

THE LABYRINTH OF A THOUSAND DOORS



CAMPAIGN OVERVIEW

Theme/Genre:

Fantasy, Mystery, Puzzle Dungeon

Tone:

Mysterious, Eerie, with moments of Dark Humor

Target Level for Players:

Level 5

Expected Duration:

2 Hours

Player Focus Preferences:

- **Combat:** Medium
- **Roleplay:** Medium
- **Exploration:** High

BACKSTORY AND SETTING

WORLD OVERVIEW:

The city of *Calderis*, nestled between majestic mountains and mythical forests, is renowned for its cultural and magical influence. Buried deep within the city's past lies a mystery: the *Labyrinth of a Thousand Doors*, a dungeon shrouded in enigma and legend, defying the very fabric of space and time. While tales tell

of countless who entered, only a few have returned, whispering of glittering riches in its unending corridors.

LOCAL AREA – THE MUSEUM OF ARCANES RELICS:

Once barred and forgotten, the *Labyrinth of a Thousand Doors* was rediscovered by archaeologists who inadvertently unearthed its entrance. Calderis' leaders transformed this entry into the *Museum of Arcane Relics*, now a city marvel. Guarded heavily, its depths remain unexplored after numerous failed mapping attempts.

HISTORICAL CONTEXT:

Created by the elusive mage *Vaelcor the Architect*, the Labyrinth was conceived as a shifting vault and a formidable prison. Legends claim Vaelcor himself vanished within its depths, leaving behind cryptic hints of its design and intent. The *Architect's Seal*, a lost keystone, purportedly provides dominion over the Labyrinth, though its current whereabouts are unknown.

IMPORTANT NPCs:

- **Curator Melara Greythorn** (*Neutral Good Half-Elf*): The passionate yet wary head curator of the Museum. She is torn between overwhelming curiosity and the dire risks the Labyrinth poses.
- **Inspector Drenvik Baelrow** (*Lawful Neutral Dwarf*): The guard enforcer overseeing the Labyrinth's security, maintaining skepticism towards adventurers.
- **Mysa "Gold-Eyes" Vreen** (*Chaotic Neutral Tiefling*): A rogue with a past tied to the Labyrinth, she barely escaped its clutches and now barter information for the right price.

PLOT HOOK

THE OPENING SCENE:

As the adventurers wander the Museum of Arcane Relics, chaos suddenly unfurls. The ground rumbles from beneath, arcane energies flicker across exhibits, and the stone seal guarding the Labyrinth trembles as though something within is stirring. Moments later, Melara Greythorn approaches the party, urgency mirrored in her eyes.

Dialogue Prompt - Melara Greythorn:

"The Labyrinth... It's awakening! Something... something is disturbing its magic from within. We need your help before it spills its chaos into the city!"

She reveals that calming the Labyrinth's fury requires the *Architect's Seal*, rumored to dwell deep within. Melara promises gold and any treasures from the Labyrinth as reward, urging the adventurers to act swiftly.

Primary Objective:

Retrieve the *Architect's Seal* and subdue the Labyrinth to prevent its chaotic magic from engulfing the city.

KEY LOCATIONS

LOCATION 1: MUSEUM OF ARCANE RELICS (STARTING AREA)

Atmosphere:

A grand hall filled with arcane relics, ancient tomes, and an incomplete map of the Labyrinth. The air is charged with protective wards designed to contain the arcane energy.

NPCs and Encounters:

- Melara explains the situation's urgency, while Inspector Drenvik remains skeptical, needing persuasion or proof.
- Mysa Vreen drops by offering obscure insights into the Labyrinth's enigmatic doors if compensated in gold or swayed by Charisma checks.

LOCATION 2: THE INFINITE HALLS (INTERMEDIATE AREA)

Atmosphere:

Endless corridors lined with identical golden doors humming with magic. Each creak and echo feels alive, filled with the whispers of other lost souls.

Challenges:

- **Puzzle:** Discover the correct sequence of doors to venture deeper by interpreting wall symbols (requiring INT or WIS checks). Incorrect choices lead to dangerous traps or rooms:
 - Oozes (2x Gelatinous Cubes) ready to consume.
 - A hall of magically rising spikes necessitating quick reflexes (DEX saves).
- **Friendly NPC:** Rescuing a bedraggled gnome wizard, *Jarik Tinkspanner*, who offers tips for navigating the Labyrinth in exchange for safe passage with the party.

LOCATION 3: VAELCOR'S VAULT (FINAL CLIMAX)

Atmosphere:

A vast chamber filled with glowing, floating platforms linked by ephemeral chains of light amidst an abyssal

backdrop. The air freezes with dread as the party approaches the centerpiece: an ornate pedestal surrounded by illusionary and true versions of the *Architect's Seal*, requiring investigation to discern.

Final Encounter:

- **Boss Fight:** *Vaelcor's Warden*, an arcane construct (CR 7), activates upon the Seal's disturbance.
 - **Abilities:** Flame Jets (AoE fire), Chain Lash (grapple/throw).
 - **Tactics:** Pulls adventurers off platforms toward the abyss, resisted by STR/DEX checks.
- As the Labyrinth reaches peak chaos, platforms shift unpredictably (DEX saves to stabilize).

ENCOUNTERS AND CHALLENGES

- **Combat:** Engage Vaelcor's Warden, manage environmental hazards.
- **Roleplay:** Negotiate assistance from Mysa or Jarik.
- **Puzzle:** Solve the door sequence using symbols/riddles, allowing for strategic and creative problem-solving.

CLIMAX AND RESOLUTION

Success:

By defeating the Warden and securing the *Architect's Seal*, the adventurers quell the Labyrinth's chaotic energies, restoring dormancy. Celebrated upon their return, they receive rewards, thanks from Melara, and Calderis' adoration.

Failure:

A failure results in the Labyrinth expanding uncontrollably, spreading chaos across Calderis. The group's reputation lives in infamy as those who faltered against imminent disaster.

REWARDS

- **Loot:**
 - Optionally, the *Architect's Seal* as an artifact.
 - Divided 750 GP and assorted magical items found within.
- **Story Rewards:**
 - Heightened standing in Calderis, opening opportunities for future endeavors.
 - Melara's ongoing support as a loyal ally.

SUPPORTING DETAILS

CUSTOM STAT BLOCKS:

- **Vaelcor's Warden (Arcane Construct)**
 - CR: 7
 - HP: 136
 - AC: 17
 - Special Ability: *Displacement Pulse* (teleports any PC within 30 feet randomly).

MAPS:

1. Museum of Arcane Relics (exhibit layout with puzzle context).
2. The Infinite Halls (modular design highlighting randomness).
3. Vaelcor's Vault (platform-based battleground visual).

PLAYER HANDOUTS:

- Encrypted runic messages hinting at the door puzzle's solution.
- Fragmentary map of Labyrinth's initial segments.

ATMOSPHERIC MUSIC/SOUNDS:

- Whispering echoes.
- Low omnipresent magical hum.
- Dramatic orchestral score for the climactic battle.

FLEXIBLE OUTCOMES

- Players attempting to destroy the Seal instead cause Labyrinth closure, trapping them without escape options unless devised creatively.
- Opting for NPC alliances, like Mysel's or Jarik's service, unlocks alternate narratives and routes.

POST-GAME WRAP-UP

- **Debrief Questions:**
 - What elements were most memorable?
 - Was the balance of combat, roleplay, and exploration satisfactory?
 - Interest in future Labyrinth exploits?
- **Epilogue Options:**

The Labyrinth may reappear as the setting for ongoing adventures, with its shifting chambers inviting explorers back to unravel its entrenched mysteries.