

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

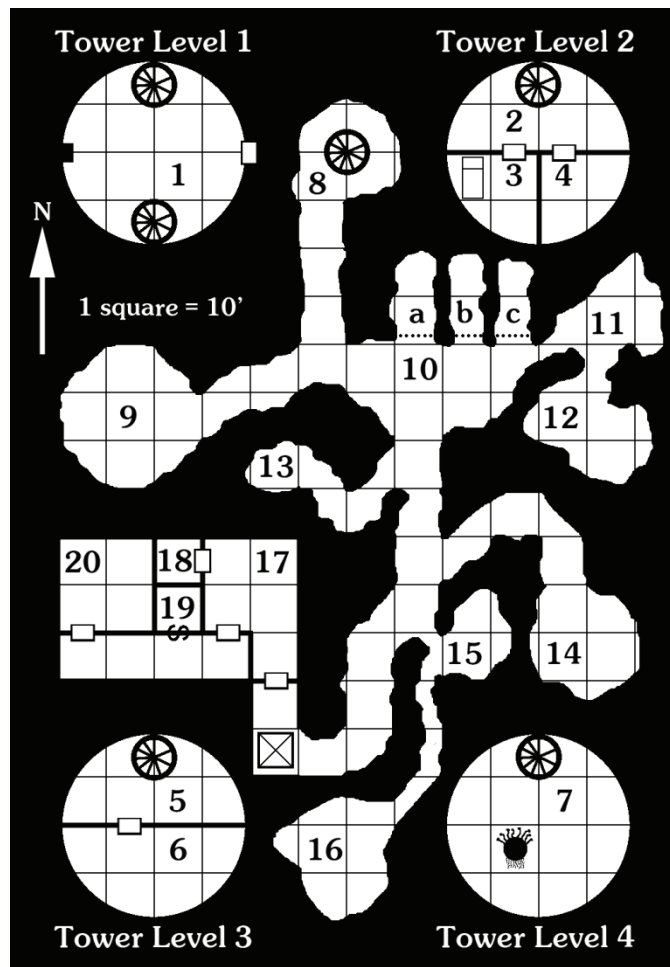
An ominous tower lies in a valley among dark woods. Moans and unintelligible voices from the tower occasionally rattle the valley and reach a small frightened farming village. Rumors say that long ago a demon-worshipping sorcerer once lived in the tower, but no one dares investigate. Can a brave party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

The Tower

- 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.
- Sitting Room:** This room is adorned with dusty old furniture.
- 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.
- 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]
- 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.
- 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.
- 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.



You're tired of the new editions.

So get your retro on with *Labyrinth Lord*!

Relive or freshly discover your gaming roots.

Whether you're tired of the new editions or just need a change of pace, the *Labyrinth Lord* fantasy role-playing game can meet your retro-gaming desire. *Labyrinth Lord* gives you the play experience of the old editions of the world's most popular fantasy role-playing game!

Classic Edition (Product code GBD1001)

The *Labyrinth Lord* core rules emulate the play style of the classic game from 1981. This edition is great for all ages, including busy adults who just want to sit down and play with little prep time.

Advanced Edition (Product code GBD1002)

Ratchet your play experience up to advanced proportions with the *Advanced Edition Companion*, a handbook of advanced player and referee options. Play the race and class possibilities from the advanced "first edition" 1978 rules, with additional monsters, magic items, and optional rules to add more depth to your game.

With *Labyrinth Lord*, even in 2011 it's 1980 all year long.

Orcus plays *Labyrinth Lord*



...and so should you.

Goblinoid Games

www.goblinoidgames.com



Look for your free *Labyrinth Lord* adventure on the reverse of this page!

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, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

The Gibbering Tower Copyright 2011, Daniel Proctor. Author Daniel Proctor.

END OF LICENSE

Copyright 2011 Daniel Proctor. *Labyrinth Lord*™, *Advanced Labyrinth Lord*™, and *Goblinoid Games*™ are trademarks of Daniel Proctor.