

A **NEW** Adventure Pack for the

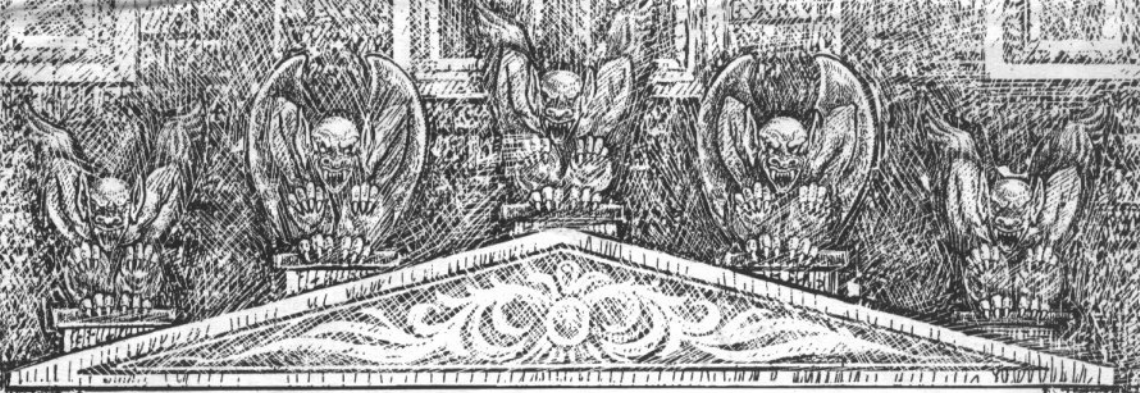
Dungeons & Dragons[®]

GAME

The Haunted Tower



**Zombies, ghosts, and vampires:
Survive a night of fright!**



Read This Sheet First!

Inside this box is a deluxe adventure for the **DUNGEONS & DRAGONS®** Game—and a fantasy action-adventure board game, too!

The Haunted Tower Adventure Pack gives you one deluxe D&D® adventure featuring an entire tower filled with fearsome and horrible undead monsters. Or, you can play the adventure pack as three separate, shorter adventures if your player characters lack the experience—or maybe the courage!—to face so many undead. These shorter adventures focus on only a few levels of the haunted tower. The game booklets, detailed full-color maps, and stand-up counters are designed to make whichever adventure option you choose exciting and challenging.

In addition to fighting the legions of the undead, we have also included the rules for a minigame. The *Haunted Tower* Game lets you use the beautiful maps, stand-ups, and dice to play a boardgame-style fantasy adventure game in only an hour or so. The minigame features heroes, fearsome ghoulish monsters, and treasures—just like the D&D game. Its easy-to-learn and fast-moving rules let you show friends, neighbors, and relatives what it's like to play a simpler version of the D&D game. They'll love it!

Contents

In *The Haunted Tower* Adventure Pack you'll find the following components:

- Three 16-page booklets (*The Fighters' Academy*, *Towers of Evil*, and *Lair of the Vampire Lord*). These three adventures are playable individually or as a whole to form the deluxe adventure, *The Haunted Tower*.
- A handout for your friends who will be running characters in the adventures. (This handout is on the reverse of this sheet.)
- Three full-color poster maps, one for each adventure in this box.
- Three sheets of diecut stand-up monster and character counters (six dozen in all!).
- One sheet of diecut cards for the minigame.
- Three sheets of diecut cardboard chits for playing the *Haunted Tower* Game and for dressing up the poster maps as you play.
- A six-sided die and a ten-sided die for playing the *Haunted Tower* Game.

The Haunted Tower Adventure Pack

The Haunted Tower adventure is divided into three smaller adventures. To use the three separate D&D game adventures to form the deluxe adventure, simply play one adventure booklet at a time. Read the booklet called *The Fighters' Academy* first while studying the full-color poster map that goes with that adventure. The booklets called *Towers of Evil* and *Lair of the Vampire Lord* follow *The Fighters' Academy* to complete the entire *Haunted Tower* adventure. You don't need to read all the adventures before play; you and your players can start in right away with the first booklet.

Give the "Adventurers Wanted!" handout (the reverse of this page) to your players to introduce them to the adventures, then read to them the section called "The Briefing" (found in the beginning of *The Fighters' Academy*). This will prepare the players and their characters for the dangers involved in their perilous quest.

If you don't have the time to play the entire adventure, simply pick the booklet that looks most interesting to you and start from there. Begin the adventure by reading the section "Playing This Booklet By Itself" which is found in each booklet.

If your players want to use ready-to-play characters rather than create their own, they can use the PCs on the backs of the hero cards. The players can copy the necessary information onto character sheets, or they can use the cards as they are.

Assemble the stand-ups for characters and monsters as you need them. Simply detach the stand-up from the sheet. Then fold it along the score lines, with the color monster outside, to form an "A"-shaped stand-up counter. Lock the tab in the slot. For added durability you may want to glue or tape the tab into the slot.

Use the hollow space beneath the cardboard insert in the box to store your counters.

The Haunted Tower Game

You'll find all the rules necessary to play the *Haunted Tower* Game in the center of the second adventure booklet, *Towers of Evil*. Remove the game rules from the booklet by bending up the staples in the center of the booklet, lifting out the four-page rules section, and then bending the staples back down. Read the rules and follow the directions there to set up and begin playing the game. You and your friends will have a terrific time!

Adventurers Wanted!

Rich Rewards and Magic Galore!



Valum, the Mayor of Melinir, and Enora, the High Cleric of Melinir, seek a group of brave and experienced adventurers to rout a band of undead. Settlers in the Great Grasslands bordering the Gloomfens are being attacked during the night by animated skeletons, zombies, and ghouls. The settlers have lost many of their stock animals and crops. Tragically, those who tried to defend their holdings have lost their lives or those of family members to the teeth and claws of these foul beings.

We seek a party of adventurers to eliminate the evil at the heart of the Gloomfens. We believe the undead are hiding in the former warriors' academy of Sir Jameson the Defender. This keep is located deep within the fens and lies against the walls of the great rift that forms our valley. The now-haunted tower of Sir Jameson must be cleared of its undead residents and rededicated to the causes of law, order, and goodness. The troubled dead who walk the halls of the old academy *must* be laid to their final rest.

Any who undertake this task will receive the full cooperation of the clerics of the town of Melinir. Adventurers may keep any treasure or equipment they find during their quest. They will also receive a handsome reward once proof that the undead are destroyed is presented to the leaders of this town. Furthermore, if the adventurers are successful, the title of Lord or Lady of Melinir will be bestowed upon them, along with the highest commendations of Enora and Valum toward the adventurers' future appointment to the ranks of the Quadrial, the most honored band of adventurers in Thunder Rift (if and when an opening should appear in its ranks).

Interested parties should consult Martin at the temple to arrange an appointment with Enora, the High Cleric, for details.

haunted tower game

Remove This Four-Page Section!

This section is not part of the Towers of Evil booklet. It provides the rules for the Haunted Tower Game. To play this minigame, remove the next four pages from the middle of this booklet. Carefully bend up the ends of the staples in the book's middle. (A butterknife or screwdriver can help pry them up.) Lift out the center four pages and bend the staples back into place. You are now ready to read the rules to the Haunted Tower Game!

The Object of the Game

The object of the Haunted Tower Game is to kill the Specter of Sir Jameson, an evil ghost who is haunting the Fighters' Academy, which he used to run. You must defeat the monsters that have made their home in the academy in order to collect enough magical treasures to make you strong enough to defeat the powerful specter.

Setting Up the Game

You will need the following to play the Haunted Tower Game:

- These rules.
- The hero cards.
- Game chits.
- A cup (a mug is perfect).
- Monster and player stand-ups.
- Two dice, a six-sided die (1d6) and a ten-sided (1d10). The ten-sided die is printed with numbers from 0 to 9. The "0" is counted as a 10.
- The Fighters' Academy poster map.
- From 3-6 players.

Putting Together the Game

The game will only have to be assembled once.

Punch out the blue, purple, and green game chits that say "Haunted Tower" on the back. The other chits of the same size are not used in the Haunted Tower Game.

Assemble the six stand-up hero counters and the following monster stand-ups: one basilisk, two black widow spiders, one bone golem, one carrion crawler, two dire wolves, one displacer beast, two gargoyles, four ghouls, two giant bats, one giant rat, two giant vampire bats, one mummy, two pit vipers, one

robber fly, one rust monster, six skeletons, one specter, two tiger beetles, one vampire, two werewolves, three wights, one wraith, and two zombies.

To assemble a stand-up, simply detach the counter from the sheet. Then fold it along the score lines, with the color side out, to form an "A"-shaped stand-up counter. Lock the tab in the slot. For added durability, you may want to glue or tape the tab into the slot.

Use the hollow space beneath the cardboard insert in the box to store your counters.

Setting Up the Board

Everyone should pick a hero to play. Each hero is represented by a cardboard stand-up, and a character card tells about that hero's abilities.

Place the Heroes. Heroes start the game just outside the double front doors to the first level of the tower. The first level is labeled "Tower 1."

Place the Blue Chits. Place all the blue-backed chits in a cup and shake them. Everyone draws the appropriate number of blue chits from the cup for placement. The players may look at these chits.

Number of Players

3
4
5
6

Number of Chits

17
13
10
8

Roll 1d10. The person who rolls highest starts first. He or she places one chit face down on any square in any room in the tower. The words "Haunted Tower" should be face up.

Chits are never placed in the hallways. A hallway is any place on the board that has a stairway in it or is connected to one. A chit can't be placed in a square that already contains another chit. Also, chits can't be placed in the four squares directly in front of the double doors. Lastly, for every square occupied by a blue chit in a room, the room must contain two empty squares. (This will help ensure an even distribution of chits.)

The player clockwise from the first player places the next chit. Players continue placing chits until they are out of them. When the players have finished placing all the chits they drew, any leftover blue chits are set aside.

Place the Purple Chits. All the purple-backed chits except the "Specter of Sir Jameson" are put in a cup and shaken. The

haunted tower game

first player picks a purple chit from the cup and—*without looking at it*—places it on any square in any room on the first level.

After the first person has gone, pass the cup clockwise. The next person picks a chit (sight unseen), places it in a different room, and passes the cup. This continues until every room on the first level has one purple chit placed in it. There are no empty square requirements for purple chits; a purple chit can be placed in any room (but not in a hallway).

When every room on the first level has one purple chit placed in it, continue passing the cup and placing chits in the rooms on the second level. When every room on the second level has a purple chit placed in it, add the "Specter of Sir Jameson" chit to the cup and shake. Then continue placing chits for every room on the third level.

You are now ready to enter the Haunted Tower and defeat the Specter of Sir Jameson!

The Order of Play

After the chits are placed, the players roll 1d10 to see who goes first (roll off ties). Play proceeds clockwise from the person who rolls the highest number.

1. Hero movement. The player who rolled highest moves his or her hero.

2. Chit encounters. Face-down chits are revealed if a hero stops moving next to one and wants to encounter it. The chit is either picked up if it's a magical item, or it is attacked if it's a monster. Any monster attacks against a hero are handled by the player to his or her right.

3. Repeat. Repeat steps one and two until each player has gone, then roll again. The player with the highest number begins the next round of play.

The Rules

Movement

Heroes move the number of squares equal to their speed plus a 1d6 roll. Heroes *must* stop moving for their turn when they run out of movement or when they stop to encounter a chit. (If a hero ends his or her turn adjacent to more than one chit, the hero may choose which chit to encounter.) Heroes *may* stop moving before they reach the end of the movement they rolled. Heroes may stop next to a chit and choose not to turn it over.

Restrictions: Heroes may not double back on themselves while moving. Heroes may move through squares that other heroes or face-down chits are in, but they cannot end their movement in the same square as another hero or a chit.

Doors and Stairs: It costs an extra point of movement to move through a door or onto a staircase square. The staircases overlap from one floor to another. For example, when you are at the top of the staircase connecting Tower 1 with Tower 2, you

step off the staircase onto the space on the second floor that is right in front of the room with the double doors.

Chits that lie directly behind a door are adjacent to a hero as long as the hero stopped moving with at least one point of movement remaining. (This represents the hero opening the door to encounter the chit, but not stepping through the door.)

Climbing to a New Level: Heroes cannot leave Tower 1 until they have three or more blue chits. (A purple chit counts as two blue chits.) Heroes cannot leave Tower 2 for Tower 3 until they have six or more blue chits (or any combination of blue and purple chits that make up six). If all the chits have been removed from a level, heroes who have fewer chits than they need can climb to the next level.

Encountering a Chit

Chits are revealed when they are encountered. A chit is encountered when a hero moves adjacent to it. If a hero moves next to more than one chit, he or she can pick which chit to encounter. The hero can choose not to encounter any chit, even if he or she is adjacent to one.

When a hero moves adjacent to a chit, he or she stops moving for the turn and may turn over the chit. If the chit is a magical item, the hero may take the chit. (*Note:* Heroes can't pick up magical items they can't use.) If the chit is a monster, put the appropriate stand-up in place of the chit. The monster then attacks the hero.

Magical Items

Armor chits have gold shield symbols on them. Weapon chits have red crossed sword symbols on them. Other magical item chits have orange potion bottle symbols on them.

A hero may have only one kind of armor, two weapons, and one shield. If heroes encounter chits that would bring them over this limit, they can either ignore the new chit or trade an old item for it. They *must* drop any excess chits they carry in a square adjacent to them. Any exception to this rule is noted on a hero's character card. Heroes may have as many chits bearing the orange potion symbol as they want.

Dropping a Chit: Heroes may voluntarily drop a magical item in an adjacent square at the end of their movement. Magical item chits that have been revealed are not turned over again if they are dropped.

Trading: Heroes may trade chits. To trade, two heroes must be adjacent to one another. Stopping to trade ends a hero's movement. Once the heroes who want to trade are adjacent, they may work out their trade however they wish. They may trade as many magical items as they want as long as neither ends the trade with too many armor, weapon, or shield chits.

Limited Uses: Some magical items have a limited number of uses, as indicated on the chit. When the item is used for the last time, it is removed from the game.

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Initiative

When an attack begins because a hero and a monster are adjacent to one another, both the hero and the monster roll 1d6 to see who attacks first. The one who rolls the highest gets to attack first. The monster and hero then take turns attacking each other until one or the other is dead or the hero runs away. Initiative is rolled every round.

Attacking

Both monsters and heroes attack the same way. Attackers roll 1d6 and add their attack number for the result. Special ability and magical items can add to the attack number. Only one magical weapon at a time may be used in an attack. If the attacker's result is higher than or equal to the defender's armor class, the attack does damage. Special abilities and magical items can add to the defender's armor class and to the damage inflicted by the attacker.

All attacks must be made on an adjacent opponent. Attacking continues until either the monster or hero is dead or the hero runs away.

Running away

When engaged with a monster, a hero may try to run away rather than attack. To run away, the hero must roll 1d10. If the result is greater than or equal to the monster's attack number, the hero successfully runs away. If the hero rolls less than the monster's attack number, the hero did not escape—and the monster now gets its attack roll. If a hero runs away from a monster, the monster and its chit are removed from the board.

Damage

Damage is subtracted from hit points. Damage from an attack can be normal damage or an energy drain.

Normal Damage: Normal damage is done by a successful attack from either a hero or a monster. Normal damage is one hit point plus any bonuses to damage from magical items or special abilities.

Energy Drain: An energy drain is a nasty form of damage. Such monsters drain one hit point of damage *and* drain one point from the hero's attack number. (Use a green "-1" chit to keep track of energy drains.) If a monster has a double energy drain, it causes two hit points of damage, but subtracts only one from the attack number. An energy-draining monster inflicts a maximum of one -1 chit to a hero.

Dying

If a monster's hit points reach zero or below, it is dead. When a monster dies, the player who killed it gets to keep the monster's stand-up.

If a hero's hit points reach zero or below, he subtracts one from his attack number. The hero then takes a green -1 chit, is placed outside the tower, and must reenter the tower through the front doors. The hero's hit points are restored to maximum. The -1 chit gotten from "dying" can be removed just as any other -1 chit can be (see Experience). The stand-up of the monster that killed the hero is removed from the board. A hero whose hit points reach zero or below a second time is dead and out of the game.

Experience

When monsters are killed, the hero who killed them gets to keep their stand-ups and chits. If a hero takes energy-draining damage from a creature, he or she may trade in two blue monster chits or one purple monster chit to remove the -1 chit. The hero can do this at any time (including on his or her deathbed). The player then no longer has that penalty to his or her attack. Chits may only be traded in to regain lost attack numbers, not to add extra to a hero's attack number.

Undead

Undead monsters are listed in the Monster Listing.

Special Abilities

The heroes and some of the monsters have special abilities. Each hero's special ability is listed on his or her character card. Monsters' special abilities are listed under the Monster Listing in these rules.

The Specter of Sir Jameson

The specter of Sir Jameson is special. It is not removed from the board until it is killed. If a hero successfully runs away from the specter, he or she backs up two spaces in the direction the hero came from. The specter remains where it was originally encountered.

Each time the specter is encountered, it is at full strength (HP 8). Wounds from an attack with one hero are not carried over to attacks by other heroes.

haunted tower game

Ending the Game

The game ends when the Specter of Sir Jameson is killed.

Winning

Players get points for the number of chits and stand-ups they have at the end of the game and for doing certain things. The player with the most points wins.

Condition	Points
Each monster stand-up	1
Each blue-backed chit	1
Each purple-backed chit	2
Killing the vampire with the stake	4
Damaging the specter of Sir Jameson	5
Killing the specter of Sir Jameson	15

Monster Listing

Here are the statistics for the monsters in the Haunted Tower game. *HP* is hit points, *Att* is attack number, and *AC* is Armor Class.

1. Basilisk. HP 5; Att 6; AC 8. Heroes hit by a basilisk must roll 1d10. On a 1-4, they take normal damage. On a 5-9, they take double normal damage. On a 10, they have their hit points reduced to zero, as the basilisk has turned them to stone and they die!

2. Black Widow Spider. HP 2; Att 3; AC 6. Heroes hit must roll 1d10. On a 1-7, they take normal damage. On an 8-10, they take double normal damage.

3. Bone Golem. HP 4; Att 6; AC 10. The bone golem does double normal damage.

4. Carrion Crawler. HP 3; Att 4; AC 5. Heroes hit by a carrion crawler must roll 1d10. On a 1-6, they take normal damage. On a 7-10, they take normal damage and are at -2 to hit on their next attack roll on the carrion crawler because its paralyzing venom has slowed them down. They return to normal for the following roll unless hit again.

5. Dire Wolf. HP 4; Att 5; AC 6.

6. Displacer Beast. HP 4; Att 5; AC 9.

7. Gargoyle. HP 4; Att 5; AC 7. Can only be damaged by magical weapons or magic.

8. Ghoul. HP 2; Att 3; AC 6; Undead. Heroes hit by a ghoul must roll 1d10. On a 1-7, they take normal damage. On an

8-10, they take normal damage and cannot move on their next turn. They can finish the current attack normally.

9. Giant Bats. HP 2; Att 2; AC 6.

10. Giant Rats. HP 1; Att 1; AC 5.

11. Giant Vampire Bat. HP 2; Att 3; AC 6. Does double normal damage.

12. Mummy. HP 5; Att 6; AC 8; Undead. Can only be damaged by magic, magical weapons, or holy water.

13. Pit Viper. HP 2; Att 2; AC 6. Pit vipers get a +1 on their initiative roll. Heroes hit by a pit viper must roll 1d10. On a 1-7, they take normal damage. On an 8-10, they take double normal damage.

14. Robber Fly. HP 2; Att 2; AC 6. Heroes hit do not take normal damage. Rather, they lose one magical item chit. The magical item chit is moved 10 squares away from a hero by the person on his or her right. The first time the fly successfully attacks a person who has no magical items left, the robber fly goes away.

15. Rust Monster. HP 3; Att 5; AC 8. Bonuses to Armor Class, attack number, and damage from metal armor or weapons cannot be used against the rust monster. (The *staff* and the *ring of protection* are not metal.) A successful hit by the rust monster does not cause normal damage. Rather, one metal item chit belonging to the hero hit is removed from the game (the person playing the rust monster chooses). The rust monster has turned it to rust and eaten it!

16. Skeleton. HP 1; Att 1; AC 5; Undead.

17. Specter of Sir Jameson. HP 8; Att 6; AC 10. Damage is double energy drain. Can only be damaged by magic, magical weapons, or holy water.

18. Tiger Beetle. HP 3; Att 5; AC 9.

19. Vampire. HP 6; Att 5; AC 8; Undead. Damage is double energy drain. Can only be damaged by magic, magical weapons, or holy water.

20. Werewolf. HP 4; Att 4; AC 7. Can only be damaged by silver, magical weapons, or magic.

21. Wight. HP 4; Att 3; AC 6; Undead. Damage is energy drain. Can only be damaged by silver weapons, magic, magical weapons, or holy water.

22. Wolf. HP 2; Att 3; AC 5.

23. Wraith. HP 4; Att 4; AC 7; Undead. Damage is energy drain. Can only be damaged by silver weapons, magic, magical weapons, or holy water.

24. Zombie. HP 2; Att 2; AC 4; Undead. Zombies always lose the initiative. No need to roll.

Dungeons & Dragons®

Official Game Adventure

Towers of Evil

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Credits

Design	Julia Martin
Editing	Dori Jean Watry
Product Manager	Bruce A. Heard
Proofreading	Michelle Carter
Cover Art	Jeff Easley
Poster Map, Stand-up, & Counter Art	Robin Raab
Interior Art	Terry Dykstra
Art Coordinator	Peggy Cooper
Cartography	Diesel
Typography	Gaye O'Keefe
Production	Laura Samuels
Graphic Design	Sarah Feggstad

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TSR, Inc.
POB 756
Lake Geneva
WI 53147 USA



TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

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TOWERS of Evil

In *The Haunted Tower Adventure Pack*, the player characters (PCs) explore the ruins of a tower that used to be a fighters' academy. The Haunted Tower is divided into three sections; this section covers the two square towers located atop the three-story building detailed in *The Fighters' Academy*. (The tower's cellars are presented in *Lair of the Vampire Lord*.) The tower's twin spires provided a home for Sir Jameson, who owned and ran the academy.

The academy was devastated in a war with a nearby wizard's school. A spell cast by one of the vengeful wizards turned the terrain surrounding the academy into a foul and dank swamp—the Gloomfens. Since the climactic battle between the wizards and fighters, the tower has deteriorated. The spirit of the head of the academy haunts the building, eternally plotting his revenge on the wizards who killed him. His loyal students remain faithful to him even in death.

Other foul undead have made their home in the rotting, spacious academy. From their lair, they make forays into farmsteads near the swamp in search of victims to feed their unspeakable appetites. These terrible attacks by the undead will not stop until the evil that has found a home at the tower is banished from the face of the land forever.

If the DUNGEON MASTER™ (DM™) is running the giant, three-part *Haunted Tower* adventure, the player characters should have already finished the first part (*The Fighters' Academy*) before they attempt the adventure in this booklet. If the DM wants to use this booklet by itself, information about how to do that is given on page 4. The Dungeon Master will have to adapt certain rooms and encounters slightly; these changes are indicated in the text.

What's Needed to Play?

Haunted Tower is the third adventure pack for the DUNGEONS & DRAGONS® game. The Dungeon Master will need to have the entry-level D&D® game so that he or she has the rules and the additional stand-ups found in that box. Otherwise, the only things needed to play this adventure are a few friends, some paper and pencils, and the desire to defeat the undead menace living in the Gloomfens!

Adventure Overview

This adventure is designed for four to six characters of 3rd to 5th level. If there are fewer than four players or most of the player characters are under 5th level, the DM should make some of the encounters easier. He or she can do this by decreasing the number of monsters encountered; by decreasing a monster's hit dice, hit points, and/or the amount of damage inflicted by its attack; or by raising a monster's armor class, which will make the monster easier to hit.

On the other hand, if there are more than six characters playing, the DM may want to make some of the encounters harder, which he or she can do by increasing the number of monsters encountered, increasing a monster's hit points, etc.

DM Notes

To run *Towers of Evil* by itself, the DM should finish reading this introduction and then proceed to the "Running This Booklet By Itself" section (on page 4). Information there will help the Dungeon Master set up the adventure for his or her players. If the DM is running the giant *Haunted Tower* adventure, special information about

the twin towers of the Fighters' Academy is presented in the text below.

- **Boxed Text:** Note that boxed text should be read aloud to the players. Explanatory text for the DM's eyes only follows the boxed text; the DM should read this material silently before revealing it to the players.

- **Light Inside the Towers of Evil:** The tower has windows that are tall and narrow. Their locations are marked on the maps. Light streams in through them during the day when the weather outside is sunny. As the weather in the Gloomfens is often sullen and cloudy, this light is usually dim. At night, the rooms with windows are dark. Rooms with no windows are always dark unless the text says otherwise. Of course, the undead and other creatures that live in the Haunted Tower do not need light to "see" by.

- **The Air of the Gloomfens:** The Haunted Tower is located at the far end of the Gloomfens, part way up the vast cliff wall that encircles the lands of Thunder Rift. The air of the Gloomfens is toxic and causes stomach and muscle cramps to most who breathe it. Because the tower is located part way up the rift wall, the foul air of the Gloomfens is thinned by breezes. However, in some poorly ventilated tower rooms the stench is as strong as in the fens. Player characters entering these rooms must roll a successful saving throw vs. poison or suffer -1 penalties to their attack and damage rolls, as well as their Armor Class. This effect fades a round after affected PCs leave such rooms, which are noted in the text.

- **Doors in the Twin Towers:** The doors in the body of the tower are iron-bound oak. They remain sturdy even after many years in the corrupting atmosphere of the swamp. They all have brass ring handles, which are now corroded. Those doors that are locked are noted in the text.

- **Undead:** All undead are immune to *sleep*, *charm*, and *hold* spells. Holy water can be used to damage all undead. Zombies always lose initiative because of their slowness. Wights and wraiths can only be harmed by magic, magical weapons, or silver weapons. (Note: Wraiths take only half damage from silver weapons.) Specters can only be harmed by magic or magical weapons. Mummies can only be harmed by magic, magical weapons, or fire; however, they take only half damage from any of these forms of attack.

Monsters

Throughout the course of this adventure, the characters will confront dangerous monsters. When such encounters occur, information about each monster is presented in the following format.

Name of Monster (number encountered): AC (armor class); HD (hit dice and size abbreviation); hp (hit points); MV (movement rate); #AT (number of attacks); THAC0 (see below); Dmg (damage inflicted per attack); Save as (what the monster's saving throw is based on); ML (morale rating); AL (alignment); XP (experience reward for defeating each monster of this type); Treasure (how much treasure the monster has).

One of the entries, THAC0, may be new to beginning players and DMs. It stands for "To Hit Armor Class 0." To determine the roll a monster needs to hit a character who has a specific armor class, simply subtract the target's AC from the monster's THAC0 number. Thus, if

a monster's THAC0 is 19 and its target is AC 3, the monster needs to roll a 16 or better to hit the player character.

Wandering Monsters

Roll 1d6 every other turn to see if a wandering monster enters the room or passage. Wandering monsters are *never* encountered in Locations #3, 8, 16, and 19-21. The DM can use the following table to generate wandering monsters when the PCs are playing *Towers of Evil*. The Dungeon Master should feel free to adjust the number or type of monster to the current strength of the party as necessary.

Roll 1d12	Monster	No. Appearing
1-2	Skeletons	2d3
3-4	Zombies	1d4 + 1
5-6	Giant bats	1d4
7	Giant vampire bat	1
8	Ghouls	1d2
9	Wight	1
10	Wraith	1
11	Tarantella spider	1
12	Gargoyles	1d2

These monsters are described in the *Rule Book* found in the D&D® basic game.

DM's Reference Map

In addition to the large poster map, which the DM will use with the players so that they can position their stand-ups, a copy of the Towers of Evil map is included on the back page of this booklet. This map, for the DM's use only, shows positions of monsters and other important features.

The DM will want to place the large poster map on the table for all the players to see, but he or she will want to keep the reference map for personal use.



Playing This Booklet By Itself

This introduction is for the DM to use if he or she has decided to run the adventures in the *Haunted Tower Adventure Pack* as three separate adventures, rather than as one giant adventure. *Skip this entire page and go straight to the section called "The Adventure" if you are running one giant adventure.*

When everything is ready, the DM should tell the players that Valum, mayor of the village of Melinir, has set up an urgent meeting in his office. He seems excited, but worried. He asks the party to sit and politely offers them a cool drink, then clears his throat once or twice before speaking.

"A month ago a scout I had hired to map the northern part of Thunder Rift returned to Melinir. While mapping the rift wall in the region of the Gloomfens, she came across a border outpost that dates back to before the time of the War of Sword and Wand. She sketched its outside and location carefully.

"When she brought her report to me, I consulted old books and records and came across stories of an outpost built by Sir Jameson the Defender to keep a watch on the activities of the mages of Wizardspire, whom he distrusted. One book even contained some rough plans to the twin-towered outpost.

"Yesterday a messenger told me that small farms near the location of that outpost are being destroyed—one by one, during the night. The survivors speak in terror of a loathsome creature with burning eyes. They describe a horrible, shriveled man wearing tatters. Most froze in terror at the sight of it. I believe the monster is a mummy. It is living in the old outpost.

"I want to hire your experienced group to destroy this mummy. I will pay you 4,500 gp to split among your group if you can return its remains in a blessed shroud."

Valum provides the party with the following items, explaining why as he distributes them:

- **Two healing potions.** "These are always handy."
 - **One neutralize poison clerical scroll.** "I have no knowledge of poisonous creatures in the towers, but it is always better safe than sorry."
 - **One potion of restoration.** "Mummies aren't energy-draining creatures. But, where one undead lives, others collect. This rare potion can restore some of your life energy if such a creature strikes one of you. It is very expensive and, if you need to use it, will cost you 1,000 gp. If it is returned intact, there is no charge."
- A *potion of restoration* restores one level of experience that has been lost to an energy-draining attack. It will not allow characters to gain levels they had not previously earned. It has no duration and takes effect immediately after being drunk.
- **One blessed shroud (large white linen sack).** "When you find the remains of the mummy, you must place them within this shroud. Only experienced clerics can perform the proper ceremony of eternal rest that will forever banish this creature."
 - **Five vials of holy water.** "Always good against undead."
 - **Five flasks of oil.** "Mummies are vulnerable to fire."
 - **The Towers of Evil map.** "This is a copy of the outpost plans from the history book I mentioned."



If the DM is using this adventure as the second part of the *Haunted Tower* adventure, the PCs begin by going up the spiral stairs in Location #24 on the Fighters' Academy map. They come out in Location #3 on the Towers of Evil map.

If this adventure is being run by itself, the PCs start outside between the two towers. They must decide which door to open (the door to Location #1 or the door to Location #4).

Location #1. Hall of Statues

The door leading to this room is partially open and is stuck that way. Whatever the room's original use, it now seems to be a place to store statues. Several giant rats, a pair of skeletons in armor, and one surprised raven are captured in lifelike stone.

You hear a "cock-a-doodle-doo," and a rooster with a snake's tail struts out from behind the leg of a skeleton statue.

The "rooster" is a well-fed cockatrice. It found this room a very convenient roost because of the large number of giant rats living in the tower (it eats the rats, among other things). It thinks the characters are invading its territory, and the cockatrice attacks.

Cockatrice (1): AC 6; HD 5** (S); hp 28; MV 90' (30'); Flying 180' (60'); #AT 1 beak; THAC0 15; Dmg 1d6 + petrification; Save as F5; ML 7; AL N; XP 425; Treasure see below.

Anyone bitten or touched by a cockatrice must make a successful saving throw vs. petrification or be turned to stone.

Spilling out of a broken chest in the northwest corner of the room are 5,000 sp; a 1,200 gp pendant; a 700 gp brooch; and a clerical scroll with *find traps* and *detect magic* on it. The scroll is inside a scroll case made of carved ivory, which is worth 10 gp.

Location #2. Ochre Jelly Storage

A smell similar to medicine or acid fills this room. The room is absolutely empty except for a few small, metallic objects scattered around a big, brownish-yellow thing oozing across the floor toward you.

An ochre jelly seeped in here yesterday and has just finished the last scrap of food in the room. All that's left are five silver arrowheads (worth 4 gp each), a gold belt buckle (5 gp), and a rusty sword hilt. As soon as it senses the door open (it "hears" movement), it will explore the PCs as a new source of food.

Ochre Jelly (1): AC 8; HD 5* (L); hp 22; MV 30' (10'); #AT 1; THAC0 15; Dmg 2d6; Save as F3; ML 12; AL N; XP 300; Treasure nil.

An ochre jelly destroys wood, leather, and cloth in one round. It can be harmed only by fire or cold. Attacks with weapons or lightning make 1d4 + 1 smaller (2 Hit Dice) jellies. Smaller ochre jellies inflict 1d6 damage per round, rather than the normal 2d6.

Location #3. Spiral Staircase

A spiral staircase fills most of this warm, stuffy room. Furry moss grew between the stones of the tower here and then died, the remains of which look like strips of brown velvet.

The dead moss is harmless, but burns well.

If the DM is using this adventure as the second part of the *Haunted Tower* adventure, this spiral staircase goes down to Location #24 on the Fighters' Academy map, as well as up to Location #8 on this map.

Location #4. Entryway

Pacing back and forth in front of the far wall of this empty room are a huge, dirty-gray wolf and a tall humanoid whose head looks like a hyena. The humanoid is carrying a long, bronze-headed spear and wearing pieces of hardened leather armor. They both bark and growl at you when they see you.

Anyone who successfully listens at the door to this room before entering it hears a steady clicking noise (the toenails of the dire wolf) and some low growling.

The gnoll and his dire wolf companion are on guard duty while the rest of the gnolls are napping. The first yells from this gnoll (his language sounds like barking and growling) wake the gnolls in Location #5.

The dire wolf will try to protect the gnoll in this room. It will prevent any PC from going through the door to Location #5. It attacks with intent to kill.

If the wolf dies or the gnoll is hurt for more than four hit points of damage, the gnoll will open the door to Location #5 and run into that room. The gnoll carries 19 cp in a soft leather belt pouch.

Gnoll (1): AC 5; HD 2 (L); hp 10; MV 90' (30'); #AT 1 weapon; THAC0 18; Dmg by weapon; Save as F2; ML 8; AL C; XP 20; Treasure see above.

Dire Wolf (1): AC 6; HD 4 + 1 (L); hp 20; MV 150' (50'); #AT 1 bite; THAC0 15; Dmg 2d4; Save as F2; ML 12; AL N; XP 125; Treasure nil.

Location #5. Assembly Area

Piles of broken tables and chairs mixed with torn rugs, tapestries, and shattered pottery lie scattered around this large area. The room smells of wet fur and mold and makes you want to sneeze.

The six hyena-headed creatures in this room are barking angrily. You think they just woke up because crumpled bedrolls lie at their feet. They bar their teeth at you. One of them howls and advances toward you with his two-handed sword.

This party of gnolls has come on a religious pilgrimage to the tower. They are here to gain status in their tribe. If the characters managed to get past the guard in Location #4 without making any noise, the gnolls are sleeping and will be surprised for a round when the party comes in. Otherwise, the gnolls have been aroused by the sound of battle from Location #4; although they have just awakened, they are not at all surprised.

Growk, the gnoll chieftain, is in a frenzy to prove his courage in front of the other gnolls. He leaps to the attack and orders his men to do the same. Growk carries 8 cp in a small belt pouch and wears a splendid gold pendant of a snarling hyena that is worth 300 gp.

The other four gnolls in the room follow Growk's orders to attack. If the gnoll from Location #4 escaped into this room, he eventually joins the attack as well. Initially, he will run behind the four gnolls and will only come forward to fight after two of his comrades have died. The four gnolls in this room have, respectively, 21 cp, 11 cp, 20 cp, and 16 cp in small bags or pouches on their belts.

When the characters enter the room, the gnolls' shaman (Rak) will cast a *blight* spell on as many of them as he can. Rak then will cast *hold person* on the PCs, trying to get as many of them as possible in the spell's effects. Next, he will cast *cure light wounds* on himself if he is hurt, or on the gnoll from Location #4 if he is in this room and injured, or on the nearest injured gnoll. Finally, Rak will join the battle with his mace.

Rak has 12 cp in a pouch made of a clamshell tied with a thong. He is also using a *shield +1*, which raises his Armor Class from the normal AC 5 to AC 4.

Growk, Gnoll Chieftain (1): AC 5; HD 2 (L); hp 16; MV 90' (30'); #AT 1 two-handed sword; THAC0 17; Dmg 1d10; Save as F2; ML 8; AL C; XP 25; Treasure see above; Attacks as 3 Hit Die monster.

Gnoll (4): AC 5; HD 2 (L); hp 6, 8, 13, 15; MV 90' (30'); #AT 1 spear; THAC0 18; Dmg 1d6; Save as F2; ML 8; AL C; XP 20; Treasure see above.

Rak, Gnoll Shaman (1): AC 4; HD 5** (L); hp 28; MV 90' (30'); #AT 1 mace; THAC0 15; Dmg 1d6; Save as F4; ML 10; AL C; XP 425; Treasure see above; Spells *Cure light wounds*, *protection from evil*, *blight*, *hold person*.

Location #6. Closet

Surprisingly, this room is absolutely clean. There is no dust, mold, or spider webs. You note a number of small holes drilled into the stone walls in pairs about six inches above one another and three feet apart.

This is where the ochre jelly in Location #2 ate last week. The holes in the walls used to have wooden pegs in them, which held up the shelves

in this closet. The ochre jelly ate the shelves and the pegs, so only the holes are left. There is nothing else of note in this location.

Location #7. Stairway

Your ears catch a very faint moaning that might be the wind as you start up these stone stairs. You notice that the mortar holding together the old rock is crumbling in some places.

The moaning is the wind in this case. There is nothing else of note in this location.

Location #8. Top of Spiral Staircase

Furry moss has grown between the stones here at the top of this spiral staircase. Strips of dusty, dead vegetation hang from the walls like brown velvet streamers. A constant breeze off the Gloomfens makes you wrinkle your nose in disgust, and you try to breathe shallowly.

The moss crumbles into small clumps if touched. It is harmless, but will burn easily if a torch lights it. The stench of the Gloomfens is very strong here, but it will have little effect unless the PCs get into combat here.

Location #9. Undead Storage Area

The musty smell here mixes with the odor of the swamp outside to make the air even worse. It is almost impossible to breathe without wheezing. The stacks of now rusting or rotting material in this room were organized at one time to let people get at them easily. Years of neglect have reduced the organized material to a chaotic mess. Rotten logs have fallen onto the stone floor and mixed with bolts of cloth, plates of rusted metal, and wheels of corroded wire. Nails and tools and arrowheads are sprinkled across the floor like twisted dandelions in a field.

Somewhere in all this mess might be something useful, but you can't see it from here.

Beneath the junk in this room are quite a few skeletons and zombies. They have been instructed to wait here until they are needed. Their other instructions include defending themselves and the tower against intruders—and they will attack if the PCs enter the room. Clerics will have to face each group of undead creatures in this room that they want to try to turn. (They cannot turn both groups at once.) Of course, once a cleric fails to make a turn roll, he or she must stop trying to turn the undead here.

Skeleton (6): AC 7; HD 1 (M); hp 2, 3, 4, 5, 5, 7; MV 60' (20'); #AT 1; THAC0 19; Dmg 1d6; Save as F1; ML 12; AL C; XP 10; Treasure nil.

Zombie (4): AC 8; HD 2* (M); hp 5, 8, 10, 12; MV 90' (30'); #AT 1 sword; THAC0 18; Dmg 1d8; Save as F1; ML 12; AL C; XP 20; Treasure nil.

The stench of the Gloomfens is strong here. This may cause penalties to some characters' abilities to attack. (See "The Air of the Gloomfens" in the DM Notes on page 2.)

All supplies in this room have deteriorated beyond usefulness.

Location #10. Staircase and Hall

Someone put sweet-smelling cut grasses on the floor in this hall long ago to freshen it. The smell is long gone, however, and there's nothing fresh about the hall now. The shriveled grass breaks into tiny pieces when it is stepped on, and it makes a rustling, crunching noise: a very loud noise.

Thieves can, of course, try to move silently with their normal chances of success. Other characters sound like horses stepping on breakfast cereal when they walk down this hall. The noise will only get worse if someone bitten by the tarantella spider at the end of the hall misses his or her saving throw vs. poison.

The spider is in plain sight on the ceiling at the end of the hall. It jumps to the floor on the first round and tries to bite its initial target. It then stays on the floor.

Tarantella Spider (1): AC 5; HD 4* (L); hp 18; MV 120' (40'); #AT 1 bite; THAC0 16; Dmg: 1d8 + poison; Save as F2; ML 8; AL N; XP 125; Treasure nil.

Characters bitten by a tarantella spider must make a saving throw vs. poison. If they fail, they are thrown into painful spasms. Such characters look like they are frantically dancing. People watching this "dance" can be magically affected. They must make a successful saving throw vs. spells or be drawn into the dance, too. Regardless of why they are dancing, these characters have a -4 penalty to their hit rolls. Whatever attacks them gets a +4 bonus to its hit rolls. A bitten character dances for 2d6 turns. Magically affected PCs dance until the bitten person stops. Anyone who dances for five turns or more drops from exhaustion and is then helpless against attacks.

Location #11. Werewolf Den

These living quarters contain a very large bed, a pile of fine-looking furs, a small table, and two chairs. A couple of lit candles on the table flicker in the draft caused when you opened the door. Sitting at the table are two muscular, bearded men.

The men grin at the PCs when they open the door. They don't act threateningly, and they introduce themselves as Trevor and Alan. They claim to be two adventurers. (Use extra character stand-ups to represent the two men until they change into wolf form; then use the appropriate stand-ups from this box.)

Trevor and Alan tell the PCs that they could hear them out in the hall, but they didn't come out because the hall would have been so crowded that no one could have done anything. If anyone asks what Trevor and Alan are doing here, they say that they "got lost and holed up inside the towers for a few days because the weather was so bad."

The pile of furs is actually two sleeping wolves. Trevor and Alan claim they are pet dogs of a rare breed that just looks like wolves. The wolves let Trevor and Alan pet them and act like puppies when they do. They growl and snap at anyone else who tries to touch them. If anyone hurts a wolf, the werewolves immediately change to wolf form and attack.

Trevor and Alan, Werewolves (2): AC 5 (9 in human form); HD 4* (M); hp 15, 19; MV 180' (60'); #AT 1 bite; THAC0 17; Dmg 2d4; Save as F4; ML 8; AL C; XP 125; Treasure see below.

Wolf (2): AC 7; HD 2 + 2 (M); hp 11, 19; MV 180' (60'); #AT 1 bite; THAC0 17; Dmg 1d6; Save as F1; ML 6; AL N; XP 25; Treasure nil.

Trevor and Alan try to convince the PCs to stay with them for the night. They will volunteer to stand watch so that the PCs can get a good night's rest. If the PCs agree to this, Trevor and Alan will attack while the PCs are sleeping. Trevor and Alan get an automatic free round of attacks if this occurs. If Alan and Trevor can't convince the PC group to sleep overnight in their room, they wait until the group is leaving and attack then.

Alan and Trevor always change to wolf form before they attack. In wolf form the werewolves can be harmed only by magical or silver weapons and magical spells.

Underneath the bed is a rather wide, flat chest. It is locked. In the chest are 9,000 cp; 2,000 ep; a suit of chain mail armor +1; a *potion of gaseous form*; and a 300 gp bracelet made of beaten silver in the shape of interlocked crescent moons.

Location #12. Guest Room

In the far southern corner of this room rests a large, iron-bound chest against the wall. A once red tapestry, now torn and faded, partially covers it.

Two trapdoor traps are hidden in this room. (See the DM's Reference Map for placement.) PCs who step on a trap must successfully roll beneath their Dexterity with 1d20. Characters who fail this roll fall through a trapdoor made of thin stone. They take 1d3 damage when they hit a second trapdoor (found in the ceiling of Location #4 in the level below). That trapdoor automatically opens, and the PCs fall to the floor of Location #4. When they hit the floor there, they take 1d6 damage. Both trapdoors close the round after they open.

Location #13. Defense Center and Lounge

Two chairs with most of the stuffing pulled out are all the furniture left in the open area leading away from the stairs. On the north and south walls are two large dart boards. The broken remains of three darts are permanently stuck in the northern one.

A zombie "greet" the first person up the stairs with an attack with its fist. The two defensive tower "roomlets" each house a zombie and a ghoul, and another zombie blocks the way down the hall. The zombie blocking the hall also keeps anyone from entering either Location #14 or #15. The undead have been stationed this way to prevent any cleric from turning them all at once. They are positioned so that it takes at least three successful turning rolls to turn them all.

The zombies in the doors to the tower roomlets advance on the party slowly and attack. The ghouls try to sneak around any heavily armed fighters and pick fights with robed magic-users or thieves in leather armor. They avoid elves because they know that elves are immune to the ghouls' ability to paralyze.

Zombie (4): AC 8; HD 2* (M); hp 4, 7, 10, 13; MV 90' (30'); #AT 1 claw or 1 weapon; THAC0 18; Dmg 1d8 or by weapon; Save as F1; ML 12; AL C; XP 20; Treasure nil.

Ghoul (2): AC 6; HD 2* (M); hp 9, 14; MV 90' (30'); #AT 2 claws/1 bite; THAC0 18; Dmg 1d3/1d3/1d3 + special; Save as F2; ML 9; AL C; XP 25; Treasure nil.

A hit from a ghoul paralyzes an opponent unless he or she makes a successful saving throw vs. paralysis. The paralysis lasts for 2d4 turns unless magically cured.

Location #14. Aide's Room

If the PCs go into Location #15 first, the Dungeon Master will have to change the boxed description below. The ghouls in this room will have gone to help the wights in Location #15.

A heavy, carved ebony tabletop rests on the floor in front of the door to this room. Its legs are missing. Two long-tongued, humanlike creatures are pulling apart the remains of a bedframe in the northeast roomlet. A third humanoid is leaning against the far wall and picking its teeth with its claws. It looks bored until it sees you. Then its eyes light up with fiendish joy.

The three ghouls in this room have been taking apart the furniture in here out of boredom. Once the ghouls see the PCs, they taunt and tease them. They hurl insults at the PCs with their hissing voices. Once any ghoul is hurt, however, all will grow very serious about trying to kill the PCs.

Ghoul (3): AC 6; HD 2* (M); hp 7, 8, 10; MV 90' (30'); #AT 2 claws/1 bite; THAC0 18; Dmg 1d3/1d3/1d3 + special; Save as F2; ML 9; AL C; XP 25; Treasure nil.

Location #15. Conference Room

Three pale humanlike monsters seated on and in front of a ratty sofa look up when you open the door. They are wearing ripped and dirty clothes of velvet and satin, though quite courtly. They look like they were having an important meeting.

If anyone successfully listens at the door before opening it, he or she hears voices speaking, but the words are indistinguishable.

The PCs have interrupted the wights' conference. They have gathered to complain about not getting enough treasure. The first thing the wights do is screech at the ghouls in Location #14 for their help. The ghouls open the door to Location #14 one round later, and they attack anyone in the hallway between the two rooms. If everyone has moved into Location #15, the ghouls enter one round later (two rounds after the wights called). The wights then defend themselves against the PCs' intrusion.

Wight (3): AC 5; HD 3* (M); hp 14, 15, 16; MV 90' (30'); #AT 1; THAC0 17; Dmg energy drain; Save as F3; ML 12; AL C; XP 50; Treasure nil.

Location #16. Walkway

A short stone walkway connects the two towers. Its wooden rails fell off long ago. Only the rails' decorative stone posts are left; they are carved into all kinds of animals. A miniature kneeling unicorn and a roaring lion form two of the worn posts. On either side of the doors to both towers crouch full-size gargoyles in niches.

Although the gargoyles look real, they are only stone. This is an opportunity for the DM to play this location for all it's worth, because the next location actually has gargoyles.

Location #17. Gargoyle Lair

The two gargoyles to either side of the walkway door and the two gargoyles placed against the far wall of this room look exactly the same. You swear they must have been made from the same mold. The two carvings sit hunched near the far wall, just in front of a pile of debris in the northeast roomlet. As your group enters the room, the starkly granite look of the gargoyles is ruined when one of them opens its stony eyes to reveal a yellow, malevolent glare. It hisses wickedly.

These two gargoyles have been encouraged to live here. They are given all copper treasure, which keeps them happy. When there aren't enough intruders to feed on, they hunt by flying through the Gloomfens and feeding on rats, lizards, and crocodiles. They are quick to anger.

Gargoyle (2): AC 5; HD 4** (L); hp 17, 20; MV 90' (30'); Flying 150' (50'); #AT 2 claws/1 bite/1 horn; THAC0 16; Dmg 1d3/1d3/1d6/1d4; Save as F8; ML 11; AL C; XP 175; Treasure see below.

The gargoyles can be damaged only by magic or magical weapons. They are not affected by *sleep* or *charm* spells. The gargoyle nest in the roomlet contains many bones of all types; some rocks and sticks; 4,000 cp; and a 300 gp bracelet.

Location #18. Library

The dust is so thick here that you cannot read the titles on the hundreds of books that lie piled in heaps on the bookshelves lining the room. A large reading desk and high-backed chair occupy the southeast tower roomlet. A huge candelabra stands next to the desk. Seated at the desk is a man dressed in fine clothes and a velvet cloak, with a large ring of keys at his belt. He appears to be reading a book. As you move closer, you can make out the back of the chair through the man's misty body.

The wraith acts like he is reading a book until someone touches a book in the room. (He also ignores anyone who tries to talk to him before a book is touched.) If a book is touched, the wraith jumps up, sails through the furniture, and flings the book he was reading at the nearest PC. This does no damage but may confuse the PC. The wraith then attacks, wailing loudly.

Wraith (1): AC 3; HD 4** (M); hp 30; MV 120' (40'), Flying 240' (80'); #AT 1 touch; THAC0 16; Dmg 1d6 + energy drain; Save as F4; ML 11; AL C; XP 175; Treasure see below.

The reading desk contains a secret panel in its top. Below the panel are 5,000 gp and a *potion of healing*.

Location #19. Chilly Stairway

A creaky door opens into this dark and chilly stairway. Worn steps lead upward.

There is nothing of interest at this end of the stairway.

Location #20. Master Bedroom

This room, paneled in exotic woods, was once elegant and richly furnished. Most of the room's furnishings now lie collapsed and blasted on the floor. A strange, transparent blue outline of the former furniture snakes along the floor. The glowing blue outline of a canopy bed marks the former glory of a blackened pile of wooden poles and boards. The aura of a blue desk and chair hovers above a battered desk that sits propped on two fragile, burned stumps. A huge, transparent wardrobe with a mirror front rests on top of a puddle of melted metal slag.

The only item that seems untouched by the magical fire that destroyed this room is a single, heavily carved, throne-like chair sitting next to an arrow-slit window against the east wall. Sitting in the chair is something that makes your skin crawl.

If the DM is running *Towers of Evil* by itself, Sir Matthew (formerly the captain of Sir Jameson's guard) sits in the carved chair. He is now a mummy. His flesh, preserved by the mud of the fens, looks like

gnarled wood. His sunken eyes glow red with eternal hatred. The rotten remains of the linen padding he used to wear beneath his armor looks a lot like rotting bandages.

Mummy (1): AC 3; HD 5 + 1** (M); hp 29; MV 60' (20'); #AT 1 touch; THAC0 14; Dmg 1d12 + disease; Save as F5; ML 12; AL C; XP 575; Treasure see below.

Every character seeing a mummy must roll a successful saving throw vs. paralysis. Failure means that the character is paralyzed with fear and cannot move until the mummy is out of sight.

If the DM is playing *Towers of Evil* as the second part of the *Haunted Tower* adventure, Sir Jameson the Defender (now a specter) sits in the carved chair. He looks much like the portrait given to the PCs by Valum, except that he is now transparent. He is "wearing" a velvet doublet embroidered with a silver wyvern in flight.

Specter (1): AC 2; HD 6** (M); hp 34; MV 150' (50'), Flying 300' (100'); #AT 1 touch; THAC0 14; Dmg 1d8 + double energy drain; Save as F6; ML 11; AL C; XP 725; Treasure see below.

The DM should read aloud the following after he or she has noted which monster is in the room and the players are ready for the DM to continue.

The horrible figure in the chair rises and speaks in a cold, commanding voice. "So, more babes have come to give me 'eternal rest.' I hate all meddlers, especially well-meaning ones with no respect for their betters. My will is stronger than death itself, and it will certainly triumph over yours, fleas!" With these words, the creature advances, cold murder in his terrible eyes.

Whether the party fights Sir Matthew or Sir Jameson, their opponent fights on to the death. He does not need to make any morale checks. If Sir Matthew or Sir Jameson is defeated, the ghostly images of the furniture fade away.

If the PCs search the bottom of the carved chair, they find a secret compartment containing a 700 gp gold brooch; a 600 gp bracelet; a 1,100 gp pendant set with a blue diamond; a *dagger* +2; a *potion of giant strength*; a *scroll of protection from undead*; 10 *arrows* +1; 2,000 ep; and 5,000 gp. (Note: The DM will want to modify this treasure if *Towers of Evil* is being played by itself.)

If the characters defeat Sir Matthew, he will crumble away except for his bones. They can be easily placed in the blessed shrouds that Valum gave the party.

If the characters defeat Sir Jameson, a sense of evil tension will still hang in the air. This tension will not abate until the party properly deals with the specter's bones.

Sir Jameson's bones—now a skeleton dressed in finely enameled plate mail armor—are buried in the rubble that composed the bed. A warped shield bearing the picture of a silver wyvern in flight lies next to the skeleton, and the hilt of a broken sword is clenched in the skeleton's right hand. A rotted blue cloak is attached to the plate mail's shoulders, and a helm that matches the plate mail has tumbled to the floor near the back of the pile. The bones will neither attack nor move. The plate mail is in excellent condition (it is *plate mail* +1), but the



sword and shield are unusable.

When Sir Jameson's remains are placed in one of the blessed shrouds that Enora gave the party, a sense of peace will fill the room. The ghostly outline of Sir Jameson will reappear for one last time, surrounded by a silver glow.

"I see I was wrong to cling to old hates for so many centuries. It is time for me to leave this world. But you should know that a great evil has invaded the depths of my academy: a dread vampire by the name of Lord Ursus Longmane. A cloud of darkness surrounds this vile creature. Find the secret stair to the cellars. Seek there to defeat the undead lord."

The image of Sir Jameson fades into nothingness.

Location #21. Stairs and Ladder to Roof

The damp and chilly stairs end at a short hallway. A carved cherry door on the eastern side of the hallway is closed. To the left of the door, a dark metal ladder is bolted to the wall. Although rusty, it looks like it would bear your weight.

There are no other interesting things in the hallway.

Location #22. Roof of Tall Tower

As you press against the trapdoor, dirt sifts down from the crack between the door and the stone surrounding it. Suddenly the door pushes upward and falls back against the stone roof with a *whumpf*.

The pungent smell of a reptile at close quarters hits your nose just as you catch sight of a gigantic, scaly, rust-red creature. If its two-legged body hadn't ended in a tail with a barbed sting, you would have sworn it was a small red dragon.

Ruby, the wyvern that lives on the roof, is not very smart. If no one rushes to attack her, she will watch the characters intently but not attack. If anyone starts poking through her "nest," which takes up most of the rooftop, she will make a noise like a cross between a horn honking and a chicken squawking. Then she will hiss menacingly like a cat. If the characters continue to search her nest, she will attack.

If the characters throw her food (*lots of food*), she will eat but keep one eye on the characters. She will let the characters leave (by going back down the trapdoor) if they feed her. If she is not fed and the PCs remain in her nesting area, she will attack the characters after three rounds.

Wyvern (1): AC 3; HD 7* (L); hp 41; MV 90' (30'), Flying 240' (80'); #AT 1 bite/1 sting; THAC0 13; Dmg 2d8/1d6 + poison; Save as F4; ML 9; AL C; XP 850; Treasure see below.

Ruby attacks by biting and stinging. Her tail arches up over her back to attack targets in front of her. Anyone stung by Ruby's tail must make a saving throw vs. poison or die. Ruby's nest is a pile of sticks; bones from horses, cows, deer, and humanoids; and scraps of leather. Mixed in with these are some of her rust-red scales; 9,000 sp; and 2,000 gp.



Rest and Recuperation

The PCs will probably need to sleep, heal, and recover spells before going on to the third part of the *Haunted Tower* adventure. Once Sir Jameson is defeated, absolutely nothing will bother the PCs if they stay the night in his bedroom (Location #20). If that location is a little too spooky or uncomfortable, Location #11 has a decent bed and is actually rather cozy once the werewolves have been chased out or defeated. Or, if the characters want to descend to the main body of the tower to rest, Location #15 on the Fighters' Academy map is the safest room for them to do so.

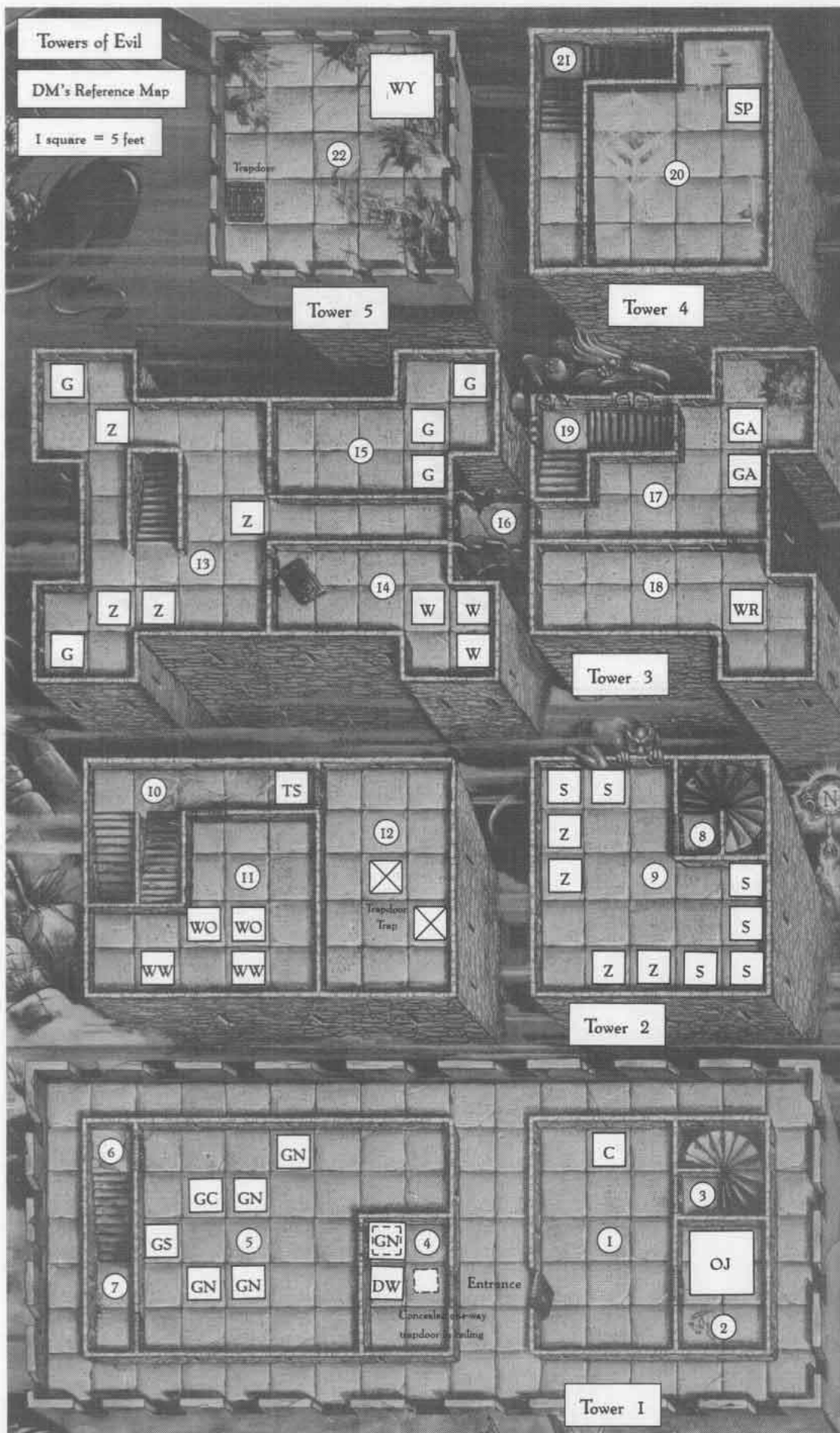
Completing *Towers of Evil* By Itself

If the DM has been running *Towers of Evil* by itself, the PCs can easily leave the tower the same way they came in after they defeat Sir Matthew. If they return his bones in the shroud, Valum pays them the 4,500 gp he promised. If the PCs have used the *potion of restoration*, they will have to pay him 1,000 gp to replace it.

Towers of Evil

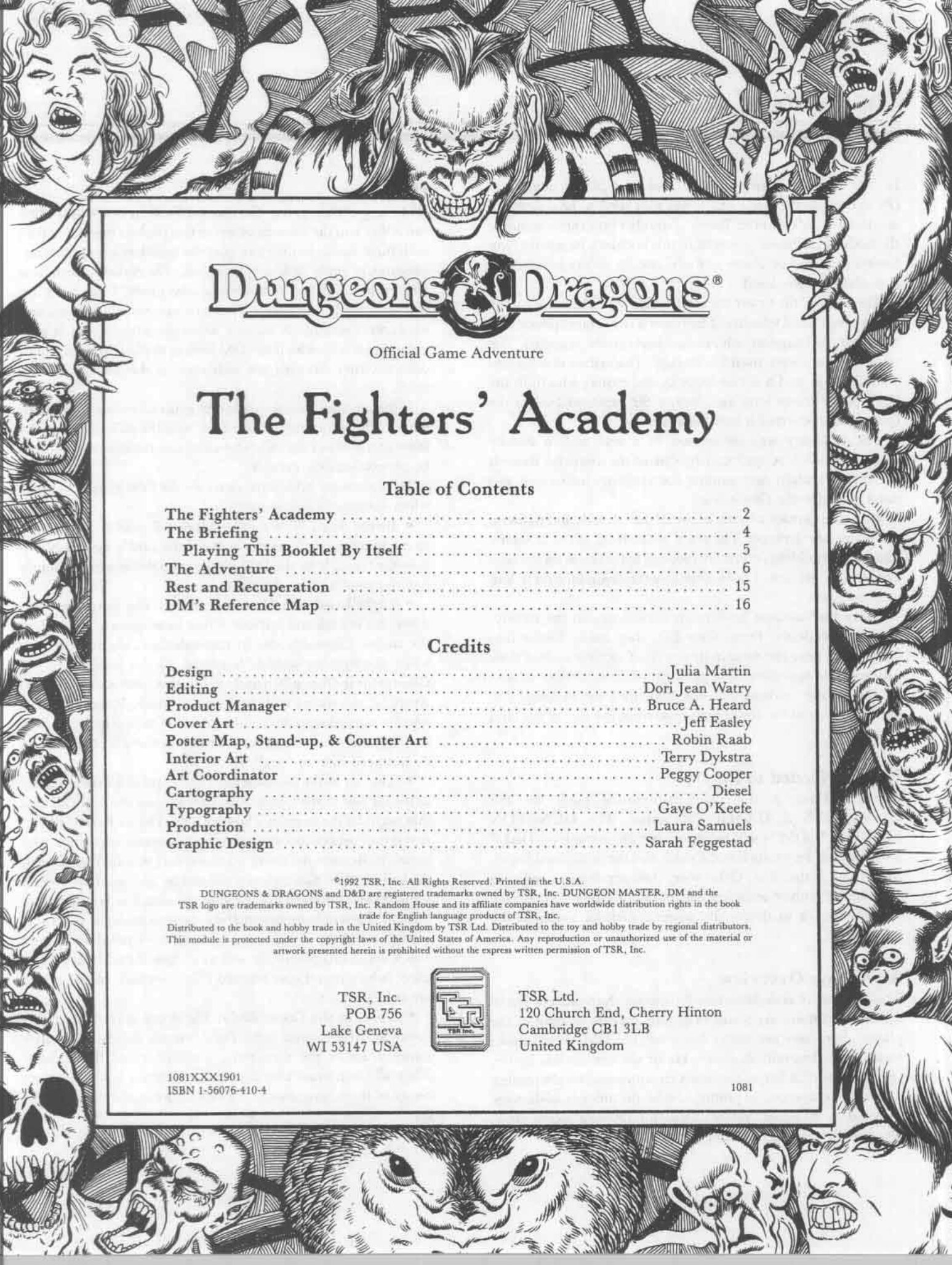
DM's Reference Map

1 square = 5 feet



1. Hall of Statues
2. Ochre Jelly Storage
3. Spiral Staircase
4. Entryway
5. Assembly Area
6. Closet
7. Stairway
8. Top of Spiral Staircase
9. Undead Storage Area
10. Staircase and Hall
11. Werewolf Den
12. Guest Room
13. Defense Center and Lounge
14. Aide's Room
15. Conference Room
16. Walkway
17. Gargoyle's Lair
18. Library
19. Chilly Stairway
20. Master Bedroom
21. Stairs and Ladder to Roof
22. Roof of Tall Tower

- C Cockatrice
- DW Dire wolf
- G Ghoul
- GA Gargoyle
- GC Gnoll chieftain
- GN Gnoll
- GS Gnoll shaman
- OJ Ochre jelly
- S Skeleton
- SP Specter
- TS Tarantella spider
- W Wight
- WO Wolf
- WR Wraith
- WW Werewolf
- WY Wyvern
- Z Zombie



Dungeons & Dragons®

Official Game Adventure

The Fighters' Academy

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Credits

Design	Julia Martin
Editing	Dori Jean Watry
Product Manager	Bruce A. Heard
Cover Art	Jeff Easley
Poster Map, Stand-up, & Counter Art	Robin Raab
Interior Art	Terry Dykstra
Art Coordinator	Peggy Cooper
Cartography	Diesel
Typography	Gaye O'Keefe
Production	Laura Samuels
Graphic Design	Sarah Feggestad

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TSR, Inc.
POB 756
Lake Geneva
WI 53147 USA



TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

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The fighters' academy

In *The Haunted Tower Adventure Pack*, the player characters (PCs) explore the ruins of a tower that used to be a fighters' academy. The Haunted Tower is divided into three sections: the body of the tower (covered in this booklet), its square twin towers (covered in *Towers of Evil*), and its cellars (covered in *Lair of the Vampire Lord*).

The body of the tower housed the fighters' academy run by Sir Jameson the Defender. The tower's twin spires provided a home for Sir Jameson, who owned and ran the academy. The tower's cellars were used for storage. The cellars also housed a small crypt and a shrine built by the monks who built the body of the tower long ago, before Sir Jameson bought the tower and converted it into his academy.

The academy was devastated in a war with a nearby wizards' school. A spell cast by one of the vengeful wizards turned the terrain surrounding the academy into a foul and dank swamp—the Gloomfens.

Since the climactic battle between the wizards and fighters, the tower has decayed. The spirit of the head of the academy haunts the building, eternally plotting his revenge on the wizards who killed him. His loyal students remain faithful to him even in death.

Other foul undead have made their home in the rotting, spacious academy. From their lair, they make forays into farmsteads near the swamp in search of victims to feed their unspeakable appetites. The problem of these terrible attacks by the savage undead will not stop until the evil that has found a home at the tower is burned from the face of the land forever.

What's Needed to Play?

Haunted Tower is the third adventure pack for the DUNGEONS & DRAGONS® game. The DUNGEON MASTER™ (DM™) will need to have the entry-level D&D® game so that he or she has the rules and the additional stand-ups found in that box. Otherwise, the only things needed to play this adventure are a few friends, some paper and pencils, and the desire to defeat the undead menace living in the Gloomfens!

Adventure Overview

This adventure is designed for four to six characters of 3rd to 5th level. If there are fewer than four players or most of the player characters are under 5th level, the DM should make some of the encounters easier. He or she can do this by decreasing the number of monsters encountered; by decreasing a monster's hit dice, hit points, and/or the amount of damage inflicted by its attack; or by raising a monster's armor class, which will make the monster easier to hit.

DM Notes

DMs may choose to use *The Haunted Tower* in two ways. They can either run the three booklets in this pack as one adventure with three parts, or they can play the booklets as separate adventures in three different locations. *The Haunted Tower* was written to be played as one giant adventure. If its parts are used separately, the DM will have to adapt certain rooms and encounters slightly. A shorter, separate introduction is provided in each booklet if the DM wishes to play them independently. Other changes are indicated in the adventure text itself.

If the adventures are run as one giant adventure, the challenge of the adventure is increased, as is the difficulty. But the fame and glory of the PCs who clean out the entire tower will be proportionately greater.

Here are some additional notes for the DM to keep in mind when running this adventure.

- **Boxed Text:** Note that boxed text should be read aloud to the players. Explanatory text for the DM's eyes only follows the boxed text; the DM should read this material silently before revealing it to the players.

- **Light Inside the Haunted Tower:** The tower has windows that are tall and narrow. Their locations are marked on the maps. Light streams in through them during the day when the weather outside is sunny. As the weather in the Gloomfens is often sullen and cloudy, this light is usually dim. At night, the rooms with windows are dark. Rooms with no windows are always dark unless the text says otherwise. The undead and other creatures that live in the Haunted Tower do not need light to "see" by.

- **The Air of the Gloomfens:** The Haunted Tower is located at the far end of the Gloomfens, part way up the vast cliff wall that encircles the lands of Thunder Rift. The air of the Gloomfens is toxic and causes stomach and muscle cramps to most who breathe it. Because the tower is located part way up the rift wall, the foul air of the Gloomfens is thinned by breezes. However, in some poorly ventilated tower rooms the stench is as strong as in the fens. Player characters entering these rooms must roll a successful saving throw vs. poison or suffer -1 penalties to their attack and damage rolls, as well as to their Armor Class. This effect fades a round after affected PCs leave such rooms, which are noted in the text.

- **Doors in the Tower Body:** The doors in the body of the tower are iron-bound oak. They remain sturdy even after many years in the corrupting atmosphere of the swamp. They all have brass ring handles, which are now corroded. Some of them have locks. All locked doors are noted in the text.

Monsters

Throughout the course of this adventure, the characters will confront dangerous monsters. When such encounters occur, information about each monster is presented in the following format.

Name of Monster (number encountered): AC (armor class); HD (hit dice and size abbreviation); hp (hit points); MV (movement rate); #AT (number of attacks); THAC0 (see below); Dmg (damage inflicted per attack); Save as (what the monster's saving throw is based on); ML (morale rating); AL (alignment); XP (experience reward for defeating each monster of this type); Treasure (how much treasure the monster has).

One of the entries, THAC0, may be new to beginning players and DMs. It stands for "To Hit Armor Class 0." To determine the roll a monster needs to hit a character who has a specific armor class, simply subtract the target's AC from the monster's THAC0 number. Thus, if a monster's THAC0 is 19 and its target is AC 3, the monster needs to roll a 16 or better to hit the character.

Wandering Monsters

Roll 1d6 every other turn to see if a wandering monster enters the room or passage. Wandering monsters are *never* encountered in Locations #3, 5, 10, 13, 18-21, and 23. The DM can use the following table to generate wandering monsters. The DM should feel free to adjust the number or type of monster to the current strength of the party as necessary.

Use the following table for generating random wandering monster encounters when the PCs are playing *The Fighters' Academy*.

Roll 1d12	Monster	No. Appearing
1-2	Skeletons	2d3
3-4	Zombies	1d4 + 1
5-6	Giant rats	1d4
7	Giant bats	1d3
8	Ghouls	1d2
9	Tiger beetles	1d3
10	Robber flies	1d3
11	Gray ooze	1
12	Giant vampire bats	1d2

These monsters are described in the *Rule Book* found in the D&D® game, except for the robber fly, which is detailed below. The robber fly is also found in the *DUNGEONS & DRAGONS® Cyclopedica*, the advanced rule book for D&D.

Robber Fly

Armor Class:	6
Hit Dice:	2 (S)
Move:	90' (30')
Attacks:	180' (60')
Damage:	1d8
No. Appearing:	1d6 (2d6)
Save As:	Fighter: 1
Morale:	8
Treasure Type:	U
Alignment:	Neutral
XP Value:	20

A robber fly is a three-foot-long giant fly with black and yellow stripes. From a distance, robber flies look like giant bees. They are carnivores, however, and may attack adventurers. Robber flies are patient hunters. They often hide in shadows and wait to surprise prey (1-4 on 1d6). A robber fly can leap up to 30 feet and attack with its bite.

DM's Reference Map

In addition to the large poster map, which the DM will use with the players so that they can position their stand-ups, a copy of the Fighters' Academy map is included on the back page of this booklet. This map, for the DM's use only, shows positions of monsters and other important features.

The DM will want to place the large poster map on the table for all the players to see, but he or she will want to refer to the reference map for personal use.



The Briefing

The DM should pass out each player's appropriate character stand-up. If the players want ready-made PCs, they can use the Haunted Tower Game cards, which have PC statistics on the back; these cards correspond to the stand-up counter characters.

The players can then read the "Adventurers Wanted!" handout (on the back of the "Read Me First" sheet loose in the box) while the DM begins setting up the game. The handout represents a sign posted on the wall of the Sarcastic Goat Inn in the town of Melinir, where the characters are currently staying.

When everything is ready, the DM should tell the players that Martin, who maintains the temple, has contacted the PCs. He has arranged for the party to meet with Enora and Valum in a private meeting room at the Sarcastic Goat Inn first thing tomorrow.

The morning light's soft glow reveals the concern on Enora's and Valum's faces as you enter the meeting room. Dark circles under the High Cleric's eyes betray to you that she hasn't slept well for several nights. "Sit down, brave friends," Enora says. "There is no need for you to be uncomfortable while we meet."

The cleric pauses in her speech, then continues, "I have had grim dreams these last few nights—dreams in which my own dear sister's ghost came to warn me of a growing threat to the people of Thunder Rift. I don't know whether it was really her or a sending from one of the Immortals who watch over us, but I cannot ignore what the spirit said. Something must be done about the undead that come out of the Gloomfens and hunt the people of Thunder Rift."

Valum cuts in with some background information, "The Gloomfens have long been thought to harbor some evil that works to reanimate those who die within the dark swamp. Ever since the creation of the Gloomfens in the mighty spell cast by the Mad Mage of Wizardspire, the fens have festered with chaos and evil. It is as if the very land was twisted by that horrible spell cast in anger during the War of Sword and Wand.

"But while we have heard of bands of undead raiders that occasionally come out of the Gloomfens to hunt on the Great Grasslands, the bands hadn't been a concern to us here in Melinir. Recently, however, the raids have come more often. Larger and larger numbers of undead are involved, and they seem to be working their way toward the more settled areas of the Rift. Enora's dreams have shown her the evil that lies at the heart of the problem."

Enora, looking thoughtfully at Valum, speaks again. "I believe the key to the unrestful dead lies within a haunted tower. This tower was formerly a fighters' academy established by Sir Jameson the Defender. Sir Jameson and all who were in the tower died in the horrible spell cast by the Mad Mage. Sir Jameson's vengeful spirit has refused to seek final rest, and it tries with all its might to gain revenge even in death upon the magic-users of Wizardspire. This insane ghost now believes all who come into or even near the Gloomfens are part of a conspiracy—a conspiracy by magic-users to spy upon or take over the territory the ghost considers its own. The Haunted Tower has become a magnet for undead creatures, which come to the tower to join Sir Jameson's battle against the 'conspiracy' of the living. And chaotic creatures have come to try to rob the tower of the priceless arms and armor rumored to rest within its halls." Enora pauses for a moment.

"You must enter the Haunted Tower, confront the spirit of Sir Jameson, and banish it to its final rest. Find his bones and the remains of any other powerful undead who inhabit the tower. Wrap them in the blessed shrouds I will give you; then return them to me here in Melinir so that I and the clerics at the temple can give them a proper burial. Only through this ceremony will the spirits haunting the tower and the Gloomfens rest and never again rise to trouble Thunder Rift."

Valum speaks up, "The temple of the town of Melinir will provide you with its full support, including many clerical items of protection and healing. As mayor of Melinir, the largest settlement in Thunder Rift, I can offer you information that you will find valuable. I will also present you with a reward of 12,000 gold pieces—to be split among you—along with the titles mentioned in our bulletin—" Valum's voice hardens here—"upon your return of the bones of Sir Jameson the Defender to Enora in a shroud."

Enora provides the party with the following items, explaining why as she distributes them.

- **Two continual light gems in heavy, opaque leather pouches.** "I have blessed these myself. They will light your way without burning out or being extinguished by sudden breezes or water." These are two pieces of cut quartz with *continual light* cast on them. (If the players are experienced enough that their characters have these already, then Enora doesn't give the gems.)
- **Three healing potions.** "These are part of the donations the temple has received from a skilled herbalist and wise woman. I hope they serve you well."

- **One protection from undead scroll.** "This will keep some undead from you for one hour, provided you do not attack them. Its magic will continue to work, however, if you attempt to turn any undead creatures you meet. Choose when you wish to use it wisely."

- **Six neutralize poison clerical scrolls.** "The Haunted Tower lies within a swamp. Surely swamp vermin, many of which are poisonous, have taken up residence within its halls."

- **One ring of life protection.** Enora removes this golden ring, set with an oval amethyst, from her finger. "This ring was given to me by a most blessed matriarch of my church to protect my life force when I was an adventurer like you. It prevented a filthy wight from draining me once. I loan it to your group for their protection. I request that you return it when you complete your mission."

Normally, a *ring of life protection* will negate the effects of 1d6 energy drain attacks. If the wearer is struck by an energy-draining undead (or effect), charges are drained from the ring and no levels are lost. If a single blow drains more experience levels than there are charges remaining in the ring, the ring disintegrates; otherwise, it becomes a *ring of protection +1* when all the charges are used. Enora's ring has five remaining charges.

- **Two potions of restoration.** "The temple contracted with four alchemists to produce these rare and prized potions. Many years of research by the alchemists as well as rare and exotic ingredients were required. If an energy-draining undead creature strikes one of you and robs you of life energy, one of these potions can replace some of it. They are very expensive, and if you need to use them, you must pay 1,000 gp to the temple. If they are returned intact, there is no charge. Personally, I think that their cost is little to pay when compared to the damage caused by an energy drain."

A *potion of restoration* restores one level of experience that has been lost to an energy-draining attack. It will not allow characters to gain levels they hadn't previously earned. It has no duration and takes effect immediately after being drunk.

- **Three blessed shrouds (large white linen sacks).** "These three burial shrouds have been specially woven and blessed by the brothers of a monastery near Melinir. When you find the remains of Sir Jameson, you must place them within a shroud. This will prevent his unrestful spirit, in whatever evil form it now takes, from remanifesting after you have physically defeated it. If there are any other powerful undead within the tower, such as mummies, vampires, or specters, you must do the same with their remains. Only here at the temple can we perform the ceremonies of eternal rest, which will forever banish such creatures from this world."

- **Ten vials of holy water.** "Holy water, magic, and silver are all that affect many undead physically, and often silver doesn't work. I only hope that these vials are enough."

Mayor Valum also provides the party with several items, explaining why as he distributes them.

- **Two waterproof sacks.** "These will come in handy to keep your gear dry through the Gloomfens and in any flooded rooms you might encounter."

- **Ten silver arrows and ten silver-tipped crossbow bolts.** "Silver works against some undead, but keep an eye out. If an arrow hits and doesn't seem to cause any damage, try a new strategy before it's too late."

- **A roughly drawn map.** "This is a map of the Haunted Tower as the oldest living student of Sir Jameson's to survive the War of Sword and Wand remembers it. He told us that there are other areas to the tower that he can't remember well enough to draw."

- **A locket-sized portrait of Sir Jameson the Defender.** "This portrait of Sir Jameson is taken from a historical scroll. We hope it will help you identify his ghost when you encounter it. Note his coat of arms, of which he was very proud. Sir Jameson never dressed in anything that did not display the sigil somewhere."

Playing This Booklet By Itself

The introduction given above works fine for this booklet if it is played as a single, stand-alone adventure. The tower will be considerably smaller (and less dangerous), and it will occupy only the Fighters' Academy map. Accordingly, DMs should reduce the number of items given to the party to two *continual light gems*, two *potions of healing*, one *protection from undead* scroll, three *neutralize poison* scrolls, two *potions of restoration*, two waterproof sacks, two blessed shrouds, eight vials of holy water, two waterproof sacks, five silver arrows, five silver-tipped crossbow bolts, the map, and the portrait of Sir Jameson.

In addition to reducing the number of items given to the party at the outset, the reward Valum offers the party should also be reduced to 6,000 gold pieces (to be split among the party members). Lastly, the DM should feel free to modify some of the amounts of treasure listed in any given location if he or she feels they are inappropriate for the party.

The Adventure

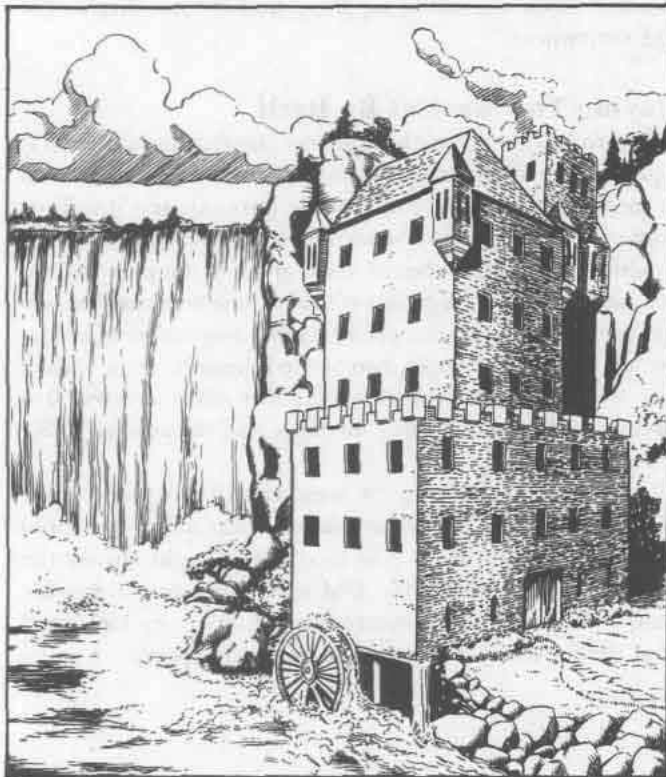
When the player characters are ready to begin, the DM should read aloud the following.

You stand at the large wooden double doors that guard the entrance to the warriors' academy of Sir Jameson the Defender. The tower stretches above you. You look back the way you came: down a rocky pathway that rose up out of the swamp. The path continues halfway up the walls of the cliffs that encircle all of Thunder Rift.

Your eyes are drawn back to the tower. Its square design tells of its ancient age, as more recent towers are usually round. Hunched against the wall of the rift, the tower reminds you of a vulture perched on a crumbling ledge, scanning the Gloomfens for carrion.

The door on the right is slightly ajar, and its hinges and bindings are coated with rust.

The door can be pulled open by anyone who has a Strength of at least 10. It screeches loudly when pulled and leaves a film of dust on the PC's hand.



Location #1. Entryway

The sour, clinging odor of the Gloomfens lingers with you as you enter what was once a stately entryway lined with woven tapestries. The tapestries hang in shreds now, and the heraldic devices they once sported are lost in mildew. Many mold-spotted skeletons in scraps of armor lie on the floor, and other piles of bones rest in the room's corners.

These skeletons serve as a first line of defense. They lie still until the entire party is in the entryway, and then six of them rise from the floor where indicated on the DM's map (page 16). Two rounds after they rise, four more skeletons rise from what looked like piles of bones at the room's corners and edges. The skeletons are armed with rusty short swords.

Skeleton (10): AC 7; HD 1 (M); hp 2, 3, 3, 4, 4, 5, 5, 6, 7, 8; MV 60' (20'); #AT 1; THAC0 19; Dmg 1d6; Save as F1; ML 12; AL C; XP 10; Treasure nil.

The skeletons may be turned by clerics who step forward boldly during the movement part of the combat sequence and declare that they are turning undead. Clerics do not have to advance to the absolute front of the party, but they do have to step forward so that no one is blocking their path. Because of the way that the skeletons rise up (in an upside-down "U" shape), clerics will only be able to target skeletons in front of them and to one side of the "U." Clerics can keep attempting to turn the skeletons until they fail.

The skeletons are not affected by *sleep* or *charm* spells. They will fight until they are all killed. If they are turned and not destroyed in the process, they will retreat to the corners of the room and face the walls. If attacked while they are turned, they will turn around and attack back. Clerics may attempt to turn such skeletons again, provided they have not failed at turning earlier.

The stench of the Gloomfens lingers in this room, wafting in through the door. This may cause penalties to some characters' abilities to attack. See "The Air of the Gloomfens" in the DM Notes on page 2.

A portcullis blocks the path to the doors; it may be lifted by anyone who has a Strength of 18. Up to two people can try to combine their efforts to lift it. It will crash back down loudly unless it is braced with something solid.

Location #2. Exercise Room

The droning buzz of insect wings fills the air of this murky room. Broken wooden racks of weaponry line the north and east walls, and the remains of the weapons they held lie in heaps beneath them. Rotting quilted-wool pads rest in damp, rolled heaps along the walls. A three-foot-long, winged insect with a black-and-yellow-striped body flies about the room, landing occasionally on some carrion in the center. Three other insects like it cover whatever dead creature lies here.

These four robber flies have made their way in through the crumbling slit window to snack on four dead rats here (the carrion). The flies are satisfied with eating the dead rats unless the adventurers disturb them by swinging at them, "shooing" them, or other hostile activities. Talking, yelling, or walking past them will not distract them from their meal.

Robber Fly (4): AC 6; HD 2 (S); hp 8, 11, 12, 14; MV 90' (30'), Flying 180' (60'); #AT 1 bite; THAC0 18; Dmg 1d8; Save as F1; ML 8; AL N; XP 20; Treasure nil.

Location #3. Mechanical Trainer

The acrid smell of rusting metal rushes from this room when the door is opened. A sludge of water, mud, rust, and old grease covers most of the floor. The northwest corner is consumed by a tangle of massive cogs and gears that connect to something outside the building. Through the windows in the west wall, you see a giant waterwheel. Its creaking alarms you until you see that the waterwheel's hub spins uselessly, spurred on by wind. The rest of the machinery is still.

A system of mechanical levers and poles runs from the machinery along the wall to three armored half-figures: one on the west wall and two on the south. Like dressmaker's dummies, the figures have only torsos, heads, and arms. The figures hold shields and swords. A delicate yellow fuzz covers most of the machinery and two of the armed figures.

The clockwork machine in this room used to move the three figures through different training routines. The machinery would build up the endurance, speed, and basic fighting tech-

niques of beginning and intermediate students at the academy. The machinery is now broken, but parts of it will move if the flywheel is released.

If the machinery is investigated, the player characters will find a lever that holds a pin through a cog. If the lever is pulled, the flywheel will release its remaining energy and drive the machinery one last time. Pieces will fly off, clank, shriek, break, and finally clatter to a standstill. The three figures will jerk about like puppets. This would otherwise only be amusing, but the machinery and two figures are covered in yellow mold, which will release spores if the machinery starts up.

Yellow Mold (2): Can always be hit; HD 2* (L); hp 10, 11; #AT Spores; THAC0 18; Dmg 1d6 + special; Save as F2; ML Not applicable; AL N; XP 25; Treasure nil.

If the spores are released, anyone within the area covered by the mold must make a saving throw vs. death ray or choke to death within 6 rounds. The yellow mold can also be disturbed by touching the figures (50% chance that spores will be set off).

Location #4. Showers and Laundry

Several large washtubs are tipped over in the wider part of this room, and a washboard lies on the floor. Two covered barrels lie in the northeast corner. The ceiling in the narrow part of this room has a corroded copper pipe hanging from it with four small fixtures placed evenly along the pipe. It looks as if water from the waterfall, which fed the waterwheel, was piped in here to be used for bathing. A skeleton dressed in leather armor lies face down near the washboard.

The problem in this room is the tiger beetles that live here. The beetles are very hungry and will attack immediately. However, if the PCs have entered through the door from Location #2 and the robber flies are still alive in that room, the beetles will attempt to run past the characters and attack the robber flies, which are their favorite things to eat. In this case they will not attack the characters.

Tiger Beetle (3): AC 3; HD 3 + 1 (L); hp 10, 17, 23; MV 150' (50'); #AT 1 bite; THAC0 16; Dmg 2d6; Save as F2; ML 9; AL N; XP 50; Treasure see below.

The skeleton has a rusting knife, ruined leather armor, and 36 gp in a belt pouch. The washtubs are empty. The covered barrels are full of lye-based laundry soap.

Location #5. Closet

This tiny room has numerous shelves that barely hold up rotten mouse nests made of old linens and towels.

A small locked chest is buried under rags. It contains 27 sp and four jeweled buttons, each worth 5 gp.

Location #6. Hall and Stairs

This short hall contains three doors and a flight of stone steps that twist upward. A faintly sweet odor fills the air. Small, pale, stringy mushrooms grow from between the stones in the wall.

There is nothing of interest here.

Location #7. Hall

This small hall and storage space appears to be empty except for some debris in one corner and a small spider spinning a web.

If the Dungeon Master is playing *The Fighters' Academy* as the first part of the giant *Haunted Tower* adventure, there is a secret stairway leading down to the *Lair of the Vampire Lord* here. It is concealed by a sliding stone panel that is carved to resemble the rest of the floor stones in the hall. It is revealed by pressing on a trigger stone in the west wall (as indicated on the DM's reference map).

If the DM wishes, he or she can have the PCs automatically discover the trigger stone when doing a regular search. Otherwise, it should be discovered by a successful search for secret doors in the correct place. Note that dwarves have a normal chance of noticing the sliding panel in the floor. It is recommended that the PCs not play *Lair of the Vampire Lord* until they have finished both *The Fighters' Academy* and *Towers of Evil*.

If the DM is playing *The Fighters' Academy* by itself, this room is either truly empty, or the DM may roll on the Wandering Monsters Table on page 3 for a creature to place here.

Location #8. Eating Hall

Caterwauls and hisses greet your ears as you open the door. A huge black cat with tentacles growing from its shoulders is standing on top of a rotting table. Around it are four smelly, bestial humanoids that have greenish skin and long tongues. Two of these ghouls are on either side of the table, standing on broken benches and chairs. They are lunging at the cat, trying to claw at it. One of the other ghouls looks at you, smiles, and walks toward you.

These four ghouls have lured a displacer beast into the tower to play with it. They are tired of their game and have cornered the beast in the room to eat it. They would love to add the player characters to their menu.

Ghoul (4): AC 6; HD 2* (M); hp 6, 7, 9, 12; MV 90' (30'); #AT 2 claws/1 bite; THAC0 18; Dmg 1d3/1d3/1d3 + special; Save as F2; ML 9; AL C; XP 25; Treasure see below.

Displacer Beast (1): AC 4; HD 6* (L); hp 24; MV 150' (50'); #AT 2 tentacles; THAC0 14; Dmg 2d4/2d4; Save as F6; ML 8; AL C; XP 500; Treasure see below.

Two of the ghouls will move to attack the PCs immediately. The other two ghouls will attack the PCs after the first ghouls are dead or the displacer beast is paralyzed. A hit from a ghoul paralyzes an opponent unless he or she (or it) makes a successful saving throw vs. paralysis. The paralysis lasts for 2d4 turns unless magically cured first.

Remember to play out the displacer beast's attacks on the ghouls. All attacks on the displacer beast have a -2 to hit, and the creature gains a +2 bonus to all saving throws. If the displacer beast is severely damaged (at 6 hit points or less), it may use a ferocious bite attack (+2 bonus to hit roll, damage 1d6).

When all the ghouls are killed or turned, the displacer beast will back away from the PCs and snarl defensively. It will only attack if it is attacked; otherwise, it will run away through any open doors if possible. If the displacer beast is paralyzed, the PCs can kill it with little trouble, but they gain only half experience for doing so (it wasn't much of a challenge). The PCs can carry the paralyzed beast out of the castle instead of killing it. It requires at least three people to carry it, but defeating it in this manner earns the PCs full experience points.

If the PCs search the room, they will find that two silver candelabra worth 500 sp each are mixed up in the broken chairs and benches. Also, a gorgeous set of eight golden goblets worth 750 gp each rests in a locked chest in a cupboard in the northeast corner of the room.

Location #9. Kitchen

Quiet skittering and scratching mark your entrance to this room. It smells musty and slightly foul. Counters and cupboards all around this room indicate that it once served as a kitchen. A twisted utensil rack hangs from the ceiling with a rusty cleaver and a dented pan hanging from it. You catch a glimpse of a long, bare tail as its owner crawls beneath a rotting work table.

This room is infested with both normal rats and giant rats. If anyone looks under the table after the creature with the tail, that giant rat and another will attack, setting off a chain reaction. Soon rats are scurrying everywhere, biting and squealing.

Rat (16; 2 packs of 8): AC 9; HD 1 hit point (S); hp 1 (for every rat); MV 60' (20'); #AT 1 bite per pack of 8 rats; THAC0 17; Dmg 1d6 + disease; Save as Normal Man; ML 5; AL N; XP 2; Treasure nil.

Giant Rat (6): AC 7; HD 1/2 (1-4 hit points) (S); hp 2, 2, 3, 3, 4, 4; MV 120' (40'); #AT 1; THAC0 17; Dmg 1d3 + disease; Save as Normal Man; ML 8; AL N; XP 5; Treasure see below.

None of the normal or giant rats have the disease spoken of in the D&D® Game Rule Book. A pack of normal rats will attack only one person at a time and is scared off if attacked by flame at any time.

Anyone spending at least 30 minutes searching and sifting through the refuse in which the rats were nesting will find 500 sp and 500 ep that the rats picked up here and there throughout the tower and brought back to this nest. Another half hour's dirty work will produce 500 sp more, 500 ep more, and the key to the pantry. No more money will be found here after that, no matter how long PCs might search.



Location #10. Pantry

The moldy smell of this small dark room makes you want to sneeze. Shelves have collapsed under canisters and boxes. The spilled contents are covered in a bright assortment of harmless molds and mushrooms. Rotted sacks of flour have burst their seams, and a brownish mass has wandered onto the floor. Three bins with hinged lids line the west wall.

The door to this room is locked. The key is located in the rat refuse in Location #9. The bins used to house potatoes, onions, and other vegetables. They are now full of slimy, mucky goo. Searching the room will disturb its inhabitants: three nests of giant centipedes. Each nest will concentrate on a single opponent.

Giant Centipede (15; 3 nests of 5): AC 9; HD 1/2 (1-4 hp)* (S); hp 1, 1, 1, 1, 2, 2, 2, 2, 3, 3, 3, 3, 4, 4, 4; MV 60' (20'); #AT 1 bite; THAC0 19; Dmg Poison; Save as Normal Man; ML 7; AL N; XP 6; Treasure nil.

Location #11. Hall

This hall features a stairway going up and another going down. Near the stairway leading up, the player characters see the following:

As you turn the corner, the light reflects off the clean, gray floor. It looks damp and might be tricky footing.

The floor looks slick because it isn't the floor—it's four gray oozes. If the party proceeds, the first person down the corridor will notice that the floor "gives" a little. This person has stepped on the first ooze, and this counts as an automatic hit for the ooze. It sticks to that person and begins destroying his or her armor. Once the first person steps on an ooze, the other oozes can be easily detected.

Gray Ooze (3): AC 8; HD 3* (L); hp 11, 14, 18; MV 10' (3'); #AT 1; THAC0 17; Dmg 2d8; Save as F2; ML 12; AL N; XP 50; Treasure nil.

An ooze takes one round to destroy normal armor or weapons and one turn to destroy magical items. If a magical item

is exposed to ooze acid, it can be saved if it is washed in at least two skins of water or wine before the turn is over. After an ooze hits, it sticks to its target, destroys its armor, and then does 2d8 damage per round. If the target has no armor, damage starts immediately.

Oozes cannot be hurt by cold or fire, but they can be hurt by weapons and lightning.

The oozes can be detected before they are stepped on if a PC specifically tells the DM that he or she is carefully studying the floor.

Location #12. Gymnasium

Although it is daytime, this room is dark except for a tiny blue glow coming from the floor to the left. Evidently the arrow slit windows have been covered over. An unspeakable stench permeates the area, nauseating all.

The gymnasium is now home to three wights. They heard the player characters coming (unless the adventurers have been extremely quiet) and have hidden beneath three piles of rotting exercise mats in this room. As a trap, the wights have left a glowing dagger lying next to the skeleton of one of their former victims. The dagger is not magical in any way other than the fact that it casts a dim blue glow about as bright as several fireflies.

The wights hope to attract whoever comes into the room to the dagger and then rush out to surround him or her. When the wights rush out to attack, the player characters should roll to see if they are surprised, unless they have found a way to detect the wights ahead of time.

Wight (3): AC 5; HD 3* (M); hp 14, 15, 18; MV 90' (30'); #AT 1; THAC0 17; Dmg Energy drain; Save as F3; ML 12; AL C; XP 50; Treasure see below.

The wights have hidden 2,000 cp; a 700 gp earring; a 1,400 gp necklace; and a sword +1/+3 against undead under a loose stone in the southwest corner of the room's floor.

Location #13. Storage

Dim light spills into this dusty room through a single arrow slit window. Cobwebs drift back and forth in a faint draft.

This looted storage room is empty. It provides a good place for the party to hole up for a short time or even overnight if necessary. The DM should resist placing a wandering monster encounter in this room.

Location #14. Weight Room

Racks of large, steel, circular plates with holes in the middle and iron bars line the walls of this room. The reek of ammonia assaults your nose. Two peculiar creatures are standing in front of an empty rack eating a pile of rusty metal. Their antennae wave in the air.

If anyone successfully listens at the door to this room before going in, he or she will hear quiet shuffling noises. These noises are caused by the two rust monsters, which are joyfully snacking on the metal weights in this room. If the PCs choose not to enter this room (they open the door and then leave immediately, shutting the door), the rust monsters will not pursue them. If the PCs are carrying any metal when they enter this room, the rust monsters will attack.

If a rust monster hits a target with an antenna, any non-magical metal armor or weapon hit immediately crumbles to rust. Magical armor or weapons have a 10% chance to resist the rust effect. If they roll over 10% on 1d100, they lose one "plus" per hit. If a magical item loses all pluses, it is no longer magical. Any kind of weapon can hit a rust monster and damage it. Successful hits *to* a rust monster do not result in the attacking weapon rusting; only successful hits *by* the rust monster cause this effect.

Rust Monster (2): AC 2; HD 5* (L); hp 25, 25; MV 120' (40'); #AT 1; THAC0 15; Dmg see above; Save as F3; ML 12; AL N; XP 300; Treasure nil.

This room also houses a colony of 24 bats, which nest here during the day. At night they will be out hunting insects. They hang from the ceiling in two large groups of 12 bats each. If a commotion starts in the room (like when the rust monsters bounce over to try to attack any armor the PCs are wearing), the bats are disturbed. Each group will fly around one PC (roll randomly) in the room for a round and confuse him or her. Confused PCs have a -2 penalty to hit and to saving throws, and they cannot cast spells. Each flight of bats must check morale every round. If they fail a morale check, they fly out a window. If a flight of bats is reduced to less than ten bats, it can no longer confuse a target.

Bat (24; 2 flights of 12): AC 6; HD 1/4 (1 hit point)* (S); hp 1 each; MV 9' (3'); Flying 120' (40'); #AT Confusion; THAC0 19; Dmg nil; Save as Normal Man; ML 6; AL N; XP 5; Treasure nil.

Location #15. Dormitory

The door to this room is ajar. Looking inside, you see numerous bunk beds all neatly made. Each has a large chest on the floor at its foot. The covers on every bottom bed are draped over an unmoving human form.

The zombies and skeletons in this room rise to attack as soon as the covers are pulled back from one of them.

Zombie (6): AC 8; HD 2* (M); hp 6, 8, 8, 9, 11, 14; MV 90' (30'); #AT 1 claw or 1 weapon; THAC0 18; Dmg 1d8 or by weapon; Save as F1; ML 12; AL C; XP 20; Treasure nil.

Skeleton (10): AC 7; HD 1 (M); hp 2, 3, 3, 4, 4, 5, 5, 6, 7, 8; MV 60' (20'); #AT 1; THAC0 19; Dmg 1d6; Save as F1; ML 12; AL C; XP 10; Treasure nil.

The footlockers aren't locked. They all contain rotting and rusting armor, padding, rusting weapons, warped arrows, etc. Two of them also contain small sacks. One sack contains 7 gp and the other contains 11 sp.

Location #16. Hall

This hall is paved in exceptionally fine marble. The remains of a fine woolen tapestry depicting a boar hunt can be found in tatters along its length.

There is nothing else of note in this long hall.



Location #17. Bedroom

The decrepit state of this once-luxurious, oak-paneled bedroom is sad to see. A huge, red velvet canopy bed is covered with dust, its bed curtains tattered. The mattress has obviously served as a home for mice and insects. A large oak wardrobe hangs open nearby, its wood spotted with termite tunnels and holes.

The formerly plush rug that covers most of the floor is moth-eaten. A gilt frame holds the brownish remains of what was once a huge oil painting. Its subject is now indeterminable.

The wardrobe contains the decayed remains of once-stately men's garments. Eight jeweled silver buckles worth 25 gp total can be recovered from the rotting cloth after about five minutes of searching.

The secret door on the west wall is covered by a sliding oak panel. The panel pushes in and then slides to the right, revealing a locked door.

If the DM is running this adventure as part of the *Haunted Tower* giant adventure, there is nothing else of interest in the room.

If the DM is running *The Fighters' Academy* by itself, a skeleton dressed in finely enameled plate mail rests on the bed. A shield bearing the picture of a silver wyvern in flight lies next to the skeleton, and a broken sword's hilt lies in its right hand. A rotted blue cloak is attached to the armor's shoulders, and a helm that matches the plate mail rests next to the skeleton's skull.

These are the bones of Sir Jameson the Defender. The skeleton will neither attack nor move. The plate mail is in excellent condition (it is *plate mail +1*), but the sword and shield are unusable. When Sir Jameson's remains are placed in one of the blessed shrouds that Enora gave the party, a sense of peace will fill the room.

Location #18. Secret Room

This small, chilly, stone-walled room is thick with cobwebs. In the room rests an ironbound chest with a large lock.

The door to this secret room is locked. The lock is trapped with a tiny dart that springs out unless the trap is removed. Anyone in front of the lock must make a saving throw vs.

poison or suffer 1d4 points of damage and be unable to do anything other than moan in pain for four turns unless magically cured.

The chest is also locked, but not trapped. It contains 2,000 gp; two 10 gp turquoise gems; one 50 gp citrine; one 50 gp onyx; one 100 gp garnet; one 500 gp topaz; and one 500 gp pearl. It also contains a 1,300 gp scepter; a 400 gp pin; a 1,300 gp diadem; a 100 gp earring; a *sword +1/+3 against regenerating monsters*; a *potion of healing*; and a leather scroll case that contains a magic-user scroll with *magic missile* and *protection from evil 10' radius*.

For the purpose of the *sword +1/+3 against regenerating monsters*, regenerating monsters include all creatures that regain more than 1 hit point per day by rest or other means. Thus, regenerating monsters include both trolls and vampires as well.

Location #19. Balcony

The view from this balcony would have been breathtakingly beautiful before the Gloomfens were created. The view is now spoiled by the fens and the choking air they give off.

The creaking of the ancient waterwheel below punctuates the eternal thunder of the water falling from the rim of Thunder Rift above.

If the DM is running the *Haunted Tower* giant adventure and the characters look up, the twin towers at the top of the tower can be easily seen. A large, winged reptile of some sort briefly circles the tallest tower and then lands (this is the wyvern found at the top of the *Towers of Evil*).

If *The Fighters' Academy* is being played by itself, the balcony provides a view, but nothing more. The stench of the Gloomfens is very strong here but will have little effect unless the PCs get into combat on the balcony.

Location #20. Sitting Room

What were once bookcases line the west and north walls of this room in a long pile of broken wood, mold, and mildewed hide binding—all that remains of the books. A sofa, two high-backed chairs, and a low table are arranged in front of a fireplace with a mantle made of dark, carved stone on the south wall. In one of the chairs a figure sits, its eyes blazing with crimson light.

If the Dungeon Master is playing *The Fighters' Academy* as the first part of the giant *Haunted Tower* adventure, Sir Matthew, who was one of the fighting instructors at Sir Jameson's academy, sits in a high-backed chair. He is now a mummy. When the spell was cast by the Mad Mage during the War of Sword and Wand, he was caught outside. The ground beneath him became a huge bog. Sir Matthew was unable to reach solid ground and was sucked beneath the bog's surface. The evil of the fens mixed with his angry spirit, which was frustrated at not dying nobly in battle, and he rose from the bog as a mummy.

Sir Matthew's flesh looks like gnarled wood because it was preserved by the mud of the fens, and his sunken eyes glow red with eternal hatred. The rotting remains of the linen padding he used to wear beneath his armor looks like rotting bandages. He is not wearing anything with the crest of Sir Jameson on it.

Mummy (1): AC 3; HD 5+1** (M); hp 29; MV 60' (20'); #AT 1 touch; THAC0 14; Dmg 1d12 + disease; Save as F5; ML 12; AL C; XP 575; Treasure see Location #18.

If the DM is playing *The Fighters' Academy* by itself, Sir Jameson the Defender, who is now a specter, sits in the high-backed chair. He looks much like the portrait given to the PCs by Valum, except for the fact that he is transparent. He is "wearing" a velvet doublet embroidered with a silver wyvern in flight.

Specter (1): AC 2; HD 6** (M); hp 34; MV 150' (50'); Flying 300' (100'); #AT 1 touch; THAC0 14; Dmg 1d8 + double energy drain; Save as F6; ML 11; AL C; XP 725; Treasure see Location #18.

No matter which person waits in the chair, he will rise and say the following in a menacing voice. Then the monster will attack.

"So, Wizardspire has finally sent someone to finish their dirty work. You will not find me easy to deal with! I will laugh over your dead bones yet!"

The stench of the Gloomfens lingers in this room, wafting in through the windows and hanging in the air. This may cause penalties to some characters' abilities to attack. See "The Air of the Gloomfens" in the DM Notes on page 2.

If the characters defeat Sir Matthew, he will crumble

away except for his bones. They can be easily placed in one of the blessed shrouds.

If the characters defeat Sir Jameson, a sense of evil tension will still hang in the air, like a coming storm, until the party properly deals with his bones, which are found in Location #17.

Location #21. Trophy and Conference Room

The chill in this room is almost as heavy as is the dust. Four wooden chairs surround a carved mahogany table. Overlooking the scene are more than a half dozen pairs of glass eyes, winking back from the numerous stuffed boar, deer, and other animal heads on the south and east walls. A stuffed brown bear is frozen in a snarling charge; it stands in the southeast corner. A skeleton with four arms holds guard in front of the door on the west wall. Twin pinpricks of blue light dance in its dark eye sockets. It holds a sword, a hand axe, a mace, and another sword in its hands.

The bone golem is one of a pair that Sir Jameson obtained at great expense to teach advanced weapon techniques. The golem was moved long ago from the gymnasium (Location #12) to here to serve as a guard. It has been instructed to attack any intruders who enter this room, and to choose as its first target anyone who tries to enter the sitting room (Location #20) through this room.

Bone Golem (1): AC 2; HD 6* (L); hp 31; MV 120' (40'); #AT 4 weapons; THAC0 14; Dmg 1d8/1d6/1d6/1d8; Save as F4; ML 12; AL N; XP 500; Treasure nil.

Location #22. Spider Den

The door to this room is wide open. Inside, the remains of whatever furniture it used to contain are mounded in the far corner. The entire room is draped in spider webs, and the floor is sprinkled with small animal bones. Two black, six-foot-long spiders with red "hourglasses" on their bellies hang in the webs, lying in wait for prey.

These two black widow spiders have been living on bats and would like to add some variety to their diet. Any character bitten by one of the spiders must make a successful saving

throw vs. poison or die in one turn. The webs of the spiders can be burned away. A torch or oil must be applied to them. They will then burn away in three rounds. Mixed up in the bones of the spiders' victims on the floor underneath the webs are 64 cp and 86 gp.

Black Widow Spider (2): AC 6; HD 3* (M); hp 13, 14; MV 60' (20'); In Web 120' (40'); #AT 1 bite; THAC0 17; Dmg 2d6 + poison; Save as F2; ML 8; AL N; XP 50; Treasure see above.

The furniture in the far corner might once have been a couple of chairs, a bedframe, and a chest. It is twisted, broken, useless junk now.

Location #23. Dueling Room

Flashes of light reflect off the sharp weapons of a skeleton with four arms, which dances speedily toward you as you enter this room. Twin pinpricks of blue light emanate from its dark eye sockets. It holds a two-handed sword, a hand axe, and a sword in its hands.

This bone golem is the second of a pair that Sir Jameson obtained at great expense to teach advanced weapon techniques. The golem's original tutoring orders have been replaced with instructions to kill anything living that enters the room.

Bone Golem (1): AC 2; HD 6* (L); hp 37; MV 120' (40'); #AT 3 weapons; THAC0 14; Dmg 1d10/1d6/1d8; Save as F4; ML 12; AL N; XP 500; Treasure nil.

If the party members search the room after the golem is killed, they discover that three walls of the room contain wooden racks. The racks hold rusty swords, sabers, rapiers, maces, hand axes, battle axes, and other hand weapons. None of them is magical. High up on the remaining wall is a silvery shield with the symbol of two swords crossed on it. The shield is magical. It does not add to its user's armor class, but once a day it will cast *cure light wounds* on its owner when asked to. It can perform this function only once per day, and then only on its owner.

Location #24. Stairs or Hall Storage

This room is a little warmer than most in the tower, though why is not apparent. A stone spiral staircase with worn steps leads upward.

If *The Fighters' Academy* is being run as the first part of the entire *Haunted Tower* adventure, this room contains the stairs that lead upward to the *Towers of Evil* map.

If the DM is playing *The Fighters' Academy* by itself, this room is either empty, or the DM may roll on the Wandering Monsters Table on page 3 for a creature to place here.

Location #25. Short Hall

Dust covers the mosaic in the floor of this short hall. It seems to be a picture of the crest of Sir Jameson, and a little cleaning reveals a huge silver wyvern in flight on a blue shield that has stars sprinkled across it like the night sky.

A rotting, wool tapestry hangs on the east wall. It shows a man on a horse with his hounds at the bottom of a hill. They are chasing a stag that is silhouetted against the setting sun at the top of the hill.

Nothing unusual lurks in this hall.

Location #26. Wealthy Student Living Quarters

A chunky wooden bedframe, a broken wardrobe, and a rat-chewed armchair are all that remain in what was once some sort of living quarters. A broken ceramic jug rests crookedly at the foot of the bedframe. A faint whiff of a spicy fragrance lingers in this room, perhaps from the herbs and flowers that were once used to freshen the wardrobe.

This room has long ago been looted of any objects of interest. If the DM wishes, he or she may roll on the Wandering Monsters Table on page 3 for a creature to place here.

Location #27. Guest Quarters

A strong ammonia odor seizes your nose as you open the door. The room's table, chair, and wardrobe of carved dark wood are scratched and covered with animal droppings. A faded, though still luxurious, canopy bed sits against the far wall. Its heavy, burgundy curtains are drawn.

A colony of giant bats lives in this room. They are resting in the canopy bed. Two of the bats are giant vampire bats.

When a PC opens the bed's curtains, the light this lets in arouses the bats. They will fly out suddenly and attack. The DM should have both the bats and the party roll for surprise, unless the PCs are being noisy. If the PCs are making noise, then only they should roll to see if they are surprised.

Giant Bat (4): AC 6; HD 2* (M); hp 8, 9, 10, 14; MV 30' (10'), Flying 180' (60'); #AT 1 bite; THAC0 18; Dmg 1d4; Save as F1; ML 8; AL N; XP 20; Treasure nil.

Giant Vampire Bat (2): AC 6; HD 2* (M); hp 10, 13; MV 30' (10'), Flying 180' (60'); #AT 1 bite; THAC0 18; Dmg 1d4 + special; Save as F1; ML 8; AL N; XP 25; Treasure nil.

If a player character is bitten by a giant vampire bat, the victim must roll a saving throw vs. paralysis or fall unconscious for 1d10 rounds. While the character is unconscious, the vampire bat will feed from his or her body. It drains 1d4 hit points of blood per round. Anyone who dies from having his or her blood drained by these particular giant vampire bats must roll a successful saving throw vs. spell or become a wight 24 hours after death.

A feeding giant vampire bat can still be attacked by other characters. Half of the damage from any successful attack goes to the bat, and half goes to the character the bat is feeding on. Unsuccessful attacks are assumed to miss both bat and character.

If the player characters search the wardrobe, they will find that it is empty except for a child's headless rag doll.

Rest and Recuperation

After dealing with the many undead on the first three levels of Sir Jameson's tower, the player characters will probably be injured and tired. While it is simple enough for them to retrace their steps out of the tower, the swamp is a miserable place to spend a night.

The best place to spend the night is the empty storage room at Location #13, provided that the second level of the academy (or at least Locations #12 and #15) has been cleared of monsters. While the room has no furniture, it is clean and doesn't smell like the Gloomfens or any undead creatures. None of the inhabitants of the third level of the academy will come downstairs during the night. No remaining inhabitants of the first level will come upstairs, either.

If Location #15 is not cleared of monsters, the skeletons and zombies can be heard noisily walking around that room all night, although they are too stupid to come out of the room. They will attack whoever investigates the noise.

If Location #12 is not cleared, the wights will come hunting for the PCs during the night. They can search out the characters' location by smell. They will not be able to get in a blocked or spiked door, but the PCs will hear them scratching outside of it. They will stop scratching and wait outside the door

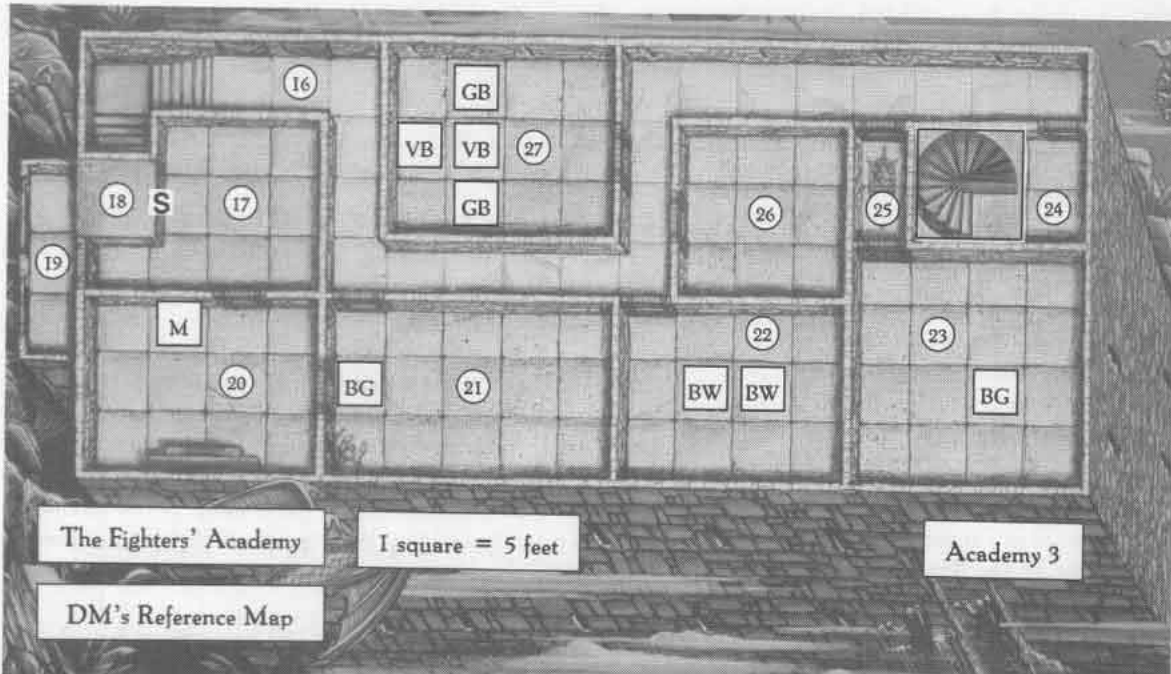
or just around the corner in the direction of the stairs for the PCs to come out. The wights are incredibly cunning and patient.

If the PCs do not block or spike the door to the storage room closed, the wights will try to quietly open the door and surprise the PCs. It takes one round for anyone not on watch to wake up and grab a weapon, in addition to any time that they are surprised. If no one is on watch, everyone is automatically surprised for one round and then needs a round to grab a weapon.

Completing *The Fighters' Academy* By Itself

If the DM has been running *The Fighters' Academy* by itself, the PCs can easily leave the tower once they have respectfully placed the bones of Sir Jameson in one of the shrouds. If they return the bones and the shield with the silver wyvern to Enora, she will accept them as proof of success. If the PCs have used any *potions of restoration*, they will have to pay Enora for their use.

Valum will pay the party the 6,000 gp he promised as a reward, and he will present each party member with a scroll declaring that person to be a Lord or Lady of Melinir. Mayor Valum will also throw a feast at the Sarcastic Goat Inn.

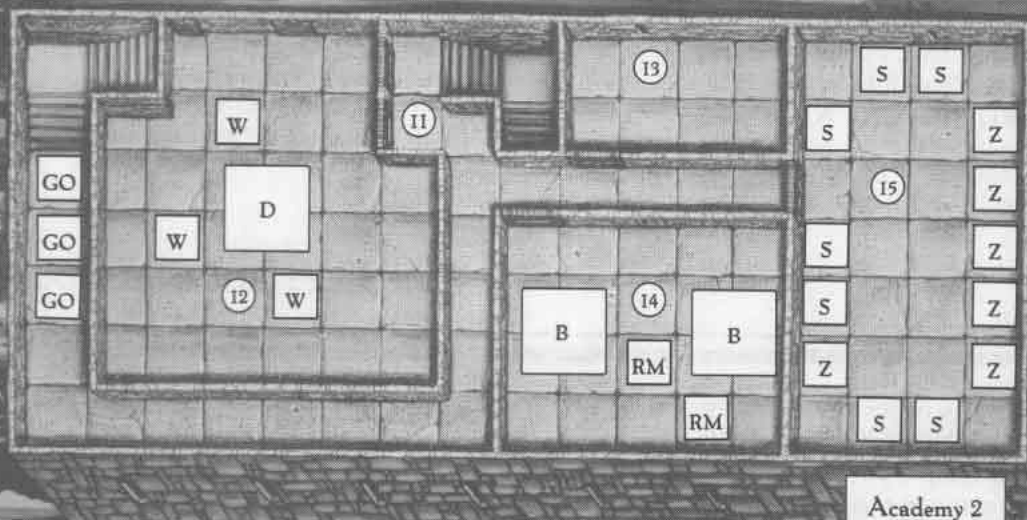


The Fighters' Academy

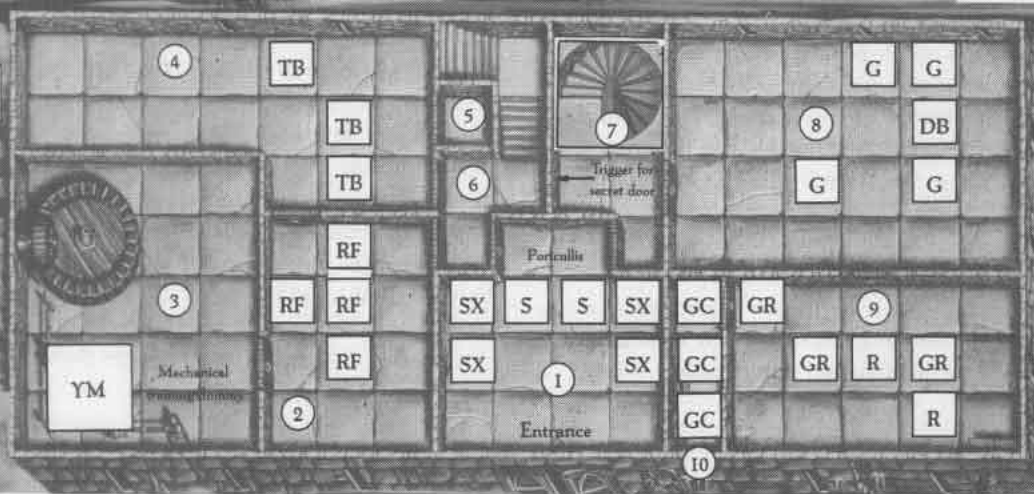
1 square = 5 feet

Academy 3

DM's Reference Map



Academy 2



Academy I

1. Entryway
2. Exercise Room
3. Mechanical Trainer
4. Showers and Laundry
5. Closet
6. Hall and Stairs
7. Hall
8. Eating Hall
9. Kitchen
10. Pantry
11. Hall
12. Gymnasium
13. Storage
14. Weight Room
15. Dormitory
16. Hall
17. Bedroom
18. Secret Room
19. Balcony
20. Sitting Room
21. Trophy and Conference Room
22. Spider Den
23. Dueling Room
24. Stairs/Hall Storage
25. Short Hall
26. Wealthy Student Living
27. Quarters

- B Bats
 BG Bone golem
 BW Black widow spider
 D Dead body with dagger
 DB Displacer beast
 G Ghoul
 GB Giant bats
 GC Giant centipedes
 GO Gray ooze
 GR Giant rats
 M Mummy
 R Rats
 RF Robber fly
 RM Rust monster
 S Skeleton
 SX Skeleton (followed 2 rounds later by another skeleton)
 TB Tiger beetle
 VB Vampire bat
 W Wight
 YM Yellow mold
 Z Zombie

Dungeons & Dragons®

Official Game Adventure

Lair of the Vampire Lord

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Credits

Design	Julia Martin
Editing	Dori Jean Watry
Product Manager	Bruce A. Heard
Cover Art	Jeff Easley
Poster Map, Stand-up, & Counter Art	Robin Raab
Interior Art	Terry Dykstra
Art Coordinator	Peggy Cooper
Cartography	Diesel
Typography	Gaye O'Keefe
Production	Laura Samuels
Graphic Design	Sarah Feggestad

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TSR, Inc.
POB 756
Lake Geneva
WI 53147 USA



TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

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Lair of the Vampire Lord

In the *Haunted Tower Adventure Pack*, the player characters (PCs) explore the ruins of a tower that used to be a fighters' academy. The academy was devastated in a war with a nearby wizards' school. A spell cast by one of the vengeful wizards turned the terrain surrounding the academy into a foul and dank swamp—the Gloomfens.

Since the climactic battle between the wizards and fighters, the academy has deteriorated. The spirit of the head of the academy haunts it, eternally plotting his revenge on the wizards who killed him, and his loyal students remain faithful to him even in death.

Other foul undead, including a vampire magic-user, have made their home in the rotting, spacious academy. They use it to make forays to farmsteads near the swamp while searching for victims to feed their unspeakable appetites. The incessant attacks by the undead into inhabited areas will never stop until the evil that has found a home at the tower is totally destroyed.

If the DUNGEON MASTER™ (DM™) is running the giant, three-part *Haunted Tower* adventure, the player characters should have already finished the first two parts (*The Fighters' Academy* and *Towers of Evil*) before they move on to this booklet. If the DM wants to use this booklet by itself, information about how to do that is given on page 4.

What's Needed to Play?

Haunted Tower is the third adventure pack for the new DUNGEONS & DRAGONS® game. The DM will need to have the black box entry-level D&D® game so that he or she has the rules and the additional stand-ups found in that box. Otherwise, the only things needed to play this adventure are a few friends, some paper and pencils, and the desire to defeat the undead menace lurking in the foul and treacherous Gloomfens!

Adventure Overview

This adventure is designed for four to six characters of 3rd to 5th level. If there are fewer than four players or most of the PCs are under 5th level, the Dungeon Master should make some of the encounters easier. He or she can do this by decreasing the number of monsters encountered; by decreasing a monster's hit dice, hit points, and/or the amount of damage inflicted by its attack; or by raising a monster's armor class, which will make the monster easier to hit.

On the other hand, if there are more than six characters playing, the Dungeon Master may want to make some of the encounters harder, which he or she can do by increasing the number of monsters encountered, increasing a monster's hit dice, etc.

DM Notes

If you are running the three-part *Haunted Tower* adventure, special information about the cellars of the tower is included below. To run *Lair of the Vampire Lord* by itself, finish this introduction and then proceed to the "Running This Booklet By Itself" section (on page 4) to set up the adventure for your players.

- **Boxed Text:** Note that boxed text should be read aloud to the players. Explanatory text for the DM's eyes only follows the boxed text; the DM should read this material silently before revealing it to the players.

- **Running the Adventure Booklets Separately:** DMs may choose to use *Haunted Tower* in two ways. They can either run the three small booklets included in this pack as one adventure with three parts, or as three separate adventures in three different locations. *Haunted Tower* was written to be used as a single adventure. If its parts are used separately, the DM will have to adapt certain rooms and encounters slightly. A shorter, separate introduction is provided for the adventure's parts in each booklet if the DM wishes to play them independently. Other changes are indicated in the adventure text itself.

- **The Haunted Tower:** The Haunted Tower itself is divided into three sections: the body of the tower (covered in *The Fighters' Academy*), its twin square towers (covered in *Towers of Evil*), and its cellars (covered in this booklet). The body of the tower housed the fighters' academy run by Sir Jameson the Defender. The tower's twin spires provided a home for Sir Jameson, who owned the academy. The tower's cellars were used for storage. The cellars also housed a small crypt and a shrine built by the monks who built the body of the tower long ago, before Sir Jameson bought the tower and started his academy.

- **Light in the Cellars:** The upper parts of the Haunted Tower have windows, but the tower's cellars have none. Some parts of the cellars are lit by the dim remains of what were once bright *continual light* globes. These are marked on the DM's reference map (page 16). The ancient magic that lit the globes is now wearing out. The globes give off a steady, pale-blue light that extends for only 20 feet. The creatures that live in the Haunted Tower do not need light to "see" by.

- **The Air of the Gloomfens:** The Haunted Tower is located at the far end of the Gloomfens. The air of the Gloomfens is toxic. Most of the cellar rooms are shut off from the air of the Gloomfens. However, in some rooms the water from the fens has leaked through the foundation of the tower. The smell is as strong in these flooded rooms as it is in the fens. PCs entering flooded rooms must roll a successful saving throw vs. poison or suffer -1 penalties to their attack

and damage rolls, as well as to their Armor Class. This effect fades a round after affected PCs leave such a room. Rooms with Gloomfen stench are noted in the text.

- **Doors in the Cellar:** Most of the doors in the tower's cellars are iron-bound oak. They all have (now corroding) brass ring handles. Some of them have locks. The locked doors are noted in the text.

- **Small Rat Tunnels:** Some locations on the map are connected with small rat tunnels. These connections are shown by dotted lines on the DM's reference map. There are many of these tiny tunnels connecting each of the indicated locations, but it would be confusing to draw them all. Only creatures that are the size of a rat (6" or smaller) or in gaseous form can pass through these tunnels.

- **Undead Servants:** Many of the undead creatures within the cellars are servants (or, rather, *pawns*) of other undead monsters in the cellars. For instance, in one room four skeletons might be the pawns of a ghoul, who is in turn the pawn of a wight. Pawns give special abilities to their masters (or *lieges*), such as letting the liege see and hear anything that the pawn can see and hear. Special procedures are needed to turn a pawn. When undead pawns and lieges are in a room, the room description will tell how they can be turned and any other things the DM should know.

Monsters

Throughout the course of this adventure, the characters will confront dangerous monsters. When such encounters occur, information about each monster is presented in the following format.

Name of Monster (number encountered): AC (armor class); HD (hit dice and size abbreviation); hp (hit points); MV (movement rate); #AT (number of attacks); THAC0 (see below); Dmg (damage inflicted per attack); Save as (what the monster's saving throw is based on); ML (morale rating); AL (alignment); XP (experience reward for defeating each monster of this type); Treasure (how much treasure the monster has).

One of the entries, THAC0, may be new to beginning players and DMs. It stands for "To Hit Armor Class 0." To determine the roll a monster needs to hit a character who has a specific armor class, simply subtract the target's AC from the monster's THAC0 number. Thus, if a monster's THAC0 is 19 and its target is AC 3, the monster needs to roll a 16 or better to hit the player character.

Wandering Monsters

Roll 1d6 every other turn to see if a wandering monster enters the room or passage. Wandering monsters are *never* encountered in Locations #4, 10-12, 14-15, and 20-21. The DM can use the following table to generate wandering monsters when the PCs are playing *Lair of the Vampire Lord*. The Dungeon Master should feel free to adjust the number or type of monster to the current strength of the party as necessary.

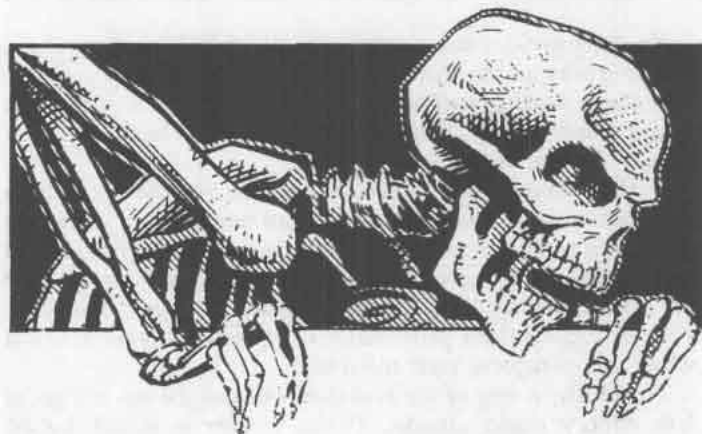
Roll 1d12	Monster	No. Appearing
1-2	Skeletons	2d3
3-4	Zombies	1d4 + 1
5-6	Giant rats	1d4
7	Giant bats	1d4
8	Ghouls	1d2
9	Wight	1
10	Carrion crawler	1
11	Gray ooze	1
12	Giant vampire bats	1d2

These monsters are described in the *Rule Book* found in the D&D® game.

DM's Reference Map

In addition to the large poster map, which the DM will use with the players so that they can position their stand-ups, a copy of the Towers of Evil map is included on the back page of this booklet. This map, for the DM's use only, shows positions of monsters and other important features.

The DM will want to place the large poster map on the table for all the players to see, but he or she will want to refer to the reference map for personal use.



Playing This Booklet By Itself

This introduction is for the DM to use if he or she has decided to run the adventures in the *Haunted Tower Adventure Pack* as three separate adventures, rather than as one giant adventure. *Skip this entire page and go straight to the section called "The Adventure" if you are running the adventure as a whole.*

The DM should pass out each player's appropriate character stand-up. If the players want ready-made PCs, they can use the Haunted Tower Game cards, which have PC statistics on the back. These cards correspond to the stand-up counter characters.

When everything is ready, the DM should tell the players that Enora, high cleric of the village of Melinir, has called them to a meeting at the Sarcastic Goat Inn at dawn. After allowing everyone to sit down, she speaks. She sounds very worried.

"I have just received word that a foul creature has begun stealing people from the nearby farmsteads. Because it seems to be able to charm people from their very beds at night, I think it may be a vampire—one of the most cunning and ruthless of the undead lords.

"A young farm girl escaped his grasp through bravery and luck to return to her parents' farm. This girl's parents were wise enough to tell Martin, a cleric at the temple here in Melinir, of her ordeal. Martin, in turn, informed me. The girl has drawn a map of the vampire's lair, which seems to be located in the cellars of an old, ruined monastery in the Gloomfens. She says the vampire calls himself Lord Ursus Longmane.

"You must disable or destroy this vampire before more innocent people fall prey to his fatal appetites. I will pay you 7,000 gp to split among yourselves if you can return the remains of this Lord Ursus in a blessed shroud so that we can send him to eternal rest here at the temple."

Enora provides the party with the following items, explaining why as she distributes them:

- **Four healing potions.** "Unless you are on a quest with many fellow clerics, it never hurts to have a healing potion or two. I hope these serve you well."

- **One ring of life protection.** Enora removes a golden ring, set with an oval amethyst, from her finger. "This ring was given to me by a most blessed matriarch of my church to protect my life force when I was an adventurer like you. It prevented a filthy wight from draining me once. I loan it to your group for their protection. I request that you return it when you complete your mission."

Normally, a *ring of life protection* will negate the effects of 1d6 energy drain attacks. If the wearer is struck by an energy-draining undead (or effect), charges are drained from the ring and no levels are lost. If a single blow drains

more experience levels than there are charges remaining in the ring, the ring disintegrates; otherwise, it becomes a *ring of protection* +1 when all the charges are used. Enora's ring has five charges left.

- **Two potions of restoration.** "These potions took years of research by alchemists and many exotic ingredients to produce. If an energy-draining undead creature strikes one of you and robs you of life energy, one of these potions can replace some of it. They are very expensive. I give you the use of one of them for free, but if you need to use the other, you must pay 1,000 gp to the temple. If at least one is returned intact, there is no charge. Personally, I think the cost is little to pay when compared to the damage caused by an energy drain."

A *potion of restoration* restores one level of experience that has been lost to an energy-draining attack. It will not allow characters to regain levels that they had not previously earned. It has no duration and takes effect immediately after being drunk.

- **A blessed shroud (a large white linen sack).** "This burial shroud has been specially woven and blessed. When you have destroyed the vampire, you must place whatever remains of him within this shroud. This will prevent his unrestful spirit from coming back after you have defeated it. Here at the temple we can perform the proper ceremonies of eternal rest that will forever banish the vampire from this world."

- **Seven vials of holy water.** "Holy water, magic, and silver are all that affect many undead. Use this wisely—it's one of the only things you can depend on."

- **Five silver arrows and two silver daggers.** "Silver works against some undead, but be cautious. If an arrow hits and doesn't seem to cause any damage, try a different attack. Never depend too much on only one strategy."

- **The Lair of the Vampire Lord map.** "This is the map that the farm girl drew. I hope her memory was accurate."



If the DM is using this adventure as the final part of the *Haunted Tower* adventure, the PCs begin by descending to the cellars of the Haunted Tower after finding the secret door that hid the stairs.

If this adventure is being run by itself, the stairs to the cellars of the ancient monastery can be found after a short search through the monastery's ruins.

When the player characters are ready to begin, the DM should read the following aloud.

A thin film of oily muck covers the stairs, making your descent tricky. The steps are worn in the middle from the passage of the people who long ago built these cellars. The air is very still. In the light that you bring, you can see that the passage stops going south just ahead and then branches to the east and west. A pale yellow fungus grows over the walls like a spongy cobweb.

The fungus is rather ugly, but harmless.

Location #1. Cistern Room

The irregular "ploink" of waterdrops falling into more water echoes through this flooded room. Some stairs lead down into the room from the small raised platform you stand on next to the door. The lip of what might be a very large well forms a ring in the northwest corner, and two round wooden objects float in the northeast corner.

The dripping water sound can be heard by anyone who successfully listens at the door. The ploinking comes from the water leaking through the west wall of the room. It seeps in between the stones that reinforce the wall and drips down into the water on the floor. The water on the floor is 2½' deep. It is home to three giant leeches that live on the abundant rats.

Giant Leech (3): AC 7; HD 6 (S); hp 15, 26, 29; MV 90' (30'); #AT 1 bite; THAC0 14; Dmg 1d6; Save as F3; ML 10; AL N; XP 275; Treasure nil.

When a leech hits, it holds on and sucks blood for 1d6 points of damage per round. The leech must be killed to be removed.

The stench of the Gloomfens is strong in this room. This may cause penalties to some characters' abilities to attack. (See "The Air of the Gloomfens" in the DM Notes on page 3.)

The ring of stone in the northwest corner is the lip of the cistern that used to hold the water supply for the building above. The two wooden objects are the tops of wooden barrels. The barrels are totally rotten, and their contents are now a greenish slop (but not green slime). The barrels will fall apart and spill their contents into the water if anyone examines or thumps them.

Location #2. Siege Supply Room

Piles of broken boxes, barrels, and junk are thrown all over the floor in this room. In the far corner a snaggle-toothed creature is gnawing on a dead giant lizard. Standing around are two zombies that shuffle from foot to foot every so often. Next to them are two skeletons armed with swords.

The wight would much rather snack on the PCs than the lizard, so it will attack them. Using telepathy, it orders the zombies and skeletons to attack also.

The zombies and skeletons are pawns of the wight. As pawns, they must be successfully turned *as wights* once to break the controlling link between them and the wight. They can then be turned normally as zombies and skeletons. If they aren't turned successfully as wights first, they can't be turned. The wight is a pawn of Lord Ursus Longmane, the vampire who has made these cellars his home. As a pawn of a vampire, the wight must be successfully turned *as a vampire* once to break the telepathic connection between it and Ursus. It can then be turned normally as a wight. If it is not turned successfully as a vampire first, it cannot be turned.

Lieges (undead beings that control pawns) can see and hear through the eyes and ears of their pawns. When the PCs meet the wight, Ursus knows that they are in his home, and he makes preparations for getting rid of these annoying people.

Wight (1): AC 5; HD 3* (M); hp 17; MV 90' (30'); #AT 1; THAC0 17; Dmg Energy drain; Save as F3; ML 12; AL C; XP 50; Treasure nil.

Zombie (2): AC 8; HD 2* (M); hp 9, 15; MV 90' (30'); #AT 1 claw or 1 weapon; THAC0 18; Dmg 1d8 or by weapon; Save as F1; ML 12; AL C; XP 20; Treasure nil.

Skeleton (2): AC 7; HD 1 (M); hp 5, 6; MV 60' (20'); #AT 1; THAC0 19; Dmg 1d8; Save as F1; ML 12; AL C; XP 10; Treasure nil.

Wights, zombies, and skeletons are all immune to *sleep*, *charm*, and *hold* spells. Zombies always lose initiative because they are so slow. Wights can only be hit by silver or magical weapons.

Location #3. Wine Cellar

As you open the door to this room, a woman's voice calls out, "Don't hurt me!" You can just see her blond hair and green eyes from behind a pile of broken barrels, bottles, and wine racks in the back of the room. The rack along the east wall holds several bottles.

This room used to house the wines and ales consumed by the building's inhabitants. Except for the racks that line the east wall, which still contain some bottles, everything has been broken, torn down, or smashed into piles scattered around the room. Removing one of the wine bottles, which are empty, reveals the secret door to Location #4.

The woman is a doppelganger that sneaked into the cellars one day after imitating a zombie. It took on the form of the woman who was Ursus's last victim when it saw him carry her in last week. The doppelganger will claim that "her" name is Kara and say that she just escaped from a room where she was being held prisoner and was hiding when the PCs found her. The DM should make up a story for Kara if the PCs ask more questions. Since Kara is lying about everything but is very smart, it's possible to catch her in a lie, though not easy.

The doppelganger will wait until it is left alone with someone. It will then shape itself into the form of that person and try to take his or her place. Unless the party has already caught the doppelganger lying, the person it attacks will automatically be surprised for one round at the attack. If the doppelganger is never left alone, it will wait until the PCs are in combat with the undead in Location #9 and move to the back of the party as if it were scared. It will then change to look like the nearest PC and attack him or her.

"Kara," Doppelganger (1): AC 5; HD 4* (M); hp 21; MV 90' (30'); #AT 1; THAC0 16; Dmg 1d12; Save as F8; ML 8; AL C; XP 125; Treasure see below.

Kara carries a 500 gp topaz, a 100 gp amber, 13 sp, 6 ep, and 6 gp in a belt pouch on a fine leather belt. This is the only piece of real clothing Kara wears. The rest of its "clothes" are actually part of its shapechanged form.

Location #4. Secret Storage Room

This small, dusty room contains a wine rack on the north wall with seven unbroken bottles. A small chest with a rusty padlock sits against the east wall.

The secret door to this room is triggered by removing one of the empty bottles from the wine rack along the east wall of Location #3 (indicated on the DM's reference map).

The seven bottles of wine in this room are old and fragile, but a heavy green wax coating on the corks has preserved the wine within. They are worth 50 gp each because they are so old and rare.

Location #5. Basilisk Lair

Extremely realistic stone statues fill this room, which has a peculiar, musky odor. Lifesize statues of rats, giant rats, and snakes are thrown about with statues of terrified people, skeletons, and zombies of rotting gray stone.

A long time ago a basilisk wandered into the cellar. No one, not even the undead that lurk here, wanted to confront it. Ursus's servants eventually lured it here. They throw rats, snakes, bats, and—occasionally—humans in here to feed it and keep it in one place. Fortunately for Ursus, it's a lazy basilisk and doesn't roam about and hunt now that it doesn't need to. It is now napping on its bed of gold, but will wake up and attack if the PCs spend more than one round looking around. (A lone thief who successfully moves silently will not wake the basilisk unless he or she tries to steal gold from its bed.)

Basilisk (1): AC 4; HD 6+1** (L); hp 33; MV 60' (20'); #AT 1 bite/1 gaze; THAC0 13; Dmg 1d10 + petrification; Save as F6; ML 9; AL N; XP 950; Treasure see below.

Anyone hit by or meeting the gaze of a basilisk must make a successful saving throw vs. turn to stone or be petrified. Characters attacking a basilisk while avoiding its gaze must take a -4 penalty to hit it. The basilisk gains a +2 bonus to hit such people.

Using a mirror to look into and attack the basilisk decreases the penalty to attack to a -2. Anyone using a mirror cannot use a shield, however. If the basilisk sees itself in a mirror (on a roll of 1 on 1d6, checked each round), it

must make a successful saving throw vs. turn to stone or become stone itself.

Piled in the southeast corner are 12,000 gp. The basilisk sleeps on this pile.

Location #6. Garbage Room

The smell in this room makes you want to be sick. Unidentifiable parts of all kinds of rotting meat are piled in heaps around the floor. A leather pouch lies at the edge of one pile.

This room is where the undead pile dead things that, for some reason, cannot be made into more undead. Two carrion crawlers are here disposing of the carrion. One is under a pile of refuse along the east wall. The other is hanging from the ceiling in the southern part of the room. The pouch is directly beneath it.

Carrion Crawler (2): AC 7; HD 3+1* (L); hp 10, 16; MV 120' (40'); #AT 8 tentacles; THAC0 16; Dmg Paralysis; Save as F2; ML 9; AL N; XP 75; Treasure see below.

A successful hit by a carrion crawler causes paralysis unless the target makes a successful saving throw vs. paralysis. Paralyzed victims left alone are eaten in three turns. Paralysis wears off in 2d4 turns unless cured magically.

The pouch contains 13 cp, 8 gp, a 50 gp rose quartz, a 10 gp quartz, a 300 gp ruby, a 10 gp smoky quartz, a 50 gp fluorite, and a *potion of healing*.

Location #7. Former High Priest's Robing Room

Brightly painted frescoes of the sun coming up over fields of grapevines cover this room. The colorful mosaic of the room's floor is dotted with what looks like clumps of bright green paint. A golden statuette of a figure holding a disk representing the sun rests in a niche at arm level in the southeast corner of the room.

The reason that the statue has never been removed is the colony of green slime living on the ceiling in the southeast corner. Unless the PCs carefully examine the ceiling of the room before they walk under the slime, they must roll for surprise when the three slimes drop pieces of themselves to attack.

Green Slime (3): AC Can always be hit; HD 2** (L); hp 12, 13, 14; MV 90' (30'); #AT 1; THAC0 17; Dmg see below; Save as F1; ML 12; AL C; XP 30; Treasure see below.

Green slime dissolves cloth and leather instantly, and wood and metal in six rounds. Once it touches flesh, green slime sticks and turns the flesh into green slime. It cannot be scraped off, but it can be burned off. If it is not burned off, the target turns into green slime in 1d4 rounds after the first six-round period. Half the burn damage from attempts to burn off slime goes to the slime and half goes to the slime's victim.

The small golden statue is worth 550 gp. Concealed in a hollow beneath it are 2,000 cp and 3,000 sp.

Location #8. Grand Hall

Traces of gold leaf remain on the ornate marble carving on the walls of this hall. The walls, the ceiling, and the floor have all been lined in white, gold, and pink marble. The whole decorating scheme seems to represent the dawn. The only thing that wrecks the effect is the quivering clear cube that is oozing down the hall toward you while making rubbery squeaks.

The gelatinous cube takes up the whole hallway. It has several coins and a dagger "floating" in it. The dagger is a *dagger +1*. The coins are 7 sp, 3 gp, and 1 pp.

Gelatinous Cube (1): AC 8; HD 4* (L); hp 21; MV 60' (20'); #AT 1; THAC0 16; Dmg 2d4 + special; Save as F2; ML 12; AL N; XP 125; Treasure see above.

Any successful hit by the cube causes paralysis for 2d4 turns unless magically cured. The target must make a successful saving throw vs. paralysis to avoid the effect. Attacks on a paralyzed person automatically hit. The DM should just roll for damage. Gelatinous cubes are not harmed by cold or lightning.

If the cube is defeated, the double doors at the end of the hall can be examined. They are magnificent examples of beaten bronze and have pictures of the sun breaking through the clouds.

The secret door to Location #15 is a section of the wall carving that pivots along its center. The door is opened by pressing on a trigger point in the wall carving—a grape in a carved bunch of grapes hanging from a vine. The grape sticks out slightly more than the others in the bunch. The

secret door has a very small hole all the way through it, located at floor level. Ursus changes into a gaseous cloud and goes through the hole to get to his study.

Location #9. Chapel Seating Area

The bronze doors to the chapel are not locked, but they are very heavy. It takes a combined Strength of 23 to open one door, but only two people can pull on the massive door rings at a time.

The bronze doors open into what was once a small mortuary chapel. The splintered remains of a wooden lattice-work screen stand to the left and right of the center aisle, separating the back of the seating area from the front. Long ago, people who came to pay their respects to the dead here would have stayed behind the screens during services. To the left and right of the central seating section are shadowed alcoves. Straight ahead, at the top of a short flight of steps at the far end of the room, is the altar. The altar area is dusty but still beautiful. The rest of the room that you can see is muddy and mildewed and smells sour.

A pale, female figure of thick mist stands on the steps that lead to the altar. Around and in front of her are two hunched and filthy wights and a half dozen skeletons armed with two-handed swords. She screams of rage and cries, "Kill the intruders! Lord Ursus commands it!"

This attack was set up by Lord Ursus when he found out that there were intruders in his home. None of the undead can enter the altar area (Location #12, which is everything at the top of the steps, but not the steps) or the north shrine (Location #11). This is because these areas are still sacred (the chapel seating area is not), and undead cannot enter holy ground.

The wraith is a pawn of Lord Ursus. As a pawn of a vampire, the wraith must be successfully turned once as a vampire to break the telepathic connection between it and Ursus. It can then be turned normally as a wraith. If it is not turned successfully as a vampire first, it cannot be turned.

Wraith (1): AC 3; HD 4** (M); hp 17; MV 120' (40'); Flying 240' (80'); #AT 1 touch; THAC0 16; Dmg 1d6 + energy drain; Save as F4; ML 11; AL C; XP 175; Treasure see Location #10.

The wights and skeletons are pawns of the wraith. As pawns, they must be successfully turned once as wraiths to break the controlling link between them and the wraith.

They can then be turned normally as wights and skeletons. If they are not turned successfully as wraiths first, they cannot be turned.

Wight (2): AC 5; HD 3* (M); hp 13, 16; MV 90' (30'); #AT 1; THAC0 17; Dmg Energy drain; Save as F3; ML 12; AL C; XP 50; Treasure nil.

Skeleton (6): AC 7; HD 1 (M); hp 3, 4, 4, 5, 6, 7; MV 60' (20'); #AT 1; THAC0 19; Dmg 1d10; Save as F1; ML 12; AL C; XP 10; Treasure nil.

Wraiths, wights, and skeletons are all immune to *sleep*, *charm*, and *hold* spells. Wraiths and wights can only be hit by silver or magical weapons, and wraiths take only half damage from silver weapons.

After this battle, Lord Ursus will have a pretty good idea what kind of abilities and weapons these intruders have. He will try and protect himself against what he sees to the best of his ability.

Location #10. South Shrine

This alcove contains a low stone table covered with the sticky, dusty drippings of dozens of burned-out candles of different colors. Behind the table is the broken and scratched remains of a statue made of yellow marble. Its head is missing, and one arm is broken off at the elbow and lies at its feet.

This shrine was ruined by robbers years before Lord Ursus moved into the cellars. They stole the head of the statue because it had gems in it. One or two people could hide in this alcove, but the robbers' vandalism has spoiled the shrine's blessing, and undead can enter here easily.

The wraith that normally haunts Location #9 has hidden some treasure taken off of its past victims behind the ruined statue. A tarnished copper urn holds 2,500 cp; 5,000 gp; a *wand of secret door detection* (with five charges); and a *potion of gaseous form*. The urn itself is worth 5 gp.

Location #11. North Shrine

This alcove contains a low stone table with two shallow, dishlike depressions in it full of dusty, spicy-smelling ashes, remnants of incense. Behind the table is a magnificent statue of a winged woman in flowing robes carved from white marble. Her eyes are constructed of blue sodalite disks, onyx, and ivory; they are covered with quartz lenses so that they look real. Gold leaf, dulled by ages of dust, highlights her outstretched wings. She smiles mysteriously. A full moon in a starry sky can be made out in the painted, cracked plaster that covers the wall behind her.

One or two people could hide in this alcove, and the undead would be unable to touch them. The alcove is too cramped to use missile weapons to attack out of it, and the undead will not approach close enough to use melee weapons. Of course, magical spells could be used to attack out of the alcove.

Anyone who cleans off the statue in a reverent manner will be cured of up to 10 points of damage.

The statue's eyes are worth 10 gp each. If the statue is robbed of its eyes or damaged, the blessing that preserves the sacredness of this shrine will be broken, and the undead could enter it freely. A horrible feeling will come over whoever vandalizes the statue. He or she must make a successful saving throw vs. spells at -2 or be cursed to do only minimum damage in combat, and to receive only minimal curing for magical healing.

The curse can be removed by replacing the eyes or having Enora in Melinir cast a *remove curse* on the cursed person. She will require that anyone needing a *remove curse* explain why he or she needs one or donate 6,000 gp to the temple. If cursed PCs explain why they need the curse removed, Enora will be horrified by their behavior and refuse to remove the curse unless they swear to go on a quest for the temple to redeem themselves.

Location #12. Altar

The white marble altar stone is lit by two of the glowing spheres found in other places in the cellars. A short marble pillar with a bronze bowl built into its top sits in the northwest corner of the altar area. The bowl is full of dust. The sun coming out from behind the clouds at sunset is carved on the west wall. The huge carving is inlaid with purple, yellow, rose, and light blue gemstones. The entire effect is one of quiet beauty.

If the PCs retreat to the altar area—which includes the area around the altar stone, but not the steps—the undead will be unable to touch them. Missile weapons and magic can be used to attack out of the altar area, but the undead will not approach close enough for the player characters to use melee weapons.

Lawful and Neutral characters will feel welcome in the altar area. Lawful characters will know that the powers of law would not like it if the area were looted or damaged. If the altar is cleaned, however, the party members will receive a +1 bonus to hit rolls, damage rolls, and turning undead rolls in fighting any undead creature for the next day. This will only work once.

If the bowl in the pillar is cleaned out and filled with holy water (with at least one vial), the water will glow with a soft golden light. Anyone drinking the water or having it poured over them will have all their damage healed or be cured of poison or disease. It will not return dead player characters to life.

A vial's worth of water must be drunk or used for any effect to work. For instance, one vial of water could cure a poisoned person, but it wouldn't heal his or her damage. The special holy water will work only while the PCs are in the altar area. As soon as the holy water is removed from the altar area, it stops glowing and becomes normal holy water again.

Up to 15 pieces of gemstone can be pried out of the west wall carvings. It takes 10 minutes to pry loose a piece. The DM should roll 1d6 for each piece. On a 1-3 it's worth 10 gp. On a 4-5, it's worth 50 gp. On a 6, it's worth 100 gp. Of course, this desecrates the sanctity of the holy area, and the undead can then attack.

Anyone taking pieces of gemstone from the carving or damaging the altar area in any way will be cursed as described under Location #11. But this curse is much more powerful than the one in Location #11, and the saving throw to avoid it is at a -6 penalty!

Location #13. Mortuary

Four waist-high stone slabs line the south wall of this cold room. On them lie three rotting bodies and a skeleton. More of the same stand against the walls. On the north wall, some stone shelves contain empty and broken pottery bottles, urns, and containers of many kinds. A sticky, tarry material covers most of them. The bitter smell of tar fills the room, stinging your eyes and nose.

This room is where Lord Ursus puts the “spare” undead that he has no immediate need for. The zombies and skeletons will not move unless they are attacked (or attempts to turn them fail), even if someone searches the shelves. The skeletons are armed with short swords.

Zombie (5): AC 8; HD 2* (M); hp 6, 7, 8, 9, 16; MV 90' (30'); #AT 1 claw or 1 weapon; THAC0 18; Dmg 1d8 or by weapon; Save as F1; ML 12; AL C; XP 20; Treasure nil.

Skeleton (5): AC 7; HD 1 (M); hp 2, 3, 4, 6, 7; MV 60' (20'); #AT 1; THAC0 19; Dmg 1d6; Save as F1; ML 12; AL C; XP 10; Treasure nil.

Location #14. Crypt

More than a dozen stone sarcophagi rest on the floor and against the walls of this flooded room. The figures of long-dead clerics, high priests, and priestesses are carved into the lids, their likenesses in repose.

A light fog hangs above the brownish-green water in the room, but clears quickly as you enter. The water laps quietly against the top step of the platform at the entrance to the room. You can just see submerged steps leading down from the platform. At the far end of the room one of the sarcophagi has fallen forward from the wall into the water. It partially blocks a hole in the wall big enough to walk through.

The hole was dug into this area through the wall by ghouls and rats at the command of Lord Ursus. They tunneled behind the sarcophagus and knocked it over. The water in the crypt is 3' deep.

The “light fog” was Lord Ursus in gaseous form. He left through one of the many tiny rat tunnels that connect this room with Location #20. As soon as most of the PCs enter the room, Lord Ursus will summon a water elemental using his *staff of water* to attack them. He remains in Location #20 and concentrates on controlling the elemental. He can see what the PCs are doing through the eyes of his zombie pawns, which are hiding right below the surface of the water around the fallen sarcophagus.

The zombies are out of sight below the water and remain perfectly still unless the elemental is defeated. The DM should not place their stand-ups on the map until the PCs enter the squares where they are hiding.

The stench of the Gloomfens hangs over this room. This may cause penalties to some PCs' ability to attack.

The water elemental does an extra 1d8 points of damage

to anyone in the water in this room. The whole room counts as being in the water except for the entrance platform. One person can stand on the platform and fight, or two can stand if neither fights. *Dispel magic* cast on the elemental sends it back to its plane. It cannot pass a *protection from evil* spell.

Water Elemental (1): AC 7; HD 8* (L); hp 37; MV 60' (20'), Swimming 180' (60'); #AT 1 or special; THAC0 17; Dmg 1d8; Save as F8; ML 10; AL N; XP 650; Treasure nil.

The zombies are hiding and will reach out and grab at the PCs to attack if they enter the squares where the zombies are. The DM should roll for surprise when they attack. The zombies are pawns of Ursus Longmane and must be successfully turned as vampires before they can be turned as zombies.

Zombie (4): AC 8; HD 2* (M); hp 5, 7, 9, 15; MV 90' (30'); #AT 1 claw or 1 weapon; THAC0 18; Dmg 1d8 or by weapon; Save as F1; ML 12; AL C; XP 20; Treasure nil.

Location #15. Secret Study

The cleanness and rich decoration of this warm room are surprising. Red velvet wall hangings are draped on the walls. Thick furs cover the floor. A mahogany desk near the east wall has papers on it. A tall electrum candelabra stands next to it. Five unlit candles are in it, the scent of orange blossoms clinging to them. A closed chest sits next to the desk, opposite the candelabra. Leatherbound books line the south wall's shelves.

A black coffin sits closed in the southwest corner.

The papers on the desk are notes on magical studies about preserving life after death.

The candelabra is worth 350 gp, but is very bulky. It has an encumbrance of 500 cn.

When examined closely, most of the 25 furs prove to be damaged and worthless. Three of them are worth 15 gp, two are worth 35 gp, and one is worth 100 gp. Each of these has an encumbrance of 250 cn.

The books in the bookcase include local histories, several books of poetry (including a book of elvish poetry), and magical reference books on potion-making and magical creatures. One of the books is Lord Ursus's spell book. It contains the spells *detect magic*, *floating disc*, *magic missile*, *read magic*, *shield*, *continual darkness*, *knock*, *mirror image*, *web*, *wizard lock*, *dispel magic*, *fire ball*, *haste*, and *water breathing*.



The coffin is one of Lord Ursus's coffins. It is empty unless the PCs allowed Ursus to escape from his coffin in Location #21. If Ursus escaped from the coffin in Location #21, he is resting in this coffin. He will try to *charm* anyone who looks into the coffin with his gaze and tell charmed PCs to protect him. If everyone averts their eyes, he can be safely "staked" and will be destroyed. See Location #21 for what happens when Lord Ursus is destroyed.

The chest is *wizard locked*. The *wizard lock* must be defeated before it can be opened. The chest contains 5,500 gp; a *war hammer* +1; *chain mail armor* +1; a *potion of invisibility*; a clerical scroll with two *cure light wounds* spells; and two *potions of restoration*.

Location #16. Ghoul and Rat Tunnels

These twisted tunnels have been dug from the earth by claw and fang. They are flooded with murky water. Roots poke out from their walls. They are very cramped, and sometimes you can hardly squirm through them because they are so narrow.

Using missile weapons or two-handed weapons are out of the question here. There is simply no room. Also, it is difficult to change places in the narrow tunnels. Squirming past another player character means that neither PC can do anything for two rounds. The water in these tunnels is 2½' deep.

At the places marked on the DM's reference map, giant rats and ghouls are waiting to ambush the player characters. The rats and ghouls will stay in these places until a PC is right next to them. It would be a good idea to put the stand-ups for each pair of rats or ghoul out as each one is found, rather than all at once. This keeps their ambushes a surprise.

The rats are clinging to the sides of the tunnel, and the ghouls are under water. While it is easy to see the rats, the DM should roll to see if the party is surprised by the ghoul attacks.

Giant Rat (6): AC 7; HD ½ (1-4 hit points) (S); hp 1, 2, 2, 3, 3, 4; MV 120' (40'); Swimming 60' (20'); #AT 1; THAC0 17; Dmg 1d3 + disease; Save as Normal Man; ML 8; AL N; XP 5; Treasure nil.

Ghoul (2): AC 6; HD 2* (M); hp 10, 13; MV 90' (30'); #AT 2 claws/1 bite; THAC0 18; Dmg 1d3/1d3/1d3 + special; Save as F2; ML 9; AL C; XP 25; Treasure nil.

The stench of the Gloomfens is strong in the tunnels. This may cause penalties to some PCs' ability to attack. (See "The Air of the Gloomfens" on page 3.)

Location #17. Wet Cave

The center of this wet cave rises out of the brown water that covers the floor of the rest of the cave. Coiled upon the small "island" are three, five-foot-long, greenish-gray snakes. They uncoil and slither toward you just as you make them out. They swim as well as they move on land.

These three pit vipers are here because they love to eat the giant rats that live in these caves. Lord Ursus lets them stay here—the undead don't care if they get bitten because poison doesn't affect them. The pit vipers are hungry and easily disturbed, and the player characters look like a fine meal.

The pit vipers have heat sensors in their heads that make them very hard to fight. They respond so quickly that they always gain initiative (no need to roll). Anyone bitten by a pit viper must make a saving throw vs. poison or die.

The stink of the Gloomfens is strong here. This may cause penalties to some characters' abilities to attack. (See "The Air of the Gloomfens" on page 3.)

Pit Viper (3): AC 6; HD 2* (M); hp 8, 12, 15; MV 90' (30'); #AT 1 bite; THAC0 18; Dmg 1d4 + poison; Save as F1; ML 7; AL N; XP 25; Treasure nil.

Location #18. Wolf Cave

The strong smell of wet dog hits you as you step up to the entrance to this rough cave. Four bedraggled, dirty wolves growl at you as you enter the area.

These wolves are some of Lord Ursus's pets. They really don't like living underground in a muddy cave, but they do as he wishes. Right now, Ursus has told them to stay here and guard this room unless he summons them. Chewing up intruders to bits would be just the thing to brighten their day. With their sensitive hearing, they have easily heard the PCs in the other caves, and so they are not surprised. If two of them are killed, their morale drops to 6. They will pursue intruders out of this room until they fail a morale roll.

Wolf (4): AC 7; HD 2 + 2 (M); hp 9, 11, 12, 19; MV 180' (60'); #AT 1 bite; THAC0 17; Dmg 1d6; Save as F1; ML 6/8; AL N; XP 25; Treasure nil.

Location #19. Mud Cave

Stringy roots hang down from the roof of this cave like yarn. Bigger roots poke out from the walls like pale tan fingers. The damp earth floor is become yellow, and the room smells faintly of sulfur.

The floor of this room is composed of sticky clay, which cakes up on boots, making it hard to walk. Near the middle of this long cave, part of the clay has dissolved into deep mud. The muck is about as thick as quicksand and is 4' deep.

People walking or running through this cave have a chance to slip into the deep mud. PCs who go through this cave should try to roll under their Dexterity on a 1d20. If they fail, they fall into the deep mud.

Anyone who slides into the deep mud is at -2 to hit while they are in the mud. They must spend three rounds (during which they cannot attack) to get out of the deep mud. If they have things in their hands when they enter the deep mud, they may drop the items. PCs need to make a saving throw vs. paralysis for each item in their hands. Success means that they didn't drop that item. Failure means it was dropped. Items dropped in the mud take a turn of searching to find.

Location #20. Vampire's Headquarters

The dirt passage turns into water-smoothed gray rock as you enter this cool cave. The loud snarls of two huge white wolves standing in the northern part of the room greet you. Behind them three handsome, identical men with long, brown hair—each wearing olive-green velvet—lean casually against a black coffin. They have big, gold lion's head rings on their right hands. They smile, and you can see the tiny points of their fangs.

With a laugh, they say in unison, "So, you bumbling fools dare enter my home? I am through toying with you! I hunted under the crescent moon long before your parents were born, and I will hunt again tonight. Prepare to become dog meat, curs!"

Lord Ursus Longmane was a 5th-level magic-user when he was killed by a vampire, so he has all the abilities of a 5th-level magic-user, along with those of a vampire. Vampires are very powerful and complex creatures. Remember that Ursus can change shape into a dire wolf, a

giant bat, or a gaseous cloud in one round. He can *charm* people with his gaze (at a -2 penalty to their saving throw vs. spells), and he can summon animals to help him. He regenerates 3 hit points per round, starting as soon as he is damaged. He is immune to *charm*, *sleep*, and *hold* spells and can only be hit by magical weapons.

Ursus has known for a while that the player characters were coming. Before they entered the room, he cast *mirror image* on himself and *haste* on both himself and the dire wolves. (They get two bite attacks because of this.) The spells he has left are *magic missile* (×2) and *web*. Lord Ursus is wearing a *ring of protection* +1. The dire wolves attack to protect him and try to block anyone from getting to him.

Lord Ursus Longmane, Vampire (1): AC 2; HD 8* (M); hp 41; MV 120' (40'), Flying 180' (60'); #AT 1; THAC0 12; Dmg 1d10 + double energy drain or special; Save as F8; ML 11; AL C; XP 1750; Treasure see Locations #15 and #21.

Dire Wolf (2): AC 6; HD 4 + 1 (L); hp 18, 23; MV 150' (50'); #AT 1 bite; THAC0 15; Dmg 2d4; Save as F2; ML 12; AL N; XP 125; Treasure nil.

Ursus will cast *magic missile* for the first round of battle on anyone not wearing armor and then continue casting spells until a dire wolf dies. The round after the first dire wolf dies, he will summon some creatures to aid him. If the wolves in Location #18 aren't dead, they will come to help him. If they are dead, two giant bats and two giant vampire bats will come to Ursus's aid.

After this point Ursus will continue casting spells, attempt to *charm* someone with his gaze, or go into hand-to-hand combat (two attacks per round, because of the *haste*), whichever seems wiser. If Ursus charms someone, he will have them protect him (by attacking anyone who is attacking him). If Ursus is reduced to five or fewer hit points, he will change to gaseous form. He will retreat to Location #21 using the tiny rat tunnels and regenerate his hit points. In gaseous form, he is immune to all weapon attacks, but not to spells.

The coffin inside Location #20 contains Lord Ursus's *staff of water*. He has already used it today to summon a water elemental so he does not use it in combat; however, the PCs may recover it if they defeat Ursus. This staff is a *staff* +2 and causes 1d6 + 2 points of damage when it hits. It also gives its user a +4 bonus to saving throws against attacks based on water or ice (such as spells or dragon breath). Finally, it can summon a water elemental (8 Hit Dice) once a day. The elemental cannot move more than 60' from water. It must be summoned within 240' of the summoner.



Location #21. Secret Resting Place

This cramped, muddy room contains only a closed, black coffin.

This room can be discovered with a successful result while searching for secret doors at the place in Location #19 where this room nearly touches that room. The character succeeding at the search feels a slight breeze coming from the southern wall of the southeastern corner of Location #19.

This room can be entered by going through the tiny rats tunnels that connect it to Location #19 or by digging through the wall where the "secret door" was detected. The rat tunnels can be used by someone who is very small or in gaseous form (perhaps from a *potion of diminution* or a *potion of gaseous form*). The wall can also be dug through at its thinnest point. It is only made of clay and earth. A hole big enough for a halfling to squirm through can be dug with improvised tools in a turn, for a dwarf in two turns, and for anyone else in three turns.

Lord Ursus is resting within the coffin if he changed into

gaseous form and came here from Location #19. If any PC opening the coffin to put a stake in Ursus's heart does not take precautions to not look into the vampire's eyes, that PC must make a saving throw vs. spells at -2 or be charmed. Ursus will force a charmed PC to block other characters. Ursus will then become gaseous and leave through the tiny rat tunnels to Location #13. From there he will go to his last coffin in Location #15. If this coffin has been destroyed, Lord Ursus will die within a day, as he is unable to rest. He will remain in Location #15 until his death.

If Ursus dies—whether he is successfully attacked by driving a wooden stake through his heart or all his coffins are destroyed—his body will crumble away, leaving only his bones. These can be identified by the gold lion's head ring that he wore. The PCs will feel a sense of peace when they place these bones in the blessed shroud that Enora gave them. Placing any other bones in the shroud will not cause the same feeling.

Beneath a false bottom in Ursus's coffin can be found 3,500 gp; two 10 gp quartzes; one 10 gp turquoise; one 500 gp sapphire; one 50 gp citrine; one 50 gp jasper; one 100 gp amber; one 100 gp garnet; and one 1,000 gp fire opal.

If the PCs have just finished all three parts to the *Haunted Tower Adventure Pack*, they've had a long and exciting adventure! The PCs can leave the cellars of the Haunted Tower the same way that they entered. If they decide to explore any rooms they skipped, it would be wise for them to rest in order to recover spells and regain hit points. The altar area (Location #12) would probably be the safest place to rest in. Of course, it would be smart to close the doors to the chapel so that wandering monsters don't come in!

If the PCs return the bones of Sir Jameson in a shroud and the shield with the silver wyvern to Enora, Valum will pay the 12,000 gp he promised as a reward. Enora will personally see to the curing of anyone still injured or sick in any way for free. If the PCs have used any *potions of restoration*, they will have to pay Enora 1,000 gp per potion to replace them. If they found any *potions of restoration* during their adventure, Enora will accept them as replacements for used potions rather than the money.

Valum and Enora will be exceptionally impressed if the characters return with bones of the mummy or the vampire or both. They will consult for a while. They will then present the party with a grant of 30 acres of good land located just outside of Melinir. On this land is a good-sized, two-story stone house. The skilled laborers of Melinir will donate some time to fix the cottage up, and it will be ready to occupy in a month.

The PCs will receive fancy scrolls with seals that proclaim them lords and ladies of Melinir. Valum will throw a village festival that will last for three days. The high point will be a huge feast for the PCs at the Sarcastic Goat Inn. At the feast, Valum will proclaim the characters to be "Melinir's newest candidates for the Quadrial." They will be given delicious drink until they are all merry and filled with good spirits. They will be asked many times to retell the story of their brave adventure with the undead.

Completing *Lair of the Vampire Lord* By Itself

If the DM has been running *Lair of the Vampire Lord* by itself, the PCs can easily leave the tower once they have respectfully placed the bones of Lord Ursus in the blessed shroud. If they return the bones to Enora, she will accept them as proof of success. If the PCs never find his bones (for instance, they never find Location #15, or they don't return there after destroying the coffins), Enora will take a day to confirm the death of the vampire by magical means. If the PCs have used more than the one *potion of restoration*, they will have to pay Enora 1,000 gp to replace it.

Enora will pay the party the 7,000 gp she promised as a reward and cure for free the injuries or diseases of anyone still hurt. If one or more of the PCs was petrified, she will give the party a magic-user scroll of *stone to flesh*, which will return one petrified person to normal when it is used.



Lair of the Vampire Lord

DM's Reference Map

1 square = 5 feet

Entrance

Sub-village

Graveyard

Statue

Wooden lattice screen

Can contain light globe

Plat parchment

Days mud

Labels on map: S, D, W, Z, 2, 3, 4, 5, B, CC, 6, 7, GS, 8, GC, 9, 10, 11, 12, 13, 14, WE, 15, 16, GR, G, 17, PV, 18, WO, 19, 20, DW, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.

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Scarlet Rifkin, Thief

Hit Points:	11	Speed:	7
Attack Number:	2	Armor Class:	7

Special Ability: Backstab. Instead of making a normal attack, Scarlet may backstab. She must roll a 7-10 on 1d10 to succeed. If she does, she makes a normal attack roll with a +1 bonus. If this attack succeeds, *instead* of doing normal damage, she gets to roll 1d6 for the damage. She then adds attack bonuses to damage from any magical weapons she has. If she doesn't succeed with the 1d10 roll, however, the monster sees her attacking from behind. She makes an attack roll at a -1 penalty, but does normal damage if she succeeds.

Special Ability: Sneakiness. It is easier for Scarlet to escape an attack because of her sneakiness. She gets a +1 bonus to run away from any combat.

Restrictions. Scarlet may not use a shield or chain mail armor. She may not use a battle axe or mace.



Kelvin Grimhaven, Fighter

Hit Points:	14	Speed:	5
Attack Number:	4	Armor Class:	8

Special Ability: Combat Training. When Kelvin attacks, he may try using tricky moves to do extra damage. Before initiative is rolled, he must say he is using his combat training and then roll 1d10. If he rolls a 6-10, he succeeds. Kelvin gains an extra hit point of damage for each successful attack roll during this battle. If he rolls 1-5, he fails. Kelvin subtracts a -1 penalty from his attack rolls. Combat training does not work against wraiths or specters.

Restrictions. Kelvin may not use the *wand of magic missiles*, any dagger, the *wizard staff*, any *magical cloak*, the *ring of protection +1*, or a luckstone.



Corelon Oakthorn, Elf

Hit Points:	12	Speed:	6
Attack Number:	2	Armor Class:	6

Special Ability: Haste Spell. Before initiative is rolled, Corelon may attempt to cast a *haste* spell. He must roll a 6-10 on 1d10. If he succeeds, he attacks first (no initiative roll is made). Each time it is Corelon's turn to attack, he gets two attacks instead of one. If he fails the 1d10 roll, he is at -1 to hit the monster for the entire battle.

Restrictions. Corelon may not use a battle axe or mace.



Clarissa Tremaine, Cleric

Hit Points:	13	Speed:	6
Attack Number:	3	Armor Class:	6

Special Ability: Turn Undead. Before initiative is rolled, Clarissa may attempt to turn an undead monster. Clarissa must roll a 5-10 on 1d10 to succeed. If she does, the monster takes 3 hit points of damage. If the monster is still alive after being turned, initiative is rolled and the attack proceeds as normal.

Special Ability: Healing. On any turn, instead of moving or attacking, Clarissa may opt to heal. She must roll 6-10 on 1d10 to succeed. If she does, she heals 1d6 hit points to herself or any adjacent character.

Restrictions. Clarissa may not use a sword or a luckstone.



Torin Grimbeard, Dwarf

Hit Points:	15	Speed:	4
Attack Number:	4	Armor Class:	8

Special Ability: Dwarven War Cry. Before initiative is rolled, Torin may call out his dwarven war cry. He must roll a 6-10 on 1d10 to succeed. If he does, he gains a +2 on his roll to attack during this battle. If he fails, he is at -1 to attack for the entire battle due to breathlessness. The war cry is not effective against undead.

Restrictions. Torin may not use the *wand of magic missiles*, any dagger, the *wizard staff*, any *magical cloak*, the *ring of protection +1*, or a luckstone.



Lonil Drethor, Magic-User

Hit Points:	11	Speed:	9
Attack Number:	1	Armor Class:	4

Lonil may wear both a *magical cloak* and the *ring of protection +1*. Any dagger he uses adds an additional +1 bonus to both the attack number and damage because of his speed.

Special Ability: Magic Missile Spell. Instead of making a normal attack, Lonil may cast a *magic missile*. He must roll 6-10 on 1d10. If he succeeds, he automatically hits his target and does double normal damage.

Special Ability: Strength Spell. Before any combat begins, Lonil may cast a *strength* spell upon himself. (He cannot cast it on anyone else.) This spell gives him a +2 to his attack number and a +1 to damage for this battle. He loses 1 hit point when he casts the spell.

Restrictions. Lonil may not use any weapons except daggers, staves, the hammer and stake, or holy water. He may not wear any armor.



Reference Summary

Chit Encounters. Face-down chits are revealed if a hero stops moving next to one. The hero picks up the chit if it is a usable magical item or attacks the chit if it is a monster. The player to the hero's right handles the monster's attacks.

Chit Limits. Heroes may not pick up magical items that they cannot use. At a maximum, a hero may only have one kind of armor, two weapons, and one shield. Excess chits must be dropped in an adjacent square. Heroes may have as many other kinds of magical item chits as they want.

Attacking. When an attack begins, both the hero and the monster roll 1d6 to see who attacks first. Both monsters and heroes attack in the same way. Attackers roll 1d6 and add the result to their attack number. Special ability and magical items can add to the attack number. Only one magical weapon at a time may be used in an attack. If the attacker's result is higher than or equal to the defender's armor class, the attack does damage. Special abilities and magical items can add to the defender's armor class.

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Holy Water Counts as 2 magical weapon against undead; *3 damage to undead only.	Sword +1 Add *1 to attack number and *1 to damage.	Chain Mail +1 Add +1 to AC.	Magical Shield +1 Add +1 to AC.	21 Wight	20 Werewolf	3 Bone Golem	17 Specter of Sir Jameson
Holy Water Counts as 2 magical weapon against undead; *3 damage to undead only.	Sword +2 Add *1 to attack number and *2 to damage.	Leather Armor +1 Add +1 to AC.	Magical Shield +2 Add *2 to AC.	5 Dire Wolf	7 Gargoyle	1 Basilisk	23 Wraith
Silver Sword Damage ignores hurt by silver.	Silver Dagger Damage ignores hurt by silver.	Wooden Stake and Hammer *No attack number and +1 to damage; undead only. Kills vampire on successful hit.	Magical Cloak +1 Add +1 to AC.	Wizard Staff Add *1 to attack number and *1 to damage; magic- user adds *3 to attack number and *1 to damage.	8 Ghoul	19 Vampire	12 Mummy

18 Tiger Beetle	18 Tiger Beetle	Potion of Healing Regain 1d10 hit points. Works once.	Dagger +1 Add *1 to attack number and *1 to damage.	Luckstone Add *1 to special ability rolls and *1 to attack number.	Chain Mail +2 Add +2 to AC.	Sword +1/*3 vs. Undead Add *1 to attack number and *1 to damage; *3 to attack and *2 to damage against undead.	Mace +2 Add +2 to attack number and *2 to damage.
9 Giant Bats	22 Wolf	Potion of Extra-Healing Regain 216 hit points. Works once.	Dagger +2 Add *2 to attack number and *2 to damage.	Potion of Giant Strength Add *6 to attack number and *3 to damage. Works 2 times in a row.	Mace +1 Add *1 to attack number and *1 to damage.	Magical Shield +3 Add +3 to AC.	Magical Cloak +2 Add +2 to AC.
9 Giant Bats	22 Wolf	Potion of Restoration Remove a -7 chi.	Luckstone Add *1 to special ability rolls and *1 to attack number.	Ring of Protection +1 Add +1 to AC.	Wand of Magic Missiles Automatically hit for 2 points of damage. Works 5 times.	Battle Axe +2 Add *2 to attack number and *2 to damage.	Leather Armor +2 Add +2 to AC.

6 Displacer Beast	8 Ghoul	2 Black Widow Spider	4 Carrion Crawler	13 Pit Viper	11 Giant Vampire Bat	-1	-1
21 Wight	8 Ghoul	2 Black Widow Spider	15 Rust Monster	13 Pit Viper	11 Giant Vampire Bat	-1	-1
21 Wight	8 Ghoul	20 Werewolf	5 Dire Wolf	14 Robber Fly	7 Gargoyle	-1	-1

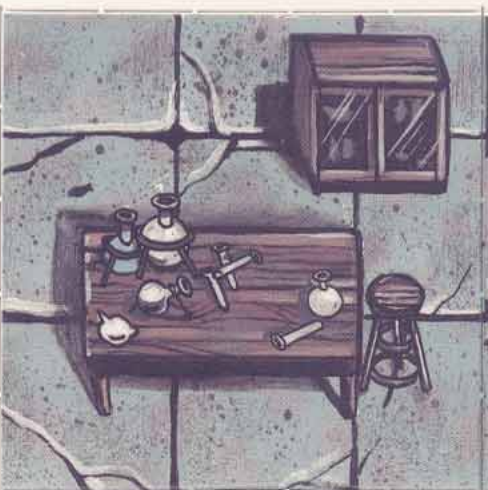
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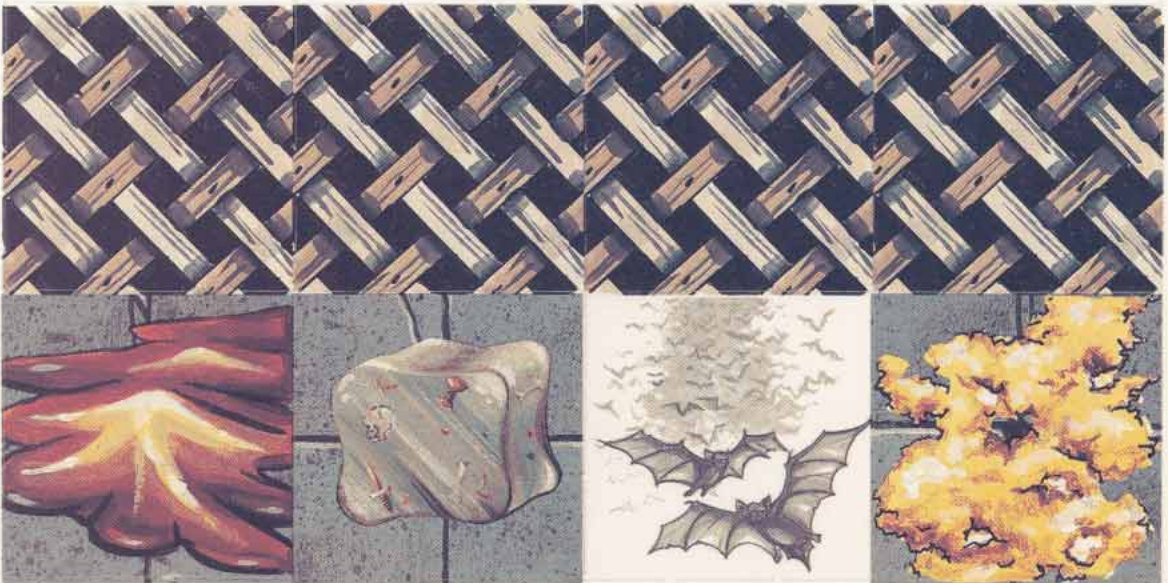
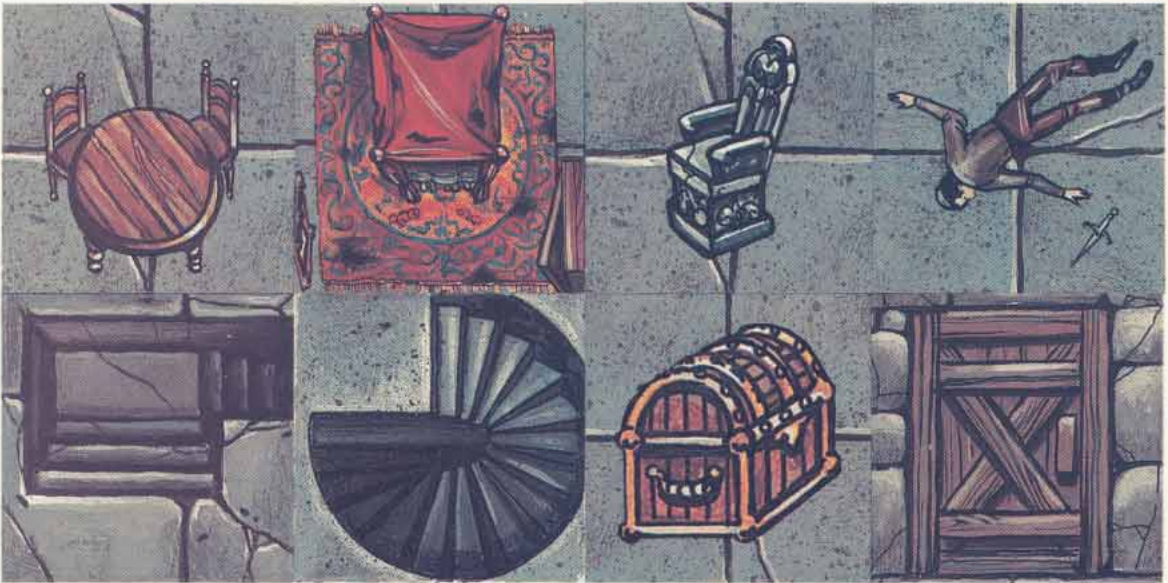
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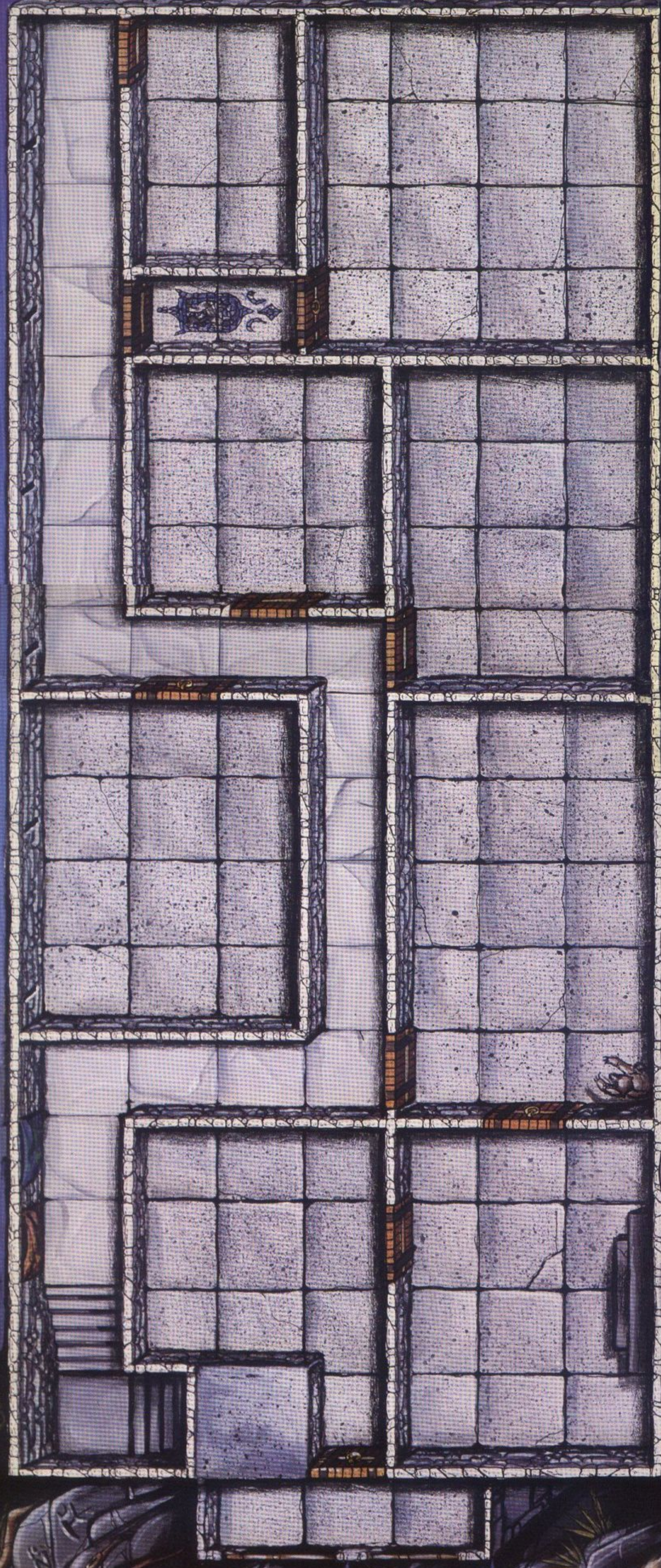
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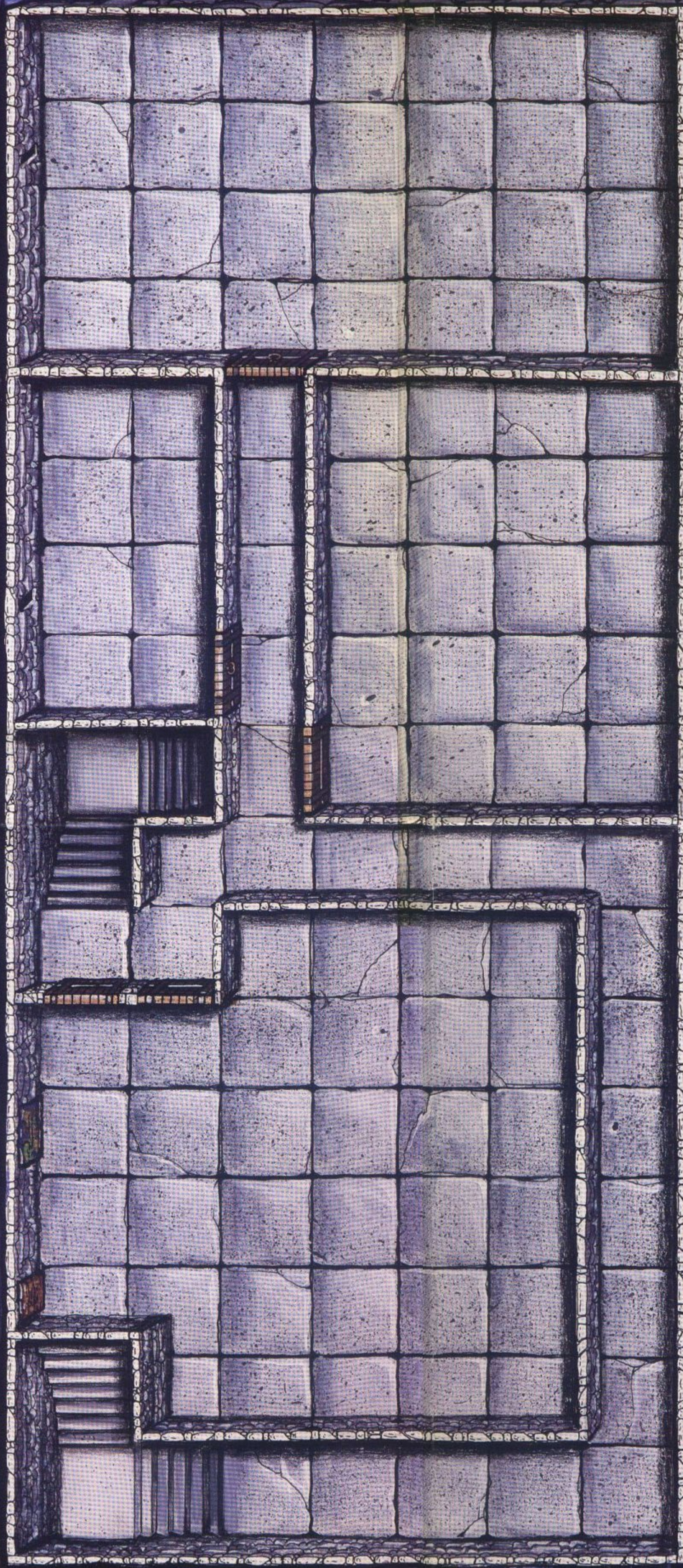




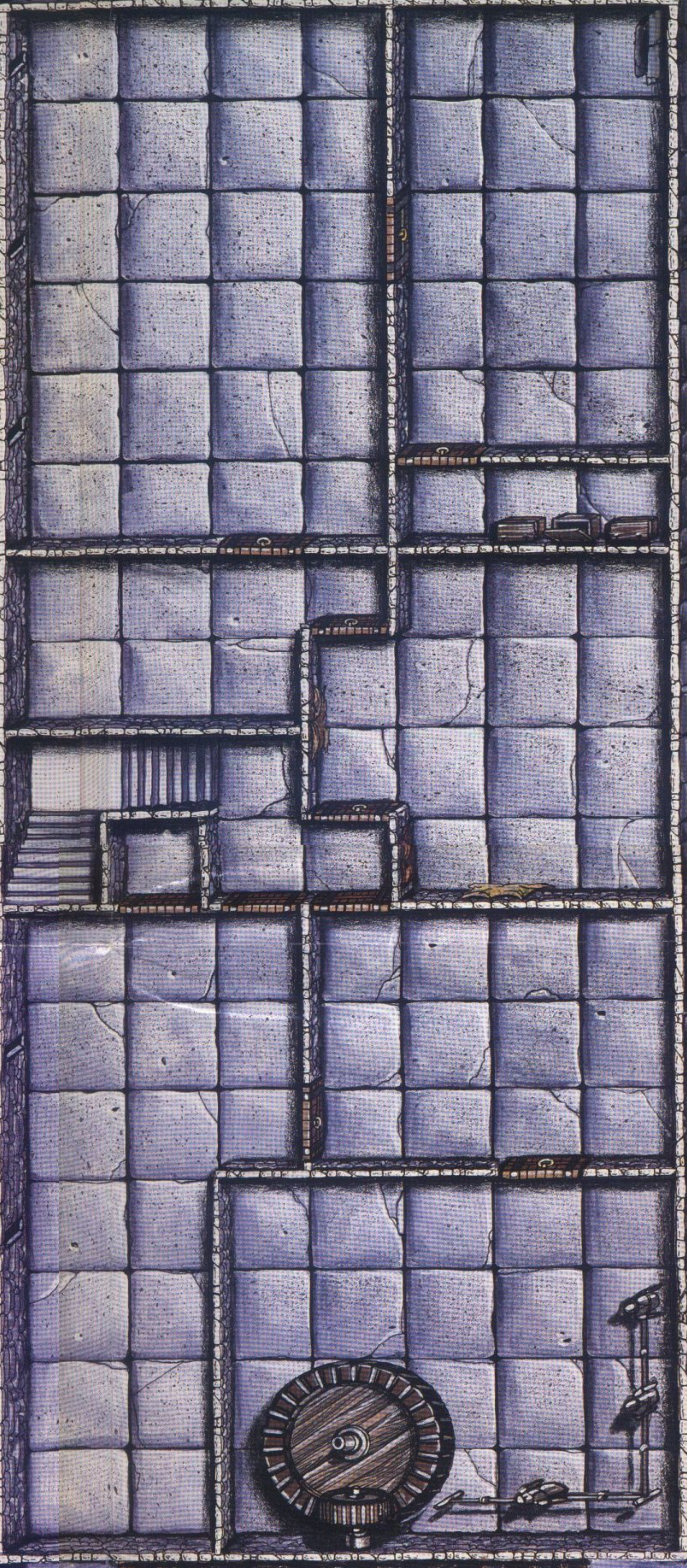
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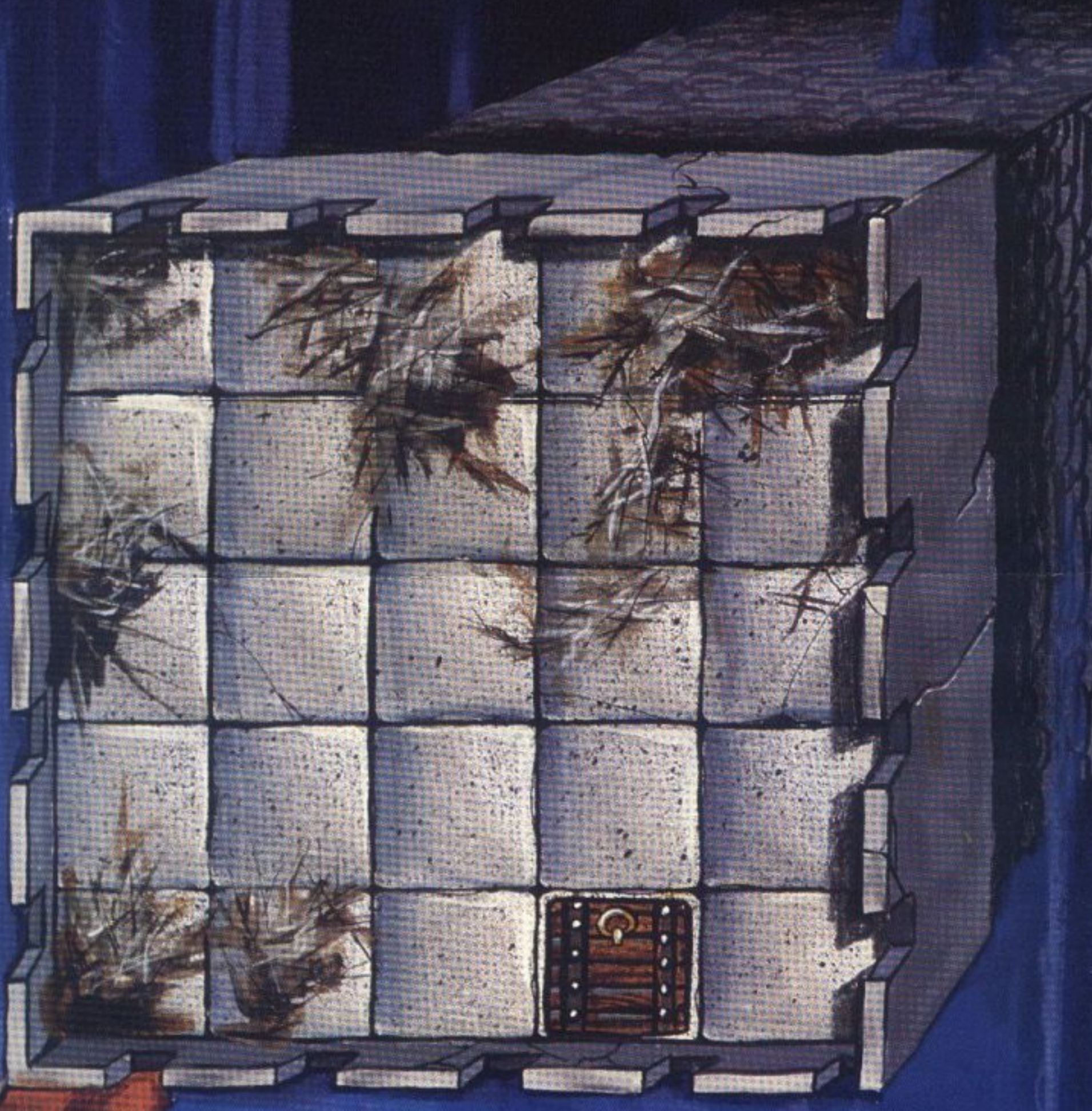
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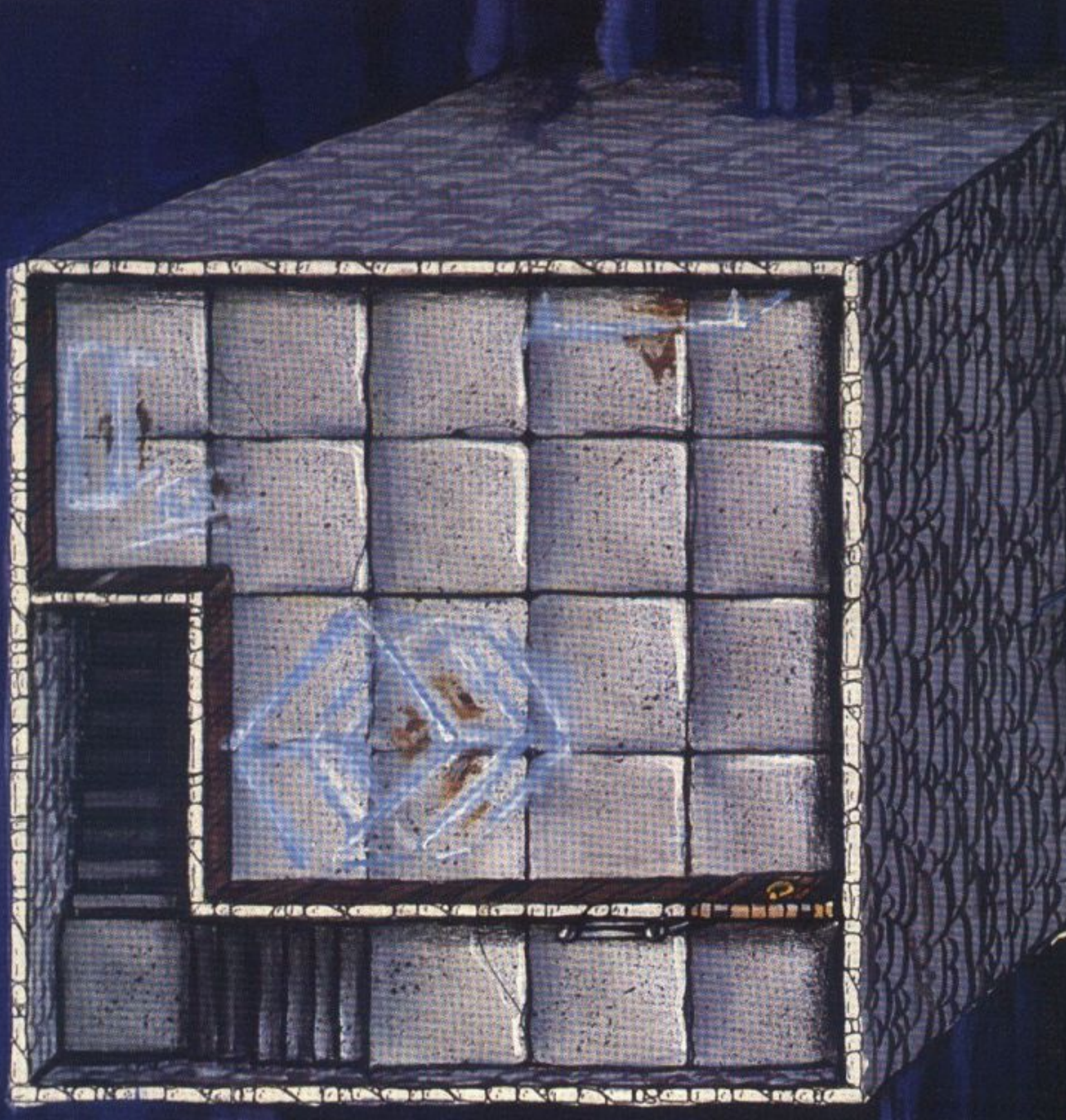
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Tower 5



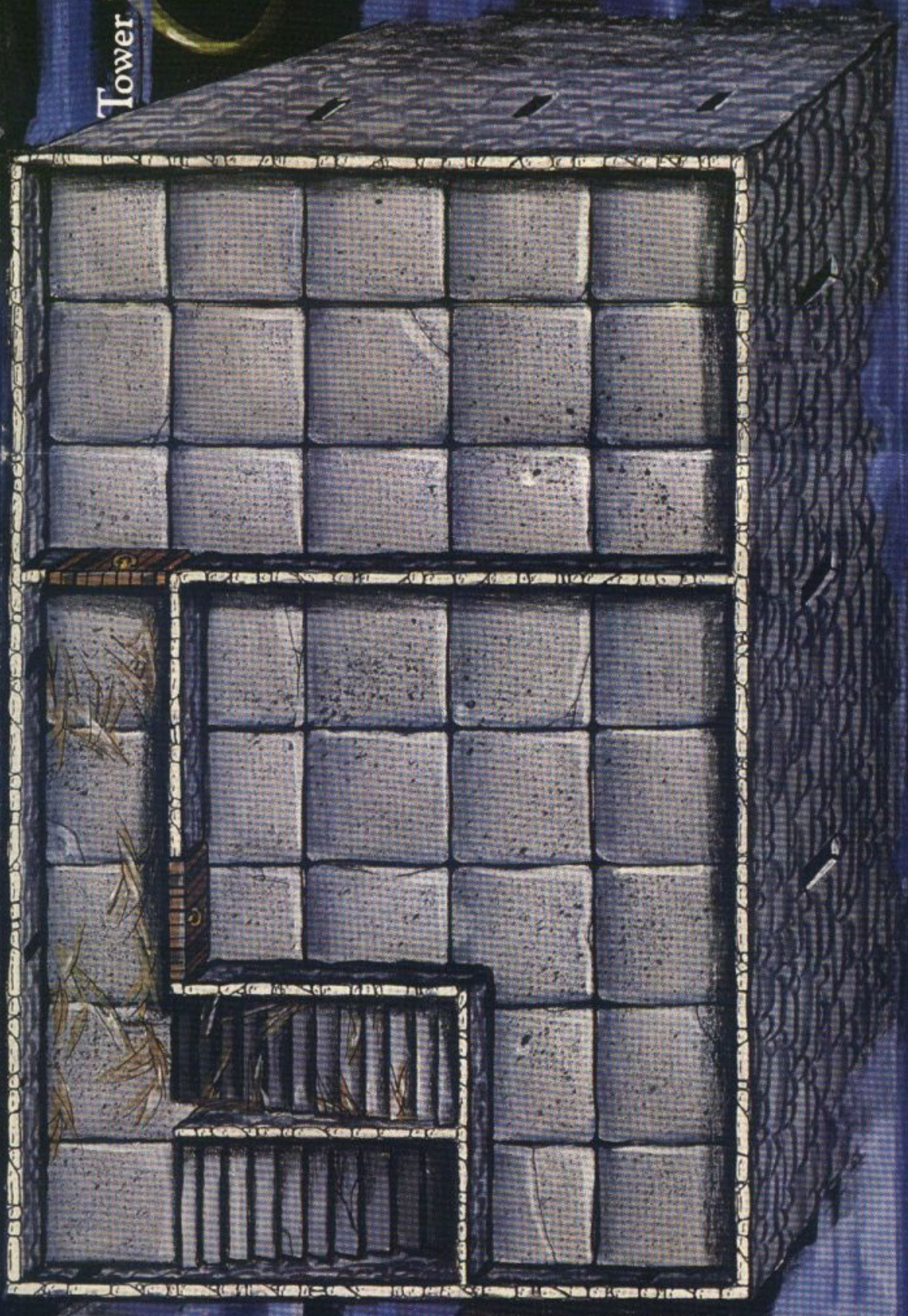
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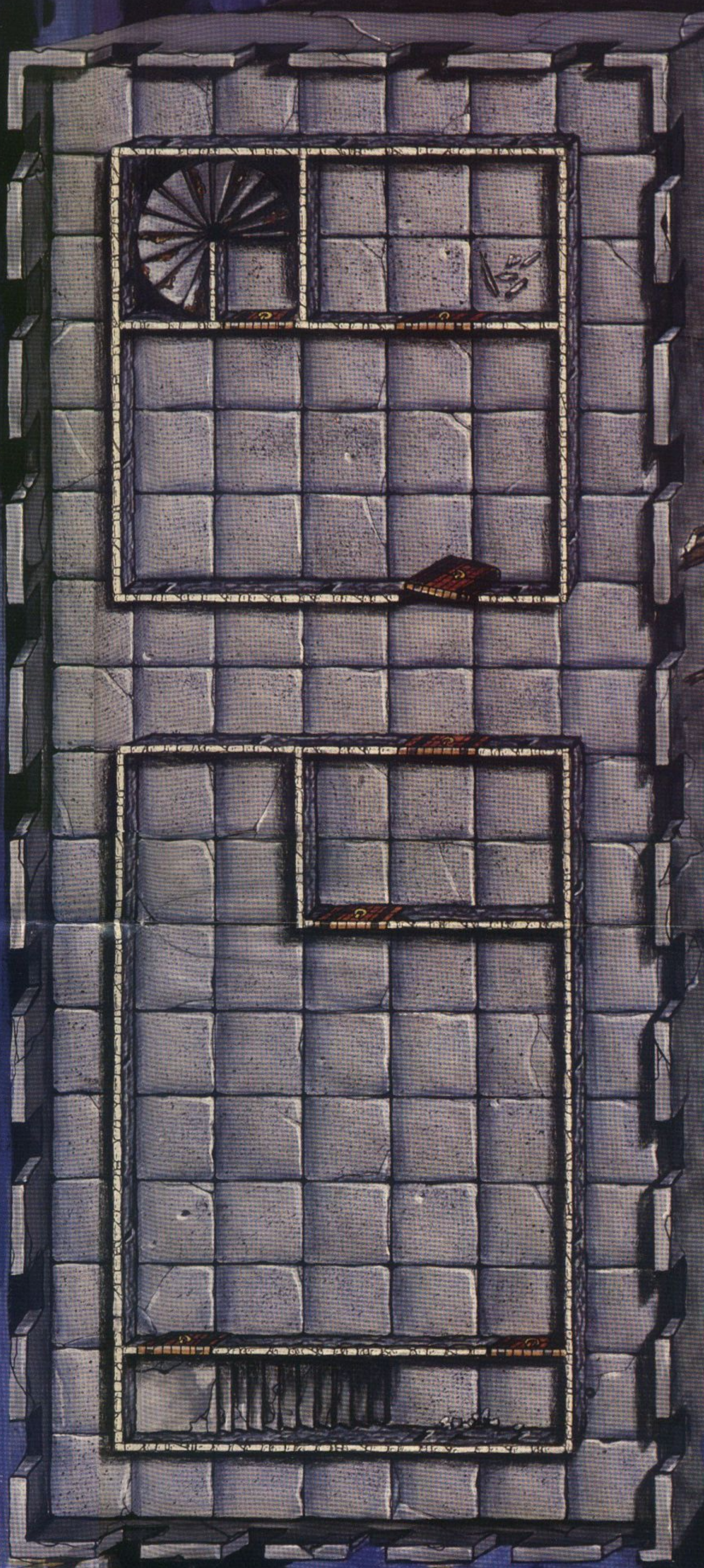
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Tower 1



Tower 1



Tower of Evil



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