7

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DARK TOWER



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VOLUME 1 OF A 3-VOLUME SET

By Jennell Jaquays

DARK TOWER

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A CLASSIC ADVENTURE HOMAGE

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JAQUAYING THE DUNGEON

by Justin Alexander - Revised for *Dark Tower*

I believe that dungeons should always be heavily jaquayed.

Okay, it's true. I'm just making up words now. In the case of jaquaying, the term refers to Jennell Jaquays, who designed Caverns of Thracia, Griffin Mountain, and, of course, *Dark Tower*, along with dozens of other old school classics for Judges Guild, Chaosium, Flying Buffalo, and TSR before transitioning to video game design. In the latter capacity she wrote several essays describing how she designed maps for Halo Wars. For example:

> *Memorable game maps spring from a melding of design intent and fortunate accidents.*
>
> Jennell Jaquays – Design Notes for "Crevice"

That's timeless advice, and a design ethos which extends beyond the RTS levels she helped design for Halo Wars and reaches back to her earliest works.

What Jaquays particularly excelled at in those early Judges Guild modules, and continues to excel at today, was non-linear dungeon design.

For example, in *Caverns of Thracia*, Jaquays includes three separate entrances to the first level of the dungeon. And from Level 1 of the dungeon you will find two conventional paths and no less than eight unconventional or secret paths leading down to the lower levels. (And Level 2 is where things start to get really interesting!)

The result is a fantastically complex and dynamic environment: you can literally run dozens of groups through this module and every one of them will have a fresh and unique experience.

But there's more value here than just recycling an old module. That same dynamic flexibility which allows multiple groups to have unique experiences also allows each individual group to chart their own course. In other words, it's not just random chance that's resulting in different groups having different experiences. Each group is actively making the dungeon their own. They can retreat, circle around, rush ahead, go back over old ground, poke around, sneak through, interrogate the locals for secret routes… the possibilities are endless because the environment isn't forcing them along a pre-designed path, and throughout it all, the players are experiencing the thrill of truly exploring the dungeon complex.

By contrast, many dungeons—particularly modern dungeons—are extremely linear in their design. Their maps are beautifully rendered and gorgeous to display on a virtual tabletop, and they may even, at first glance, appear quite convoluted, with corridors that twist and turn every which way.

But as you follow those "twisting" corridors, you will more often than not discover that there are no choices to be made. A hall may turn, but ultimately it has only one destination. In these linear dungeons, the pseudo-choices the players make will lead them along a pre-designed, railroad-like route—sometimes because the designer doesn't know any better, sometimes because they want to force the players through a predetermined sequence of contrived set pieces. In a jaquayed dungeon, on the other hand, the choices the players make will have a meaningful impact on how the adventure plays out.

Some would argue that a railroaded, linear design is "easier to run." But I don't think that's actually true to any appreciable degree. In practice, the complexity of a jaquayed dungeon emerges from the same simple structures that make up a linear dungeon. The room the characters are currently in has one or more exits: What are they going to do in this room? Which exit are they going to take?

The choices the players make will have complex and unpredictable results that will cascade through the entire adventure, but the actual running of the adventure isn't more complicated as a result.

On the other hand, the railroad-like quality of the linear dungeon is not its only flaw. It also eliminates true exploration, for the same reason that Lewis and Clark were explorers, whereas when I head down I-94, I am merely a driver. It can significantly inhibit the players' ability to make meaningful strategic choices. It is, frankly speaking, less interesting and less fun.

All right, but even if it's just as easy to run a jaquayed dungeon as it is to run a linear dungeon, then surely it must be much more difficult to design such a dungeon, right?

No, actually!

Once you understand the basic principles of jaquaying, it's actually quite easy to use a handful of techniques to add its dynamic strength to your dungeon design. In fact, you'll discover it's even quite trivial to take a linear dungeon and rapidly jaquay it with just a few simple tweaks.

THE JAQUAYS TECHNIQUES

Let's start by looking at some of these basic techniques employed by Jaquays.

Some of these techniques are designed to offer complex geographic relationships (out of which meaningful choices can naturally arise). Others are designed to confuse the mapping of the complex (or, even in a game without player mapping, to confound their general understanding of the complex). The point is not (necessarily) to create a maze-like environment, but rather to create an environment of sufficient complexity that the "hand of the author" and the underlying structure of the dungeon environment become obfuscated.

MULTIPLE ENTRANCES

Multiple entrances give the players an immediate strategic choice as they approach the dungeon complex. Hidden secondary entrances also reward exploration both inside and outside the dungeon, allowing for favorable approaches and quick escapes. In terms of structure, multiple entrances effectively create an additional "loop" (see below) through the surface above the dungeon.

- In *Dark Tower*, for example, there are a half dozen entrances to the dungeon scattered around the village on the surface:
- The trapdoor in Cornelius's hovel (V-2, leading to 1-1)
- The trapdoor beneath Avvakris's manor (V-5, leading to 1-18)
- The shaft in the pit trap beneath Avvakris's manor (V-5, leading to 1-42)
- The cellar entrance from the Overlord's Inn (V-7, leading to 1-21)
- The trapdoor under the constabulary (V-10, leading to 1-46)
- The tunnel from the old tower (V-11, leading to 1-45)
- The shaft in the old tower (V-11, leading to 1-36)

Each entrance allows the characters to engage the dungeon in a different way; but each also represents a different method of retreat should the dangers of the dungeon threaten to overwhelm them or otherwise cut off their escape. Many of these entrances are, in fact, hidden (see "Secret & Unusual Paths," below), rewarding or even requiring exploration.

LOOPS

Branching paths in a dungeon allow for choice, but are still functionally linear in their design. (In practice, you will follow a branch to its end, backtrack, and then go down a different branch. But each branch still presents an independent linear experience.) Where things get interesting is when you grab a couple of those branches and hook them together into a loop. These loops are the basic building blocks for non-linear dungeons: they provide real strategic and tactical choices; make exploration meaningful; and allow players to find alternative routes around or through potential threats.

MULTIPLE LEVEL CONNECTIONS

If there is only a single route leading to the next level of the dungeon, the complexity of the current level collapses into a chokepoint. But if you introduce multiple connections between the dungeon levels you create a synergy between complex level designs. Just as you create new structural loops by including multiple entrances to the dungeon, each additional connection you draw between levels creates new looping paths through the dungeon.

DISCONTINUOUS LEVEL CONNECTIONS

In a linear design, the levels of a dungeon must proceed in their predetermined order. Level 1 leads to Level 2. Level 2 leads to Level 3. Level 3 leads to Level 4.

But once you introduce multiple connections between levels, you are free to have some of those connections skip levels. For example, there might be an elevator on Level 1 that takes you down to Level 3. Or a hidden tunnel on Level 4 that takes you back to the surface a half mile away from the dungeon's main entrance.

SECRET & UNUSUAL PATHS

These are fairly self-explanatory. They reward curiosity and exploration, and can also breathe fresh life into areas of the dungeon that have already been traversed.

One thing to note is that not every secret path needs to take the conventional form of a camouflaged doorway. Multiple variations exist. Tunnels that have suffered cave-ins. Traps that drop you to lower levels. Archaic teleportation systems that must be decoded. Rope bridges that cross over caverns that can also be explored from below. A submerged bypass connecting two seemingly unrelated lakes.

And here, too, you benefit from the non-linear design of the jaquayed dungeon. Because there are other viable paths for the players to explore, you can include truly esoteric, unusual, and flavorful paths that may be missed by the unwary (and, therefore, appreciated all the more by those who do discover them).

As an extreme example of this, consider area 1-33 of *Dark Tower*. In this chamber, a mysterious black pyramid is, in fact, the capstone of Set's Tower. There's no obvious means of egress here, but clever characters may find a way to pass through the tower's walls or create an entrance of their own.

SUB-LEVELS

The distinction between a "level" and a "sub-level" is somewhat arbitrary, but perhaps the defining characteristic of a sub-level is that it departs from the main "sequence" of the dungeon. It may be smaller than the other levels of the dungeon, it may be more difficult to reach, or both. As such, sub-levels serve as boulevards of discovery or elaborate shortcuts (or both).

DIVIDED LEVELS

Similar to the concept of a sub-level is that of the divided level. While existing within the main "sequence" of the dungeon, a divided level cannot be completely traversed without going through the levels above or below it.

For example, on the second level of the dungeon one might find two staircases leading down to the third level. But on the third level itself, there is no path that connects the two staircases. (Or, if there is such a path, it may be incredibly well hidden or difficult to traverse.)

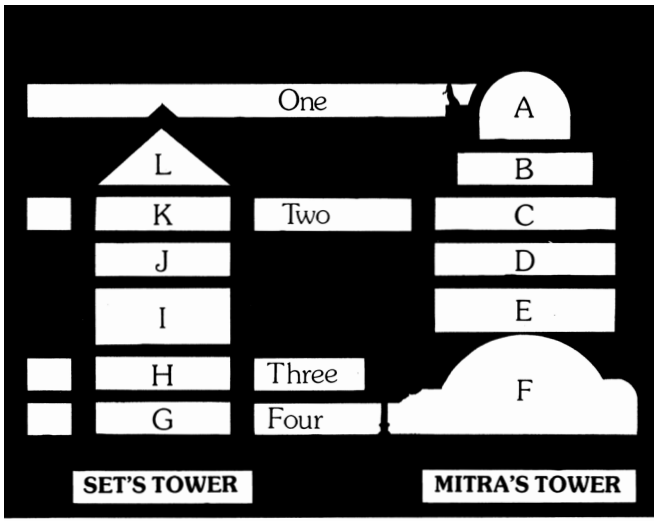
You can see an example of this on Dungeon Level Three of the *Dark Tower* dungeon, where Haffrung Helleyes' apartment (3-16 through 3-19, 3-23, and 3-24) can be fully navigated only by passing through areas 4-13 and 4-14 on Dungeon Level Four.

NESTED DUNGEONS

Nested dungeons are like sublevels or divided levels on steroids. Imagine designing two distinct dungeon complexes, then linking them at selected locations. (For example, we might design the Lost Temple of the Gorgons and the Obsidian Caverns, both as fully developed dungeon complexes and each with multiple levels and sublevels. You could nest the Lost Temple within the Obsidian Caverns by creating two links between the complexes: a long passage on the first level of the former might lead to the third level of the latter, while a teleportation pad on the sixth level of the latter might lead to the fifth level of the former.)

Of course, you don't actually need to imagine this. You hold in your hands one of the best examples of a nested dungeon ever published:

In Jaquays' *Dark Tower*, both Set's Tower and Mitra's Tower are nested into the four primary levels of the dungeon. Broadly speaking, you can enter Mitra's Tower at the top of the dungeon and exit it at the bottom, while Set's Tower is most easily entered at the bottom level and then climbed to its top.

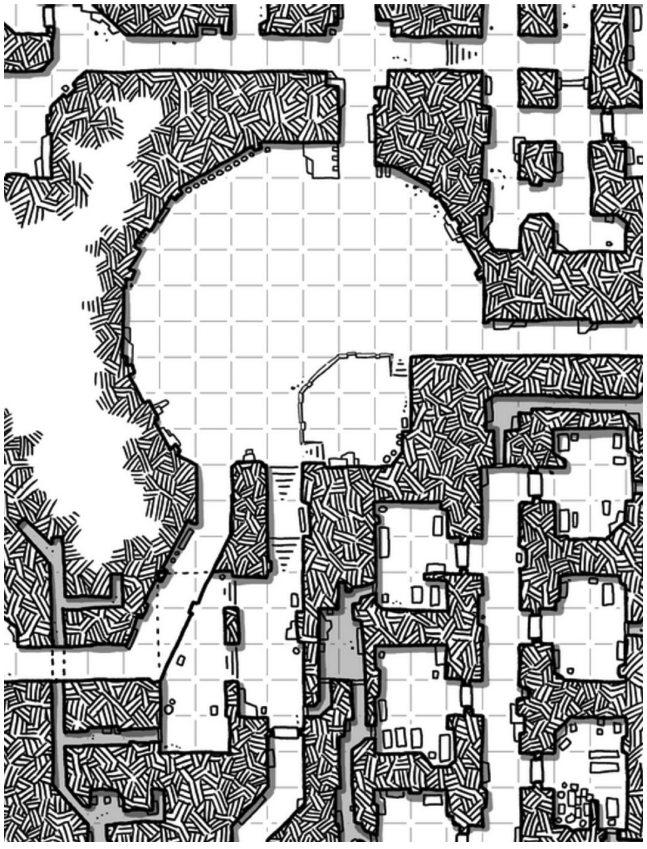


Thus, one can broadly think of the towers as forming a large "U," with the characters most plausibly journeying down through Mitra's Tower, crossing the fourth level of the dungeon, and then ascending Set's Tower. (Any number of factors, not to mention the intersecting dungeon levels, will likely confound this in practice!)

MINOR ELEVATION SHIFTS

When the characters come to a staircase, they may naturally assume they are going up or down to a new level of the dungeon. But by including minor elevation shifts within the topography of a single dungeon level, you can confound their expectations.

Here's an example from Dyson Logos' Underhive:



In addition to short stairways and misleading slopes, you can also include tunnels that loop under each other while technically remaining on the same "level" of the dungeon. It's also important to "think vertically" within rooms, too.

These techniques aren't just a matter of confusing your players' mapping. You are disrupting their ability to intuit the organization of your maps by analyzing the reality of the game world. While maintaining clean and simple maps for your own use and reference, you are creating a world that not only seems more dynamic and complex, but actually is more dynamic and complex.

Basically, don't fall into the trap of thinking that just because your map is two-dimensional that the world should be two-dimensional.

MIDPOINT ENTRY

I don't think Jaquays ever used this technique, but you can also complicate the players' approach to the dungeon by creating immediate bilateral exploration. In other words, characters entering a dungeon are usually only faced with one navigational question at the macro-level: "How do we get down to Level 2?"

But if the characters instead enter in the middle of the dungeon—with levels above and below them—then they're first faced with a tougher question: "Which way do we go?"

Note that this decision point is similar to the one faced by characters who have "skipped" a level as a result of a discontinuous level connection, or those who have taken advantage of a hidden entrance leading to a lower level of the dungeon. The distinction of the midpoint entry is that it's the expected, default entry point to the dungeon. (And in classic dungeon arrangements, where difficulty corresponds to dungeon level, the difficulty of the dungeon would increase in both directions away from the midpoint entry.)

NON-EUCLIDIAN GEOMETRY

If you want to have some real fun, consider using non-Euclidean geometry. These Escher-inspired designs can result in counter-intuitive navigation and may even result in the characters moving between levels without realizing that it's happened.

You can find examples of non-Euclidean design in two of my own modules: The Lost Hunt, published by Fantasy Flight Games, and the award-winning Halls of the Mad Mage.

EXTRADIMENSIONAL SPACES

Sections of a dungeon complex may lead into areas completely beyond the dungeon itself while still remaining intimately tied to the dungeon's topography and/or experience. For example, the classic module EX1: Dungeonland detailed a Wonderland-inspired demi-plane that could be accessed deep below Castle Greyhawk. I've read about another GM incorporating the lost island of X1: The Isle of Dread as a similar demi-plane within their megadungeon.

While such excursions can certainly breathe a little air into a claustrophobic dungeon delve, I think it remains an open question where the distinction between an extradimensional space that "belongs" to the dungeon and a teleportation effect that entirely takes the characters out of the dungeon lies. In practice, the line between the two is probably more a blur than a distinct demarcation.

Laying aside these broader questions, I include extradimensional spaces in the list of jaquaying techniques because they also allow you to superimpose multiple areas into a single geographic space.

THE PHILOSOPHY OF JAQUAYING

There is a temptation to think of the complexity arising from the Jaquays techniques as being inherently chaotic—a "funhouse dungeon" that doesn't make any logical sense. But while that certainly can be true, the reality is that these techniques often result in more realistic designs.

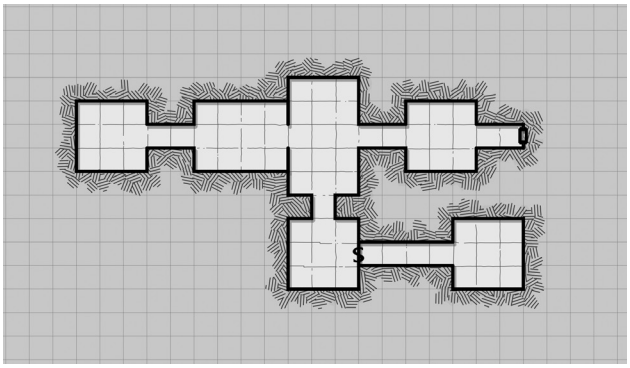
To demonstrate this, we'll use Melan diagrams to quickly analyze the topographical design of "dungeons." These diagrams were originally developed by EN World user Melan during a discussion in 2006. As he wrote in his original post:

> [They are] a graphical method which "distills" the dungeon into a kind of decision tree or flowchart by stripping away "noise." On the resulting image, meandering corridors and even smaller room complexes are turned into straight lines. Although the image doesn't create an "accurate" representation of the dungeon map, and is by no means a "scientific" depiction, it demonstrates what kind of [navigational] decisions the players can make while moving through the dungeon.

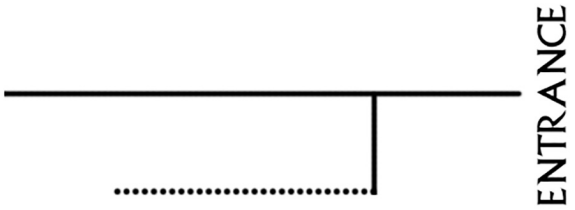
On these diagrams:

- Straight lines depict a sequence of rooms or hallways
- Dotted lines indicate a path accessible only via a secret entrance
- An end-capped gap in the line indicates a level transition (stairs, ramp, etc.)

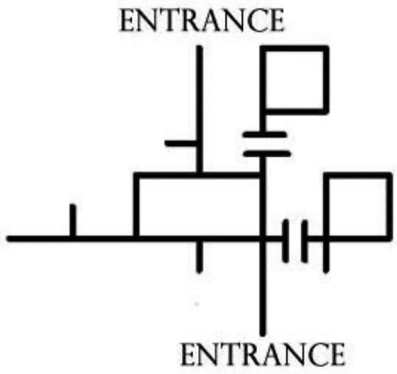
For example, this simple dungeon:



Would be rendered like this as a Melan diagram:



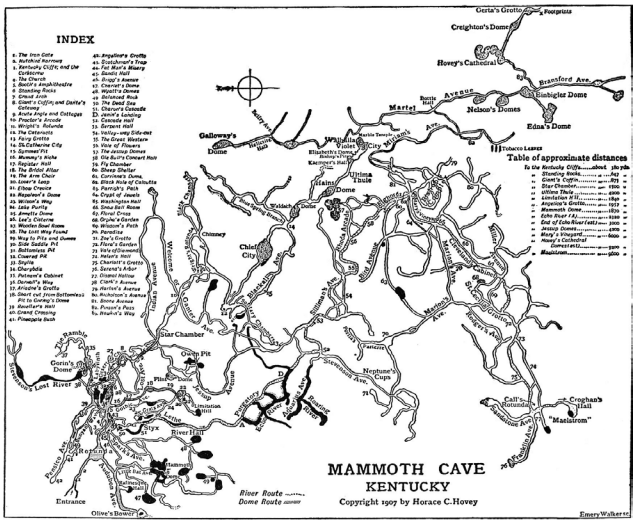
Thus, for example, we can also look at a Melan diagram of the layout of my house. Ignoring windows (which effectively turn every room in a modern house into a potential point of entry), it looks like this:



I (tragically) don't have much in the way of secret paths, sub-levels, or non-Euclidian spaces, but even in this simple structure we can see multiple midpoint entries and looping paths. I think if you take a moment to consider the architecture in the world around you, you'll discover that linear paths are by far the exception and not the rule.

And yet, how often do we see adventure modules featuring a giant mansion without any windows? (Because if there were windows, the characters would be able to break through them and ruin the GM's carefully orchestrated railroad.)

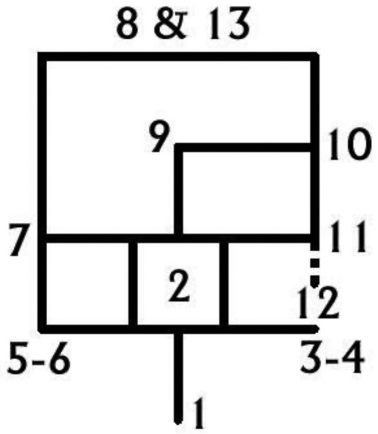
Nor is this effect limited to human-made structures. Consider, for example, this map of Mammoth Cave in Kentucky, complete with secret and unusual paths:



It's complex almost to the point of being un-gameable. (Although I take that as a challenge even as I type it.)

SIZE

My decidedly non-palatial house also makes the point that dungeons don't have to be large in order to take advantage of jaquaying. For example, when I designed the Darkwoods' Secret adventure, the dungeon map only featured a dozen locations, but the flow of the dungeon looked like this:



This smaller scale actually highlights the gameplay impact of non-linear dungeon designs. It becomes very easy to see the many different ways in which the dungeon can be played: Can certain dangers be avoided? Will the characters or the monsters determine the field of engagement? Where will reinforcements come from? What viable lines of defense can be held?

BEWARE THE SPRAWL

None of this, however, is to say that you should never use branching paths or create chokepoints for accessing the lower levels of the dungeon. (Any more than it is to say that every single means of egress should be secret or unusual.) It is merely to say that such features should be used to effect

and not simply by default. Variety is the spice of dungeon design, after all.

It's also important to realize that there really can be too much of a good thing: There's a point at which endless loops and countless connections within the dungeon result in meaningless choice instead of meaningful choice. In jaquaying the dungeon it's important to beware this featureless sprawl of ever-looping corridors.

STRUCTURE IN THE DUNGEON

A comprehensive guide to effective dungeon design is beyond the scope of this essay, but there are a couple of useful barometers you can use in the process of jaquaying.

Difficult vs. Easy: Looking at your map, there should be areas of the dungeon that are difficult to reach and areas that are easy to reach. In saying this, I'm not specifically referring to isolated secret rooms (although there's nothing wrong with those), but rather to large sections of the dungeon.

In making this assessment, you're diagnosing whether you've made the dungeon too boring by making the choice of path through the dungeon irrelevant. You want the dungeon to benefit from being interconnected, but if everything in the dungeon trivially connects to everything else then navigation becomes meaningless.

Far vs. Near: Similarly, have the interconnections made your dungeon too shallow? Look at where the characters will be entering the dungeon. There should be areas of the dungeon that feel far away from those entrances. If everything in the dungeon feels equidistant, break some of those connections or delve a little deeper into your dungeon.

Note that "near" and "easy to reach" portions of the dungeon aren't problems to be eliminated. What you're looking for is an effective balance in the mix between all four of these design elements (difficult, easy, far, and near).

LANDMARKS

Finally, the complexity of connections within a properly jaquayed dungeon can also leave the players feeling somewhat adrift. In some cases, this can be taken advantage of. In other cases, it's a problem that needs to be solved.

> *I started map development by literally copying a large chunk of the Alpha Base ruins into one corner of the map. This established a particularly unique landmark in that corner. These large landmarks in skirmish maps help players immediately know where they are and let them navigate from point to point by in-game visual references. Ideally, each "corner" of any skirmish map is visually unique, and this was my design goal with Terminal Moraine.*
>
> Jennell Jaquays – Design Notes for "Terminal Moraine"

This quote is taken from a different context, but Jaquays once again provides the solution. In order to successfully navigate the dungeon, the players will need distinct, memorable landmarks to orient themselves.

If you're designing a dungeon with lots of unique, interesting features, this problem will generally take care of itself: the players will glom onto whatever details particularly resonate with them and use those details to guide themselves. On the other hand, it can never hurt to do another quick pass on your design and add in a few deliberate landmarks: A large bloodstain. A unique statue. A room of strange runes.

Of course, players may also provide their own landmarks. "Hey! It's that ogre we killed last week. Awesome!"

On the other hand, you may also be able to use landmarks to mess with your players. Some landmarks could easily disappear (like an ogre's corpse that gets dragged away by scavengers). Those unreliable landmarks open up the question of how a missing landmark should be interpreted. (The runes are missing. Does that mean we're in a different room? Or have the runes vanished?) And some landmarks that seem unique could easily prove otherwise. (There's the golden statue of a cyclops in a hexagonal room… but I thought that was on the other side of the complex. Did we get turned around?)

To flip it around one last time, particularly crafty GMs might hide reliable navigation information into seemingly unreliable landmarks.

JAQUAYING FOR FUN AND PROFIT

In 2010, Jennell Jaquays gave an interview at Grognardia:

> *The core inspirations for Caverns of Thracia were threefold. The first was to ally the various "beast" races of AD&D as a unified force. The second was to build encounters that took place in multiple levels of a cave, where the open upper areas were situated above open lower areas. The final inspiration (that I remember) was the rather primitive, but unique plate armor used by Mycenean soldiers. These became the human guards of the upper reaches of the cavern.*

Of obvious interest here is Jaquays' second inspiration. I can personally testify to the effectiveness of these open caverns in transforming the typical dungeon crawling experience. They immediately force the players to think in three dimensions, while their ubiquity significantly contributes to the memorable layout of the dungeon.

The important revelation to be had here, in my opinion, is the effectiveness of clearly delineating a small list of concrete creative goals before beginning your dungeon. But notice that Jaquays' list includes lots of other elements. Jaquaying a dungeon isn't the be-all and end-all of dungeon design. Arguably it isn't even the most important part, because you'll also need a strong concept, well-designed challenges, cool

locations, and so forth. But it is the essential part: the often invisible foundation on which every other experience in the dungeon is built.

Building on that point, also notice that Jaquays only specifies a single non-linear design technique in her list of creative goals. (And it's actually a very specific variation of a generalized technique.) Although that is not the only non-linear technique employed in the *Caverns of Thracia*, Jaquays' riffs on that theme are a definitive aspect of the module.

Here's my point: earlier I listed a dozen jaquaying techniques. Next time you're designing a dungeon, don't feel like you need to cram 'em all in. Instead, pick one of them and try to explore it in as many ways as possible while you're designing the dungeon. (If you want a more focused experience, follow Jaquays' example and try to narrow your design theme down to a specific variant of one technique—just like multi-level caverns are a specific form of unusual level connectors.)

As you're reading through the *Dark Tower* and peering at its peerless maps, take the time to think about how Jaquays has designed the flow of her dungeon. Dungeon Level Two, for example, is a master class of level connections. Both Dungeon Level One and Level Three of the dungeon loop through Level Two, which also means they loop through each other. Instead of being three separate experiences, they are a single, unified experience, through which thrust the discontinuous levels of the enigmatic towers.

When you're actually running the *Dark Tower*, pay attention to how the jaquayed maps affect the players' experience. Then run it again and see how the entire experience is transformed.

Once you've drunk deep from this well, the bland and linear designs of other dungeons will become obvious to you. The next time you're confronted by one of them, notice how simple it would be to jaquay it. Add a second entrance. Add an alternative staircase. Slip in a secret passage.

If it takes such little effort to break the shackles of linear design in a dungeon that already exists, think how utterly effortless it will be to do it in your own dungeons.

Jaquaying your dungeons is easy. It's also fun. And this is true of both the designing of the dungeon and the playing of the dungeon. Nothing is more exciting for me as a GM than to sit down at the table and know that I'm going to be just as surprised by my players as I hope that my players will be by me.

And when it comes to dungeon design, that's the unique and exciting experience that jaquaying unlocks.

— Justin Alexander is an actor, playwright, freelance writer (over 200 books, articles, and reviews), and RPG Producer for Atlas Games. His blog, *The Alexandrian*, is a site for news, updates and a repository of his reviews, stories, and thoughts. It is agreed he coined the term "Jaquaysing the Dungeon" specifically when referring to *Dark Tower*. Check out his upcoming book, *So You Want To Be A Game Master*.

MORE THAN A DUNGEON

By James Maliszewski

Of all the things I will write in this essay about 1980's remarkable Judges Guild product *Dark Tower*, I'd like to begin with a fact that I think is often overlooked. If you study its cover, you'll see that, in addition to noting that it is "created for & approved for use with *Advanced Dungeons & Dragons*," it proclaims *Dark Tower* to be a "fantasy game aid"—not an adventure or a scenario, but a game aid. I wish to be clear: *Dark Tower* is not unique in this regard. A great many Judges Guild products use this same turn of phrase on their covers. What it reflects—and what, in my mind, *Dark Tower* exemplifies—is a perspective on the purpose and role of a prepackaged module, namely that it should be more than simply a "dungeon" to be used once and then cast aside.

Dark Tower has three noteworthy features that, I believe, demonstrate this. First, there's the village of Mitra's Fist, the small settlement located not far from the eponymous Dark Tower and that might serve, temporarily at least, as a base for the player characters as they begin their explorations. Unfortunately, with a few notable exceptions, it's largely inhabited by nefarious individuals in the service of the dark god Set. It's an interesting subversion of the trope of the sleepy little village at the edge of Chaos and its presence contributes to *Dark Tower*'s overall feeling of lurking evil.

Second, there are the factions contending both within and without the Tower, reflecting the divine rivalry between the gods Mitra and Set. Back in 2010, I interviewed Jennell Jaquays on my blog, Grognardia, where she spoke about the origins of this aspect of the book:

"The whole Set vs. Mitra theme was greatly inspired by Conan the Barbarian fiction. I think the Conan story, 'Red Nails,' may have had some influence on the theme also, with its rival bands warring within an ancient, enclosed space. I've always been fascinated by archaeology and the idea of excavating ancient ruins and finding them nearly intact. So I extrapolated that to a pair of opposing towers dedicated to opposing gods and then buried by some catastrophe."

"Red Nails" is certainly one of Robert E. Howard's best Conan yarns and, for that reason, has served as the inspiration for other roleplaying game products, such as Tom Moldvay's *The Lost City* (recently reprinted as part of Goodman Games's *Original Adventures Reincarnated* series). Consequently, I'm not at all surprised that Jaquays was similarly inspired, and it partly explains why this second aspect of the book is so compelling. The other reason, of course, is that the introduction of competing factions helps make the Tower more than just a place where the characters can explore, fight, and loot—no matter how fun all three of those activities are. The characters now have the opportunity to make and break alliances of their own, pitting one Chosen Son of Set against another, as they make their way through the four levels of the buried structures.

Third, there's the layout of the place itself, which is an example of the same non-linear design for which Jaquays is regularly (and rightly) praised. Though the book is called *Dark Tower*, it features not one but two towers: the Tower of Set, which provides the book's title, and the White Tower of Mitra, which stands beside it. Taken together, these two buildings form the environs into which the player characters fling themselves. The connections between the levels are many, with numerous stairs up and down, ascending and descending passages, shafts, tunnels, and more. I'll be honest: I often find it hard to keep track of them all. That's not a criticism but rather a hallmark of locales designed by Jaquays, which typically make good use of verticality to convey a sense of space that's frequently lacking in the designs of other creators.

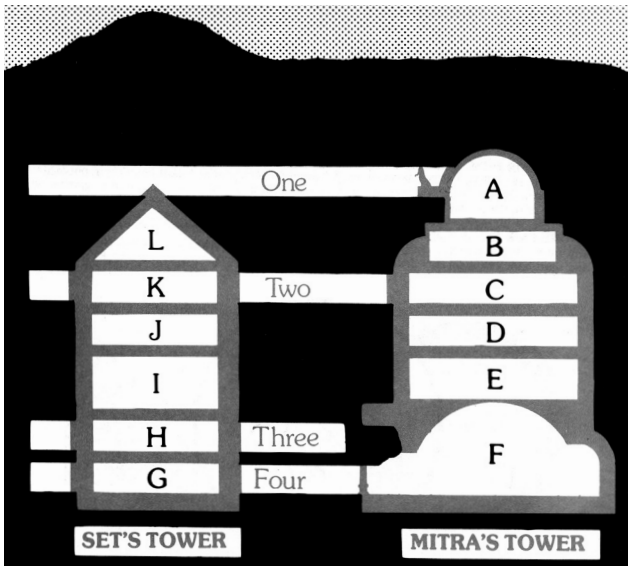
Taken together, these three elements make *Dark Tower* a challenging product to use, both for the referee and the players. As I said at the start of this essay, this is not a dungeon to be used once and then cast aside. Rather, it requires—nay, *demands*—to be explored slowly and carefully over the course of many sessions, perhaps forming the basis of an entire campaign, in line with the oldest traditions of the hobby. The GM needs to pore over the contents of *Dark Tower*, getting a handle on how the levels relate to one another, their contents, and the ambitious NPCs and factions that dwell therein. It's not for nothing that the original Judges Guild version of the book included space for the GM's notes! Similarly, the players won't have it any easier. Though not utterly devoid of the forces of good, the Dark Tower is an unforgiving place, stocked with deadly monsters, traps, and power-mad demigods jockeying for position against one another. If they don't proceed with caution, the characters may end up dead—or worse.

Dark Tower is regularly mentioned on lists of the greatest adventures ever written for fantasy roleplaying games, and with good reason. In terms of both its design and the play it engenders, it's clever and sophisticated, a cut above the kinds of material we saw in the first decade of the hobby. As I have noted several times now, *Dark Tower* truly deserves to be called a "fantasy game aid," because it offers so much more than a mere *space* populated with monsters and treasures. Instead, it offers a *situation*—and a combustible one at that!—that could easily occupy players and GMs alike for many enjoyable weeks or months. That's a worthy accomplishment and a fitting testament to the skills and imagination of Jennell Jaquays.

— James Maliszewski started roleplaying in the late Fall of 1979, when he opened a copy of the *Dungeons & Dragons Basic Set* edited by Dr. J. Eric Holmes originally purchased for his father. More than 40 years later, he is still playing. James is best known for his blog *Grognardia*, which was the focal point of the Old School Renaissance movement in its early days. This blog is where James collects his memories and musings about roleplaying games and related nonsense, as well as articles about the history of the hobby from its earliest beginnings to the present day.

DARK TOWER LEVEL CONNECTIONS

by Justin Alexander – August 28th, 2021



Dark Tower (1980) is a classic adventure module by Jennell Jaquays. Originally published by Judges Guild, it was one of several titles by Jaquays that revolutionized the genre.

In the hinterlands of the world where civilization grows dim, an isolated and seemingly innocent village has become dominated by cursed cultists of Set.

Beneath the village lies two towers—Mitra's Fist, the first temple of the great god of good; and the Dark Tower, supernaturally raised by the black might of the serpent god Set as his forces overthrew Mitra's temple. The titanic forces of this deific cataclysm triggered an avalanche that buried the two towers.

Centuries later, a new village was founded on the site and began excavating the old temples… only to discover that something inside had been digging its way out.

The Dark Tower module consists of four devilish dungeon levels beneath the village, pierced through by the twin towers that still stand as stalwart bastions of two faiths locked in eternal hatred.

What we have in this post is a very specific tool that I believe GMs looking to run Dark Tower will find absolutely invaluable. (It may also be of some passing curiosity to those who have read Jaquaying the Dungeon.)

The dungeons of Dark Tower are incredibly ingenious in their design, with myriad and varied connections between their levels. In practice, however, the presentation of the dungeon can be somewhat murky, and a GM may easily find themselves trying to riddle out the basic layout of the dungeon.

Below, therefore, you'll find an encyclopedic listing of every level connection in the dungeon.

DUNGEON OVERVIEW

If you look at the side view of the dungeon above, there are a few key features and clarifications to immediately note.

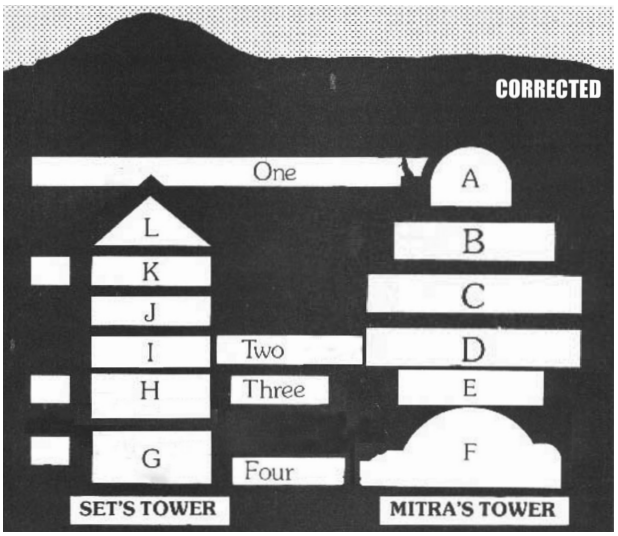
First, there are multiple entrances leading from the village into the dungeon below.

Second, there are four levels to the dungeon. There are multiple connections between these levels, but the progression is linear (Dungeon Level One has entrances to Level Two, which has entrances to Level Three, which has entrances to Level Four). However, although this is true of the GM's maps, it is likely that the players will struggle to cleanly intuit this due to the dungeon's design, which includes split levels, minor elevation shifts, and, of course, the nested towers.

Third, let's consider the two towers. Broadly speaking, you can enter Mitra's Tower at the top of the dungeon and exit it on the bottom. The entrance to Set's Tower, on the other hand, is most easily entered from the bottom level and then climbed to its top.

Thus, one can broadly think of the towers as forming a large "U," with the PCs most plausibly journeying down through Mitra's Tower, crossing the fourth level of the dungeon, and then ascending Set's Tower. (Any number of factors, not to mention the intersecting dungeon levels, will likely confound this in practice.)

Finally—and this is of particular importance!—the side view of the dungeon is incorrect! Although Level Two is depicted as intersecting Levels K and C of the towers, it actually intersects Levels I and D. The actual side view should look like this:



LEVEL CONNECTIONS

On the list below:

- X/Y indicates that the unkeyed level connection lies between area X and area Y.
- L-20A refers to the empty version of the top level of Set's Tower described in the keys for areas L-20 and L-22.
- One-way connections (teleportation traps, etc.) are indicated only from their point of origin.
- Tower stairs are indicated in only one direction but are traversable in both (unless noted otherwise).

ENTRANCES TO LEVEL ONE

V-2 Trapdoor to 1-1 (secret)

V-5 Trapdoor to 1-18 (secret)

V-5 Shaft to 1-42 (secret)

V-7 Cellar Door to 1-21

V-10 Trapdoor to 1-46

V-11 Tunnel to 1-45 (secret, tower's door has been buried)

V-11 Shaft to 1-36 (very secret, must break through motar)

LEVEL ONE – EXITS

1-1 Trapdoor to V-2

1-1 Door to A-1/A-2

1-9 Tunnel to 2-2/2-7

1-18 Trapdoor to V-5

1-21 Cellar Door to V-7

1-27 Teleportation Gate to E-19 (one-way)

1-30 Window to L-22

1-31 Teleport Trap to 3-10 (one-way)

1-32 Stairs to 2-23

1-33 Capstone to L-20A (very secret, must break through capstone)

1-36 Shaft to V-11

1-41 Teleporting Mist to C-7 (two-way)

1-42 Shaft to V-5

1-43 Teleporting Mist to 2-1 (one-way)

1-45 Tunnel to V-11

1-46 Trapdoor to V-10

NE Tunnel Tunnel to 2-18

Note: On the original map there is a "To 2nd Level" that appears to indicate a tunnel coming from area 1-13. This tunnel is, in fact, a dead-end. The text should properly be located next to the tunnel from area 1-9 (as indicated above).

LEVEL TWO – EXITS

2-2/2-7 Tunnel to 1-9

2-5 Hole to 3-2

2-12 Stairs to 3-19

2-14 Cave to 3-5

2-15 Teleportation Hall to 3-11 (two-way)

2-18 Tunnel to NE Level One

2-22 Stairs to 3-12

2-23 Stairs to 1-32

LEVEL THREE – EXITS

3-1 Rafters of 4-10

3-2 Hole in Ceiling to 2-5 (not indicated in key)

3-5 Cave to 2-14

3-6 Stairs to 4-8

3-7 Stairs to 4-9

3-8 Shaft to 4-29 (not indicated on map)

3-10 Hole to 4-25

3-11 Teleportation Arch (West Wall) to 2-15 (two-way)

3-11 Teleportation Arch (North Wall) to 3-16/3-17 (two-way)

3-11 Stairs to 2-22

3-13 Stairs to 4-18A

3-16/3-17 Teleportation Arch (North Wall) to 3-11 (two-way, not indicated on map or in key)

3-16/3-19 Stairs to 4-14B

3-19 Stairs to 2-12

3-20 Open to 4-16

3-22 Stairs to 4-15

3-24 Hole to 4-13

Note: On the original map, there is a shaft indicated in area 3-3. This is not indicated in the key, nor are there any corresponding connections on Level 2 or Level 3. It is omitted here as an assumed error.

LEVEL FOUR – EXITS

4-1/4-2 Door to F-20

4-5 Door to G-1

4-8 Stairs to 3-6

4-9 Stairs to 3-7

4-14B Stairs to 3-16/3-17

4-15 Stairs to 3-22

4-16 Open to 3-20

4-18A Stairs to 3-11

4-25 Hole to 3-10

4-29 Shaft to 3-8 (not indicated on map)

WHITE TOWER OF MITRA

A-1/A-2 Door to 1-1

A-1/A-2 Straight Stairs to B-3/B-4

B-4 Curved Stairs to C-5

C-5 Spiral Stairs to D-9

D-9 Spiral Stairs Up to C-5, Down to E-15/E-19

E-15/E-19 Spiral Stairs Up to D-9

E-17 Teleportation Ritual to F-20

E-19 Teleportation Arch to 1-1 (one-way)

F-20 Teleportation Ritual to E-17

F-20 Door to 4-1/4-2

SET'S TOWER

G-2 Stairs to H-6 (NE Stairs)

H-6 South Stairs to I-11 (South Stairs)

I-11 North Stairs to J-12

J-14 Stairs to K-17

K-18 Teleportation Ritual to L-20

K-18 Trapdoor (Ceiling) to L-20A

L-20 Teleportation Ritual to L-20A

L-20A Trapdoor (Floor) to K-18 (secret)

— Justin Alexander is an actor, playwright, freelance writer (over 200 books, articles, and reviews), and RPG Producer for Atlas Games. His blog, *The Alexandrian*, is a site for news, updates and a repository of his reviews, stories, and thoughts. It is agreed he coined the term "Jaquaying the Dungeon" specifically when referring to *Dark Tower*. Check out his upcoming book, *So You Want To Be A Game Master*.

"RICHES, POWER, GLORY AND DEATH! ALL ARE IN DARK TOWER"

By Stephen Newton



With that promise on the back cover, I was hooked on what would become one of my favorite adventure modules of all time. At the time I'd picked up *Dark Tower* in 1980, most of my GMing had centered around the early TSR adventures: *In Search of the Unknown*, the giant series (G1-G3), *Tomb of Horrors*, and *The Village of Hommlet*. By contrast, when I started reading *Dark Tower,* I remember thinking: *This adventure is huge!* Not just in terms of the number of pages, but also in the scope of its story and number of characters. The grandness and ambition of Jennell Jaquays' *Dark Tower* holds up as a masterpiece to this day.

If you'd asked me a few years ago—before I reread the adventure when it was republished by Goodman Games—what I remembered about the adventure and exactly *why* I considered it one of my favorites, I would have said that this was the first adventure I'd read where the NPCs (the evil denizens of Mitra's Fist) played such a prominent role in the setup for the rest of the adventure. And how, once inside the dungeon, the forces of good and evil interacted, not only in terms of the factions but the locations themselves. *Dark Tower* was more like a "campaign" than an adventure. But mostly, I would have just said, "Because that adventure is awesome!"

Now that I've reread the adventure with older, more experienced, game-designer eyes, I have a new appreciation of its elements, which my younger self would have struggled to articulate:

- The Background: The adventure presents enough history for the GM to understand the rise and fall of the temple of Mitra, the incursion of Set, and how the White and Dark Towers came to be buried on Mitra's Fist, but the writing does not get so bogged down in world-building that it's hard to read.
- The NPCs: Avvakris, Merth, Haffrung Helleyes, and others are more than just one-encounter antagonists. Instead, they represent an ongoing threat throughout the adventure. Even the minor players, such as Rufo the Ugly and the members of the ill-fated caravan, are woven masterfully into the story.
- The Artifacts: By including the artifacts of Mitra (including *Mitra's Favor*, the *Girding of Mitra*, and *Mitra's Eye*), as well as the various s*oul gems*, Jaquays creates an endless set of quests for gamers of any taste to pursue. Even players who are not interested in stopping the forces of evil or freeing the imprisoned paladins might be motivated to collect these powerful artifacts.
- The Map: The adventure's map, despite putting a strain on my youthful GMing skills, is nothing short of imaginative genius. The way the dungeon levels interconnect makes for exciting adventuring and conjures images of how the adventure might play out at the table. The dungeon can be explored in numerous ways, while still providing a powerful buildup to the final lich encounter.
- The "Old-School Sensibilities": By this, I mean that while there is a great setup for the NPCs and story, there's also some bits of the adventure where "dungeon ecology" just doesn't make sense—and that's fabulous!

> Of course, there's a room of howling apes in it. And sure, there's a flooding-room trap at the entrance to the second level. Reading those locations now is gaming gold. Jaquays's creative use of traps, illusions, false walls, secret doors, and creatures sets the standard for challenging even the cleverest of players.

Matt Murdock, one of the friends I ran this adventure for back in the `80s, said this to me about *Dark Tower*: "It's amazing. It's a GM's module. Skeletal and detailed at the same time… detail where you need it but a lot of space for a GM to make it their own." He's not wrong.

I believe this adventure set the bar against which later, campaign-style "supermodules" like *The Temple of Elemental Evil* and *Egg of the Phoenix* would be measured. Indeed, one can draw a straight line from *Dark Tower* to the still-common adventure trope of "You have entered a small town where things don't seem quite right. You're not sure which NPCs you can trust, but they all speak of a nearby evil which needs to be investigated and put down…" (And, full disclosure, this is a trope I have willfully employed in my own published adventures, because it's so effective!)

Sadly, I must admit I was never able to finish GMing this adventure when I played AD&D regularly in the `80s. I've probably *started* running this adventure more than any other AD&D module I've owned. But given its size, the real-world challenge of coordinating enough gaming sessions to complete the adventure proved to be more difficult than the adventure itself. I hope that with this latest release I will finally be able to finish my own quest as a GM to uncover the riches, power, glory and (PC) death promised within the Dark Tower.

— Stephen Newton

P.S. As a parting thought let me tell you this: if you would have told 13-year-old Stephen that he would be involved with a reprint of *Dark Tower* four decades in the future, he would have been ecstatic and never believed you!



— Stephen Newton is the author of several DCC and MCC adventures for both Goodman Games and Thick Skull Adventures including *They Served Brandolyn Red, Creep Skrag Creep*, and *Tomb of the Savage Kings*. He has also penned *By Mitra's Fist, Meet Thy Doom*, a DCC adventure set in the *Dark Tower* setting, coming soon from Goodman Games. Stephen was introduced to RPGs with "Holme's Basic" before moving on to AD&D. Stephen cites *Dark Tower* as a primary example on how to design a great adventure with its use of colorful NPCs, rich backstory, and open-ended dungeon design.

DARK TOWER BY JENNELL JAQUAYS. JUDGES GUILD #88, 1980

By John D. Rateliff

When I first discovered D&D back in February 1980, the biggest problem a new gamer faced was finding a group to join. Like many, I played in the local hobby shop, the fondly remembered House of Hobbies on Dickson Street (back then the student strip in Fayetteville, just down the road from the University of Arkansas main campus). It was a chaotic scene: crowds of hopeful gamers would show up on a Friday night hoping to join one of the three or four groups running that night, the personae of which changed every week.

If that first hurdle—finding a place to game—was overcome, the next was finding someone to run the game. GMs were in high demand and short supply and, frankly, of variable ability. There was also the problem of what ruleset to use. D&D? AD&D? The photocopied binder of tables and charts I later learned was known as the "Cal-Tech rules"? I wound up opting for the original three hardcover books (the *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*), soon joined by the fourth (the *Deities & Demigods* hardcover, complete with Cthulhu Mythos) when it came out later that year.

Having the rules was one thing: finding an adventure to play was more difficult. I knew one GM who only ran an endless string of random encounters; he was particularly proud of his napalm dragon. Some disdained pre-generated scenarios, feeling that they were a poor substitute for custom dungeons created by individual GMs. More would have gladly run published modules if they could have found them—for example, if they were fortunate enough to stumble across *The Dragon*. Into this gap stepped Judges Guild, which offered a subscription service whereby the gamer received a module, as well as the current issue of the *Judges Guild Journal* (which went by several names over time, including *The Dungeoneer* and *Pegasus*).

Unlike most Judges Guild releases, which were ephemeral in the extreme, *Dark Tower* made it onto the shelves of hobby stores—including Fayetteville's House of Hobbies, where it was shelved beside its main competition, TSR's little mini-modules of the Giant series (G1, G2, G3). This posed a dilemma to a poor grad student like myself: which to buy, the 8-page *Steading of the Hill Giant Chief* at $4.49 or the 72-page *Dark Tower*, costing just $5.50?[1] After a comparison of the two, I opted for Jaquays over Gygax.

One feature that drew me to *Dark Tower* was the cast of characters. The village of Mitra's Fist, the four-level dungeon, the Shrine of Mitra, and the Tower of Set were populated with a vast array of characters, along with details about their interactions with each other and the intruding adventurers. *Steading of the Hill Giant Chief* has just two named characters, one of whom remains offstage, while the whole Giant series has only eight. By contrast *Dark Tower* has some 30 named NPCs just in the opening section, the Village, many of whom (like the bartender Melkor Stoneteeth) are presented with motivations, histories, and distinctive quirks. Many more NPCs appear in the dungeons beneath the town. Who can forget Haffrung Helleyes, who takes advantage of a *magic jar* to engage in some gender experimentation? Or Xor the Evil One, an anti-paladin if ever there was one (even though the anti-paladin NPC class did not appear until a little later, making its debut in the July 1980 issue of *The Dragon*)? There were also more artifacts than I remember seeing in any other single adventure, a number of them bonded with a supernatural ally, the spirit of some great champion of Mitra from centuries past. Essentially, these were angels who could be summoned to the adventurers' aid.

Of course, an adventure with high-powered supernatural aid available to the PCs had to be balanced with equally potent foes—because who doesn't want a climax pitting their 7th- through 11th-level characters against a 21st-level clerical lich? Once again Jaquays did not skimp, introducing the Sons of Set, who come with evocative names such as Vrednii, Eater of Corpses; Konah the Dissenter; Manahath the Chosen; Balaar the Shaker; and Pnessutt, Scion of Evil. The theme of Law versus Chaos is stressed throughout the adventure, even on a trivial level—witness a pair of intelligent doors, at odds with each other, who try to ensnare the party in their endless and pointless feud.

DARK TOWER: LEGACY

In short, Jaquays deserves credit for not being afraid to pull out all the stops when the occasion called for it. Her adventure is what we might have gotten if Gygax had combined the G series and *The Village of Hommlet* into a single module. And the all-out effort paid off. Lawrence Schick, in his exhaustive listing of all RPG releases up to 1991, states that *Dark Tower* was Judges Guild's best-selling release (*Heroic Worlds* 92). When *Dungeon* magazine ran a retrospective, in which a group of industry professionals voted on "The 30 Greatest D&D adventures Of All Time" (*Dungeon* #116, November 2004), 29 of the modules chosen had been published by TSR/WotC. The sole exception was *Dark Tower*, which came in at #21. There's a reason it was fondly remembered.

The point is not to claim that *Dark Tower* is better than the classics of D&D and AD&D's early days, but that it is their peer. As a member of that 2004 panel, I was proud to have the chance to nominate it for the list, and glad to see that enough of my fellow panelists agreed that it made a good showing on the published list. I'm also pleased to see it given a second life as it is introduced to a new generation of gamers with this adaptation to Fifth Edition.

— John D. Rateliff

January 2022

Note 1. Indeed, the entire G series totaled just 32 pages and cost $13.96—more than the *Player's Handbook* or *Monster Manual* (both $12.00 each).

— John D. Rateliff is an independent scholar specializing in the study of the works of J.R.R. Tolkien with a focus on his Middle-earth writings and earned his Ph.D. in 20th Century British Literature from Marquette University. He has written extensively on Tolkien and the Inklings, including his detailed commentary on *The Hobbit* called *The History of the Hobbit*. He also worked for TSR and Wizards of the Coast contributing to an array of products as both an editor and designer. John has a blog called *Sacnoth's Scriptorium*, and was an esteemed panelist for the *DUNGEON Magazine 30 Greatest Adventures of All Time* article published in 2004.

DARK TOWER

LEVEL 1 EXPANSION: THE BUNKER

By Jon Hershberger

INTRODUCTION

Dark Tower was one of Jennell Jaquays's "holy trilogy" of adventure books for fantasy roleplaying games, along with *The Caverns of Thracia* and *The Book of Treasure Maps*. The elder, darker, more complicated sibling, *Dark Tower* set the standard for published adventure design in 1980. Jaquays crafted a rich, immersive adventure setting that provided tremendous opportunities for traditional dungeon exploration, tactical planning, and guerrilla warfare for part-time miniatures gamers, as well as more story-driven roleplaying, all wrapped up in a nice, neat package.

As I have written elsewhere, I didn't own a copy of *Dark Tower* for a long time. Somehow, this elusive gem escaped my grasp until the mid-1990s. But over the years since picking up my first copy, I've devoured its maps, traced and retraced the connections between the levels, gotten to know the multitude of NPCs, and ran *Dark Tower* in both my long-running AD&D home campaign and at numerous conventions I've attended.

Whereas some published adventures need a bit of fleshing-out by the GM to bring the adventure to life, *Dark Tower* never seemed to me to need that sort of advanced work. *Dark Tower* is a tightly-constructed adventure environment, complete with a village and its dark history, rumors that tie in to the adventure and support varying styles of play, NPCs that drive the plot forward, complex and wonderful level maps, and a foundation for a campaign arc that could take years of play to bring it to a conclusion. *Dark Tower* does, however, require that the GM invest a good deal of time reading and digesting the adventure's many layers and nuances.

So when I consider *Dark Tower*, my first thought isn't about needing to flesh it out to make it seem complete. That heavy lifting was done by Jaquays in 1979-1980. That being said, there was one area I thought could use more development. So gather round, and I'll share my little *Dark Tower* expansion with you…

A Note from the Publisher

When we reached out to Jon to pen this essay, we discussed several concepts on what the topic could be. We quickly settled on his experiences judging the adventure for his players. Jon started writing the essay, but one thing led to another and he began fleshing out the encounters to further illustrate the points in his essay. The end result was essentially a fully designed sub-level, written in the "voice" of *Dark Tower*, using OD&D rules! We could not resist the temptation of converting his efforts to 5E or DCC RPG so the modern gamer could utilize it. And as if he were a Paladin of Mitra himself, Jon blessed our efforts. Appendix F is a 5E or DCC RPG conversion of Jon's *The Bunker*. Enjoy!

LEVEL 1 EXPANSION: THE BUNKER

In the village of Mitra's Fist, at Location V-11, there is a heavily walled tower perched atop a hill overlooking the village. The room key tells us that the gray stone tower is 50 feet tall and was built many years ago to protect the developing village. The tower is rarely used and is now home to a nest of giant rats. The tower is also mentioned once in Room 1-36, with this small nugget of information:

The 5 foot square closet in the northwest corner of the room is disguised by a permanent illusion. It is a vertical shaft going up to the fortress tower in the village. The top is mortared shut, and it will take 60 points of damage (AC 14) to break through.

And that's it! Nowhere else have I found another reference to this fortress tower.

The expansion I present here extrapolates these bits of information about the fortress tower in the village and posits that the village might have had a small bunker or underground hideout to house the local militia and their equipment, and to provision them in extreme emergencies. With the tower fortress located on the edge of the village, and atop a small hill at that, it made sense to me to locate their weapon storage facility and the related bunker near the fortress tower, where the weapons could be handed out to the guards expeditiously. I chose to locate the Mitra's Fist Bunker almost directly underneath the tower itself, and in close proximity to the bottom end of the access shaft. Without further delay, I present to you, The Bunker.

THE BUNKER ROOM KEY

Note that the scale of the Level 1 map is 40 feet to the inch. On the Bunker expansion map, which uses graph paper with six squares to the inch, each square on the map equates to 6.667 feet. Also, the ceiling in this complex is about 7 feet overhead, unless otherwise noted. The walls, floor, and ceiling are worked stone. Finally, remember that this area of the dungeon begins approximately 40 feet underground.

On the east wall of Room 36, in the southeast corner of Level 1, I've added a secret door that leads to the small complex of rooms and hallways called The Bunker. I purposefully kept the secret door plain and ordinary, as it's meant to be found with normal searching methods. At the GM's discretion, this new secret door could be harder to find than normal, suggesting that something interesting is located beyond the hidden portal.

36-A The secret door from Room 36 leads to a narrow, dark hallway to the east. The hallway isn't level; rather, the hallway rises gently as one travels west to east.

36-B This roughly circular chamber has three distinct sections: the western 13 feet, the center 13 feet, and the eastern 13 feet. The flat ceiling is higher in this room, rising to 10 feet. An iron portcullis spanning from floor to ceiling separates the western section of this room from the center section. There is also an open doorway on the eastern wall. The chamber is unlit.

The western third of this chamber has the same, slight change in elevation found in the hallway at Room 36-A, rising from west to east. The center third of the chamber has a level floor. The eastern third resumes the gradual rise in elevation, from west to east. This sloped floor ends at the doorway to the east, where the floor becomes level.

The portcullis has a single iron door built into it. The door is centered in the room and is lockable without a key from the east side, or with a key from the west side. The captain of the guard and weapons master each had a key for the door (see Room 36-J).

This chamber served as a meeting hall and mustering locale for the village's militia, in the event the village came under assault. Defensive plans would be made here and orders issued to the village's defenders. The chamber also served as a choke point for defending the bunker; the elevation changes served to give the defenders higher ground, should an invading force push this far into the complex.

36-C A locked, iron-bound door leads into this weapons storeroom. (Both the captain of the guard and weapons master had a key for this door.) Numerous racks support dozens of old but serviceable longbows, short bows, and crossbows. In the center of the room are crates with arrows and crossbow bolts. Some of the crates are unopened, while others have been open for a very long time. The room is unlit.

The bow strings are all very old and very dry, resulting in a 30 percent chance of a mishap if any bows are used without replacing the bow string. Most of the bows in this room are normal, but at the GM's discretion, there is one of each type of bow stored here (longbow, short bow, crossbow) that is either of masterwork quality or is of a +1 enchantment. The arrows stored here are all normal arrows.

The apparition of the weapons master's former apprentice guards the storeroom. He died guarding these bows, and his spirit refuses to leave his assigned post. Of course, he is insane and attacks "unauthorized trespassers" without provocation.

Apparition

HD	4+1
AC	14
Attk	1-2
Dam	1-6/1-6
SA	cause fear

36-D The locked, iron-bar door leading into this room uses the same key as the door to Room 36-C. This weapon locker features numerous weapons racks along the walls, each holding swords, hammers, and hand axes. The room is unlit.

Nearly all of the weapons stored here are in questionable condition, but there are two short swords that, at the GM's discretion, are either masterwork weapons or are infused with magic that afford them the following properties: +1/+2 vs. evil creatures.

Behind the weapon racks on the west wall is a locked secret door leading to Room 36-E. This door has a unique key (different than the keys mentioned already); the captain of the guard and weapons master have the only two copies of this key. The weapon racks must be moved to access the secret door.

The apparitions of the two squires who once maintained the weapons guard this locker. Like the guardian of Room 36-C, these apparitions refuse to leave their post. These apparitions are not insane, but they generally attack without provocation.

Apparition (2)

HD	4+1
AC	14
Attk	1-2

Dam 1-6/1-6
SA cause fear

36-E This semi-circular chamber is lit by an eerie blue light that originates from three wall-mounted fixtures holding magic-imbued gemstones. The light-emitting gemstones have been here for some 400 years.

At the north, west, and south compass points are three human-sized, stone sarcophagi, arranged in a roughly crescent shape. The crypts bear ornamental carvings, as well as the following inscription:

Here rest the Heroes of Mitra's Fist,
Defenders of The Three Gates.
May they find peace in the next life.

North Gate - Reginald

West Gate - Humphrey

South Gate - Gideon

The apparitions of the three heroes guard this chamber and its contents. These apparitions are stronger than the apparitions presented earlier. However, unlike the standard apparitions, these apparitions do not attack without provocation. If the sarcophagi are disturbed or opened, 1d3 of the apparitions materialize and question the intruders. If the apparitions can be persuaded that the characters' cause is noble and just, they allow the characters to use (or keep, at the GM's discretion) the weapons and armor in the heroes' sarcophagi. If the apparitions can't be persuaded that the characters' cause is just and noble, well…. (see below)

Hero Apparition (3)

HD 6+1
AC 16
Attk 1-2
Dam 1-6+2/1-6+2
SA cause fear

Each sarcophagus contains the remains of their respective hero, as well as their most prized possessions as heroes of Mitra's Fist.

North Gate sarcophagus – Reginald

+1 chainmail shirt
masterwork helm
masterwork or +1 longsword (GM's choice)

West Gate sarcophagus – Humphrey

+1 breastplate
masterwork or +1 great hammer (GM's choice)
masterwork shin guards

South Gate sarcophagus – Gideon

+1 elven mail
+1 short sword

If the apparitions are not persuaded of the just nature of the characters' cause, the weapons animate, teleport from the sarcophagus, and join the battle with the apparitions against the intruders. The weapons attack as if wielded by level 4 warriors! What happens after that is left to the GM's discretion.

36-F The locked, iron-barred door leading into this room uses the same key as the door to Room 36-C. This weapon locker features numerous weapons racks along the walls, each holding shields of various sizes, shapes, and weights. There is also a narrow passageway leading away from this room to the west. The room is unlit.

The shields stored here are mundane and range in condition from well maintained to poor and of almost no defensive benefit, save a single round, iron-bound shield. This shield, Splitter, is a unique item of no small repute. It was once carried by a Lion of Mitra but became lost in one of the battles against Set's minions. Splitter is actually constructed of gold and mithril, not iron, but an illusion masks its true nature. The shield is a +2 shield and has the following magical properties: twice per day, Splitter's wielder can cast levitate and fly, merely by thinking of the action. Also, once per day, Splitter can be used as a cleaving or bashing weapon against the wielder's foes, as the wielder brings the shield down from a high guard position onto the head of the unsuspecting foe. In this way, Splitter acts as a +2 great axe, delivering a whopping 2d8 damage upon the foe's dome!

A giant boa constrictor has found its way into this room in search of an easy meal. Unfortunately for the characters, the boa is not a very competent hunter: it hasn't found much to eat and so is very hungry. Giant boa constrictor, HD 5d8, AC 18, Attk 1, DAM 1-6 + 1d6 for constriction.

The doorway to the west leads to a narrow passageway that terminates at a cave-in , which blocks the passageway completely.

36-G The locked, iron-bar door leading into this room uses the same key as the door to Room 36-C. This weapon locker features numerous racks mounted on the walls, as well as several floor stands, each of which holds pieces of armor of various sizes and shapes. Most of the armor is human-sized, though there are a few larger breastplates and a few smaller mail shirts. All are old and showing age: dust covers most of the armor, and here and there rust can be seen. The armor hasn't been oiled in a long time.

Unlike the other weapon lockers, none of the armor in this room is masterwork or magical. The rewards from this room are actually in Room 36-E.

This room's current occupant is a giant boa constrictor, which attacks without provocation. The boa may well be the mate of the one in 36-F. HD 5d8, AC 18, Attk 1, DAM 1-6 + 1d6 for constriction.

36-H The doors leading to this room are wood bound with iron. The doors have keyholes where one would expect them but are both ajar; whether they are locked is irrelevant.

The doors lead into a long, narrow room that features dining tables and short, squat benches to either side. At one end of the table are tall stacks of iron plates and bowls, as well as dozens of iron cups. No foodstuffs have been left behind. The room is unlit.

Clearly, this was a dining hall for the militia stationed in the bunker. At the west end of the room is a small cookstove. A smokestack once rose from the stove to the ceiling, but little of the stack remains. The cookstove is cold and doesn't appear to have been used for several hundred years.

A nest of giant fire ants has dug its way into the room through a crack in the wall in the northwest corner. The ants are aggressive and attack any humanoids that intrude upon their new lair. They can come and go from this room as they please

There isn't any meaningful treasure or loot stored in this room, but there might be a chance of some mundane, non-magical loot, thanks to the ants.

Giant Fire Ants (36)

HD	2 (9 hp each)
AC	17
Attk	1
Dam	1-6

36-I The doors leading to this room are the same type as those leading to Room 36-H: standard wooden doors bound with iron. These doors are swung wide open into the room. The room is unlit. An extensive network of spider webs obscures the ceiling.

This long, narrow room features numerous bunk beds (about 20 pairs of beds, if the players must know) and small shelves beside each pair of beds.

The beds have been stripped of bedding, and the shelves are bare…. except for one at the north end of the room. At the GM's discretion, this shelf has a small but detailed map of the rat tunnels elsewhere in this dungeon carved into the bottom of the shelf itself.

A trio of giant poisonous spiders hide in the network of webs near the ceiling.

Giant Poisonous Spiders (3)

HD	4+4 (hp 30, 26, 22)
AC	16
Attk	1
Dam	2-8
SA	poison bite (save or die), web

36-J A wooden, iron-bound door leads into this room. The door has a keyhole where one would expect it. The door is closed and locked. The key to this door is different from the previously mentioned keys. The only known copies of the key are in the possession of the captain of the guard and the weapons master.

The room looks much like the other storerooms in this area (36-C thru 36-G). It is unlit and smells of rotted meat.

Deep shelves filled with old foodstuff containers line the walls of the room. All the containers are empty, and many have been broken into pieces. In the center of the room are about a dozen tall, lidded vessels that were once used to store liquids—water, olive oil, wine, and the like. Several of the vessels are still sealed, while others no longer have their lids and stand empty.

Lying on the floor between the shelves and the vessels, locked in what appears to have been a physical struggle, are two human skeletons. The skeletons have been dead for centuries and are devoid of any flesh or connective tissue.

The skeletons each brandish a long dagger, and both clutch a ring of iron keys in their opposite hands. The skeletons animate and attack if the door is opened.

Of course, these skeletons were once the captain of the guard and the weapons master. For reasons unknown, both found themselves in the bunker's larder one night, and a disagreement ensued. Was it because of a lover's tryst? Did each have some secret hidden in the larder that they died to protect? Whatever the reasons, their disagreement ended in a fight that led to both of them delivering killing blows. And since they held the only keys to this room, their fate has never been discovered…. until now.

— Jon Hershberger is a behind-the-scenes supporter of Goodman Games and DCC, since the mid-2000s, attending Gen Con and running DCC adventures for over 15 years. Jon started playing D&D in 1980 with an amalgamation of Original Edition D&D, the *AD&D Monster Manual*, and the AD*&D Player's Handbook*, and he is still playing *AD&D* to this day. Among Jon's projects for Goodman Games and DCC are the AD&D conversion of *DCC #12.5 Iron Crypt of the Heretics*, the AD&D conversion of *DCC #17 & 17.5 The Saga of the Witch Queen*, and the first 5 years of the *Gongfamer's Almanac* Zines. Most recently, Jon has been helping his local Boy Scout Council host an annual gathering of Scouts for tabletop gaming, called Scout Con. 2023 marks the 7th year for Scout Con.

RETURN TO THE DARK TOWER

By Erik Mona

In 2004, on the occasion of the 30th anniversary of Dungeons & Dragons, I found myself in the prestigious role of Editor-in-Chief of *Dungeon Magazine*, the game's monthly source for official D&D adventures. As part of a year-long celebration of the anniversary, I gathered a large group of D&D writers, editors, and other luminaries to submit their picks for the Top 10 Dungeons & Dragons adventures released to date. With enthusiastic responses from more than a score of these authors in hand, I aggregated their votes to create a formal list of the 30 Greatest D&D Adventures of All Time, which we ran as an extended feature in the November issue of the magazine.

As one might expect, the list contained a wide variety of universally beloved adventures, such as Gary Gygax's sprawling *Queen of the Spiders* series (#1), Tracy and Laura Hickman's beloved horror classic *Ravenloft* (#2), Lawrence Schick's *White Plume Mountain* (#9), and others that have since become synonymous with the history of the game and the identity of the Dungeons & Dragons brand (several of which have been reprinted in the years since 2004, and I suspect many would remain on similar lists generated for the 40th or even 50th anniversary of the game). The list also contained a few surprises, including modern classics like Rich Baker's *Forge of Fury* (#12) and Monte Cook's *Dead Gods* (#14). But the biggest surprise on the list came in at #21, the nature of the surprise being that it was never an official D&D adventure at all—*Dark Tower*, by Jennell Jaquays.

Originally published by Judges Guild in 1980, *Dark Tower* is the only adventure published by a company other than TSR or Wizards of the Coast to make the list. With several years of hindsight, I can admit that the selection committee had a strong bias toward official adventures, given the way the question was phrased, so for even a single adventure like this to make the list was quite an achievement, and *Dark Tower* is quite an adventure.

For a bit of historical perspective, *Dark Tower* was written in 1979 and released the following year, making it more or less contemporaneous with official Dungeons & Dragons adventures like *The Keep on the Borderlands* (#7), the four *Slave Lord* adventures (#20), *The Hidden Shrine of Tamoachan* (#18), *The Ghost Tower of Inverness* (#30), and other classics, most of which started their lives as convention-based tournaments. It predates the *Desert of Desolation* series (#6), *Ravenloft* (#2, again), *Castle Amber* (#15), *Dwellers of the Forbidden City* (#13), and the *Lost Caverns of Tsojcanth* (#22).

Noted J.R.R. Tolkien scholar and then-D&D editor John Rateliff commented in the article, "This massive 80-page book raised the bar on dungeons, providing not just a compelling adventure hook (set in what is still one of the creepiest villages in D&D), but also two opposing factions struggling over a multilevel dungeon, ending in a truly horrific final encounter (for those who made it that far)."

Several respondents noted the adventure's innovative qualities, especially when compared to the fairly loose presentation of the tournament-originated adventures released alongside it. Along with a massive dungeon encompassing more than 150 encounter areas, *Dark Tower* came complete with a starting village—a staple of many (if not most) of the most popular D&D adventures of any era. Jaquays introduced us to the village of Mitra's Fist, a time-locked place of dark secrets and big personalities, a perfect home base between forays into the massive subterranean caverns where the bulk of the adventure plays out. In an era where most NPCs were simply names and statistics that relied on the GM to bring to life, *Dark Tower* provided several bits of alluring characterization, giving the GM hooks to actually run the characters at the table. From the fretful, forgetful, old prefect Cornelius, to the bartender Melkor Stoneteeth (who never fully recovered from being petrified by the beak of a cockatrice), to the drunken Beldar the Sodden, the NPCs of Mitra's Fist begged for their moment to shine on the tabletop, and the interplay between village and dungeon became a template that would go on to much official success in later adventures like *Against the Cult of the Reptile God* (#19), *The Assassin's Knot* (#29), and *The Temple of Elemental Evil* (#4).

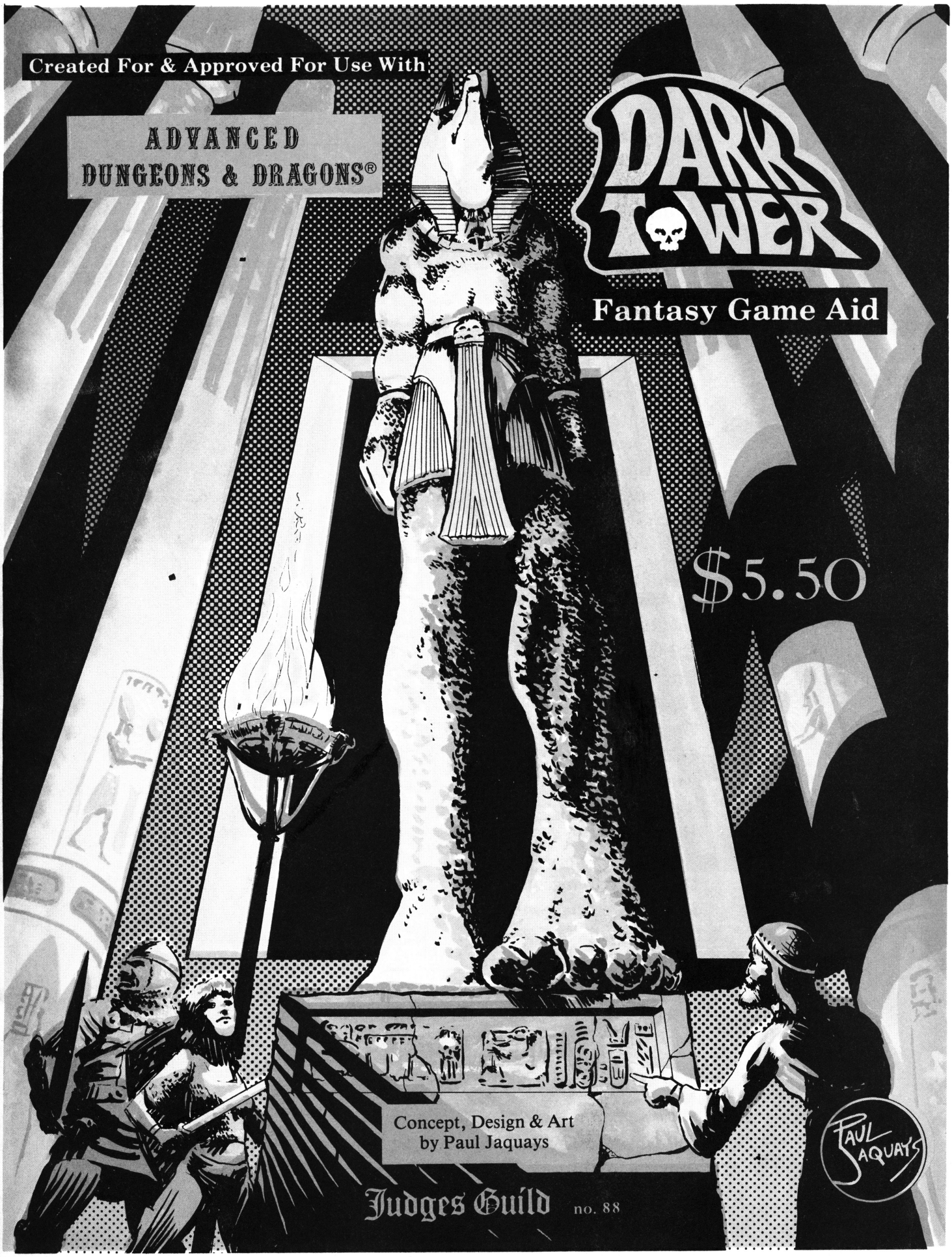
Along with Mitra's Fist, *Dark Tower* featured an extensive introduction, with a complete background of the village and dungeon, offering the sort of context one usually had to read an entire adventure to appreciate. This intro also introduced several potent artifacts central to the action in the dungeon, notes on powerful goodly allies known as the Lions of Mitra, and a similar section on important villains known as the Sons of Set. This latter inclusion is notable for the extensive charts available to customize these unique

villains—perhaps a hint of things to come in Jaquays's later masterpiece, *Central Casting: Heroes of Legend*, which presented countless such charts players could use to customize their characters' backstories.

When reviewing an adventure originally published more than 40 years ago, it's common to say something like "it was good for its time." *Dark Tower* is good, period. Its innovative, "down one side and up the other" dungeon design should prove to be a hit in any edition of the game, and its encounter area outlines (which must have required a fair amount of pre-game prep to get everything right back in the `80s) work just as well no matter what system the GM is using. Helpfully, this new edition from Goodman Games does much of the work for folks running the current version of the game, while retaining the original text—truly the best of both worlds. (The new edition should also address the original's most glaring flaw—its quality of editing seldom matched the heights of its brazen creativity.)

So here you have it. A true "superdungeon" from the classic era of the game, presented in the era of its most powerful modern renaissance. The wonders and terrors of *Dark Tower* await a new generation of adventurers, and it's sure to remain a classic of this or any future era—truly one of the Greatest Adventures of All Time!

— Erik Mona is Editor Emeritus of *Dragon*, *Dungeon*, and *Polyhedron* magazines. He co-founded the Living Greyhawk organized play campaign and edited the *Living Greyhawk Journal*. After leaving Wizards of the Coast, Mona co-created the Pathfinder Roleplaying Game and its Lost Omens campaign setting, and is the Chief Creative Officer and Publisher of Paizo, Inc.


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Concept, Design & Art
by Paul Jaquays
PAUL JAQUAYS
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DARK TOWER

Judges Guild

Concept, Design & Art
by Paul Jaquays

Fantasy Game Aid

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DEDICATED to Howard Thompson,
because he gave me my first break

Foreword

This is the first in a series of dungeons and adventure scenarios designed and illustrated in entirety by Paul Jaquays, to be used especially with TSR's new ADVANCED DUNGEONS AND DRAGONS ©. By providing such alternate scenarios and guidelines, we are able to help enliven existing campaigns or show newcomers refereeing know how. Our aids can save prospective referees much time in delineating the details of a fantasy world.

It is important to repeat that this game was designed to incorporate rule changes and additons as included in the two available ADVANCED DUNGEONS AND DRAGONS© rule books, MONSTER MANUAL and PLAYERS HANDBOOK. It may be necessary for the individual referee to edit and change certain areas of the situations presented if he or she does not possess the advanced rules or if they do not suit the world mythos of the referee.

Any comments or suggestions on DARK TOWER should be directed to Paul Jaquays, care of the Judges Guild.

Paul Jaquays - 1979

Designers Comments

A Note of Caution: Dark Tower has been designed for use by players with experience in using fairly high level characters. It is suggested that in order for a group of adventurers to survive, that the composition of the adventuring party be fairly diverse and balanced between fighters and mages with at least one thief and one or more clerics. A party of 6 - 10 adventurers of 7th - 11th level should have little more than a difficult time in making it all the way to the top of the Dark Tower itself. Even lower level characters might survive if they encounter the right artifacts. It should also be noted here that one or two magic items, especially weapons will be most useful for each character to have.

Start: Although play can commence within the confines of the area terrain map, or possibly within the village itself; as designer and as a player I feel that the game should start in some village, city or locale within the individual game master's own campaign with rumors and legends of the mystery of Dark Tower. Legends, truths and half-truths should be available from a few sources, including the respective temples of Mitra and Set, local merchants or from oracles, prophets and seers. Having to actually seek out information makes it seem all the more valuable and it will probably be remembered longer. (Rather than having all that they need to know read to the players off a list for the sake of starting a game quickly.)

Notes For The Game Master: As you, the game master have probably noticed by now, there is a lot of material contained in this booklet, and agony of agonies, it is suggested that you please read through the entire booklet and become, if not thoroughly familiar with its contents, at least be aware of the following before commencing play:

A) The numbering in the booklet is set up by levels, so that room number 3 - 21 in the text would correspond with the room marked 21 on the level 3 map. Buildings in the village are designated with a "V" prefixed to the number. Rooms in both of the towers have their numbers prefixed by the letter designation of the level they are on, such as C-8 or K-19.

B) There are quite a number of "personalities" in the dungeon. These non-player characters can sometimes be powerful allies in the game or even more powerful enemies. Each of these characters has been worked out as far as character abilities, armor, weapons and hit points and many have their personalities described to some extent. This is designed to make the monsters as individual as possible and hopefully allow for more interaction between dungeon residents and adventurers (other than just at the edge of a sword). The game master should familiarize him or herself with as many of these personalities as possible.

C) It should probably be mentioned again here, that this game scenario was designed for use with TSR's ADVANCED DUNGEONS AND DRAGONS rules system and that there are some significant variances between it and "regular" D&D. The fighters, clerics and thieves in this scenario have more hit points than they would in D&D due to using "larger" dice. Also there are many spells used in this text that are not included in the old rules. For the fullest use of this scenario, it is suggested that it be played with the ADVANCED D&D rules system.

D) With the existence of powerful personalities in the dungeon, there are bound to be certain factions working against each other on both sides of good vs. evil struggle that will keep a final confrontation from occuring between the forces of Mitra and the powers that serve Set. This political battle between factions is not played up in the text, but it can be intensified by the individual game master if so desired. It is, in fact, the existence of these petty, human factors that have kept the battle from coming to a conclusion long ago.

E) Some rooms and encounters may have to be toned down or beefed up to match the strength of a party of adventurers.

F) There are two new monsters described in this game. They are included because they are servants of an individual god. If your campaign does not include the worship of Set or Mitra, you will probably not want to use The Lions of Mitra or The Sons of Set outside of this scenario.

G) A complete chart for wandering monsters on each level of the dungeon has been provided. Each monster on the chart has either been described in a short following paragraph or will refer you to the location in the text where it can be found.

H) You will probably not be able to sit down and play the entirety of Dark Tower in one sitting. It may be suggested that you allow real time between play sessions equal (on a 1/1 basis) to the time between adventures in the game world.

I) Have fun! Direct any questions or complaints to Paul Jaquays via Judges Guild, 1165 N. University, Decatur, IL, 62526.

Footnotes

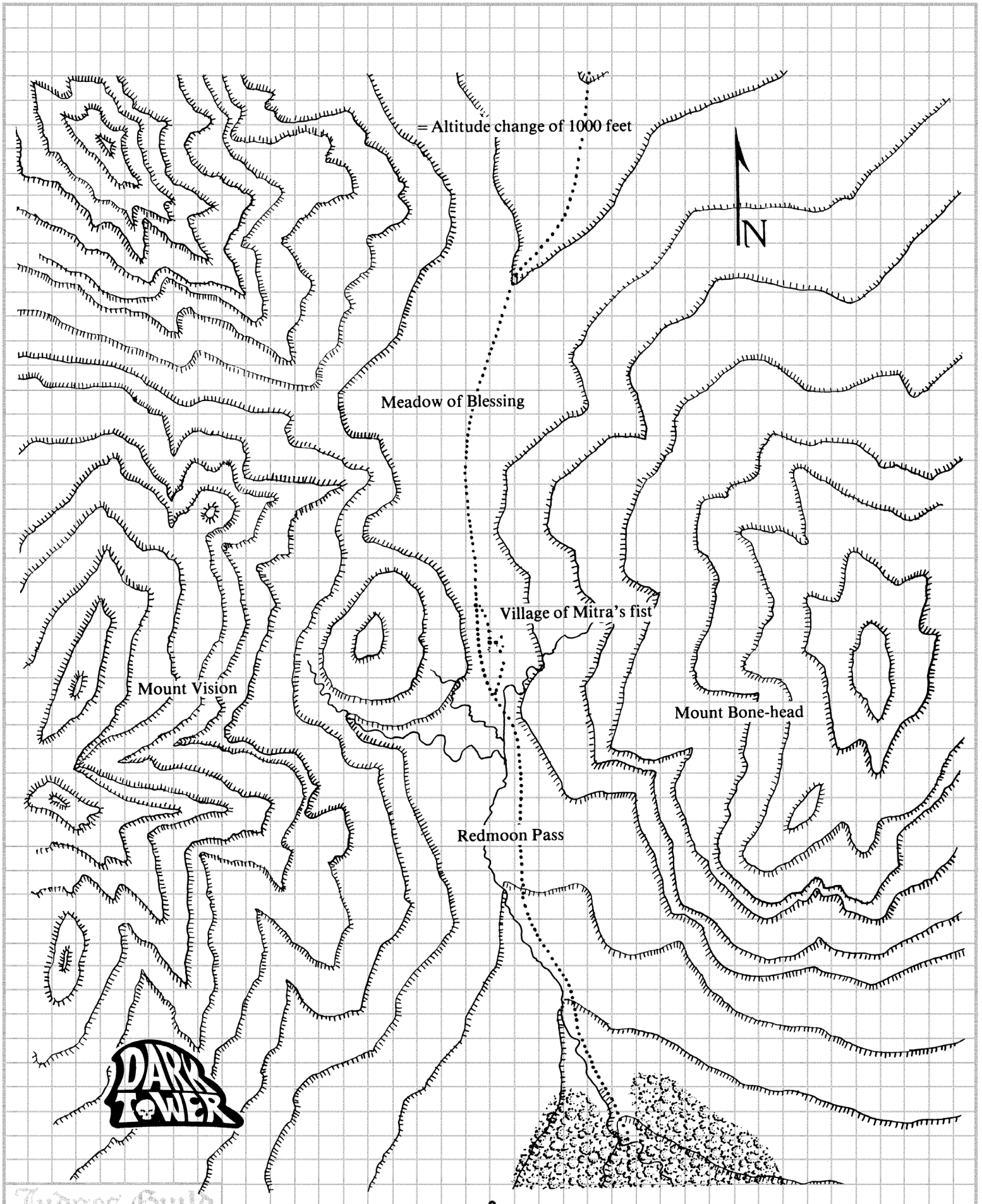
1) **REDUCTION SPELL**: Reverse of **Enlarge**. As an offensive spell, I see it as quite powerful against ironclad fighters. The spell is cast upon the fighter's armor, doing 1 - 4 points of constriction damage per 10% of reduction during the first round it is cast and 1d4 of damage every round thereafter until the armor is removed. Moving around while in constricted armor will do 2d4 of damage. Plate mail might pop off on the first round of melee (15% chance per 10% of reduction), but chain mail would not. (Note: Saving throw is applicable!)

2) **ABBREVIATION**: Arrangement of the order of character abilities follows the TSR arrangement, that is, Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma, using the following abbreviations: S, I, W, D, C, Ch. HP = hit points, AC = Armor Class, HD = hit dice.

3) **PROVISIONS**: Assume that whenever a normal human is found in his or her lair, that 1 - 3 weeks of edible provisions will be available per person, along with 1 - 10 gallons of wine or water. This does not apply to prisoners.

4) **MATERIAL COMPONENTS FOR SPELLS**: Assume that clerics and magic users will have the necessary material components on their person(s) to cast any spell they may have memorized.

5) **LIFE, DEATH AND WANDERING MONSTERS**: Since many of the wandering monsters can be found in the text of the dungeon, it follows that if they are killed, then they cannot be encountered again on the encounter matrix, nor will they be found in their lairs. The reverse is true of creatures or personalities who are killed in their lairs. They cannot be encountered as wandering monsters.



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SET VS. MITRA

In this scenario, the major theme is the opposition and battle between the forces worshipping the god of evil, Set, and lawful good deity Mitra. To reflect this situation, clerics serving either one of these gods will gain certain bonuses.

CLERICS OF MITRA: These lawful good characters will gain a +1 in all of their attacks and defenses, both magical and physical when attacking or being attacked by creatures of Set. Creatures of Set will include any clerics, minions of Set, animated statues, Sons of Set, giant snakes, and all traps in the Dark Tower itself.

CLERICS OF SET: These evil characters will not have the attack and defensive bonuses of their Mitraic counterparts. However, they do gain certain powers in conjunction with snakes, the creatures that are sacred to their god. The powers are prefixed by the level at which they are gained.

1st Level: **Snake Charm**: Usable once per day at 1st level and thereafter an additional usage is gained every three experience levels. Thus, a 4th level cleric of Set would be able to **Snake Charm** up to twice per day, a 7th level 3 times and so on.

3rd Level: **Speak With Snakes**: (As per the spell **Speak with Animals.**) Unlimited use of this spell. It allows the cleric to converse with any variety of snake, giant or otherwise.

5th Level: **Sticks to Snakes**: Use of this ability is limited to the character's experience level divided by 5. Once per day at 5th level, twice at 10th and so on.

7th Level: **Conjure Snakes**: (As per the spell **Conjure Animals.**) This power is usable but once per day. The spell differs slightly from **Conjure Animals** in that the duration is 3 rounds per level of caster's experience and that the number of creatures summoned is equal to the caster's level +2. Thus, the 7th level cleric of Set could summon 9 hit dice worth of snakes for 21 melee rounds, an 8th level cleric 10 dice worth for 24 rounds and so on.

ARTIFACTS

THE SOUL GEMS: Each gem is six inches in diameter. If the character touching the gem survives alignment shock (see individual gems), the gem will fly up and embed itself in the forehead of the victim. The Intelligence of each gem is 18 and the Ego also 18. Use sword rules for possession by the gems. If possessed, alignment will immediately change to that of the gem.

Forceful removal of the gems will result in effects as if the gem was destroyed (see **Mind of Balance**). Anyone who touch the gem during its removal may be possessed.

After the final death of the host, the gems will wait one turn and if during that time, they do not recieve a new host, they will **teleport** to a place of the referee's choosing.

THE HEART OF LAW: A Lawful-Good, clear, colorless, glowing gem. Its major power is a 100% chance of **resurrection** of it s host regardless of Constitution, up to a number of times equal to the host's Constitution score. After the final **resurrection**, the death of the host will be countered by an immediate **re-incarnation** as a lawful-good creature. The goal of this gem is to destroy all evil and anyone who gets in the way of that goal. Chaos and Neutrality are to be converted to Law if at all possible.

ALIGNMENT SHOCK MODIFIERS:
Evil: x 2
Chaotic Good: x ½
Neutral Good: x ½
SPECIAL: Lawful-Good Fighters become paladins.

POWERS:
Resurrection
Detect Evil
Know Alignment
Continual light
+3 Ring of Protection*
Cure Serious Wounds†
Spell Turning*
Infravision*
Double power Prot. Evil*

†Usable twice per day.
*Continuous functioning.

THE SOUL OF CHAOS: A Chaotic-Evil, black, glowing gem. Whenever the gem or the user desires, it will absorb the life levels of combat victims like a spectre. The host will receive an additional hit point for every life level absorbed. These points will only reach a maximum of 150% of the characters current total hit points (prior to any damage which may have been sustained). Unless life levels are drained, character will not heal. Levels drained from true friends and/or comrades will be worth double value. The gem host will be forced to attack all Good.

ALIGNMENT SHOCK MODIFIERS:
Good: x 2
Law Evil: x ½
Neutral Evil: x ½
*Continuous functioning

POWERS:
Know Alignment
+2 Ring of Protection*
Infravision*
Darkness 5' radius
Spell Turning*

If the host is in danger of death, the gem will absorb life levels from living creatures at a radius of 20' (Saving throw vs magic to resist effects). Two attacks will be made per round on one or two creatures. Those killed by the gem can not be **resurrected** or **re-incarnated**. This also goes for the host if he dies while in the possession of the gem.

THE MIND OF BALANCE: An absolute Neutral, glowing and scintillating, rainbow-colored gem. Host's touch will cause paralysis to the Lawful or the Chaotic (Saving throw possible vs paralysis). The gem requires gems, jewelry, and gold, etc., to power itself, acting as a sort of value vampire. It will regenerate lost hit points at a rate of 200 GP per hit point. Affected items become dross, glass or worthless. Once the healing has begun roll 1D8 x 200 GP to determine how much extra this greedy gem will absorb if available within a range of 30'.

The mind of balance has one sole purpose, to seek out and destroy the other two **soul gems** with a withering, laser-like ray; that will do 5 - 40 points of damage to the gem's host (saving throw vs. death ray applicable for half damage) and cause the gem to save as if a 6th level magic user against dragon breath. Failure to do so means destruction of the gem and an additional 1 - 8 hit points of damage against the host. If the host survives this ordeal, he will lose from 1 - 8 Intelligence points plus have a 60% chance of going insane. The laser blast is fired by the gem and can only be used against **soul gems.**

Once both of the other soul gems have been destroyed, the **mind of balance** will phase out into nothingness leaving its host behind. If so, the host will suffer the loss of 1 - 4 Intelligence points plus take 1 - 8 hit points of damage and have a 20% chance of insanity.

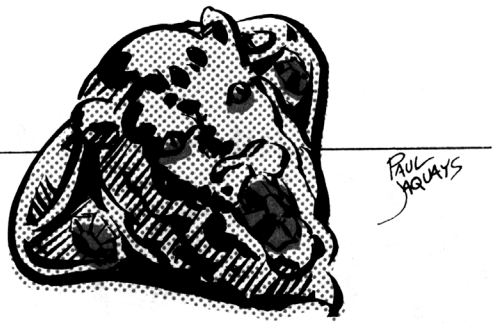
ALIGNMENT SHOCK MODIFIERS:
As per Sword Rules.

POWERS:
Detect Good and Evil
Negate light or dark spells
+3 Ring of Protection*
Spell Turning
Know Alignment
ESP
Infravision*
Laser Beam (double cost)

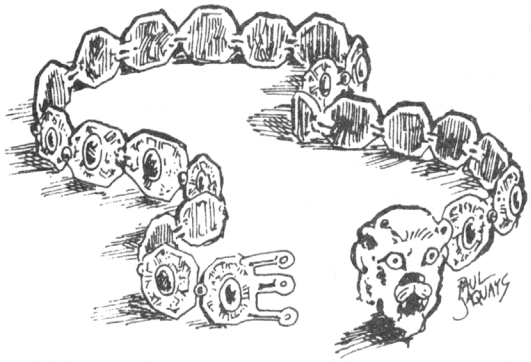
Any use of the powers of this gem except for **infravision** will result in one point being subtracted from host's Constitution. These points may only be restored by the absorption of 500 GP worth of treasure per point of Constitution restored.

A FINAL NOTE: Touching **the heart of law** and **the soul of chaos** together will set off a 50d8 explosion, radius 50feet.

AVVAKRIS'S RING: The ring appears to be made of a green gem (emerald) carved in the form of a hooded serpent. It gives the bearer protection from good and will serve as a pass key to many of the guardian creatures in the dungeon. It is a Chaotic Evil magic item and will drain off one hit point every turn it is actually worn from any Neutral or Good character wearing it. The ring's non-magic value is 3000 GP.



The Ring



The Belt

THE MITRAIC ARTIFACTS

MITRA'S FAVOR: (The lion Ring) A lion headed, gold ring with topaz eyes. It radiates a continuous **protection from evil** spell. At the beginning of the game it is in the possession of old Cornelius the cleric of Mitra.

Joined with this ring is the spirit of a Lion of Mitra (see **The Lions of Mitra**) named George, Prince of the High Peaks and Champion of the Faith. He tends to be jovial and is often given to singing benign tavern ditties. He was a paladin, and died heroically two centuries previously at the hands of the dervishes, whom he still has a disliking for. (Something along the line of how dwarves feel about goblins. Keep that in mind when playing him.)

For combinations of the *ring* and other *Mitraic artifacts*, see below.

THE GIRDING OF MITRA: (The Lion Belt) An actual relic, this is the belt worn by Mitra when he walked the earth as a man. It radiates a powerful **15' radius protection from evil** and if combined with the amulet (**Mitra's eye**) it will form an **anti-magic shell** about the bearer. The shell may be dispelled only by removing one of the items from the bearer's person or by depressing the topaz in the lion mouth of the amulet which will negate the **anti-magic shell** only for 1 - 6 melee rounds. If combined with the ring (**Mitra's favor**), it will extend the radius of its **protection from evil** power to a 20' radius. Any evil creature(s) within that radius will suffer 1 - 8 points of damage per round. If all three artifacts are combined, the ring can be made to give off a **disintegrate** undead ray (range 60'). (Note: this ray is as per the **disintegrate** spell, but effecting only undead.) The ray is a tight beam and will affect but one undead per melee round. Undead of 5 hit dice or better may save against magic as a fighter of equivalent hit dice. Minimum throw is 10+. All previously listed attributes for each artifact are usable when all three are combined. With the exception of the **anti-magic shell** all individual powers may be turned on and off at will by the bearer. However, the bearer must be aware of the existance of a given power to be able to "turn it off", otherwise that power will function continuously. The reverse is true of the undead disintegration ray, which must be known of to be used.

Although the artifacts will not work for evil types, mere possession of all three will change alignment of the possessor to lawful good in one month. Two artifacts will change alignment in three months. A saving throw is applicable (roll under wisdom score on a d20 adding 1 to the result for every artifact of Mitra possessed). However, making the save will only double the conversion time.

Joined with the belt is the spirit of one of the Lions of Mitra (see **The Lions of Mitra**). This one is female and is known as Princess Jamalla the Wise, Holy of Holies, Mother of the Masses, Benefactress of the Poor, and Mitra's handmaiden. She appears as a vibrant and beautiful young fighting woman with flowing masses of red-gold hair. She is quick to accept as comrades-at-arms any who are in the company of who ever possesses the belt. In her former-life some 300 years gone, she was a dervish convert to Mitraism, who donated vast sums to the poor in the name of Mitra. Eventually she became mother superior of a convent of celibate female clerics. As a final note, she was sickly, frail and ugly all her life and now loves the position of Lion of Mitra.

MITRA'S EYE: (The Lion Amulet) A lion-headed amulet with a large topaz in its mouth. It is an amulet of amplification. It will add +1 to all attacks and defenses, both magical and physical. When combined with the ring (see above), it will cause any undead of 3 HD or less to crumble to dust when touched. If combined with the belt, see below.

Joined with this amulet is the spirit of a Lion of Mitra (see **The Lions of Mitra**). He will appear when summoned by name or when the bearer of the amulet is in danger of death. The Lion's name is Charlamack the Just. He was a high priest of Mitra 800 years ago. His personality can usually be described as stiff, formal, and no-nonsense. He will not tolerate foolishness. He also does not appreciate being called more than once a week. Will mutter, "I have better things to be doing than this." He will always voluntarily disappear after combat and any required healing. It is quite rare for Charlamack to stay around for more than 2 turns.



THE LIONS OF MITRA

The Lions of Mitra are in essence the temporary physical re-incarnations of paladins and clerics who have died in the service of Mitra. Another name for them would be Saints. They are usually associated with a particular area, such as defending their home temple from invasion or protecting wayfarers near their place of birth. In many cases, however, they are found in conjunction with a relic or minor artifact. Most often, it is a shard of bone or a personal possession of the individual saint. Sometimes, though, the god has assigned his Lions to work in conjunction with special artifacts or he gives certain favorites of his the ability to summon 1 or more of these powerful entities. When summoned, all the powers of the Lions of Mitra are at the disposal of the summoner, (who by the way, must be of a good alignment).

Unless specified, there is a 20% chance that any given Mitraic artifact will have a Lion of Mitra associated with it. This information can be gained any number of ways, either by **identify, contact other plane, legend lore, commune** or hiring the services of a bard or sage. Since each Lion of Mitra has an individual name, the name must also be learned before summoning can be performed. Once the name is known, it is a simple matter of casting **monster summoning III** or **conjure animals** to allow a 30% chance of the saint actually appearing. Again this will only work if the caster is of a good alignment (for non-magic users or clerics, a full two game weeks spent in nothing but prayer will give the same 30% chance). If the summoner is of the lawful good alignment, 20% will be added to the base chance of appearance. If in addition, the summoner is a devout follower of Mitra, then a further 20% is added.

The above activity is required to summon the Lion for the first time. Thereafter, the saint will appear when verbally summoned or when the character possessing the relic is threatened with death.

Although, the Lions of Mitra have many powers, one of them is not permanency. Any individual Lion may be summoned but once per day. Once summoned, they lose 2 hit points per turn until all are gone. They will continue to have all their powers and abilities right up to the time that they disappear. Furthermore, they can not be **healed** by normal means because their flesh is not mortal flesh.

An individual Lion of Mitra may be summoned up to once per day. However, if the Lion took any damage in combat, then the number of days before he can be summoned again will be equal to the hit points of damage taken divided by 10 (round all fractions up). Thus, if Hondrongo the Pure at Heart, Defender of Children, and Champion of Justice; takes 35 points of damage in battle, it will be 4 days before the character possessing his shield can summon him again (35 divided by 10 = 3.5, rounded up to 4).

Wandering Monsters

Wandering monsters in the Dark Tower dungeon complex will be encountered on a d6 roll of 6 at the end of every full turn. Most of the wandering monsters are creatures that are already described in the text itself. Since to redescribe each monster would take up a lot of unnecessary space, most of the creatures listed will refer the game master to their location in the game booklet by level and room number. Therefore, V-7 would mean village map, building 7 and 2-21-A would mean level 2, room 21, cell or sub-room "A". Any wandering monster with a special description following the chart will be marked with an asterisk (*).

Referring to Footnote Number 5, any wandering monster who is a personality in the dungeon should be checked off from both the wandering monster charts and from their own respective lairs.

Because the composition of some of the wandering monster groups would make necessary much flipping back and forth between pages to keep track of individual specifics, it is suggested that the game master pre-roll several wanderers and have them all set up to play before the game begins.

Wandering monster charts below are set up by dungeon level. Determine what level the adventurers are on and roll on that chart to determine encounter.

LEVEL ONE:

1) 11 - 14 Skeletons*
2) Merth and 2 henchmen (V-10)
3) Avvakris and 7 - 12 followers*
4) Ollem Hairy Arms in bear form (V-4)
5) 2 - 12 giant rats*
6) Living stone statue of Set*
7) Aphris and 1 - 4 trolls*
8) Wanderer from level 2 chart

LEVEL TWO

1) Gnorsh Bloodtongue and 16 - 36 goblins (2 - 3)
2) Berkam Shem, his imp and 7 - 12 orcs (2 - 11)
3) Wanderer from level 1 chart
4) Jackal pack (2 - 12)
5) Hill giant*
6) Haffrung Helleyes*
7) Holomir Goldheart*
8) Wanderer from level 3 chart

LEVEL THREE

1) 6 Trolls*
2) Haffrung Helleyes and entourage*
3) Xor the Evil One and Cronok (3 - 3)
4) Wanderer from level 2 chart
5) 2 - 8 Carnivorous apes*
6) The succubus Malicia (V-7)
7) The rust monster (3 - 6)
8) Wanderer from level 4 chart

LEVEL FOUR

1) 1 - 3 Minotaurs (4 - 27)
2) Snurgi the fire giant and 2 - 8 hell hounds (4 - 20)
3) Wanderer from level 2 chart
4) Wanderer from level 3 chart
5) 2 - 7 Minions of Set (1 - 22)
6) Haffrung Helleyes and large entourage*
7) A powerful White Tower war party*
8) A Son of Set*

Wandering Monster Descriptions

LEVEL ONE:

1) Skeletons: Chainmail and shield, AC:4, HD: 1, weapon: scimitars, HP: roll as necessary.

3) Avvakris will be as described in V-5. He will definitely have his body guard with him. Also will be one off duty Manor Patrol (V-5), Hastor the 4th level Cleric of Set (V-3) and 1 - 6 Brigands, HD: 1, Leather armor and shield, AC: 7, weapons: longsword, dagger, oil, HP: 6, 6, 5, 2, 4, 3.

5) Giant rats: HD: 1 - 4 hit points, AC: 7, roll hit points as necessary. There is an additional 20% chance that the wererat thief, Sinstar the Sly will be running with a band of rats. (1 - 5 Rat Tunnels)

6) Living stone statue of Set: AC: 2, HP: 30, HD: 11. This is a wandering version of the monster to be found in room 3-12. The statue appears to be an 8' tall green stone rendering of a muscular male body, dressed in Egyptian style clothes but having a jackal's head. The glowing green eyes of the creature fire two magic missiles per round, for 2 - 7 points of damage each and the statue attacks once per round for 2 - 20 points of damage. Magic missile may affect up to two targets per round. Every time a character fails to make a saving throw against the missile attack, his dice roll for saving vs the magic missiles will be at an additional -1, that is to say that 1 point is subtracted from the dice roll for each time hit.

7) Aphris is as described in V-6. However he will be wearing chainmail which raised his armor class to AC: 5. The Trolls are from level 4, rooms 15 - 17, but if they are killed as wandering monsters the number of trolls in those rooms will not be lessened. Trolls: AC: 4, HD: 6+6, HP: 33, 32, 36, 37.

LEVEL TWO:

5) Hill giant: This will be 1, possibly 2 or 3 of the giants from 2 - 23. A roll of 70% indicates that 2 giants are present. A roll of 35% indicates the presence of 3.

6) Haffrung Helleyes: This will be the wizard himself and two body guards as described in **THE UPPER APARTMENTS OF HAFFRUNG HELLEYES**, 3 - 16. Randomly determine both Haffrung's current body and the individual guards. If Oph is amongst them he will have Fang with him.

7) Holomir Goldheart: This is the paladin described in room 1 - 1. He will be accompanied by Morton the Blessed, A Lion of Mitra and if threatened he can summon from 1 - 10 more Lions of Mitra. (See **THE LIONS OF MITRA**). Morton will have only 32 hit points.

LEVEL THREE:

1) Trolls: This is just a wandering band of marauding trolls. AC: 4, HD:6+6, HP: 40, 30, 38, 36, 40, 32.

2) Haffrung Helleyes and entourage: Haffrung will be as described in level 2 chart, number 6. In addition he will have his assistant Mervyn (3 - 18) two additional guards (3 - 16) and 1 - 6 carnivourous apes (3 - 8).

5) Carnivorous apes: These are the apes described in (4 - 29). If more than 5 apes are present, then Shadrock the Enchanter will be with them (4 - 28).

LEVEL FOUR:

6) Haffrung Helleyes and large entourage: This group will be as in level 3 chart, Number 2, but will include the following in addition: 6 more carnivorous apes (4 - 29); The Enchanter, Shadrock (4 - 29); and 2 - 8 Trolls, AC: 4, HD: 6+6, HP: 36 (x2), 34 (x2), 35, 29, 39, 41. For every two trolls there will be one hyaenodon (4 - 12).

7) A powerful White Tower war party: This will include the paladin Holomir Goldheart; 30 gnomish fighters, ring mail and shield, AC: 6, HD: 1, HP: roll as necessary, weapons: short sword and short bow, (50% of the gnomes will have bows ready at all times); Three Lammasu (C - 6); and if the group is threatened, Holomir may summon 1 - 3 Lions of Mitra (See **THE LIONS OF MITRA**) per round up to a total of 10.

8) A lesser Son of Set: This is one of the many bastard offspring of the god Set. Although the creatures take many forms, this one has the body of a giant snake (25' long), head of a crocodile, bat wings, and 8 lizard-like legs. It can fly at 15"/turn, and in melee it can do 1 - 12 constriction damage, bite for 2 - 8, and claw for 1 - 4 x 8. Besides its innate powers, it can cast a **cone of cold** 4 times a day and cast spells as an 8th level cleric. AC: 1, HD: 15, HP: 70, spells: **detect good, detect magic (x2), hold person (x2), know alignment, create food and water** (reverse), **cure blindness** (reverse), **glyph of warding, lower water, neutralize poison**. The name of the creature is Vrednii the eater of corpses. (For more information see **THE SONS OF SET**).

THE LIONS OF MITRA



Frequency.....Very Rare
Number Appearing .....1 - 20
Armor Class.....-2
Move.....12"
Hit Dice. . 10d10(40 Hit Points)
% in lair..... Nil
Treasure Type..... Nil
No. of Attacks.....1
Damage/Attacks . . . By weapon
.....type, see below
Special Attacks .....See below
Special Defences . . . .See below
Magic Resistance . . . .See below
Intelligence . . . . . Very and up
Alignment.....Lawful good
Size..... M
Psionic Ability..... Nil
Attack Defense Modes..... Nil

The Lions of Mitra appear as handsome fighters (30% probability of being female) in shining gold *+2 platemail* with a dexterity bonus of +2 for a total AC of -2. The Lions will have tawny golden hair and amber, cat-like eyes. Strength will be 18/60 (+2 Hit probability, +3 damage, +1,250 weight allowance, open doors on a d6 roll of 1 - 4, bend bars and lift gates 25%). Each Lion will carry a *+2 magic broadsword, +3 vs. Minions of Set and other servants of the evil god Set.*

Each Lion of Mitra will have the following abilities:

Appear when the good aligned bearer of a Mitra related relic is in danger of death or when summoned up to once per day (see above).

Lose 2 hit points per turn while in physical form. Hit points are subtracted at the end of each full turn. If subjected to the effects of either a **haste** or a **slow** spell, A Lion will lose hit points and twice or half the normal rate respectively.

Wear *+2 golden colored plate mail.*

+2 dexterity bonus to armor class.

Strength score of 18/60 (see above).

+2 magic sword, +3 vs. Minions of Set and other servants of Set. Alignment of sword is lawful good.

Detect evil at up to 60' distance, as often as desired. Requires full concentration and general idea of where to direct detection.

Make all saving throws at +2 on the dice.

Immunity to all forms of disease.

Able to "lay on hands" and **heal** others for 2 - 16 points of damage once per day.

Able to **cure disease** up to once per week.

Protection from evil upon person and bearer of relic while the Lion is in physical form (normally up to 20 turns duration).

Affects undead as a 5th level cleric.

If encountered in wilderness, a Lion of Mitra will be mounted on a paladin's warhorse, (intelligent heavy warhorse, with 5+5 HD, AC 5, and speed of a medium warhorse - 18") with the notable exception that this horse can travel on both the *astral* and *ethereal* planes of existance.

Cast spells as a 2nd level cleric (2 spells of the 1st level).

Once per day cast a **javelin of lightning** for 1 - 20 points of damage. 30' bolt of lightning, 5' wide, range 90'.

90% resistant to all **sleep** and **charm** spells.

When a Lion of Mitra dies or disappears, all his gear goes with him.



THE SONS OF SET

	CHOSEN SON	LESSER SON
Frequency	Very Rare	Very Rare
Number Appearing	1	1
Armor Class	-2	-1
Move	12" See below	12" See below
Hit Dice	100 hit points 22 hit dice	70 hit points 15 hit dice
% in Lair	35%	25%
Treasure Type	F, O, Y	F, Y
Number Attacks	See below	See below
Damage/Attack	See below	See below
Special Defense	+2 magic weapons to hit	Magic weapons to hit
Magic Resistance	60%	40%
Intelligence	Exceptional +	Very +
Alignment	Chaotic Evil	Chaotic Evil
Size	M to L	M to L
Psionic Ability	Nil	Nil
Attack Defense Modes	Nil	Nil

The Sons of Set are the bastard offspring of the evil god, Set, and various mortals. The resulting creatures became a jumble of divine and mortal attributes, not to mention becoming conglomerations of various human and reptilian features. No two Sons of Set have the same appearance or abilities, for in uniting himself with men, Set made his offspring susceptible to Chaos. Instead of being neutral evil, like their sire, the Sons of Set became chaotic evil. There are a total of 4 Chosen Sons of Set in existance. There will always be four, because every time one of the Chosen is killed there is a Lesser Son promoted to take its place and the Lesser Sons of Set are numerous.

Each Son of Set has a name. If that name can be divined, then calling out the name of the creature in melee will disconcert it and lower all its saving throws by 1.

The Lesser Sons of Set will always fight to the death, since the Sons are immortal and are merely reincarnated in a new form in 1 or 2 years. The Chosen Sons try to avoid dying since, once dead they lose their Chosen status. A Lesser Son of Set may take the place of one of the Chosen if he defeats it in combat. However, if the Lesser Son of Set is defeated then it owes its brother a century of service.

The physical appearance of a Son is important because it determines the damage that the creature does in combat. To determine appearance, roll a d10 to determine the BASE BODY TYPE, then roll a d20 to determine the NUMBER OF MODIFICATIONS to that body type. Take the resulting number and roll that many times (if at all) on the MODIFICATIONS CHART. Any special abilities beyond mere appearance that are conferrred by the modification will follow it.

BASE BODY TYPE

Dice Roll	
1 - 5	Human (30% female)
6 - 9	Snake
10	Lizard

NUMBER OF MODIFICATIONS

Dice Roll	
1	1 modification
2 - 4	2 modifications
5 - 10	3 modifications
11 - 14	4 modifications
15 - 17	5 modifications
18 - 19	6 modifications
20	no modifications

MODIFICATIONS

Dice Roll

1 Snake-like lower body (no legs) 1-12 constriction damage.
2 Human Torso (30% female) (Includes 1 pair Human arms.)
3 Multiple heads (See following chart MULTIPLE HEADS).
4 Cobra head; bite 1 - 3 points of damage.
5 Human head (30% female).
6 Hydra head; 1 - 6 points of damage.
7 Bat wings; allows flying movement at 15".
8 Scaly body.
9 Cyclops eyes (one eye).
10 Multiple human arms (2 - 4 pairs) allows for weapon attacks equal to the number of pairs.
11 Medusa head (stoning power not included).
12 Giant size; 50' + long, if human as fire giant, all damage x 3.
13 Glowing eyes.
14 Multiple lizard legs (2 - 4 pairs) claws: 1 - 4, etc.
15 Dragon head; bite 1 - 8 points of damage
16 Insect eyes
17 Horns on head; 1 - 4 points of damage
18 Crocodile head; bite 2 - 8 points of damage
19 Lizard head; bite 1 - 6 points of damage.
20 Tail

Note: Unmodified Base bodies are treated as follows:
Human: Damage, by weapon type (Giant: as frost giant 4 - 24)
Snake: Damage as per modifications 1 and 4.
Lizard: Damage as per modifications 14 and 19.

MULTIPLE HEADS: (2 - 5 heads, roll once on a d4) Roll on a d10 for each head indicated.

Dice Roll

1 - 3 All one kind of head (ignore reroll of 1 - 3)
4 Lizard
5 Snake
6 Human (30% female)
7 Medusa
8 Crocodile
9 Dragon
10 Hydra



If both multiple head and arms are indicated, then the Son may use more than one innate ability or special ability per turn, equal to the number of matched up heads and arm pairs. If 4 heads are indicated and only 2 pairs of arms, then the Son of Set may attack simultaneously with two different abilities, this can include combining a physical attack with a magical attack.

Each Son of Set has certain innate powers that he shares with all his brethren and certain special powers that are uniquely combined in him. The innate powers for a Chosen Son of Set are as follows: Summon 1 - 12 Minions of Set, **infravision, snake charm, sticks to snakes, detect invisible, dispel magic, conjure snakes** once per day to summon 11 hit dice of snakes for 33 melee rounds, summon any Lesser Sons currently in his service.

The innate powers of a Lesser Son are as follows: Summon 1 - 6 Minions of Set, **infravision, snake charm, sticks to snakes, conjure snakes** one per day to summon 8 hit dice of snakes for 24 melee rounds.

Each of the above abilities (except as noted) may be used once per melee round (unless the multiple head and arms condition exists as noted above).

In addition to their innate powers each Son of Set has a certain number of special abilities that are unique to him. The Chosen Sons have 3 - 6 of these abilities and the Lesser Sons have 1 - 4 of them. After determining how many are extant, roll the resulting number of times on the following chart. Reroll any duplications. These abilities may be used as noted under innate abilities above.

1 Stoning ability (see FLESH TO STONE chart following)
2 Paralysis ray (range 60') for 1 - 4 turns. Save vs. Magic, Elf touch will negate.
3 +10% Magic resistance
4 Vulnerable to silver weapons of any type.
5 Poisonous bite damage equal to hit dice in d8's.
6 Poisonous sting damage equal to hit dice in d6's.
7 Dragon breath (see DRAGON BREATH chart following) damage equal to hit dice. Up to twice daily.
8 Spell use as 9th level magic user.
9 Become *ethereal* (as per using the oil of that name)
10 *Regenerate* 3 hit points per melee round
11 **Shapechange**
12 **Fireball.** Up to 2 times daily. Damage equal to hit dice in d6's.
13 Travel *astrally*
14 **Teleport** (no error)
15 *Ultravision 60'*
16 Spell use as an 8th level cleric.
17 **Lightning bolt.** Up to 2 times daily. Damage equal to hit dice in d6's.
18 **Cone of cold.** Up to 3 times daily. Damage equal to hit dice in d4's.
19 -10% magic resistance.
20 Low intelligence

FLESH TO STONE

Roll on a d10 to determine how this power is effected.

1 - 3 Eyes, as per a medusa
4 - 5 Breath, as per a gorgon
6 - 8 Touch, as per a cockatrice
9 Radiation, in a 5' radius out from the creature's skin
10 By two of the above methods (Re-roll, ignore rolls of 10)

DRAGON BREATH

Roll on a d10 to determine what type of material is breathed.

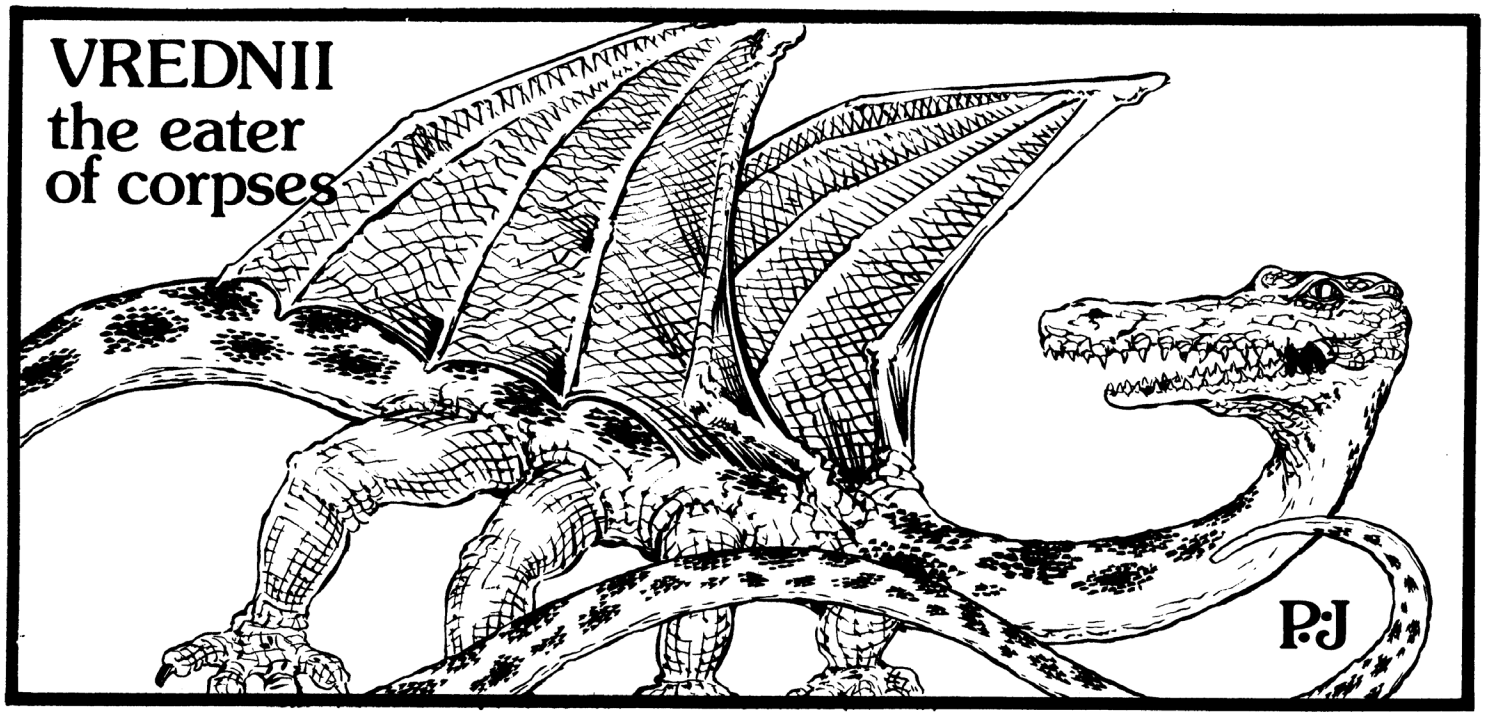
1 - 2 Fire
3 - 4 Cold
5 - 6 Acid
7 - 8 Gas
9 -10 Electricity

All ranges are 50'. Streams are 5' wide. Cones have a final diameter of 30', clouds are 50' x 30' x 30'.

Sons of Set are affected by the listed attack forms as noted below:

Attack	*Maximum damage will be:*	*Attack*	*Maximum damage will be:*
Acid	Half	Cold	Full
Electricity (lighting)	Half	Fire (dragon, magical)	Full
Gas (poisonous, etc.)	Half	Iron weapons	Full
Magic missile	Full	Poison	Full*
Silver weapons	None**		

*If poison is from snake or wyvern, no damage will be taken.
**Unless indicated in special powers that silver weapons will affect the individual creature.



THE HISTORY

With the expansion of the Empire and the extension of her protection to other, less ominous trade routes, Redmoon Pass has become frequented only by ignorant, wayward or weather-driven travellers who fear the whim of the elements more than they dread the terror of old legends. Situated centrally in the pass, the tiny village of Mitra's Fist appears to be a haven from the many storms that stalk wayfarers in the high mountain reaches. Even so, the wise and knowing do their best to avoid Mitra's Fist, better known as "Mitra's Curse".

Legend and Church history relate that it is nigh unto fifteen centuries since the patriarch of Law and Good, Mitra, established a sanctuary in this mountain pass. Tales were told of his holiness and people sought the wise man to be healed and blessed. He was indeed a living legend.

Near the end of his mortal years, it became his task to lead a holy crusade against worshippers of the snake demon, Set, destroying the demon's mortal form and routing his army of evil. However, as a result of the encounter, Mitra also died.

It was not long before pilgrims once again came to the sanctuary seeking healing and blessing. Mitra's former assistants began to call on their mentor's name, finding power in it. Soon, Mitra's hermitage became the first temple of the god Mitra. As the centuries fled by and the religion spread, the founding place was not forgotten. Devotees erected a tall, ornate, white tower over the place where the crumbling first temple once stood. Temple rites were conducted by a High Priest and his entourage of patriarchs. Not only humans, but also good creatures could often be found waiting faithfully on the god.

After the battle, a millenium passed before Set, no longer a demon, but a god of evil, saw fit to attack the birthplace of the religion that opposed his.

On an overcast lightless night, a mighty tower of black stone appeared mysteriously out of nowhere, crushing in its wake fully half the village. That night, those villagers who could not reach the comparative safety of the white tower of Mitra were destroyed in the carnage that ravaged the surrounding land. Very few survived to tell the tale of what would happen.

The battle that week was dear. The high priest was murdered as he prayed and all but a few of his attendants slain. Only the creatures of law helped the living survive. The final events came quickly as the surrounding mountains reacted to the disturbing power of magic that roiled the ground. Landslides that left the village strangely intact as they buried it soon covered the pass to depths of hundreds of feet.

The mystery of the destruction of the shrine was never truly solved by those not present. The church, though dumbstruck, quietly moved the spiritual heart of the religion to the site of the battle in which Mitra originally died, some hundred leagues away.

Within a decade, a village of treasure seekers grew atop the debris piles, guided by tales and maps. The small hamlet of tents and shacks became known as Mitra's Fist or as "Mitra's Curse" to unbelievers. After several years, the church of Mitra built a shrine and established a mission to keep an eye on the fortune hunters, in case any of the lost artifacts of their god should turn up.

It took a hundred years of digging before searchers found the location of the original village. However, they encountered the unexpected. Something was digging up to meet them. Small amounts of treasure began to trickle out the tunnels and Mitra's Fist became a popular stop for traders enroute to the cities of the newly founded empire. It was ten decades before news stopped coming from the village and caravan leaders found excuses to brave the danger-fraught western passes rather than use Redmoon Pass.

Mitra's Fist had changed almost overnight. Some force had possessed the village and its occupants, causing them to slay children, non-humans and Mitraic priests in one night of hell possessed fury. It is these very same villagers who have inhabited the old decaying buildings of Mitra's Fist for three hundred years since, never aging.

For three centuries the village of Mitra's Fist has existed, unmolested by the outside world. Few have noticed that the village has had the same occupants for over ten generations. Few have noticed because few are those who can visit the village and not fall prey to the sharp, ceremonial dagger of Avvakris, high priest of Set. (Sacrificing in this case implies an eating of the victim's soul by Set, thus making it near impossible to **resurrect** or **re-incarnate** the victim. Divine intervention or two **full wishes** would reverse the effect and allow **resurrection** or **re-incarnation** to be attempted.)

THE VILLAGE OF MITRA'S FIST

The village is an undistinguished collection of small, field stone buildings. Exceptions are the larger buildings of Avvakris's Manor (V-5), Overlord's Inn (V-7), and the constabulary (V-10). Visitors to this sleepy hamlet are rarely, if ever heard from again. Many are the caravans that have disappeared here over the last 3 centuries. In fact, while the adventurers are in the town, a caravan comprised mostly of dervishes will stop here for the night and by morning will have disappeared completely.

THE CARAVAN OF MUMCHANDAR: This caravan carries spices and rich cloth for merchants of the Invincible Overlord (or any major city in the gamemaster's campaign). It consists of 4 heavy wagons drawn by 4 heavy draft horses each (total 16). The cargo they contain is valued at approximately 10,000 GP maximum. The wagons are enclosed and bear no markings. There are 8 1st level fighters with no armor driving the wagons; HD: 1, align: N, AC: 10, HP: 3, 5, 6 (x 2), 7 (x 2), 8, 10, weapon: daggers, light cross bows, scimitars.

Mounted on 10 medium war horses will be 10 2nd level dervish mercenary fighters. Align: N, leather armor and shield, AC: 7, weapons: lance, scimitar, short bow and dagger, HP: 7, 9, 11, 12, 13 (x 2), 14, 15 (x 3).

Mounted on 10 light war horses will be 10 3rd level dervish mercenaries. Align: N, leather armor and shield, AC: 7, weapons: scimitar, short bow and dagger, HP: 11 (x 2), 12, 13, 14, 18, 19, 20, 23, 29.

Mounted on a heavy war horse is a single 6th level, dervish paladin. Align: LG, plate mail and shield, AC: 2, weapons: lance and scimitar, HP: 45.

Travelling along with the caravan are the following extra personalities:
Verdonitii, a 4th level martial arts monk (see room 2-21-E) and Vashalla, a female 3rd level cleric of Ishtar (see room 2-21-F). Other personalities that will possibly be encountered later in the scenario are the 2nd level fighter, Vastavaar Speartongue (see room 1 - 4); 3rd level fighter, Haltashaar (see room 2-21-E); Moram Infidel Bane, the 6th level paladin described above; and Auroka the flailer, a 3rd level fighter.

These characters will seem to vanish without a trace from the village. The story that villagers will tell inquisitive adventurers is that the caravan left in the middle of the night. It is a rather weak story but no one ever accused the average villager of being a genius.

Wagons and horses will be taken to an out of sight ravine on Mount Vision.

If characters are out at night, poking around, there is a 75% chance that they will be set upon by an organized group of brigands and powerful village residents who are intent on capturing the adventurers for sacrifice on the altars of Set in the dungeons below.

Any character so captured will be knocked unconcious and eventually awaken to find him or herself in one of the empty cells of room 2 - 21 (B, C, D, or G). All weapons, supplies, armor and valuables will be removed from the characters' person(s). Any fighters or clerics possessing chain mail will still be wearing the under padding (AC: 8) of their armor. Regular weapons and inexpensive armor will be found in room 2-21-A. Any copper, silver or electrum carried on the person of a character will have been divided up between various guards and brigands. Any gems, jewelry, valuable looking items or weapons, gold, platinum or magic will be in the possession of Aphris in room 4 - 18. Unless a very special hiding place on the character's person or gear has been set up previously with the gamemaster, searchers will find **everything** of value on a character. It should be noted here that Females of Charisma 15 or higher have a 60% chance of being drugged and used for Avvakris's pleasures before being incarcerated.

BRIGANDS AND WAYLAYERS IN THE NIGHT: The waylayers will consist of the following: 30 1st level brigands. 3 in chainmail and shield, bearing broadswords, AC: 4; 12 in leather and shield, AC: 7, bearing broadswords; 3 in leather and shield, AC:7, bearing spears; 3 in leather and shield, AC: 7, bearing halberds; 7 in leather armor, AC: 8, bearing light crossbows, 3 in leather armor, AC: 8, bearing short bows. Roll individual hit points as needed. For each 3 men there will be 1 weighted net for befouling and capturing opponents. Each man will have a dagger, 15' of light, strong cord, a black jack (1 - 6 stun damage), and a flask of oil.

In addition there will be a 4th level brigand leader, AC: 4, chainmail and shield, weapon: broadsword, HP: 25; and a 3rd level fighter, chainmail and shield, AC: 4, weapon: broadsword, HP: 22.

There is a 60% chance that 1 - 2 of the guard patrols from Avvakris's Manor will be present. These will be off duty patrols so they must be determined from the charts (see V-5).

There is a 40% chance that Merth the Sheriff and 2 - 5 of his henchmen will be present (see V-10).

There is also a 30% chance that Avvakris and his two body guards will be present (see V-10).

There is a 20% chance that the Wizard, Haffrung Helleyes will be present (see 3-16 The Upper Apartments of Haffrung Helleyes). He will be using the body of Grom (body 1, see room 3-17) and be guarded by Tarshigid Farreacher and Tirian of Asalbar (see room 3-16) and his assistant Mervyn (see room 3-18).

(If the gamemaster determines that **including** the additional groups of opponents would be overkill, then by all means he or she should leave them out of the fracas.)

It should be noted here that the people of the village are all or no less than 300 years old. The few that do die become undead in the service of the pits below. (If adventurers take the trouble to look, they will notice that there is no graveyard of any kind in the area. Even old graves were pillaged to provide skeletal servants.) No village resident can travel more than 20 miles from the village or be away from it for more than 24 hours before rapid aging sets in at the rate of 10 years an hour.

VILLAGE OF MITRA'S FIST
A.K.A. "MITRA'S CURSE"

V-1 **THE HOVEL OF OLD CORNELIUS**: Cornelius is prefect of the Shrine of Mitra, a stone's throw from his hovel. Cornelius is a level 5 cleric; Align: LG, No armor, AC: 10, HP: 27, S: 8, I: 13, W: 14, D: 12, C: 10, CH: 11; spells: **cure light wounds, detect magic, remove fear, hold person, hold person, slow poison, cure disease.**

Cornelius is 67 years old. He is very lonely and a little senile. His superiors in the church assigned him to this post 20 years previous as a sort of punishment. He is all but forgotten by any of them who are still alive. He suspects that something funny is going on in the village but his failing wits and the fact that the villagers keep him properly befuddled by attending services regularly in the shrine tends to keep him from pursuing the matter. As long as he is left alone to tend his straggly vegetable garden and polish the wood and marble in the shrine, he takes very little interest in the affairs of the village. The villagers in turn, keep Cornelius around as a sort of joke, to mock the ineffectuality of Mitra. However, they do keep a watch on the old man by sending up an occasional villager to act as a temporary acolyte.

Cornelius, befuddled as he is, does know of the following: There have been mysterious disappearances of visitors in the village. There is a secret entrance into the tunnel below the village, under the front two pews of the shrine. Only he knows of this entrance. He is vaguely aware that no one has aged in the 20 years he has lived there and that there have been no reported births.

The old man possesses an artifact, **Mitra's favor** (see **artifacts**). If he is made to understand that a group of adventurers is going down into the tunnels, he will give the ring to either a paladin, a lawful good cleric, a chaotic good cleric or a good character of any sort, in that order of preference. Or to any character who can convince Cornelius that he is a very lawful good person whether he is or not. (The game master's discretion will be needed here. If none in the party are good or can convince the old man that they are, he will keep the ring.)

V-2 **THE SHRINE OF MITRA'S TOWER**: This is a moderately old (not ancient) white marble shrine, devoted to the god Mitra and celebrating the tower that once stood (still stands) on the spot where it is located. Inside, a large white marble statue of Mitra dominates the circular, domed chapel. It depicts Mitra as a well-formed, Adonis-like youth, crushing the head of a serpent. A secret trap door can be found if the first two pews are moved away. The door is rigged with a trap. It will open as a normal dungeon door. However, if it is not opened on the first try, a small catch is triggered. A second try will bring down a rain of bricks and large rocks from the ceiling (which are cleverly concealed as ornamentation) that will do 3 - 30 points of damage to any characters in a 10' radius around the trap. Cornelius set this up long ago, but he has since forgotten about it.

Cornelius is served by four villager acolytes. They are really acolytes of Set, but the old man is not aware of this. They will attempt to prevent any speech between outsiders and their "venerated mentor". Acolytes: level 1 clerics, padded armor, AC: 8, HP: 4, 5, 7, 8. Three have the spell: **cause light wounds.** The other has the reverse of **purify food and drink.** They will eavesdrop on the old man's conversations and report what they hear to Avvakris the Merchant and Merth the Sheriff.

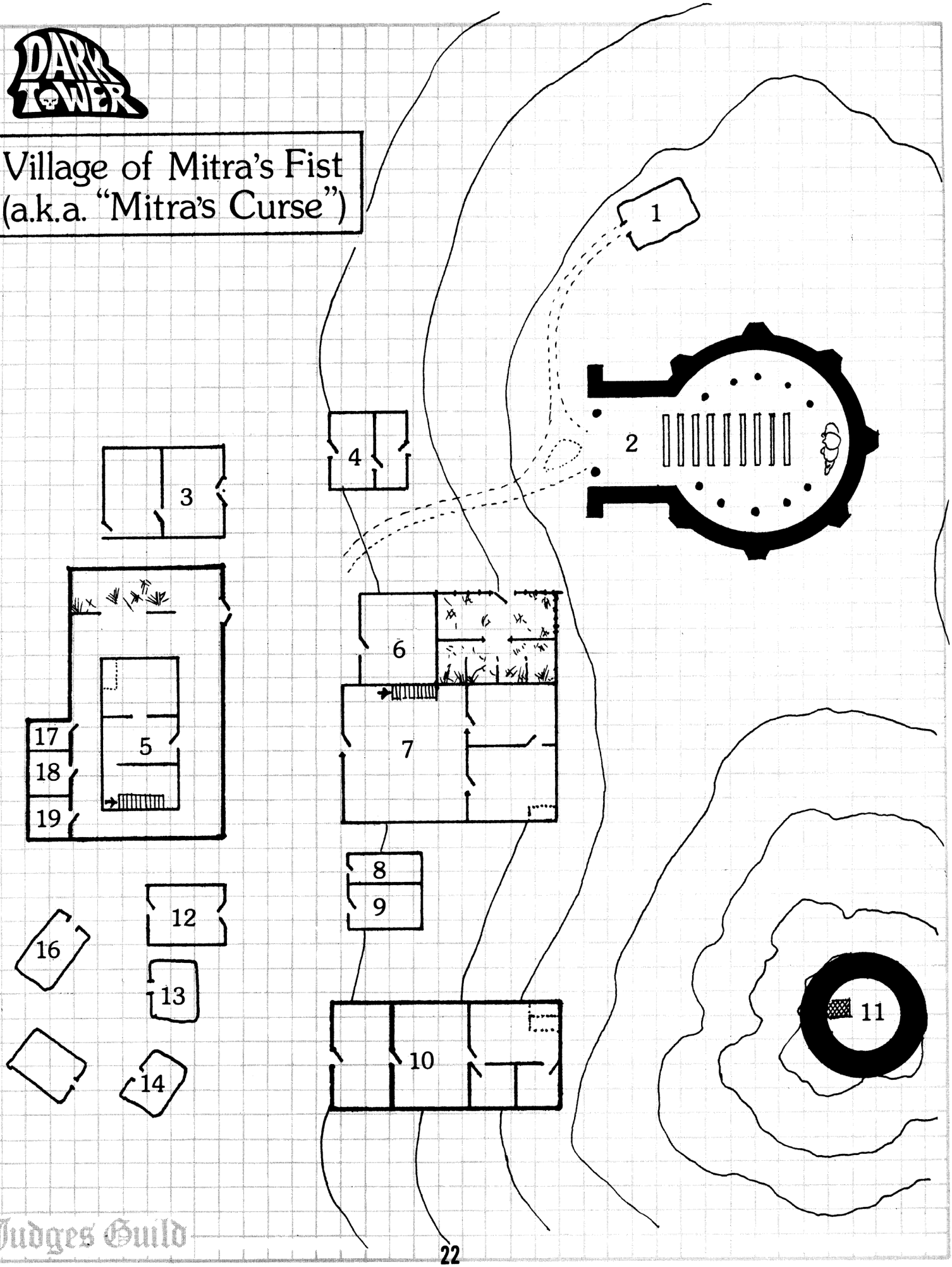
V-3 **GRAIN MERCHANTS EMPORIUM**: This shop which does no business is run by Hastor, a 4th level cleric of Set, Align: CE, no armor, AC: 10, weapon: mace, HP: 19, S: 9, I: 13, W: 11, D: 9, C: 14, CH: 11, spells: **command, detect magic, light** (reverse). Hastor is a dry, sticklike man. He appears to be in his late 40's. Under his tunic and robes is a mace. He is slightly insane and talks about the great business deals he carries on in his little shop, as if all the grain trade in the world came through his doors.

V-4 **SMITHY AND ARMORY**: This shop is run by Ollem Hairy-Arms, 6th level fighter, Align: CE, padded armor, AC: 8, HP: 41, S: 16, I: 9, W: 13, D: 13, C: 15, CH: 16. A finely crafted, two handed sword hangs over the forge. Ollem is a large, hairy man with flaming red hair. Only Avvakris and Merth know of his ability to change into a werebear (An evil one at that!) In werebear form, Ollem is AC: 2, HD: 7+3, HP: 45. Ollem appears to be about 30 years old.

He is assisted by two average men, HD: 1, Align: LE, AC: 10, HP: 4, 6. Clubs are their weapons. All armor under construction in the shop will be of a style that was popular 300 years previous. It will be obviously archaic looking. Prices will be 20% lower than those listed in the **AD&D PLAYERS HANDBOOK.** 50 SP is in the cashbox.

DARK TOWER

Village of Mitra's Fist (a.k.a. "Mitra's Curse")



Judges Guild

V-5 **THE MANOR HOUSE OF AVVAKRIS**: This is the home of the town's "leading citizen", Avvakris the merchant baron and high priest of the god Set (see **Set vs. Mitra**).

Avvakris himself is a portly man of sour disposition (see illustration). Under his rich robes he constantly wears a suit of chain mail. He is always attended by two fighters (see below) who will fight to the death to protect him. He will always be wearing **Avvakris's Ring** (see **artifacts**).

Avvakris: 10th level cleric of Set (see **Set vs. Mitra**), Align: CE, chainmail, AC: 5, HP: 50, S: 14, I: 14, W: 15, D: 14, C: 11, CH: 15, weapon: mace, spells: **bless** (reverse), **create water** (reverse), **detect good, detect magic, hold person** (x 3), **silence 15' radius, animate dead, dispel magic, speak with dead, cause serious wounds** (x 2), **divination, flame strike** (x 2).

AVVAKRIS'S BODYGUARD:

Seth the Huge: 6th level fighter, align: CE, chainmail and shield, +3 dexterity bonus, AC: 1, HP: 34, weapon: longsword, S: 16, I: 8, W: 5, D: 17, C: 11, CH: 12. Large and cruel looking.

Wormgear Bonegnawer: 6th level fighter, align: CE, chainmail and shield, +1 dexterity bonus, AC: 3, HP: 48, weapon: longsword, S: 16, I: 11, W: 14, D: 15, C: 15, CH: 11.

Both fighters wear black tunics and carry black shields. Delineated on both is a coiled and hooded green serpent.



Avvakris the Merchant

LOCATION OF AVVAKRIS

(roll on a d20)

1 - 2	IN LOWER TEMPLE AREA (Room 2 - 13)
3	IN UPPER TEMPLE AREA (Room 1 - 22)
4	AT OVERLORD'S INN (V - 7)
5	AT THE CONSTABULARY (V - 10)
6	AT UNKNOWN LOCATION IN THE DUNGEON
7 -10	IN THE MANOR HOUSE

THE HOUSE AND GROUNDS

The manor is surrounded by a 20' tall stone wall, 3' thick. Th grounds themselves offer no cover and are lit at night by lanterns placed every 10' along the inner wall. The grounds are guarded at all times by a patrol of 3 men. There are 4 such patrols, but only one is on duty at any given time. The other three will be off duty. One full patrol of men will always by off duty at Overlord's Inn (V-7). If patrol 2 is on duty, then patrol 1 will be at the Inn and so on. The two other off-duty patrols will be performing various activities in buildings 17 - 19.

PATROL	ON DUTY		DESCRIPTION
1	12 am - 6 am	A)	4th level fighter, align: CE, studded leather and shield, AC: 6, HP: 29, weapons: halberd, dagger, oil (x 2).
		B)	3rd level fighter, align: CE, ring mail, AC: 6, HP: 25, weapons: light crossbow, mace, oil.
		C)	3rd level fighter, align: CE, ring mail, AC: 6, HP: 21, weapons: light crossbow, broadsword, oil.
2	6 am - 12 pm	A)	4th level fighter, HP: 26, all else as "A" in patrol 1.
		B)	3rd level fighter, HP: 23, all else as "B" in patrol 1.
		C)	3rd level fighter, HP: 20, all else as "C" in patrol 1.
3	12 pm - 6 pm	A)	4th level fighter, HP: 31, as above.
		B)	3rd level fighter, HP: 10, as above.
		C)	3rd level fighter, HP: 23, as above.
4	6 pm - 12 am	A)	4th level fighter, HP: 26, as above.
		B)	3rd level fighter, HP: 23, as above.
		C)	3rd level fighter, HP: 21, as above.

Penned in the stables to the north of the house are 6 war dogs: AC: 6, HD: 2+2, HP: 10 (x 2), 12, 13, 14, 15. Three of these dogs will be on guard with the patrols at all times.

The fornt door to the manor house is locked with a difficult mechanism that is -20% on picking. The interior of the house is well furnished to the point of extravagance. Valuables in sight on the first floor include a silver candelabrum in the north chamber (value: 100 GP), and a gem encrusted Tome of the Word and Law of Mitra (value: 2000 GP). (The tome was one of the original relics of the shrine.) Also in this northernmost room is a secret trap door in the floor that leads to room 1 - 18 (steps go down approximately 10').

Upstairs. At the top of the stairs is a trap that will spring on a d6 roll of 1 - 4. A door in the floor will open up and deposit victims downward 25' onto a pile of refuse and do 1 - 8 points of damage. However, they will end up facing an ochre jelly: AC: 6, move: 3", HD: 6, HP: 31. There is a 20% chance that victims will end up on top of the jelly. Beneath the pile of refuse is another door that is unknown to any one, even Avvakris. It leads directly down to room 1 - 42, through a 5' square shaft. The room itself (the one containing the ochre jelly) is 15' square.

In Avvakris's bed chamber is a chest (hidden under the bed) that contains 1000 SP, 10 PP, and 449 GP. There are also various documents of no importance that bear wax seals with the impression of Avvakris's signet ring upon them. (These will be important later on in the adventure as a sort of passkey to various dungeon monsters.)

If Avvakris is at home, there is a 50% chance that he will be in the bedroom. There is a further 40% chance that he will be making love with some woman. (If Skilvashara has not already been discovered dead in room 1 - 5, then it will be her.) Skilvashara: Align: N, level 0, HP: 4, AC: 10. She is a very beautiful dark-haired woman who is Avvakris's latest concubine. She will be here 100% of the time (unless as noted above). However, she may only be encountered here once. After that she will definitely by found as in room 1 - 5. Under the pillow she has hidden a dagger with a 4d8 poisoned blade.

V-6 **AVVAKRIS'S TRADE MONOPOLY**: This is the only general merchants supply house in the pass or for miles around. It is stocked by the occasional caravans that come through and is rarely depleted of merchandise. Goods will often be exotic in nature. Prices are 30 to 40% less than those listed in the AD&D PLAYERS HANDBOOK. Livestock is available also (40% availability of any given animal. There is a 20% chance that any item asked for in the store will be out of stock.).

The monopoly is run by Avvakris's son, Aphris, a 5th level cleric of Set, align: CE, reptilian skin, AC: 7, HP: 25, S: 7, I: 16, W: 12, D: 12, C: 15, CH: 5, weapon: mace, spells: **cause light wounds, purify food and drink** (reverse), **sanctuary, augury, detect charm, silence 15' radius.** Aphris is a young man with a deformed, reptilian set to his face. He wears long sleeved gloves since his body is scaly. Rumor has it that Aphris is the result of a union between Avvakris's late wife and a minion of Set. To bear this out, Aphris can shapechange into a giant, poisonous snake, AC: 5, HD: 4+2, HP: 25, damage: 1 - 3 plus 4d8 poison. In the locked box beneath the counter are 10 GP, 46 SP, and 70 CP.

V-7 **OVERLORD'S INN**: This is the only Inn in town. Prices for provisions here are twice those listed in the rules (unless you are a resident, then they are half). A night's lodging will run 2 GP not including meals and drinks, or putting up and feeding animals. Any drinks served to player characters here will contain a powerful sleep drug that will add 4 to the saving throw vs. poison. Effects take place in 2 - 3 hours or after character normally goes to sleep. That character will be unwakeable for 7 - 12 hours.

OCCUPANTS OF THE INN'S COMMON ROOM:

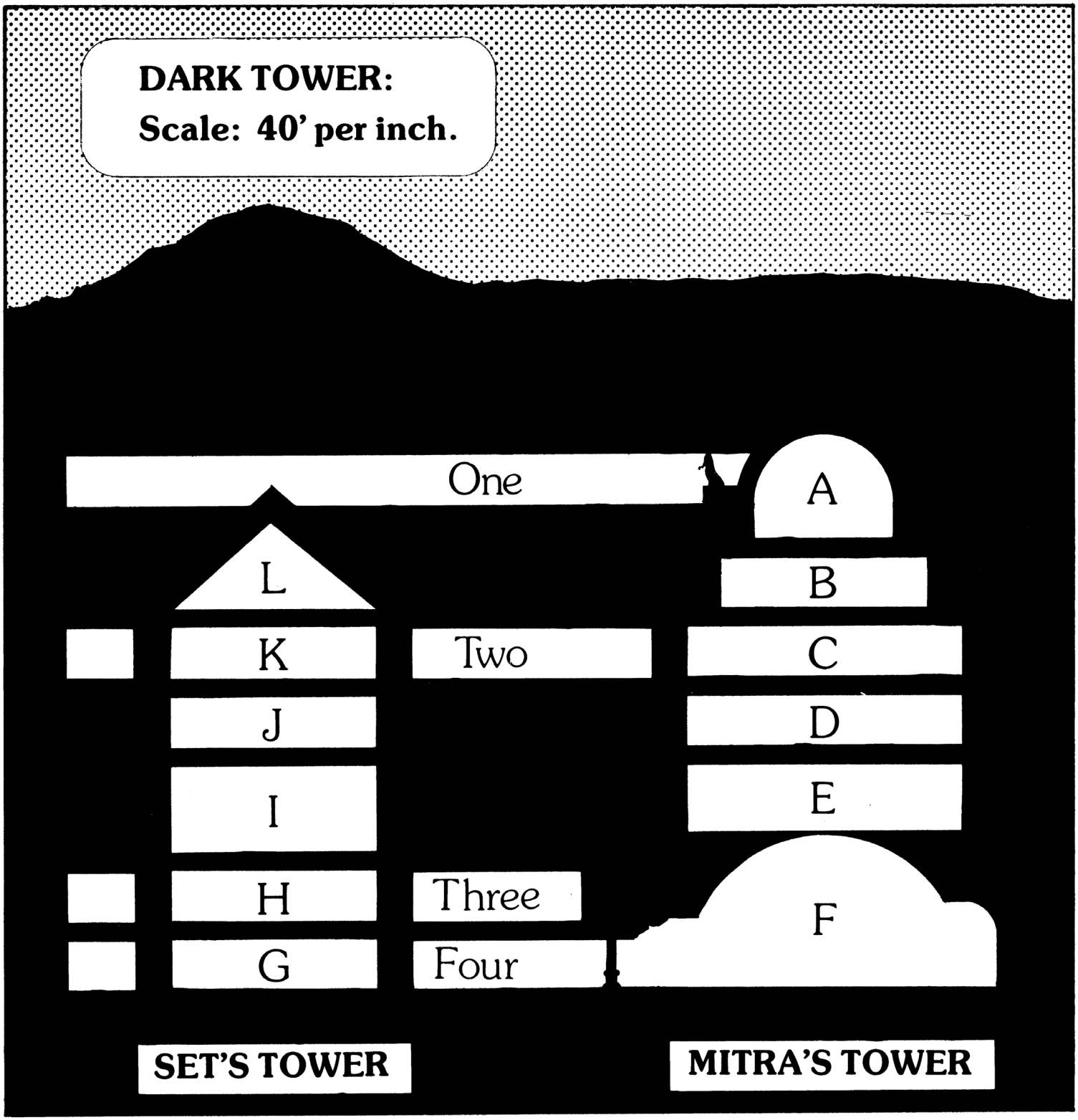
7 - 10 Brigands, HD: 1, AC: 10, weapon: daggers, HP: 4 (x 2), 5, 6 (x 2), 7, 8 (x 3). Off duty Manor Patrol (see V-5 for specifics). 1 - 2 of Merth's henchmen (see V-10 for specifics). There is a 10% chance that Avvakris himself will be here along with his two bodyguards. If they are not already captured, there will be 2 - 12 members of Mumchandar's caravan in here. Some of the personalities listed will be present, but not the paladin.

Melkor Stoneteeth, 5th level fighter, align: LE, padded armor, +1 dexterity bonus, AC: 7, HP: 43, S: 17, I: 11, W: 12, D: 16, C: 14, CH: 10. Melkor is the Bartender and owner of the Inn. He is big. Melkor has gray petrified teeth that he claims result from being turned into stone once by a cockatrice. Says his teeth didn't revert back to their former state. He is talkative, unless an adventurer asks nosey questions about the village or it's inhabitants. He will then clam up for the rest of the time the questioner is present.

BELDAR THE SODDEN: A onetime powerful magic user, 5th level, align: N, HD: 7, HP: 19, no armor, AC: 10, S: 9, I: 17, W: 12, D: 11, C: 11, CH: 12, weapon: verdigrised bronze dagger (-1 hit probability). A onetime powerful magic user, he resisted the power that controls everyone else in the town. He pretended to go along with them at first, but he found that the life prolonging effect affected him also, so that when he tried to leave the area of the village he began to age swiftly. Rather than keep up the pretense of being evil and not liking the idea of dying, Beldar has kept himself nicely drunk for the last two-and-a-half centuries. Needless to say, he is one of Melkor's best customers. If sobered up he will tell of the tunnels beneath the village and of the dark tower and the buried village below. If paid phenomenally well and promised protection, he may even accompany adventurers. He has no magic spells or items, having long since pawned all of those for drink. If another mage has his spell book available, Beldar may operate as a 5th level magic user. Beldar has knowledge af all the non-secret passages on the 1st two levels as they were 250 years ago. There is a 40% chance that any given place will have changed enough to be unfamiliar or forgotten. It will take a percentage roll of 75%+ for him to regain his bearings.

RUFO THE UGLY: 7th level Thief, align: CG, HD: 7, HP: 20, padded armor, AC: 8, S: 16, I: 8, W: 9, D: 13, C: 17, CH: 4, weapon: Cudgel-cane. Rufo is one of the three persons in the village not attected by the power of Set. (Beldar and Cornelius are the other two). He is Melkor's servant and usually ends up doing all the dirty jobs in the village. For that reason, he knows most of the secret entrances to the dungeon. He even knows of the trap in Avvakris's stairway. The more powerful villagers do not consider him as a threat and appreciate not having to take care of the tasks he does. While he is not bright, Rufo is in no way stupid. He has been down in the tunnels to the deepest level because of his ability as a thief. In the strictest sense, Rufo is not a thief, therefore his alignment is as it is. His abilities come from centuries of avoiding his masters. Consider his pickpocketing abilities to be that of a 1st level thief. He also is completely illiterate. Rufo will try to help adventurers in any way he can, but he must be forced into the crypts, temples or the dark tower.

There is a 70% chance that players will encounter the Succubus, Malicia. AC: 0, HD: 6, HP: 33. She will be sitting in a dark corner of the commons room in the guise (**shapechange**) of a beautiful woman of loose morals. She will **charm** various members of the adventurers and use **suggestion** to lure her victims to an upstairs room. By arrangement with Avvakris and Set, she may "sample" a level or two from any of her victims but she must turn at least 50% of them over to the temple of Set for sacrifice. Once in the succubus's embrace (a hit against AC: 10 usually), the victim must roll an 18 - 20 on a d20 to break it. If strength is less than average (7 - 9) only on a 19 - 20, if less than 7 only on a 20. This assumes, of course, that the victim is uncharmed and wants to break free. If threatened, the Succubus will become *ethereal* (as if using the oil of that name) and if harmed physically she will *gate* in demons (70% chance of type IV, 25% chance of a type VI and a 5% chance of a prince, usually Orcus. However, there is only a 40% chance that she can *gate* in a prince



successfully.). Malicia is able to sense when her lair (room 3 - 22) has been invaded and she will return there immediately (via *ethereal* travel).

A FURTHER NOTE ABOUT THE INN: If any nosey questions are asked of the locals, those persons will clam up and not speak about anything of interest to adventurers, even going so far as to ignore any strangers in the room. Locals will also try and prevent conversation with Beldar and Rufo. The cash box for the bar contains 40 GP, 29 SP, and 80 CP.

V-8 **THE WINE MERCHANT**: This building is boarded up. It is used as a storage shed for items of medium value procured from sacrificial victims. It contains 100+ suits of clothing from various nations and time periods over the last 300 years, 50 swords of varying types (Most are rusty due to poor treatment), 20 suits of chain mail, 2 suits of plate mail (again the armor is not in very good shape), various missile weapons, 30 shields, and numerous boots, belts, packs, saddles, etc.

V-9 **TAILOR SHOP**: This is empty except for a pile of rags that Rufo (see V-7) sleeps on.

V10 **THE CONSTABULARY**: Local Emporium of Justice. Run by Merth, the Sheriff, a 10th level fighter in the service of Set, align: LE, plate mail and shield, +1 dexterity bonus, AC: 1, weapon: Longsword, HP: 74, S: 17, I: 12, W: 11, D: 15, C: 14, CH: 15. Merth is tall dark and malignant. He wears two magic rings. One of **spell turning** and the other one that **hastes** (as per the spell of that name) while in melee.

Merth is assisted by 6 5th level fighters and will always be found with at least two of them (40% chance of 1 - 4 additional henchmen). Anytime that the gamemaster is required to randomize for an individual henchman, the following chart should be used.

HENCHMEN OF MERTH:
(roll on a d6)
1) Harmon Hellriser
2) Gerstead the Grim
3) Bolt of the North Marches
4) Scarvonii the Dark
5) Han Filo
6) Vorgrim Baresarcks

Harmon Hellriser, 5th level fighter, align: CE, chainmail, +2 dexterity bonus, AC: 3, weapon: longsword, HP: 33, S: 14, I: 15, W: 12, D: 16, C: 10, CH: 16.

Gernstead the Grim, 5th level fighter, align: CE, chainmail, AC: 5, weapon: broadsword, HP: 37, S: 15, I: 12, W: 17, D: 13, C: 15, CH: 13.

Bolt of the North Marches, 5th level fighter, align: CE, chainmail and shield, AC: 4, weapon: morning star, HP: 26, S: 12, I: 14, W: 11, D: 14, C: 14, CH: 13.

Scarvonii the Dark, 5th level fighter, align: CE, chainmail, AC: 5, weapon: longsword, HP: 37, S: 15, I: 11, W: 16, D: 9, C: 14, CH: 13.

Han Filo, 5th level fighter, align: CE, chainmail and shield, +2 dexterity bonus, AC: 3, weapon: halberd, HP: 37, S: 17, I: 12, W: 8, D: 16, C: 15, CH: 12.

Vorgrim Baresarcks, 5th level fighter, align: CE, chainmail, +1 dexterity bonus, AC: 4, weapon: battle axe, HP: 39, S: 15, I: 6, W: 9, D: 15, C: 11, CH: 13.

Seven heavy war horses are stabled in the courtyard of the Constabulary. The first room of the building is a meeting hall of sorts and also doubles as a court room. The largest of the three back rooms is a weapon storage area, along with chains, supplies against a siege, more valuable pieces of salvage from victims, i.e., rich clothes, saddles, richly crafted weapons, total value 1000 GP (two swords, three maces, two scimitars, four halberds, a two-handed sword with a 100 GP jewel encrusted handle), 200 GP, 800 SP, 423 CP and two small 10 GP gems are in a cash box in a secret cubby hole in the southwest back room. Box has a 5d8 poison pin trap on it.

There is a tunnel that leads to the tower from the larger of the rear rooms. It is the only entrance to the tower from the village as the tower has no actual door.

V-11 **THE TOWER**: A 50' tall, gray, stone edifice orginally built to protect the developing village of Mitra's Fist. It is rarely used now and harbors a small band of 6 Giant Rats, AC: 7, HD: ½, HP: 3 (x2), 2 (x2), 1 (x2).

V-12 thru 16 **ABODES OF THE BRIGANDS**: The Band of Brigands that is described under THE VILLAGE OF MITRA'S FIST, BRIGANDS AND WAYLAYERS IN THE NIGHT, resides in these modest hovels. If entered during the day, they will contain from 1 - 10 brigands, AC: 8, padded armor, HD: 1, roll hit points as needed. All brigands will be armed with daggers and 50% will be armed with swords. In addition there will be 1 - 4 women, level 0, AC: 10, 1 - 4 hit points each. Each building will contain foodstuffs for 10 people for a month, 10 flasks of oil, (may be in one large container), 1 - 2 suits of chainmail, 2 - 5 suits of leather armor, 1 - 6 shields, 1 - 4 short bows, 1 - 100 CP, 2 - 40 SP, 1 - 20 GP and 16 PP.

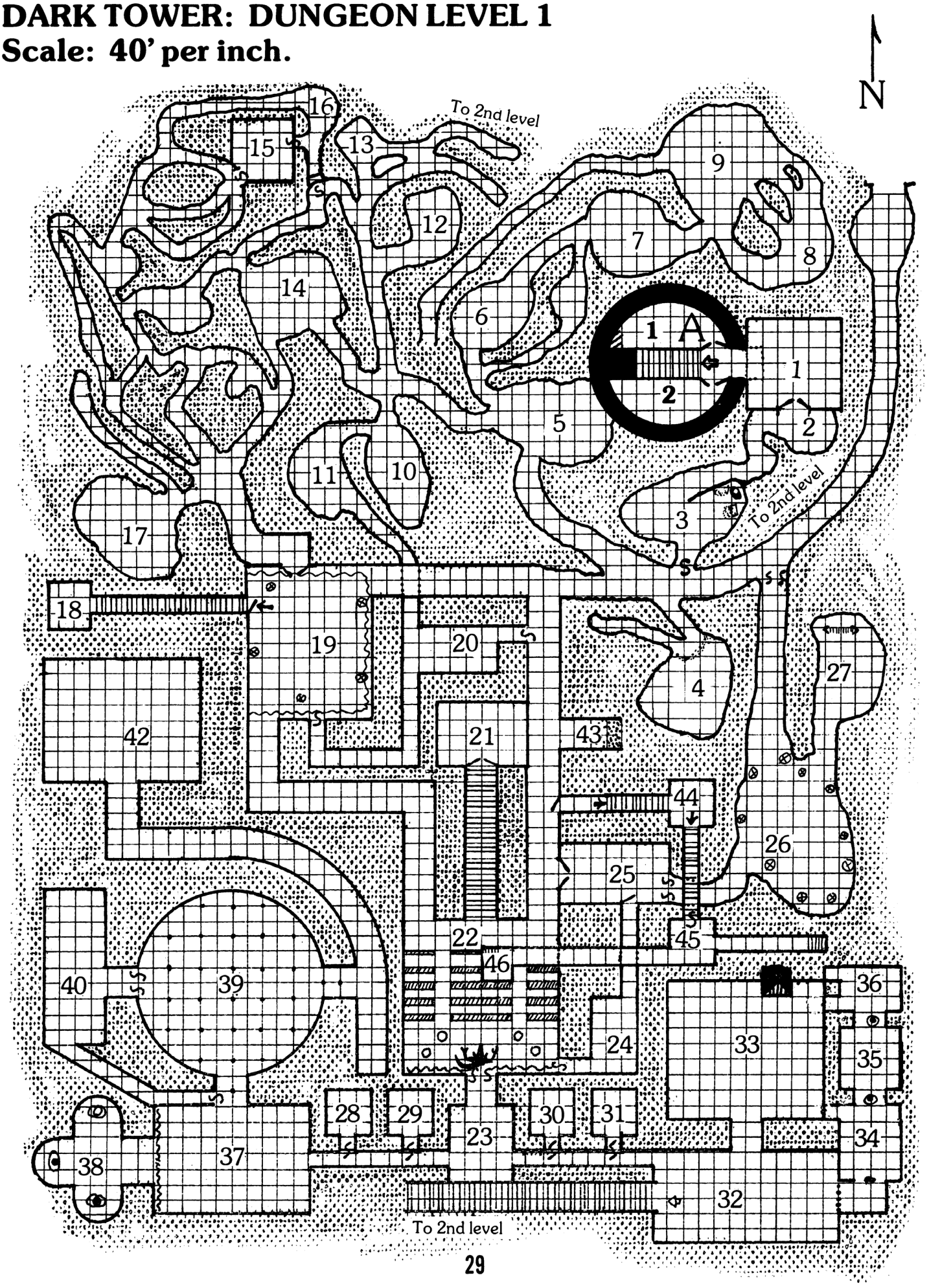
V-17 **THE MANOR GUARDS' WOMAN**: Inchana, an aging prostitute resides here, servicing the manor guards and cooking their meals. She appears to be about 35. Level 0, align: CE, AC: 10, HP: 2, weapon: dagger.

V-18 **MANOR PATROL BARRACKS**: Patrols 1 and 2 bunk here (see V-5). Usually at least one patrol will be in here (check V-5 chart to determine which patrols are on duty or at the Inn). Barracks contains eight cots, eight storage chests containing personal belongings of guards, table chairs, fire-place, and deck of cards. Storage chests will each contain 1 - 50 CP, 1 - 20 SP, 1 - 8 GP and 1 - 4 PP.

V-19 **MANOR PATROL BARRACKS**: Patrols 3 and 4 bunk here. See above for details.



DARK TOWER: DUNGEON LEVEL 1
Scale: 40' per inch.



LEVEL ONE

1-1 **ENTRY TO MITRA'S TOWER**: There is no actual door. However, the invisible door is guarded by the Immortal Paladin and a **curse**. Paladin, align: LG, HP: 60, +2 Plate mail, +1 shield, AC: -1, Social level: 9, S: 15, I: 12, W: 13, D: 13, C: 11, CH: 18, weapon: **Holy Sword +5**.

It is Holomir's sacred duty to guard this post. He is immortal. That is to say, he has a magical, mechanical gold heart that acts as a **ring of troll regeneration**, continuous **potion of longevity**, and a **potion of fire resistance**. He is 525 years old. He wears **+2 platemail** of archaic design and his **+1 shield** bears the lion of Mitra upon it. Joined with the shield of Holomir Goldheart is the spirit of the Lion of Mitra, Morton the Blessed. He was Holomir's brother and was killed 300 years previous. If his brother's life is threatened, Morton will make all his attacks at +2. (see **THE LIONS OF MITRA** for further information.)

If Holomir Goldheart is severely threatened and outnumbered, he can summon the aid of 1 - 10 Lions of Mitra and 3 - 30 gnomish warriors. The gnomes are barracked in the White Tower and can hear any call the paladin might make. The gnomes wear ringmail and shield for an AC: 6, HD: 1, HP: roll as necessary, weapons: short sword and short bow (AC: 7 while using the bow).

His sword, Lawgiver, is a **Holy Sword**, +5, IQ: 5. The sword will function anywhere while in the paladin's hands, but if forcefully taken from him, the user must make a saving throw against magic or be rooted to the spot until he willingly gives the sword back. If the saving throw is made, the sword will function properly within a 100' radius of the tower (2½ inches map scale). If taken beyond this point, it becomes a **-2 cursed sword** until it is released by a patriarch of Mitra or returned to the paladin. If the sword is used against good creatures, the damage done will be doubled back against the sword bearer, so, if 9 HP of damage is given, the sword wielder will also take 18 points of damage at the same stroke.

The curse on the door is such that is the door is passed through, each player will feel as if some force has touched them gently on the chest. A **magic mouth** speaks: "WARE YE PILGRIM! YE HAVE BEEN TOUCHED BY THE HAND OF MITRA. CAUSE NO EVIL IN THIS, HIS SHRINE, ELSE YE SHALL DIE MOST HORRIBLY." If any act of evil is perpetrated in the tower, the evil doer will be struck down with small pox as per the **cause disease** spell. Effects will begin in 1 - 6 turns with the pox spreading out from a super infected-area in the shape of a human hand with spread fingers. Survivors will bear a hand shaped mass of scar tissue on their chests.

The shaft from the temple above ends almost directly above the area in front of the door.

The south door is **wizard locked** from the south side. It will let persons out, but not in. The room is lit by **continual light**.

1-2 **HIDDEN GHOULS**: Two ghouls hide on either side of the doors. AC: 6, HD: 2, HP: 10, 14. They will obtain surprise on a d6 roll of 1 - 4.

1-3 **GHOULS' LAIR**: Three more ghouls will wait to attack. AC: 6, HD: 2, HP: 16, 15, 16. 7000 CP lies about the floor, spilling out of overturned chests. A lifesize silver statue of Mitra (weight approximately 3000 GP) holds a scroll tube in one of its hands. The statue has a permanent **protection from evil** spell on it. The scroll contains a map of the location to the cells where sacrificial victims are held (level 2, room 21). Since some changes have been made since the map was made, there is a 40% chance that it will not show the location of a secret door and a 50% chance that it will reveal the presence of a trap. It is dated 150 years ago and bears the signature "Radleb" (Beldar backwards). Also in the case are 3 invisible 100 GP garnets, 1 invisible 10 GP agate and 1 invisible 100 GP topaz.

1-4 An **illusionary wall** makes this room appear to be just a corridor that bends west. The corridor seems to be strewn with steel wire. (Roll each round less than dexterity -3 on a d20 to keep from tripping per round.) The room is the lair of a huge, web-building metallic spider. A creature of apparently living steel, its web fills the room and touching it will cause entrapment. (Roll less than strength -5 on a d20 to break free.) For every two failures, subtract an additional one strength point because of further entanglement. Huge Metallic Spider, AC: 2, HD: 2+2, HP: 15, Poison: paralytic.

A humanoid figure struggles in the web. If Rufo is not with the party, it will be him. Otherwise, it is a member of the caravan that disappeared the night before:

VASTAVAAR SPEARTONGUE: level 2 fighter, align: N, HP: 14, no armor, +3 dexterity bonus, AC: 7, S: 12, I: 13, W: 11, D: 17, C: 16, CH: 13. Weapon: scimitar when armed. A good fighter, but a braggart Dervish mercenary. He can set up a crossbow trap in one turn that will go off on a d6 roll of 1 - 3. He is currently nude.

Scattered among the withered web bundles on the floor are a 10 GP agate, a 100 GP spinel, a 50 GP citrine, 12 CP, and 4 PP. It will take two full turns to cut away enough web to search and 5 turns minus one turn for every 2 searchers to find all the treasure.

RAT TUNNELS: Any wandering monster encountered in these tunnels will have a 75% chance of being 2 - 12 giant rats. AC: 7, HD: ½ HP: roll as necessary. There is an additional 20% chance that they will be led by Sinstar the Sly, a Wererat.

Sinstar the Sly, 7th level thief, align: CE, padded armor, +3 dexterity bonus, AC: 5, weapon: longsword and sling with bullets, HP: 37, S: 14, I: 13, W: 11, D: 17, C: 15, CH: 11. Rat Form: AC: 6, HD: 3+1, HP: 20. Sinstar is a thin, wirey man of sour disposition. He has a hand-shaped scar on his chest that is visible even while in rat form. Because of many years of practice, Sinstar retains all his thieving abilities even while in rat form.

1-5 **KOBOLDS, CORPSES AND COMMUNICATIONS**: 12 Kobolds, AC: 7, HD: ½, HP: 1 (x 4), 2 (x 3), 3 (x 3), 4 (x 2), 9 CP each, Armed with short swords. They are squabbling over what appears to be a half-eaten, female, corpse. (Rufo, Beldar, or any caravan member will identify it as Skilvashara, the latest concubine of Avvakris.) She has apparently had her heart removed and looks a little gnawed on. The NE wall of the room is part of the white tower. Written on it in dried blood is "BEWARE OF HIDDEN SYMBOLS!" in a lawful good tongue.

1-6 **SIGNIFICANT SKELETON**: The north exit has the rotted remains of a wooden door blocking it. A human skeleton (the dead kind) is crumpled just outside the room in the north corridor. It is wearing rotted, rich clothing. It wears a small signet ring (50GP) that a bard or merchant (30% chance) may identify as that of the merchant house of Kroan, a wealthy merchant who disappeared while on caravan, reportedly after discovering a sword of great power.

1-7 **CHAINS AND BONES**: The south wall is set with rusted chains and shackles. A few skeletal arms still lie in one or two. They will rattle if passed.

1-8 **MAN-O'-MIST**: The floor is covered by 2' of mist. There is a 60% chance that the mist will form into a man shape that will gesture towards room 9, then walk into that chamber, point at the lizards nest and finally walk through the nest and seemingly disappear into the wall. A melee round later, the mist will come pouring out of the nest and flow back into chamber 8. This of course will irritate the lizards and allow for no surprise against them.

1-9 **LAIR OF TWO GIANT LIZARDS**: AC:5, HD: 3+1, HP: 23, 17. The nest hides a low entrance to a sloping passage down to the 2nd level. The nest is made up of human and rat bones, fur, and rags. Also a silver dagger, rotted but rich-looking shield, rusty scale armor and a pitted sword. 10 eggs are in the nest. In 1 - 2 days they will hatch. One will hatch a basilisk. Young basilisk: HD: 1+1, damage: 1 - 3, stoning gaze, HP: 4, AC: 4.

1-10 **RAT PROVING GROUND**: A much chewed and battered mannekin of burlap and reeds dangles from a rope. It is a training dummy for Sinstar's army of giant rats. 50% chance that rats from room 11 will be in here (see room 1-11).

1-11 **TEN GIANT RATS**: AC: 7, HD: ½, HP: 4 (x 10). They are busily devouring an orc carcass. If attacked they will begin a high-pitched squealing that will draw from 1 - 6 rats into melee each round, up to a total of 90 rats. On the 6th round, Sinstar (see 1-15 or RAT TUNNELS) will show up to direct his creatures, adding +1 to their attacks.

1-12 **RAT LAIR**: 6 rats, AC: 7, HD: ½, HP: 3, 4, 1, 4, 4, 1. 400 SP in rusted iron box. 10 Hit Points of damage to bust open. Two 50 GP fluorites and a 100 GP zircon are in a secret bottom of the box. Again, the rats will squeal as per room 11, above.

1-13 **GIANT HABITAT**: 5 Rats, AC: 7, HD: ½, HP: 1 (x 3), 2 (x 2). In a small pile is the following: 1100 CP, a belt with a snake head clasp and studded with an amethyst (110 GP), a fine silver chain (140 GP), a bronze figurine of a griffon (80 GP), a pendant of brass and an unknown alloy (50 GP). Rats will squeal as in 11 above.

The right hand tunnel leading out of this lair surfaces in the stable behind the trade monopoly. The left tunnel leads to the 2nd level, 30 feet east of the west end of the corridor north of the White Tower.

1-14 **LARGE RAT LAIR**: 9 Rats, AC: 7, HD: ½, HP: 4 (x 3), 3 (x 3), 2 (x 3), Sword, +2 (in sheath), I: 1, Chaotic Evil. Serpents head on pommel. The sword is buried under a dung pile. This is Sheriff Merth's sword, stolen by the rats 50 years ago. He still searches the dungeon for it. Potion of **Undead Control** is hidden within. The rats will squeal as in room 11 above.

1-15 **LAIR OF SINSTAR THE SLY**: Sinstar the sly, wererat, and 7th level thief, has an 80% chance of being in at any given time (for specifications on Sinstar, see RAT TUNNELS).

In the corridor, outside of the lair's southwest secret entrance is a 30' deep pit, it is disguised to look like the dirt floor. It is so touchy as to open on a d6 roll of 1 - 4. At the bottom of the pit are various swords and spears and sharpened stakes that have been set to do as much damage as possible. The pit will do 6 - 36 points of damage to any falling in.

If this room is entered, Sinstar will be celebrating with his mistress Avvala, a 6th level cleric of Set, align: CE, no armor, AC: 10, HP: 36, weapon: mace, S: 14, I: 14, W: 15, D: 13, C: 12, CH: 16, spells: **command, command, remove fear** (reverse), **find traps, hold person, silence 15' radius, dispel magic, locate object**. Rat form: AC: 6, HD: 3+1, HP: 18. They are celebrating the theft of the **Eye of Mitra** (see **Artifacts**) from the White Tower. Avvala wears the amulet around her neck. The pair will be in human form and drinking from a cup carved of malachite and embellished with silver and three diamonds, valued at 5100 GP.

Avvala is the daughter of Avvakris and appears to be about 23 years old. She is very attractive. Since both are wererats, they may summon 2 - 12 rats to their aid. Giant rats: AC: 7, HD: ½, HP: roll as necessary.

1-16 **RAT LAIR**: 6 Rats, AC: 7, HD: ½, HP: 3 (x 2), 4 (x 2), 2 (x 2), 62 SP. Rats will squeal as in room 11 above.

1-17 **MAJOR RAT WARREN**: 20 Rats, AC: 7, HD: ½, HP: 1 (x 2), 2 (x 5), 3 (x 8), 4 (x 5).

1-18 **CELLAR OF AVVAKRIS'S MANOR**: There are 3 giant, spring loaded rat traps, baited with 5 GP each. Trap will do 1d8 of damage if sprung on a d6 roll of 1 - 4.

1-19 **PENTAGONS AND PASSWORDS**: This room has a 30' ceiling. It is lit by 5 braziers. Rich, fairly new curtains line the walls. A gold bowl (500 GP) sits midway between the pentagon framed by the braziers. If the perimeter of the pentagon is passed without the passwords "SET, SET, MERCHANT OF DEATH , LET ALL THE WORLD FEEL YOUR SOUL-CHILLING BREATH", are not said (Rufo knows the passwords, but there is a 30% chance that he will misquote it.), a line of fire will race out along the floor from each brazier to the gold bowl. There will be a puff of smoke and two skeletons, AC: 6, HD: 1, HP: 6, will appear, armed with sword and shield, for every hit die possessed by those in the room.

1-20 **A CONVERTED CRYPT**: This was once the crypt of an early patriarch of Mitra who led the construction of the shrine above. His bones lie in a jumble in a corner. His coffin has been converted to store treasure. In it are 5000 GP, 4000 SP, a 50 GP zircon, a 100 GP tourmaline, and a 500 GP pearl, a silver Lion mask and a +1 shield embossed with the lion of Mitra in red and gold. (see picture of shield). If a **detect magic** is cast on the shield, it will glow green for 1 - 4 melee rounds, showing a map of the location of the **heart of law** (see **Artifacts** and room 42 level 1). The spell may be cast twice. After that, the map will fade forever. To let players copy the map, roll 1 - 4 minutes real time for the duration of the spell and let them copy for that length of time by showing them the two color shield-map in this booklet. Again, realize that the map is 350 - 400 years old and will not show the dungeon accurately as it is now. Each individual **detect magic** spell will work but once.

1-21 **BASEMENT OF OVERLORD'S INN**: Two large wine casks, boxes of food, a side of beef hangs from the ceiling. Locked southern door leads to the temple below. There are three giant rat traps exactly like those in room 18. Traps spring on a d6 roll of 1 - 4, do 1 - 8 points of damage and are baited with 5 GP.

1-22 **UPPER TEMPLE OF SET**: There is a 10% chance that a service will be going on. (If so, all villagers will be here). This is the worship hall of the evil villagers. The walls are artfully painted in scenes depicting the deification of Set. Most of the pictures are gross and nauseating. The curtain tapestries at the south end of the hall show the death of Mitra. Showing the god to be weak, senile and perverse. In all scenes Set is depicted triumphantly.

The pews are of varnished oak and some of the rear pews have been gnawed on by rats. The floor is of inlaid black marble. The four braziers are gold (500 GP each) and silver. The statue of Set is solid serpentine with 1000 Malachite scales set into the stone (each scale, 25 GP), topaz eyes (500 GP) seem to glow. Statue is an heroically proportioned male, 8 feet tall with a jackal's head, scaly body and egyptian style clothing (see cover).

Any attempt to pry loose gems from the statue will result in it becoming animated. AC: 4, HD: 8, HP: 40, Attack: 1 every 2 rounds for 3 - 24 points of damage.

Any humanoid death in the room has a 2% cumlative chance of summoning the presence of Set. If Set does appear, he will possess the dead body and polymorph it into a 7 foot tall fighter with a jackal's head and scaly muscular body. Wears no armor, but AC: 0. Set will then go about destroying every living thing in the room. SET POSSESSED CORPSE: AC: 0, HD: equal to victim's former level, HP: 10 x hit dice, Strength is 18 00, D: 18. May **shapechange** to any evil creature of equivalent hit dice. May summon one minion of Set per round for every three levels of experience possessed by corpse. Minions of Set: AC: -2, Move: 12", HD: 10, HP: 25, appear as fighter in plate armor and shield with sword. May **shapechange** to giant snake. Immune to psionics.

If the host corpse is destroyed, there is a 20% chance that Set will possess another corpse. Chance increases 10% each time a new creature possessed up to 90%. Failing to do so, Set will disappear along with his Minions.

1-23 **ENTRYWAY INTO THE CRYPTS**: A mirror with a death's head design hangs directly opposite the north entrance. If the skeleton guarding either passageway is not shown either Avvakris's ring or a wax seal containing its impression, the skeletons will attack. Skeleton: AC: 2, HD: 1, HP: 4 (x 2), weapon: sword. If not dealt 8 hit points of damage on the first blow, the skeleton will split instantly into two skeletons, each having the same properties as the first. This will continue until each creature has been felled by a blow of 8 hit points or the mirror on the south wall has been shattered, whereupon the creatures turn to dust. If left intact, the mirror can be used as a **crystal ball of clairvoyance**. Remember that sharp weapons (swords, daggers, spears, etc.) do only half damage to skeletons.

1-24 **ANOTHER ANCIENT PATRIARCHAL CRYPT**: This one has been converted to a robing and meditation room for the high priest of the village (Avvakris). In this case, on may find Avvakris's ceremonial robes, a green scaled cape (800 GP), an egyptian looking headdress (300 GP), a collar of jade (1200 GP), an obsidian dagger (360 GP), and a serpent headed staff (110 GP). These things are all locked in the stone sarcophagas that has a poisoned crossbow trap set up to it (1 - 6 damage plus 3d8 poison damage), and a poison pin lock (4d8 poison. . . .slow, 1 die damage per turn). These items are tended by old Verus Vorum. Verus Vorum: level 4 cleric, align: LG-CE, HP: 19, no armor, AC: 10, S: 9, I: 12, W: 14, D: 10, C: 14, CH: 9, weapon: club. Verus is the only survivor of the original priestly complement occupying the Mitraic shrine when the powers of Set took over the village 300 years ago. He had been in the tunnels beneath the village at the time. On returning to see the carnage wrought by evil upon his brother priests he cracked and developed a split personality. 50% of the time he is lawful good and will know a set of helpful healing spells and will request that he be freed from his plight along with asking adventurers to undertake **quest 24**. The rest of the time he will be chaotic evil, with a harmful set of spells. Every melee round he has a 30% chance of changing alignment. He is chained to the wall with 10 feet of heavy iron chain. He knows of the crossbow trap but not of the poison pin. Spells: **LG: cure light wounds, cure light wounds, detect magic, slow poison, hold person. CE: cause light wounds, cause light wounds, cause light wounds, hold person, silence 15' radius.** Although all of the spells are available, he may only cast up to three 1st level spells and two 2nd level spells each day regardless of personality changes.

1-25 This is a purification room for the priests. A bowl containing continually warm, non-coagulating blood sits on a pedestal in the room's center. A pair of large eyes are painted on the north wall. If the blood in the basin is sipped and a dab placed on both eyelids, the eyes become **clairvoyant** and the person may gaze into any one room so desired in the entire dungeon complex not protected by **protection of evil.** (Performing this ritual can be considered as a chaotic evil act since the blood in the basin is human.) If the blood is drunk or sipped, the character doing so must save vs. magic or **polymorph** into a berserk poisonous snake with hit dice equal to the victim's former level (re-roll hit points with 8-sided dice); **dispel magic** or **remove curse** to remove.

1-26 **CHAMBER OF THE UNDYING ELVEN SWORDSMEN**: The x's mark the location of 10 statues of elven warriors. This chamber and the one beyond it are unbeknownst to the forces of evil. If any try to enter room 27, the statue to the right of the entrance will become flesh and blood and block the passage. "WHAT IS YOUR REASON FOR ENTERING YON CHAMBER?" he will ask. He wears strange glassy lenses over his eyes that give him **true-sight.** If the reason given is satisfactory and the speaker is of a good alignment, the elf will let him pass. If not, and he or she is evil, the elf will whistle

and the other statues will come to life. Elf leader is 6th level fighter, align: LG, chain mail and shield, +3 dexterity bonus, AC: 1, weapon: longsword, +1 hit probability and +1 damage strength bonuses, HP: 54. Elf swashbucklers: 5th level fighters, align: LG, chain mail and shield, +2 dexterity bonus, AC: 2, weapon: longsword, HP: 42.

They will fight to the death, but upon dying they revert to stone for one turn, regenerating hit points and coming to life again if any intruders are still present in the room.

1-27 **MARVELOUS GATE OF TELEPORTATION**: An entry point into the white tower through room E-19. It is a teleporting door into a room where the secret of the entrance password into the dark tower is written. Evils may pass through this door but they will be disoriented and confused for a full turn (no saving throw).

1-28 **CRYPT OF AVVAAR**: Crypt that contains a wight. It is Avvakris's oldest son, Avvaar. Avvaar was killed by small pox in a short skirmish into the white tower. The hand will be visible on its chest. Avvaar: AC: 5, HD: 4+3, HP: 24. Any images on the walls have been clawed off.

1-29 **CRYPT OF SHAMLING, THE WINE MERCHANT**: A wraith, AC: 4, HD: 5+3, HP: 40. Shamling is sealed into a sarcophagus, which is tied shut and has Avvakris's signet seal set into wax on the knot.

1-30 **PORTAL OF FEAR**: A trap door in the floor opens up into a shaft (slanting) that leads down to the sloping roof of the dark tower. At the base is a crud-coated quartz window. Scraping away the crud will reveal the face of the lich, Pnessut, who has heard the noise and investigated it.

1-31 **TELEPORT TRAP**: Locked in a wooden box is 30 GP. 5 hit points of damage to break the box. Inside is a fragile glass vial filled with a 4d8 poison gas (any damage done to the box over 5 points of damage will break the vial). Touching the chest will **teleport** the contents of the room to level 3, room 10.

1-32 **AN ARMY OF UNDEAD**: A guard of 8 zombies and 30 skeletons holds sway here. Three skeletons clank around in plate mail, the rest wear tattered rags that look similar to merchant's clothing. Four of the zombies are very "fresh" looking. They were members of the ill-fated caravan that disappeared in the village. They have had their hearts torn out. All carry Broadswords. Skeletons: AC: 7, HD: 1, HP: 6. Skeletons in plate mail: AC: 2, HD: 1, HP: 8. Zombies: AC: 8, HD: 2, HP: 10, 15, 16, 12, 8, 14, 11, 13. Avvakris's signet ring will allow passage by the creatures. A wax seal will also work.

1-33 Locked in a cage in this room's center is a small, cute puppy dog (AC: 9, HD: ½, HP: 2). The cage hangs from the ceiling, about 10' off the floor. Emanating from the cage is a permanent **silence 15' radius** spell. Two fighters stand guard at each cardinal compass point around the cage. Fighting men: level 4 fighters, scale mail and shield, AC: 5, HP: 8 (x 30), align: LE, weapons: morningstars, daggers, and oil.

The puppy dog is in reality the shapechanged form of Murkaganth (Murkey), an adult bronze dragon, AC: 0, align: LG, HD: 9, HP: 45, spells: **reduce** (reverse of enlarge), **reduce, invisibility, web, fireball.**

Murkey was captured soon after the takeover of the village. Haffrung Helleyes recognized that one of the clerics' pets was the dragon in dog form. The dog form was susceptible to **sleep**-spelling and has been kept so ever since (300 years). During that time, he did not age because a **temporal stasis** had been placed on the cage as if cast by an 18th level wizard. The spell must be removed before the dragon can awaken.

Murkey speaks bronze dragon, lammasu, ki'rin, common, lawful-good, and any animal form that he may be in. Murkey will immediately decide to attack the forces of evil and begin a war. It is most probable that he will immediately seek out the gate to Set's tower and seek to destroy as much as he can in it.

In the north east corner of the room is half a black pyramid that is the capstone of the dark tower.

1-34 **THE FLAMING GUARDIAN**: The passage to this room is hidden from view by an **illusionary wall.** A **wall of fog** will block vision into room 34. The door is blocked by a 2' tall, red statue of a fighting man. A **magic mouth** will speak: "IF THE ROOM BEYOND YOU WISH TO SEE, THEN LAY ON HANDS AND PASS BY ME." Each character must do this or the statue will form into a **wall of fire** (duration 12 turns) blocking the entrance. If the statue is attacked or hit kicked it will form into a 7 foot tall **animated, hasted,** flaming stone statue, AC: 2, HD: 8, HP: 50, 1 attack per round, damage 2 - 16 plus ignition of anything flammable it hits (cloth, hair, plants, light wood). A flask (quart), of water will do 1d4 of damage. Tripping statue will not shatter it.

In a chest in the center of the room is a bag containing 100 base 10 GP tiger eyes. The chest is actually a part of the stone floor and has a crossbow trap that will fire 4 bolts vertically from the ceiling directly at the chest.

If a **dispel magic** is not cast on the gems within 10 turns after they are removed from the chest, they will explode causing 1 hit point of damage per gem to every character within a 10 foot radius.

1-35 **A SECOND GUARDIAN**: The entrance to this room is similar to the entrance to room 34. A wall of fog blocks vision and a gray, 2' tall statue of an athletic man blocks passage. **Magic mouth**: "IF THE ROOM BEYOND YOU WISH TO SEE, THEN LAY ON HANDS AND PASS BY ME." Each character must do so again and if any but a good aligned character touches it, a wall of stone will spring up that will block passage to all who wish to try thereafter (duration: 18 turns). Any attempt to attack the statue or chip into the wall will cause the wall to form into an 8' tall blue stone statue. AC: 1, HD: 9, HP: 50, **hasted**, 1 attack per round, damage: 3 - 18 plus saving throw vs. magic or take the effects of a slow spell. Tripping the statue will not shatter it. The room itself is constructed of blue-gray stone. In the center of the room is an iron-bound wooden chest contain 100 50 GP blood stones. If the gems are taken without first casting a **dispel magic** upon them, they will act as a **slow** spell to all friendly characters and creatures within a 40' radius of the character bearing the gems (no saving throw). Characters so affected will notice that their enemies seem to be moving much faster than they are.

1-36 **DIAMOND LADIES AND GOLDEN BONES**: Again the door to the room is obscured by a **wall of fog.** Blocking entrance into the room is a 2' tall, clear, colorless gem-like statue (solid diamond 3,000,000 GP if broken) of a well-formed woman. **Magic mouth**: "IF THE ROOM BEYOND YOU WISH TO SEE, THEN LAY ON HANDS AND PASS BY ME." Each character must do so to pass. Only lawful good characters may enter. Any others will be blocked by a **wall of force** (duration: 24 turns) that will prevent spells and physical things from going through, including breath weapons. If an attempt is made to attack or steal the statue, it will form a 7' tall statue of solid diamond, AC: 0, HD: 11, HP: 60. Doubly hasted so that it attacks twice per round for 4 - 24 points of damage. If destroyed, it will turn into a **wall of force** for 24 turns (after this, it becomes broken glass). Entry through the trap door in the ceiling will cause the statue to attack. In the center of the room is a golden chest (500 GP) upon which sits a golden skeleton who will cast a **hold person** spell upon each adventurer and a **geas** spell. The **geas** spell will cause each character to answer truthfully, the following questions: "WHAT IS YOUR TRUE NAME AND IDENTITY? WHAT IS YOUR ALIGNMENT? WHAT IS THE REASON FOR YOUR BEING HERE?" Each character affected must answer out loud and truthfully each question or take 2 - 8 points of damage per lie. Any attacks upon the skeleton will cause it to become **ethereal,** but the questions will continue. After all questions are asked and answered, the skeleton will crumple into a pile of golden bones (4800 GP value, weight equal to 2000 GP). In the chest are 50 100 GP aquamarines and a lion headed +1 mace (mace is associated with the Lion of Mitra, Helson the Bold). Mace will raise a clerics undead turning power by 3 levels. The 5 foot square closet in the northwest corner of the room is disguised by a **permanent illusion.** It is a vertical shaft going up to the fortress tower in the village. The top is mortared shut, and will take 60 hit points of damage (AC: 6) to break through.

1-37 **ROOM OF CARRION**: This room's floor is covered with human skeletons and rotting human corpses. The smell will gag those not making a saving throw against nausea (roll less than constitution -3 on a d20). Failure indicates loss of stomach contents and weakness equal to 50% normal strength for 2 - 4 turns. Scurrying about the debris are two carrion crawlers, AC: 3/7 (head/body), HD: 3+1, HP: 10, 17. They are attempting to feed while avoiding the advances of a small black pudding, AC: 6, HD: 10, HP: 14. Scattered about the floor are 1600 CP. The passage to room 39 has a **permanent illusion** over it to look like the rest of the wall. However, it has actually been boarded up, although the lower edges of the boarding have been eaten away a bit by the pudding. The drapes have also been pudding damaged.

1-38 **ALCOVE OF THE THREE IMAGES**: Three much-desecrated statues of Mitra are in here. In each statue, he is depicted with the **ring, amulet** and **belt** of Mitra. The east-facing statue bears a stone copy of the mace from room 36. Any character of a non-evil alignment standing between the north and south facing statues for more than a few seconds will be healed of 4 - 14 points of damage along with a **cure disease** (Works only once per day per character). At the feet of the north-facing statue is a box containing a scroll that lists the names and locations of the **glyphs of warding** in room 39. It is in the form of a map showing the glyphs in their positions. In the center of the map it says "OMPHALOS". Map is in common.

1-39 **THE CHAMBER OF OMPHALOS**: This chamber is done in the "deteriorated ornate" style. The floor is tiled with golden-colored marble and the walls depict the earthly life of Mitra. An evil person or creature will see only dust, cobwebs, and cold, gray stone (no saving throw). A guardian naga, named Omphalos, AC: 3, HD: 11, Move: 15", HP: 80, spells: **protection from evil, command, fear, silence, hold person, cause blindness, cause blindness.** 30 Skeletons, AC: 7, HD: 1, HP: 5, line the walls, armed with maces. They will not trigger the **glyphs of warding.**

Glyphs of warding are transcribed on the floor (They are invisible). Each black dot on the map represents a **glyph** that protects the 10 foot square it is centered in. Entry into that square will fire off the **glyph.** The door **glyph** will cause 12 points of electrical damage. The outer ring will cause paralysis. The next ring will cause blindness. The inner two **glyphs** will give off 12 points of fire damage each. Omphalos is not affected by the **glyphs. Detect invisible** will reveal the nature of the **glyphs.**

1-40 **THE TOMB OF MITRA**: At the north end is a reliquary that contains a hip joint, purportedly that of Mitra's mortal form. The secret doors to this room will be **wizard locked.** The south wall of the room is covered by a massive, solid steel throne with holy symbols carved all over it. A continuous **illusion** of a benign old man (Mitra) will always appear to sit in the throne. Throne is valued at 26,000 GP. Arrayed on a low dais before the throne are the following: Orc-faced steel brooch (150 GP), a solid copper coffin (1,400 GP), platinum bracelet (570 GP), Glass Sword, **glass-steel** spell on it (140 GP), fine glass chain (90 GP), gem studded iron earings (700 GP). The secret door from the south ends up in a trap door underneath the throne's seat. Any character less than tenth level must make a saving throw against magic or wander aimlessly back into room 39, forgetting the existence of room 40, even refusing to see any doors into the room.

1-41 **TELEPORTING MIST**: The two **glyphs of warding** in the door to this area will do 12 points of fire damage. Room 41 is a misty area that teleports persons coming within 15 feet of the south wall to the white tower, room C-7.

1-42 **HOME OF THE HEART OF LAW**: This is the location of the **heart of law** (see **Artifacts**). The room is draped in white velvet. A clear, colorless gem, approximately 6 inches in diameter floats 4' off the ground, rotating slowly. Quiet, gentle music can be heard and the air has a healthy, outdoorsy scent. Touching the gem will cause things to happen as per the page on artifacts. It will appear to those not making a saving throw against magic and definitely to the toucher, that a gorgeous, blonde woman, richly dressed in white has come up and kissed the toucher on the forehead and then faded from view. What has actually happened is that the gem has shrunk to a half inch in diameter and embedded itself in the toucher's forehead. The gembearer will now feel compelled to kill any evil ones in the room (saving throw vs. magic applicable). He is under the power of the soul gem and will seek to directly destroy sources of evil.

1-43 **ANOTHER MISTY TELEPORT HALL**: Victims will feel that they can see as far as possible down a 60' hallway. They are transported to Room 1 on the 2nd level.

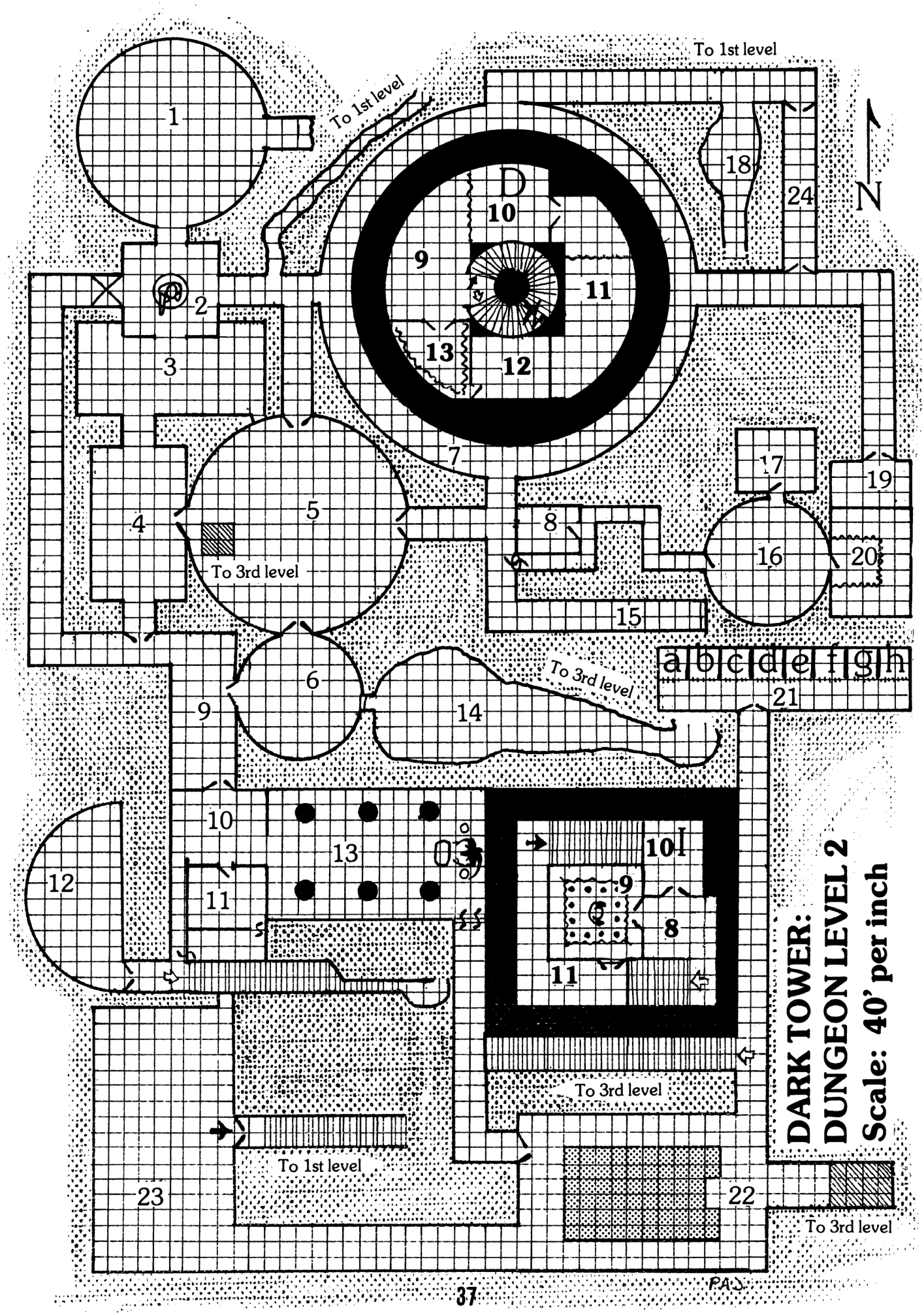
1-44 **EMPTY ROOM**: This is an empty midway room between the constabulary and the first level.

1-45 **THE WINE CELLAR**: A secret door is hidden behind two casks of wine. On a d6 roll of 1 - 3 (50%), one of Merth's henchmen will be in here sampling. For further information on the henchmen see VILLAGE MAP key number 10, The Constabulary.

Roll a d10 to determine which henchman is in. A roll of 10 indicates an additional henchman. A second roll of 10 would mean three henchmen are present and so on.

1-2	Harmon Hellriser
3-4	Gernstead the Grim
5	Bolt of the North Marches
6	Scarvonii the Dark
7	Han Filo
8-9	Vorgrim Baresarcks
10	Roll again for additional henchman

1-46 **ENTRANCE INTO CONSTABULARY FROM TUNNELS**: If room 45 is determined to be empty (see above), then there is a 70% chance that the door in the ceiling overhead (approximately 10') will be bolted shut. If so, it will take a character's bend bars potential to open it. Up to 4 characters may attempt to force the door simultaneously. The walls are of earth shored up with timber.


To 1st level
To 1st level
To 3rd level
To 3rd level
To 3rd level
To 1st level
To 3rd level
N
D
a b c d e f g h
DARK TOWER:
DUNGEON LEVEL 2
Scale: 40' per inch

LEVEL TWO

2-1 **ROOM OF BALEFUL BLACKNESS**: This room will recieve teleportees from corridor 1-43 (see level 1, room 43). However, it does not work in reverse. The room is intensely dark and no spell, sword, torch, or lantern will illuminate more than 5' radius. Infravision has a half range in here. In the north east section of the room is a gelatinous cube, AC: 8, HD: 4, HP: 30, Move: 6". Surprise on a d6 roll of 1 - 4. In a metal tube is a scroll with a **water breathing** spell on it.

2-2 **THE POINTING OGRE**: A statue of an ogre stands on a very low, circular pedestal. In its left hand is a stone club studded with 100, 10 GP rhodonites. The right hand points toward one of the four entrances. All four doors are obscured by a wall of fog. If the room is occupied for 2 or more melee rounds, ogre statue will pivot swiftly and point at random to another one of the four doors. A 3 inch thick wall of stone will form there instantaneously blocking the door (duration: 4 turns). Anyone standing in the door way may be trapped as the stone surrounds them. Every two segments the statue will point randomly at another unblocked door until all doors are blocked or the room is empty. If the room is emptied before 3 doors are blocked then the statue will stop. If not, it will block all four doors. The room will then fill with water in two turns. The water will gush out into adjoining halls and rooms when the walls of stone disappear after 4 turns, flooding those places.

The pit in the west hall is hidden by fog. It is 20' deep and has 3' of water at the bottom (1d6+2 damage). If the room empties out it's water, the pit will be full to brimming for two weeks thereafter.

2-3 **GOBLINS LAIR**: 40 goblins, AC: 6, HD: 1-1, HP: roll as necessary, weapons: short swords and spears: 40%; short swords and slings: 20%; spears: 10%; short swords: 20%; morning stars: 10%. All goblins are armed with two flasks of oil, unlit torches and firestarting kits. On their shields the goblins have the emblem of a jackal's head. The goblins are led by Gnorsh Bloodtongue, a hobgoblin in the service of Avvakris. AC: 5, HD: 2, HP: 12, weapon: mace. With him at all times are a special guard of 4 powerful goblins, AC: 5, HD: 1, HP: 7 (x 4), weapons: short sword and spear, two flasks of oil, torches and firestarting equipment. The goblins each have 7 SP on their persons. Gnorsh has 14 CP and 5 GP on his person. 6 - 36 goblins will always be in the room along with 6 huge wolves, AC: 6, HD: 4+4, HP: 18, 16, 31, 15, 20, 28. Gnorsh and his body guard will be in here 30% of the time. If their room is flooded, all goblins in the room will try to track down (30% chance) offenders. Lying about the room are 45 various piles of sleeping rags.

2-4 **GOBLINS' ARMS PRACTICE HALL**: The wall is decorated with 30 shields. 25 of them are worthless, battered or rotted beyond usability. Five are actually in good shape. The room is filthy with various piles of rags, goblin dung and refuse.

2-5 **ROOM OF THE MIGHTY SAM**: A giant, living, intelligent stone statue. He is 11 feet tall and wears knickers, pointy-toed shoes, an ornate vest, fancy shirt and a red pillbox hat. He carries a *large* broom. He will require a 16+ to hit any armor class. Magic armor will be deduct two points of damage per plus (see below for damage).

Sam was once a frost giant, who as he lay dying, begged the god, Set, to save him. Set trasferred the giant's spirit to a stone statue of humiliating appearance, with the promise that the statue would become flesh and blood titan if he delivered Mitra's belt to the evil god. Sam now collects the belts from all traveller he encounters. He will *wizard lock* all doors to the room if any enter (as a level 12 magic user) and demand all the belts on the adventurers. He will then give each character a new belt out of the portable hole that is his hat. He has 30 belts. 3 are magical. A roll of 1 on a d10 indicates that the character has received one of the following belts:

Girdle of Hill Giant Strength: Once activated by twisting the buckle, the character and all his possessions grow proportionately to 10½ feet tall until the belt is deactivated.

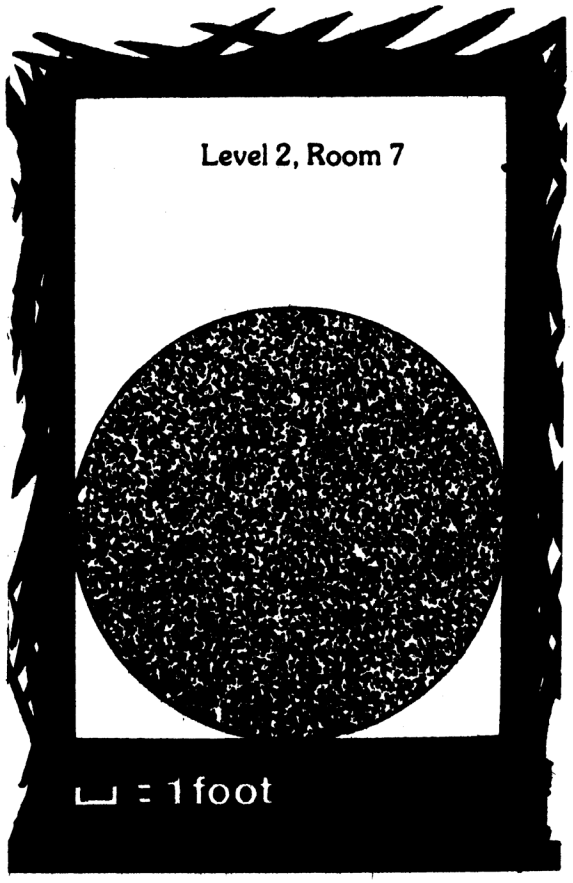
Belt of Masculinity-Femininity (cursed): Character changes sex every 2 - 20 turns.

Belt of Variable Density: 5 settings. It has a 2% cumulative chance per turn of use of becoming stuck in a certain setting and being unremovable by anything less than a **wish**. Settings: 1) Weightless, AC: 11, -6 dexterity; 2) Half density, AC: ½, weight: x½, -2 Dexterity, -3 strength; 3) Normal; 4) Double density, AC: +4, -2 Dexterity, +3 strength, weight x 2; 5) Triple Density, AC: +6, -6 Dexterity, +5 strength, weight x 3; characters of less than 18 adjusted strength act as if placed under a **slow spell**. There is a 20% chance that each non-magic belt will have a map to Sam's treasure scratched on the leather (level 3, room 2). SAM: AC: 2, Move: 15", HD: 14, HP: 60, Attack: 1, 6 - 36 points of damage.

If the belts are not handed over, Sam will attack with his broom. The 10' square hole along the west wall leads to room 3-2. There are ladder rungs in the east wall of it. Sam will not pursue out of the room, nor will the doors unlock. If Sam is killed, he will reform into the statue again in 10 - 40 turns.

2-6 **BASIN OF THE WONDROUS WATER**: In the center of this room is a 5' diameter basin containing a musty smelling, brackish water. The basin is made of silver (much tarnished) value 200 GP. 3 bloodstones of 100 GP each are set into the rim. Drinking the water once will raise a character's prime requisite by 3 points (18 maximum in any case) for 12 turns. Drinking twice will lower that score permanently by 1 point. Curled about the base of the basin is an amphisbaena, or two-headed snake. AC: 3, move: 12", HD: 6, HP: 40, Damage: 1 - 3, 1 - 3 + poison (so virulent that failure to make saving throw means death in 1 - 4 melee rounds). Creature will not attack unless approached within 10 feet.

2-7 **HORRIBLE HALL OF THE SILENT BALL**: A 10' diameter steel ball continuously rolls through this circular hall. It has a permanent silent spell upon it and will surprise on a d6 roll of 1 - 4. Reaction to the ball should be as follows: *Unsurprised*: Inform the group that they have 12 seconds (2 segments) real time to react accordingly. When that time is up they must have specified or acted out exactly what they are doing. *Surprised*: Same procedure, but they have only 6 seconds. Any who do not specify an action in that space of time must roll of less than their dexterity -10 on a d20 or suffer 5 - 40 points of crushing damage. Those who do react must also make a saving roll of less than their dexterity on a d20. Those who do react properly will receive half damage if they don't make their save. Proper reactions are; RUN! (A character in normal or heavy gear may out run it). FALL AND ROLL ASIDE; GET TO THE CEILING; SPEAK THE WORD: "REVERSE"; THROW ANY MAGIC ITEM OR SPELL AT IT. (The latter two will cause the ball to immediately roll in the other direction.) The ball will make one revolution per minute. A noticable groove is worn in the floor and 5' up on both walls.



2-8 **ORCS IN WAITING**: Three Orcs with four heavy crossbows and scimitars wait in hiding here. One Orc can fire two crossbow bolts per melee round while his two comrades cock and reload them. There is a small firing port in the wall facing room 5. Orcs: AC: 6, HD: 1, HP: 5, 8, 6.

2-9 **HALL OF THE GLOWING PROCESSION**: Another powerful **permanent darkness** spell along with a **permanent silence** spell on the entire room. One melee round after entering the room, a group of ten glowing humans (**dancing lights**) in long robes will pass from the north to the south end of the hall. If attacked, these men will fight as **shadow monsters** (as per illusionist spell), AC: 9, HD: 5, HP: 8, Damage: 1d8 x 20.

2-10 The floor of this room is polished black marble as are the walls and ceiling. If the entrance to room 13 is approached within 5' without bearing Avvakris's ring, a wall of fire will spring up.

2-11 **LABORATORY OF BERKAM-SHEM, EVIL MAGIC USER**: Berkam Shem, 6th level magic user, align: LE, +2 bracers of defense, AC: 8, weapons: two glass-steeled daggers, HP: 18, S: 9, I: 13, W: 12, D: 12, C: 10, CH: 14, spells: **charm person, charm person, reduce** (reverse of enlarge), **reduce, pyrotechnics, web, invisibility 10' radius, haste.**

Familiar: Imp, AC: 2, HD: 2+2, HP: 14, magic resistance 25%. Will usually be wandering through room 10 or 13 as a goat. (See AD&D MONSTER MANUAL for complete statistics.)

In the north west corner of the room are 4 invisible orc guards. These are very powerful orcs, HD: 2, chainmail and shield, AC: 4, weapons: broadswords and 2 javelins, HP: 9, 10 (x 3).

In the back part of the room, behind the secret door, are 8 additional orcs, armed exactly as those above. HP: 7, 10, 11 (x 2), 13, 14 (x 2), 16. Berk-Shem has a tendency to duck out the back way and send his bloodthirsty body guards "up the middle" while he and his imp pull flank attacks.

The secret door at the rear of the room has a permanent illusion cast over so that it always looks like blank stone wall even if the door is opened. Also, next to the secret door is a cage containing a small live lizard; however, the lizard has **invisibility 10' radius** cast upon it and so it is invisible, and so is anything entering the radius of the spell. Thus, it will appear that Berkam-Shem has just disappeared from the room. He also tries to be showy by pretending to go through the motions of a teleport spell.

If he has the time, Berkam-Shem will cast a **haste** spell on the orcs in the back room before they attack.

In the main room is an iron chest containing 400 GP, 50 PP, a flask of oil of etherealness and a scroll of **protection from magic**. The chest itself is a 5th level magic user. AC: 5, HD: 8, HP: 60, I: 18, Align: CE, Languages: orc, troll, common, chaotic evil, red dragon, gold dragon, goblin, treant, elf. The chest's name is Hingest. Spells: **charm person, reduction, sleep, fool's gold, levitate, fireball.** There is a hole in the ceiling that exactly fits Hingest. He will **levitate** up there and appear to be part of the ceiling. Hingest is immune to fire including magical fire. The potions, scroll, gold and platinum are in a false bottom that is only detectable from the rear of the box. 1500 CP are in the main portion of the box. If the box is about to be opened, Hingest will cast a **fool's gold** spell upon the copper that has a 25% chance of being detected by cold steel. A variation of **shocking grasp** is cast on the lock 1 - 8 points of electrical damage, no saving throw.

2-12 **JACKAL LAIR**: There appear to be twenty jackals in here, AC: 7, Move: 12", HD: ½, HP: 2 (x 6), 3 (x 5), 1 (x 2), 4 (x 6). The twentieth jackal is a JACKALWERE, AC: 4, Move: 12", HD: 4, HP: 32. Gaze causes sleep. +1 or **iron** weapons to hit. Buried in a pile of jackal dung are 250 CP, 750 SP, a crown valued at 1,080 GP.

2-13 **THE LOWER TEMPLE OF SET**: The walls are mosaics of human sacrifice and various unnatural acts. If anyone studies them closely, roll less than constitution +1, on a d20 or be subject to fits of nausea and depression, which lowers strength by 50% for 2 - 4 turns. This is where victims are sacrificed to the evil god. The ceiling of the room is 30' high. The statue of the god is 20' tall and is inlaid with jade and has 100 100 GP alexandrites embedded into it as scales. Two glowing 1000 GP topazes are it's eyes. The statue is of a jackal-headed, heroic male similar to the one in room 22 on level 1 (also see cover). The areas of the room that are not painted (the floors and ceilings) are of black marble with gold tracery inlaid. A bloodstained altar is before the statue. Two 500 GP braziers sit on either side of the statue. There is a 20% chance that a sacrificial ceremony will be underway in here. If so, it will be Merth, Avvakris, all of Merth's henchmen, Avvakris's son, Aphris, 2 - 8 Minions of Set and a 30% likelihood of the wizard, Haffrung Helleyes and 1 - 4 of his body guards, being here (see level 4 room 14).

Victim will either be captured party member (15% chance of already being dead) or a member of the ill-fated caravan (1 - 2 2nd level average fighters, AC: 10, HP: 15).

Attempting to remove valuables from the statue will bring it to life as a stone golem of Great Power, AC: 3, HD: 14, HP: 80, touch will cause paralysis as per a ghoul, attack once per rounds for 5 - 30 points of damage. Will not pursue beyond room.

Any humanoid death in the temple will have a 4% cumulative chance of summoning the presence of Set (see level 1, room 22 for details).

2-14 **TRAP OF THE RED HOT WIRES**: Across the floor are strung or lain 20 long, hair-like wires. If stepped upon or touched, they will coil about the victim and after 2 rounds will do 2 - 8 points of damage per round to the victim as they turn red-hot. To remove, roll less than the average strength and dexterity on a d20. If not noticed in passing, they will be activated by each individual on a d8 roll of 1 - 3.

2-15 **TELEPORTATION HALL**: At the end of this hall appear to be two doors. They are locked. In reality, they are teleportation doors that take victims to room 3-11, coming out through the west wall. Approaching within 15' of these doors will seal the hall with a **wall of force**. A heavy poisonous gas will begin to fill the room at knee level and rise one foot per melee round. If saving throw is not made, death will result in 1 - 4 melee rounds unless clean air is breathed immediately. Saving throw must be made every round of exposure. Gas will not **teleport**.

2-16 **DISCONCERTING STATUARY**: The three doors in this room appear to have stone statues of orcs guarding each side of the door. Perched on the head of the right hand orc guarding the north doors is a cockatrice: AC: 6, HD: 5, HP: 30. 300 GP is in an urn in front of the east doors. A deadly asp, AC: 7, HD: 3, HP: 3, is curled up on top of the gold. Poison is 6d8 damage over 1 - 20 rounds.

2-17 **HEREIN IS THE BELT OF MITRA**: (See **Artifacts**) It is in a pile of bones and refuse. A ceramic pot contains 75 GP. These are all guarded by a giant scorpion, AC: 3, Move: 15", HD 5+5, HP: 30.

2-18 **GARGOYLE AMBUSH**: Hidden among the rocks (surprise on a d6 roll of 1 - 3) are 4 gargoyles, AC: 5, HD: 4, HP: 17, 25, 20, 30. In a pile amongst the rocks are 140 GP.

2-19 **SOUL OF CHAOS**: This is the location of the **Soul of Chaos**, soul gem (see **Artifacts**). The room is draped with a black velvet curtain. The 6" diameter black gem floats about 4' off the ground, glowing and rotating slowly. Beautiful, but changing music can be heard in the background. The air is perfumy, but a little thick. If a character touches the gem, those not making a saving throw against magic and the toucher in any case will see a beautiful, dark haired, nude woman kiss the toucher on the forehead. Her face will then seem to shift into various forms of monsters, humans and even members of the adventuring party, as she smiles evilly and laughs sardonically, all the while fading from view. Those making their saving throw will see the gem shrink to ½" diameter and embed itself in the toucher's forehead. For the effects thereafter, see **"The Soul of Chaos"** under **Artifacts**.

2-20 **THE TOMB OF RACOX**: The room appears to be about 15' square with black, draped walls. On the pedestle is the body of a long dead paladin named Racox. Carved on the pedestle are the history, great achievements, warsong, prayers and geneology of the dead man.

If the body is removed or disturbed, a **curse**, as per the spell (clerical), will fall upon all transgressors in the room (if you're in the room when the **curse** is cast you're a transgressor).

Opening the pedestle (sliding the top off), will cause the curtains to drop to the floor and reveal 10 skeletal warriors in chain armor with long swords holding back 10 skeletal dogs. Skeletal warriors: AC: 5, HD: 1, HP: 8 (x 10). Skeletal dogs: AC: 7, HP: 5 (x 10), Damage: 1 - 4.

Treasure: Hidden in the pedestle are a small ornate box (30 GP) containg a 500 GP amethyst, a gold and gem encrusted mirror (200 GP), a broadsword with a finely worked golden, begemmed hilt blade is of a +1 non-magic quality (500 GP), a black leather, gold studded sword sheath with a 200 GP black onyx mounted on it (800 GP).

If the sword (see above) is drawn from it's sheath, the corpse of Racox will animate as a 5 HD skeleton in plate mail bearing a two-handed sword. RACOX: AC: 3, HD: 5, HP: 30, Damage: 1 - 10. Racox will also regenerate 5 hit points per melee round. After taking double his total hit points, Racox's AC will decrease by 1 point per round until AC: 7 is reached. This skeleton will not "turn".

2-21 **THE CELL BLOCK**: This is the block of cells for all prisoners taken by the evil villagers. The bars are old and rusty (add 10% to the bending chance). Possessions of the characters that are not of great value will be found in cell "a". The guards are a mealy lot of human fighters (see below for description).

Ishpemo the Terrible: Level 8 fighting man, align: CE, AC: 0, HD: 6, HP: 75, S: 18/94, I: 12, W: 14, D: 16, C: 16, CH: 15, Armor: platemail and shield, weapon: long sword. He is the leader, handsome, strong and dynamic but evil. He has the keys to the cells. Ishpemo may (30% chance) ask adventurers to help him, Mrdod and Onoch take over the town by knocking off Avvakris, Merth, and Ollem Hairy Arms. If offered a share of the loot (a big share) they may even join a party in adventuring. Comrade or not though, Ishpemo and crew are untrustworthy.

Mrdod the Filthy: Level 5 fighter, align: CE, AC: 3, HD: 4, HP: 47, Armor: platemail, weapon: halberd, S: 14, I: 11, W: 12, D: 12, C: 12, CH: 6. Grimy, smelly, ugly.

Onoch the Belly: Level 4 fighter, align: CE, studded leather armor, +2 dexterity bonus, AC: 4, HP: 35, weapon: bastard sword, S: 18/60, I: 14, W: 10, D: 16, C: 11, CH: 11. Very fat but very strong.

2-21-A Contains 5 scimitars, 4 wine flasks (2 still have fluid in them), 8 cloaks, a warm robe, 12 suits of men's and women's clothing, most of it Arabic looking, a spear, 3 daggers and 40 foot of rope, plus whatever the party had that was not of great value (magic, gems, gold, jewelry, platemail, etc. will be in room 18 of level 4).

B Empty.

C Empty.

D Empty.

E Two prisoners: Haltashaar: Dervish 3rd level fighter, align: LG, padded armor, +1 dexterity bonus, AC: 7, S: 14, I: 15, W: 13, D: 15, C: 10, CH: 9, HP: 23. A guard for the ill-fated caravan. He is a close friend of Vastavaar (room 1-7). Virdonitii: 4th level Martial Arts Monk, AC: 6, align: LG, HP: 15, S: 15, W: 16, D: 15, C: 14, CH: 15. Virdonitii is a traveller with the caravan, bearing a message, inscribed invisibly on a magic mace to his superiors. He will ask to be helped to find the mace.

F Vashalla: Female 3rd level cleric of Ishtar, AC: 10, align: LG, HP: 19, S: 12, I: 9, W: 12, D: 9, C: 15, CH: 13, spells: **detect magic, protection from evil, resist fire.**

G Empty.

H Moram Infidel Bane: Dervish level 6 Paladin, align:LG, padded armor, AC: 8, HP: 45, S: 13, I: 13, W: 16, D: 14, C: 11, CH: 18. Moram will not speak with non-dervishes, feeling that it would be "unclean" to do so. He is in the service of the goddess, Ishtar.

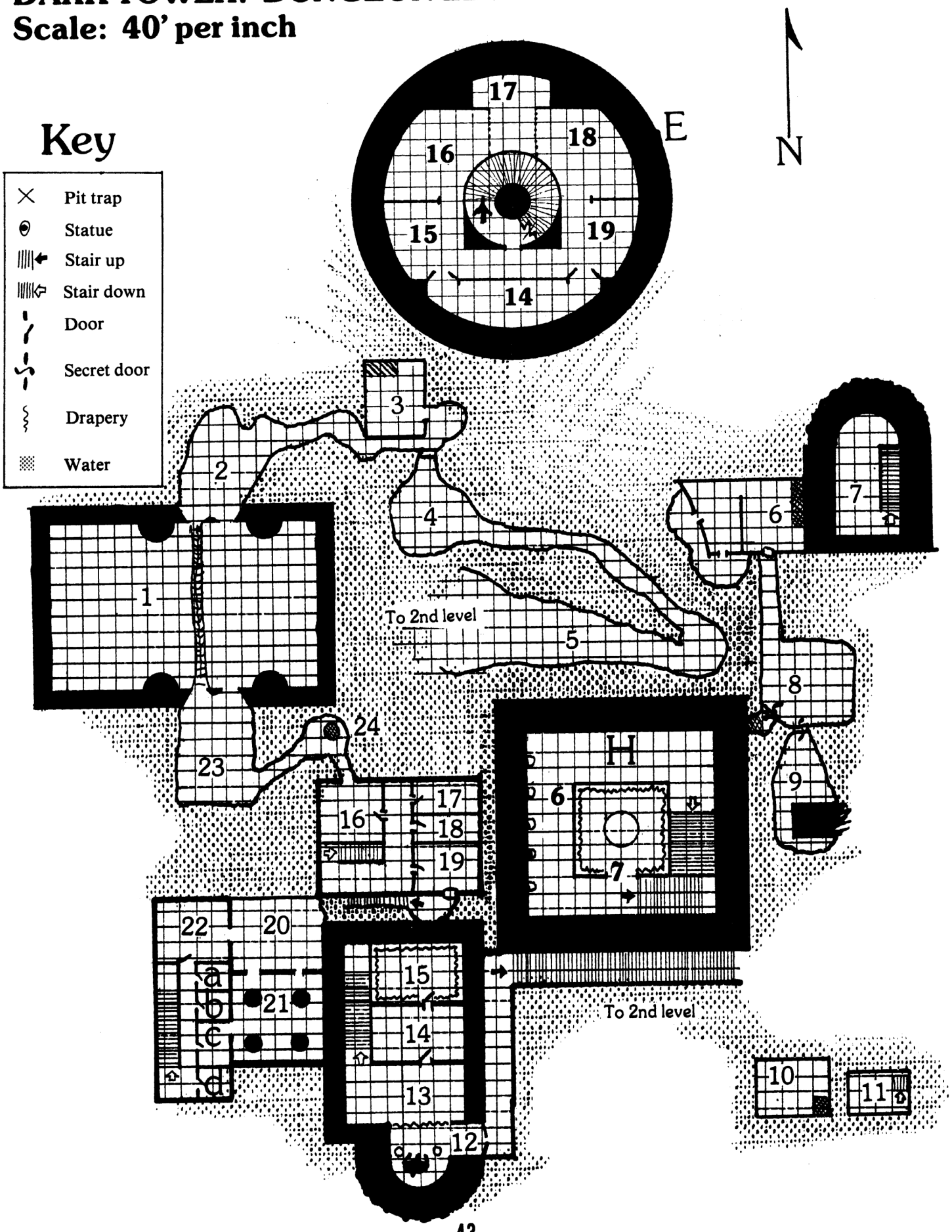
2-22 **A LARGE POOL**: 10' deep is in this room. The water has **continual light** cast upon it so that it glows and is the source of light for the room. In the water is a water weird: AC: 4, Move: 12", HD: 3+3, HP: 19, attacks as a 6 HD monster. Avvakris's signet ring or a wax seal of it will stop it's attack (However, the wax seal must be cast into the water and the ring touched to it). In the pool are 3000 SP and 800 GP.

2-23 **THREE HILL GIANTS**: This room is a sort of guard post manned by 3 hill giants, AC: 4, HD: 8+2, HP: 60, 40, 53. The three of them are kneeling in a corner casting dice for a pile of gold coins (1000 GP). The dice are 3" across. Occasionally they take swigs from a bejeweled bottle containing a powerful giantish wine. One swig of this wine will reduce a human's dexterity and wisdom by 1 - 6 points each for 6 - 12 turns. The 2' tall bronze bottle, carved to look like a cat has 2 aquamarines and yellow glass set in it and is worth 1600 GP. If any persons come into the room, the giants will come to attention quickly. If they do not recognize either Avvakris, Merth, Aphris or Haffrung, they will attack, unless the signet or a wax seal of it is shown.

2-24 **HALL OF THE WARRING DOORS**: At the north end of the hall is Hargrove, a lawful good, intelligent door. At the south end of the hall is Sydni, a chaotic evil intelligent door. Each has the following abilities: speak, make a face appear, give off alignment damage as per a sword, lock and unlock itself, change its temperature + or – 100 degrees C (182 degrees F), regenerate 2 points of damage per melee round, cast spells as a level 5 magic user, change color, AC: 4, HP: 100.

The two doors are antagonistic towards each other and currently are quibbling as to the ownership of a 1000 GP diamond situated halfway down the hall. Each door has a small pile of treasure in front of it. Although the doors are aligned, they will help any who procure the gem for them or help in their constant battle. Even though they are enemies, neither door will actually kill the other, just try to damage and bully it. Spells: Hargrove: **Magic missile, magic missile, reduction, magic missile, stinking cloud, wizard lock, fire ball.** Sydni: **Enlarge, enlarge, magic missile, magic missile, ray of enfeeblement, ray of enfeeblement, lightning bolt.** Hargrove's treasure: 100 GP, 60 PP. Sydni's treasure: 400 EP, 500 GP.

DARK TOWER: DUNGEON LEVEL 3
Scale: 40' per inch



LEVEL THREE

3-1 **UPPER RAFTERS OF THE TEMPLE OF MITRA**: Giant Rats flit through the air if any enter here. A rope bridge crosses from room 23 to room 2. Giant Bats: AC: 4, HD: ½, 20 - 50 Bats, roll individual HP as necessary. They will attack as 3 HD monster. High armor class is due to flight and radar. Bright light will confuse them and lower their AC to 8. If attacked while on bridge, roll under dexterity +2 on a d20 or lose balance and fall 25' to the floor of the temple (2d6 +2 damage).

3-2 **TOMB OF SAM**: The floor on this room is covered with straw. The ceiling is 25' high. There is a mangled orc carcass on the floor. Against the back will are three dozing brown bears: AC: 6, HD: 5+5, HP: 40, 36, 27. They are used to men and are pets of Xor, the Evil Lord in room 3-3. If left unmolested, they will watch or snuffle around and even seek to be petted by intruders. But, if any try to go down the passage to room 3, the three bears will attack berserkly.

Buried beneath the straw (under the ground) is the skeleton of Sam (from level 2, room 5). It is buried 2' deep along the west wall. The treasure is buried in the west wall itself and is marked by a human skull, painted red and stuck into the wall. If the treasure is touched in any way, the giant skeleton (15' tall) will clamber and claw up out of the earth and attack (takes approximately 1 melee round). Giant Skeleton: AC: 4, HD: 10, HP: 70, Damage: 4 - 24. Treasure: in what looks to be a 6' long human coffin there appears to be a human skeleton that will reach up and grab the coffin opener by the throat for 1 - 6 points of damage. Skeleton: AC: 7, HD: 1, HP: 6, Attacks with surprise as a 5 HD monster. Under the skeleton are two cunningly crafted sculptures of Set made of silver, 3' tall, weighing 400 GP each, value: 250 GP each; a steel, mesh bag containing two gems: 300 GP citrine, 1,000 GP scintillating gem of many colors–if combined with the **Mind of Balance** (see **Artifacts**) this gem will act as a combination **dispell evil and good** spell; two poison pinned (4d8 quick poison) small, shallow chests, contain 250 GP each; a potion of **delusion**; a 6' long sword stretches the full length of the coffin. It is a **frost brand** +3, +5 vs. firey creatures. It is a chaotic evil sword. It has a speed factor of 11 due to its great weight. (Sam used it as a one-handed sword.)

3-3 **THE LAIR OF XOR THE EVIL ONE**: a 12th level fighter, align: LE, plate mail and shield, +3 dexterity bonus, AC: -1, weapons: *magic longsword, +1, +3 vs. regenerating creatures*, lawful good, *+1 war hammer*, **ring of telekinesis**, HP: 106, S: 17, I: 15, W: 14, D: 17, C: 17, CH: 14. Along with Xor is his henchman and sometimes servant Cronok the Fox, a 5th level fighter, align: N, platemail and *+2 shield*, +1 dexterity bonus, AC: -1, weapons: broadsword, light crossbow, oil, torches, HP: 44, S: 17, I: 10, W: 11, D: 15, C: 16, CH: 16.

Cronok will not enter a fight unless he has a pretty good idea that Xor will win. Up until now that has been the case. If it begins to look bad for Xor, Cronok will join in. However, if badly wounded he will surrender, usually trusting the "good guys" not to kill him.

In a chest at the end of Xor's cot is the following: 9000 SP and 800 GP. Xor also keeps an extra chest of undetectably (at least by taste) poisoned food that is so potent that its effects are felt in 6 melee rounds and it does 6d8 of damage over a space of 2 melee rounds and also paralyzes the victim for 6 - 36 turns. He likes to invite visitors to sup with him. In the treasure chest is an antidote which Xor will have already imbibed. The antidote will stop the effects of the poison, remove the paralysis and restore 1d6 damage to the victim. There are 3 doses of the antidote left.

Xor is not a dungeon resident. He has stealthfully gained entrance to the dungeon and seeks to procure funds for a war he has brewing on the sly back home. Cronok is a hireling who is beginning to tire of his master's various atrocities.

If an adventuring group is in here more than 1 turn, Grimstone (room 3-4) will enter and blindly attack Xor.

If properly rewarded Xor may join a party, but it will be to further his own purposes and should be played as such.

3-4 **GRIMSTONE**: 5th level elven fighter, Ring mail and shield, AC: 6, align: N, HP: 48, S: 15, I: 15, W: 10, D: 16, C: 15, CH: 18, weapon: **+3 sword**. Grimstone is the last of a charmed group of adventurers sent to kill Xor The Evil One, because he would not league forces with Haffrung Helleyes. The rest of his comrades were slain by ghouls in room 5 of this level. However, being an elf and possessing the **sword of Kroan** saved him. The same signet is on the sword as is on the ring on the corpse in room 6 of level 1. **Sword of Kroan**: +3, I: 9, Ego: 1, align: N, Powers: *empathy, detect traps, locate secret doors, detect evil and good.*

3-5 **6 GHOULS AND A GHAST**: are recovering from a battle with a group of adventurers and are starting to munch on a few of them. Ghouls: AC: 6, Move: 9", HD: 2, HP: 14, 11, 2, 8, 5, 12. Ghast: AC: 5, Move: 15", HD: 4, HP: 30. Buried under a pile of rocks with a giant's skull on the top of the pile is the following: 1000 CP, 200 GP, 25 PP, four 1000 GP emeralds, scroll: *protect lycanthropes.* The bodies of 5 ghouls and 4 adventurers lay about the floor. In 4 melee rounds the adventurers will become ghouls.

3-6 Rust monster is munching on an old suit of armor. AC: 2, Move: 18, HD: 5, HP: 24, Damage: corrosion of metals. This is the upstairs to an old dry goods merchant shop. 4 or 5 (dead) skeletons lie amongst the broken furniture and dishes.

3-7 **CLOTH WRAPPED HORROR**: A mummy is entombed in a stone crypt at the north end of the room. AC: 3, Move: 6, HD: 6+3, HP: 35. In the sarcophagas with it are 200 GP. The mummy was once a medium level evil magic user in the service of the Lich, but a disagreement developed and he was wrapped up and entombed alive in this crypt, with magic to change him to his current state.

3-8 **ROARING CONTEST**: Six carnivorous apes are having a roaring contest and making quite a racket. Occasionally they will mock fight among themselves. They are part of Haffrung Helleyes band of servitors. At present they guard a cell (room 9) containing a recently-captured paladin from the white tower. The door to the cell is **wizard locked** and they have orders to leave it alone. Carnivorous apes: AC: 6, HD: 5, HP: 21, 22, 20, 24, 25, 40.

3-9 **PRISON FOR A PALADIN**: Trapped behind the wall is Glorfingol Goodman, paladin of Mitra. Level 6 paladin, HP: 36 (he is down 15 hit from torture), S: 15, I: 12, W: 16, D: 14, C: 15, CH: 17, no armor, AC: 10. He is chained to the wall and has not been fed for 7 days. Because of this, he is not healing well. All of Glorfingol's goods are on a table on the north side of the stone wall. Including: iron rations, a flask of wine, platemail and shield, a broadsword, and a mace. Glorfingol knows the exact location of the three **Mitraic artifacts** and is being tortured for that information. He says that he must either be taken into the White Tower or the Hall of Blessing (room 1 - 38) to pass on his information. He also knows the location of Haffrung Helleyes' **magic jar.**

3-10 **RECEIVING ROOM**: This room recieves teleportees from room 1-31. A 5' square hole is in the floor in the southeast corner. After one melee round, four wraiths will float up from the room below (room 4-25) and begin to attack. Wraiths: AC: 4, HD: 5+3, HP: 34, 21, 26, 21. If these wraiths have already been destroyed, they will not appear here.

3-11 **YET ANOTHER RECEIVING ROOM**: Teleportees from room 2-15 arrive here. However, they may pass back into the west wall and arrive back at room 2-15 again. The walls of this room glow slightly. The north wall of the room will teleport characters to the north end of the hall connection rooms 16-19 on level three and vice versa.

3-12 **SMALL CHAPEL TO THE GOD OF EVIL, SET**: A black, 8' tall basalt statue of the god stands between two unlit braziers. The north wall is a black drapery. The statue has glass eyes. If the statue is passed without a low bow and whispering the name of Set or showing a signet ring (no facsimiles here) of Avvakris, it will begin to fire **magic missiles** from its eyes at a rate of two per round, affecting up to two targets. If physically attacked it attacks once per round doing 2 - 20 points of damage, plus continuing to fire missiles. Statue: AC: 3, eyes AC: 8, HD: 9, HP: 40. It will not pursue up or down stairs. The two braziers will flare into life on the 2nd round of melee and begin letting off a vapor that will put to **sleep** those not making a saving throw vs. poison and **slow spell** on those who do not then make a saving throw vs. magic.

If the eyes can be salvaged, they each can be used to form a wand of magic missiles with 50 missiles each, minus those already fired, of course.

3-13 **AN APPARENTLY EMPTY ROOM**: The north wall has a **permanent illusion** cast upon it to make it appear that there is no door or stair in it. The door to room 13 is **wizard locked.** Trying to open the door will fire off a **magic mouth** spell: "GO NO FURTHER MANLING! BEYOND LIES THAT WHICH WOULD DEVOUR YOUR VERY SOUL AND BEFOUL GREATER MOTIONS THAN YOUR FEEBLE MIND MIGHT KNOW!" A second attempt to open the door will fire off another **magic mouth** "YOU WERE WARNED!" and a spear trap will fire off 6 spears, attacking as if cast by a 6 HD creature. A third attempt to open the door will cause a wall of fire to spring up directly befor the door. **Magic mouth** "STUBBORN, AREN'T WE!"

3-14 **SPIRIT NAGA GUARDIANS**: Harshasha, AC: 4, HD: 9, align: CE, HP: 60, spells: **magic missile (x 2), reduce** (reverse of **enlarge**) **(x 2), levitate, web, lightning bolt, curse** (reverse of **bless**), **create water** (reverse), **protection from good, hold person, silence 15' radius.**

Ishping Waha, AC: 4, HD: 9, align: CE, HP: 56, spells: **charm person (x 2), magic missile, reduce** (reverse of **enlarge**), **mirror image, web, lightning bolt, cause light wounds (x 2), protection from good, hold person, silence 15' radius.**

The naga will most likely let loose with the main artillery as a first shot. Both naga are already *invisible* and at first crack of the door, Harshasha will have **levitated** himself to the ceiling (20') in the northwest corner. Both will then fire off 10' wide, 45' long **lightning bolts** for 5d6 of damage. Ishping Waha will be on the ground, *invisible*, in the south west corner.

The north wall of the room is protected similarly to the door in room 3-13. The door has a **permanent illusion** cast over it to make it appear that no door exists. A **magic mouth** will again warn: "YOU HAVE BEEN WARNED MORE THAN ONCE! BEYOND LIES THAT WHICH WOULD SEEK TO HINDER THE PURPOSES OF MEN! GO NO FURTHER!!!" The door is **wizard locked.** A second attempt to open the door will open up a **pass wall** in the floor, 8' wide from east to west, for a drop of 25'. **Magic mouth**: "SOME PEOPLE NEVER LEARN, DO THEY? HA! HA! HA! HA!" A third attempt will bring down an **ice storm** in the area of the door.

3-15 **THE MIND OF BALANCE**: This room is draped in gray velvet. A 6" diameter, scintillating, glowing, rainbow colored gem floats 4' off the ground in the center of the room, rotating slowly. A fanfarish music can be heard, and the air is slightly antiseptic smelling. The gem is **The Mind of Balance** (see **Artifacts**). If a character touches the gem he or she, and any who don't make a saving throw vs. magic, will see a beautiful redhead in chain armor appear and seem to kiss the toucher on the forehead. She will then jump back and scream triumphantly; "DEATH TO LAW! DEATH TO CHAOS! LET THE BALANCE BE SUPREME!" At this point she will disappear, along with the scent in the air and the music. The curtains will crumble to dust and the toucher will then be under the influence of the gem. Those making their saving throw will see the gem shrink to ½" diameter and fly up to embed itself in the forehead of the toucher.

THE UPPER APARTMENTS OF HAFFRUNG HELLEYES

Rooms 16 - 19 and 23 - 24 on this level and 13 - 14 on level 4 are the main complex of Haffrung Helleyes, an 11th level magic user. He is leader of one of the major factions in the dungeon. Although he is in the service of Set, he is much more interested in serving himself. He is not interested overly in conquering the White Tower. He is more concerned with Avvakris gaining too much power with some of the local denizens.

Before any major activity can go on in these apartments, the location and state of being of the residents must be randomly (optional: The gamemaster can predetermine who is where) rolled on the following charts.

LOCATION OF GUARDS:
Room 3-16: 1 - 2 guards.
Room 3-19: 1 - 2 guards.
Hall between upper apartment rooms - 1 guard (30% chance of being here).
Room 3-24: 1 - 2 guards.

Determine individual guards on the following chart. Roll on a d6 (see room 3-16 for specifications of guards).

1) Argol Bargol Burt: 7th level fighter, AC: 2, HP: 52, Broadsword.
2) Tarshigid Farreacher: 6th level fighter, AC: 2, HP: 59, +1 axe.
3) Mellon Half-Elven: 6th level fighter, AC: -2, HP: 43, gauntlets of dexterity +2, longsword.
4) Halphed Bloodgusher: 9th level fighter, AC: 2, HP: 50, Broadsword.
5) Tirian of Asalbar: 9th level fighter, AC: 2, HP: 57, Longsword.
6) Oph: 7th level fighter, AC: -2, HP: 56, Bastard Sword (There is a 50% chance that Oph's pet dire wolf, Fang, will be with him. Fang is AC: 6, HD: 3+3, HP: 25, Damage: 2 - 8).

NOTE: There are only 6 guards and one individual can only be at one place at the beginning of an adventure. However, it is more than likely that the guards will be moving around quite a bit.

LOCATION OF HAFFRUNG HELLEYES (roll on a d10)

1 - 5 Occupying body in room 4 - 14a (determine activity below on a d6).
1) Casting spell
2) Inspecting potions
3) Performing experiment
4) Writing notes
5) Meditating
6) Coversing with Troll leader from rooms 15 - 17 on level 4. There is a 40% chance that 1 - 3 Trolls will in room 4-13 be having some rowdy sport with "Hex", Haffrung's guardian hydra. Troll leader: AC: 4, HP: 50. Trolls: AC: 4, HP: 34, 41, 35. There is a 60% chance that Haffrung will have 1 - 2 of his guards present. Determine individual(s) above.

6 - 8 Occupying body in room 4-14c.
1) Studying at desk.
2) Eating
3) Meditating
4) Sleeping
5) Exercising
6) Making love (In female body it will be with one of the guards. . . .determine individual above. In male body, it will be with female body, 60%, or a randomly determined captive from some caravan, 40%.)

9 Outside of apartment complex (roll on d6 for location).
1) In village with Avvakris (time away: 6 - 24 turns)
2) The lower temple of Set (time away: 3 - 12 turns)
3) In the study, room 4-14c (time away: 1 - 4 turns)
4) Discussing bribe with the Red Dragon in room 4-5 (time away: 2 - 6 turns)
5) Searching for the **Soul of Chaos** (time away: 4 - 24 turns)
6) Feeding hydra in room 4-13 (time away: 1 - 2 turns)

When outside of the apartment complex, Haffrung will usually have 2 guards (determine individual) and his assistant Mervyn (see room 3-18) with him.

10 In room 3-17 (roll d6 for activity)
1 - 2 Eating
3 Sleeping
4 - 6 In **magic jar** gem

BODY BEING USED BY HAFFRUNG HELLEYES (roll on a d10)
1 - 3 Body one: Grom (see room 3-17)
4 - 7 Body two: Skelly (see room 3-17)
8 - 9 Body three: Orson (see room 3-17)
10 Carnivorous ape (see room 4-14a)

HAFFRUNG HELLEYES: 11th level magic user, align: CE, I: 18, W: 14, Hit points, AC, strength, dexterity, constitution and charisma as per the body in use. Haffrung has no real body, it been destroyed long ago in a mishap. Instead, he uses other bodies, specially obtained for use with magic jarring. That is to say, strong, dextrous and beautiful of body, but weak of mind and spirit. He is a bit on the perverse side and maintains bodies of both sexes. If one is killed, he merely possesses a second or a third or whatever is handy. When on the lower level of the complex (room 4-14, A, B, C), he will be wearing purple robes and a **scarab of insanity**. Haffrung is mildly insane and has a tendency to let off fireballs right at his feet if attacked (and in range of his magic jar!). Spells: **enlarge, identify, reduce** (reverse of **enlarge**), **shield, invisibility, mirror image, web, wizard lock, fireball** (x 2), **lightning bolt, monster summoning** I (5 stirges, AC: 8, HD: 1+1, HP: 4, 5 (x 2), 6, 7), **dimension door, polymorph other, polymorph other, animal growth, animal growth, conjure elemental.**

3-16 **COMMUNAL ROOM AND BARRACKS**: for Haffrung Helleyes' personal body guard. 6 cots and warchests furnish the room, along with a small stove, a few cook pots and a table and 6 chairs. Some rather explicit drawings are scrawled on the walls. Although usually only 1 - 2 men will be in the room, all are within calling distance if necessary.

Argol Bargol Burt ("Argh"): 7th level fighter, align: LE, HP: 52, platemail and shield, AC: 2, S: 13, I: 9, W: 12, D: 11, C: 13, CH: 14, weapon: broadsword.

Tarshigid Rarreacher: 6th level fighter, align: CE, HP: 59, platemail and shield, AC: 2, S: 12, I: 12, W: 10, D: 14, C: 11, CH: 11, weapon: +1 axe.

Mellon Half-Elven: 6th level fighter, align: N, HP: 43, platemail and shield, Dexterity bonus +2, Gauntlet bonus +2, AC: -2, S: 13, I: 15, W: 12, D: 16, C:15, CH: 11, weapon: longsword, **Gauntlets of dexterity +2.**

Halphed Bloodgusher: 9th level fighter, align: CE, HP: 50, platemail and shield, AC: 2, S: 14, I: 12, W: 15, D: 14, C: 15, CH: 13, weapon: broadsword.

Tirian of Asalbar: 9th level fighter, align: N, HP: 57, platemail and shield, AC: 2, S: 14, I: 11, W: 13, D: 12, C: 15, CH: 12, weapon: longsword.

Oph: 7th level fighter, align: LE, HP: 56, chainmail, +3 shield, +4 Dexterity bonus, AC: -2, S: 18/99, I: 13, W: 11, D: 18, C: 16, CH: 17, weapon: bastard sword. In Oph's warchest are the fighter's valuables. Pink Quartz statuette (540 GP), Platinum hilted Dagger (300 GP), solid touquoise bracelet (360 GP), large copper box (800 GP), two carnelians on a copper necklace (500 GP), electrum and mithril ring (690 GP), garnet studded cloak (900 GP), Emerald studded silver chain (2400 GP), Carnelian studed gold sceptre (2300 GP), gold and electrum pin (340 GP). The jewelry is all tagged as to the owner. On top of the chest sits Oph's pet dire wolf, Fang, AC: 6, HD: 3+3, HP: 25, align: N, Damage: 2 - 8.

3-17 **THE BODY COLLECTION**: This room contains Haffrung's "body collection" along with his **magic jar** gem. The room is very plush and 1 - 3 people will be lounging in the room. If any of them are encountered without possessing spirit of Haffrung, that person will be rather dense, childish and silly-acting. Roll randomly for the body being used by Haffrung.

BODY ONE: Grom: level 6 fighter, HP: 50, align: CG, S: 18/87, I: 4, W: 5, D: 18, C: 16, CH: 15–Big dumb and handsome.

BODY TWO: Skelly: Female level 0, HP: 0, no armor, +4 dexterity bonus, AC: 6, S: 8, I: 4, W: 4, D: 18, C: 15, CH: 18–A very beautiful, dark-haired young woman.

BODY THREE: Orson: level 5 fighter, HP: 42, align: CG, leather armor, AC: 8, S: 17, I: 5, W: 4, D: 14, C: 14, CH: 13–Large, dense and tough looking. *Always* armed with a broadsword.

Various foodstuffs are set between all the pillows that lie scattered about. There is a ornate dressing mirror provided at the east end of the room. Behind it is the gem (a large ruby) that is Haffrung's **magic jar.**

3-18 **THE WIZARD'S APPRENTICES**: This is the apartment shared by Haffrung's apprentices. Mervyn, a 5th level magic user, align: LE, +2 dexterity bonus, AC: 8, weapon: quarterstaff, HP: 15, S: 12, I: 18, W: 12, D: 16, C: 11, CH: 13, elven boots on person, spells: **burning hands, charm person (x 2), protection from good, darkness 15' radius, invisiblity, monster summoning I** (7 baboons, AC: 7, HD: 1+1, HP: 4 (x 2), 5, 6, 7, 9 (x 2).)

Dagda, 5th level magic user, align: CE, AC: 10, weapon: two daggers, HP: 16, S: 10, I: 16, W: 9, D: ~~12~~, C: 15, CH: 12, spells: **charm person, protection from good, reduce** (reverse of **enlarge**) **(x 2), invisibility, levitate, slow.**

Mervyn's treasure is in an **invisible** locked box under his cot containing 1000 CP, a large electrum and gold box worth 800 GP (this is the box itself), and a jeweled silver pendant worth 110 GP.

Dagda's treasure is hidden in a secret niche in the south wall and consists of 3000 EP.

The room is well furnished. The box containing Mervyn's valuables has **Leomund's trap** upon it and a 4d8 poison pin.

3-19 There is a 50% chance that either Dagda or Mervyn will be in here dissecting something (creature will be dead):

1) Caravan Member (Auroka the Flailer, ex level 3 fighter).
2) Carnivorous ape
3) A serpent
4) An orc
5) A party member (if one has been captured)
6) a goblin

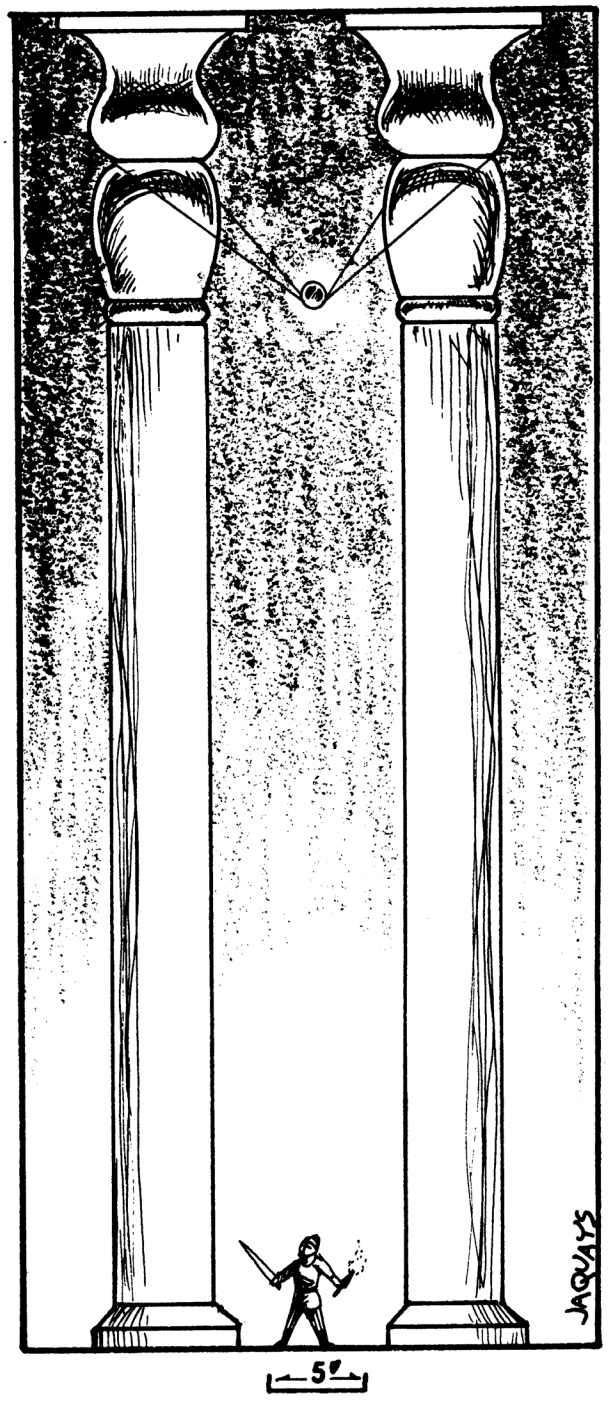
The south door to the stair is wizard locked and may only be opened normally from the north side. 1 - 2 guards will always be at the base of the stairs (see THE UPPER APARTMENTS OF HAFFRUNG HELL-EYES, above).

3-20 **AN OPEN SPACE**: This is not a room in and of itself, but is the upper portion of room 4-16 which is quite empty. However, there is a 30% chance per turn that 1 - 3 Trolls (AC: 4, HP: 34, 41, 35. . . .see rooms 4-15 through 17) will saunter through the room and be visible through the windows.

3-21 **THE NEFARIOUS GLOBE TRAP**: (see picture) The ceiling of the room is 60' high. Four lotus blossum columns stretch upward. Torchlight will reveal a glistening about 45' or so up in the air. A 1' diameter crystalline globe is delicately suspended on four thin lines. Any (repeat any) jostling of the wires will send the globe crashing down to the floor. It contains an extremely volatile liquid that will explode for 8d8 of damage to all within a 10' radius.

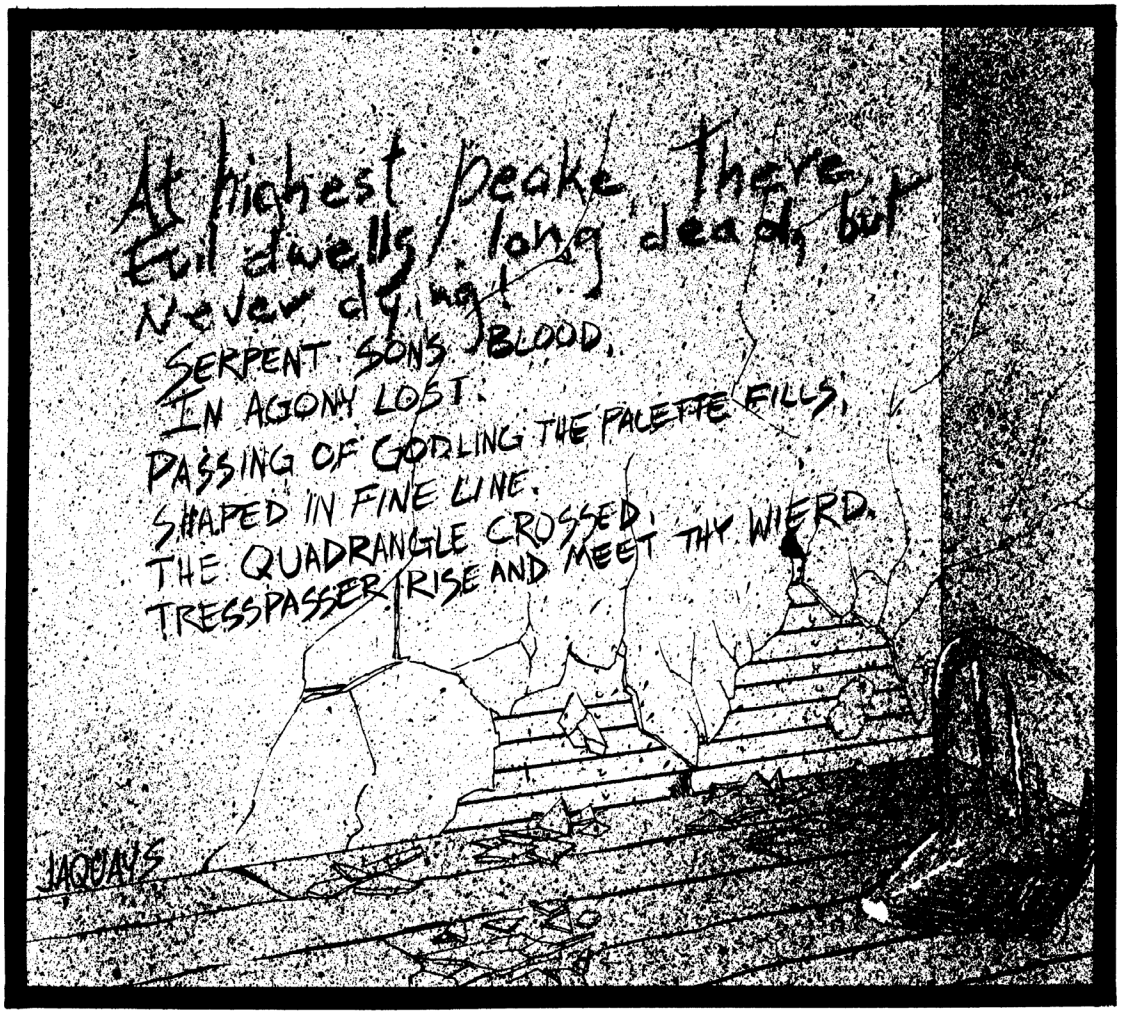
Flash Gem: A 1000 GP ruby that if struck sharply will emit a flash of laser light for 2d8 of damage, range 30', from it's front face. It has 20 charges in it and can be recharged to a total of 30 charges by exposing it to the sunlight for one hour per charge. If dropped, it will randomly fire 1 - 8 times in random directions. Characters must make a saving throw of less than their dexterity on a d20 to avoid being hit. Smoke and/or dust in air will reduce range to 10' and damage to 1d8.

3-22 **LAIR OF THE SUCCUBUS, MALICIA**: (see VILLAGE OF MITRA'S FIST No. 7, "Overlord's Inn") She has a 20% chance of being at home. If her lair is invaded, she will appear in 5-9 melee rounds (1d4+5). However, she has not left her home unguarded. A type 1 demon stalks sulkily about the frilly, feminine room. Type I demon: AC: 0, HD: 8, HP: 43.



Level 3, Room 21

3-22-A **CRYPTIC INSCRIPTIONS**: Inscribed on the wall in a lawful tongue is the following: "AT HIGHEST PEAKE, THERE EVIL DWELLS LONG DEAD BUT NEVER DYING!" In a different hand is written: "SERPENT SON'S BLOOD, IN AGONY LOST. PASSING OF GODLING THE PALETTE FILLS, SHAPED IN FINE LINE, THE QUADRANGLE CROSSED, TRESSPASSER RISE AND MEET THY WIERD." Game master should show players the graphic labeled "Cryptic Inscriptions".



CRYPTIC INSCRIPTIONS
Room 3-22-A

3-22-B **THREE SNACKS FOR LATER**: are tied up in this room and kept asleep by the vapor of a small incense burner (10 sticks of **sleep** incense near by). Make saving throw vs. paralyzation or fall under its effects and sleep as long as the burner is lit (1 - 2 days). The snacks are three halfling brothers, thieves by trade. They have been asleep for several weeks.

Buffo Bucks: 6th level thief, align: N, HP: 20, padded armor, +2 dexterity bonus, AC: 6, S: 10, I: 14, W: 13, D: 16, C: 14, CH: 14.

Bilko Bucks: 3rd level thief, align: N, HP: 17, padded armor, +2 dexterity bonus, AC: 6, S: 13, I: 13, W: 14, D: 16, C: 14, CH: 9.

Bingorum Bucks: 5th level thief, align: N, HP: 24, padded armor, +4 dexterity bonus, AC: 4, S: 13, I: 13, W: 15, D: 18, C: 11, CH: 9. All their weapons and supplies are long gone.

3-22-C **VARIOUS PILES**: of bones (human) and rotted foodstuffs are lying around the room (this is the local garbage dump). The door to room 21 is wide open.

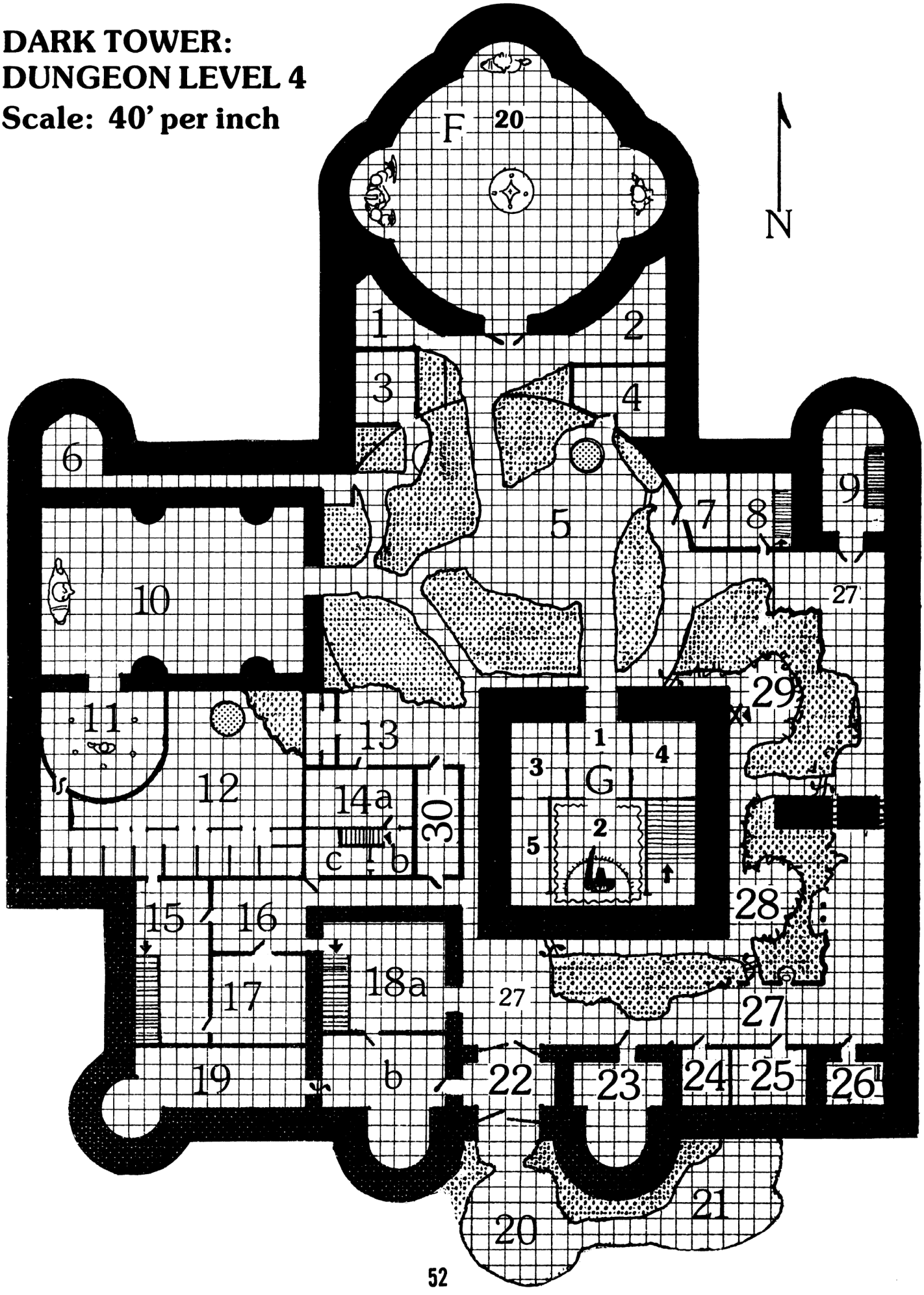
3-22-D **MORDRED THE DRUID**: is chained to the wall. Mordred: 5th level druid, align: N, HP: 26, no armor, AC: 10, S: 15, I: 12, W: 14, D: 12, C: 12, CH: 10, spells: **faerie fire, speak with animals, invisibility to animals, detect magic, charm person or mammal, trip, heat metal, snare, cure disease**. He was once a full druid, but was somehow duped and captured by Malicia. He is attended by Bultitude, a black bear, AC: 7, HD: 3+3, HP: 26, and Wisefoot, an old gray wolf, AC: 7, HD: 2+2, HP: 16. They will keep at bay any who appear to want to harm Mordred.

Mordred knows nothing of the dungeon or where he is. However, the animals have been skulking around and know the locations of 60% of the creatures or rooms described to them.

3-23 **OWL BEAR LAIR**: Two very ornery owl bears (mated pair) lair here. They are guardians for Haffrung's room complex. They will attack any but Haffrung (even then only when he is possessing the body of Skelly). Owl bears: AC: 5, HD: 5+2, HP: 38, 27. Four eggs are in a nest in the southwest corner of the room.

3-24 This room or wide spot in the corridor has a shaft in it that leads down to level 4 and the small stables that open up on to room 4-13. 1 - 2 guards from room 16 will be on duty here (determine individual, see UPPER APARTMENTS OF HAFFRUNG HELLEYES).

DARK TOWER:
DUNGEON LEVEL 4
Scale: 40' per inch



LEVEL FOUR

4-1 **AN ANCIENT HIGH PRIEST**: An old man sits in the north corner mumbling to himself. He is Harringdon, a 9th level cleric of Mitra, align: LG, AC: 10, weapon: none, HP: 30, S: 12, I: 15, W: 17, D: 11, C: 15, CH: 14, spells: **bless, cure light wound (x 3), protection from evil, chant, detect charm, silence 15' radius, slow poison, speak with animals, cure disease (x 2), dispel magic, remove curse, cure serious wounds, exorcism, raise dead.**

The old man is a little senile and tends to ignore visitors unless they are hurt or in need of some aid. He will talk about his friends, the little mice that bring him bread crumbs to subsist on, and about the good old days.

He is protected by the **protection from evil** that radiates out from the base of the White Tower and by the **wall of force** that blocks the door to all but good aligned characters. Also if his life is threatened, 1 - 10 Lions of Mitra will come to his aid (see **LIONS OF MITRA**).

4-2 **THE ROOM OF HEALING**: This room was provided as a rest station back in the early days of the battle between the White and Dark Towers. Much of its original contents have been used up by generations of fruitless combat. However, it still contains the following: 2 potions of *healing*, one with 3 doses and one with 2 doses. 1 potion of *extra healing*, a box of clerical spell scrolls: 2 **cure light wounds, remove fear, slow poison,** 2 **cure disease, exorcise,** 2 **neutralize poison.**

The doorway has a **wall of force** that will protect it from the dragon, but permits humanoids to pass through. 2 **glyphs of warding,** paralyzation are set into the door frame.

Guarding this room are 3 lammasu. Orestes, AC: 6, HD: 7+7, HP: 37, spells: **command (x 3), remove fear** (reverse), **hold person (x 3), cure disease, cause blindness, tongues** (reverse).
Langdon, AC: 6, HD: 7+7, HP: 46, spells: **create water, remove fear** (reverse) **(x 3), hold person (x 3), remove curse** (reverse), **remove curse, sticks to snakes.**

Orphredd, AC: 6, HD: 7+7, HP: 53, spells: **detect evil, detect magic, light, purify food and drink, hold person, know alignment, silence 15' radius, dispel magic, locate object, divination.**

There is a **protection from evil 10' radius** on the box containing the potions and scrolls. The lammasu will reveal the location of a rod of resurrection if it is necessary (the rod may never leave the room. If it does it will explode for 6d8 of damage). The rod has 5 charges. Only 2 potions and 2 scrolls may leave the room.

4-3 **ROOM OF MIND SWITCH**: Upon entering this room the referee will roll a secret saving throw vs magic for all who entered. Those who fail the saving throw will switch minds with one another (determine switches randomly). The mind occupying the new body will not have any of the body's knowledge. Also, all attacks will be at -1 hit probability because of unfamiliarity. Dexterity will also temporarily be down by 1 - 2 points. To reverse effects, a **remove curse** must be cast simultaneously with a **dispel magic.**

4-4 **RED DRAGON'S TREASURE VAULT**: **Diminuation** potion, **oil of etherealness,** poison, **polymorph self,** potion of **animal control,** magic user Scroll: **flame arrow, Rary's Mnemonic Enhancer, Stone to flesh,** 48,000 SP, 44,000 EP, 20,000 GP.

4-5 **ARGUN THE CONFLAGRATOR, ANCIENT RED DRAGON**: AC: -1, HD: 10, HP: 80. Usually lies curled up in front of room 4. Spells: **Charm person, reduce, invisibility, levitate, haste, slow, fire shield, minor globe of invulnerability.** Attacks as an 8th level magic user. The ceiling in this room is 40'. The pool contains fresh water.

4-6 **TWO SPECTRES**: AC: 2, HD: 7+3, HP: 42, 27, haunts this room. They guard a crystal ball of clairaudience.

4-7 **THE ROOM OF SWORD KILL**: This room will destroy the intelligence of magic swords.

IQ:		
	1 - 6	Lose 1 - 4 points of Intelligence. Save as a FTR 3 vs. Magic.
	7 - 9	Lose 1 - 6 points of Intelligence. Save as a FTR 5 vs. Magic.
	10	Lose 1 - 8 points of Intelligence. Save as a FTR 9 vs. Magic.
	11	Lose 1 - 10 points of Intelligence. Save as a FTR 13 vs. Magic.
	12	Lose 1 - 12 points of Intelligence. Save as a FTR 15 vs. Magic.

Swords of formerly 15+ Intelligence whose Intelligence remains 12 or above will have a 20% chance per point of Intelligence lost of going irreversibly insane. If a sword of 12 Intelligence loses all its intelligence, it will explode in its bearer's hands causing 5 - 30 points of damage.

The sword bearer will take physical damage equal to sword Intelligence points lost. If the sword is telepathic, damage will be doubled. When sword has lost Intelligence, randomly determine what abilities are left that will function at the new level.

4-8 **EMPTY ROOM**: Any noise made in this room will draw the rust monster down from upstairs, room 3-6.

4-9 **TEN ZOMBIES**: guard this chamber to keep intruders from disturbing the mummy upstairs. Zombies: AC: 8, HD: 2, HP: 14, 6, 14, 15, 11, 12, 4, 7, 11, 12. This room was formerly a stable.

4-10 **FORMERLY A CHAPEL OF MITRA**: The statue of the god has been desecrated and it is hard to distinguish what it originally depicted. The bones of a long dead gold dragon lie in a pile near the altar. The room smells as if much flesh had once rotted away here. The walls are scorched and blasted and several of the bones are charred. A gray ooze is in the north west corner, AC: 8, HD: 3+3, HP: 17.

Standing in the doorway to room 4-11 are two crudely carved stone statues of men. The door is blocked by a **wall of fire**. A **magic mouth** will speak: "TO PASS, ONE OF YOU MUST FIGHT AND WIN". When a champion is chosen, he will suddenly find himself in an arena facing one of the stone men, somehow changed to flesh and armed in platemail and shield (AC: 2) bearing a broadsword. The man will have full hit points for those dice as a fighter (HD x 10). If the champion wins, he will find himself in room 4-11, the statues and the **wall of fire** will disappear until all pass by. If the champion loses, another must be chosen.

4-11 **SMALL CHAPEL OF THE GOD MITRA** (pictured here as a handsome young man): Around the neck is an amulet of **true sight**, as per the clerical spell, which will function 3 times. The statue is of solid gold (weight: 10,000 GP, value 20,000 GP). On the walls are various pictures of holy men performing acts of healing and blessing. On the south wall is a map showing the location of the room of healing, room 4-2. Staying in this room for at least one turn will act as a **remove curse** spell.

4-12 This was once the garden of the monastery. Along the south wall are various cells once housing the holy brothers. Now the place is the lair of the Troll's pet Hyaenodons (6 giant hyenas): AC: 7, HD: 5, HP: 28, 25, 24, 30, 27, 20, and three young hyaenodons (treat as hyenas), AC: 7, HD: 3, HP: 12,15,17. There is a 30% chance that 1 - 2 trolls (AC: 4, HD: 6+6, HP: 40, 35) will be in here.

4-13 **GUARDIAN BEAST**: This is one of Haffrung Helleye's guardian beasties. It is a 6-headed hydra named *Hex*. Only Haffrung or his magician assistants may pass this way in safety. Hydra: AC: 5, HD: 6, HP: 42. The door into room 14 is **wizard locked**.

4-14-A **HAFFRUNG'S LABORATORY**: He is researching a spell and various components for it will be lying about the room. On a shelf are about 20 odd bottles. Five are magical: **oil of slipperiness**, potion of **red dragon control**, potion of **speed**, potion of **clairvoyance**, potion of **plant control**.

An invisible chest is set in a secret trapdoor in the floor along the west wall. In it is a **silver horn of vahalla**, a wand of **secret door and trap location** and 3000 GP.

In the northeast corner of the room is a 10' square cage containing a carnivorous ape: AC: 6, HD: 5, HP: 35. The room is lit by **continual light**.

4-14-B **LARDER**: Also **continual lit** by magic light, this room is a sort of larder. The shelves are stocked with enough rich food for 4 weeks for 15 persons. The doors into A and C are **wizard locked**.

4-14-C **HAFFRUNG'S STUDY**: A rather ornate bed is set along the north wall while a bookshelf covers the west wall. In the center of the room is a desk and chair with a candlestick topped by a glowing stone (**continual light** on the stone). Invisible in a drawer of the desk is a small chest version of **Leomund's secret chest**. In the large ethereal chest are Haffrung's magic books, 500 PP, and 5000 GP. On a bookshelf are various books about magic, religion and history. Disquised as books about a particularly boring period of history are a **Tome of leadership and Influence** and a **Manual of Stealthy Pilfering**. The drawers to the desk each have a firetrap on them and one drawer has a pair of permanently invisible daggers in it. The door to the corridor is **wizard locked**.

15-16-17 10 Trolls lair in here. They will pursue up stairs or down halls but will not quarrel with other dungeon resident. They will not attack any who bear Avvakris's ring. They are also retainers of Haffrung Helleyes. Trolls: AC: 4, HD: 6+6, HP: 34, 41, 31, 34, 40, 35, 50, 38, 47, 32. In room 17 are 1000 SP, 2000 EP, and a 1000 GP diamond.

4-18-A This is a normally empty room, but right now Avvakris's son, Aphris, is haggling with 3 trolls (AC: 4, HD: 6+6, HP: 50, 47, 38) over the value of some treasure to be used as payment in a plot to kill his father. Aphris is guarded by 2 of Merth's Henchmen (determine individuals - room 1-45). The items belong to the occupants of the cells in room 2-21. Aphris will have a copy (non-magical) of his father's ring. Treasure: One suit of man-sized platemail, two chainmail hauberks, a gold hilted scimitar (200 GP), a mace +2 (Viridontii's special mace) (80 GP), a 200 GP agate, a 500 GP peridot stolen from a Set idol, three 10 GP quartz gems, a gold necklace (800 GP), and a pair of silver slippers sewn with seep pearls (900 GP).

4-18-B This is another empty room. Many cobwebs fill it. Both doors into the room (from 18-A and 22) are boarded over. The door into room 19 is both secret and **wizard locked.**

4-19 **A TOMB**: Entombed within this chamber is the ghost of Vresnor Agalla, the man who first discovered the evil that was tunneling up from the buried village. Ghost: AC: 0/8, HD: 10, HP: 56. He guards 9000 SP, and three potions: Potion of **diminuation**, potion of **clairaudience**, potion of **speed**. Potions are all packed in a locked box in the circular part of the room. The silver is divided evenly into two large iron boxes.

4-20 **SNURGI'S BONFIRE**: There is a roaring fire going in this room. The smoke seems to curl up and disappear into the ceiling. Actually it is **dimension doored** into the floor of room 4-24. The spell works both ways, so any who unwarily wander into smokefilled room 4-24 may find themselves unexpectedly dropped into a blazing fire. A haunch of meat (actually half a cow) will be roasting over the fire and curled up around the fire will be from 2 - 8 hell hounds. There is a 50% chance that Snurgi Hellstrom, a fire giant, will be in here tending the meat and rough-housing the hell hounds. On the wall is a 4' diameter shield. At Snurgi's waist is a 6 foot long sword. Snurgi: I: 7, align: LE, AC: 4, HD: 11+2, HP: 65. Hellhounds: AC: 4, HD: 5, HP: 26, 30, 25, 28, 29, 40, 35, 27.

4-21 **SNURGI'S SLEEPING AREA**: If Snurgi is not in the bonfire room, he will be in here. SLEEPING: 20%; COUNTING GOLD: 30%; PLAYING WITH A PILE OF ROCKS*: 10%; SHARPENING HIS SWORD: 10%; EATING: 30%.

* 13 - 18 excellent for hurling for 2 - 20 points of damage each.

A large leather sack at the rear of the room contains: 5000 GP, necklace of strangulation, 3 orange rocks (worthless, but weighing about 10 lbs each), a 1' square piece of flat marble with a tic-tac-toe board scratched on it. (Stealing the rocks or the board will infuriate Snurgi to berserkness.)

4-22 **A NOISY ENTRANCE**: The floor is covered with straw. The large doors will creak ponderously when opened unless **silenced**, and will warn occupants of room 20. (Snurgi will be waiting in ambush for anyone he hears.) The doors are so large that they halve the door opening score. Directly under the NO. 22 tis a 10' square pit trap, 20' deep, with spikes in the bottom (total damage of 4 - 24). Trap will open on a d6 roll of 1 for 1 person, a 1 - 2 for 2 persons, a 1 - 3 for 3 - 5 persons, a 1 - 4 for 6+ persons. The door into room 18B is boarded up. Scrawled on the door in common is "KEAPP OWT".

4-23 **LAIR OF THE THREE MINOTAURS**: who guard area 27. The room is filled with human bones, rags, and rent armor. In a pile in the circular part of the room are 2000EP, a white marble crown (1700GP) and an electrum crown (450GP). There is a 30% chance that 1-2 Minotaurs will be in here (see room 27).

4-24 **SMOKING AREA**: This room is filled with smoke from room 20. The **dimension door** in the floor will let anything but smoke pass back down through it into room 24. Anyone falling through will find themselves in Snurgi Hellstrom's cooking bonfire for 2 - 8 hit points fire damage per round. The room is filled with dense, choking smoke that will do 1 - 3 points of choking lung damage per melee round. Characters may hold breath for up to two melee rounds. Gear will be coated with a thick, black soot. Unprotected eyes will be blinded for 1 - 6 melee rounds. If the door is open, it will draw Minotaurs in 3 - 5 melee rounds.

4-25 **FOUR WRAITHS**: The door to the room is locked and sealed with a wax seal having Avvakris's signet upon it. There is a 5' square hole in the south east corner of the room ceiling. 4000 EP are in a locked iron bound wooden box. In a second, velvet lined box are: a gold Lion mask, studded with 90 amethysts, topazes, garnets and tourquoises that was one of the original treasures of the shrine of Mitra (13,200 GP), a mithril and electrum spear (660 GP), a steel bottle (1000 GP), a silver sword sheath (1200 GP), a dragon mask of iron and wood (1 GP), a gold cat figurine with three aquamarines (1900 GP), electrum ring (10 GP) and a copper dagger sheath (10 GP). Wraiths: (These are the same wraiths that appear in room 3-10. If they have been destroyed in that room, then they will not appear here.) AC: 4, HD: 5+3, HD: 34, 27, 26, 21.

4-26 **ICEBOX**: This room is empty. A stair against the east wall leads up to room 3-11. The room is unnaturally cold and will act as a **slow** spell after 2 rounds.

4-27 **CORRIDOR**: This corridor connects rooms 18-A all the way up to room 7 on this level. It is patrolled by three minotaurs, more of Haffrung's guardian beasts. They are armed with huge battle axes. Minotaurs: AC: 6, HD: 6+3, HP: 48, 35, 30, damage: 2 - 12. They will be encountered on a 10% chance cumulative per round spent in area 27.

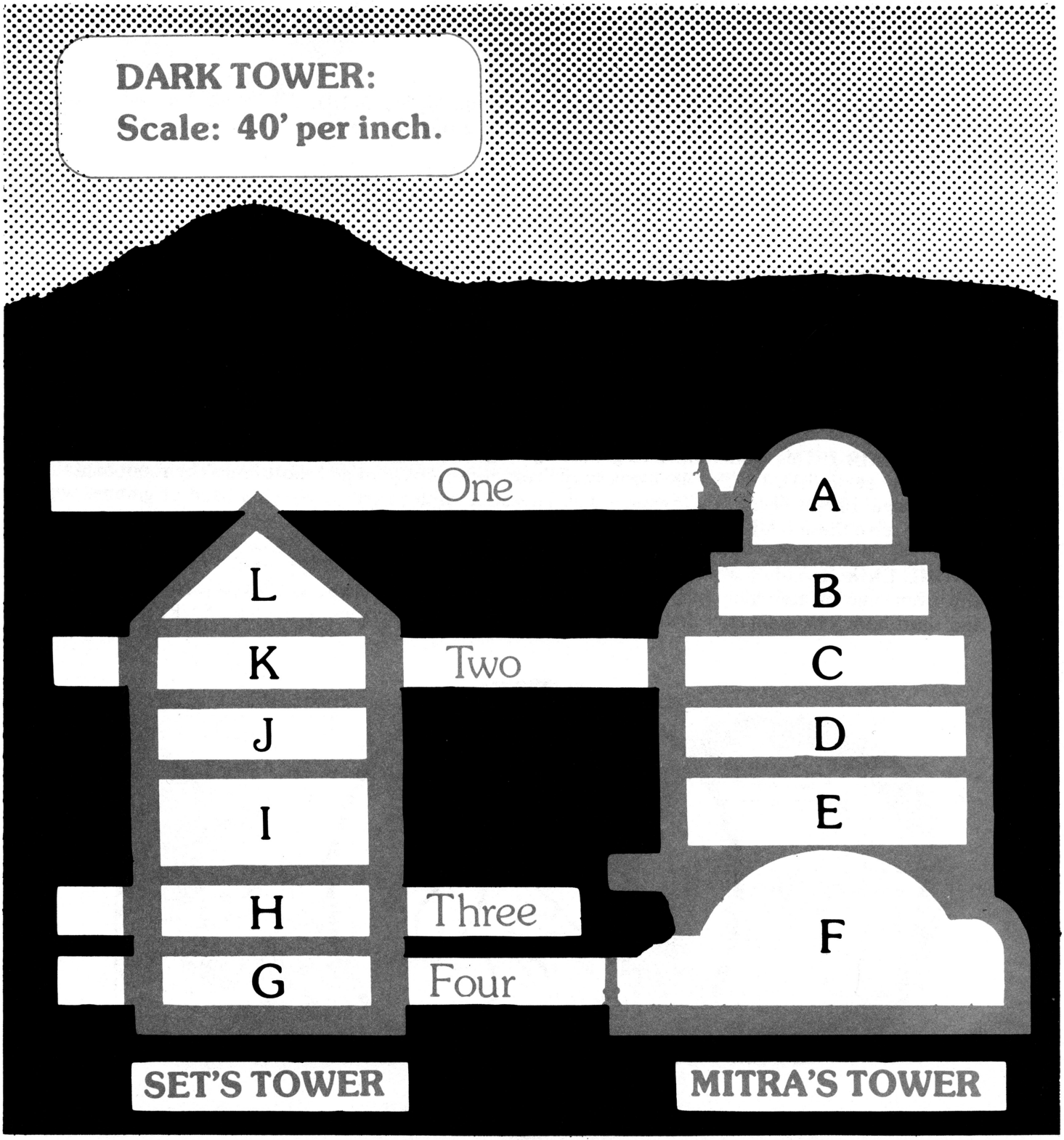
4-28 **THE LAIR OF SHADROCK THE ENCHANTER**: This is the laboratory and lair of Shadrock, a 7th level magic user, align: CE, no armor, AC: 10, weapons: quaterstaff and daggers, HP: 22, spells: **comprehend languages, identify, Tenser's floating disk, unseen servant, levitate, pyrotechnics, web, haste, slow, monster summoning II** (6 troglodytes, AC: 5, HD: 2, HP: 6, 10, 11(x 3), 12). Shadrock is a bald young man with aquiline features. The room is slightly messy with papers strewn about the floor.

There is a 30% chance that a carnivorous ape from room 4-29 will come wandering in to nose about the room. Carnivorous ape: AC: 6, HD: 5, HP: 24.

4-29 **SIMIAN WRESTLING CONTEST**: 10 Carnivorous apes are having a wrestling contest. They are making a good deal of noise. Carnivorous apes: AC: 6, HD: 5, HP: 13, 22, 19, 28, 21, 32, 20, 24, 26, 25. Treasure: Aquamarine studded bronze spear (1800 GP), +1 sword, neutral. A ladder leads up to room 3-8.

4-30 **ROOM OF CONTINUOUS MAGIC**: Once entered, this room will begin to cast spells. It will throw 1 - 6 random 1st level spells, then 1 - 6 random 2nd level spells and so on. The spells are cast as if by a 12th level magic user. **Hold portal** and **wizard lock** will affect *both* doors.




DARK TOWER:
Scale: 40' per inch.
One
Two
Three
Four
L
K
J
I
H
G
A
B
C
D
E
F
SET'S TOWER
MITRA'S TOWER

THE WHITE TOWER OF MITRA

Rooms in the White Tower are not lit unless humanoid occupants are specified and then it will usually be by torch or fireplace.

The tower is very dusty and gloomy. Spooky is another word that might be used.

Wandering monsters (see charts below) will only be encountered on a d6 roll of 1 every other turn.

WANDERING MONSTERS

Determine wanderer on a d4.

1) 3 - 30 gnome fighters.
2) Clay golem
3) 1 - 3 lammasu
4) 4 invading trolls

1) Gnome fighters: 3 - 30 gnome fighters in ring mail and shield, AC: 6, HD: 1, HP: roll as necessary, weapon: short sword and short bow. There is a 20% chance that they will be allied with either wandering monster 2 or 3 of the above chart.

2) Clay golem. This is not the same golem that guards room B-3. This is a wandering sentinel. AC: 7, HD: 11, HP: 50.

3) Lammasu: These are the lammasu that will be found in room C-6. If killed here, they will not appear in that room and vice versa.

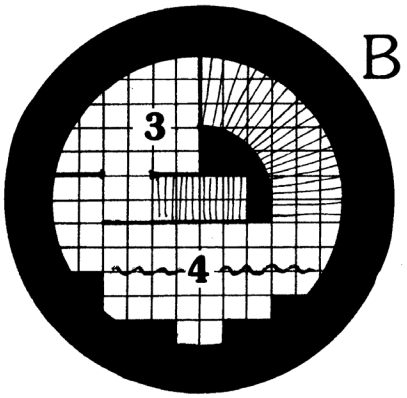
4) Trolls. This is a band of marauding trolls from the 4th dungeon level, AC: 4, HD: 6+6, HP: 34, 38, 35, 39.

The above monsters or groups will not be encountered more than once if killed.

A-1 **GNOME LAIR I**: This room houses 10 gnome fighting men. 2 - 8 will be in at any given time. Ring mail and shield, AC: 6, HD: 1, HP: roll as necessary, weapon: short sword and short bow. The room contains 10 cots and 10 war chests. Each gnome will have 5 GP on his person. This is a band of gnomes who willingly serve the god Mitra.

A-2 **GNOME LAIR II**: This is a second barracks room housing another 10 gnomes. 2 - 8 will be in here at any given time. Armor: ring mail and shield, AC: 6, HD: 1, HP: roll as necessary, weapon: short sword and short bow. The room contains 10 cots and 10 war chests. Each gnome will have 5 GP on his person.







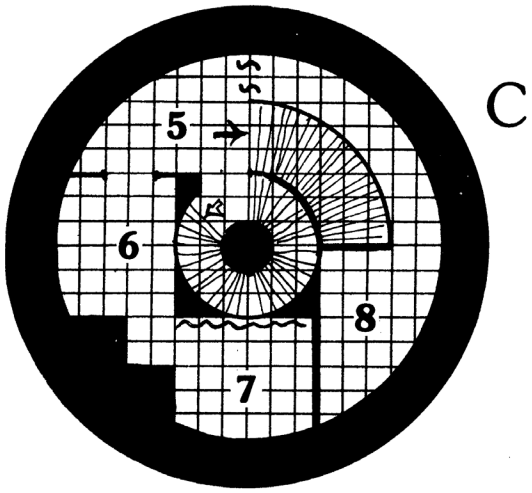
RUFO

B-3 **A GUARDIAN OF CLAY**: This room is patrolled by a clay golem, AC: 7, HD: 11, HP: 50. Various holy symbols are scratched on the walls or scrawled in colored chalk. The walls are of white marble and the floor of intricately laid white and green marble tiles. 6 glass globes charged with **continual light** illume the room as they hang from the ceiling. An odor of hot, nourishing food pervades the air.

B-4 **MESS HALL**: The hallway here is filled with various ornate, common and even crudely constructed tables and chairs. An odor of hot food can be strongly detected. Behind the drapes is a little kitchen area containing several large kettles with simmering stew in them and several piles of freshly baked bread. Clattering about the kitchen are 4 gnomes in light tunics, AC: 10 HD: 1, HP: 6, 2, 8 (x 2), weapon: kitchen knives and cleavers, damage: 1 - 4. These are the cooks for the dungeon residents. Standing over each of the three bronze statues, slightly green with age and verdigris. AC: 2, HD: 8, HP: 44, 38, 42, damage: 3 - 24 every other round. The statues are sculpted in the likeness of tall warriors (7') in Egyptian style garb. If the gnomes are threatened, the statues attack and the clay golem from room B-3 will swiftly join in melee if he is still functioning. Stuck up on a shelf with some spices and herbs is a cookbook with many ancient recipes that were presumed lost by the church of Mitra. It will be valued at 2000 GP to them. The last 3 pages of the book each contain a **create food and water** spell.



CRAZY DRUID



C-5 **GNOME GUARDPOST**: 1 - 3 gnome fighters in ring mail and shield, AC: 6, HD: 1, HP: 7 (x 2), 8, weapon: short sword, short bow, and oil will be on duty here.

C-6 **CHAPEL VESTAL**: This room is guarded by 3 lammasu. Rosunn: AC: 6, HD: 7+7, HP: 53, spells: **bless, detect magic, purify food and drink, resist cold, chant silence 15' radius, spiritual hammer, feign death, glyph of warding, tongues.**

Eaomir: HP: 32, spells: **detect magic (x 2), protect from evil, resist cold, find traps, resist fire, speak with animals, continual light, dispel magic, detect lie.**

Dohevin: HP: 54, spells: **command, detect evil, light, resist cold, detect charm, silence 15' radius, spiritual hammer, create food and water, locate object, tongues** (reverse).

C-7 **A SMALL CHAPEL TO MITRA**: Instead of there being a statue, the south wall has a misty area 10' wide and 15' tall located centrally in it. It will recieve *teleportees* from level 1 room 41. However it will not work in reverse unless a clerical servant of Mitra speaks a **bless** spell into it. One of the three Mitraic artifacts (see **Artifacts**) will also activate it if possessed by a good aligned character. However, if any evilly aligned character who are not escorted or within 5' of a good aligned character approach within 10' of the mist, a **blade barrier** will spring up in a 5' by 20' area along the south wall, lasting for 3 turns. Entrance into the tower through this portal is guarded by the same **curse** that guards the front entrance (see room 1-1). The **curse** is activated by passing into room 6.

The north end of the room is draped. Behind the heavy red curtains, in the center of the wall, is a **portable hole** (opening *invisible*). Inside are a locked chest containing 3000 GP, a small sack with 15 various 100 GP gems, a bracelet of unknown alloy worth 300 GP, a mitraic lion figure of porphyric stone, iron and an unknown alloy valued at 150 GP, a bracelet of solid amber studded with a single aquamarine worth 1200 GP, a scroll in a bone case containing a **protection from elementals** spell, and finally a scroll folded up in a leather envelope with two clerical spells: **animate dead** and **conjure animals.**

C-8 **LIBRARY**: The room is illuminated by cool, blue light (**continual**) that emanates from the ceiling. Approximately 500 volumes of the sage variety are to be found herein, dealing with living things and the supernatural. 1 - 4 weeks of research (a **comprehend languages** spell will be absolutely necessary) will allow any question in those areas to be 60% answerable (correctly at least). The library is protected by a **protection from fire** spell as cast by a 10th level druid.

D-9 **A STUFFED WOOLY MAMMOTH**: At a quick glance this creature will appear startlingly real. It stands on a 1' tall pedestal. It is 11' tall at the shoulder. The tusks are worth 600 GP.

D-10 **HOLY HALL OF CLAIRAUDIENCE AND CLAIRVOYANCE**: The room is dark. Floating in the center of it, approximately 3' off the floor, is a 5' diameter sphere of mist. It is a **clairaudience** and **clairvoyance** spell sphere. It will work 1 - 4 times before recharging. The sphere will allow the viewers to see into 1 - 4 rooms in the dungeon or White Tower (but not in the Tower of Set) or follow 1 living creature for 3 turns. There is a 30% chance that the sphere will show a past occurance in any room or of any creature requested. It currently is blank and featureless. A **light** spell cast upon it or the light of a **light** spell falling upon it will activate the sphere.

D-11 **GNOME LAIR III**: 30 gnome fighting men barrack here, ring mail and shield, AC: 6, HP: roll as necessary, weapon: short sword and short bow, oil. The room contains 30 orderly cots and war chests, each gnome will have 5 GP on his person. 10 - 20 gnomes will be in here at any given time. There is a 40% chance that a 2nd level gnome fighter will be in here armed with short sword and light crossbow, AC:6, scale mail, HD: 2, HP: 12. On his person he will have 2 base 10 GP gems.

D-12 **MODIFIED MUD**: The floor of this room is a trap. There appears to be a door located on the east wall of this room. It is actually a false door. After the room is entered (2 melee rounds) the floor will turn to mud for 5 melee rounds and then revert to stone. The mud is extremely deep (extra dimensional) and will suck characters downward at a rate of 1' per round. Opening the door again will change the stone back into mud for another 5 rounds.

D-13 **RANDRUM'S SHRINE**: This is a memorial chapel devoted to Randrum, who was high priest of the tower when the catastrophe took place. He was killed in the holocaust. The walls are covered with curtains that hide the door to room 12. The room is lit by torches that contain a sweet incense that will make characters a bit giddy and lower dexterity and wisdom by 1 point each, the duration of the stay in the room plus for 2 - 12 rounds after leaving the room.

E-14 **BLASTED, CHARRED AND BURNED**: This entire level seems to have been a battle ground for **fireballs** and **lightning bolts**. With the exception of room 17, every chamber and room on this floor has had it s contents burned and blasted to ash. Doors creak on their hinges and charred paint and plaster peels off the walls and ceilings. On the south wall of this room is a plaque, honoring those servants of good who gave their lives on this spot. A pair of ever-burning torches flank the plaque and 4 gnome fighters, ring mail and shield, AC: 6, HD: 1, HP: 3, 4, 7, 8, weapon: short sword, stand guard here at all times.

E-15 **INVISIBLE BOX**: This room is also blasted and burned. In the center of the room, anchored to the floor, is an *invisible* iron box. The box is locked. Inside the box is a small wooden case (lightly scorched) containing 5 scrolls with the following spells, one to each, on them: **protection from evil** (clerical), **sresist fire, glyph of warding, protection from evil, 10' radius, fire shield.**

E-16 **A STONE SHEDU**: A stone statue of a shedu stands here. If an act of evil is perpetrated on this level, the statue will become a flesh and blood shedu, AC: 4, HD: 9+9, HP: 63, psionic ability: 92, sciences: **telempathic projection, molecular readjustment, telepathy, teleportation, animal telepathy, sensitivity to psionic impressions, domination, hypnosis, ESP, clairaudience, detection of good or evil, clairvoyance.**

E-17 **RED ROOM OF TELEPORTATION**: This bare stone chamber will **teleport** (no error) persons entering into it to room F-20 of the White Tower. The dotted lines represent *illusionary* walls. This room is illumed in red light (**continual**). If the **light** is dispelled, red writing will be visible on the north wall, showing a map of level H in Set's Tower.

E-18 **BURNED, BLASTED AND CHARRED**: This room is empty except for ash and burned debris.

E-19 **AN IRON BOX**: In the center of this room is an iron box that contains a stone tablet. Inscribed on the stone tablet in common are the names of the **glyphs of warding** that guard the various doorways and portals in The Tower of Set. Speaking the name of the **glyph** will allow passage past that particular point without firing off the symbol.

The east wall of the room will recieve teleportees from room 1-27. It will return all who pass back through to room 1-1.

F-20 **THE MAIN HALL**: This was originally the main hall of the Tower of Mitra. Three statues, approximately 20' tall, are located at the north, east and west compass points. The east and west statues are actually statues. However, the north statue is in reality the storm giant, Vishar, with an **illusion** cast over him so that he appears as a statue. Vishar: AC: 2, HD: 15+7, HP: 89. He is a member of a religious order of storm giants who willingly serve for a time in the holy shrines of men. He has been here since before the holocaust. If the doors to the shrine are entered, he will wait until he can determine the nature of the intruders before he acts. If Vishar adds the gem that he has in his belt buckle to the pattern in the center of the floor, it will **teleport** persons to room E-17.

The west statue is of a paladin in plate mail. The east statue is of a beautiful maiden (she is apparently the one who appears when the **Heart of Law** is touched, see room 1-42 for details). If a character is lawful good, he or she may have a 20% chance of performing the equivalent of a **commune** spell as if cast by a 10th level cleric. A follower of Mitra will have a 40% chance of **communing**. This applies to any character, not just clerics. It may be performed successfully by only one character per day.

The doors to the shrine from the 4th level are **wizard locked** as if by a 20th level wizard and bear 10 **glyphs of warding**, paralyzation, as if cast by a 12th level cleric.

The room itself is constructed of ornate, white marble, delicately worked with many lawful good creatures portrayed in the decorations.

THE DARK TOWER OF SET

The Dark Tower is constructed of coarse, dense black stone, cunningly set as to require no mortar.
All rooms, except where indicated are magically darkened.
There are no wandering monsters in the Dark Tower.

G-1 **THE GATES OF THE DARK TOWER**: These gates are guarded by a pair of **glyphs of warding** set by Pnessutt, a 21st level evil high priest lich. Passing the two **glyphs** will fire them off for 84 points of magical fire damage. Speaking the name of the **glyph** will allow passage without damage.

Once the room is entered, the statue of Set in room G-2, will begin to fire **lightning bolts** (for 15d6 of damage) at the rate of one per melee round at any character in it's line of sight.

The room itself is on coarsely-cut, heavy black stone, and is devoid of occupants or furnishings.

G-2 **HALL OF THE STATUE**: This room is draped in nauseating green curtains from floor to ceiling. The floor is tiled with highly polished black marble. At the south end of the hall is a 13' tall black stone statue of Set carved out of solid basalt and inlaid with thousands of glittering obsidian scales. The eyes are a pair of 5000 GP glowing emeralds. The statue will fire up to a total of 10 **lightning bolts** for 15d6 damage each, 45' long and 10' wide, as long as it can see a target. Strongly presenting the ring of Avvakris will delay the firing by 3 melee rounds. If there are still adventurers present when the statue has expended it's arsenal of **lightning** then it will physically attack for 3 - 24 points of damage per round. AC: 0, HD: 13, HP: 60.

G-3 **THE ROOM OF FEAR**: Any character entering this empty room must make a saving throw vs. **fear** (as per 4th level magic-user spell). All saving throws are made as per a standard saving throw vs. magic with no special modifications. Spell is as if cast by a 20th level wizard.

G-4 **HALL OF EVIL COMMUNE**: Any evilly aligned character may have a 20% chance of **communing** with the god Set and asking 1 - 6 questions of a yes or no nature. Worshippers of the god Set will have a 35% chance of **communing** as above. Only one successful **commune** is allowed per day with the god. Any characters aligned to good will begin to become ill and nauseous (saving throw: roll less than constitution minus 4 on a d20, failure to make indicates full effects) and suffer the loss of half strength for 1 - 10 turns. These effects will take place after being in room more than two melee rounds. Written on the wall in an evil tongue is the procedure for the entire ceremony.

G-5 **PASSAGE BY COMBAT**: 6 stone statues of men in plate mail (if Minions of Set have been previously encountered, they will be easily recognized as similar creatures) stand 5' apart along the hall's west wall. As the northernmost statue is passed by the last member of an adventuring party, the statues will spring to life as Minions of Set, AC: -2, move: 12", HD: 10, HP: 25. They may **shape change** to giant snakes, and attack with surprise on a roll of 1 - 3. Statues may not be knocked over, shattered or chipped.

STAIR TO LEVEL H: The entire stair well is filled with a mist that will cause **sleep** (even to elves) unless a saving throw vs. poison is made. Sleep will last 2 - 40 turns and victims may not be awakened by physical means (**neutralize poison**, **cure disease** and **remove curse** have 50%, 35%, and 20% chances respectively of awakening victim) until full duration of the sleep is passed. There is a 20% chance that the victim will appear dead. This same gas fills the hall on level H to a depth of 2'.

H-6 **CORRIDOR OF THE MUMMIES**: Along the west wall of this hall are 6 sarcophagi. Each contains a guardian mummy, AC: 3, HD: 6+3, HP: 30, 31, 19, 29, 25, 32. 3 - 6 mummies will pop out of their cases when the first sarcophagus is approached within 10' the mummies will pursue down the stairs to level G. They will pursue up the stairs as far as room I-8. The gas does not affect them. The sarcophagus of the southernmost mummy is lined with 600 GP, in it s eye sockets (no visible due to wrappings) are a 3000 GP emerald and a 100 GP carnelian. On it s face (still under the wrappings) is a gem studded silver mask worth 710 GP, and a long string of gem studded silver beads worth 130 GP hangs about it s withered neck, also the mummy bears a leather and gold spear with a cat's head carved on it worth 120 GP.

H-7 **ROOM OF CLAIRAUDIENCE AND CLAIRVOYANCE**: If a **darkness 15' radius** or a clerical **darkness** spell is cast into the black circle on the floor, it will permit the viewer (caster) to see and hear into 1 - 4 rooms as desired in the dungeon (except the White Tower or level L of the Dark Tower) or to follow 1 living creature for 3 turns. Its use, however, will cue the lich Pnessutt (see room L-22) in the tower's pinnacle that there are invaders in the tower. The room is draped in black curtains with hypnotic designs stitched into the fabric that will have the following effect: The designs appear to be some kind of writing and indeed they do contain a few phrases of the code of Set. However, attempting to read the designs or studying them will require a save vs. magic that if failed will put the victim under a spell combination of **charm** and **suggestion**. It will be **suggested** to the charmed that all his companions are dopplegangers and that they are preparing to do away with him, the last surviving human of the party. Using any magical means to read the writings will lower the dice roll of the character's saving throw by 4.

I-8 **COLD STORAGE**: This room is very cold. The floor is coated with slippery ice. (Roll under dexterity -1 on a d20 or slip and fall. Add one to the die roll for each melee round spent on the ice. Check once each round for slippage.) Skeletons or mummies will drop 2 in armor class as they become brittle with cold. The doors to room 9 and 10 are sealed over with ice (non-magic). They will open by forcing as a **wizard locked** door, or by chipping away the ice. AC: 8, HP: 20. 2 melee rounds after entering the room from any direction, a 6" thick **wall of ice** will form across the entrance to the stairs. After 5 rounds all non-armored characters will take 1 point of cold damage per round.

I-9 **STONE GOLEM**: In here appears to be another of the numerous statues of Set that litter the dungeon. It is, in reality, a stone golem: AC: 5, HD: 13, HP: 60. It appears to be caged in by stone pillars inside a wall of drapery. If any light falls upon this golem, it will begin to attack. It will break through the bars in 3 melee rounds. The draperies will not hinder it. Walls will require 5 melee rounds to burst asunder. The golem's eyes are 1000 GP rubies. The curtains are grey and heavy (no light will pass through them). The golem will attack a light source and any characters illuminated by it.

I-10 **GIBBERING CHAMBER**: This is an empty room that contains only few moldering corpses and rotting wall hangings. After a few seconds in this room, characters will hear insane, quiet gibbering that alternates with sobbing and quiet broken sorrowful laughter. Out of the corner of their eyes they will think that they see a short shambling dark shape, but they will never be able to look directly at it.

I-11 **100 SKELETONS**: This room contains 100 skeletons, AC: 7, HD: 1, HP: 2 (x 100). If the door is opened, they will force their way out by sheer weight of numbers. They will attack anything, the golem, curtains, characters, pillars, walls, etc.

STAIRWAY TO LEVEL J: This hall is **illusioned** to appear as if it goes on forever. Any character not saving vs. magic will imagine (be **charmed** hypnotically) into believing that the **illusion** is real.

J-12 **INSIDIOUS CROSSBOW TRAP**: A very nasty trap is mounted on the west end of the hall. Vibrations of feet will set off 40 heavy crossbows that will throw bolts down the hall attacking as if fired by a 4th level fighter and causing 2 - 5 points of damage each. Safe areas are below 2' from the floor and 1' out from the walls. Front ranks will take 3 - 6 bolts, 2nd ranks 1 - 6, 3rd ranks 1 - 4, and thereafter 1 - 2. The trap will fire on a 1 - 4 for each round spent in the hall. The nasty (really nasty) part is that the entire trap is **invisible**.

J-13 **ROOM OF ASH**: This room contains nothing but ash. It appears that at one time in the past a powerful **fireball** was let off in the chamber, reducing everything in it to ash. There is nothing of value in the room. If the ash is stirred up, it will form a man-shaped cloud briefly that will wave it s arms as if in warning, then swiftly dissipate.

J-14 **TRAP SOUNDS**: This room is empty, but walking on the floor will elicit **audible glamers** that will sound like trap doors creaking swiftly open, crossbows firing, various undistinguishable clicks, large stone weights sliding, ropes slipping through pulleys, etc. Touching the doors will make similar sounds. Saving throw are applicable.

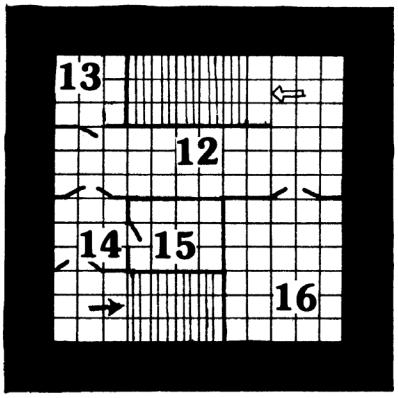


The Shield

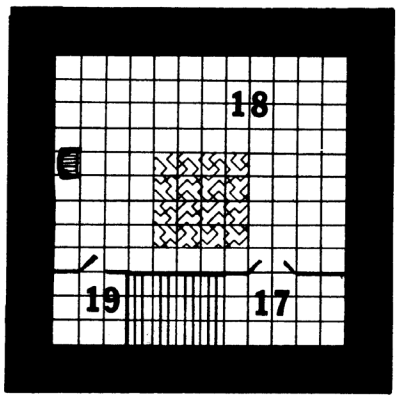
J-15 **MISLEADING MEDUSA**: Chained so she has her face to the wall is what appears to be a comely, naked female human with long blond hair. She is guarded by an animated, extremely realistic stone statue of a man who appears to be wearing robes. Statue is AC: 3, HD: 8, HP: 30, damage: 2 - 16 every 2 rounds. If the woman is turned around, it will become immediately and horribly obvious that the hair was an **illusion** and that the woman is a medusa; AC: 5, HD: 6, HP: 24. The chains will then fall away. In a pouch on the statue's belt is a scroll with **stone to flesh** spells.

J-16 **A COLD WIND**: will spring out of this room and douse all torches and most lanterns. It will then feel like cold tendrils are lapping about the body of anyone in the room or in the door. It is really a viscous gas that will begin to eat away at armor. Every melee round it will rot and soften armor at a rate of 1 armor class of protection. Its effects will be noticed first when after 1 melee round, non-magic shields and non-magic leather and padded armor fall to rot and debris on the floor. It will take an additional round after the process starts for magic armor to be affected. When any armor reaches the equivalent of AC: 10 it will fall to rust or debris.

J



K



K-17 **DOORS OF DARKNESS**: In the north wall of the landing at the top of the stairs are a pair of doors that appear to be made of some transparent, colorless material. If touched by a cleric of Set, the doors will remain transparent and swing silently in, allowing entrance into room K-18. If touched by a cleric of Mitra, a pair of **glyphs of warding** will explode for 84 points of fire damage. (The names of these **glyphs** are noted in room E-19) If touched by any other, the doors will swiftly become cloudy and then black. Two pairs of giant insect-like eyes will seem to stare out of the blackness at any adventurers present. A low chuckling will then be heard. (The eyes are those of Manahath, the Chosen, a Son of Set who guards the lich, Pnessutt. His chuckling will alert Konah the Dissenter in room K-18.) The eyes will then disappear, but the door will remain dark. The door is **wizard locked** as if cast by a 15th level wizard.

K-18 **THE AUDIENCE HALL OF KONAH THE DISSENTER**: The room is apparently constructed of dense black stone with scenes depicting horrid creatures that seem to be half reptilian and half human, some more human than reptile and others more reptile than human; picked out in low relief and painted with queerly glowing colors. The light in here is eerie and violet in nature. Colors seem to glow oddly and whites luminesce to an unworldly violet (as if under a "black-light").

Sitting in a throne at the eastern end of the room is a tall (approximately 9'), bat-winged man in Egyptian style clothing. (See or show picture of Konah, the Dissenter.) This is Konah, the Dissenter, a Lesser Son of Set (see **THE SONS OF SET**). AC: -1, HD: 15, HP: 70, Magic weapons to hit, magic resistance: 40%, weapons: +2 halberd, abilities: summon 1 - 6 Minions of Set, **infravision, snake charm, sticks to snakes,** conjure 8 hit dice of snakes for 24 rounds, fly 15' **cone of cold** 3 times daily, **ultra-vision,** spell use as per a 9th level magic user, spells: **charm person (x 2), comprehend languages, magic missile, ESP, mirror image, web, haste, lightning bolt (x 2), confusion, fear, cloudkill.**

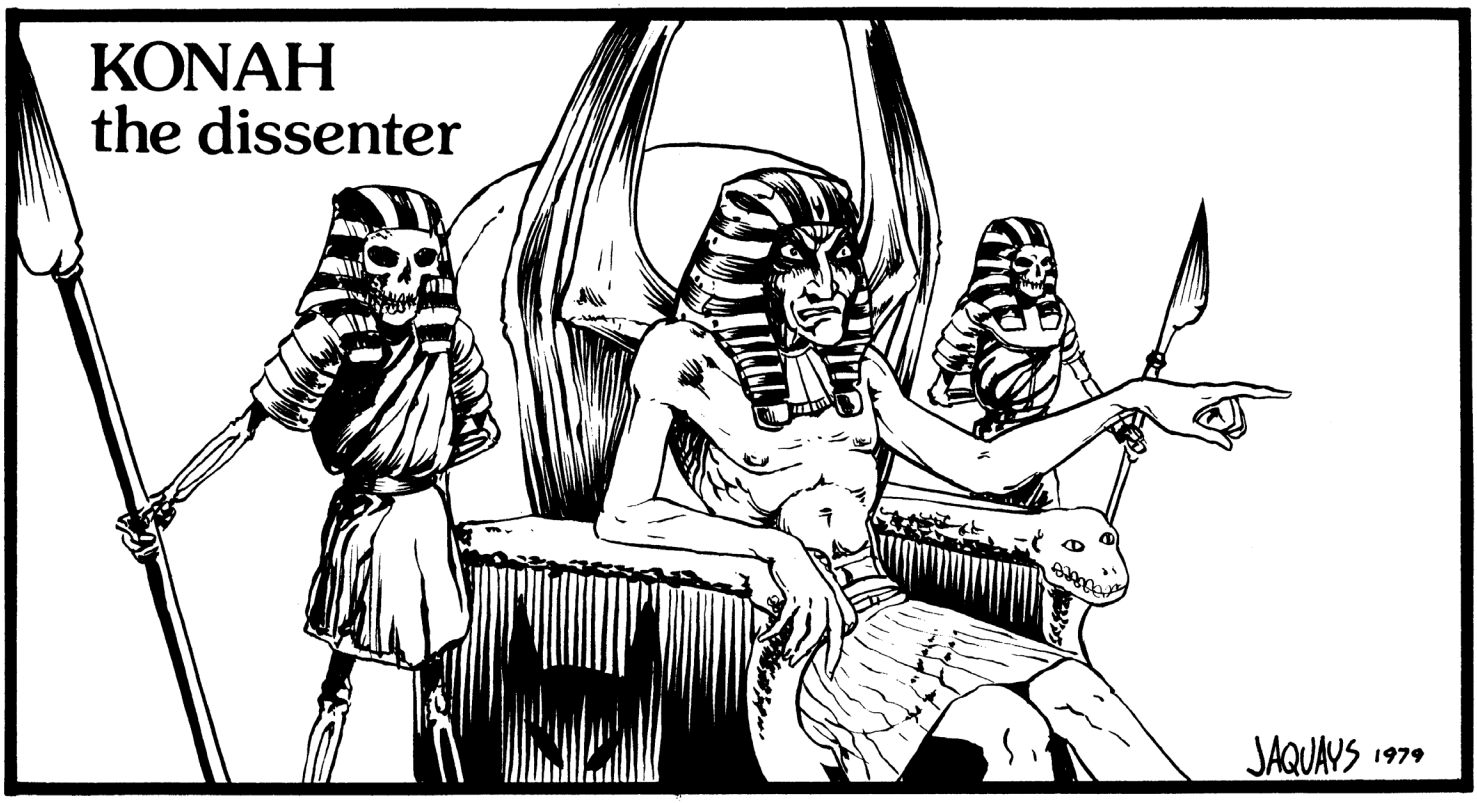
Equally divided to the right and left of Konah are 10 animated skeletons, bearing halberds: AC: 2, HD: 6, HP: 40 (x 10). These skeletons are also invisible. They will attack as soon so as a group of adventurers has entered the room.

Set in decorative tile into the floor is a square, 20' on a side that appears to be nothing but decorative, geometric patterns. The colors of the tiles are very bright and glow slightly in the strange light that pervades the room. If any of Konah's blood falls upon this tiled area during the course of a battle, it will glow brightly with a warm red light. This tiled area is the only means of getting to level "L" of the Dark Tower. The proper instructions have already been given once, but they can be found again on an old scroll, hidden in room K-19. The Inscription, which reads as follows: (From room 3-22-A) "SERPENT SON'S BLOOD, IN AGONY LOST, PASSING OF GODLING THE PALETTE FILLS, SHAPED IN FINE LINE, THE QUADRANGLE CROSSED, TRESSPASSER RISE AND MEET THY WIERD." Liberally translated the inscription means take the blood of Konah, and with finger of brush or whatever, draw a pair of intersecting lines from corner to corner in the tiled area.

Once the lines are drawn they will glow bright red and the glow will swiftly flow to the rest of the tile. This opens up a gate between this floor of the tower and the plane wherein the evil lich dwells (level "J").

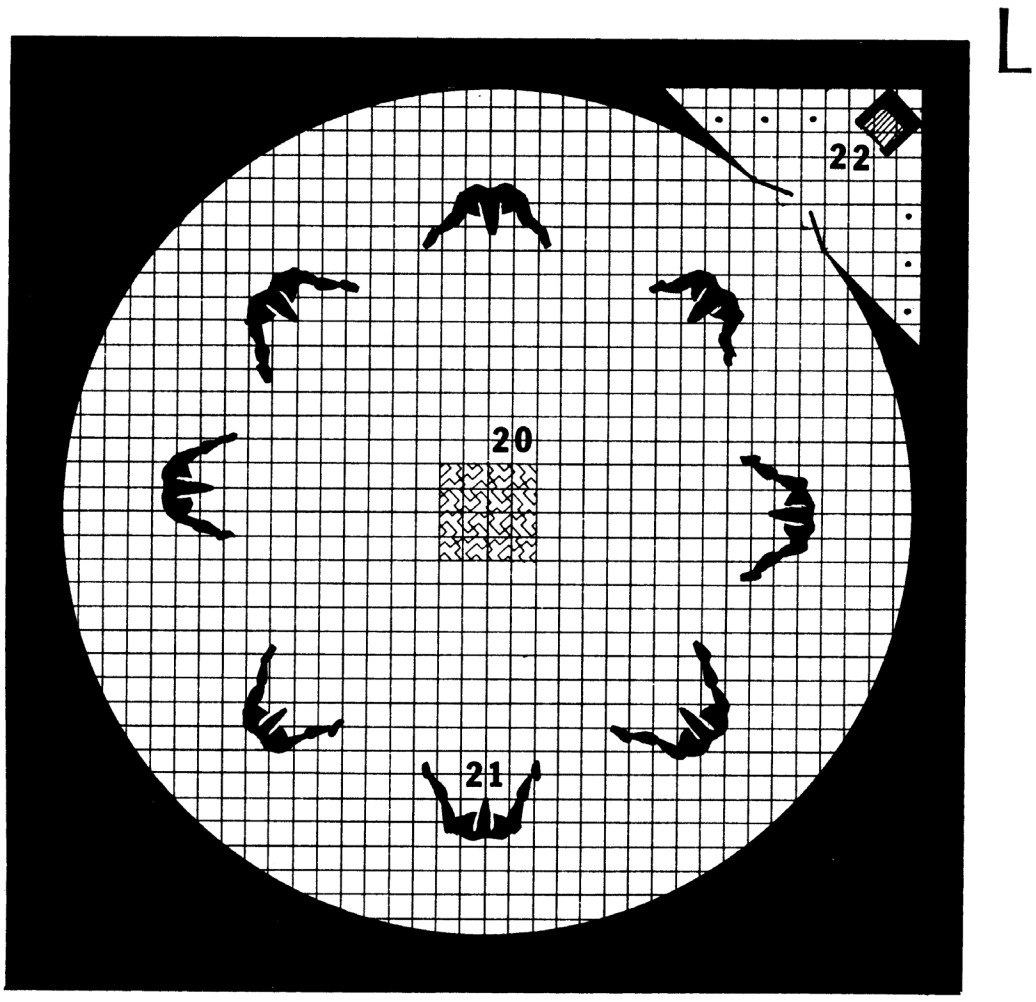
K-19 **TREASURE VAULT OF KONAH THE DISSENTER**: This room appears to be empty. Against the south wall there is an invisible chest that contains 2000 EP, 22 matching zircons of 100 GP each, and 1 500 GP tourmaline. In the case also is a leather scroll tube containing a fragile parchment upon which the verse from room K-18 is written. The language on the scroll is extremely obscure and it is most likely that only a **comprehend languages** spell will translate it. A thief will have a -20% chance of reading the scroll due to it's difficulty.

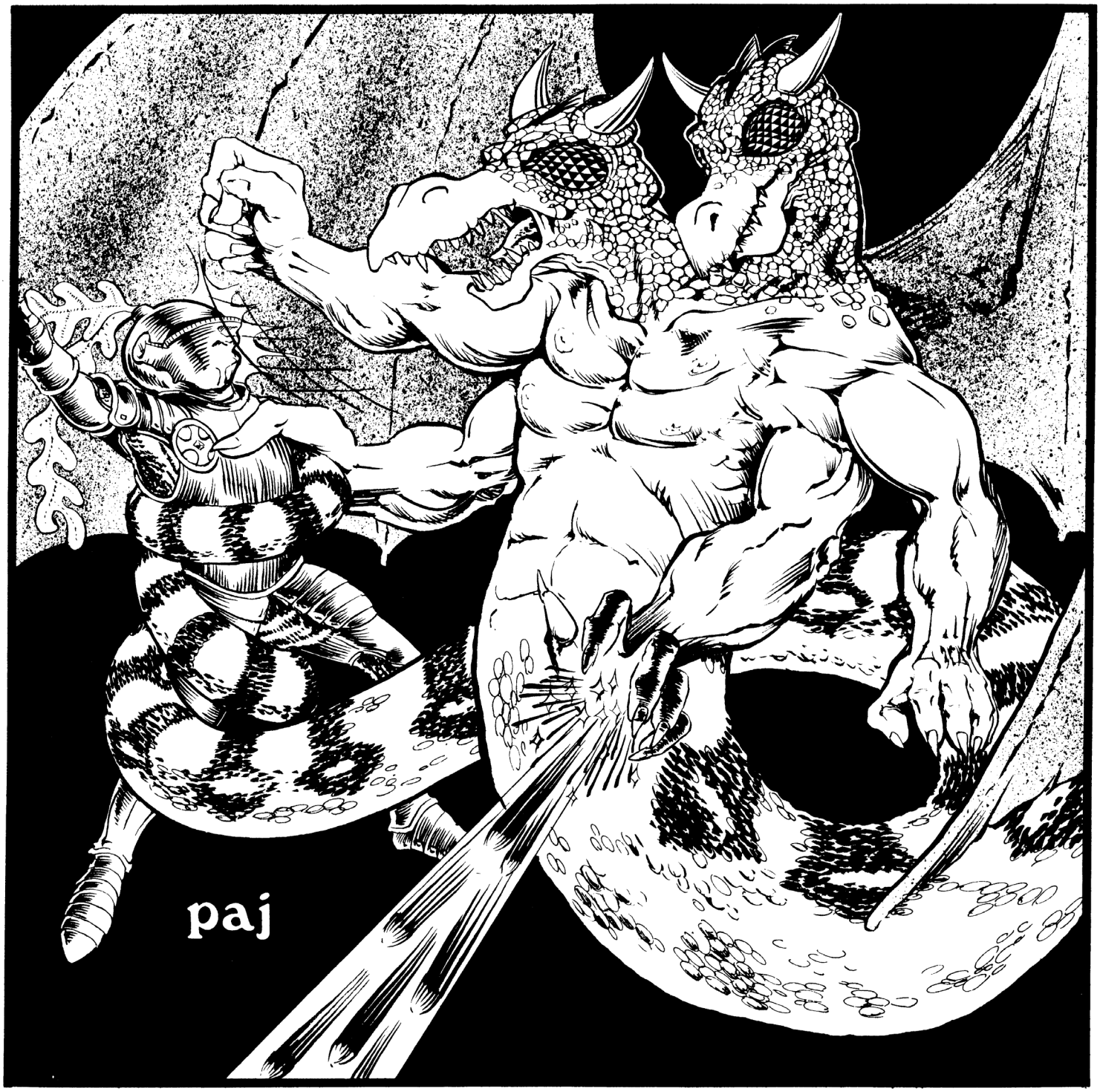
The room itself is a trap. If the door is closed, any creatures inside will go into temporal stasis until the door to room K-18 is opened again.



L-20 **THE GRAND HALL OF PNESSUTT**: This is a 180' diameter circular, domed hall, lit by unseen sources of light. Supporting the ceiling are eight, 60' tall, green, stone statues of the god Set. The eyes of the statues will appear to always be staring at any intruders in the room, seeming to follow them about. The floor is of pure black marble, apparently seamless, except for the 20' square tiled area directly in the center of the room. This tiled area exactly matches the one in room K-18. As mentioned before, the tiled area is a gate. The hall does not exist in the prime material plane, but instead is on the highest "gloom" or plane of *Hades* (home base for absolute evil). Thus if any attempt is made to reach this hall via physical means back in the Dark Tower, the character attempting such will find him or herself in a pyramid shaped room that is completely empty (50' square).

In the north east section of the wall are a pair of wide double doors, apparently carved of green stone. Written on the doors in an evil tongue is "HERE REIGNS PNESSUTT, SCION OF EVIL, PRINCE OF DARK DEEDS, IN DEATH YET LIVING." The door is **wizard locked** as if by a 20th level wizard.





MANAHATH, THE CHOSEN

L-21 **MANAHATH THE CHOSEN**: Once an adventurer steps off the tiled area in the center of the room, a low rumbling will be heard and the southernmost statue in the room will seem to burst into a thousand shards from about midway up. Out of the statue will come the Chosen Son of Set, Manahath (see illustration of Manahath the Chosen). Manahath can best be described as having a lower body like a gigantic snake, the four-armed upper torso of a giant man, twin insect-eyed dragon heads and monstrous bat wings. He is one of the four Chosen Sons of Set (see **THE SONS OF SET**). His father, the god, Set, imprisoned Manahath in the statue and bound him to protect the lich Pnessutt to its own physical death or until the lich is destroyed, which frees Manahath from the binding. Manahath has the following powers and abilities: AC: -2, HD: 22, HP: 100, 60% magic resistance, +2 magic weapons to hit, damage: constriction: 3 - 36, fists: 4 - 24 (x 2), bite: 3 - 24 (x 2), Move: 12" or 15" flying, innate abilites: summon 1 - 12 Minions of Set (see room 1-22), **infravision, snake charm, sticks to snakes, detect invisible, dispel magic, conjure snakes** once per day to summon 11 hit dice of snakes for 33 rounds, summon Vrednii the Eater of Corpses to his aid (A Lesser Son of Set, see WANDERING MONSTER DESCRIPTIONS, level 4, room 8), **fireball, teleport**, cast spells as a 9th magic user, cast spells as an 8th level cleric, spells: **reduce** (reverse of **enlarge**) (x 4), **levitate, web (x 2), darkness 15' radius, hold person, lightning bolt, suggestion, ice storm, polymorph other, wall of force, command (x 2), silence 15' radius, cure blindness (reverse) (x 2), cure disease, neutralize poison** (reverse).

Due to the creature's multiple head and arm configuration, it may perform any two of the above abilities or specials simultaneously each round, including combining physical and magical attacks.

Manahath regenerates 3 hit points per melee round. Manahath is not given to subtlety and he will attempt to destroy intruders as swiftly and violently as he can. Any teleporting done by Manahath in the grand hall will be as if very familiar with the area. If the lich is destroyed before Manahath, the Son of Set will teleport to the outside of the hall (which by the way floats approximately a mile in the air above the plane of Hades).

If Manahath is destroyed, his four eyes each become a 10,000 GP ruby.

Since Manahath is not interested in dying, his first actions will be to summon Minions of Set, snakes and Vrednii.

L-22 **THE AUDIENCE CHAMBER OF PNESSUTT**: Sitting in state in this triangular room is Pnessutt, evil lich, and cleric of Set. 21st level cleric, HD: 12, HP: 52, AC: 0, spells: **cure light wounds (reverse) (x 6), detect good, detect magic, protection from good, hold person (x 6), resist fire, silence 15' radius (x 2), animate dead, continual darkness, cure blindness, (reverse), cure disease (reverse), dispel magic (x 4), glyph of warding, cure serious wounds (x 4), divination, neutralize poison (reverse) (x 3), protection from good 10' radius, cure critical wounds (reverse) (x 2), flame strike (x 4), plane shift, raise dead (reverse), aerial servant, animate object (x 2), conjure animals, blade barrier, word of recall** (to room I-10), **earthquake**, gate: will summon the Lesser Son of Set, Balaar, the Shaker, AC: -1, magic weapons to hit, HD: 15, HP: 70, special powers: lightning bolt and fireball, damage: bite: 6 - 24, constriction: 3 - 36, weapon or barehanded: 4 - 24. Description: a giant snake with a human female torso and arms with a crocodile head. The creature is giant sized.

The dots on the map in room 22 mark the location of 6 skeletons. These skeletons can not be turned or dispelled as per normal undead. Each skeleton is AC: 7, HD: 1, HP: 4. Any hit against one of these monsters will fire off the **glyph of warding** that is marked on their foreheads (there is no warning text for these monster-traps). Each skeleton can do 38 points of electrical damage to any who attack it. (4 points of damage is absorbed by the skeleton who gets fried in the process.) Any attack by one of these creatures upon a character will also set the trap off.

If the lich is killed, the skeletons will stop moving and if Manahath is still alive he will depart (unless he is obviously winning, if such is the case he will stick around to trash any humans he can find).

Return to the prime material plane and to the Dark Tower in particular can be effected by the following: a **gate** spell, naming Mitra as the summoned being, taking the bones of the lich or dust of the lich and crumbling or spreading them about the tiled area in room 20, or *ethereal* travel. If the bones are spread on the tile, the 20' square area will begin to glow faintly green and anyone entering into that square will be immediately whisked away to the prime material plane. However, the return location is the area of Set's Tower directly over level "K". The room is 50' square and the walls slope to a pyramid point 25' directly over the center of the room. Directly in the center of the room's floor is a 10' square secret trap door. This will lead down into room K-18.

The treasure of Pnessutt: Scattered about in several piles around the room are: 5000 CP, 5000 SP, 3000 EP, 3000 GP, 2000 PP, 30 base 500 GP gems of various cuts and composition, 12 various pieces of jewelry valued at a total of 16,000 GP, and a single 50,000 GP Cymophane gem stone, A lawful *+1, +3 vs. Dragons sword*, potion of **treasure finding** and a clerical scroll containing a **gate** spell.

A FINAL NOTE: If Pnessutt is killed, all the undead in the entire dungeon will discorporate. All monsters in the Dark Tower itself will either die or stop functioning (Sons of Set excepted). All persons whose lives have been unnaturally prolonged by the presence of the Dark Tower will begin to age at the rate of 10 years per turn unless a potion of **longevity** is administered simultaneously with a **cure disease** spell.

The dungeon itself will begin to crumble in 12 turns after the death of the lich, starting with the 4th level and working up at a rate of 1 level per 6 turns, totally collapsing in 36 turns (6 hours). Only the two towers will remain standing with their tops poking up above the ruined country side.

The only way out of the Dark Tower once the dungeon caves in will be by **passwall** through the roof.

A THOUGHT: Considering the history of the dungeon, it probably will not be long before the digging starts again.

This is the end of the dungeon adventure scenario **Dark Tower**. We at the Guild hope that you and yours players have enjoyed it thoroughly.

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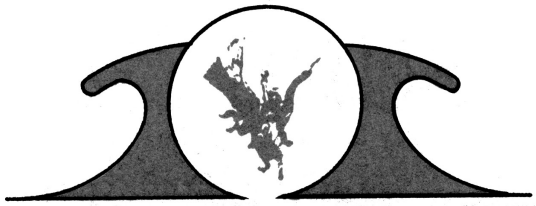
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