



PART 1: INTRODUCTION

This module originally appeared in *White Dwarf* magazine way back in the days when *White Dwarf* was still providing support for the *D&D*™ and *AD&D*™ systems. It was originally designed for 4-7 1st level characters using the *D&D Basic* rulebook. It has herein been converted for use with the *Castles & Crusades*™ system as published by Troll Lords Games, Inc. Note that the collectible boxed set version of the *C&C* rules was used in this conversion. Once the core rulebooks are released, converting to the “full” version of *C&C* should be a relatively simple task. The original module was authored by Michael Brunton and Graeme Morris. This conversion in no way seeks to challenge the copyright status on the original work. It is merely provided as an example of the versatility of the *C&C* system as well as in an effort to share an “old school” adventure with a new generation of gamers. Feel free to distribute this document—just don’t edit or remove this introduction.

If you plan to play in this adventure, please stop reading here. The information in the rest of this mini-module is for your Castle Keeper (CK) so that he may guide you and the other players through the adventure. Players knowing details of the adventure will spoil the game for everyone concerned.

NOTES FOR THE CASTLE KEEPER

The **Beacon at Enon Tor** is an adventure mini-module consisting of two parts, providing notes and reference information for the CK, and keys describing the various levels of the beacon: **Part One** (this section), is an introduction which outlines the rules for the adventure, gives the CK background information about the beacon, and provides a map of the beacon. **Part Two** describes the beacon, its contents, and its inhabitants.

The Beacon at Enon Tor is a small adventure and is designed to be completed in one session of play (about 2-3

hours). It has been designed for a party of 4-7 1st-level player characters. The party should have at least one of each of the *C&C* core classes (Cleric, Fighter, Rogue, and Wizard) since this adventure has been designed to present a wide variety of problems for the player characters to deal with.

Before the players begin the adventure, the CK should read this mini-module thoroughly to become familiar with its details. In the encounter keys, the boxed information can be read aloud to the players at the appropriate time. The CK must decide when the rest of the information is discovered by the players or whether to keep certain facts secret.

The CK should always give the player characters a reasonable chance of survival. The emphasis is on the word ‘reasonable’. Although there should always be a chance that the unlucky or foolhardy character will die, the CK should give the party the benefit of the doubt whenever possible. Everyone should cooperate to make the adventure enjoyable.

NPCs and monsters are presented in the adventure using the standard terminology from the *C&C* rulebooks (Volumes 1 and 2):

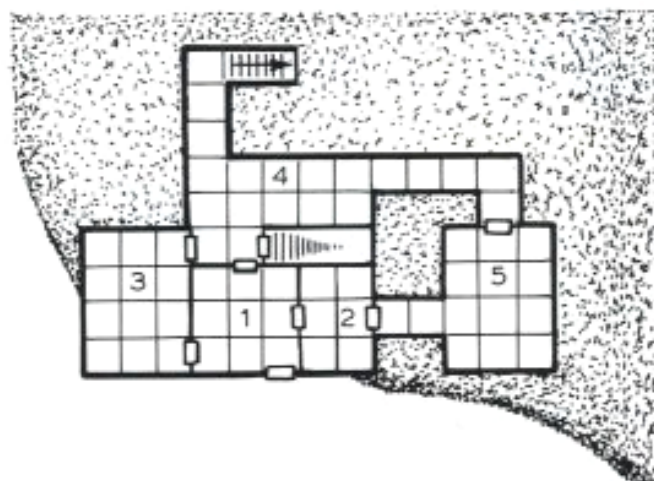
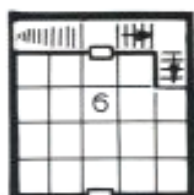
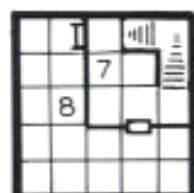
NPCs: Name, Race/Class and Level, Hit Dice/Hit Points, Base Armor Class, Movement Rate, Bonus to Hit, Primary weapons, Attributes: Str, Int, Wis, Dex, Con, and Cha (primary attributes are in bold and attribute modifiers are in parentheses after each attribute), and Special Abilities.

Monsters: Name, Size, Hit Dice (Hit Points), Saving Throws, Armor Class, BtH, Types of Attacks and Damage, Special Abilities, and Treasure Type..

Finally, if this is the first time you have been a CK; don’t worry if the game does not flow smoothly at first. Stick with it and your patience will be rewarded by an exciting and enjoyable game for all concerned!



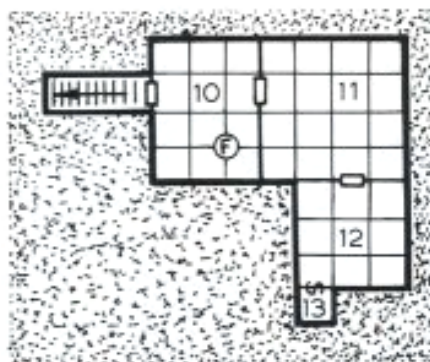
Tower



Ground Floor

- I Ladder
- ⊙ Fire Basket
- ||||| Stairs (up)
- ||||| Stairs (down)
- Door
- ⊕ Trapdoor
- ⋯ Bedrock
- Wall
- ⌘— Secret Door

SCALE 0 feet 50



Cellar Level

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PLAYERS' BACKGROUND

The CK should read the following passage to the players before beginning the adventure:

About 15 years ago, Karthedon the Wizard arrived at the seaport of Borth. He claimed that Borth was located at an ideal site in which to carry out magical research and announced his intention to establish a laboratory in the town. The local Guildmasters, although honored that Karthedon had chosen their town, were not so keen to see such a dangerous place built where they lived. After much negotiation with Karthedon they reached a compromise: Karthedon would be allowed to carry out his research in a tower which the Guilds would build at Enon Tor, a hill just to the west of the town. In return, he would operate a navigation beacon at the tower and be available to the town should his help ever be needed. The tower was built, Karthedon moved in, and the arrangement proved beneficial to all involved. Fewer ships were lost in the dangerous shoals and the town prospered.

One week ago, however, the whole of Enon Tor was surrounded by a strange shimmering light and that evening the beacon was not lit as per the agreement between Karthedon and the town. The foghorn in the tower, which had started to sound when the fog descended in the morning, continued to blow for the next two days and was then suddenly silent. It has not been heard since.

Trading activity has been light recently, but the Guildmasters are anxious to find out what has gone wrong before any ships run aground. As a result they have approached your group and offered you 100 gold pieces apiece to go to Enon Tor and find out why the beacon is no longer working.

CASTLE KEEPER'S BACKGROUND

The above tale is completely true. Karthedon has suffered the effects of a magical spell backfiring on him during an experiment in his work room (Area #11). The spell, *feeblemind*, has reduced Karthedon to a drooling idiot, incapable of even feeding himself, and certainly not capable of casting any spells.

Being a powerful Wizard, Karthedon has created a number of zombies to carry out the physical labor required both by his magical research and his agreement with the town of Borth. These undead are still functional but, with the exception of the one operating the foghorn (Area #9), are not carrying out any orders other than a general one to defend Karthedon and the beacon.

Two days after Karthedon's accident, a small band of orc marauders, led by a bugbear, stumbled across the beacon during a raiding expedition. Realizing that it was an easy target, they moved in and occupied it.

As the party arrives at Enon Tor the situation is that Karthedon is still in his work room surrounded by his zombie servitors. He is now in poor condition, not having eaten for a week. The orcs and the bugbear have established themselves in the main areas of the tower. Following an unsuccessful

attempt to destroy the zombies in the barracks (Area #4), they have not yet summoned the courage to attack the others in the cellar (Area #10). As a result, the cellar level, where Karthedon's laboratory is located, is virtually undamaged. The orcs and the bugbear do not know of Karthedon's condition, or even of his existence, because they have not explored the lower level.



PART 2: THE BEACON AT ENON TOR

The beacon is located on a wooded headland about two miles to the west of Borth. It is perched on a 100-foot high cliff and overlooks the dangerous shoal waters. One of the townsfolk will escort the party to the track that leads through the woods to the beacon. After cautioning them to stick to the path, he will return to town. The adventure begins as the party leaves the wooded track on the landward side of the beacon. At this point, the CK should read the following to the players:

After walking for a little over two miles you finally break from the cover of the woods. The track continues on, leading you toward the stone-built tower which has just come into view. You can see that the building is more than just a tower, because there is some sort of stone construction built into the rock below. For the first time since leaving Borth you can smell the sea.

There are two entrances in plain view. One is in the tower itself, the other is in the stone building built into the rock. As far as you can see there is no one about.

From now on, the players should start making decisions about their character's actions, based on the information they are given by the CK. The CK should decide how much, and when, information is given to the players.

If the party enters the door in the hillside they will start at Area #1. If they enter the tower itself, they will start at Area #6. The entrance doors to the beacon are wooden with iron reinforcements. Both doors are locked. The keys to the doors are in the locks on the inside. The locks may be picked by a Rogue using their Open Locks ability. They are too stout to be opened by force. Once unlocked, both doors open and close easily.

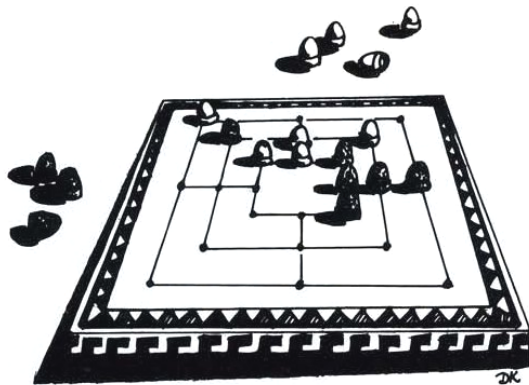
AREA #1 (Living Room)

This room appears to be the beacon keeper's living quarters. A large oak table, surrounded by four upholstered chairs, sits in the middle of the room. Pens, parchment, plates (several of them broken), spoons, knives, and other oddments are scattered about the floor and across the tabletop. Tapestries, which once adorned the plain stone walls, now lie heaped and despoiled on the flagstone floor. In the northeast corner, by the fireplace, is a long wooden bench. Seated on the bench are three humanlike creatures with ugly bestial features. They are arguing loudly with one another. As you enter the room they turn to face you, snarl on their faces and bloodlust in their eyes!

The creatures are **orcs**. They are members of the raiding party that has taken up residence within the beacon. They will immediately attack. If the ensuing combat lasts longer than three rounds, the bugbear and the orc in Area #3 will enter the room and join in the fray.

Orc (M); HD: 1d8 (4, 4, 6); Save: P; AC14 (chain shirt); BtH: +1; Short sword 1d6 (x1) and spear 1d8 (x2).

Each orc has 10 gold pieces and 7 "gems" as their personal treasure. The gems are worthless glass beads (any character passing an Intelligence check will realize this). In addition, in a small table near the bench on which the orcs were sitting is a Nine Men's Morris set, with ivory and jet pieces and an inlaid rosewood board. The entire set is worth 100 gold pieces.



AREA #2 (Kitchen)

This room appears to be a kitchen. In the northwest corner there is a cooking range with three pots on it. In the northeast corner stands a chopping block with a meat cleaver embedded in it. On the southern wall hangs a set of shelves. On the shelves are cooking utensils, herbs and spices, and a toast rack. Below the shelves is a wooden bucket.

The range is not lit and the three pots contain cold food (vegetables, a stew, and some sort of broth). The bucket contains some sort of pickled meat. The meat cleaver can be used as a weapon (1d6 points of damage). The spices and herbs are worth about 5 gold pieces if sold in town, but otherwise there is nothing of value in this room.

AREA #3 (Bedroom)

This room contains a luxurious bed, two simple wooden chairs, a large wooden table, and a large wooden chest. The chest is open. Clothing is scattered about the room and several flasks lie on the floor. On the southern wall hangs a large tapestry depicting a battle scene. The room is lit by several large candles in strategically-placed sconces attached to the stone walls.

If the combat in Area #1 did not attract the attention of the bugbear, he will be here, sitting on the bed. Read the following to the players:

Sitting on the bed is a large, grey, hairy humanoid. Sitting in one of the chairs is an ugly humanoid like the ones you saw upon entering the beacon. They both turn toward you and jump to their feet!

The larger creature is a **bugbear**, the leader of the raiding band. The smaller creature is another **orc**.

Bugbear (M); HD: 3d8 (20); Save: P; AC17 (breastplate); BtH: +2; Battle axe 1d8 and short sword 1d6.

Orc (M); HD: 1d8 (4); Save: P; AC14 (chain shirt); BtH: +1; Short sword 1d6.

The orc carries 10 gold pieces in a pouch tied to his belt. The bugbear has no treasure on him; however, in his left boot is a small key. The key opens the chest hidden under the bed. The chest is an iron box locked with a crude padlock (+5 to Open Lock attempts). Inside the chest is a silver dagger (1d6 points of damage; worth 30 gold pieces), 50 gold pieces, a scroll (containing the Clerical spell *cure light wounds*, and a flask containing a light green liquid (potion of healing; heals 1d6 hit points per dose; contains 4 doses).

The sconces are silver and each is worth 10 gold pieces. The tapestry is worth 20 gold pieces. Other than the aforementioned items, the room contains nothing of value.

AREA #4 (Barracks)

This room contains ten boxes, each about seven feet long and about two feet wide and deep, with hinged lids. Four are leaning against the north wall, the rest lie on the floor scattered about the room. One of the boxes on the north wall is open and contains what appears to be the corpse of a human male. Two bodies lie facedown on the floor.

Each of these boxes is a coffin/storage container for one of Karthedon's **zombie** servitors. Only two of the boxes (determine randomly) are occupied by functional zombies who will not attack unless their boxes are opened. If a Cleric successfully turns the zombies they will return to their boxes and trouble the party no more (unless, of course, their boxes are opened again. The human body in the box was a zombie; however, the orcs (the two dead bodies on the floor) "killed" it and it is no longer functional. The corpses contain no treasure.

Zombie (M); HD: 2d8 (15 each); Save: P; AC12; Fists 1d8 and bite 1d6; always strike last in combat, all damage inflicted on a zombie is halved, spells affecting the mind have no effect on a zombie.



AREA #5 (Pantry)

This room contains a dozen large barrels. Several sacks are stacked on a low table against the southern wall. Several pieces of preserved meat hang from hooks in the ceiling.

This room was the beacon's pantry. The barrels contain wine, ale, various salted meats, apples, vegetables, and salt. The sacks contain grain and flour. Two **giant rats** have taken up residence in the sacks. If disturbed, they will attack!

Giant Rats (S); HD: 1d8 (6 each); Save: P; AC14; Bite 1d6 + disease; anyone bitten by a giant rat must make a save versus disease (Con) or become infected (-2 to all attribute checks until cured).

AREA #6 (Storeroom)

This room, obviously a storeroom of sorts, is full of odds and ends—a cursory glance reveals barrels, tools, a few buckets, some timber, and a broken cartwheel.

There are nine large barrels (containing oil), two coils of rope (each 50 feet in length), a hammer, two dozen torches, a lantern, a saw, an axe, a dozen iron spikes, several pieces of timber, four pulley blocks, a bucket full of nails, a bucket full of pitch, three large hooks, ten empty sacks, a length of sailcloth, a set of blacksmith's bellows, and a broken cartwheel. None are especially valuable, although the party should be able to find a use for many of the items.

AREA #7 (Beacon Garret)

As you enter this room you see three creatures detach themselves from the ceiling and flutter toward you. As the air is filled with a high-pitched squeaking, you notice that the door in the southern wall is ajar.

The creatures are **giant bats** that have taken up residence since Karthedon has not been up to light the beacon in over a week.

Giant Bat (S); HD: 1d8 (4, 5, 6); Save: P; AC18; Bite 1d4.

The garret contains the equipment and stores used at short notice to operate the beacon. Four sacks of kindling and a stack of ten faggots lie on the floor in the middle of the room. In the northwest corner is a large iron basket. On a hook by the stairs stands a large coil of rope. On a shelf by the door is a telescope (worth 150 gold pieces) in a leather case and an iron box containing tinder, flint, and a piece of steel. Everything is slightly damp due to the open door.

AREA #8 (Walkway)

This walkway has a 4-foot-high crenellated stone wall running round it. In the northeast corner is an iron ladder, set into the stonework of the tower, and leading up to the beacon itself. The ladder is covered in rust except for patches in the middle of each rung where bare metal shines through. A strange creaking sound drifts down from the tower above.

The ladder is entirely safe and there is nothing of interest or value on the walkway.

AREA #9 (The Beacon)

This is the top of the tower. A 3-foot-high crenellated wall surrounds this storey. In the center of this area stands a 15-foot-high tripod supporting a large iron basket. In the basket, and around the tripod, are large quantities of ash. Stacked in the southwest corner are six faggots. In the southeastern corner is an iron contraption that is obviously some type of crude lifting device.

In the northwest corner a human figure can be seen working at a set of blacksmith's bellows apparently connected to a large copper foghorn. No sound, other than the creaking of the bellows and the rush of air can be heard.

The figure is a **zombie** and will not attack unless the party attempts to prevent it from carrying out its appointed task.

Zombie (M); HD: 2d8 (15); Save: P; AC12; Fists 1d8 and bite 1d6; always strike last in combat, all damage inflicted on a zombie is halved, spells affecting the mind have no effect on a zombie.

Karthedon's last order to this zombie was to sound the foghorn. When the bugbear and the orcs arrived they cut the pipe between the bellows and the foghorn, but left the zombie working the bellows. There is nothing of value in this area.

AREA #10 (Cellar)

This is a storage cellar. All around the walls are wooden shelves with boxes on them. Standing in the room are four pale, corpse-like men.

The four corpse-like men are **zombies** and will attack anyone who enters the room.

Zombie (M); HD: 2d8 (10 each); Save: P; AC12; Fists 1d8 and bite 1d6; always strike last in combat, all damage inflicted on a zombie is halved, spells affecting the mind have no effect on a zombie.

The boxes contain Karthedon's experimental materials. Only one of the boxes does not have a label on it and is locked. The key is on a chain around Karthedon's neck (Area #11). The remaining boxes contain exactly what their labels (written in Common) say they do: fluorspar, chalk, sulfur, powdered copper, powdered lead, quicksilver (in a stoneware bottle), dried blood, salt, iron shavings, seaweed, herbs, snake legs, vinegar (also in a stoneware bottle), parchment, quill pens, ink (in the form of square blocks to be heated and mixed with water when needed), sealing wax, stirge feathers, medusa bones, stuffed voles, bat's ears, crypt dust, dried roots, and assorted glassware.

The locked box is secured with an intricate lock (-10 to Open Locks) and contains three small leather pouches. One contains gold dust (worth 40 gold pieces), another contains powdered silver (worth 15 gold pieces), and the last holds 12 small pearls (worth 10 gold pieces each).

A trapdoor located in the southwest corner covers the opening to the beacon's well. The well is circular (3-foot diameter) and approximately 80 feet deep. The water level is about 15 feet below floor level.

AREA #11 (Karthedon's Workroom)

This area is obviously a wizard's laboratory. There are two long wooden workbenches against the eastern wall, each with a set of four stools. One of the tables is covered in parchment, pens, intricate glassware, and two candlesticks with burnt out candles. A body, dressed in long, filthy robes, is slumped over the workbench. Two pale corpse-like men apparently stand guard over the man. In the southwest corner is a large cage containing two half-starved giant rats.



The pale figures are **zombies** and will attack anyone who approaches the slumped body.

Zombie (M); HD: 2d8 (15 each); Save: P; AC12; Fists 1d8 and bite 1d6; always strike last in combat, all damage inflicted on a zombie is halved, spells affecting the mind have no effect on a zombie.

The slumped body is, in fact, Karthedon, and he is not yet dead, although he is suffering from a lack of food and water and the effects of a *feeblemind* spell.

Karthedon (M); Human/Wizard 10th-level; 9d4 (30); AC10; Movement 30'; BtH +3; Dagger 1d4; Attributes: Str 12, **Int** 16 (+2), **Wis** 14 (+1), Dex 12, Con 10, Cha 15 (+1); Spells: (0-level) Dancing Lights, Detect Magic, Light, Prestidigitation; (1st-level) Comprehend Languages, Magic Missile, Read Magic, Shield, Sleep; (2nd-level) Invisibility, Knock, Locate Object, and Web; (3rd-level) Clairaudience, Dispel Magic, and Fireball; (4th-level) Confusion, Dimension Door, and Minor Globe of Invulnerability; (5th-level) Feeblemind and Hold Monster.

Note: Obviously, the above stats are for Karthedon in his normal state. In his current state his Int is 1 and he is unable to do anything other than lay there! Around his neck is a chain with two keys attached. One opens the lockbox in the cellar (Area #10) and the other is the key to the chest in the secret chamber (Area #13).

When the *feeblemind* spell backfired on Karthedon he knocked over a vial of acid, which destroyed many of his notes. A Wizard should be able to deduce that Karthedon is the victim of a backfired *feeblemind* spell by studying those notes that do remain. A normal Intelligence check will reveal the fact that a *dispel magic* spell should cure Karthedon.

If the party restores Karthedon to his normal state, he will reward them handsomely—200 gold pieces each, a potion of invisibility, two spell scrolls (*magic missile* and *charm person*), a +1 sword, and a +1 mace.

The **giant rats** are Karthedon's lab animals and have not been fed in over a week. They will attack anyone that opens the cage.

Giant Rats (S); HD: 1d8 (6 each); Save: P; AC14; Bite 1d6 + disease; anyone bitten by a giant rat must make a save versus disease (Con) or become infected (-2 to all attribute checks until cured).



AREA #12 (Karthedon's Study)

This chamber is a study. All four walls are covered with tapestries depicting the 12 signs of the Zodiac. On the floor is a rug with an embroidered pentacle design. The furniture in this room consists of a large wooden desk, padded leather reading chair, a reading stand, and several bookcases. There are two silver candlesticks on the desk.

The tapestries are worth 300 gold pieces as a set (or 15 gold pieces apiece). The rug is worth 75 gold pieces. The silver

candlesticks are worth 10 gold pieces each. The books in the shelves may be worth something to the right kind of buyer.

Lying on the desk are three scrolls: one is the charter between Karthedon and the Guildmasters, another is a *dispel magic* scroll, and the last one is a plan of the beacon tower (Area #13 is not depicted).

AREA #13 (Secret Chamber)

This small chamber contains nothing but a closed chest.

The chest is locked and only the key around the chain on Karthedon's neck will open it—all Open Lock checks automatically fail; however, still roll as if the attempt had a chance of succeeding (at -5 to the check). If the check fails by more than 10 points the chest's trap is activated! A spring-loaded needle pricks the would-be-thief's finger and injects a deadly poison! The victim must save versus Poison (Con) or die in 1d4 hours. Karthedon has the antidote stashed away somewhere in his workshop.

Inside the chest are the following items: 1000 gold pieces, a bag of gems (worth 500 gold pieces altogether), a wand of magic detection, and a potion of healing.

PARTING SHOT



Well, I hoped you enjoyed this little old-school dungeon crawl—look forward to many more as time permits! The overall conversion, if you can even call it that, took about 30 minutes (and that included reading the adventure before converting anything). The *Castles & Crusades* system really does let you get that “old-school feel” with some “new school rules”. Enjoy!

The *Castles & Crusades Limited Edition Boxed Set* retails for \$33 plus shipping and handling. The first 300 sets are signed/numbered by the authors. Each set includes a three digest-sized booklets (92 pages in all), a set of “old school” dice (crayon included), and a spiffy white box. You can order your copy at: <http://www.trolllord.com/specials.htm>

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