

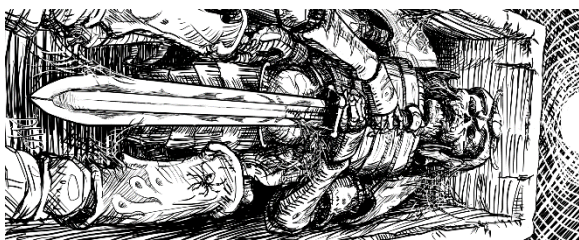
The Labyrinth of Cull the Chaotic

You awake tired, damp, cold. On the rough stone floor of a place you don't recognize. One measly torch sputters it's last few breaths on the wall, giving you just enough sight to look around yourself and see the trappings of a dungeon!

You don't know by what twist of fate you arrived here, in this sad place. But now you must escape!

You have only the **clothes** on your **back** and the **knowledge** in your head. The **skeleton** of a person lies in the corner, curled into a ball. Next to them rest a **backpack** and a **club**.

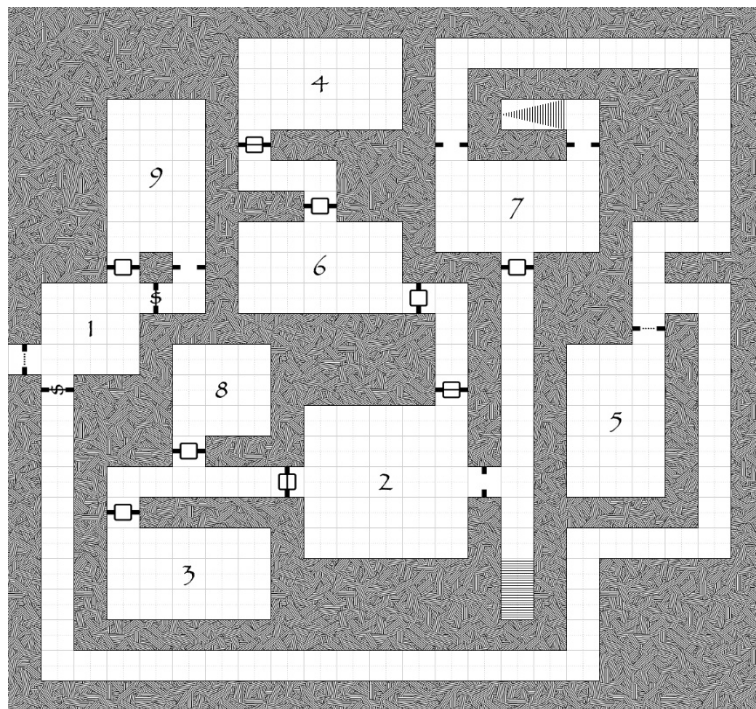
There is a door to the north and nothing else, the torch on the wall about to go out. It's time to leave! Before you end up like this guy!



Loot!

In all rooms except 1 & 5 roll 1d8+3x5 thrice for **gp**, **sp**, and **cp**. In room 1, roll 4d6+8x10 thrice for **gp**, **sp**, and **cp**. If you're feeling nice, add 1 **magic item** to the loot.

***Players start in room 5**



1. One of the **three exits** to this level of the **dungeon**, this is by far the best. Leading out to the wilderness not far from a friendly **village**. Within this room is a chest of **valuables** along with a **note congratulating** the adventurer!

2. The remains of some **battle** lie here. Several corpses are strewn about, and some have **risen**! There are **three skeletons** in this room, ready to continue their fight with all who enter! Past this room can be seen the **exit** from the dungeon up into the **Cull's tower**, where his guards are watchful and give those who escape **one chance** to enter the dungeon again before **attacking**.

3. Two **chaotic cultists** are trapped in a ritual to their demonic lord. They do not notice anyone come or go

unless they are disturbed. If left undisturbed when the player leaves this floor of the dungeon, a great **Balor** will be summoned that rampages the dungeon! Also here is a map of the entire floor, except room 9, showing secret doors!

4. This room contains **two children** who both appear terrified and lost. One is a **chaotic Doppelganger**! Both will profess that the other is an **imposter**.

5. This room is described on the first page to the left. The backpack contains 1 torch, a flint and steel, a half drained waterskin and, under a **secret flap**, a **key** to the door leading out of the room. The door can also be **smashed open**, awakening the **corpse**, who will **attack**!

6. An **Orc**, a **Goblin**, and a **Hobgoblin** argue about how to proceed while in this room. They will attack the player on sight, if calmed, they also don't know how they got here.

7. This damp, dark room holds two angry **Kobolds** who will attack any who enter! This room leads to the stairs headed to the next level of dungeon, enter at your own risk!

8. This room holds a **Carrion Crawler** feasting upon a pair of human corpses. It will not attack unless provoked. A **slight gleam** can be seen from one of the bodies...

9. Here is the abode of **Cull the Chaotic** who watches by scrying as all he captures try to escape his dungeon! He is **guarded** by four **Skeletal Knights** and a **Minotaur**.

Monsters

Balor

A massive Demonic Lord

(HD: 10; AC: 2; ATT: 3 Sword 1d12, Whip 1d10; MV: 60' / 150' (flying))

Carrion Crawler

A wormlike scavenger

(HD: 3+1; AC: 7; ATT: 8 or 1 Tentacle Paralysis, Bite 1; MV: 120' (40'))

Doppelganger

A chaotic shapeshifter

(HD: 4; AC: 5; ATT: 1 bite 1d10; MV: 90' (30'))

Cultist

A servant of Chaos

(HD: 1; AC: 6; ATT: 1 Club 1d6; MV: 90' (30'))

Goblin

A wild monster

(HD: 1-1; AC: 6; ATT: 1 Dagger 1d4; MV: 90' (30'))

Hobgoblin

A lawful savage

(HD: 1+1; AC: 6; ATT: 1 Sword 1d8; MV: 90' (30'))

Kobold

A diminutive beast

(HD: 1; AC: 7; ATT: 1 Dagger 1d4; MV: 90' (30'))

Minotaur

A great monster

(HD: 6; AC: 6; ATT: 1 Gore 1d6, 1 Sword 1d8+2; MV: 120' (40'))

Orc

A wandering monster

(HD: 1; AC: 6; ATT: 1 Club 1d6; MV: 120' (40'))

Skeletal Knight

A risen lord

(HD: 2+1; AC: 5; ATT: 1 Sword 1d8; MV: 90' (30'))

Skeleton

A risen dead

(HD: 1; AC: 7; ATT: 1 Shortsword 1d6; MV: 60' (20'))

The great Wizard **Cull** is a hero to the peasants and nobles alike, a man of honor who saves all those in need.

Little do they know, he has a darker side. The **Magic User** is a worshipper of Chaos, and uses his immense power and wealth to play games on unsuspecting travelers. The **Labyrinth** is his oldest game.

Discovered underneath his tall tower in the **Hinterlands**, the dungeon has been stocked with many terrible foes for **Cull's** endless games.

If you can escape, great riches will be your reward. But if you cannot break free of this terrible place, your corpse will become just another on the pile!

Be sure to go and check out strongholdpress.blogspot.com

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Labyrinth of Cull the Chaotic!

By **William Cord**



A trifold adventure
for **Pamphlet Dungeon
Jam** compatible with
BECMI and OSR systems!