

Merilla's Magic Tower

by Rob Pinnell

A Basic Fantasy Role-Playing Game Adventure

Release 1

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Introduction

This adventure module, part of the Adventure Anthologies series, is for use with the **Basic Fantasy Role-Playing Game** rules, and is intended for 3-6 characters of levels 4-7. If you don't have the Basic Fantasy RPG core rules, please visit www.basicfantasy.org and download a free copy.

Background

Years ago Merilla the magic-user adventured throughout the lands with a group of friends. Together they vanquished many creatures and collected large amounts of wealth in the process. They became so good at it, that Lords and Dukes of the realm sent for them whenever a barony or duchy was threatened. After years of service to the kingdom, they finally retired, each going his or her own way. Merilla settled in a peaceful valley and constructed a small tower where she intended to spend the remainder of her days researching spells and creating marvelous items to help protect the land.

As time passed her library of tomes and scrolls increased, while word of her experiments spread. Soon, Dukes and Lords were sending envoys to her tower with requests for powerful items with which to protect their lands. Some she agreed to, others she did not, for men of power inevitably become greedy, and seek more power by whatever means available. And also, the making of magical items often drained her, leaving her weak and vulnerable for long periods of time.

Though she had special guardians and devices to protect her during these times, there were those throughout the land who took advantage of those periods, sending brigands and thieves to assault her tower, hoping to steal the coveted items. All have failed, so far. Now the word is spreading again of her latest creations: items of such power that, with them, even a common man might rise to unstoppable power.

Located at the far edge of a tiny duchy, deep within an enormous ravine at the base of the foothills, Merilla's tower now stands silent. Is she

still alive, or has she been slain? Has someone penetrated the protective forces she has placed within the tower and made away with the items? Many would like to know.

Game Master's Information

This scenario can be run several ways; the most common being that a local authority wishes to send a group in to gather information. Another is that someone hires the group to assault the tower. Either way, or any other the GM comes up with, will suffice.

In any case, if the party reaches the upper most level of the tower, where Merilla sleeps, they may end up saving her life. In such a case she will reward them handsomely (5,000 GP each, and a minor magical item).

Tower Key

ENTRY LEVEL. East door has a magical-trap on it; 21d6 Fireball. Two large bookcases fill the south and west walls of this chamber from the floor to the ceiling. These appear to be filled with scrolls, tomes and manuals of various making. Most are instructional, dealing with ancient--arcane--ceremonies, rituals, and the elements necessary to conduct them (materials, etc.) One in fifty scrolls is actually penned by Merilla, containing magic spells. One in a hundred tomes/manuals, is of a magical nature. There are approximately two hundred such tomes/manuals, and six hundred scrolls! Searching all of these will be time consuming! Along the north wall is a work table. A rack of two shelves runs along the north and east walls just above this. These hold containers filled with various components

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ranging from liquid to solid, and even gases! One in fifty is actually a potion of some sort. There are over five hundred such containers!

A *Bronze Golem* stands just south of the work table (60 hit points) that will move to attack any intruder approaching within 30' of it. AC0, Move 240' (80'), Attacks 1+ Special, Damage 3-30 + 1-10 heat damage, Save as F10, Morale 12, Neutral. Inside its head is a **Ring of Wonder*****! In the southwest corner a huge, 25' foot square *Carpet Trap* awaits any who stand in its center. It will instantly knock prone anyone who steps into the center of it, rolling the person up and squeezing them for 1d8 points of damage per round. It is AC8, Move 0', and takes 34 hit points of damage before being disabled. Note however, that any victim trapped inside it takes 1 point of damage per 4 inflicted! While a *Dispel Magic* might destroy it, there is no disarming this trap; a thief may be able to detect it, however. Two *Rust Monsters* (hit points 32-28) linger about in the ground level of the tower. AC 2, HD 5, Move 120' (40'), Attacks 1, Damage 0, Save as F3, Morale 6, Chaotic. A wooden spiral staircase stands in the center of the round chamber leading up.

TOWER LEVEL 2. Three chests appear here. The north and southwest ones are *trapped*, with a 21 hit die Fireball spell. Only a *Dispel Magic* will disable these. Inside each are 50,000 gold coins. The chest in the southeast is a *Morphganger*! A 10 hit die creature created by Merilla. Other than having 60 hit points, it is similar to a *Doppelganger*! AC4, Move 30' (10'), Attacks 1, Damage 1-12, Save as F5, Morale 8, Neutral.

TOWER LEVEL 3. An 8 hit die *Faerie Dragon* lies atop a low stone slab against the north wall. This too was created by Merilla. AC -6, HD8 (32 hit points) Move 90' (30')/240' (80') Flying, Attacks: its only attack is spell-use--equal to an 8th level MU, and its Magic Resistance (like a Minor Orb) to spells. It Saves as MU8, Morale 8, is Neutral and serves more as a "watch-dog" than a guard; though it will attack intruders upon sight. Its spells are: *Charm Person-Magic Missile-Sleep; Detect Invisibility-Mirror Image-Web; Hold Person-Invisibility 10' Radius; Confusion-Polymorph Other*. It is mentally linked with Merilla, and will try to

arouse her if possible (5% chance per Turn.) A suit of **+ 2 Chain mail/Energy Storing*** hangs on the south wall.

TOWER LEVEL 4. Three *Blast Spores* hover about here. AC9, 1HP, Move 30' (10'), Attack 1 + disease, Damage 6-36 if struck, Save as F1, Morale 9, Neutral.

TOWER LEVEL 5. This is Merilla's private chambers. Currently lying incapacitated in her bed, she is unaware of the shadowy figures who have just entered her chamber. Two *Thugs* L7 and L4, are presently arguing over which one is going to assassinate her! Having followed the party to the location, they used scaling tools to sneak in through the only windows in the tower while the party unknowingly distracted the guardians. Though Neutral, they are wicked to the core. They have AC's of 4, 30 & 24 hit points, Move 120' (40') Attacks 1, Damage 1-8, Assassinate 50% +/- victim's HD, Save as T7 or T4, Morale of 9/7. Each wears **leather +1** and has a **+1 ring of protection**. A small chest to the east of Merilla's bed contains her personal jewelry and some fine clothing; a small desk to the west is covered with unfinished scrolls, and writing tools.

Merilla cannot defend herself at present; having just finished creating the magic sword atop the table to the south, she is semi-comatose. If saved from assassination, she will forgive the intruders for slaying her guardians and reward those involved in her rescue as previously noted. In time she will regain her spell use (if not killed!) The item she has just created is a **+1 Sword of Smiting****

* Similar to a Ring of spell-storing; this one stores HD of experience, and when the possessor is attacked by Energy-draining creatures, the level loss is taken from the item first. It can store up to 1 level per level of the owner. However, it can only store this type of energy in conjunction with a Sword of Draining, or Sword of Smiting. Used with the former, it makes possible the sword to retain its draining abilities as long as the maximum is not reached. It can also discharge or release an energy level upon command, to keep this from

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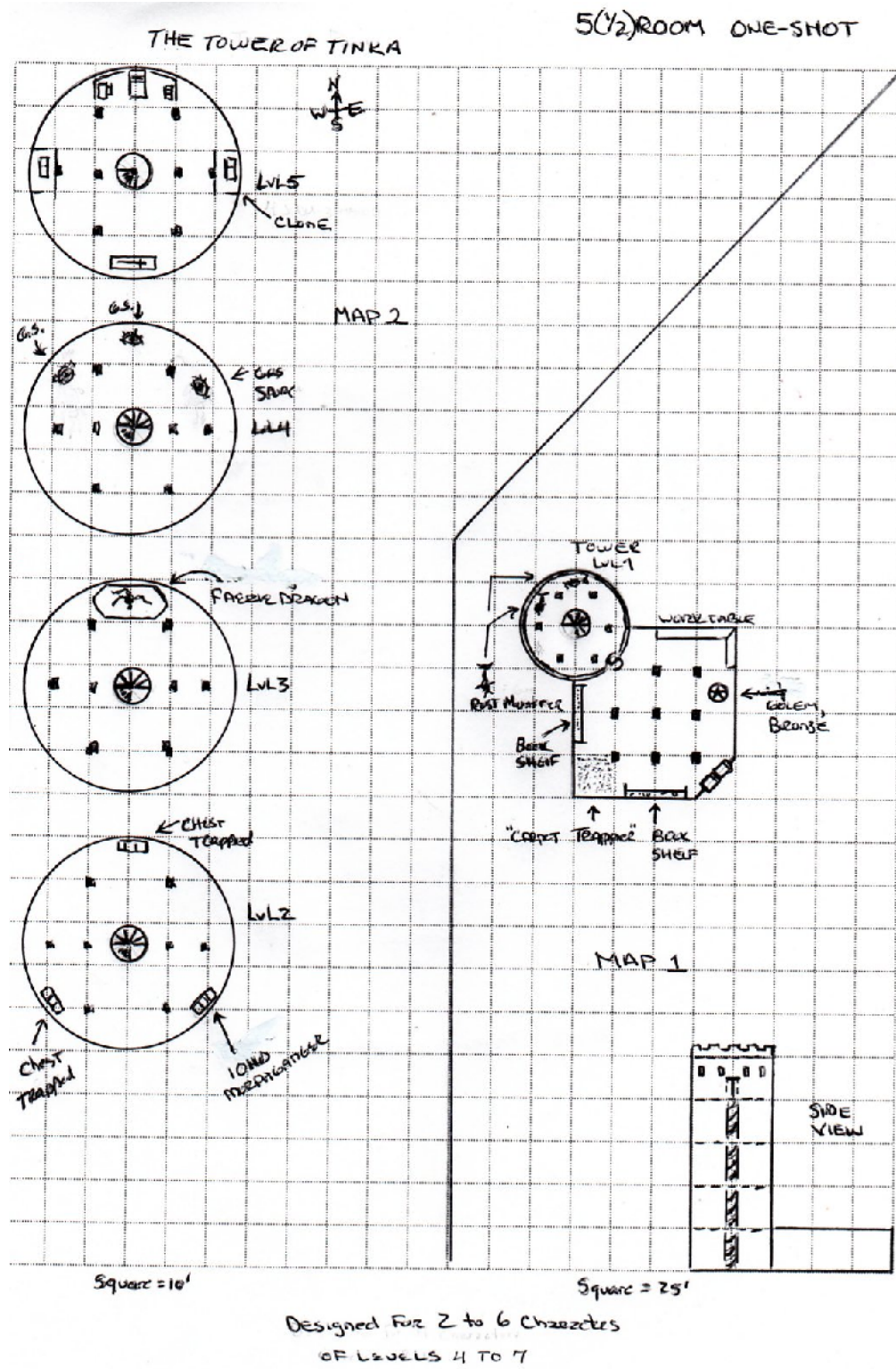
occurring. Doing so temporarily bestows 1d6 hit points upon the possessor, which will be removed first upon next being attacked!

** This weapon bestows the assassination capability of Thugs equal to the level of the possessor. Because of such, it is Neutral aligned. It otherwise behaves as a normal sword, except for doing 2d6 or damage per hit. On a natural to

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hit of 20, it will drain one hit dice/level of experience from its victim, and transfer this energy to any receptacle enchanted to receive it.

*** Each time this item is put on, it functions differently for the entire day. GM secretly rolls d% and consults RC Magic Rings chart; ignoring **even** rolls which bestow nothing that day.



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