

TOWER OF MAGICKS

FOLLOW THE DEMON HORDES' PATH TO WHERE MAGIC HAS GONE WILD



A Fantasy Adventure for 4 to 8 Players
of 3rd to 6th Level of Experience



Samuel A. Lewis



TOWER OF MAGICKS



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TOWER OF MAGICKS

by *Bill Fawcett*

Edited by Cory Glaberson

Art by Mike Moyle, James Clouse, Jerry O'Malley, and Dave Bromley

Cover Illustration ©1982 Janny Wurts

Janny is also the author of Sorcerer's Legacy, published by Ace Science Fiction

Dedicated to the Memory of
James Leeper

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BACKGROUND

The original legend of Orlow the Beastmaker and his evil wife Frantasy are well known throughout the lands. After a century the tale has changed and grown in the telling, but retains the basic facts. Players not familiar with **BEASTMAKER MOUNTAIN** should be briefed in general terms on what follows:

The flight of Orlow the Beastmaker, a Lawful Good Wizard began when life with the beautiful, but evil, Wizardess became unbearable for the mild, reclusive Magic User. After Orlow discovered his bride was also an evil priestess, dedicated to one of the more repugnant demons, he carefully disappeared from his villa. Frantasy, needing Orlow's powers for her plans and outraged at being spurned, swore a pact with her Demonlord Baal hap Blum to pursue and punish her vanished spouse. To this end the Munificent Ruby Rings were created (see below) and literally hundreds of hapless adventurers have died since.

After 70 years, Frantasy finally located Orlow. Both were now well over 300 years old, but appeared 40 due to magical aids. Orlow had gathered around him a band of stalwart warriors and clerics. Tired of endless hiding, the Wizard caused allied Earth Elementals to construct a tower and wall in an isolated valley. In this tower Orlow began building a partially technological and partially magical device based upon rare jewels obtained on the Elemental Planes. This instrument would enable Orlow to cast spells with no limit and finally hold his evil wife at bay.

The wonderous device was almost completed, but Frantasy and Baal hap Blum traced the disturbances the magic defense caused in the fabric of magic and discovered Orlow's location. At her Demonlord's command the forces of evil massed to assault the tower and gain the sorceress' revenge. Orcs, Goblins, and Trolls from far afield gathered under the command of Baal hap Blum's demons. . .

Too Late

The greying wizard looked mournfully out a window of the black stone Tower. Across his back danced the multicolored lights of his most magnificent creation. A mechanism capable of tapping the very source of magic.

In a few weeks it would be completed and safely sealed within a protective room. His tower would be impervious.

The tired Wizard scanned the horizon beyond the mass of evil minions. No legion of Lawful Good cavalry crested the hills. No banners waved, no horns blew to signal Orlow's rescue and he was painfully aware of the futility of expecting them. His brave warriors and clerics, spread thinly along the small curtain wall, were alone. And though his men resolutely stood with him, they shared the Wizard's sense of hopelessness. Orlow, suddenly cold, shuddered and drew his cloak around him. Still, gathered here was the best Law had to offer against the resurging powers of Chaos. The small garrison would stand to the last man and give the bards something to sing about for decades.

A stirring of the massed ranks of evil was followed by a surge towards the low walls and its determined defenders. Within minutes, the clash of arms and the screeching of the lesser demons drowned out all other noise. Carefully studying the battle, Orlow husbanded his magic. Only a Web and a Fireball were needed to shore up gaps in the defenses. Stronger magic would be needed later. For three days the demons have surrounded the Tower and still Frantasy and her Demonlord had yet to appear.

Triumph mingled with relief played across Orlow's face as the hordes melted back from the walls to out of arrowshot. It was not pleasant for him to reflect that in an earlier, happier, life the carnage his men wreaked upon Chaos' hordes would not have given him so much satisfaction. The endless fleeing and fear were sowing the seeds of Evil within the gentle

Magic User. So much of the death and suffering around him was due to his misjudgements. There was much he had cause to regret.

It would be hours before the attackers could sort themselves out for another assault. Orlow turned once again to work with the misty circuits of his device knowing it would not be finished to save himself and those with him.

The Final Assault

There was no question this would be the final assault. Earlier, Baal hap Blum himself led the last attack.



Only the ward, engraved on the top floor of the tower, had abruptly stopped him several hundred yards away. Orlow's great friend the Patriarch of the Sun had promised with his dying breath that the inscription would keep the demons away. No Demon with magical abilities could enter the Tower.

Then the chanting began

Amidst the macabre shapes of the minor demons and goblins, Frantasy and Baal hap Blum were performing an unknown rite. Baal hap Blum himself appeared to be the focus of the incantation and undoubtedly it meant doom to the remnants of the tower's garrison.

Spread thinly along the battered stone wall, those facing the rite were astonished when Baal hap Blum disappeared in a blinding flash of unwholesome green light. As vision returned, all saw Frantasy holding aloft a sword crackling with evil power. From its tip the essence of the Chaos that was Baal hap Blum shattered the air molecules around it.

A guttural warcry rose from the throats of the hundreds of enthused attackers. Frantasy, her hair turned white from the strain of the ritual, mounted her coal black charger and spurred him towards the Tower. In her hand was the demon weapon and when she reached the wall, she struck it against the stone. Incredibly, a massive section of the wall exploded into a shower of masonry. Frantasy wielded her sword again and again and each time the wall would explode inward. By the time she burst the iron gate with two deft strokes, her hordes were already climbing over the ruined wall and making short work of Orlow's men. The last warriors of Law fled in panic as as the Wizardess and her invincible weapon plunged into the courtyard. A second series of strokes melted the bronze doors of the Tower as if they were made of mist, and the spawn of hell moved in for the kill.

Chaos' victory was followed by hours of a frantic and frustrating search for Orlow by his now white haired nemesis. Once more the Wizard had fled his tormentor and the decades long chase would continue. In frustration, Frantasy probed the unusual magical mechanism her estranged husband had been preparing. Without warning the incomplete device began functioning.

In the first few minutes all the spells contained within the machine cast forth into the valley and Tower. Walls of fire walked across the victorious horde of evil as webs, darkness and death danced along the corridors. All, who could, fled and many more died. Even Frantasy was forced to teleport to a dank, evil temple. Here she left Baal hap Blum, so drained from his expenditure of energy he appeared as but a simple bronze sword. Frantasy, also, was drained and with her last strength teleported to a safe temple to rest from the ordeal.

The Enchantress was sure Orlow had escaped. Realizing the Wizard would have had little time to hide any clues to his next hiding place, Frantasy ordered what was left of her forces to return to the valley and search it carefully. The few who returned told of magic gone wild. Even the threat of Frantasy's wrath couldn't convince them to return. Once more Frantasy and Baal hap Blum were forced to trap unwary adventurers to be their catspaw in

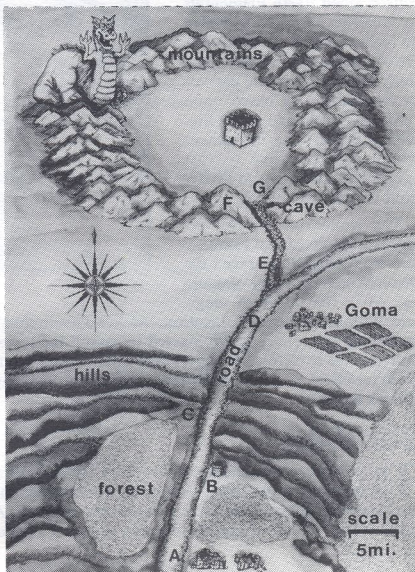
the hunt for Orlow. The demon has just completed the long and painful transition back into his original form when the players disturbed the abandoned temple he was left in by Frantasy.

Before We Begin. . . .

It's not easy being good in the role playing universe. Not to mention the hard choices, that every adventurer faces. But those of who take alignment seriously will find this module most exciting, for it is designed to put even the most holy of Clerics and the most righteous of Paladins through a nerve shattering course in situational ethics. This is not your usual kill-everything-in-front-of-you dungeon. Players will have to *think* their way out of situations and use their sword or staff sparingly or find their characters losing their abilities and their good name.

It is important that the group adventuring in this module lean heavily to the side of Lawful and most especially Good. A neutral or evil group will waltz through the beginning encounters and then find the first floor of the Tower excruciatingly hard. That does not mean a neutral thief cannot be part of the character mix, just that the more Lawful Good, Chaotic Good, or Neutral Good characters in the group, the more interesting this adventure will become.

Once the characters face the coming hard choices, the DM must warn the group that acts that are blatantly Evil or even Neutral will threaten the alignment status of individuals in the group. Player characters who kill a Lawful Good Cleric, for instance, might find themselves having horrible dreams at night which rob them of their sleep and their ability to gain new spells or heal naturally.



Other characters might feel the need to turn over all gold and magic items found in the dungeon to their God as a sacrifice.

And some, if they persist in evil ways, will find themselves unable to cast spells (or certain spells) or find their will to fight gone (a minus to hit and damage). The specifics of such maladies is left up to the DM, but a word of caution: don't sap your characters of too much strength or they won't be strong enough to face the Tower.

The point is that *The Tower of Magicks* is designed not for the ordinary confrontational tactics of most dungeons, but for a group to think their way out of. To deal with people without hacking them to ribbons.

Encounter A

The Beginning

One of the party (any member) notices a red tinted glint on the side of the road. When approaching the flash of light, the character will pass through a few crumbling ruins hardly noticeable in the high grass. Among the debris, the player character will see a small golden ring with a moderately-sized ruby set among barely visible (has to be examined closely) runes. The ring will be a "Munificent Ruby Ring" (see below).

Walking back to the road, a section of the sod will collapse under the feet of one of the heavier characters. The character will be able to keep from falling into the pit, but a considerable area (10' x 10') will have opened. The roof to a buried chamber has finally given way. The stone supports crashed down into the dusty chamber below smashing of a brass symbol on a stone altar.

The crushed symbol was a special aid to summoning Baal hap Blum. Seconds after the collapse a high pitched keening will issue from the pit. A brownish cloud will begin forming. If the party stays by the pit, the cloud will form into the shape of an 8' demon floating over the pit. If they flee, the cloud will pursue, overtake and solidify in front of them. Baal hap Blum will appear as a faintly lizardlike creature with grotesque features and bloodshot eyes. When the demon speaks, a scraggly black goatee bobs up and down. His voice is harsh and very loud, causing the horses to shy nervously.

Baal hap Blum informs the party that he resents their desecration of his his long quiet altar (and he doesn't care if it was an accident). At this point, he'll surround the party and himself inside a dome similar to a Wall of Force. Smiling toothily, Baal hap Blum will tell the players there is an errand they can run which will make up for their indiscretion.

He will explain it is necessary for him to gain information on the whereabouts of a runaway Wizard named Orlow. The last known location of the Wizard is a tower in a nearby valley. Unfortunately, a powerful ward prevents Baal hap Blum (or any other demons) from entering the area. He is willing to let the party go unmolested if they agree to merely poke around the tower for the demon and report back. The alternative will be filling the entire dome with lava just as Baal hap Blum gates back to his plane. As he waits patiently for an answer the bottom of the dome will fill with a thin (1/2") layer of lava which makes it very uncomfortable and steamy. Every round the



characters hesitate or try to fight the Demonlord, the lava gets a little higher, so that in three rounds leather boots are destroyed and metal shod feet and hooves are unbearably hot. Any horses still within the lava field will rear and throw their riders (causing 1-6 points of damage).

Fighting Baal hap Blum or attacking the wall are futile. They are both immune to magic below 8th level. The Demonlord cannot be harmed by non-magical weapons and magical weapons below +3 do one-half damage. The Demon has unlimited use of any Magic User spell up to third level twice per round, but he favors Slow and Hold spells. The party's pathetic attempts to hurt him will be the source of great amusement and cause him to howl with laughter. Eventually, the party should realize their only choice is to "humor" the demon even if they renege later.

Once the players agree to do the investigation, Baal hap Blum will ask them to assemble in a line before him. Using his version of the Munificent Ruby Ring, he will Geas the party to use their abilities to the fullest to completely search the Tower for clues to Orlow's whereabouts and to erase the rune which keeps the Demonlord from approaching the Tower of Magicks. The phrasing of the

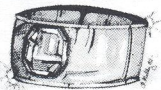
Geas exerts the party to follow all the leads in finding Orlow and continue searching the tower and the valley until find out the location where Orlow fled after the Tower's fall. The rune, the Demon believes, is on the top floor of the Tower and they must destroy it completely before they can leave the Tower. The spell also commands the characters to allow no one, not even priests of their own religion to deter them from their task. No one, regardless of alignment, can interfere, or thwart their efforts.

Failure to follow the Geas will result in Blindness being cast upon a character and one innocent child each day. While the character's sight will return the moment he follows the letter and spirit of the Demon's spell, the child's blindness will be permanent. As the players leave the Demon they will discover each is now wearing a Munificent Ruby Ring. Wearers of the ring will know that even suicide dooms a child a day to blindness.

The Munificent Ruby Rings

Each golden ring, with the ruby and the delicate runes, exerts its own influence over the player characters. Once the characters slip these rings on their fingers the spell they weave is impervious to the effects of other Geas spells or any other magical attempt to negate the Demon's commands (i.e. Remove Curse, Dispell Magic) short of a Full Wish. They were first created by Baal hap Blum to help Frantasy locate Orlow. The rings are definitely magical and will test as such to any normal means. An Identify spell will always tell the Magic User that the ring is a powerful anti-undead protection device. This the ring is, as it will protect any wearer from up to 6 hit dice of undead as a Protection From Evil spell. The Identify spell will never reveal, however, the hidden powers of the ring.

When one of these rings is put on, it casts a Geas upon



the wearer. This is in addition to the Geas already placed upon the characters. In effect, these two Geas combine to give the characters a double whammy if they fail to follow the letter of the summons. Failure to follow the second Geas will cause the player to become 1" shorter every day until the character is only 2' tall.

The Geas simply asks the characters to follow the trail of Orlow and investigate any location he has been at since he fled. Any information gained is instantly transmitted to Frantasy via Baal hap Blum who created the rings and enforces the Geas. The characters are unaware of this.

These spells do not place within the characters a slaving need to constantly rush about a dungeon regardless of the character's condition. In fact, the character will find themselves unable to take suicidal risks. This will not mean overt cowardice, but merely that the party will value the mission over any of his companions. Though evil and manipulative, Frantasy is not dumb. She wants those in

her sway to maintain themselves in a condition that will maximize the likelihood of finding useful information. The penalty will only occur if the characters actively fight their compulsion.

If the party performs a Legend Lore or is able to discover more about the ring, they will learn of the rewards that the cunning Frantasy has been rumored to give. These are said to include magical rods, rings, and even real rubies.

After 90 days, perhaps due to passage of time, or because Baal hap Blum has other work to do, the ring's Geas can be negated by a Remove Curse from any Lawful Good Cleric. This is known to most of the higher level clergy within the province. They also know that there is nothing they can do until then.

Once the Geas is removed, the ring instantly disappears and reappears in another location. (This was engineered into the ring to allow for the greatest dispersion in the search for clues).

As the players leave Baal hap Blum they will automatically know the location of the Tower Of Magicks. The next day they will begin feeling the compulsion to search out clues. And clues they shall find, for Frantasy has seeded the areas around the Tower with aids for the adventurers. Often these aids take the form of coins or maps which make traveling possible. Evil monsters will often come forward to help guide the players and other bands of evil creatures will avoid the party as soon as they notice the ruby rings. None of the creatures in the Tower, however, or other strongholds will spare a wearer, only those in the wilderness.

These rings appear to have a monetary value of 600 gold pieces.

Encounter B The Guardsmen

As the party travels down the road towards the town and eventually the Tower, they will approach a guard's tower. This is a small, two-story stone blockhouse garrisoned by six men at arms. They have been stationed here to provide protection for travelers and to keep watch for any creatures or parties who may be traveling into the forbidden valley. They are less concerned with stopping anyone from entering the valley than warning of its deadliness.

One guard will be on duty as the party approaches. He will hail them and three others will emerge as they approach the blockhouse. Watching carefully will reveal two further men with crossbows in the windows.

If the players tell of their mission, the guards will attempt to discourage them. When this appears unsuccessful they will attempt to place the party in "protective custody." Should the players resist, the guards will strike to subdue the first round. On the second round, or immediately after any guard is harmed, the bowmen will fire and the guards will begin fighting in earnest. If the party appears to be slaughtering the guards, the two in the blockhouse will flee out a back door to the town. If not stopped, they will return down the road in 10 turns with 10 more guardsmen and another sergeant.



The men in the blockhouse are led by a sergeant. He will be the man who first hails the party. All clearly wear the symbol of the local authorities and are equipped similarly.

2 Sergeants: Human Fighters, Skill 2, 12 HTK each
St-12 It-12 In-13 Sm-14 D-12 A-14
Chain, Shield, Short Sword, Dagger

15 Guardsmen: Human Fighters, Skill 1, 6 HTK each
St-12 It-10 In-10 Sm-13 D-12 A-10
Leather, Sword, Spear or Light Crossbows

Most are wearing a Lawful Good holy symbol on chains around their necks.

Encounter C The Bandits

The road enters hilly terrain shortly after the players leave the guardsmen. The path winds around several hills and vegetation becomes sparse. At one point the road travels through a small canyon. It appears to be the classic location for an ambush and . . . well . . . is one. On the hills nearby 14 Bandits await. They will all appear on the crests of the hills around the party with drawn short bows. A leader will then come down the hill and demand the players turn over all their valuables and their horses (if they have any). Should the players fire on the bandits, they will fire a few stray shots back and the leader will call

for a parley. In either case, he'll approach the party close enough to notice the Ruby Rings.

The demeanor of the Bandit leader will change drastically when he sees the Ruby Rings. Almost humble and obviously very intimidated, he will blurt out a hurried apology and explain he didn't notice the rings. When he calls to rest of his band that the party is wearing the Ruby Rings, the hills will suddenly be clear of any sign of them. The last thing the players will see of the bandits will be their leader hastily scrambling over the hilltop.

Bandit Leader: Human Fighter, Skill 3, 18 HTK
St-15 It-15 In-13 Sm-12 D-13 A-16
Leather, Sword, Dagger

13 Bandits: Human Fighters, Skill 1, 6 HTK each
St-12 It-10 In-10 Sm-13 D-13 A-9
Leather, Hand Axe, Short Bows, and Daggers

Encounter D The Pegasus

Shortly before the town is visible to the party a Pegasus will land on the road ahead just out of bowshot. It will wait there patiently until the party approaches. When they are 20 feet away he will bid the adventurers to stop. His wings outstretched (to be ready to flee if attacked), he will tell the players they are taking side of evil in a battle spanning decades. He has been sent by his mistress, a Druid allied to Orlow, to bid them to stop in aiding the demon Baal hap Blum.

The Pegasus explains that within a few years the Clerics will be able to reverse whatever curse the Demon has threatened the characters with. (If pressed, he will admit this hasn't been successfully done yet, but will assure the players they have the best of intentions.) He will further state he must try to prevent the players from moving any further towards the Tower.

The Pegasus will allow the players all the time they desire to debate the demand, but will be unable to give them any solid assurances of protection. Quite simply, he is hoping the party will accept the consequences. The beast is unaware the party is bound by a Geas.

If the players do not swear to abandon the quest and turn away, the Pegasus will fly off threatening to return with enough assistance to stop them. If allowed to fly away, he will appear two turns later with two other Pegasi. These will swoop in and attack without hesitation. One will be neighing something about "death to the ruby wearers."

3 Pegasi: 24 HTK each (4D8), AC: 6, Attacks 1-8, 1-8, 1-3

The winged horses will fight to the death hoping to slay or weaken the threat to their mistresses' ally.

The Village of Goma

Goma is your standard agrarian village. It currently is close to the borders of a local dukedom and so receives the "benefit" of maintaining a garrison. If the 10 guardsmen and sergeant have not been summoned to the blockhouse, they will be in the village. They are currently more welcome than normal due to the occasional violent

forays Garyx has been making against the nearby countryside.

Garyx is a petty local lord who has gained a prominent position of power by absorbing the estates, through marriage or assassination, of several even smaller nobles. His ambitions are to establish a true kingdom and dynasty in the area.



Since Garyx is still a comparatively insignificant problem to the real powers in the land, little notice has been taken of his efforts. Unfortunately, on the scale of the villagers he is quite sufficient to cause real suffering. There has been little actual effect on the village, but the continued raids on isolated farms and the blustering threats have villagers worried. If the players successfully survive their expedition to the Tower, the locals are likely to give them a free place to recover just as added security against the threat. (Note: if the players search out Garyx *before* they leave for the Tower it will be a breach of the Geas and they will be subject to the appropriate penalties.)

Because of Garyx's raids, even if the party is not connected to the fight at the blockhouse (which will be blamed on Garyx), they will be questioned fairly early after they enter Goma by the sergeant and three guardsmen. As they are only concerned with Garyx, the party's destination and the Ruby Rings will not concern these soldiers. Once the players state they are not allied to Garyx (a local cleric will be detecting lies in the corner of the Inn or Square they are questioned in) they will be asked to help if the Village is attacked.

There is only one Inn in the village, and it is really more a meeting hall than hostel. Though the architecture is primitive and the cracks in walls let the wind howl through, the atmosphere in the Inn is congenial and homely. A large fireplace in the center often contains a roasting pig or lamb and three barrels nearby provide the only liquid refreshments. Most of the men in the village gather at the hall for a brew and a smoke and to talk about the concerns of farmers.

The residents of the village are aware of the valley to their north and the magical tower in it. None have ever ventured into the valley, but all are familiar with what occurred in their father's time and for a few coppers are willing to tell their favorite tale once again.

The Villager's Story

Approximately 35 years ago, a wandering Wizard (Orlow) and a large party of followers arrived in the area. Orlow had obtained the writ to the valley from a local lord and was planning on building a castle whose

keep was to be a massive tower three stories high. The villagers, always watchful for a few more coppers, offered their services in building the tower. Orlow politely refused, explaining he had the services of magical stone masons who were faster and more skilled.

Three days after Orlow arrived, the village and the Wizard's party were attacked by a horde of undead. All the evil creatures were destroyed by the Paladins accompanying the Wizard, but the next day Orlow led his band into the valley and instructed the villagers to avoid it at all costs. He warned that to deal with him was to bring great danger upon themselves.

A few days later astonished shepherds told the villagers of a huge pile of black stone blocks that seemed to assemble themselves into a tower and how around it a stone wall grew out of the ground like a field of grain. The villagers scarcely had time to ponder such miracles when a demon army led by a raven haired beauty was seen a few days march to the south. The entire village fled en masse to the mountains. From their high vantage point, they could see their village burning and hear the horrible wailing of the evil creatures.

A week later a Paladin, still bleeding from fresh wounds, appeared at their mountain refuge. He assured the villagers there would be no more rampaging monsters because Orlow had fled his newly raised tower. The warrior left behind enough gold to rebuild all that was lost.

The bravest of the villagers entered the nearby valley and discovered a scene beyond natural imagination. Pieces of demon, broken stone, shattered weapons, and cracked and stained armor were strewn over the valley floor. The smell alone forced the stronger villagers to hold up their weaker brothers by the arms.

Still standing in the center was the tower Orlow had built. As they approached, they found it was "glowing with strange magics." When the villagers were suddenly levitated several feet into the air, they chose to return to their village. Since then, those that dared to venture to the Tower were turned back by a Lammasu.

The valley is easily reached by taking the left fork of the road a few miles north. This leads to a path cut into the side of the mountain and down into the valley. Few have traveled the road recently and no one is sure if the path remains (it does).

Encounter E *Summerwill the Cleric*

This encounter will only occur if the players have told anyone in the village they are going to enter the valley of the Tower. A Lawful Good cleric, Summerwill, has stayed quietly in the village for the 30 years since Orlow was forced out of the Tower. He has acted simply as a rural pastor and keeps the true level of his abilities a secret from the villagers. Summerwill was assigned the lifetime tasks of protecting the village and preventing anyone from entering The Tower of Magicks or finding evidence of Orlow's hiding place. To assist him in his labor, Orlow gave Summerwill an Efreot Bottle.

Summerwill wishes to keep his powers unknown to the

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Unknown to the players, the Efreet has been given strict orders by the Lawful Good Cleric never to kill anyone or anything. It will attempt to injure and drive away players, but will never attack anyone in danger of death. If the party is thoroughly beaten up, but unwilling to flee, the Efreet will return to his bottle.

Encounter F The Silver Dragon

At the highest point along the path through the mountains, the players will be suddenly buffeted by strong winds blowing a thick, blinding cloud of dust in their faces. This is not a natural wind. The wind is the result of a Gust spell thrown by a young Silver Dragon. The Dragon will land and apologize for the winds. He is just learning the spell and didn't notice them. Realizing that the player characters shouldn't be traveling this road, the Dragon will ask them to turn back (mostly for their own sakes).

As the Dragon will assume the party is good in alignment, he will take no other action than to warn them and, of course, defend himself from attack. It has just arrived and has heard nothing of local events in 35 years. His father knew Orlow, but he hasn't seen or heard of the Wizard in over 35 years. He is dwelling on these lonely peaks because there are no living things to be endangered by his spell testing. The Dragon is friendly, but has been warned by his father to stay out of the valley and speaks fearfully of a huge evil beast that lives in a cave at the entrance to the valley. He has no cache of value yet.

The Silver Dragon: AC: 2, 20 HTK (10d8)

Spells known: Light, Protection From Evil, Shield, Sleep, Detect Evil, Fools Gold, Scare, Web.

villagers. He will keep tabs on the party, as he does all strangers, but will not interfere unless the party leaves and turns onto the abandoned road. The cleric will then step from behind a bush and order them to turn back. He will be in full robes of a bishop of a Lawful Good church and entreats the players to give up the quest in the name of his god. If the players attack, he will unstop the bottle and regretfully send the Efreet after the players.

Summerwill: Human Cleric, Skill 6, 34 HTK Age 60

St-12, It-12, In-17, Sm-10, D-10, A-15

Chain (hidden under vestments), Staff of Striking, Efreet Bottle

Spells: Cure Light (2), Sanctuary, Hold Person (2), Silence 15', Cause Blindness (2).

Efreet: 43 HTK (10d8), AC: 2, Move 9"/24", Attacks 3-24 per turn

Encounter G

The Roc

Descending into the valley is most treacherous, but navigable path. A careful party will have no problems if they keep their heads. Halfway down the slope, a Roc will begin circling overhead out of bowshot. The trail here is especially narrow and wide enough to only travel single file. Like the Dragon, the Roc has no way of knowing the players are on an evil mission. So long as the players show they are "good" and keep the Ruby Rings covered the Roc will not attack.

Should the party act suspiciously, though, or attempt to flee the Roc, the giant bird will swoop closer to investigate (and to see how the party reacts). If attacked, the Roc will attempt to knock party members off the edge (save vs dexterity if hit), doing half damage otherwise. The drop at this point is 40 feet to a small ledge (4D6 damage). The ledge can only hold three people and if the Roc is fortunate to push more than three over to the ledge the fourth will plummet 200 feet to certain death (excluding feather fall and magical flying aides). If roped together, no one will fall, but instead will be stunned for one turn as he scrambles back onto the path.

If the Roc is seriously wounded he will flee to a nearby peak and recuperate. Remember him when the player characters leave the valley—he'll certainly remember them.

The Valley of The Tower

Random magic has made most of the valley uninhabitable. No creatures large enough to threaten the party could survive within sight of the Tower. Even the plants are twisted, stunted and a sickly shade of olive green. None are larger than a small bush and only singed stumps remain of any indigenous trees. Some areas are scorched bare as if burned by intense heat.

This is not to say there will be no encounters in the valley.

Right before the path opens into the valley, the players will spy a large cavern off in a adjacent valley. The area around the cave is dark and damp, filled with undergrowth and mist. At the cave mouth the characters will notice claw marks of an exceeding large size against one of the walls.

Towards the back of the cave are the remains of two animals that died seemingly locked in mortal combat. Both bodies are dry and brittle, but if closely examined reveal to be a Giant Cave Bear and a Lammasu. The Lammasu's wings have been torn off and his head bashed in. The Cavebear was killed, it appears, by the Lammasu's fangs which are sunk into its neck.

If the characters bury the remains of the Lammasu, the ghost of the Lawful Good creature will reward the party with a Cure Serious Wound on their most wounded member. However, if one of the members speaks about his mission, or desecrates the remains (stepping on them, spitting on them, taking a bone to make a knife or as a magical component, etc.) then the Lammasu's ghost will fire off a Cause Serious Wound at their member with the most HTK. The spell will only be fired off once.

Encounters in the Valley

While Baal hap Blum is sending the party to search for clues, Frantasy continues to send evil creatures of all descriptions to the Valley. Baal hap Blum has not spoken to Frantasy since the Wizard abandoned him in sword form. (Her growing perversity is one reason Baal hap Blum would have the task completed quickly.)

The remnants of the parties sent by Frantasy occupy some places in the valley. Also hiding on the mountain walls of the valley are fugitives and bandits. The sight of a fire below is likely to draw one or more groups down to investigate for easy spoils. Roll three times per night for any encounters if a fire is used while camping in the valley. Roll once per night for cold camp. It takes three hours to walk from the valley's entrance to the Tower and the camp will need to be an hour's walk from the Tower to be out of range of the random spells.

Roll D20. Each of these encounters can occur only once.

1. Three Orcs without weapons. They have been in the Tower and are now quite mad. They will answer any questions with babbling and keep mumbling "the magic, the magic, oh" in Orcish. If not restrained they will flee.
 2. An Ogre and 10 Goblins enter the valley. This is one of Frantasy's parties and will respect the Ruby Rings if not attacked by the players.
 3. A small Demon which is a cross between a muscular ape and a vulture. 34 HTK, 8D8, 50% magic resistance, 1-4, 1-4, 1-8, and a bite for 1-6. This Demon was reluctant to enter the valley and can be bribed by gems or jewelry (over 100 gps) to leave the players alone. Due to the Tower's ward the Demon cannot approach the structure closer than one mile.
 4. A small Air Elemental. This is actually one of Orlow's allies who is working to prevent anyone from investigating the Tower. 26 HTK, 2-20 points damage per attack, +2 or better weapons needed to hit.
 5. 2-8 bandits (skill 1 Fighters) in leather with spears, crossbows and daggers. They will attack only at night. If resisted strongly they will retreat into the darkness and return to their lair in the mountains.
 6. A party of three Hobgoblins and 16 Goblins who have been sent to search for Orlow by an evil priest (one of Frantasy's current lovers). The priest wishes to impress Frantasy with the information they gain. If treated in a friendly manner they can be convinced to join forces. If insulted or threatened they will attack the party, retreat if four or more are killed and wait for the players to emerge from the Tower to attack again.
- 7-20. No encounter occurs.

Random Spells Around The Tower

All magical effects are limited to one mile around the Tower and last for only one turn. (10 rounds).

1-3	Levitation	Party floats gently up for five rounds and then settles just as gently down.
4-6	Dancing Lights	Just the visual effect
7-9	Light	Has the effect at night of

giant spotlights moving randomly across the valley. 1 in 6 chance of illuminating any area.

- 10-12 Fumble Everyone in party must save vs. magic or fumble. Unless they do something inherently dangerous (like fighting) they should sustain no real damage, but objects may be broken.
- 13-15 Walls of Ice These appear randomly and extend 40 feet. May split the party, but have no real effect other than inconvenience.
- 16-17 Scare Everyone in the party save vs. magic or be unable to move towards the Tower for duration of spell
- 18-29 Slow *Everything* moves at $\frac{1}{4}$ normal speed
- 20 Walls of Fire These move very slowly (2" per round) in a straight line away from the Tower. They ignite anything they pass over, explaining the desolation of the area.

These spells are meant more to inconvenience the party and give them a taste of what is to come. None are likely to harm any character unless they act foolishly.

Orlow's Magical Device

Hidden on each level of the tower is part of the device Orlow was preparing to tap the source of magic. The first and least powerful of the prototypes was hidden on the first floor. This primarily contained focuses for non-lethal spells which Orlow felt safe in using for his initial attempt. The second generation of the device was secreted on the second floor and contained more dangerous spells. The nearly completed final version is hidden on the third floor and originally contained those spells Orlow was planning to use as his final defense against Frantasy.

When Frantasy poked at the device with her Demon-sword, the chaos tip disrupted the magic fields of the three linked devices. Many of the gems burnt out in the overload while others began discharging their spells randomly as all control was lost. These random discharges continue today, unweakened from from their original strength.

Each turn, for one turn, magical power is directed at one of the 20 gems imbedded in each of the devices. If the gem is burnt out, the magical charge dissipates into the air. This creates the shimmering waves around the Tower, which are visible to any who approach.

If the gem is still intact, the spell acts a wave wafting through the entire Tower floor. On the first three rounds the spell only affects the innermost rooms. On the fourth through sixth rounds it affects the inner rooms and the



hallway. On the seventh round the *entire* Tower floor is affected by the spell. Then the spell begins to leave the Tower. On the eighth round the innermost rooms are clear of spell effects, but the hallways and outer rooms are still under the spell's power. On the ninth round the spell has cleared from the hallways. Finally, on the tenth round the spell has cleared the Tower completely and started its journey across the valley. At the end of one turn the magic stops and the Tower and valley return to normal.

All damage to people, supplies and weapons, however, is permanent. The three devices are all magically linked together and made of an impervious grey stone. On this plane they appear to be grey pillars about a foot in diameter running from floor to ceiling. Imbedded in these pillars, in an apparently random fashion, are 20 gems over two inches across. Half of these are cracked and burnt. The others are still effective and will glow red when power is focused through them. There are no labels or other means of distinguishing what stone is for what spell. If removed from the pillar, these stones have a value of 500 gp to a Magic User or 50 gp to a jeweler. (A more detailed description of the pillars and their effects can be found at the end of each floor.)

Magic in any form, including the pillar's own spells, cannot work within the rooms the pillars stand. This is both a protection for the operator and a secondary defense Orlow arranged.

Removing a stone from the pillar will cause a reddish gas to pour from the hole. This gas causes all who are touched by it to flee in panic for 2D6 turns, *no saving throw*. This is enough time to be half way across the valley from even the third floor. This gas remains for one day and fills the entire room. Those traveling to other planes will encounter a similar gas in this area. In effect, removing a stone ends that day's adventures.

The Spells

The spells from Orlov's device take effect for one turn starting from the innermost rooms and then drifting outward through the rest of the Tower. Except where noted, the spells effect the players, monsters, and objects in a room equally. In spells where the effect varies by classes or alignment, roll as needed for each person affected. Rolls of 11-20 on a D20 always mean a burnt gem was hit by magical power and therefore no effect is evidenced.

First Floor

Roll D20 once per turn

- 1 Comprehend Languages
- 2 Dancing Lights
- 3 Friends
- 4 Hold Portal (affects all closed doors)
- 5 Light (is equivalent to full daylight)
- 6 Audible Glamer (sounds of battle: loud)
- 7 Darkness (as in 15'radius, but over entire floor)
- 8 Detect Invisible (Everyone can see)
- 9 Invisibility (everything alive and everything worn or carried disappears)
- 10 (Ray of) Enfeeblement (everything loses half their strength)
- 11-20 No Effect

Second Floor

Roll D20 once per turn

- 1 Strength (treat monsters as fighters)
- 2 Stinking Cloud (no save because has no edge)
- 3 Wizard Lock (all closed doors, chests, etc as an 8th level magic user)
- 4 Levitate
- 5 Protection From Normal Missles (all players and

- monsters are protected)
- 6 Phantasmal Force (each imagines three 5th level Paladins are attacking them)
- 7 Ice Storm (slippery, but not damaging stones)
- 8 Web (save or be trapped)
- 9 Fumble (everyone trips, drops items, or generally fumbles about)
- 10 Walls of Ice (these appear every 10 feet forming small rooms and cutting the party off from each other)
- 11-20 No Effect

Third Floor

Roll D20 once per turn

- 1 Shocking Grasp (all have the power, including monsters)
- 2 Mirror Image (everyone and everything gains two images)
- 3 Scare (save or are -1 to attack and in Armor Class)
- 4 Feign Death (one adventurer or monster in room will appear to "die" instantly-lasts for one turn)
- 5 Slow (everything moves at one-quarter speed)
- 6 Enchanted Weapon (weapons and claws become +1 or add +1 to existing bonuses)
- 7 Wall of Fire (walls walk slowly around the corridors only, two will appear and circle the floor)
- 8 Polymorph Other (one player is turned into small mammal of DM's choice for one turn)
- 9 Animate Dead (all slain monsters in a single area attack again for one turn)
- 10 Anti-Magic Shell (around all living creatures)
- 11-20 No Effect

The Tower Of Magicks

The Tower of Magicks is made of three foot thick blocks of obsidian. This gives it a dark and almost polished look. Visible only on the third floor are narrow arrow slits of approximately six inches width and three feet high. The tower measures slightly over 50 metres (about 170 feet) on each wall and is square in shape. The only entrance visible is the large set of double doors in the center of the south wall. These doors were bronze, but Frantasy had no trouble blowing them off their hinges when she touched them with the demon blade. Thus entering the Tower is simple for those willing to face the magic inside.

When viewed at night, the walls of the Tower seem to radiate waves of heat or moving air. This is actually a side effect of the power of the raw magic released inside. These same waves have tended to twist or mutate plants hardy enough to survive within a mile of the Tower. No living animal or even insect dwells near or will voluntarily approach the Tower. This includes any horses the adventurers may be riding. Familiars will be nervous, but able to overcome their fear of the Tower and accompany their masters.

Inside the Tower, the walls are smooth and the enormous size of the construction blocks will become evident. A typical block is three feet by three feet by six feet of solid black stone. The internal walls are just as massive. Doorways are always set within a three foot alcove, meaning only one or two normal sized beings can enter a room at

one time. Doors are made of solid oak and are hinged to swing into the room (with the hinges on the inside) Where a doorway connects two rooms, the hinges are on the side of the lowest numbered room. Unless specifically stated, no door is locked. Due to age, any door opened more than 3 inches is 50% likely to creak loudly.

Each room is six meters square inside. All are the exact same size, though their contents will vary greatly. All ceilings are 15 feet high and made of the same obsidian stone as the walls. Due to 30 years of disuse, all the rooms have a musty odor. Unseen servants (made permanent by Orlow) have succeeded in keeping the Tower relatively clean and dust free. They have been instructed not to bother any of the room's residents and so have (gratefully) avoided any rooms permanently inhabited by monsters.

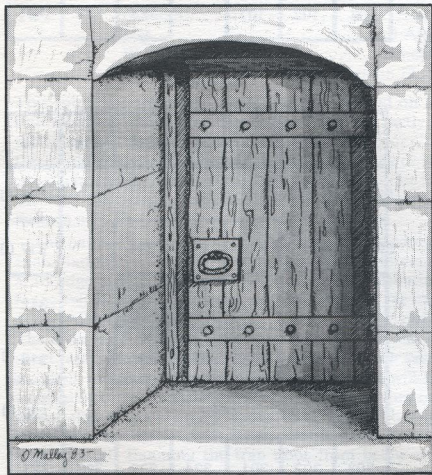
The central hallway runs in a square throughout the building. It is also six meters wide and otherwise similar to the rooms. Both the rooms and hallway are illuminated by permanent Light spells. These have begun to fade slightly into a kind of flickering twilight. This is bright enough for most purposes, even reading, but dim enough for orcs and undead to be comfortable.

The First Floor

First floor of the Tower of Magicks reflects the paranoid attitude of Orlow. After all, Frantasy was trying to wreak a revenge unimaginable by most mortals. She had sent many minions to infiltrate Orlow's band of defenders and this floor was designed to screen all those who came in contact with the Wizard. Its rooms are designed to spare the truly lawful and good character while exacting a painful toll from those who are greedy or evil. In practice Orlow never housed anything or anyone of importance on this floor as it was occupied by unproven warriors. As soon as the party enters the Tower of Magicks, the Ruby Rings will disappear. This will not, however, remove the Demon's personal Geas to search the Tower and find the Glyph that keeps him at bay. But since you have shown good faith, and since the rings could be used to entice adventurers elsewhere, Frantasy and the Demon have decided to cancel the doubled Geas.

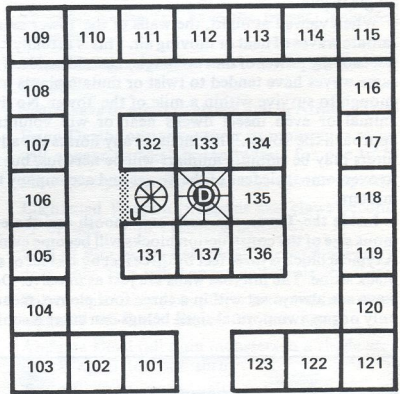
The Goblin Party

Several hours ahead of the players a second party has entered the Tower. A Ranger will have no trouble spotting their tracks where they entered the broken doors of the Tower, that is, if he checks. The band consists of Goblins led by Hobgoblins who have been recruited by Frantasy. This party is also geased, but only the Hobgoblins are wearing the Ruby Rings. They have been in the Tower for about two hours and were aware there was another party nearby. Since they have been offered great rewards to gain any clue to Orlow's new hiding place, the Hobgoblins are

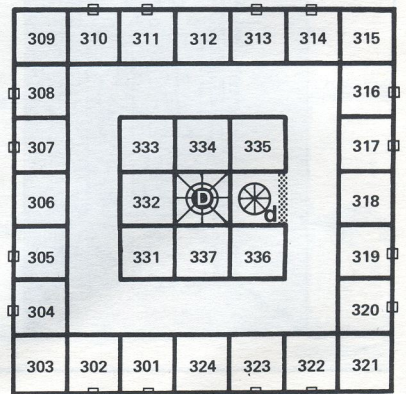


TOWER OF MAGICKS

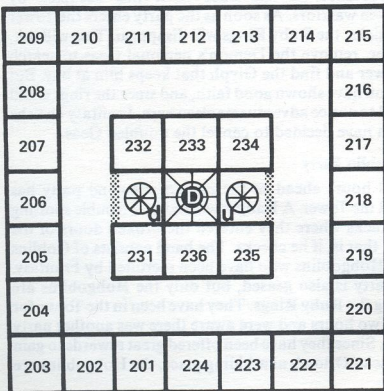
FLOOR 1



FLOOR 3



FLOOR 2



6 meters

scale:

circular stairs up
down

illusionary wall

window

device



in no mood to share the Tower with any competition. The Goblins fear the Hobgoblins, but also desire a share of the loot. However, if pressed the instinct for survival will force them to tell anything they know. The original group consisted of five Hobgoblins and 20 Goblins, but two deserted the night before.

Hobgoblins (5)

8 HTK (1D8+1)

Battle-Axe, Dagger, Splined Armor and Shield.

Goblins (18)

5 HTK (1D8-1)

Short Sword, Three Spears each, Leather Armor, Helmets.

The three spears are for throwing. Goblins throw their spears and retreat until all three are used. They then attack with their short swords to finish off the survivors. Unless forced by the Hobgoblins or trapped, the Goblins will rarely attack a strong party. Characteristically, the Goblins favorite tactic is to pop out a door, throw a spear into someone's back, and flee in the resulting confusion.

101

C	Door
L-R	Bench
T	Broken Chair
AA	Chest

This room was used for greeting new recruits and dealing with local merchants. Hiding in its doorway is a Goblin left to watch the door. When the party appears in the corridor, he will attempt to flee down the western hallway to warn the rest of his party. If pursued, he will begin to scream loudly the number of people in the character's party and anything unusual (i.e. "The Wizard has a staff!"). If the party surprises the Goblin, he will hide behind the chest in AA until they have passed and then warn his party in room 110.

102

C and S	Doors
HH	Evil Altar
W-X, K-L, G-H	Benches
O-P-O-V	Painted Area on Floor

This room appears to be an evil temple. Painted on all four walls are murals of evil characters kneeling exactly in the center of the painted area on the floor and dropping three gold coins down a hole in its center. Floating down to each is a magic item (sword, staff, bracers) suitable for use with their class. There is a splotch of blood on the floor in area U.

The painted area is actually hinged and a very careful examination by a Dwarf or Gnome will reveal a thin crack at its edge. Should anyone actually make a contribution to the evil altar by dropping anything in the hole, the trap door which includes all the painted area will drop open. The drop is 15 feet to a surface covered with dozens of short, very sharp knife blades. If a falling character saves vs. their dexterity they land on their feet and will be stabbed by only one blade for 1D4 of damage. If they fail to save they will land on 2-5 blades for 1D4 each. The trap door will reset itself immediately, but is easily opened from the pit. Examining the trap door from below will reveal a simple spring release mechanism which is activated by anything dropped in the hole in the center. The

blood on the floor is Goblin, one of them got greedy and died here, but the body was removed by the Hobgoblins.

103

C and X	Doors
AA-BB-GG-HH	Four Poster Bed
M, S	Empty Shelves
E	Chest of Three Drawers
A Rug	Covers Area Bordered by	FF-T-W-II

The room looks like the chambers of a Lawful Good Cleric. The canopy of the four poster bed contains the symbol of a good godling. On the chest of drawers are two containers filled with liquid and sealed tightly.

There is a form sleeping in the bed. It appears to be breathing regularly and has not been awakened. The body is partially covered by a blanket and its wearing a golden necklace containing several gems. As you approach ear-plugs are visible.

The figure on the bed is actually a construct. It is mechanical and the "breathing" is caused by a small air-pump. Under a very effective disguise supplemented by an illusion (which will make the entire trap glow magical) is a wire mesh. Running through this mesh is a powerful electrical charge which is stored in the primitive wet cell battery in the chest of drawers. The carpet around the bed has metallic fibers woven through it (visible if examined on hands and knees) which serve as a ground.

Touching the mannequin with a hand or any metal item will cause a bolt of electricity to course through the character causing 4D6 damage (no save). Using an item with a wooden handle will halve any damage to 2D6. The necklace is only gold plate with glass gems and is basically worthless. It takes the battery ten turns to recharge.

104

GG, R	Doors
A-G, M-S	Shelves
Y, EE, D, E, H, T, BB	...	Broken Chairs
JJ, F	Bookshelves
O	Pile Of Ashes

This room appears to have been a library or reading area. Examining the ashes will show burnt pages and covers. There are books on both shelves in F and JJ. Those on shelf F are unlabeled and are all blank. This is also true for all the books on the shelf in JJ except one. This is labeled in clear, gold-embossed letters "Libram of Ineffable Doomation."

The Libram is actually a trap. Should it be opened, the reader will be blinded and deafened. The effects will last until a Remove Curse is cast by a Lawful Good Cleric. If the book is taken unread from the room it will explode for 2D6 to the person carrying it and 1D4 to anyone within 10 feet.

105

R	Door
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This room is completely empty. There are several dark blood stains on the floor caused when Frantasy's hordes slaughtered their few prisoners here before fleeing the Tower.

106

R	Door
---	-------	------

118	M	Door
	GG	Four Drawer Dresser
	II	Shelf
	W	Table
	X	Chair
	D-E	Four Poster Bed

EE to JJ	Shelves Line the Entire South Wall
S, G, A	Chests

The bed is bloodstained and cut up. A visiting patriarch was slain here while recovering from a wound. Several dusty and stiff Lawful Good vestments can be found in the bottom two drawers of the dresser in GG. The patriarch has maintained a slight link with this room from beyond the grave.

If a Lawful, or Chaotic, Good player approached the bed he'll feel a slight chill. A few seconds later a translucent image of the patriarch will rise from the bloodstained bed. The image is barely visible and unable to speak. Using pantomime, the cleric will try to assure the party he means no harm and then try to convince them to fight the Geas (he can do nothing to help). If unsuccessful, he will look sorrowful and fade from sight.

119	M	Door
	A-B, D-E, S-T, EE-FF,	
	II-JJ, W-X	Beds
	GG, C, R	Chests
	P	Table

This is another dormitory for new recruits. The beds have been searched and torn apart. The chests all contain nothing but rags and old tunics. On the floor are several sets of Kobold footprints in blue dye (see room 117).

120	M, HH	Doors
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This room is completely empty except for footprints revealing a fight between several Goblins, Hobgoblins, and something much larger and vaguely humanoid in the dusty floor. There are droplets of fresh blood mixed with some of the dust.

Three Goblins and two Hobgoblins encountered an Ogre in this room about an hour before the party entered the Tower. After a moments pause, they fought and one Goblin and one Hobgoblin died. The Ogre was finally killed and the party carried the bodies into its lair (room 121) for looting in safety.

121	D, S	Doors
	CC, II,	
	JJ, DD	.. Pile of Dirty Rags (Ogre's bed)
	L, R	.. Bodies of a Dead Ogre, Goblin and Hobgoblin (see room 120)
	S	.. Broken Bench

The doorway leading to room 122 has been blocked with a broken bench jammed solidly against the doorway. If a total of 34 strength points are thrown against the door there is a 1-6 chance of dislodging the bench. Otherwise the door will have to be destroyed to be opened. There will be one empty sack on the belt of the Ogre and another large sack mixed in with the rags.

122	X, C	Doors
	N, O	Table

This area served as a storeroom for provisions and perishable materials. On the ceiling over area P is a small, blackened piece of ivory. This once housed a permanent Cold spell, short-circuited since the siege. The remaining food attracted some of Orlow the Beastmaker's creations, a colony of giant ants. Basically unaffected by most of the spells wandering the first floor, the colony has thrived. The wall area and floor in sections EE to JJ and Y to DD are covered with a four foot high ant hive.

The hive contains 32 workers, 11 warriors, and a queen. The queen's chamber is HH and also contains nine eggs almost ready to hatch (all workers). The nest has openings at Z and DD and two warriors stand guard at each opening. Another warrior will be stationed above the doorway at C and drop on anything that comes through. If the nest is disturbed, all the warriors will emerge and if the battle is going badly, the queen will send out all but three of the workers to attack.

11 Warrior Ants: 14 HTK (3D8), AC 3, 2-8 bite, 2-8 sting (half if save vs. poison), move 12"

32 Worker Ants: 10 HTK (2D8), AC 4, 1-6 bite, move 10"

Queen Ant: 50HTK, AC 5, 1-8 bite, move 2"

On the shelf over the hive in GG is a small box containing a magic powder which will preserve up to 500 pounds of meat indefinitely. It is valued around 300 gps in any city. All the chests are empty except for a cleaver in the chest in S. The cleaver was magically sharpened by Orlow and is +1 in hitting and damage. Treat as a hand axe, but it cannot be thrown. In the queen's chamber are gems worth 468 gps, mostly in small pearls.

123	M, C	Doors
	G-H, J-K, Y-U, W-X	Benches

This room was used by Orlow to greet new recruits and give them their first instruction. Around the walls are painted slogans like "Goodness Pays," "Greed is Evil," and "Have a Nice Day."

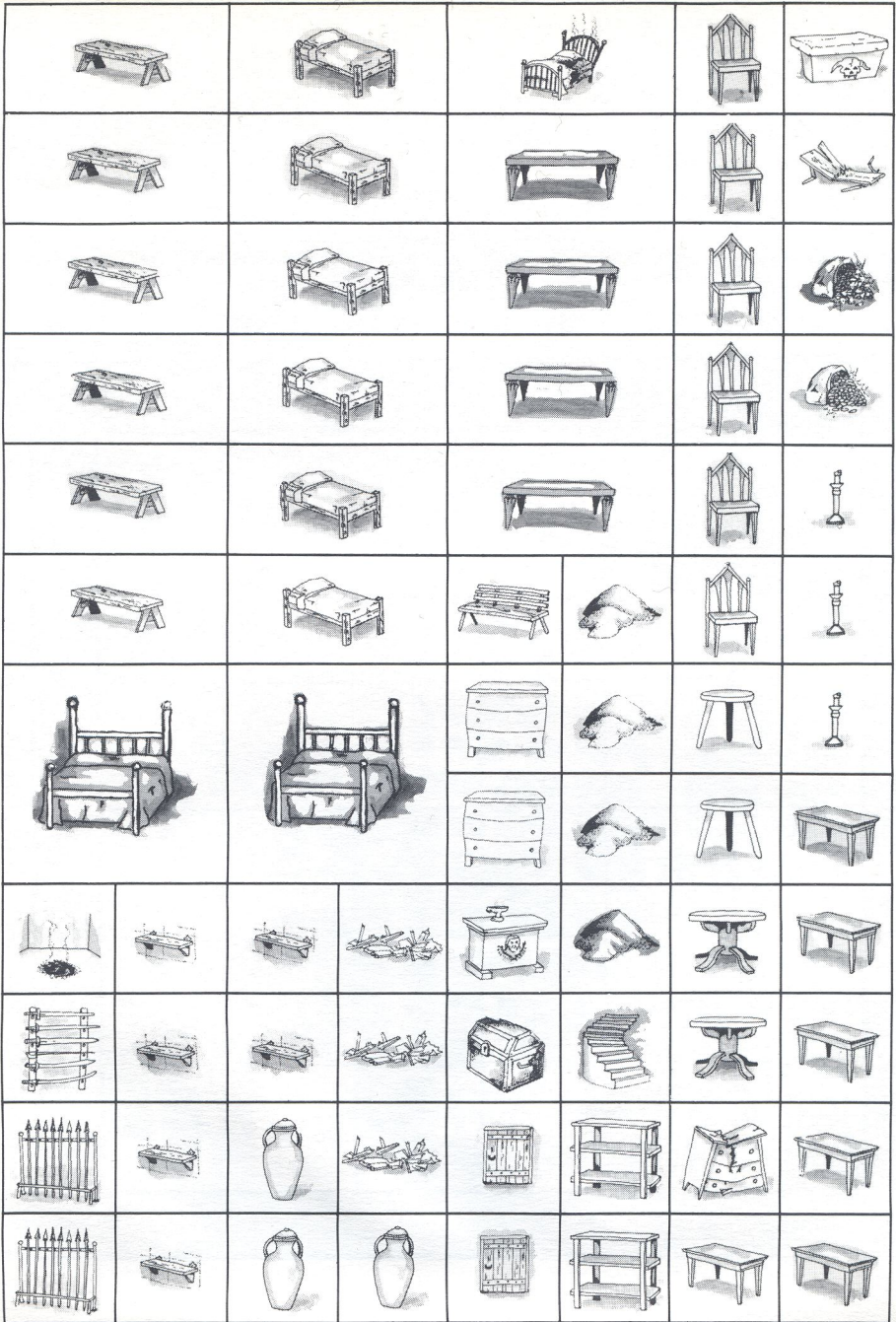
131	M	Door
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This room was used to hold prisoners and untrustworthy types. The door is steel rather than wood and has a fairly sophisticated lock. It is currently locked. In it resides the ghost of an Anti-Paladin who was not freed (simply overlooked) in the final assault and starved to death! He will attack anyone who stays to fight, but will never leave the cell room. When he prayed to his evil gods to be freed, they granted him ghosthood instead.

Ghost appears in the full regalia of an Anti-Paladin. This Anti-Paladin enjoys the pain aging causes his victims so much, he rarely uses his magic jar attack unless pressed near destruction.

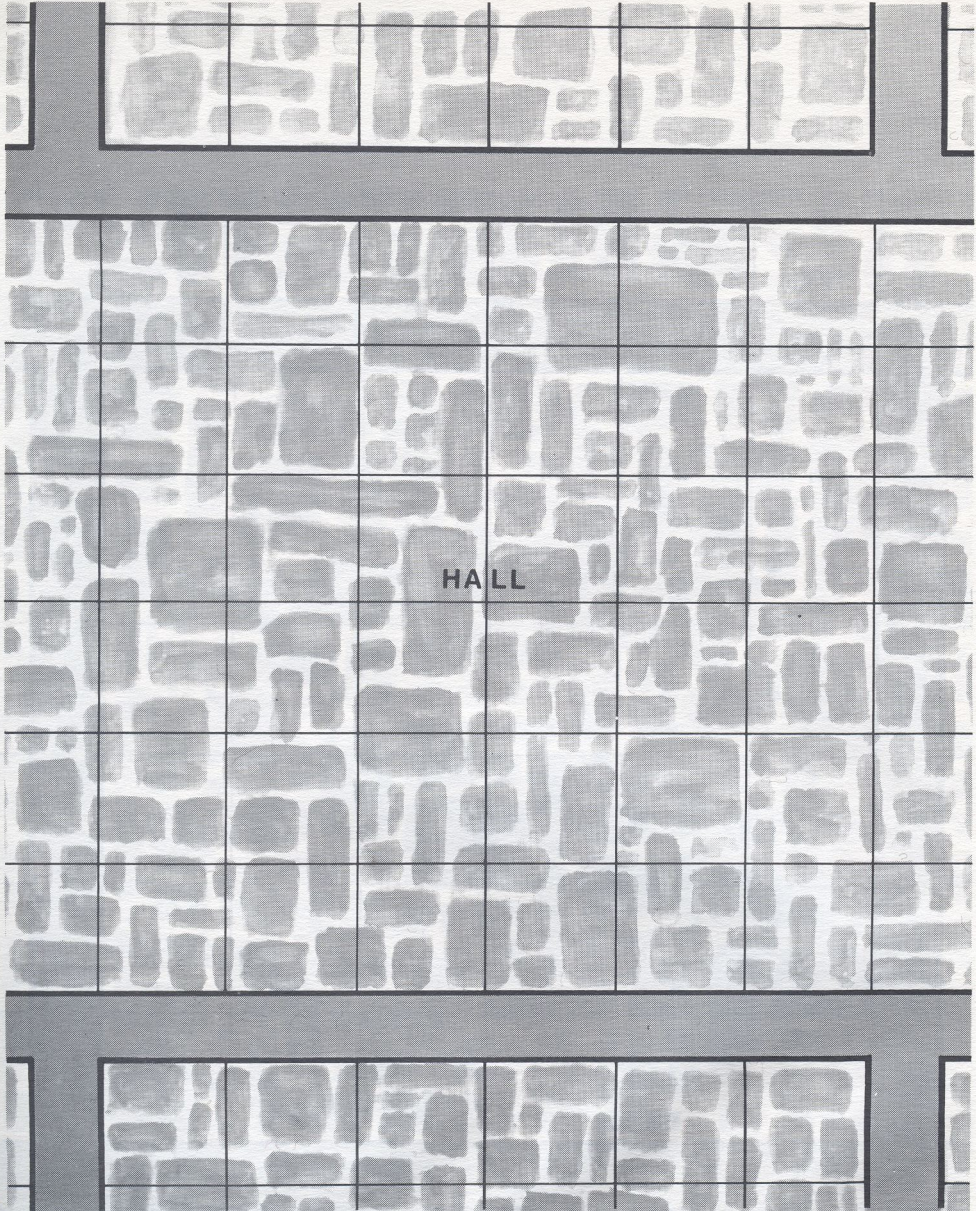
Bryan the Withered (Ghost) AC 0, HTK 52 (10D10), Attacks: aging, magic jar.

132	C	Door
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Paste on cardboard and cut out pieces.

F A EE JJ G DD D X C R B L A F	A EE JJ G DD D X C R B L A F	B Y II L H Z CC J M T BB O N Z H K FF G DD D X C R B L A F	C S HH I BB O N Z H K FF G DD D X C R B L A F	D M GG U V P O N Z H K FF G DD D X C R B L A F	E G FF K Z CC J M T BB O N Z H K FF G DD D X C R B L A F	F A EE JJ G DD D X C R B L A F	F A EE JJ G DD D X C R B L A F
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HALL

I, J, N, Q, S, T, BB, DD..... Pits
 JJ, FF Chests

The sign on the doorway reads "Magical Storage—Keep Out." A magical aura has been cast on a rock inside of each chest to give the appearance they contain something magical. If the chests are opened a blue mist of dye fills the air in a 10. ft cloud around the chests. This dye stains anything it touches light blue for two weeks. It cannot be scrubbed off without the assistance of a Remove Curse.

The pits in this room are all 15 feet deep. They have padded bottoms and any character saving versus their dexterity will receive no damage dropping into one. If they fail to save they receive 1D4 of damage. The tops of these pits are made of a layer of rock over a steel plate. The top of a pit will spring close on any who falls in and stay locked securely for 12 hours. There is no accessible mechanism for a thief to tamper with as they were keyed to open early only to the sound of Orlow's voice speaking a coded phrase. One of the Hobgoblins is trapped in the pit in area T. There is some signs of an unsuccessful attempt to pry open the pit on the floor around it. If freed, the Hobgoblin will be guardedly grateful and attempt to warn the players of the rest of his party. If bribed, he will try to arrange a truce between his party and the players, but will be slain by his own if he does.

133 C Door
 V Altar
 P Pile of Ashes

When anyone enters the room a magic mouth appears. It will entone solemnly, "Here be the altar of all your wealth." After a slight pause it will continue in a tongue understood only by Lawful Good Clerics and Paladins. "Place your tithes here and remove nothing." On the walls are pictures of smiling adventurers with piles of coins sitting on the altar.

Placing 10% of their wealth on the altar will gain a character a "Bless" spell at the start of their next combat. taking anything from the pile of coins already on the altar (there are 121 gps) will cause the character to catch on fire. If assisted by his friends, the fire can be put out in one round and does only 1D6. If no one assists the unfortunate victim, the fire will take 1D8 rds to put out. This fire is magical and burns all things equally, so for every round the player burns he loses one Armor Class of protection (from any armor) along with the 1D6 of damage to himself and his other equipment. After the third round of burning magic items must save versus normal fires each round or be destroyed.

134 C, R, Doors
 K Amphora
 S-T-U-Y-Z-
 AA-EE-FF-GG Stained Area

This room served for the disposal of refuse from the Tower. The amphora is filled with blue dye. This is the same dye used in the traps in rooms 117 and 132. It stains on contact with any material. Anything blue which enters the stained area in the southwest corner of the room is instantly hit with a Disintegrate spell. Waste was disposed of by placing it in blue bags or jars and throwing them in

the area. In the far corner of EE is a +1 dagger. This weapon was lost by one of the attackers when he was disintegrated and the rest of his party fled.

135 R Door
 HH Secret Door
 H, T Piles of Ashes
 Z Singed Chest
 II-JJ..... Partially Burnt Bed

During the fall of the Tower four fighters made their stand barricaded in this room. When the door was finally burst open, a Fireball was thrown in. They were all slain. Ever since, the echo of their cry can be heard in the room: "Orlow, why did you flee?" They cannot be contacted otherwise.

136 L, GG, M Doors
 H-N, T-Z, D-J, P-V Tables
 EE, FF Pile of Several benches
 A Sack of Coins

This room once served as a mess area. The remaining Hobgoblin and three Goblins will have fled here along with any survivors of the clash in room 110. They will have overturned the tables in H-N and T-Z to hide behind and throw their spears. This group has the gold taken from the dead Ogre in 121. It totals 380 gp, 470 sp and an emerald worth 500 gp. If the players have not yet fought the party in 110, this room will be empty. If pressed, the Goblins will retreat into 137.

137 R Door
 B, C, D, E, FF, GG, HH, II..... Shelves
 O-U Table
 X Amphora

This was the storage area for ordinary dry goods and a kitchen. The amphora is full of flammable oil and if the Goblins have fled into here, they will spill it in front of the only door and be ready with a torch. When the first person enters in pursuit, they will light the oil. This does 1D8 damage to any within the conflagration and 1D4 to anyone in the doorway. The Goblins will hide behind the table, swords ready.

Stairs

The stairway between rooms 131 and 132 is the same size as the rooms. It is hidden by an illusionary wall which looks solid, but has no substance. The bottom of a circular staircase is in area P.

The Device Room

This room houses the first of Orlow's magical generators. There are no doors to this room as Orlow teleported himself in whenever he wanted. To enter the players must penetrate a meter of obsidian. The device appears as a floor to ceiling column of smooth gray stone in area O. 20 gems are embedded in the surface, half of which look dark and cracked. The other 10 are clear and glow greenly whenever it is activated. A Clay Golem has stood undisturbed in the room since before the siege. His orders are to attack everyone he sees (appearance only) but Orlow..
Clay Golem 50 HTK, One attack for 3-30, move 7", AC 7.

The Second Floor

When Frantasy was forced to flee from Orlow's malfunctioning magic device she issued curses and summoned her evil minions. The remnants of those she called now reside on the second floor of the Tower. Most of these are undead, who Frantasy trapped in rooms or condemned to wander hopelessly. They create a hazard to those who might come and fix Orlow's mechanism or investigate the remains in the Tower. None of these will recognize or retreat from the Ruby Rings.

Also trapped on this floor are the few remaining defenders who were unfortunate to suffer the full measure of Frantasy's curses. In many cases they too have been forced into forms resembling the undead.

The second floor was the main residence for the trusted members of Orlow's party and the center of non-magical activity in the Tower. In it were also housed all but the most important guests and merchants (who stayed on the top floor). Many of the magic items used to defend the Tower were stored here. When the raiding hordes were forced to flee, many of these had not been found or, in the panic, dropped.

201	C Door
	R Dresser
	J-K Table
	E Chair
	Z-FF Large Bed
	S, M Wall Shelves

Residing in this room is the spirit of a Magic User who was allied to Orlow. He cannot manifest himself on this plane physically and so cannot attack the party. However, he has maintained his contact with the prime material plane in order to discourage those who would search for Orlow.

He can telekinesis up to five pounds of non-living material. If the players are just poking about the room, he will merely elevate items (clothes), rattle chairs, and generally try to intimidate the party. If the players actively discuss trying to trace Orlow or their dealings with Baal hap Blum, he will attack. The attack will consist of taking small objects and using them to strike the players randomly. The Magic User will even use his telekinesis on character's knives and smaller swords. Arrows from a quiver can also be powered by the mage. All weapons will strike as if held by a skill 7 Magic User. If possible, the first attack will be at a player's back (+4 to hit). If the players leave the room the attacks will stop 10 feet outside the door.

Under the bed is a rune written in the Magic User's own blood. It is through this rune the Enchanter is able to maintain contact with our world. If this rune is obscured or a Dispell Magic is thrown on it, he will lose all touch with the prime material.

Under some old cloaks in the bottom drawer is a stack of parchments. This was the diary of the Magic User. Most of it is personal and of little use to the players. the

entry for three days before the fall of the fortress reads:

I don't know how they got in, but today three Druids appeared in the Tower. They spent hours with Orlow, who looked relieved after they left. He seemed quite taken with one, their leader and a most attractive woman. I think they were already acquainted. Outside the horde grows and things look very bad. Six attacks today and severe losses on our side.

The next entry tells of having to go himself to maintain the defense of one wall and his exhaustion.

There is a dagger in the top drawer of the dresser. If this is opened the Magic User will use it to attack the opener. This is to distract him from finding the diary in the bottom drawer.

202	C, Y Doors
	D Rack of Spears
	Y-Z, CC-DD, M-N,	
	Q-R, A-B, E-F Beds
	G, H, X Chests
	S Broken Dresser

This room smells of carrion and death. Several Ghouls have recently taken up residence in this old barracks. The large number of bodies originally attracted a large number of scavengers after the siege. Since then Ghouls have occasionally come here to hide. Cunning, but not intelligent, these undead are less bothered by the magic than most physical creatures. If the players make a lot of noise, they will line up along the north wall and attack after the first characters enter. If they are surprised they will be in the center of the room eating the remnants of a dead Ogre.

There are six Ghouls: 11 HTK (2D8) each, attack with two claws for 1-3 points of damage, and a bite of 1-6. If a character is hit by a claw (but not a bite) he must save vs. magic or be paralyzed.

If the battle goes on for more than four rounds the Ghosts in room 203 will reinforce the Ghouls. In no case will the Ghouls in 204 attack, they simply aren't live prey that can fight back.

203	DD, B Doors
	GG Altar of Good
	T, V, N, P Small Benches
	L Floor Shelf

The four Ghosts in this room are the leaders of the Ghouls in 202 and 204. If either group is attacked, they will come to assist them after four rounds. If the Ghouls are slain before four rounds, the Ghosts will flee into the other room to unite with the second group of Ghouls. If it is obvious they are badly outnumbered, the Ghosts will retreat into the room, jam a bench into the door, and again retreat to the surviving Ghouls. Only if the Ghouls



206	R	Door
	EE	Secret Door
	A-B, S-T	Beds

When opening this door the party will see what looks like a peaceful forest rather than a room. This was an illusion (visual and audible) cast by Orlow and an allied Illusionist to make the visiting Druids more comfortable. Nothing has substance except the two beds which appear to be mounds of moss. A secret door is hidden by the illusion of a thorn bush. The walls of the room appear to be a line of head high (6') bushes of various types. If the players detect magic they will discover both the general magic from the illusion and a strong single source in what appears to be the center of a large Oak tree. This is a +1 scimitar hidden here by a Druid who was killed while defending the wall. It is stuck in a piece of wood (tip down) and cannot be seen in area CC. Walking through this area will cause a character to take 1-4 points of damage when he blunders into the hidden weapon.

207	R	Door
	E	Rack of Swords
	B, C	Racks of Spears
	FF, GG,		
	HH	Empty Shelves
	X-DD	Bench

This room was an armory and indoor practice room for fighters. The floor is marked off so the outer areas are a different color (tan) than the center (the natural black stone of the Tower). The room is almost completely dark with only a very dim flicker of light. The weapons are all dusty, slightly rusted, but usable. The second spear from the left in area B is actually a +2 spear. It looks much like the others, but a close examination will show it is unrusted and made of a finer wood and metal.

Living in this room is a Wight. It was trapped here by Frantasy to act as a diversion during the attack. The Sorceress then forgot about it entirely; dooming it to be a permanent resident of the room. Understandably, the Wight is particularly unfriendly to those whom Frantasy sends. If warned by noise, it will be waiting on the bench in X. If surprised it will be in area I.

208	R, C	Doors
	EE-Y, A-G, D-E,		
	HH-II, X-DD	Beds
	U-V	Table
	O, P	Chairs
	GG	Dresser
	JJ	Broken Dresser
	M	Floor Shelves
	F	Chest

This room was once occupied by the Tower's Paladins. The walls are decorated with painted holy symbols and prayers for Lawful Good Gods and Goddesses.

Both dressers are filled with vestments suitable for use by a Paladin. (Which is the reason why they weren't stolen.) Under the cloaks in the bottom drawer of the dresser in GG is a scroll. It sits face down and appears to the casual observer as just a drawer liner. On the scroll are

are slain silently will the players be able to surprise these Ghosts.

Each Ghost has 23 HTK and attacks in the same manner as the Ghouls for 1-4, 1-4, and a bite for 1-8. The room is filled with a terrible stench. Save versus poison or gag while in the room. Wrapped in a package on the shelves in L, is a gold and silver holy symbol for a Lawful Good worth 140 gp.

204	R, FF	Doors
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The room was once hit by a powerful Fireball. Nothing remains of the furniture or contents. There are seven Ghouls in this room who are led by the Ghosts in 203.

If the players have made any noise on the floor, they will be against the east wall around the door—ready to pounce on the first two characters to enter. (The room will appear empty from the doorway, but will smell of death.) After four rounds of combat, the Ghosts in 203 will enter through the door in FF. Each Ghoul has 11 HTK (2D8).

205	R	Door
	A	Secret Door
	G, M, S, Y	Wall Shelves
	C	Floor Shelf
	GG	Floor Shelf
	U	Pile of Ashes

This room was once a library for the clerics and mages who lived with Orlow. Unlike other rooms, this one is almost daylight bright as it once was very well lit to facilitate reading. When the Tower was sacked, the books were piled in U and burnt. Looking through the ashes will reveal partially burnt pages and leather covers.

Cure Light Wounds, Cure Disease, and Cure Serious Wound spells.

Frantasy's underlings had just begun ransacking the room when forced to flee. But before he left, a Goblin Shaman poured unholy water and a contact poison on a bronze holy symbol placed at the top of the shelves in M. The poison has lost most of its potency, but will still knock a man unconscious (2-12 turns) if the symbol is carried in a bare hand for more than five seconds.

The Shaman also placed a minor curse with the room. His intention was that everyone of good alignment would catch a dread disease when they enter the room. He was so rushed that the curse didn't quite work.

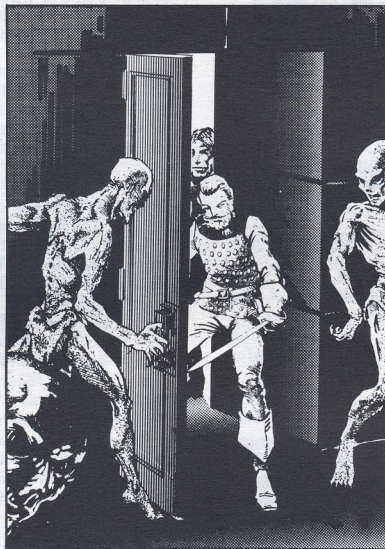
The first good character to enter the room will sneeze every 15 seconds until a Cure Disease or Remove Curse is cast on him. This sneezing will definitely prevent surprise by the party.

- 209 GG, R Doors
 A Good Altar
 B, G Large Candle Holders
 D-J,
 F-L Benches
 CC Pile of Wood Splinters
 M-S-Y Tapestry
 HH-II Table

This room was the chapel for the defenders. Over the altar is a lighter spot on the black wall where a holy symbol was attached. The candle holders are made of brass and worth 5 gp each. The tapestry is a creation scene with a Good God making men and elves while animals watch. On the table are most components (30 years old) needed for clerical spells up to fourth level.

Sitting on the bench in J is Gronb the Ogre (31 HTK, 4D8, club) who is holding his head in his hands. He and his mate ventured into the Tower two days earlier in search of loot. They approached during a relative lull in the magical effects and were surprised when then the Tower revealed its true nature. During a Darkness spell they were separated and he has been both confused and concerned ever since. (His mate is the Ogre killed and partially eaten by the ghouls in room 202.) He has no desire to attack, in fact, he will entreat the party to help him find his mate. If told she is dead, Gronb will ask the party to guide him out of the Tower since he is so confused he can't find the stairs behind the illusionary wall.

If the party helps him out, Gronb will wait for the party just outside the range of the Tower's magical field and offer his services until he finds something better to do. Gronb won't offer his services inside the Tower (He just doesn't think about it until he is a safe distance from the



crazy place!) If attacked he will, of course, defend himself.

- 210 M, HH Doors
 A-B, C-D, L-R, DD-JJ,
 EE-FF Beds
 O-U Table
 S Amphora
 HH Chairs (piled up)

Once the residence of several good Clerics, when the Tower finally fell a few retreated to this room to make a last stand. They barricaded the door to HH, but were overwhelmed before they could block the door to the Temple in 209. The final battle between the Clerics and the Goblin horde was terrible and full of curses and spells.

In the room today are the Skeletons of three Clerics with maces and 20 skeletal Goblins. Anything disturbing the room (like someone opening the door) will start them fighting each other. The Goblin Skeletons will win the fight in two rounds and lose four of their number. The 16 remaining Skeletons will attack anything else in the room until destroyed. Over the silent battle of the Skeletons can be heard the faint sounds of the original battle and woman's voice screeching orders. The Goblin Skeletons are armed with short swords and clubs and each has 3 HTK (1D8-1). These Skeletons cannot be turned or dissolved by a Cleric under skill 10.

The amphora is sealed and contains enough holy water to fill four flasks. On the table is a book which can be read by any good Cleric. It is an essay on how Clerics can co-operate with Druids. It deals primarily with manners and procedures, not miracles. Inside the cover is written: "Working together to save Orlow and make out land safe—Rose."

- 211 HH Door
 EE-Y, S-M,
 C-D Wall Shelves
 L-R, DD-JJ Floor Shelves
 O Round Table

When Frantasy was unable to get her Demon allies to approach the Tower, she enlisted the aide of the residents of Hell. For an exorbitant price they sent a small party of Devils to quest for Orlow. Still, the changing magical fields disrupted the more powerful members of the party and stranded the imps they had brought as aides. These imps are now living in this supply room attracted to the magic items stored within.

On the wall shelves in Y is a box made of pine. In this

box are three spikes which will pound themselves into or pull themselves out of any wooden surface in one round.

On the wall shelves in G, which are filled with dozens of useless items made of paper and wood, are several partially completed magical scrolls and a stack of Read Magic scrolls used to train apprentices.

On the floor shelves in DD is a set of spell books up to 5th level Magic User spells. There is a flaw in the Cloud-kill spell which makes it no more effective than a Stinking Cloud.

On the floor shelves in JJ is a series of treatises on nature and over a dozen well read books on animal life by the sea shore. On the bottom shelf is a large conch shell. Listen to this shell will accurately give the sounds of the weather from where it was taken. This will be clearly audible over the surf. It was intended to allow Orlow to dress correctly when teleporting to the seashore.

On the round table was a book about the various minions of the planes of Hell. This has been torn and obscured by the Imps who have found it both amusing and insulting.

The Imps will all be gathered on the round table when the party enters. If a clearly good character can be seen, they will attack immediately. If the characters enter using Frantasy's name or otherwise appear evil, the Imps will hesitate. Any attack, of course, will immediately cause them to fight.

There are three Imps in the room. They can follow the party if it flees, but will not leave the second floor. If possible, they will attempt to convince the players to assist them in returning to Hell (It isn't pleasant, but it is home). To this end they would not resist a Dispell Evil spell.

3 Imps: 14 HTK (2D8+2), flies at 18" per turn, attacks with its tail for 1-4 and a save vs. poison or die in 1-4 rounds.

212 HH Door

The walls and floor of this room are covered with soot. It appears to have been completely burnt out. The room was the apartment of a Patriarch. So many Goblins and their leaders died from his warding spells, that a group of Magic Users filled the room with magical flames for several minutes. As a residual effect of the flames, this room is constantly about 110° F.

213 HH Door A-B, D-E, M-N, P-Q, EE-FF Beds C, S, GG Chests

Many of Orlow's warriors stayed in this barracks. Several of the wounded soldiers were left here unattended when the Tower fell. Most were slain where they lay. There is a human skeleton, usually with a smashed skull, in every bloodstained bed. The chests contain clothes and personal items. There is a set of heavy gloves in chest C with a rune for luck sewn into their tops. These are not magical.

214 HH Door L Secret Door A-B-G-H Large Four Poster Bed D Dresser R-X Floor Shelves

EE-FF	Table
Z	Chair
Y	Wall Shelf

This was the room of a magical ally of Orlow's. A partially obscured pentagram is in V. The mage was casting a protection spell which was overcome. There are several pieces of Goblin bone in all sections of the room. One are larger than a few inches across.

A magic mouth with the ability to cast a Power Word Stun is over the door in HH. When the first character enters, if he does not turn and nod at the wall over the door, the mouth appears and casts the spell at the back of his head.

On table are several incomplete scrolls, a map of the valley and a note reading "study sea mammals—Orlow." In the dresser's second drawer is a cloak of protection +1 and three normal cloaks. It is the only one not made with golden threads woven among the wool.

On the shelves in R and X are a variety of spell components, and an ordinary stick 8" long (for mixing things), and a Chime Of Hunger carefully wrapped in leather.

Two Stirges live in this room. They enter through a pipe (3" in diameter) that pierces the wall to the outside. One will be at the entrance to the pipe in D and the other perched on the dresser in D.

Stirges: 6 HTK (1D8-1) 1-3 damage plus drain blood.

215 G, II Secret Doors C-I, E-K, U-AA, W-CC Tables R Floor Shelves S Floor Shelves

This room served as a storeroom for magical items and magical or valuable weapons. Most of these were used in the defense and lost, but those less suited to combat remain. Because of the limited time the sackers had before the magic began, this room has remained safe behind its secret doors. No one has entered here since before the fall of the Tower.

Still on guard though is an Invisible Stalker. He was carefully ordered to stay here and so is trapped by the wording of the summons to guard all the treasure until none remain. His long, and boring, servitude has left him in a very foul mood. He will attack any who enter and walk toward the table in areas U-AA.

Upon this table the Invisible Stalker has gathered all of the remaining items he is aware of. The guardian will not pursue the party if they flee the room and if they succeed in leaving with all the magic items, the stalker will yell his thanks in common as he fades back to the elemental plane of air. The Invisible Stalker has 50 HTK (8D8), does 4-16 damage, and automatically surprises anyone who enters the room.

On the table are a Wand of Metal and Mineral Detection, a Bag of Tricks, a Cloak of the Manta Ray, a Candle of Invocation, and a Sword -3 which also acts as a Ring of Weakness during combat.

Among several cheap rings on the second shelf in area R is a Ring of Water Breathing. The shelf once was used to store the plans for the first level's magical device and is still trapped. Anyone, besides a Magic User, who touches anything on the shelf will receive 2-24 points of electrical damage. The magic of the trap obscured the magic of the ring and the Stalker is unaware of the magic item

S	Door
E	Secret Door
Q-R-W-X	Large Bed
HH	Dresser
G	Rack of Spears
E	Coat of Arms Painted on the Wall

Obviously the room of a Fighter, this room was never entered during the pillaging that followed Frantasy's entrance. The door will continue to be barred from the inside (the Lord exited from the secret door). It will require magic or a total strength over 34 to try to bash it open on a 1 or 2.

When the Goblins couldn't open the door, they had an evil Wizard cast a Stinking Cloud into the room to drive anyone in it out. Since the room has been closed ever since, the gases from the cloud settled slowly on the floor and are spread with every Levitation or additional random Stinking Cloud produced by Orlow's crippled device. As a result, anyone entering the room must save vs. poison or suffer from the effects of a Stinking Cloud spell. Those who save must save every turn anyone walks in the room and stirs the noxious materials into the air.

Laid across the bed is a set of chain (normal) tailored for a human. Under the mattress directly below the chain is a +1 dagger. If a Detect Magic is thrown, the magic will be detected in the direction of the chain, but not on it. In the second drawer of the dresser is a small oak box with a pin trap (save vs. poison or take 2-24 points of damage and be helpless with fever for 2-8 hours). In this box are seven matched black pearls worth 1100 gp total as a set or 100 gp if sold separately. In the bottom drawer of the dresser is a brown recluse spider (recluse's thrive in the residue of Stinking Clouds). If the party is careful in moving the clothing, one will spy a small web. The brown recluse bites as a 1 die monster and does no damage. The bite is very toxic, however, and after two rounds does 1-3 points of damage for up to 5 rounds. The limb bitten also suffers nerve damage and a bitten character must save each turn the toxin is in effect or lose the use of the limb bitten. Treat the spider as AC 4 due to small size and speed.

S	Door
G	Broken Dresser
FF	Broken Bench
DD	Pile of Splinters

In this room, once a barracks, are the skeletal remains of 40 Goblins. Each has 4 HTK and carries a club. These were Geased by a Demon to rush the fortress and destroy all those inside. Such was the strength of the Geas that these Skeletons are still following orders. Unfortunately, the door was spiked closed from the outside and the Goblins trapped inside. In frustration, the Goblin Skeletons smashed all the furniture long ago and took the hinges off the door. Now they are poised to rush out the minute it falls.

The Skeletons will be totally quiet until they hear the spikes removed (there are three) and then let the door fall inward and rush out to attack. Among the pile of broken splinters is a cracked Wand of Magic Detection with 5 charges left. Due to the damage it recieved, it only detects

magic 50% of the time when used and it cannot be recharged or repaired.

S	Door
C to EE	Illusionary curtain
X	Hole in the Floor
CC	Pile of Wooden Splinters

Every Tower needs a bathroom and this is Orlow's. At the bottom of the hole (18" down) is permanently fixed Bag Of Devouring. This will detect as magical, but putting a hand down the dark hole to grab the magic item will give even a gloved characer 1-10 points of damage. Putting an inanimate object in the hole will cause anything beyond 18" inserted to be destroyed. The illusionary curtain is for privacy.

S	Door
FF, HH	Floor Shelves
A, B, C, D, E, F	Wall Shelves
N	Round Table
Q-WW	Long Table
JJ, II	Small Tables
R, X	Chairs

The floor of this room is covered in torn and shredded maps. Mixed in with the debris are the bodies (now just skeletons) of over a dozen Goblins. On the table in JJ is an intact map case with several small maps of sea shores and forests. Upon close examination the players will see the maps are drawn on long strips of flexible bark and not



parliament. On three are marked large question marks and the initial "O." On a fourth is the words "Rose's Garden" in the same handwriting. None of the maps are labelled.

In the mass of torn papers are six very hungry Rot Grubs. They are the last of a large number who infested the castle after the siege. They are all gathered under the table in N and will attack anyone who moves adjacent to the area. The map case has had a Resist Fire spell cast on it and is waterproof.

220 S, GG Doors

The floor of this room is covered with over two dozen straw mats. Among the mats are six backpacks. In them are ordinary supplies for a long journey over land, but no food (this was eaten by the Rot Grubs a long time ago). In one backpack (area W) there is a secret pocket with 72 gold pieces. Any thief has a 50% chance of noticing the pocket if they examine. All others have a 10% chance. The straw is dry and brittle.

221 C, S Doors

The contents in this room are identical to those in 220, but without Rot Grubs. There is also a Mimic in corner JJ. It resembles a chest similar to those found all over the Tower. It has lived in the Tower since before Orlow fled. The Mimic is very hungry and will attack if approached too closely. It is easily bribed with food, though, but knows little about the Tower or Orlow except that Druids used to stay in this room a lot right before the fall and that Orlow was very friendly with one female Druid in particular. If the food is good, or at least plentiful, the Mimic will warn the party not to go to the third level. No one venturing up there has ever come back down in over a decade.

222 X, C Doors

A large number of cloth pads have been spread on the floor of this room. These were sleeping pads for about 20 defenders. Mixed in with the pads are several small bags. Three are purses with 50 gp each. Everytime a character enters an area there is a 25% chance he will be attacked by a Giant Tick hiding in a nearby pad. Under a pad in area C is a scroll written by a Cleric. It contains the spells Cure Disease and Sanctuary.

Each Tick has 11 HTK and does 1-4 points damage when biting and 1-6 each turn it is attached to a player. If bitten, a character has a 50% chance of contracting a fatal disease, starting with a debilitating high fever in 1-4 hours.

223 C Door U-V Table O, P, AA, BB Chairs

The smell of death and rot is strong in this room. In corner EE is a pile of freshly picked bones. Several have been broken and the marrow sucked out. This was a victim of the Ghouls in 202. A Talk With Dead will reveal that he was a peasant from Goma who was attacked while returning home from the Inn. He knows nothing about the Tower.

224 C Door N, V, R Piles of Wooden Splinters

Examination of the walls will show that the south (EE to JJ) wall of the room contains many small cracks. This resulted from a Cone of Cold cast into the room. This is also what shattered the wooden furniture. Several large bloodstains in B, H, I and J show the tenacity of the room's final defenders.

231 G Door C Burnt Bed N, T, O, U, P, V Piles of Ashes

The bodies of fallen defenders were gathered in this room to be burnt. Because of the hasty exit caused by Frantasy's fooling with Orlow's device, the bodies were just set on fire and left. Mixed with the ash is bone splinters, 12 gp (slightly melted), and a non-magical scarab worth 120 gp.

232 C Door D-E Bench G, S, U, GG, X, L Amphoras

This room was used to store oil. Four of the amphora are empty, but those in areas GG and X are still half full of oil. The oil in X is sludgy and will not burn due to a crack in the seal of the lid. If the players bother to examine the oil, this will be obvious. The oil in GG was well sealed and still flammable.

Fumes have accumulated over the years from the cracked amphora in X. If a lit torch is carried into the room the gas will ignite doing 1D6 of damage and blinding those in the room for 1-4 turns. A save vs. magic will keep the player from being blinded (he closed his eyes in time), but the damage is unavoidable.

233 C Door B, H, N, Z, FF Amphoras E, F, R, X, DD Chests GG-II Floor Shelves

This room was used for food storage. The amphoras were filled with grain and sealed, but are now almost empty. The chests contained dried bread loaves, dried fish, and such and are still about half full. The chests in X contain salt and is still filled. The floor shelves were used for spices, of these only cinnamon, on the bottom shelf in GG, and two ounces of pepper, on the top shelf in II, remain. A series of six hooks spaced along the ceiling from A to EE show where dried meat was hung.

After the fall, this room was infested with Giant Rats. All of the food in the amphoras and chests are tainted. Eating them without a Purify Food and Water will result in stomach cramps and nausea strong enough to disable a character for 2-12 turns beginning three turns after consumption. The salt is still good, although the bottom of the chest has chew marks.

There are 21 Giant Rats still surviving in this room. They enter and leave through a hole in the wooden door. Each has 3 HTK (1D8-1) and bite for 1-2 points of damage. The Rats will avoid mobile characters unless cornered or aroused by a magical effect. If a magical effect which would frighten or disorient the Rats occurs when

the room is entered (such as levitation), all the Rats will swarm over the first person to walk into the room or stand in the doorway. After three rounds they will break off the attack and rush out into the hallway and down the stairs.

234	C	Door
	E	Rack of Spears
	U-V	Table
	O, P, AA, BB	Chairs

This was a guard station for the nightwatch. The spears are intact, but brittle shafts give them a 50% chance of breaking each time they are used in combat. There are plates and goblets on the table echoing the hurried departure of Frantasy's minions 30 years ago.

Strewn about the room are the chewed bones of three men. Small, partially melted pieces of chainmail can also be found in several locations. In one corner is an unchained fierce-looking dog who looks very hungry.

This is a Hellhound, originally summoned to accompany one of the attacking devils. It was trapped in the room by one of Frantasy's curses, and for three decades he has chewed over the remains of the guards he slew. Any who enter the room will be attacked with ferocity (+2 to hit) due to his hunger.

The Hellhound is also weak from his long confinement and lack of food. On the fourth round of combat it will attack only at half damage and on the fifth it will be visibly slowed and attack on the last initiative. It will collapse at the beginning of the sixth round of combat. Its desperate plight will force the Hellhound to breathe at every opportunity.

On the table is a stack of notices for the guards from Orlow. Three deal with schedules, one with a change in the meal times, and the bottom one reads: "Several Druids expected allow them to pass undisturbed down the stairs — O." Under the table is a small cloth bag containing 15 gp and 37 sp.

235	GG	Door
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The floor of this room is completely covered with a variety of pads, blankets, and mats. It was obviously used as sleeping quarters for a large number of men. Among the debris, are two small purses in N (37 gp) and CC (79 gp) and a number of minor personal items. It takes one round per area to search through the jumble.

236	GG	Door
	FF, BB, T	Piles of Splintered Wood
	G-H	Table
	M-N	Broken Bench
	C	Large Candle Holder
	O	Stool
	K-Q	Bench With Back

In a final effort to defend themselves in this room three Clerics cast a very strong Darkness spell and made it permanent. All normal light, heat, and glows from swords and magic items are blocked in this room by this spell. But by sheer numbers, the Goblins were able to corner the Clerics and overwhelm them. The spell is of such strength it is capable of absorbing up to three Light spells before the room can reflect any light. The darkness prevented the



Goblins from stealing the gold candle holder (180 gp) which still stands in area G.

Stairs

Both stairwells are relatively clean and dust free. No tracks are visible anywhere. The stairs are made of metal slightly rusted, but still solid. The western stairway connects to the first floor and the eastern stairway extends to the third floor. The illusionary wall appears like any other wall in the corridor, except there is no door. It is totally insubstantial, but does not disappear when touched.

The Room of the Device

Once again Orlow's magical device sits in the exact center of the room. This is the second mechanism Orlow built, but it looks just like the first, a stone pillar studded with gems. Like the first room there are no doors leading to this room and the only way to get in is magically, or hack through a meter of obsidian.

Another Clay Golem is still standing in the corner. He, like his counterpart of the first floor, was built by one of Orlow's allies to protect this section of the device. His orders are to attack anyone except Orlow. The Golem will base this attack on appearance only. (see First Floor for stats on Golem).

The Third Floor

On the third floor Orlow placed the chambers of his most trusted, and most powerful, allies. Of course, Orlow himself inhabited the third floor along with his new ally and eventual rescuer Rose, the Druid. The spells set loose on this floor are more powerful and dangerous than on the lower floors and the evil creatures, left behind in the wake of Frantasy's departure, are more powerful as well. These rooms are more intricately trapped too, since the powerful occupants were more concerned with others entering their sanctuaries.

301	C	Door
	S-T-Y-Z	Large Bed
	CC	Round Table
	R, X	Floor Shelves
	W	Pile of Wooden Splinters
	I	Pile of Ashes
	G	Dresser
	GG	Window

This room was the abode of a powerful Magic User who was apprenticed to Orlow. He was cornered here by two of Frantasy's apprentices and defeated in a magical battle. But before he died, he killed one of his foes, who turned into a Wight. The Wight now has an overwhelming hatred for all Magic Users. Its prolonged captivity has driven the creature quite mad and it has lost the usual cunning found in these undead. It simply will attack the nearest Magic User in the party ignoring all others. The Wight will be oblivious to anyone trying to distract him from his prey, disregarding blows from behind and damage caused by holy water (a Clerical Turn will still work), even if it is near destruction. The Wight will only attack the mage until destroyed. The Wight will pursue the Magic User out of the room and anywhere in the Tower he flees to.

Three items of value can be found on the shelves. In a bronze box on the bottom of the shelf in R is 130 gp and a pearl necklace worth 410 gp. On the top shelf of the same shelves is a pile of scrolls. Four are Read Magic and the fifth is Teleport. The third item is on the middle shelf in X. This is one Gauntlet of Ogre Strength (The other is on the first level). Neither will work unless both are worn.

The Wight as 27 HTK (4D8+3) and attacks for 1-4 points of damage and drains one level of experience.

302	C, S	Doors
	Q-R-W-X	Large Bed
	E, F	Wall Shelves
	M	Chest
	L	Dresser
	FF	Floor Shelves
	G	Table
	H	Chair
	GG	Window

Unentered since its original lodger was killed in the defence of the Tower, this room was occupied by a Patriarch who served as chaplain for the assembled warriors.

During the final days of the siege, when it became apparent the Tower would not hold, this powerful Cleric trapped his room with several glyphs, curses, and symbols to gain some measure of revenge on the attackers. He cunningly placed several objects of value (or what *looked* like objects of value) in the room to entice the greedy.

The whole room is protected by a Glyph Of Warding. All who enter without knowing the glyph is there and naming its nature out loud will suffer from its effects. (This is true whichever door is entered.) This particular glyph paralyzes its victim for 2-7 hours (save vs. paralysis). Those paralyzed must flee the room immediately after release or risk being affected again.

On the shelf in F is what appears to be a rune inscribed sword pulled six inches out of its scabbard. Actually the blade ends at eight inches in length and there is no magical enchantment on the broken sword. Anyone who pulls the sword out, however, will be cursed. Anytime the unfortunate victim is in combat he must roll on a six sided die. If a one is rolled he becomes faint and is unable to attack or defend himself for one round. Any Remove Curse cancels the effect.

The chest is filled with silver pieces (1468 sp). Opening the chest will infect all those in the three adjacent areas with a coughing disease. (Save vs. spells and the disease doesn't infect.) The disease will cause those who are infected to begin coughing 2-8 turns later and be unable to stop coughing for 1-4 days. The coughing will warn enemies of the party's presence and subtract one to all rolls to hit.

The dresser has a book sitting on it. Entitled "Religions of the Isles," it is a treatise on the religious beliefs of the natives living on coastal islands two hundred miles to the southeast. Reading the book will show they are mainly nature worshippers who are led by Druids. It is not trapped.

The area (FF) in which the floor shelves sit has its own Glyph of Warding cast on it. This is hidden by a layer of soot carefully spread over it. Stepping in this area causes a character to save versus blindness or be blinded until he leaves the valley or is magically cured.

On the shelves are a number of small chests which detect magical. They are empty, but are Wizard Locked (Detect 7 Magic User) which causes them to glow under a Detect Magic.

303	C, X	Doors
	M	Altar of Lawful Good God
	A-B, EE-FF, P-V	Benches
	DD-JJ	Long Table

This is the temple of the god worshipped by the Patriarch in 302 and the Paladin in 304. On the left side of the altar is a panel which can be found only if the altar is carefully examined. Within the panel are three small vials containing Potions of Healing. While all three detect magical, only two retain their potency.

304	GG, R Door	H Round Table
	B Cot	W Square Table
	M-T Bench	E Chest
	O-U Long Table	A Chest
	F Chest	
	DD Wall Shelf	
	S Window	

The entire western wall, A to EE, is covered in a mural of Lawful Good holy symbols and abstract designs. This is the quarters of a Paladin who also dabbled in painting. On the shield in DD is a full pot of Wondrous Pigments. These enable anything painted in two dimensions on a flat surface to exist in three dimensions for 24 hours. They can create only unliving items and painting a living creature will result in a lifeless body. The paints respond to anyone, but one must be a painter of some skill (i.e. be able to draw proportions, etc.) for the paints to be fully effective.

In the window of the room is the nest of five Giant Wasps. Each is 20 HTK (4D8) and stings for 1-4 (save vs. poison or receive additional 2-8 points of damage) These giant insects will attack any who enter the room (Wasps are very territorial). The Wasps will not follow party members out into the hall.

305	R Door
	S Window

There are pots from plants (use amphora) in N, Z, and BB. They are now filled only with dry dirt. The walls of the room are all painted with bright murals of forest and mountain scenes.

There is a pile of blankets in H and an empty open chest in DD. Leaning against the pot in N is a backpack. The pack is tightly laced closed. In the pack can be found dried rations and other supplies necessary for several days travel. Also in the pack are a bag of seashells, a box of hazelnuts, and a cupful of loose sand.

306	R Door
	H-N, T-Z Long Tables
	GG Rack of Swords
	J Amphora
	II, JJ Wall Shelves

Several pentagrams are inscribed with paint, silver and steel on the floor of this room. The chamber will generally detect as magical, but there appears to be no focus to the magic. The magical aura comes from the residue of enchantments Orlow and other mages would place on swords and other items. The swords in the rack have not yet been enchanted. There is a Curse on any who wield the swords before they are finished being enchanted. Whenever the sword is used, the user's eyes will begin to water (-2 to hit). This was primarily done to keep anyone from accidentally using the special swords for mundane purposes. The Curse is on the rack and not the swords themselves which will not detect magical.

307	R Door
	S Window
	EE to II Wall Shelves
	B, C, D Floor Shelves
	S-T Long Table

Found in this room is virtually any Magic User or Clerical spell component for spells up to the fifth level. On the round table is also some of the components needed for Druidical spells (50% chance of the needed substance actually there). Most of the labels have faded from the collection of bottles and boxes and those components which decay with age have become useless. Among the items of real value in the room are three small boxes (each with 200 gp in gems) lined up on the shelf in GG. In the chest in E are 10 golden rods worth 40 gp each.

Two Imps will be in this room. They will be intently searching among the components for choice items to take back to Hell and have already accumulated a small pile of herbs and leaves in O. They will not notice anyone who enters if the door (which is not locked) is opened slowly. One Imp is in C looking at the floor shelves and the other in E trying to pick the lock on the chest. Each Imp has 12 HTK and will flee out of the window if losing a battle. Once the party leaves the room, the Imps will return (regenerated) to continue their search.

308	R, C Doors
	S Window
	H Round Table
	G, M, S, E, F, L Chairs
	U-V Long Table
	Y, EE, FF Chairs

This was Orlow's meeting hall. On the table is a cloth and a long, dark rod. The rod will write clearly on any flat surface and the cloth is the only way the marks can be erased. On the stone wall is a whitewashed area extending from FF to II. Much of this will be covered in complicated formulas and diagrams. These appear to involve some sort of teleportation which can penetrate magical barriers. Any Magic User will recognize the teleportation references and a Magic User of skill 5 will notice they are intended to penetrate a barrier.

309	GG, R Doors
	C-D-I-J Large Bed
	A Chest
	M Floor Shelves
	B-C-D-E Tapestry Hung on Wall
	S Dresser
	FF Table
	Z Chair
	X, DD, JJ Wall Shelves
	F Chest
	L Large Candleholder

Based upon the emblem and scenes portrayed on the now brittle, but still colorful tapestry over the top of the bed, the party should be able to easily ascertain this was Orlow's living quarters. In the center of the tapestry is Orlow's crest (a pentagram with a Lawful Good holy symbol in it). The lighting of the room has been arranged so that if the word "light" is spoken when it is dark, the room becomes daylight bright. If the word "dark" is said



when the room is lit, the room will darken to the equivalent of one candle lit in the center of the room.

To prevent assassins, there is a magic mouth over the bed which will say a Power Word Stun whenever anyone approaches the bed with a blade drawn and visible.

A spell on the bed itself gives anyone laying on it 25% magical resistance (it was once 100%, but the spell has faded). The chest in A contains clothes suitable for mountaineering or travel in colder climates. It is locked and there is a vial of sleep gas (save vs. poison) which will open unless the chest is turned 90° before the lid is lifted. The trap is mechanical using a magnet and a compass, and not magical. Below the clothes is a small stone which constantly generates 110° F heat. This is a magical hand-warmer Orlow created. (See *Beastmaker Mountain* for a list of the Extraneous Magic Items Orlow created to make his life more pleasant.)

The shelves in M are filled with general books on magic and arcane lore. The bottom shelf has Orlow's spellbook for second and third level spells. On the top of the shelves is a finely sculpted dog made of lusterless black rock. It is non-magical. Under the sculpture is a list of names on a piece of parchment. The list is divided into two parts labeled Caverns and Island. This was a list Orlow made of who was to flee where when the Tower fell. The first name on the list for Island is his. The other names will mean nothing to the players.

The dresser contains a variety of every day clothes and a sack of 200 gp under the shirts in the second drawer. On the table is the remains of a partially eaten meal. The food is still fresh and warm. The plate is enchanted to keep foods fresh forever. The plate has runes inscribed on its

bottom and is made of pewter.

The wall shelves contain several spell components for low level spells and three vials. The first, a cleaning solution, smells of ammonia and is very poisonous. The second is sulfuric acid and the third is full of ground chalk. Below the shelves are four cloaks on hooks. In the pocket of one is a lodestone with a string attached to it which enable its use as a compass.

In the chest in F was kept the robes which Orlow used while conjuring. The chest is trapped. If anyone but Orlow opens it they will receive 3D6 of electrical damage. Still in this chest is a Robe of Useful Items.

The candleholder in L is hollow and contains a crudely sketched map of the coast southeast of the Tower. On one island along the coast is a badly drawn rose. (This is the Island of Hazel Woods). Faded and brittle, the map will crumble to dust if handled for more than a few seconds.

Clinging to the doorway over GG is a Quasit. This was a familiar of an evil Magic User who was blow away by Orlow when he tried to stop the Beastmaker from fleeing the Tower. The Quasit was trapped by an Imprisonment spell by Orlow (who was aiming at the Quasit's master). The magical actions of the Tower somehow eroded the spell and freed the creature just a few days earlier. Confused and feeling the loss of his master, he is very curious as to the events of the last 30 years. While evil and still dangerous, the Quasit will offer to trade any information they desire, but will simply make up his answers. Once he knows what year it is and is sure his master is dead, the Quasit will ambush the adventurers at the first opportunity. The Quasit has 19 HTK (3D8).

310

M, GG, R	Doors
B	Small Table
O-P	Long Table
I, J, U, V	Chairs
II	Floor Shelves
EE, FF	Amphoras
E	Fountain (see below)
C	Window

This was a dining area and where Orlow did his personal entertaining. The walls are all painted with scenes from different planes done in light pastel colors. There is a pile of earthen crockery on the table in B. On the top shelf in II is a pine box containing silver forks and knives worth 36 gp. The amphoras are both sealed and filled with a very fine wine. The wine in EE has turned to vinegar. The wine in FF is still good and worth 400 gp.

In area E is a magical fountain Orlow devised to supply the room with water and to wash the dishes. It is shaped liked a sea shell which curls over in the back.

Imbedded in the overhanging part of the shell is a Jar of Endless Water. The stopper is currently in. At the bottom of the shell is the "drain." Orlow created a permanent teleport about two inches across opening somewhere in the Eastern Sea. The teleport will be destroyed if the shell is moved, but the jar can be gained by carefully chipping away the cement it is imbedded in. This will take 5-8 turns with a 5% chance of destroying the jar each turn.

When the party approaches the room, they will see an elf sitting at the table on the chair in J. The elf is actually an Ogre Magi who is hiding in the Tower because he

angered a powerful Demon. As he knows Demons cannot approach the Tower, he is waiting for his wrathful lord to "cool off" about the accidental destruction of some artifact the Ogre Magi was supposed to be guarding. He will be friendly and vague to the players if talked with. He will claim to have no memory before two days earlier and will resist, for obvious reasons, any attempts to help him escape from the Tower. If the players discuss with him their Geas to remove the rune, the Ogré Magi will use every means possible to stop the party.

This Ogre Magi is very covetous of magic and especially powerful magic items. Each time a major magic item (rod, staff, powerful sword, etc.) is used or displayed in the Ogre Magi's presence, there is a 50% chance he will decide to steal the item. To this end he may volunteer to join the party for a short time and then surprise attack them. If the player's refuses the Ogre Magi's company, he will ambush them at the first opportunity. The Ogre Magi had 36 HTK (5D8), uses magic and regenerates damage. He will not flee into 311 for any reason, but will flee past the Quasit in 309.

311	M, GG	Doors
	B	Dresser
	E-F-K-L	Large Bed
	X	Dresser
	FF	Table
	Z	Chair
	A	Chest
	C	Window

This was the bedroom reserved for Rose, Orlow's new ally and a female Druid of great renown. The air smells pleasantly of trees (hazelnut to be exact) with a hint of salt-water. There is no exact source of the odor. The bed is neatly made, but there are no personal items of Rose's in the room. On the table is a note under a large conch sea shell. It reads, "Gone to help maintain the Connection. *Be Careful. Love, Rose.*"

As this was the room of his ally and paramour, Orlow went to great lengths to ensure her safety. Combining both his magical abilities and knowledge of beasts with Rose's substantial druidical powers, Orlow cast a spell on this chamber. In front of every character who enters the room with a weapon or attempts to cast a spell, will materialize an animal of up to eight hit dice to oppose him. The choice of animal is up the DM (as in Animal Summoning II), but must be of natural origin and not magical or mythological. Once the creature is slain, another will appear each time a new area is entered.

312	GG	Door
	FF	Amphora
	DD	Table
	CC	Chair
	E-K	Long Table
	S, Y	Wall Shelves
	A-B-G-H	3' Pile of Clay

This room was used to construct the Clay Golems guarding Orlow's Device. The floor is dusty and the clay has dried until very hard. A faint glow, barely noticeable, emanates from the clay in H. After 3-9 rounds of hard digging, the characters will uncover a golden Lawful



Good holy symbol with emeralds at its center (value 600 gp). This was intended to "condition" the clay. On the table is the partially completed form of a Clay Golem. The amphora held holy water, long since evaporated.

313	GG	Door
	G, S, Y	Chests
	K-Q	Long Table
	A, B	Wall Shelves
	U	Pentagram Inscribed in Silver
	C	Window

The pentagram is actually inscribed on a meter square wooden board placed over the stone floor in U. All three chests are unlocked and contain 2-12 iron bars. The table in K-Q is reinforced to hold up under the weight of the Iron Golems which was built here. A scroll with the Druidical spell Heat Metal is on the shelf. Under the shelves is a partially faded and useless Book of Golems (Iron) with Orlow's name written inside the front cover.

314	GG, R	Door
	C-D	Long Table
	S-Y	Long Table
	O-P-U-V	Cage
	A, B	Floor Shelves
	DD	Chest
	C	Window

This laboratory was used by Orlow to conduct his experiments on creating or improving living creatures (he was, after all, called the Beastmaker). The cage in the center of the room is made of thick iron bars, but the door is unlocked and opens into area I. The bars are rusted, but still solid. There is a variety of common liquids on the

shelves and two potions on the bottom left of the shelf in A. These are a spoiled Potion of Flying (save vs. poison or think you are a bird for 2-8 rounds) and a Potion of Growth. Neither are clearly labeled, but a Read Magic on them will decipher their purpose. The chest contains a collection of dried animal and insect organs and smells terrible if opened.

There are seven Giant Spiders on the wall between EE and JJ. They are hunting, not web spinning, spiders. On the floor in the cage is a silk wrapped victim (a Giant Centipede) which can be plainly seen from the doorway. Each Spider has 3 HTK, AC: 3, moves 12, bites for 1-4 and stings for one point plus a save vs. paralyzation. They will attempt to swarm over the first person to enter. The Spiders are too big to exit the small windows.

315 M, HH Doors
U Round Table

The walls of this room are entirely lined by cages except for the doors. Each cage is one area in size and locks with a key. The locks are rusty, but still function reluctantly. The keys to all the cages are in a small leather sack on the table in U.

There is a six inch crack in the wall extending from a foot above the floor to the ceiling. It appears something of great size and velocity hit the outside wall and cracked it.

Living in this room are 20 Giant Centipedes. These are survivors of Orlow's experiments. They often use the crack to scavenge and hunt outside the Tower. As the valley is so devoid of food, they are constantly hungry.

If the party enters from 316 they will attack immediately. If the party enters from 314, the Centipedes will hesitate one round in fear of the Spiders.

Four Centipedes each can be found in H, P, V, Z and U. The giant insects have 4 HTK (1D8-1), AC: 9, move easily through the cages (and will flee there if badly hurt), and have a poison sting which is saved against at +2.

316 S, D Doors
O, P, V Chests
U Small Table
X Window

The walls of this room, except for the doors, are lined with three foot square bins. This was the food storage area for the experimental animals. Those on the east wall (F to JJ) held dried giant insect parts of which a few wings and carapaces remain. The bins are made of wood and close with wooden lids.

When the party enters the room they will hear scurrying noises from inside the bins. These are 9 Giant Sumatran Rats which have been existing on the feed. They have gnawed the wooden bins (holes in G and DD) to allow them to travel easily from one to the other. They have gathered two gems worth 180 gp in bin L.

Unless cornered, the Rats will not attack a powerful party. If the room is entered by just one or two wounded people, the Rats will attack from the nearest hole in 2 rounds. Each Rat has 3 HTK, AC: 7, and does 1-4 points damage with a bite.



317 S Door
M Amphora
A, B, C, D Wall Shelves
O-P Long Table
R, X Amphora
GG, HH, II Floor Shelves
X Window

This laboratory was used by Orlow and his assistants to learn about the mysterious new force "electricity." The Amphoras in R and X are actually leyden jars (primitive batteries). If the metal lids are touched they give a shock of 1-4 points of damage. This will also knock the toucher out for one round. The amphora in M is tightly sealed and contains water with metal salts dissolved in it. This makes the water a better conductor.

On the table is a 7' length of copper wire and one rubber glove. The wooden shelves contain scraps of batteries and copper connections.

318 S Door
G-H Long Table
EE-FF Long Table

A large drawing of an oak leaf covers the floor in areas Q and W. This is the "Connection" portal for teleportation used by Orlow to flee the Tower. Rose and her Druids helped maintain the opening even though Frantasy ringed the Tower with teams of demons casting Dispell Magic's to prevent just such an escape.

On the tables are three dozen backpacks containing aloe lotion, sun shades, light cotton clothing, and other supplies needed for life along the seashore. These were for defenders that didn't make it to the teleporter before the Tower fell.

The portal will still work. If a character stands on the oak leaf and casts a Teleport spell with no particular

destination named, he will end up on the island where Orlow fled. (The island and a confrontation with Frantasy will be in the third and final of Orlow's Adventurers to be released in the winter of 1983-84.)

319	S	Door
	Y-Z	Long Table
	H, I	Amphoras
	X	Window

There is a red line painted down the floor between the area of D to HH and the area E to II. The table is covered in small pots and shallow vases which retain a faintly unpleasant odor.

This area is the disposal room for wastes from the floor. The areas beyond the red line are under the effects of a permanent Disintegrate spell. Any solid object entering this space is disintegrated immediately (no saving throw). A broom is laying partially across the line in V. The portion of the handle that would extend into W is gone.

Residing in this room is an Invisible Stalker who had been ordered to "get that Wizard." In the trauma that followed the release of magic from Orlow's machine, the Stalker lost much of his memory and was crippled. He now waits invisibly just inside the door for any who enter. When they do he attempts to push or trip them into the disintegrate area. This is the only attack he can make as both his claws were destroyed when he himself was nearly pushed into the area. A character so attacked must save vs. their dexterity or be pushed partially into the area (losing a hand, foot, or at least several fingers). If a character rolls a 20 he has totally blown it and completely falls into the area disappearing in puff of smoke, irrevocably dead.

The broom is still a functional Broom of Flying which has for its command word "Up, up and away." The six inches of missing handle cause it to be a little shaky in tight turns. The amphoras held washing water.

320	S, HH	Doors
	G-H, J-K, A-B,	
	D-E, M-N, P-Q	Benches
	Z	Round Table
	Y, EE, FF, U	Chairs
	DD	Wall Shelf
	GG	Rack of Spears

This was a dining area. The tables are covered with cloths. These are all embroidered with the crest of Orlow (see 309). The spears are normal spears, but the wood is dry with age and will crack if strained. On the wall shelf is a selection of spices including salt, pepper, cinnamon and beet sugar. These are in small vials.

321	S, D	Doors
	F	Fountain
	E	Small Table
	A-B	Long Table
	X	Small Table
	M	Floor Shelf

Y, EE	Wall Shelves
GG-HH	Long Table

This room was the kitchen for the upper floors of the Tower. The air smells fresh as there is a permanent Gust of Wind spell blowing out a 1" hole in wall at R. The table in A-B is covered in copper and a Heat Metal spell of 150° has been cast on it. This was to keep food warm.

On the table in X, which is only two feet high, sits a kettle. Anything liquid placed in the kettle will boil in two minutes. This will destroy any magical potions placed within it. The effect is magical and the kettle itself never feels more than slightly warm to the touch. It is currently empty with the remains of boiled off soup stock crusted on the bottom.

There are several articles of cutlery distributed throughout the kitchen. A cleaver on the shelf over area EE can act as a +2 Hand Ax. It was the prized possession of the chef, a low level mage. To protect his cleaver, the chef placed an Animate Object (with some help from Orlow) on all the sharp items in the room. If anyone attempts to exit the door with the cleaver, seven knives, 10 forks, and a large knife will fly at them. These will strike as if hurled by a skill 1 fighter each hitting for one or two points of damage.

The fountain in F is still running with fresh water. It is actually the junction of two very small teleportation devices (each 1" in diameter). The water is being teleported from a mountain stream a few miles away and is being returned to the stream through the "drain" at the bottom of the fountain. If moved or damaged both will cease to work.

The door to 322 is locked.

322	C, X	Doors
	GG	Window
	A to EE	Wall Shelves
	U	Chest
	GG, HH	Floor Shelves
	E, L	Amphoras
	O-R	Long Table

The door between this room and 321 is locked. It was used for the storage of food. Kept here primarily were preserved stores against siege. Also stored here was a large store of spices Orlow had gathered (and developed a taste for) in his travels.

The wall shelves are stacked full of dried meats. The chest are filled with salt (now a solid cake) and the floor shelves contain pottery jars of common spices. On the bottom shelf in HH are seven bottles of a particularly fine wine. It is still good and will be recognized by a chef or gourmet. Each is worth 75 gp.

The door to 321 is locked from this side. The amphoras contained cooking oil, but only a sludge at their bottom remains. The meat on the east wall is infected with rot grubs. 1-3 will attack each time the meat is disturbed.

323	C	Door
	A-G, S-T, EE-FF, HH-BB,	
	JJ-DD, Q-R, E-F	Beds

G, Y, GG, II, X, L..... Wall Shelves
 D Chest
 HH Window

Frantasy did succeed in penetrating the Tower with a spy shortly before the siege. He was detected trying to escape and was killed. The press of battle prevented the searching of his room. Hidden in the spy's bed Q-R, is a panel of wood. It detects strongly magic and evil. If the device carved into the wood is exposed to light it summons a Spectre. The Spectre will appear 2-5 rounds after the wooden plaque is uncovered. He will be annoyed at the summons and will attack the nearest party member or the player holding the plaque. Throwing away the plaque or giving it to the Spectre will cause him to take it and disappear.

The chest contains only the moulding remains of dirty clothes and bandages. The beds contain only decayed bedding and the shelves only minor personal articles.

324 C Door
 HH Window
 A to EE..... Wall Shelves
 GG Floor Shelf
 II Floor Shelf
 P-Q Long Table
 J, K, V, W Chairs
 R Chest

The walls of the library are still lined with books and scrolls. Most deal with mundane topics, lower level magics, and animal breeding. The ink has faded on most so that only short passages are readable and the value of any book here is low. On the wall from D to F is a mural depicting the evolution of a fish to a mammal (a' la Darwin), but with two spots marked where Orlow suspected a Wizard had meddled or hurried the process.

331 S..... Door
 B, D..... Floor Shelves
 Z-AA..... Long Table
 T, U, FF, GG..... Chairs
 K Round Table
 J, E, L, Q Chairs

The light in this room appears to make a slow transition

across the spectrum (it takes 3 minutes to go from Red to Violet). This room was created by Orlow to assist in the reading of books and scrolls from far places or in obscure languages. The light has incorporated in it a permanent Read Languages spell and a low grade Read Magic spell. The effect is that any written item in the room can be read by anyone and any magical spell can be read by any level Magic User. Thieves still have only their normal chance to read magic.

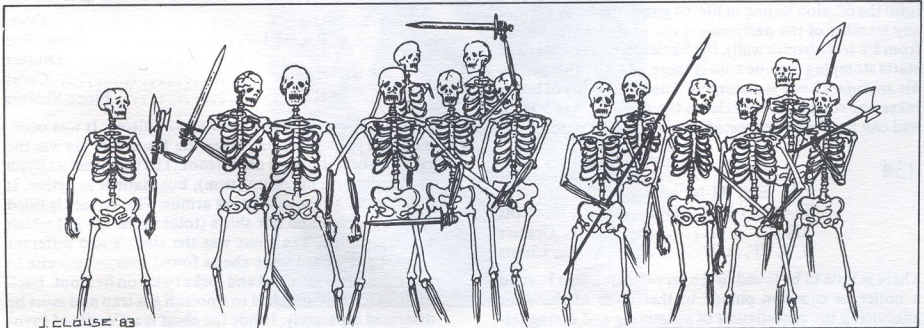
On the shelves are books which are primarily the diaries of travellers. All appear while in this room to be written in common. Actually they are all written in distant or dead languages and cannot be read when removed. Many are interesting and exciting, but of no current value.

332 M Door
 P Round Table
 J, O, Q, V Chairs
 S Amphora

The floor of this room is painted in a 3 meter by 3 meter pentagram. This was a warding device which was activated during the siege. Crossing over the painted pentagram without first spilling holy water where you cross, will cause a character to lose their voice until a Remove Curse or Dispell Magic is thrown. The DM should not let the player talk. The ward was used to protect a skrying device that was housed here from being damaged. The crystal ball is gone and only an indentation in the center of the table hints what was here. The amphora once contained the holy water which has long since evaporated.

Skeletons, 14 in number, were teleported into this room during the siege with orders to kill everyone in it. They were sent by an evil Wizard who traced back the skrying to this location. The defenders had left to man the walls and when the Skeletons arrived there was no one to attack. They continue to wait inside the pentagram for someone to fight. Each Skeleton has 5 HTK (1D8) and does 1-6 points of damage. They can leave the pentagram since they don't need to talk anyway.

333 C Door
 EE, FF, II, JJ..... Wall Shelves
 GG, HH Floor Shelves
 U-V Long Table



P, AA Chairs

This was Orlow's private library. On the back shelves are several books which will detect magical. Among these are a Manual of Puissant Skill at Arms and spell books for 5th and 6th level spells. The Manual is on shelf EE and the Spell Books on the bottom shelf of HH

On the chair in AA is a pile of bones. These are the mortal remains of Orlow's librarian. He, because of Orlow's protective spells, was able to survive the fall of the Tower, but starved here, unable to venture out safely. In order to protect his books from even casual use by other's, Orlow cast a variant of the Distance Distortion spell on the room. This spell actually causes the size of a person entering a room to halve for each meter (area) they proceed. This is measured from the doorway. All clothes, equipment, weapons, etc also contract. The progression on a six foot human walking towards the shelf in HH would be:

Area	Effect
C	3' Tall
I	18" Tall
O	9" Tall
V	4.5" Tall
BB	2.25" Tall
HH	1" Tall

The height difference does not affect the character's hits to kill, but does effect their ability to damage an opponent. Since they are so small they will be able to give damage proportionate to their size, but their density will increase giving them the same HTK.

Even if a character reaches the shelf they are too small to move the book. Crossing each area also takes twice as long as the player's size contracts. This means the first area takes one step, perhaps three seconds to cross, while by the sixth area (HH), it takes the inch tall character over a minute and a half of walking! The furnishings, books, and the Skeleton will appear to grow proportionally as the character moves, however the shrinking effect will be obvious to other characters in other areas. Inanimate or unliving objects not carried by a living being, are not affected. Leaving the area or approaching the door reverses the effect.

The librarian was enough of a Magic User to turn himself into a Skeleton upon death. He now remains to fulfill the mission he had in life, to guard the book's. Once any member of the party enters the row of meter blocks from EE to JJ (south wall), the Skeleton reassembles and starts stomping anyone who is there. He will also assemble anytime a book is disturbed. The reassembly of bones takes one round. As a Skeleton the librarian has 5 HTK and can be otherwise treated as a normal Skeleton.

334

C Door
A-B, E-F, M-N,	
EE-FF, Q-R, CC-DD Cots
HH Dresser
G, S, EE, L, X Chests

There is little to be seen in the servants quarters beyond a notice in common pinned to the inside of the door announcing the cancellation of swimming and diving les-

sons. (Note: there is nowhere within 20 miles of the Tower were where anyone could swim, much less dive.) The chests all contain patched clothes and livery with Orlow's emblem on the chest.

335

C, R Doors
D, L Spear Racks
HH Sword Rack
O Round Table
I, N, P, U Chairs
Y Chest

There are literally hundreds of fragments of shattered bones and armor strewn throughout this room. The guards in here were slain by a Cone of Cold and then hit with Shatter spells while still frozen. There is a sword in the rack which acts as a +1 weapon only in the hands of a Lawful Elf. For all others it will be -1. The spears are all intact, but the racks were loosened by the cold. Touching any spear will cause the rack to fall, scattering the spears, but doing no damage.

The chest contains the payroll records, schedules, and general paperwork needed to run a garrison. These will reveal that the garrison consisted of 150 Fighters, 11 Magic Users, 12 Clerics and seven Paladins. There is also a sack labeled payroll containing 270 gold pieces.

336

GG Door
M-S Bench
K Round Table
E, J, L, Q Chairs

A full illusion has been cast on this room to give it the appearance, sounds, and odor of a much larger flower garden. There are scrapes and bloodstains on the floor from the doorway to area B. Area B appears to be filled with the only large tree in the garden. Actually the illusion contains a ladder which leads through a trap door to the roof of the Tower. This door is closed, but is unbolted. The trap door is hidden from sight by the illusion until you actually begin climbing the ladder. To anyone else in the room, scaling the ladder looks like you are climbing a "tree."

The bloodstains are from a Cleric, wounded in the first days of the siege, who implored his god for assistance against the Demons.

337

GG Door
B-C-H-I Large Bed
L Dresser
S Chest
II Floor Shelves

This room was reserved for trusted visitors. It was occupied by a powerful Cleric when the Tower fell. He was the one who cast the ward on the roof. The Cleric set a Glyph of Warding on his room (stun), but made it selective. It only works on those wearing armor. The dresser is filled with fine robes and silk shirts (total value 134 gp) which are still usable. The chest was the cleric's and different from the standard issue chests found everywhere else in the Tower. It is all metal and locks twice on its front. Each of these locks is attached to a poison gas trap and must be disarmed separately. Inside the chest is a Candle of Invo-

cation, three vials of holy water, and a Rod of Smiting. These are wrapped in fine vestments embroidered with gold thread and set with semi-precious stones (a value of 350 gp).

Waiting in V is a Flesh Golem. If the party has made excessive noise it will advance to AA and swing at whomever opens the door. It senses the danger from the rod in the chest and so will strive to keep anyone from entering the room. The golem was actually created in the Tower, but went berserk during the defense. The Golem has 40 HTK, strikes twice with his fists for 2-16 points of damage each round and may be hit only by magical weapons. Like all Golems, a Flesh Golem is immune to most magic.

The Stairs

The stairway entrance is, like on the other floors, hidden by a permanent illusion of a wall. The circular, spiraling staircase goes only down to the second floor. The top step and an area nearby are stained with long dried blood.

The Roof

The roof of the Tower is accessible only through the metal door in room 336. While crenelated, the roof was never considered for defense as there were too many flying creatures for it to be safe. To keep these flyers from using the roof as a base to attack the rest of the Tower, a large quantity of spikes, broken glass, caltrops, and the like have been spread here. The ceiling of the Tower of 12 feet thick stone with an Anti-Magic layer cast into it (using several Dispell Magic spells and a few Rods of Negation

all of which are completely inaccessible to the players).

Only the few feet around the trap door are walkable. Here the Glyph of Warding that the god gave his faithful servant has been keeping Demons away ever since. The Rune is written in the blood of the dying cleric on the outside of the trap door to the Roof. It appears to be unmarked by the years and cannot be washed away by normal means. To remove the glyph one must pour on it holy water or water Blessed by a Cleric. Once the rune is smeared, even a little bit, it becomes ineffective.

The Room of the Device

The exact center area of this room is filled with the pillar containing the Orlow's Device. This is area O, P, U, V. No magic works within this room. Unlike the other two pillars, this one stops two feet short of the ceiling. Looking down into the pillar will give the impression of a mass of wires, weirdly spinning gears, and glowing lights.

Staring for more than a few seconds will make a character dizzy and after 30 seconds the character will pass out completely from the mental strain. The edge is jagged as if partially destroyed or incomplete. In all other ways this pillar is similar to those found on the two lower floors. The room has no doors and is virtually sealed air tight.

Guarding the pillar is a stone golem. It is instructed to prevent any but Orlow from touching the Device. The party will be safe until they attack the Golem or physically touch the Device. (Orlow didn't want the Golem attacking his assistants.) The Golem has 60 HTK, can only be hit by +2 or better weapons, is immune to most magic and does 3-24 each round it attacks.



Epilogue

Just in case you managed to miss the clues scattered about the Tower of Magicks, here is what happened to Orlow:

As the Demon led army of goblins marched towards the Tower of Magicks, Frantasy arranged with other evil Magic Users to place a barrier against teleportation, plane travel and the like around the entire valley. This was not uncommon practice in a magical land. Some weeks earlier, however, Orlow had contacted the head of the Druids, who ruled a chain of islands several hundred miles away in the southeast. The Druid was a female human named Rose. What began as a negotiation for an alliance against evil, became a close personal relationship and soon Rose was spending much of her time at the Tower.

As the romance grew, Rose became concerned over the possibility of Orlow being trapped in his own Tower. She began arranging a powerful magical spell which combined the teleportation skills of a number of her local mages and created a very strong link with her island they called the Connection.

This is how Orlow finally escaped when Frantasy battered down the wall of the Tower. The suddenness of Frantasy's final assault, however, threw Orlow into a panic and he fled from the Tower, unable to hide or destroy many of the clues the characters have to guide them.

Rose's island chain is known collectively as the Hazelwood Islands. The name comes from the many groves of

Hazel nut trees found in the forests. The local culture is primarily agrarian and foresters. The Druids are both the spiritual and secular leaders of the islands and nearby coastal areas.

As for the Demon, well once you destroy the Rune he will appear about 1-4 rounds later materializing in front of the party with arms crossed and a venomous countenance that Demons are especially good at. "Well," he'll intone sounding like a rasp across steel, "What have you learned?"

He will accept no less than that Orlow, with the help of Druids, fled to an island somewhere in the Eastern Sea. If the party tells him thus, (and they better not lie) he will pass his hand over the group and formally dissolve the Geas. Then he will disappear himself leaving the party slightly befuddled and without a word (or cent) of gratitude.

If the party has not yet found all the facts of Orlow's escape, the Demon will scream obscenities at them and warn them to search more closely or learn how to swim in molten lava. He will then disappear and announce his return in two hours, warning that if the party has not found the clues he will destroy them all. In fact, the demon will not return for 6 hours and if the party has still not found the clues he will give them all the time they need, but continue to threaten them with dire and dread fates.

In the end, the party will have to find its own way out of the Tower and valley (facing all the dangers therein) without any help or guidance from Frantasy or Baal hap Blum.

Abbreviations:

St - Strength
It - Intellect
In - Insight
Sm - Stamina
D - Dexterity
A - Appeal
AC - Armor Class
HTK - Hits to Kill

Years before, a demon lead horde assaulted the lone Tower. Now you must enter the dread Tower where magic has gone wild to discover the secrets of a desperate Wizard. Can you meet the challenge of a dungeon where not only fantastic creatures and cunning goblins, but the very dungeon itself, may be your opponent? An adventure for those who can meet and conquer not only the unknown but also the unexpected.

The second Adventure in the Flight of Orlow the Beastmaker is for four to eight players of third to sixth levels of experience.

Tower of Magicks is suitable for use with Dungeons & Dragons™, Advanced Dungeons & Dragons™, Tunnels and Trolls™, and other popular fantasy role play systems.*

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TOWER OF MAGICKS

