue to think and exist apart from a body or any regular sensory apparatus both warps it and facilitates its discovery of powerful mental powers. Aside from being able to sense and communicate telepathically with any

sentient being within 30', a disembodied brain may employ each of the following spell-like abilities once per day: *charm*, *confusion*, *feeblemind* and *telekinesis*. The brain itself has no armor class, of course, though the container that protects it may.

### Grue

No. Enc.: 1 (1)  
Alignment: N/A  
Movement: N/A  
Armor Class: N/A  
Hit Dice: N/A  
Attacks: 1 (eat)  
Damage: N/A  
Save: N/A  
Morale: N/A  
Hoard Class: N/A  
XP: N/A

A grue is more a phenomenon than a creature. Over the centuries, adventurers noticed that when they spent time in an area of magical darkness, sometimes someone just...disappeared. No one who has disappeared in this way has ever been seen or heard from again. The wisest sage who ever lived contended that the missing adventurers had been eaten by a sort of entity, which he called a grue. In game terms, for every round that adventurers spend in an area of magical darkness, there is a cumulative 1% chance that one of them (determined randomly) will be eaten by a grue. No attack roll is made, as grues never "miss."

### Skeletal Seneschal

No. Enc.: 1 (1)  
Alignment: C  
Movement: 60' (20')  
Armor Class: 5 or by armor  
Hit Dice: 5  
Attacks: 1  
Damage: 1d6 or by weapon  
Save: F5  
Morale: 12  
Hoard Class: None  
XP: 200

Necromancers sometimes find themselves in need of an undead steward or bodyguard with greater intelligence and vitality than the average skeleton – thus the skeletal seneschal. Aside from their increased hit dice and improved saves, a skeletal seneschal is capable of rational thought and may act on its own initiative; moreover, they are usually equipped with better armor and weaponry than normal skeletons. Finally, unlike their lesser brethren, skeletal seneschals possess eyes of flickering, green fire.

## Appendix B: New Magical Items

**Crocodile Tears:** Imbibing this small quantity of salty green liquid makes a character weep uncontrollably for a full turn, causing every creature within sight and/or hearing – even golems and mindless undead – to cease whatever they're doing and feel sorry for him (though they may still defend themselves, if necessary).



**Discordant Harp:** Playing this harp causes *confusion*, as the spell, to every creature within 30' – including the player.

**Holocaust Cloak:** This shiny black cloak protects the wearer from 50 points of fire damage (cumulative) – after which it disintegrates.

**Oil of O' Lay:** Like other oils, this pearly cream is not imbibed but applied to the skin. Each application reverses 1d4 years of aging. When discovered, a jar will typically contain 1d6 applications.

**Ragnarock:** Should the possessor of this little onyx gem die, he is instantly resurrected, fully healed and teleported to the safest place he remembers. The gem's magic functions only once. (Tazimack used to create these little life-savers for his associate, the thief, Ragnar, who often got himself into disastrous situations.)

**Zingers:** These spherical mercury bullets are dangerous to manufacture and, as a result, quite rare. When thrown or launched from a sling or similar device, they burst into a randomly determined color and unerringly strike their target for 1d6+1 points of damage (much like a magic missile).

### Appendix C: Library Books

Roll a d20 and get creative!

1. *Tobin's Spirit Guide*
2. *The Hitchhiker's Guide to the Multiverse*
3. *A Guide to Monsters*
4. *The Philosophy of Time Travel*
5. *The Encyclopedia Frobozzica*
6. *A Handbook for the Recently Deceased*
7. *The King in Yellow*
8. *The Delomelanicon*
9. *How I Did It*
10. *Table of Rust Rates*
11. *The Dynamics of an Asteroid*
12. *The Truffle Plantation*
13. *Thrupp's Almanac*
14. *The Protocols of the Elders of Tralfamadore*
15. *The Grasshopper Lies Heavy*
16. *The Hyperion Cantos*
17. *Nakedness Tonight!*
18. *Le Morte d'Arneson*
19. *The Bevis Addendum*
20. *Rules for Fantastic Medieval Wargames*

### Appendix D: Toys in the Attic

Roll a d20

1. War horn (may adversely effect enemy morale)
2. 11' pole
3. Lyre (needs new strings)
4. A painting of Tazimack and his adventuring companions (a halfling with a crooked smile dressed in black; a green-eyed half-elf in woodsman's garb; a dark-haired, square-jawed human in red-dragon-scale armor; and Tazimack himself: a human with black hair and a short beard, clad in deep red robes). Perceptive readers/viewers may notice the conspicuous absence of the Pentaverate's fifth member.

5. Brass knuckles
6. Vigilante-style black mask (alter-ego optional)
7. Loaded knucklebone dice
8. Treasure map
9. Boomerang
10. Fedora
11. Small metal mirror
12. Winged helmet
13. 4 shuriken (throwing-stars)
14. Small hourglass
15. Sword cane
16. Highly ornate codpiece
17. Skull cap
18. Pouch filled with marbles
19. Croquet mallet (can be used as a club)
20. Spyglass

### Appendix E: Eleanor

Type: Longsword +2

INT: 12

Alignment: Neutral

Psyche: 11

Willpower: 24

Motivation: No special

Communication: Verbal, *Read Magic*

Languages Known: Common, Neutral, Elvish, Goblin and Dwarven

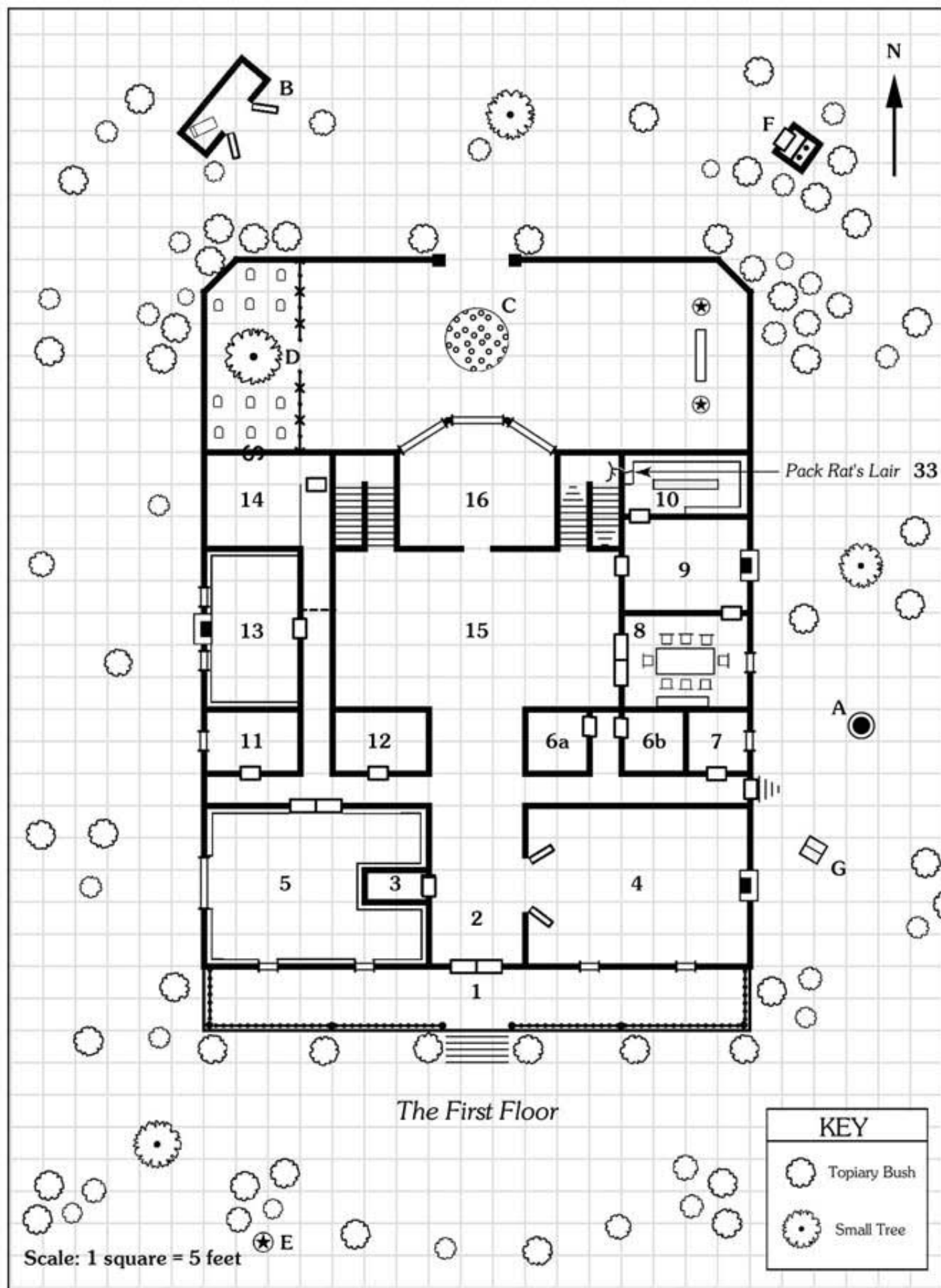
Detection Powers:

1. Moving walls and rooms (10' range)
2. Invisible or hidden (20' range)
3. Sloping passages (10' range)

Spell-like Powers:

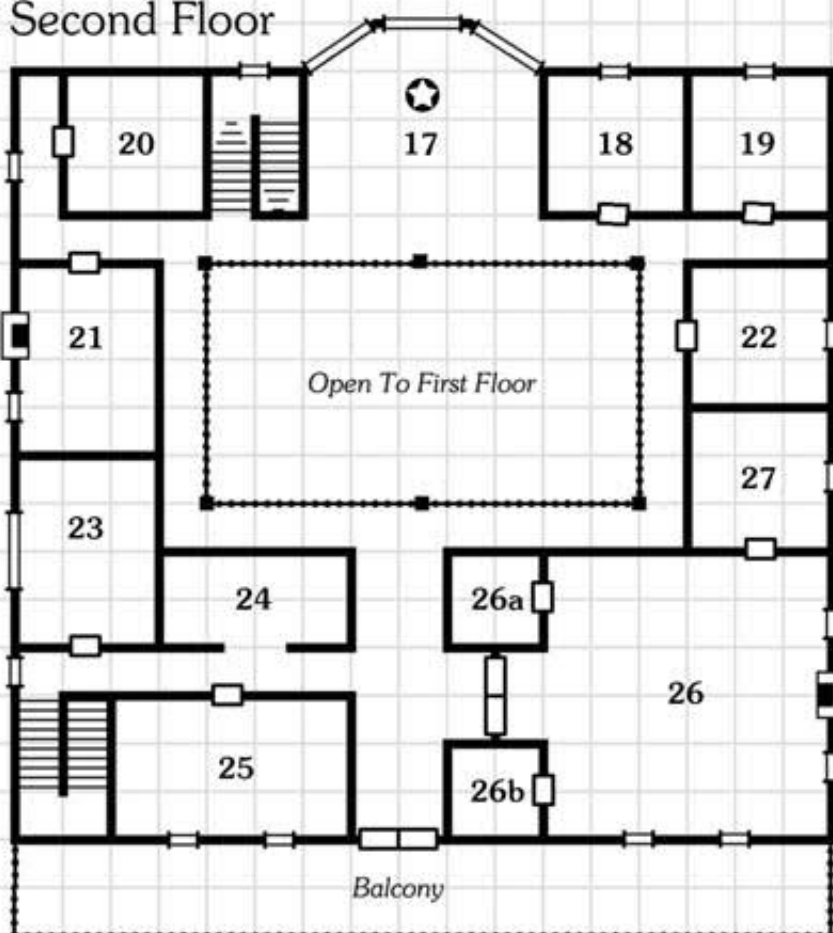
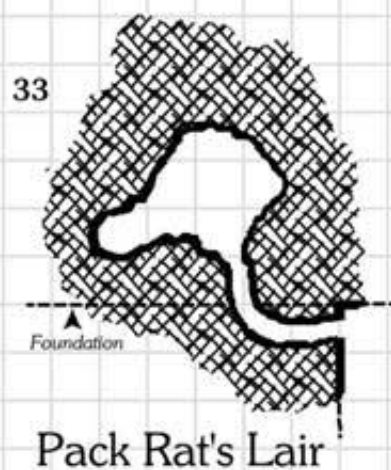
1. Clairaudience

Personality: *Eleanor* is insecure, jealous, vain, hypersensitive, emotional, co-dependent and, last but not least, prone to infidelity. She will not tolerate other weapons on her wielder's person; she vehemently dislikes other women, and will not tolerate her wielder having a relationship or being intimate with one; she abhors cowardice or caution (even when it's the better part of valor), screaming things like "Coward!" or "Oh, the *shame!*" whenever her wielder backs down from a fight or runs away – after which she may refuse to be drawn for hours, days, weeks or until the wielder has somehow obtained her forgiveness. Basically a serious pain in the rump.

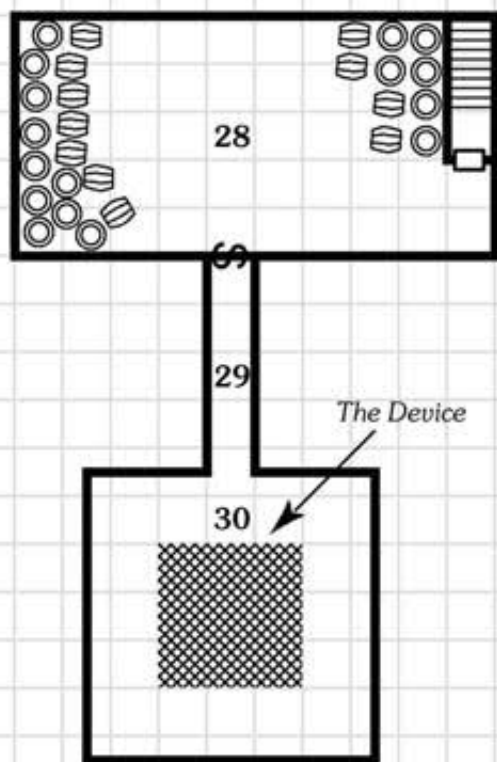




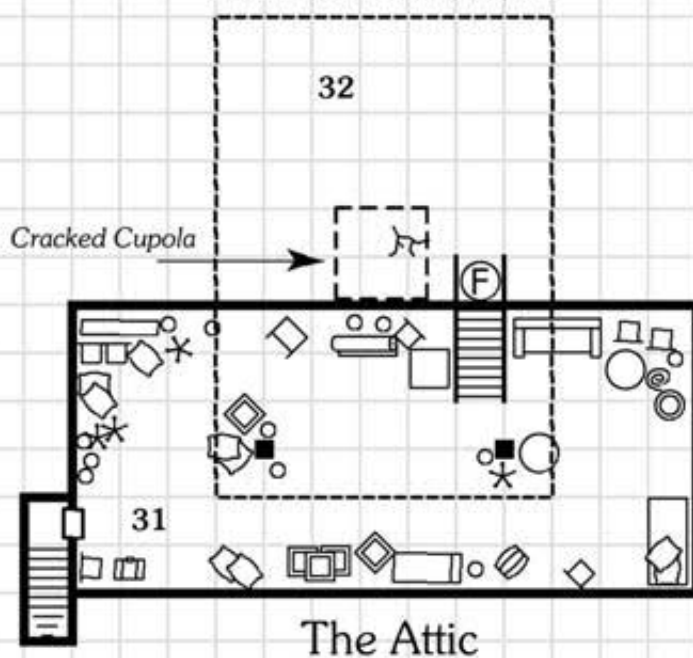
## The Second Floor



## The Basement



## The Widows Walk



Scale: 1 square = 5 feet



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