

GL0

# The Haunted Tower

An adventure for a beginning player  
with a first level character



Edited by:  
Chris Gonnerman

Contributing Authors and Artists:  
Stuart Marshall, Dennis Hes, Sean Griffin,  
Bill Silvey, Christopher Tichenor,  
Matthew R. Steward, Erik Wilson,  
Brant Bollman and Lori MacVittie

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## Dungeon Module GL0

# The Haunted Tower

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An adventure for one or more beginning players with first-level characters

*The old tower on the hill is haunted, or so they say, but you don't believe it. On a dare you've agreed to spend the night. Will your opinion change before daybreak?*

*This module is for use with the classic D&D rules.*

### Credits

Edited by Chris Gonnerman

Contributing Authors and Artists:

Stuart Marshall, Dennis Hes, Sean Griffin, Bill Silvey, Christopher Tichenor,

Matthew R. Steward, Erik Wilson, Brant Bollman and Lori MacVittie

Playtester: Taylor Gonnerman

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### Web Links

Alderon's Tower  
Dragonsfoot

<http://tower.newcenturycomputers.net>  
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## **Introduction**

My daughter is six years old as I write this, and she has always been interested in D&D. I finally decided she was old enough to try it, but because my player group is all adults I felt she should start with some solo adventures. Bill Silvey, one of the Contribution Authors to this work, has a couple of introductory solo modules, one for fighters and one for thieves. I figured I was set... but when she rolled up her first character, she made her a magic-user.

Hoo boy. After a little hard thinking I abused Bill's DD1 Sword Against Thievery to support a magic-user player character. I made her a student of the school he describes in that module, and she went willingly to recover the stolen book.

With that adventure over I needed something else for her to do. The other module just didn't look as if it would work, and I asked on the forums at Dragonsfoot.org if anyone knew of modules that would be appropriate. There were a few answers, but I quickly realized how slim the pickings were. Then I hatched the idea of a haunted house, and revised that to a haunted tower... and I mentioned on Dragonsfoot.org that I was thinking about writing such an adventure.

Almost before I could draw a second breath, Stuart Marshall had posted the Dungeon Map and stocked about half the rooms. The other Contributing Authors jumped in, and soon the dungeon was filled. But then Stuart said, "Sure you don't want a map and key for the ruined tower as well as the dungeon?" and I said "You have such a thing?" He "threw together" a fine map of the Ground Floor, and the race was on again!

We hope you, the reader, find this module fun and useful in your own game. It is highly suitable for one or more younger players; if several players are available, it might be necessary to increase the numbers or strength (i.e. hit points) of the monsters in some of the rooms. As the module is designed for a single player, we use singular pronouns throughout. Furthermore we have chosen to use female

pronouns for obvious reasons; feel free to read it however you like.

You'll have to do some thinking to get this module started. Contrive a way for an NPC peer of the character to dare him or her to spend the night in the tower. Offer an incentive, such as a minor magic item (a scroll perhaps).

## **Background**

Note: The background material below is tailored to the editor's world of Glain. Individual DM's should, of course, feel free to change locations, names, etc. as needed for their own campaign worlds.

On a hill outside town stands the old tower. It's been empty for years, they say. Once it was the home of an Alchemist, his students and his apprentice.

Almost twenty years ago, a new student came to the Alchemist's tower. Unbeknownst to anyone, this student was actually a werewolf in the early stages, and when the moon was next full he changed. The monster rampaged through the tower, and the other students and the apprentice fled. The Alchemist disappeared in the attack.

A traveling knight eventually slew the werewolf, but did not have time to investigate the tower. The other students refused to return, but the apprentice did try once. He returned to town telling of the Alchemist's ghost and how it pursued him. Thus the tower is considered haunted.

The Alchemist, Albertus of Nolan, was apprenticed to a minor alchemist in the capitol city of Intersia. His skills rapidly exceeded his master's, which of course was embarrassing, and shortly Albertus found himself on the streets. He partnered with a minor nobleman who knew of his situation, and started his own alchemical shop. Unfortunately, that nobleman then expected him to produce poisons for use in the endless vicious intrigues of the Intersian court.

Albertus refused, and was forced to flee. After visiting several countries he decided to settle in the borderlands of northern Enterone, just outside the city of Zannik. There he had a tower built, and he became renowned for the efficacy of his various potions and powders.

Though his first love was alchemy, Albertus was also an accomplished wizard, astrologer, and engineer, and despite the relatively remote place he chose to live, he received many offers of commissions from throughout Enterone as well as some neighboring countries. His life seemed charmed until the incident that caused his tower to be seen as haunted, which happened much as described above.

Albertus, unprepared for attack, fled also, into the portal room in the dungeon where he entered the magic mirror. The werewolf, not knowing the command word (nor even able to speak it), was unable to pursue him, and in his rage the monster broke the mirror. The Alchemist was thus unable to escape.

The plane he is trapped in has a different time frame than the material plane, so he has neither aged nor grown hungry or thirsty during his exile. He used his magic to assume astral form, which has successfully crossed into the material plane through the pieces of the broken mirror, but he is unable to affect anything in the material world. He will appear on the ground floor, in room 4, when the player character reaches that point; see that room description for details.



## For the DM

First, note that you'll need both the Basic and Expert rulebooks (either Moldvay/Cook or Mentzer) to run this adventure, even though it is specifically for 1<sup>st</sup> level characters.

Many of the monsters in this dungeon are new, and are detailed in a separate section in the back of this module. No wandering monsters table is provided; as an introductory module for a single character, adding wandering monsters might make the adventure too difficult. The DM is encouraged to create his or her own table, or to use the standard tables from the Basic rulebook, if running this module as an adventure for several players.

As an alternative, the following "creepy effects" may be used. Each turn roll 1d6; on a 1, roll 1d6 again and consult the list below:

1. A squeaking sound is heard in the distance, as if from a rat. When the character tries to locate where it's coming from, it seems to be coming from inside the walls.
2. A swift, cold wind suddenly blows through the character's hair and then just as suddenly stops. The wind carries the faint scent of cinnamon. Her torch/lantern flickers but doesn't go out.
3. The character sees a flashing white shape out of the corner of her eye, but when she turns to look at it, it's gone.
4. She hears the sound of footsteps on the floor above her.
5. The character sees a strange pool of liquid on the floor in front of her. When touched, it evaporates into a grey mist that has a vaguely minty smell. The mist disappears after about a round.
6. A soft whisper is heard behind her. She can't make out what's being said. When she turns around it stops.

## **Ground Floor Key**

**Entrance Hallway (into Room 5):** This area has a trapdoor in the floor... a section simply drops beneath the feet of the first character entering the hallway. A plainly marked lever on the east end of the southern wall of room 5 can be used to secure the trapdoor so it doesn't open.

Fortunately, the trapdoor opens not to a dead drop but rather onto a slide down to Room 1 of the Dungeon Level.

### **1. CANDY CANE GOLEM WORKSHOP:**

Against the eastern wall stands a large table on which lies the torso of a humanoid figure; next to the table stands what appears to be the lower half of the same figure. On closer inspection, you realize that both halves of the figure appear to be made of hard candy!

On the table around the partial figure tools lie scattered, such as a hammer, a hand saw, and some chisels, as well as an open book.

There is a fireplace centered on the south wall, and a large copper pot (or perhaps a small copper cauldron) stands beside it.

This is a broken candy-cane golem. It fought against the werewolf and was broken; after the werewolf was slain, the apprentice returned to look for his master. He decided to attempt to repair the golem, but before he got any further than reading the directions, the Alchemist appeared to him in spirit form. The apprentice, frightened, fled.

The open book is titled "Candy Maker's Cookbook" with no author given. It's open to a page that describes the simple but delicate process of melting sugar to make candy. Following the directions, it is possible to make a candy "glue" to repair the golem. However,, there is neither sugar nor water (the required ingredients) in this room. See room 2 below for a source of sugar.

The golem, if repaired, will follow the player character(s), fighting to defend them if they are attacked. It will not follow orders from any character other than the Alchemist, however, and it will not leave the tower.

See the New Monsters section for statistics for this creature.

### **2. STORAGE:**

The walls of this room are covered with shelves, filled with stone jars labeled as containing various ingredients like herbs, spices and salt. Small kegs of ale fill the lower shelves, along with some bottles of wine. A large piece of very old cheese can be seen also. Two crates stand against the far wall next to an barrel of water.

The stone jars are filled with the substances indicated by their labels, as are the ale casks. One of the stone jars contains sugar... just enough to repair the golem in room 1, above. The cheese is unfit for consumption. The crates are filled with dried out, rotten vegetables. The water is stagnant and unfit to drink.

No vermin has entered this storeroom, for it is magically warded against such creatures.

**3. KITCHEN:** This is where meals were prepared for the tower inhabitants.

A huge fireplace with a spit stands against the north wall, and the room contains many items of kitchen furniture - tables, shelves, pots, pans, skillets, cauldrons, jars, knives, forks, spoons, and other implements in abundance. The metal items are rusted or tarnished, and the wooden ones are rotten, to the point of near-uselessness.

A careful inspection of the room will reveal an injured giant rat hiding beneath one of the tables. It recently came off second-best in a fight with a badger, and has seriously hurt one of its hindlimbs - hence it is presently down to 1hp and moves at half speed. If discovered, the animal will attack furiously.

There is no treasure in the room.

**4. THE ALCHEMIST'S STUDY:**

This room contains a desk, a work table with a variety of broken glassware on it (with some shards on the floor), and two large bookshelves covering the east and north walls. The books are strewn about the floor, and many have been damaged by water or vermin.

Shortly after the character enters the room she'll hear a sound, like someone whispering. After a moment the sound will become stronger and she'll see the face and upper torso of an older, distinguished-looking gentleman appear as a ghostly apparition. He will appear between her and the exit door so that she can't flee the tower without passing through him.

He will speak to her, saying: "I need your help, dear child, for I am trapped on another plane of existence. The mirror you saw broken in the dungeon is magical. I passed through it to the plane I am on now to escape the werewolf, and I got away, but he broke my mirror so I cannot come back. If you will reassemble my mirror it will repair itself. Do this, and when I return I will reward you!" With those last words he will fade away.

The mirror (in room 7 in the dungeon) is missing two shards, which will be obvious if she puts the mirror back together. One shard is in Room 3 on the First Floor, and the other is in Room 1 on the Top Floor.

**5. CLASSROOM:**

This larger room is occupied by four small desks and a larger desk. The northern wall is very smooth and covered with some chalk traces. This wall had been used by the Alchemist while teaching his pupils some basic math, history and physics. There are pieces of chalk lying around the large desk along with some damaged books on the topics taught. Only one of the smaller desks is

still standing up, facing north towards the larger desk. The other three have fallen over.

On the east end of the southern wall is a large lever. The lever is currently pulled down, toward a sign marked "Open." Above the lever is a sign labeled "Safe."

Naturally, pushing the lever up will lock the trapdoor in the hallway, making passage safe.

Note that there are no seats for the smaller desks as the pupils were forced to stand while they were taught their lessons; this was supposed to teach them some discipline. "If you can't stand during the lessons you're not focused enough to receive them" was the Alchemist's motto.

Among the papers on the teacher's desk is a scroll of *read magic*.

Each small desk has a small compartment which can be used to store the materials needed for the several lessons. In the desk which still stands upright a small piece of paper can be found:

Dear Josephine,

I hope you'll manage not to fall down again today. Does your knee still hurt? I think he was way too harsh on you yesterday when you fell late in the afternoon. Would you like to do some of our assignments together with me tonight?

I think i have found a way to sneak out unnoticed so we can enjoy a walk under the stars tonight. Maybe we can do that after our assignments.

Love,

Frederick

## First Floor Key

### 1. STOREROOM:

The southern wall of this chamber is has three shelves on it. Each shelf has several small chests on it, which vary slightly in size. Each chest has a number painted on it, but they don't appear to be in any sort of order.

All of the chests are locked, and there are no keys present. Below is a diagram of the chests on each shelf:

Top Shelf	7	99	9	3	5	
Middle Shelf	13	11	1	8	2	6
Bottom Shelf		16	22	28	14	

The chests themselves contain:

1: A single glass potion flask, cushioned with cloth, containing a slightly milky liquid. It has no odor or flavor, but if consumed it makes the character smell of garlic for 2d6 days. The imbiber suffers -1 on all reaction rolls, but is immune to all attacks by vampires and lycanthropes.

2: A tinderbox, flint, and some candles.

3: A dozen empty potion flasks and a slip of paper (an invoice from Spender & Co. for the flasks, valuing them at 1 sp. each).

5: Three glass beakers, one pint capacity each, with etched graduations (marks) on the sides, packed in straw.

6: A single glass potion flask, cushioned with cloth, containing a thin bluish liquid. If consumed, it turns the imbiber's tongue, ears and hands blue for 1d6 days.

8: A large glass flask containing a transparent bubbly pink liquid. As soon as the stopper is pulled, the content evaporates with a fizz and a strong whiff of raspberry.

7: Two bronze potion flasks, each containing a thick blue liquid (a single dose of Potion of Healing in each flask).

9: A hooded lantern, with wick but without oil, packed in straw.

11: A black glass bottle with a metal screw-on lid, containing a strong-smelling liquor. This is actually a Potion of Longevity (this potion will make the imbiber 10 years younger; a sip will make the drinker a single year younger, but of course this reduces the effect of the remaining potion by a year for each sip).

13: A box. Inside is a smaller box, with a smaller box inside it... altogether there are fifteen boxes not counting the chest itself. Inside the smallest box is a single peppercorn.

14: A few sheets of vellum, an ink bottle, and a pen with a metal nib.

16: A mortar and pestle set, packed in wadded-up paper. The wadded-up paper is actually a treasure map (or a fake treasure map, at the DM's option).

22: A small glass vial containing a bubbly pale green liquid. This is a single dose of Potion of Levitation.

28: Thirty-one small vials of transparent liquid, colored variously pale blue, pale pink, clear, bright green, and sickly yellow. All contain ordinary colored water.

99: Three metal potion flasks. The bitter, colorless liquid inside causes anyone who even sips it to spout bubbles from her mouth for 1d6 rounds. Spell-casting, or really any speech at all, is impossible during this period.

### 2. STUDENT BEDROOM:

This poorly furnished room contains two small chests, a double wardrobe and a bunk bed. There is debris on the floor near the door, mostly fragments of rotted wood. Looking up, you see that part of the ceiling is missing, and you can see the stars through the hole.

There is nothing of value in this room.

### **3. STUDENT BEDROOM:**

This room is a mess. The floor is covered with brownish stains, two chests lie smashed in the far left corner, the right door of the double wardrobe is hanging by its top hinge and the top bunk of the bunk bed has collapsed onto of the bottom.

There is debris on the floor near the door, mostly fragments of rotted wood. Looking up, you see that part of the ceiling is missing, and you can see the stars through the hole.

If the character examines the bunk bed more closely, she'll see a piece of dirty green cloth hanging out between the top and bottom part.

This piece of cloth is in fact the robe of the student who is caught between the two bunks of the collapsed bed. Removing the top bunk will reveal the skeleton of the student, with torn and rotten clothing. The skeleton has some broken ribs; he was dead before the bed fell on him. In his right hand he holds a dark reddish brown triangular shape... one of the missing shards of the mirror in the room 7 of the dungeon. It's bloody (hence the color) and has several coarse brown hairs stuck to it.

### **4. BATHROOM:**

In this room you find a large tin bathtub, a fireplace centered on the north wall with a large copper pot standing in front of it, and an open clothing rack standing against the south wall. There are cobwebs everywhere, particularly on the clothing rack.

There is debris on the floor near the door, mostly fragments of rotted wood. Looking up, you see that part of the ceiling is missing, and you can see the stars through the hole.

The copper pot was used to heat water, but it's empty now. Likewise the tub contains no water. There is a thin layer of dust and dirt in both vessels.

The clothing rack is the nest of a scuttler (AC: 9, MV: 90' (30'), HD: 1 hp., HP: 1, #AT: 1, Dam: Poison, ML: 7) which will attempt to remain undetected. If the clothing rack is disturbed, it will attack.

**5. THE MASTER BEDROOM:** The door into this room is locked.

The floor of this room is covered with a thick, dark yellow-brown carpet. On the northern wall a fireplace is situated, with a metal fireplace screen and a set of fireplace tools -- a poker, an ash shovel, and a small broom. On the mantle stand two silver candlesticks and a six inch high golden statue of a mule. Next to the fireplace stands a dusty upholstered chair; beside it stands a small table. The red velvet of the chair is a bit worn but still serviceable. On the small table is a book. A large wardrobe stands next to the door.

Against the southern wall stands a large bed. The bed is made, covered with a large blue blanket. The bed itself is a masterpiece. The carved headboard depicts two male lions staring at each other. The legs of the bed are shaped like lion claws.

This room was Albertus' bedroom. The door opens to the outside of the room and can be locked. As he really detested vermin and insects, this room is warded the same way as the storeroom at the ground floor.

Each candlestick is worth about 15gp. The golden statue is magical; see the **Epilogue** section for details. The book on the table is about chemical extraction processes.

The bed was a present to Albertus after he saved the local carpenter's wife from a snakebite by creating an antidote.

The wardrobe contains a few dusty robes, several pairs of trousers with matching tunics, and two dirty white lab coats, with leather patches on the front. These coats both have several small holes in them, the result of working with chemicals.



## **Top Floor Key**

**1. ORRERY:** The staircase rises into an orrery - in other words, a mechanical device containing cast bronze models of the planetary bodies in the solar system mounted on rails and moving in epicycles. For dramatic effect, the alchemist placed the staircase such that it emerges near where the Sun would be; for this reason it has only a low rail around it. The orrery occupies an area extending 3 squares in each direction from the staircase (so it is 15' in radius, 30' in diameter) with some of the other surrounding squares being taken up with machinery (cogs, gears, wheels, chains etc.)

In this room dwells an elderly and rather confused kobold, an outcast from his tribe. His name is Slink (AC: 9, HD: ½, HP: 3). Slink loves the machinery of the orrery and has kept it in good repair, tending it and clearing the rubble. The device operates via a hand-crank on the outside wall of area 2.

As the character climbs up into the orrery, Slink begins turning the crank at a crazy rate. In order to move past this area, the player has to dodge the whizzing bronze planets - which she can do via Dexterity (reflex speed) or Intelligence (figuring out how the planets move and anticipating them). She can select which ability score she uses, and needs to roll 1d20 equal to or less than the ability score chosen. If she fails, a whirling bronze planet will hit her for 1 point of damage and she must roll again to get out. If she passes, she makes it to one edge of the orrery in safety.

When and if she escapes the orrery, Slink, seeing that the player character is free, hotfoots it across the bridge and begins throwing chunks of rubble at the character from beyond the gap. The thrown chunks of rubble don't do much damage (1d2-1 for 0-1 points of damage, but even a 0 will interrupt spellcasting) but they make it difficult to cross the bridge. The character could try to take down the kobold with a spell or a missile of some kind, or she can try to cross the gap and beat it down in melee. Slink will try to hit her with a thrown rock as she crosses the bridge. If he succeeds, she must check against her Dexterity (again rolling 1d20 equal to or less

than the ability score) or fall 10' to the floor below, taking 1d6 damage in the process.

If the character closes with Slink in melee, he will try to flee, but will fight with an impromptu club made from a table leg (inflicting 1d2 points of damage per hit) if cornered.

On his person, Slink keeps a few shiny coins he has found (12 sp) but his main treasure is in a little nest he has in the rubble: an unlabeled bottle of thick, viscous, sky blue liquid (a *potion of healing*), a beautiful blue silk cloak embroidered with a phoenix (*cloak of protection +1*) and a shard of glass (part of the mirror from the dungeon).

**2. LIBRARY:** The door to this room is wizard locked. The magic may be bypassed in the normal manner (though the character will likely not be able to cast knock, nor will she be of a higher level than the Alchemist), or it may be bypassed without dispelling it by saying the word "Nolan."

This room is obviously a library. The walls are lined with bookshelves, and the bookshelves are full of books. There is a small library table in the northeast corner of the room, with just enough space around the north and east sides to walk around it.

Probably a quarter of the books in the library were actually written by Albertus himself, and those books are on a wide variety of subjects. Actually, each such book contains one of his spells, written on one or more pages hidden by magic within the book. To gain access to the hidden page, the book must be balanced on its spine on a flat surface (such as a table) and the words of the book's title must be spoken in reverse order. For instance, to gain access to the secret pages in the book "The Alchemy of Plants" the character would have to say "plants of alchemy the." The book will then open to the first secret page and the secret pages may be turned as if normal. When the book is closed the pages become hidden again.

In effect, the entire room serves as Albertus' spell book, making it very hard to steal the entire thing.

## Dungeon Key

**1. SLIDE ROOM:** Descending the slide will cause the character's garments to be soiled and somewhat ripped, but will do no actual damage. She will fall through various spiderwebs and cobwebs which will be caught in her hair.

The first room is empty. The door will open easily for the character, but monsters in the dungeon will not find it possible to open it, meaning that she can take refuge in this room merely by closing the door.

Outside this room is a corridor with three cells, with doors standing open. Two of the cells are empty. The third contains a Crawling Corpse. This Crawling Corpse has 2hp. It will attack, but its slow movement speed should enable the character to keep ahead of it if she wishes; this particular Corpse cannot reach high enough to use a door handle, so it will be unable to open a door if the character can make it to room 2 and shut the door behind her.

**2. POTION-BREWING ROOM:** This is one of the alchemist's former laboratories where he worked on producing potions. There are two potions on the table: a bronze flask containing a sky-blue, viscous, sweet-tasting liquid which is labeled in the Common Tongue "Healing Elixir" (two doses of *potion of healing*), and a three-sided bottle of clear liquid labeled "see the unseen" (a two-dose *potion of detect invisible*).

Also in the room are three Scuttlers (AC: 9, MV: 90' (30'), HD: 1 hp., HP: 1, 1, 1, #AT: 1, Dam: Poison, ML: 7).

The door to room 4 bears a plaque engraved with a riddle that must be answered by the character before the door can be opened. This lock works in both directions, each and every time the doorway is passed through.

The riddle is:

What am I? I am the only thing that always tells the truth. I show off everything that I see. I come in all shapes and sizes. So tell me what I must be!

The answer is "a mirror."

### 3. APPRENTICE'S ROOM:

This room contains a rotted wooden pallet with a mildewed linen mattress stuffed with straw, a pile of rotting old clothes, a largish square of slate and several bits of white chalk.

Since the apprentice was rather forgetful, he needed to remind himself of the answer to the riddle on the door to room 4, which is written on the slate.

If the character searches his abandoned possessions, she will find his wand of *paralyzation* which has the command word written on the side. It has 11 charges remaining.

**4. CENTIPEDE ROOM:** This room contains 2 Giant Centipedes (AC: 9, MV: 60' (20'), HD: ½, HP: 2, 3, #AT: 1, Dam: Poison, SV: NM, ML: 7) which have been affected by potion residue. They are similar to normal giant centipedes, but blind (attack at -4 "to hit") and their poison is weak and non-fatal (a failed save causes loss of 1d4 STR for 1d4 turns; if the victim's Strength is reduced below 3, he or she becomes unconscious until the score is again 3 or higher).

In their nest are 10 copper pieces and a beautifully-made ivory comb, which could be sold for 10gp. There is also a magical ring set with a zircon, which while worn, will add a +1 bonus to the character's saving throws vs. poison.

**5. THE DISC:** This room contains an Alchemist's Disc. The disc can sense magical energies anywhere in its room, and will move immediately to attack.

Lying around in the room is the meager magical treasure that the disc has been able to accumulate: an unlabeled clay flask of sky blue, viscous, sweet-tasting liquid (a *potion of healing* with one dose remaining), and a glass flask of bright yellow, translucent, effervescent, foul-tasting liquid labeled "magical strength" (a *potion of giant strength* with one dose remaining).

**6. STATUES:**

In this wider part of the hallway three statues of the three monkeys 'hear no evil,' 'see no evil' and 'speak no evil' stand against the western wall. Each of these monkeys carries a scroll, held in its right hand. The arms of the monkeys appear to be hinged at the shoulders and elbows.

These scrolls are 'Deafness', 'Blindness' and 'Silence 15' radius'. A character taking a scroll away from a statue must make a saving throw against the appropriate spell or suffer the effect of the spell. It is possible to obtain a scroll without suffering the effect of the spell: if all the monkeys are placed into the same position (ears, eyes, or mouth covered), the hand of the statue originally in that pose opens, releasing the corresponding scroll.

**7. PORTAL CHAMBER:**

In this dark room stands a large broken mirror leaning against the east wall. On top of the mirror is something that looks like a bird's nest. You hear a chirping noise and think you see movement in the shadows above the nest.

A pair of Time Critters (AC: 8, MV: 60' (20') Fly 120' (40'), HD: 1, HP: 5, 6, #AT: 1, Dam: 1d2 + aging, ML: 8) occupy the nest, along with five eggs. In the farther two upper corners additional nests can be found, but these are empty.

The mirror is magical, being a device for traveling to other planes. Covered by the shards of the mirror lies a small clear gem, a piece of Pellucidine (clear, colorless sapphire) worth 250 gp. It will require substantial searching (1d6 turns) to find it. Roll the die; if the character does not search as long as the die roll indicates, the gem is not found. Note that, should the character decide to reassemble the mirror for any reason, this will take 1d4+2 turns and the gem will certainly be found.

The door to room 8 bears a plaque engraved with a riddle that must be answered by the character before the door can be opened.

This lock works in both directions, each and every time the doorway is passed through.

The riddle is:

What force and strength  
can not get through,  
I with a gentle touch can do,  
and many in the streets would stand,  
were I not as a friend in hand.

The answer is "a key."

**8. SPIDER'S LAIR:**

You see several crates, tables and chairs covered in fluttering sheets of some lightweight fabric. Drooping from the rafters is a bizarre shadow that seems to wriggle and squirm as you approach.

As you draw closer you can faintly hear what sounds like desperate gasps as the drooping thing writhes and shudders. You can now see that this struggling shadow is made of the same gossamer stuff that shrouds the darkened room. With a final convulsion a mouth and nose suddenly erupts from the silken bonds and gasps out a dire warning: "Save yourself! Run!"

But, it is too late, for from behind you something chitters and stirs the ghostly sheets.

About a week ago two halfling fighters from a village in the next duchy came seeking the aid of the Alchemist. Unfortunately their information about the Alchemist was outdated as his tower is in ruins.

Toby Broadbelt, the younger of the two, has succumbed to the spiders and hangs cocooned in the northeast corner. The hanging survivor is his elder brother Halfric. If the character decides to free him, this will take a single round, as Halfric uses the last of his strength to escape. But danger is close at hand, for within one round the last three Large Spiders (AC: 8, MV 60' (20') Web 150' (50'), HD 1/2, HP: 2, 3, 2, #AT: 1, Dam: 1 hp, Poison Saving Throw at +2, failure means the victim will suffer -1 to hit cumulative with other failed bite saves, ML: 7) will converge to attack. The poison effect will last 1d4+3 turns.

This was a storage room for the Alchemist. All sorts of mundane furniture, barrels, and other odd items of no great value can be found here. Here and there and be found the bodies of 9 other spiders the halflings slew.

When the danger has passed Halfric Broadbelt will hastily and tearfully thank his rescuer, and then he will search for his brother. Sadly, Toby is already dead. He will relate his tale of troubles (DM's discretion), adding that the village council has even scraped together a 50 g.p. reward to any who help them.

Halfric Broadbelt, 1st level halfling, Lawful, S16 I12 W13 C15 D17 CH15, AC 5, HP 6, armed with a short sword and a short bow with 9 arrows remaining. Halfric is brave and loyal. This was his first outing into the realms of the Big Folk, and he's already lost his brother to it. He has aspirations of becoming more than his common kind.

### 9. THE HAUNTED ROOM:

The entrance to this room is blocked by a stack of crates that extends across its width and height.

Assuming the character removes some crates, or pushes them into the room, she will discover that the boxes form a wall around a 10x20 space in the center of the room.

The boxes are full of useless items -- halfling boots, all size small, all for the left foot; spectacle frames without lenses; doll heads; etc. There is a 1 in 20 chance that any of the dozens of crates in the room may contain a useful item or treasure (DM's choice).

If the character spends more than a single round within the room and is digging through the boxes, she will be confronted by the room's sole occupant: the HAIINT.

The Haint is a special type of mischievous spirit which is either summoned or chooses of its own free will to enter and occupy a space and play nasty tricks on those who enter its lair. This particular Haint is obsessed with "curses" involving the letter "F". If a player does not leave the room immediately, the Haint will point

at him or her and sibilantly utter one of the following "curses":

- Fear (as the spell of the same name)
- Failure (see below)
- Falling (see below)
- Filcher (see below)
- Fire (see below)
- Forfeit (see below)
- Fumble (see below)
- Faint (see below)

The DM may wish to dice for the "curse" on a d8.

The Haint can use each curse multiple times, but never more than eight total curses in a day. If a character has a "curse" pronounced on him, they must make a save vs. Spells or suffer one of the following effects:

**Fear** functions as given for the spell *cause fear*.

**Falling** causes a vertigo like sensation to grip the victim, and she will be fooled into seeing the floor drop away into an infinite abyss. Although she will merely fall to the floor, the illusion is so strong that she will feel as though she has plummeted to a great depth. At least 20d6 "damage" will be rolled - none of it real. A character's "death" will last but 1d6 turns, then she will recover with no real damage done.

**Fire** will make the character appear to be wreathed in blazing flames - while taking no damage, she will of course be compelled to "stop, drop, and roll" or otherwise try to put the flames out. The blaze lasts 1d6 rounds and will go out naturally. While no physical damage occurs, the character will wind up appropriately sooty and blackened.

**Fumble** causes the character to drop whatever she is carrying - torch, lantern, wand, weapon, shield, etc. Torches and lanterns will immediately be extinguished. Other items will randomly teleport into one of the nearby boxes (and it will always be in the last one she opens)!

**Failure** causes no immediate effect. The Haint will float there, smiling wickedly. This is one of its favorites, as it causes the next saving throw the character rolls to be automatically failed.

**Filcher** will force the person it is pronounced upon to try to steal from his or her fellow adventurers. Even if alone, the character will surreptitiously move items from one belt pouch to another, and will not remember so doing! Thieves will, of course, pick pockets normally. Others so cursed will just have to try to make do!

**Forfeit** causes no immediate effect - but the next corporeal foe the cursed faces, she will surrender to immediately!

**Faint** causes the victim to fall in to a death-like coma for 1-6 turns.

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## Epilogue

If the player character is successful at reassembling the mirror, read the following after the last mirror piece is inserted.

For a moment, nothing happens; then you hear a strange crackling sound, and you see that the mirror is indeed healing itself, with the pieces flowing together like water from the outside to the inside.

After a few moments the mirror is whole, and for a moment more you see only your reflection. With a sound like a distant wind blowing, the mirror glass wavers and shifts and suddenly you are looking into a gray, misty nothingness. After a moment more, a figure appears in the distance, walking toward you though there appears to be no floor or ground on the other side.

You hear a voice then, the voice of the spirit that gave you this quest. "Thank you, my child! You have rescued me!" he says, as he steps from the mirror into the room with you.

Albertus will take the player character with him as he tours the ruined tower; she will see how sad he is that things are so badly damaged. Any remaining monsters that are encountered will be struck down by Albertus with *magic missile* spells. Statistics are not given here for

Albertus but he is at least a 12<sup>th</sup> level magic-user.

He will take the player character to his room, and if the Golden Mule is still there, he will give it to her as a gift. If she has taken it already, he will see that it is gone and the dust has recently been disturbed, and he will immediately realize that she has it; in this case he will ask for it back, scolding her for taking his property. His "gift" in this case is her freedom as he decides not to punish her, since she rescued him.

**THE GOLDEN MULE:** This small statuette is magical. If the owner places it on the ground (or floor) and speaks the command word, the **golden mule** will transform into a real mule, of normal statistics, outfitted with a pack saddle and saddlebags, which will be obedient to the one who spoke the command word. The mule will remain in animal form for up to 12 hours, or may be returned to statuette form by speaking the command word again while touching the animal's head. When the mule resumes statuette form, all items it carries disappear, to reappear when the mule returns to animal form again.

The mule can transform each way just once per day. If slain in animal form, the **golden mule** returns to statuette form, and may be used again the next day; if the statuette is destroyed the magic is destroyed with it.

## New Monsters

### Alchemist's Disc

Armor Class:	9	No. Appearing:	1-3
Hit Dice:	1/2	Save As:	M1
Move:	60' (20')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	1-3	Alignment:	Neutral

When a magic potion is carried on a Floating Disc spell, and the potion is spilled onto the disc, there is a 1% chance that the interaction of magical energies will create an Alchemist's Disc.

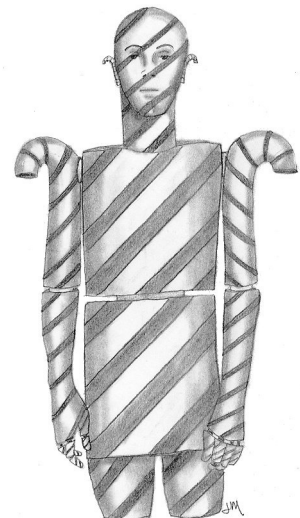
The Alchemist's Disc is a permanent, animated Floating Disc, not under the control of the original spellcaster, which is attracted to magic. It will attack any creature which can use magic or is carrying a magic item, by butting itself against them with all its force.

Although the Alchemist's Disc is AC 9, it is invisible, which means that any character not able to see invisible objects will roll "to hit" it at a -4 penalty.

### Candy Cane Golem

Armor Class:	5	No. Appearing:	1
Hit Dice:	2+2	Save As:	F1
Move:	60' (20') Fly 120' (40')	Morale:	12
Attacks:	2 fists	Treasure Type:	Nil
Damage:	1d6/1d6	Alignment:	varies

Candy Cane Golems are golems made of candy cane. They are most frequently made by good spell-casters to help out with various duties around the house and home. Sometimes kings, lords and other rich landowners will have a Candy Cane Golem built as a holiday gift to their children. Such a golem will defend the children to the "death." It is important to note that there are many possible "flavors" of Candy Cane Golem, though all will look the same except for coloration. The most common "flavor" is peppermint, which is white with red swirling down its body. Also note that the magic used to make one keeps it clean and sanitary at all times, so they're always edible.



60% of Candy Cane Golems have a breath weapon in which a magical mouth appears on the Golem's face (usually looking just like its creator's mouth) and it spews its weapon forth. The nature of the breath weapon depends on the Golem's "flavor," the typical being a Peppermint breath weapon is a cone 40' long, 20' wide and 10' tall. All who are caught in it must save vs. breath weapon or take 1d4 damage and feel all mint-tasting inside. This mint feeling lasts 1d6 days, during which time the character will feel an unnatural sense of courage. The character will even go as far as to pick fights with whole guilds of thieves, confident that "he can take them out." The nature of other "flavored" breath weapons is limited only by the DM's imagination. Not every breath weapon from every golem, even of the same flavor, will be the same.

Like all golems, these are immune to mind-influencing spells such as *sleep*, *charm*, and *hold*, as well as poisons of all sorts. Though normal golems are immune to non-magical weapons, Candy Cane Golems are not. They have infravision with a range of 60 feet.

## **Crawling Corpse**

Armor Class:	9	No. Appearing:	2-20
Hit Dice:	1	Save As:	F1
Move:	30' (10')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	1-6	Alignment:	Neutral



Crawling corpses result when an Animate Dead spell affects a body which is seriously incomplete, such as one which has been dismembered or partially eaten. For those bodies which can move normally, of course, this is not a problem; someone who has been decapitated still makes a pretty good zombie. However, some of these corpses cannot even walk normally. Those which have to pull themselves around with their forelimbs become Crawling Corpses.

Often rejected as unfit for their purpose and dismissed by their masters - sometimes formally, more usually just through being accidentally or deliberately left behind - these `failed` skeletons and zombies are moved by some primitive, vestigial instinct to band together and hide away from light and from living things.

They can be turned as skeletons, and count as undead for the purposes of sleep, charm, hold and similar magics.

## **Haint**

Armor Class:	0	No. Appearing:	1
Hit Dice:	3	Save As:	M3
Move:	60' (20')	Morale:	9
Attacks:	0	Treasure Type:	Nil
Damage:	Nil	Alignment:	Chaotic

The *haint* is a type of poltergeist (lit. "noisy ghost") which can either be summoned by a powerful magic-user or cleric or of its own volition enter the prime material plane to haunt or guard a certain area. Haints are malicious and derive great enjoyment from the suffering and confusion caused by their actions, yet their actions are rarely directly fatal.

While unable to attack targets physically, haints use special curse magics to scare, incapacitate, deceive or otherwise hinder their victims. Haints are obsessive creatures and typically use curses that focus on one particular element of their environs, a favorite color, a letter of the alphabet, unusual limericks or equations and so on. For example, a given haint might summon various "green" things to harry interlopers (green slime, draco lizard etc.), or might use curses that begin with a particular letter (e.g., "D" - *doom, death, drop, dream*). Haints can work their magic up to eight times per day, and may repeat a given spell or curse as many times as they like within that limit.

All of a haint's "curses" may be disbelieved if so stated by the victim. In this case, a successful save vs. Spells will negate the haint's "attack."

While they have no set "lair" per se, once they begin their hauntings they tend to stay tied to a particular area, but if they are chased out of it and they perceive that staying there will cause them to be destroyed they will leave, no matter what treasure or wealth remain behind.

Haints can only be harmed by silver or magic weapons, holy water or spells. They are turned as if Spectres. Haints communicate using a form of telepathy.

Haints are capricious servants under the best of circumstances: those who summon them are typically either unbalanced or simply do not care for the chaos they may instigate with the appearance of the haint.

### Scuttler

Armor Class:	9	No. Appearing:	1-100
Hit Dice:	1 hit point	Save As:	NM
Move:	90' (30')	Morale:	7
Attacks:	1	Treasure Type:	Nil
Damage:	poison	Alignment:	Chaotic



Scuttlers result when spider eggs are affected by magical emanations, seeping potion residue, alchemical experiments etc. They might have any number of legs, from five to thirteen, and frequently suffer gross mutations in body shape (two heads, nine eyes, one mouth part four times the size of the other, and so on.) They might be any color of the rainbow, and striped, spotted or piebald varieties have also been reported. Not all scuttlers build webs; those which do tend to build irregular, crazily-shaped things. Scuttlers are usually about the size of a man's fist.

Scuttler poison can be weak or strong (save at -2, 0, +2, or +4, equal chance of any) but is rarely fatal (only if the victim rolls a natural "1" on his or her saving throw). Instead, it has a very strong psychedelic effect on the nervous system. A character failing his or her save vs. Poison will be affected by *confusion* (mimicking the 4th level Magic-User spell).

### Time Critter

Armor Class:	8	No. Appearing:	2-12
Hit Dice:	1	Save As:	F1
Move:	60' (20') Fly 120' (40')	Morale:	8
Attacks:	1	Treasure Type:	Nil
Damage:	1d2 + aging	Alignment:	Neutral

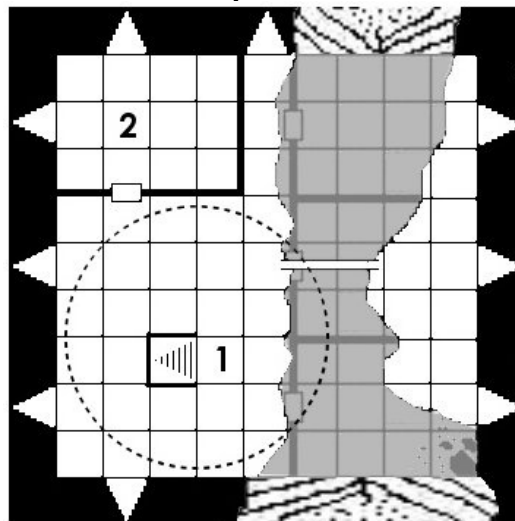
A time critter is a bird-like creature from another plane of existence. It looks like a small grey crow. It builds nests, lays eggs and will attack anyone approaching its nest. It pecks with his beak for 1d2 damage, and a successful hit also ages the character if a saving throw vs. Spells is failed, as follows:

Elf	1d12 years
Dwarf	1d4 years
Halfling	1d20 months
Human	1d12 months
Orc, Goblin, etc.	1d10 months





Top Floor



Dungeon Level

