

BX2



THE HAUNTED TOWER

A BX Adventure Module



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The Haunted Tower

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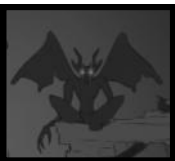
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The Haunted Tower



Introduction

The Haunted Tower is a dungeon adventure for a party of six to eight, first level characters. A well-balanced party is optimal but no particular character class is required. Because this is an entry level adventure, the PCs will have opportunity to find magical items and other objects to help them complete the adventure.

The adventure is primarily a dungeon crawl where the PCs are investigating the remains of two towers. The towers are all that remain of a fallen keep. The keep was home to the Havenroth family; a family that owned and operated a massive logging company. Their interests included the supply of lumber as well as fine wood-working operations. The family was very respected and generous.

The Havenroths, as their success increased, eventually built a massive keep on the far borders of their lands. This keep would protect their operations and as well as those people settling in the surrounding area. Then, in a single night, the entire Havenroth family was slain and

keep razed. The mystery of how and what happened has never been solved. Those that have approached the remnants of the keep are frightened away by strange sounds and dark shadows.

The story of the fall of the keep is due to the malicious and vindictive efforts of Evangella Mycroft. Evangella was the youngest daughter of a woodcutter that worked for the Havenroth family. One night, the Mycroft cabin was attacked by a group of hobgoblins and only Evangella survived. She fled the hobgoblins and fell into a nearby river where she was sucked into a whirlpool and emerged in a cavern. Near death, the young girl was filled with fury and rage. She blamed the Havenroths—who said they were the protectors of all that lived near the keep. Within the cavern, a dust-covered altar surrounded by bones and skulls, glowed a dull red. Evangella was drawn to the altar where, nearing her end, swore more oaths of revenge. As darkness filled her mind, a sudden warmth revived her. She awoke to see a dark figure standing near the altar.



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The dark man offered to help Evangella if she would perform but one task for him. He would give her powers to destroy the keep, but in doing so, she must find book hidden in a vault beneath the keep and bring it to the altar. Evangella managed to work her way through numerous underground caverns and passages until finally reaching an ancient dungeon complex directly beneath the keep. This complex is part of the forgotten Cult of the Earth Dragon. She found the book and returned it to the altar. The dark man, formerly nothing but a shadowy visage, read a passage from the book and in an explosion of flames was reborn in normal form. He revealed his name as Hilgdred. The arch mage opened a hellish gate and summoned a horde of abyssal rats to aid Evangella in her vengeance. That same night, Evangella attacked the keep and in a fiery assault, laid it to waste and killed every living being.

Player Character Involvement

There are a number of ways to involve the PCs in this adventure. It has been 20 years since the keep fell and now a group of humanoids are using it as a base to raid villages in and around the forest.

1. Several locals are very distraught over the raids. It is possible one of the PCs is related to one of the locals and the call for help has reached the PC.
2. A seldom-used road runs close to the keep. The PCs may be travelling and as night grows near they arrive at the keep. At the same time, a brewing storm erupts in rain and wind.
3. A distant relative of the Havenroths has decided to claim the lands and keep. They PCs are hired to investigate and clear the area of any dangers.

Keep Overview

The keep is all but destroyed and now nothing more than weed-covered ruins. Small trees have sprung up throughout the area. Only the two main entry towers remain standing.

East Tower

The East Tower is now the headquarters of a band of goblins who have taken up raiding the countryside. The goblins typically prey on travelers and avoid attacking inhabitants of the nearby farming village, Riversmeet. This way, the goblins have so far avoided gaining the attention of those who would mount a hunt. Addition-

ally, the goblins never travel directly from the Haunted Keep to their hunting grounds; instead, they make their way to the nearby Dymrak Forest and then onto the nearby trade routes and roads. Occasionally, the goblins will travel into the Dymrak in search of elves to attack and plunder.

The goblins are also in the employ of the necromancer (**West Tower**) who pays a “finder’s fee” for hostages that go unclaimed. The goblins are led by a rather cunning gnome (see **Dungeon Level C**). In order to defend the tower, the gnomes have set traps and locked doors to discourage the curious.

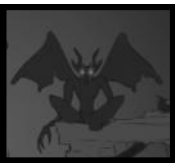
The tower is a crumbling ruin and only the first level remains intact. There is no access to the collapsed upper floors from the interior of the tower. The exterior of the tower can be scaled without much trouble but there is nothing of interest within the upper ruins. However, the smell of something burning (i.e. campfire, torch, etc.) will be detected if the PCs think to do so. There are no windows on the first level of the tower. The ceiling height within the tower is 20’. There is no illumination unless specifically indicated. The creaks and groans of the broken tower constantly disturb the silence of the ruin, within and without. All doors open inward (into rooms). No wandering monsters are applicable on this level.

E0. Tower Entrance

A thick pair of iron bound, wooden doors are the only feature of the ground level of the East Tower. The doors are closed. Weeds choke the exterior of the grounds around the tower and small trees have taken root nearby.

GM’s Description: The doors are closed but not locked. Inspection reveals the locking mechanism has been smashed and no longer functions. The goblins have forgotten to bar the doors from the inside; a heavy iron bar leans against the wall just inside the doors. The grass and weeds in front of the doors has been trampled by the goblins coming and going. No birds nest within the ruins – a clue that something unnatural resides within the tower.

The hall leading to the second set of entry door is trapped with a shallow, spike-filled pit. This trap is activated by a lever just inside the interior doors – a remnant of the tower’s defenses. The goblins have remembered to



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set the pit trap and unwary PCs may fall and be impaled. A falling PC will suffer 1d4 damage and be impaled by 1d3 spikes that deal 1 point of damage each.

The interior doors are significantly damaged and do not close in a functional manner. The hinges are damaged and any movement illicit a screeching sound that is heard throughout the tower – alerting the goblins and monsters within. The front door is the only way in or out of the tower.

E1. Sergeant's Room

The door to this room is locked. The key is held by the goblin leader at location 11.

Dust covers the floor of this room. A pair of beds are set against the west wall; the bedding is in tatters and spill over onto the floor. A pair of smashed wooden chests line the north wall and a table – missing its chairs – occupies the center of the room. The table is bare. An empty weapon's rack is mounted in the south wall near the entry door; its bars have been pried open. A wooden chandelier, now devoid of candles, hangs from a beam 15' off the floor.

GM's Description: Once used by the tower's sergeants as a barracks, this room remains disused by the goblins occupying the tower. However, a trap has been laid in the center of the room. A thin trip wire stretches the room from north to south. If triggered, the chandelier will fall and inflict 1d4 damage. There is no treasure within this room.

Attached to the underside of the table is **+1 short sword**.

E2. Guard Room (Entering from east door)

The door to this room is slightly ajar. However, a broken table lies against the door. Some effort must be exerted to open the door; this will make noise.

The ruins of a broken table lie against the door leading to the east. The room is otherwise bare of furnishings but for a huge tapestry that bisects the room from west to east. The faded image of fox hunt is detailed on the tapestry. The tapestry is in bad repair and the detail is very poor.

GM's Description: Hiding among the folds of the tapestry is very hungry crab spider. It will attack any who disturb the tapestry. Otherwise, it will remain hidden. On the opposite side of the tapestry, a long table (again missing its accompanying chairs) is set against the east wall. An open wooden chest is set against the west wall. The chest appears empty, with only a few broken arrows lying within. However, the chest has a secret compartment that holds a pouch filled with 99 sp and two chipped emeralds worth 25 gp each.

E2. Guard Room (Entering from west door)

The door to this room is locked. The key is held by the goblin leader at location 11.

A long table is set against the east wall of this room. There are no chairs and the table is bare. An open chest is set near the west wall; the lid looks to have been pried open as the lock and hinges lie broken on the floor. A long, folded, tapestry bisects the chamber. The faded image of a fox hunt adorns the tapestry, but any detail has long since been lost.

GM's Description: Hiding among the folds of the tapestry is very hungry crab spider. It will attack any who disturb the tapestry. Otherwise, it will remain hidden. On the opposite side of the tapestry, the room is bare but for a broken table that has been pushed against the east door (slightly ajar).

Crab Spider, Large AC 7; HD 2, hp 8; #AT 1; Dmg 1d8 bite; SA Poison at +2 save; SD None; MV 120/40; INT 2; AL N; THACO 17; EXP 35



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E3. Trophies

The door to this room is locked. The key is held by the goblin leader at location 11.

Lining the east, west and north wall of this room are dozens of trophy heads. All of the heads are those of some animal or bird. Cob webs cover most of heads, but each is easily identifiable. Scattered among the heads are numerous antlers from deer and elk. The south wall is set with two doors but otherwise undecorated.

GM's Description: The former guard commander of the Keep used this room to display his hunting prowess. All but one of the trophies are of animals native to the area. A secret compartment behind the mount contains a sack with four silver bars (10 gp each) and a **healing potion** (marked as such in elfish). However, the head is trapped and any disturbance will release a sleep gas (save vs. poison or fall asleep per *sleep* spell). Those who make a successful save are slightly nauseated and suffer -1 penalty to all attack rolls for one turn. The gas is very odious and will summon 10 crypt rats (normal) one round after it is triggered. The sleep effect only lasts for the round it is triggered; the smell endures for one turn. The crypt rats will emerge from the mouths of the trophies and attack all within the chamber (randomly; including sleeping PCs).

Crypt Rat, Normal (10) AC 8; HD 1/6, hp 1 each; MV 120/40; #AT 1; Dmg 1 hp bite; SA disease; SD none; Save F1 (-1); ML 9; AL N; EXP 6 each; THACO 20.

E4. Collapsed Barracks

The door to this room is locked. The key is held by the goblin leader at location 11.

This room has been devastated by the collapse of the tower. The ceiling and floor have both fallen. Large pieces of rubble and crisscrossed wooden beams strain to hold back further debris from falling into the chamber from above. The floor has given way and a pool of brackish water fills most of the room. A few pieces of large stone project from the pool, as well as the remains of several bunk beds. A single door is set into the north wall of the room, opposite the entrance.

GM's Description: The pool is not hazardous and only three feet deep at its center. Lying at the bottom of the pool is a brass statuette of a beautiful woman. The base of the one-foot-long statuette is oddly formed with several varying, square projections forming a circle. This statuette has a false bottom concealing a *ring of delusion*.

E5. Ruined Chapel

GM's Description: Formerly a chapel, this room has been converted into a barracks for 12 goblins. They have rearranged the room and set eight bunk beds around the perimeter walls. An altar, now defaced and broken is set against the north wall. The shards of a broken statue lies on the floor around the altar amidst other rubble. The goblins have not disturbed the area around the altar as they are fearful of vengeful gods.

The goblins are generally sleeping, eating, or throwing dice during down time. If the PCs have made excessive noise moving through the tower, they will be alert and ready for action. Otherwise, a single goblin is assigned to watch the door, but he is very lax in his duty and easily caught unaware. The goblins will violently react to any intrusion.

They possess only general items and each has a stash of 1d4 gp and 2d6 sp in their sacks and packs. One of the goblins carries a silver ring worth 25 gp in a pouch. Lying in the rubble next to the altar is a small gold statue of a rat-headed man (150 gp). This was placed here by Evangelia when she defaced the altar and smashed the statue of the goddess of the moon. There is no significance to the statue other than to mock the deity worshipped by the Havenroths.

Goblin (12) AC 6; HD 1-1; hp 7, 6, 5 x10; #AT 1; Dmg 1d6 or by weapon; AL C; Save F1; ML 120/40; Thaco 19; EXP 5. Carry short sword 1d6 and crossbow 1d4.

E6. Storage Room

There is no light source in this room. The door has been broken in and hangs oddly on one remaining hinge.

This room is empty of all furniture and only a broken barrel lies near the center of the room.

GM's Description: This room was used for storage but was long pillaged. The barrel held water but is now empty and useless.



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E7. Storage Room #2

The door to this room is missing.

This small room is bare of any furnishings. A drip of water falls from the ceiling which is covered with some sort of green-colored mold. The water on the floor forms a small pool and seeps through cracks in the floor.

GM's Description: A green slime covers most of the ceiling of this chamber. It will fall on any PC that enters. Otherwise, the room is empty.

Green Slime (1) AC N/A; HD 2; hp 7; #AT 1; Dmg None; SA Turn target into green slime; SD Only damaged by fire or cold; MV 30/10; AL N; Save F1; ML 12; Thaco 18; EXP 30.

E8. Ruined Barracks

The door to this room is closed and jammed.

Water drips from the ceiling in no less than a dozen places into a three foot deep pool that is this room. Beneath the surface the remains of furniture is broken and rotted. A decaying blanket lies over what appears to be a corpse in the center of the pool.

GM's Description: Formerly a barracks, this room is now nothing more than a ruined chamber filled with water. As water leaks in from the ceiling (the ruins of the tower above form several pools with several hundred gallons of water from rain), it fills the pool and prevents stagnation. The room never fills with more than three feet of water as it seeps through cracks in the floor and walls. The water level of the pool is just below the threshold of the entry door.

An iron statue of the goddess of the moon lies at the bottom of the pool beneath the rotting blanket. The goblins fetch water from this room and the statue makes them nervous so they covered it with the blanket. If the statue is righted and removed from the pool, each participating PC will be healed to full hit points or receive a *cure light wounds* spell the next time they are injured; this will even prevent a death blow if applicable.

E9. Spy Room

GM's Description: Four goblins are always posted in this chamber. They have drilled several small holes in the secret door so they can spy anyone coming into this area. A horn hangs on the wall and is sounded if intruders enter this area. However, the goblins are currently engaged in a game of dice and may not notice approaching PCs if they are cautious. However, any noise in the area will alert the goblins and they will sound the alarm then rush to attack intruders.

Goblin (4) AC 6; HD 1-1; hp 5 each; #AT 1; Dmg 1d6 or by weapon; MV 60 (20); AL C; Save F1; ML 12; Thaco 19; EXP 5. Carry short sword 1d6 and/or crossbow 1d4.

West Tower

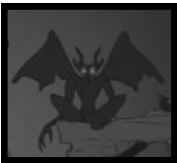
The West Tower is the lair of a necromancer who is searching the lower caverns for the altar of the Earth Dragon. The necromancer has hired a group of mercenary bandits as he knows there are some fearful creatures in the catacombs beneath the towers. He is also paying the goblins (East Tower) for prisoners he can "recruit" as zombies to act as guards on his forays.

W0. Tower Entrance

A thick pair of iron bound, wooden doors are the only feature of the ground level of the West Tower. The doors are closed. Weeds choke the exterior of the grounds around the tower and small trees have taken root nearby.

GM's Description: The doors are closed but not locked. Standing just inside are two zombies. They will attack any who enter (they are trained to recognize the mercenaries).

Zombie (2) AC 8; HD 2; hp 9, 7; #AT 1; Dmg 1d8; SA None; SD None; MV 120/40; AL C; Save F1; ML 12; Thaco 18; EXP 25; always lose initiative.



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W1. Trapped Hall

This short hall has no other portals and seems to end just 15' from the entrance. Resting on a shelf directly across the entrance is golden lantern bejeweled with gems of many colors. The gems are set in the glass frame and cast a rainbow of lights throughout the hall.

GM's Description: The lantern is nothing more than a normal brass lantern that has been meticulously polished. All but one of the gems are pieces of colored glass and have no value. One of the gems is a real emerald and worth 100 gp; a dwarf or gnome can identify it as such if they inspect the "gems." The lantern is simply a device to lure would-be intruders forward and into the concealed pit (see map). The pit will open if any weight greater than 50 pounds crosses over it. A lever in location W2 controls the pit doors and can be used to lock them in place. The bandits at location W2 monitor this hall, but not continuously (roll 1d6 and if the result is a 6, they are watching as the PCs enter). If the pit is triggered, the bandits will hear the noise and one of them will close the pit doors and lock them in place; sealing whomever has fallen in. The bandits will then rush to attack the intruders.

W2. Guard Room

GM's Description: This room is spartanly furnished with a single table and four chairs. A cage style weapon rack is fastened to the north wall. Next to the secret door, on the west wall, is a lever that is used to control the pit trap at location W2. The lever has three positions: Armed, Close, and Lock. There are always four bandits stationed in this room. They have the job of watching for intruders, but are generally lax in their duty. Roll 1d6 when the PCs enter location W1, if the result is a "6", the bandits are watching the hall through a peephole in the secret door. Otherwise, they are playing cards at the table. There are 78 sp on the table (which includes each bandit's stake).

The weapon rack is locked and holds 10 javelins and four long swords. All of the weapons appear to be severely tarnished, rusted and similarly decayed. The bandits never found the key to the rack and have not bothered to break it open as the weapons look useless, and all but one are just that; however, one of the javelins is a **javelin of lightning**.

Bandit (4) AC 7; HD 1; hp 7, 5, 4, 3; #AT 1; Dmg short sword 1d6 or light crossbow 1d4; SA None; SD None; MV 120 (40); AL C; Save F1; ML 8; Thaco 19; EXP 10; each bandit has a quiver with 20 crossbow quarrels. The 7 hp bandit has a **+1 dagger** hidden in a boot. All of their treasure is on the table.

W3. Bandit Quarters

Six bunk beds line the walls of this room. A pair of wall-lockers flank each set of bunks. A small table with four chairs is set in the center of the room. A worn lantern rests on the table.

Three bandits are sleeping here when the PCs arrive at location W1. If the bandits at location W2 notice the intrusion they will wake these bandits but it takes them several rounds to ready themselves for combat.

Each wall locker contains simple garments, travelling and camping gear, and a small, locked box (some are wood and some are iron). Each box contains the individual loot of each bandit which is 2d8 gp, 5d10 sp, and 1d100 cp. The bandit's leader has no tolerance for bandits who may steal from each other. Regardless, each bandit has a key to his own lock box. One of the boxes has a false bottom that conceals a small cavity which contains a folded *scroll of protection from damage*. The bandit who owns the scroll knows it is special, but does not know its purpose.

Bandit (3) AC 7; HD 1; hp 5, 4, 3; #AT 1; Dmg short sword 1d6 or light crossbow 1d4; SA None; SD None; MV 120 (40); AL C; Save F1; ML 8; Thaco 19; EXP 10; each bandit has a quiver with 20 crossbow quarrels.

W4. Common Room

This chamber contains a variety of furniture as well as a cooking pit located in the center of the room. There are several small tables, chairs, plush couches that are more tattered than not, and torn tapestries. Four lanterns hang from ropes near the center of the room. Smoke from the cooking pit wafts upwards and disappears into fissures in the ceiling. Several buckets are set along the north wall.



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GM's Description: This room is used as a common room by the bandits. They cook, eat, and relax here. The necromancer will sometimes join them for a meal but otherwise there is nothing of interest in this room. The buckets are used to catch rain water that falls through the fissures in the ceiling. The door to location W8 is locked. Only the necromancer has a key.

W5. Guard Wolf

GM's Description: This corridor is only illuminated if the door at location W4 or W6 are open. A large, straw-lined matt located near the door to W6. A trained wolf uses the hall to sleep. It is the pet of the bandit leader who rescued it as a pup. The wolf will howl if intruders enter this area. It will growl in an attempt to scare those who enter but will not attack unless it is attacked first. The bandit leader will come to investigate if he hears the wolf's warning. The howling will also alert the necromancer at location W9.

Wolf (1) AC 7; HD 2+2; hp 12; #AT 1; Dmg bite 1d6; SA None; SD None; MV 120/40; INT 3; AL C; Save F2; ML 8; Thaco 17; EXP 25; the wolf has a ML of 12 when in the company of the bandit leader. It wears a leather collar inset with silver studs worth 25 gp.

W6. Bandit Leader

Note: The door to this room is usually cracked open to allow some light into the hall outside.

This chamber is comfortably appointed with a large rug, silk tapestries, and bed room furniture including a desk chair, and couch.

GM's Description: During daytime hours a pair of lanterns provide ample light in this room. The bandit leader is usually found here, reading on his couch. A stack of books covers most of the desk and they deal with a variety of subjects and they are written in Common, Elfish, and gnomish. Some are works of fiction, but most are historical in nature. The bandit leader is an avid reader and never misses an opportunity to collect a book. Hidden in a secret compartment in his desk, the bandit leader has concealed a journal he found within the catacombs. The book is severely water damaged and only one page remains legible and hints at a fabulous treasure

hidden within a statue. The bandit leader found the book and has not revealed it to the necromancer; he plans on returning at some later date to search for the hidden chamber noted in the journal.

The bandit leader is very intelligent and no fool. If he determines he is over-matched by intruders, he will quickly attempt to parley. His initial goal is to delay the PCs until the necromancer arrives. If this fails to occur, he will attempt to buy his way out of trouble. He keeps a locked strong box under his bed: 112 gp, 88 sp, 12—10 gp sapphire chips, and six silver-tipped arrows.

Bandit, Leader (1) AC 6; HD 3; hp 14; #AT 1; Dmg +1 *long sword* 1d8+1 or light crossbow 1d4; SA None; SD None; MV 120 (40); AL C; Save F3; ML 9; Thaco 17; EXP 50; he carries a pouch with 15 gp and six sapphire chips (10 gp each). He also has a *potion of healing*. He wears a *ring of protection +1*.

W7. The Pit

Note: A heavy iron bar seals this door from the hallway side. Also, this room is not illuminated.

A 10' diameter hole is located in the center of this room. It appears the floor has simply given way and fallen into the blackness below. A sturdy wooded tripod is set over the hole and several ropes and pulleys descend into the hole. Four leather harnesses hang from pegs that have been driven into the north wall.

GM's Description: This is how the necromancer accesses the catacombs beneath the towers. The ropes are 100 feet long and barely reach location C1. The harnesses are used in conjunction with the ropes and pulleys to safely lower and raise people and objects from the catacombs. The system has been devised so that is operable from either this room or location C1.

W8. Hall of Bones

Note: Both doors that access this hall are always locked. The necromancer holds the only keys. The hall is not illuminated.

Various bones and skulls litter the floor of this hallway. It is unclear if the bones are from any specific creature as there are hundreds scattered about. Similarly, the skulls are numerous and many are damaged.



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GM's Description: This hall has been enchanted with a *bonefield* spell by the necromancer. The safe word is **Hera**. If triggered, two skeletons per round will arise. There are enough bones for 12 skeletons to rise in total.

W9. Necromancer's Lair

Note: The door to location W8 is always locked.

This chamber lined with tattered silk tapestries and adorned with simple furniture including a long couch, a desk and chair set, a small table and chair set, and several end tables. The east wall is completely covered by recessed panels made of wood. Most of the panels hold a single two-foot square slab of stone. Each slab is inscribed with strange runes.

GM's Description: If the necromancer is caught by surprise, he will be standing in front of the paneled wall. His response to intruders is calm and measured, even if surprised. His first action, unless he is attacked, is to offer the PCs a job. He lauds with praise for penetrating his dominion and suggests they have the metal to help him in his quest to recover all the stone slabs hidden in the catacombs beneath the towers.

The necromancer will lie, of course, and tell the PCs the slabs document the history of a lost race of men that lived in the surrounding area and catacombs. He further will tell the PCs that if they recover all the slabs he will equally share in the treasure that is hidden; only by deciphering all the stone slabs can the treasure be found.

This is, of course, false. The slabs do locate a hidden chamber within the catacombs but it's the former resting place of Hilgdred. The necromancer is unaware that Evangella has previously released him from his slumber.

In the event this gambit fails, the necromancer will use his spells to attempt to escape. He is aware that an organized group of adventurers is dangerous—he is unaware of the PCs' true power, but will take no chances. His goal is to escape and then follow the PCs if they descend into the catacombs.

A *read magic* or similar spell must be utilized for a PC to read the runic slabs which only tell of a powerful archmage's crypt within the catacombs.

Thuagrem Voidstealer, necromancer (1) AC 7; HD 5; #AT 1; Dmg +1 *staff* 1d6+1; SA Spells; SD Spells; MV 120/40; INT 17; EXP 500; Thaco 18.

W10. Statues

Note: This room is not illuminated.

A total of 21 human-sized statues are dispersed throughout this room. The statues are very lifelike representations of humans, albeit somewhat larger as most are at least seven feet tall. Many are armored warriors and carry strange, straight-bladed swords. Others appear to be wizards or priests. No pose is the same and expressions range from steely determination to complete fright.

These statues are those ancients who were turned to stone by the abyssal medusa that haunts the catacombs. The necromancer is certain these ancients suffered petrification but he has not determined by what method. If an Arcanum is revived (via a stone to flesh spell or similar effect), he, or she, will be grateful but very forlorn. The Arcanum will explain that he was hunting an abyssal medusa and apparently failed. Furthermore, once the Arcanum learns he has been petrified for nearly 1,000 years, he will soon leave to search out any remaining Arcanum in the world.

Dungeon Level C

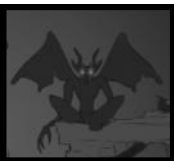
There are several levels of caverns and dungeons beneath the Haunted Keep. This section describes the first level. Module **BX5 The Haunted Dungeon** further describes the lower levels. The pit at W7 leads to C3.

C1. Monastery of the Earth Dragon

GM's Description: When the cult of the Earth Dragon operated, they operated their main temple in distant land and this secondary monastery. The monastery served as a place of worship, but also as access to a crypt used by the cult to entomb their most revered members.

Nothing remains in this chamber other than some very faded murals. With some effort and patience the murals reveal images of Earth Dragon cultists worshipping at the feet of a massive dragon that breathes molten lava upon a nameless city. The wide corridor that exits the chamber to the south is collapsed.

Special Note: *The entire crypt complex (locations C2-C16) is not illuminated unless specifically described. The PCs must provide illumination. Also, a thick layer of dust covers nearly everything, but it is light and easily disturbed.*



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C2. Path of the Fallen

GM's Description: A heavy layer of dust covers the floor in this hall. The walls of the corridor are painted, albeit very faded. The images of Earth Dragon cultists in a procession run from the south to the north along the entire length of the hallway.

C3. Muddy Pool

GM's Description: The entry hall leads to this rough, natural cavern. The incessant sound of dripping water echoes from the eastern section of the chamber. Directly over the pool a circular crevice leads to location W7. Water drips along the walls of the crevice. A small, carved statue of an earth dragon rests in the center of the pool. The water in the pool is muddy though no dirt is evident in the chamber. The muddied effect is generated by the statue which also enchants the pool. Any who drink the water gain the benefit of a *stone skin* spell at fifth level.

Earth Dragon Cult Gem Chart

Roll one time for each gem. Number of gems found is 1d10.

Roll	Gem Type	Value
1	Topaz, green	5
2	Topaz, blue	8
3	Topaz, yellow	10
4	Emerald, small	15
5	Emerald, medium	25
6	Emerald, large	50
7	Ruby, small	20
8	Ruby, medium	35
9	Ruby, large	75
10	Sapphire, small	15
11	Sapphire, medium	35
12	Sapphire, large	100
13	Opal, small	10
14	Opal, medium	30
15	Opal, large	60
16	Jade, small	15
17	Jade, medium	25
18	Jade, large	50
19	Diamond	200
20	Roll again but double value of gem	

The chamber is otherwise empty. However, if the PCs attempt to hear noise near the tunnel leading north (location 4), they will hear a constant shuffling.

C4. Zombies

GM's Description: A group of five zombies are shuffling throughout this section of the crypt. They carry no treasure.

Zombie (5) AC 8; HD 2; hp 7 each; #AT 1; Dmg 1d8; SA None; SD None; MV 120/40; AL C; Save F1; ML 12; Thaco 18; EXP 25; always lose initiative.

C5. Stone Guardian

GM's Description: Standing in the center of this chamber is a 12' tall granite statue of an *earth drakkin*. These creatures are man-like and extremely muscular. They wear little more than a kilt, typically made of heavy cotton and thread-work depicting an earth dragon head. The heads of these creature have the general form of a jackal but with dragon-like features (small scales, horns, long fangs, etc). The chamber is otherwise empty.

If a PC steps into the room the statue will animate and turn to face the offending PC. It will point to the tunnel leading to the west (location 4) and speak in plain common, "Leave!" If the statue is attacked prior to the PCs entering the chamber, it will animate and attack. If the PCs do not leave the area, the statue will attack. It will not retreat or surrender.

Stone elemental, minor (1) AC 2; HD 4; hp 18; #AT 1; Dmg 1d8; SA Breath stone shards (1d6); SD None; MV 60/20; AL N; INT 4; Thaco 16; EXP 125.

C6. Crypts

GM's Description: There are 10 sets of crypts within the complex. Each crypt set is bisected by a hall. The crypts contain 1d4 stone coffins that are elevated on stone pedestals. Every coffin contains an undead creature. However, the undead will remain in their coffins unless disturbed or combat occurs within 60'. In the case of combat, the undead will exit their coffins and move to the sound of the battle. To determine the undead type at each coffin, consult the chart on page 11. Also, each coffin contains some amount of treasure. Check the **Earth Dragon Cult Gem Chart** (left) to determine treasure found. Roll one time for each coffin.



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C7. Center Hub

GM's Description: A statue of a stalking earth dragon rests in the eastern section of this room. The dragon faces northward and it is 30' long (about 1/4 the size of an adult earth dragon). Gleaming emeralds have been set in its eye sockets (500 gp each). If the emeralds are disturbed, the dragon will roar, alerting all the undead within 120'. Those undead will immediately come to this location to investigate.

C8. Lava Cube

GM's Description: A slab of black granite rests on a short pillar of red marble in the center of the room. A glass case rests on the granite slab. Inside the case, which is three foot square, is a perfect cube (one foot square) of glowing red lava. The lava seems to shift although the cube never changes form. No heat can be detected and the glass case is room temperature.

If the glass case is lifted, the secret door in the south wall will be revealed and it will crack open. However, for each round the cube is not contained within the glass container, each PC (or creature) in the room will suffer 1d4 heat damage (save vs. dragon breath for half damage). Once the secret door is revealed, there is no reason for the lava cube to be exposed (although the PCs will not know that).

C9. Stone Wraith

GM's Description: This room is the burial chamber of one of the first high priests of the Cult of the Earth Dragon. The walls are covered with murals of cultists and earth dragons laying waste to civilized lands. Scattered across the floor are 12 miniature stone sculptures of earth dragons in various menacing poses. The dragons are all less than two feet long.

Sitting on a black granite throne is a statue of the high priest, Ahk-nalriplakal. The statue is actually hollow and the corpse of the priest has been entombed within the statue, which is simply a 1/2" shell. However, the statue has been expertly carved and it appears almost lifelike.

Within the stone shell, the corpse of Ahk-nalriplakal has been animated as a wraith. It cannot break free, but if even a small hole punctures the shell, the wraith can escape. It is very hungry and it will attack any living thing it can reach. If its attack is repulsed, a PC has *stone skin*, it will immediately leave the area in search of easier prey. Also, within the shell are the remnants of the priest's or-

nate silk robes as well as three gold rings inset with emeralds (300 gp each), a silver necklace inset with small emeralds (300 gp), and platinum pendant in the shape of an earth dragon head inset with two diamonds (eyes) worth 1,000 gp.

Wraith (1) AC 3; HD 4, hp 17; #AT 1; Dmg 1d6 by claw; SA energy drain; SD undead, silver or +1 weapon to hit; MV 240/80; AL C; INT 10; EXP 275; Thaco 16

C10. Fiends

GM's Description: Sitting on stone thrones against every wall of this chamber are a total of 16 mummified priests of the Cult of the Earth Dragon. The priests were preserved and then entombed in this chamber over an expansive period of time; therefore, the amount of decay is varied from corpse to corpse. Fourteen of the priests are skeletons, while the remaining two are ghouls. Unlike the other undead in the tomb, these creatures will not leave their thrones if combat is near. These undead are compelled to guard the secret door to location 11.

All of the undead wear the tattered robes of Earth Dragon priests. One of the ghouls wears a golden belt worth 100 gp.

Ghoul (2) AC 6; HD 2, hp 10, 8; #AT 3; Dmg 1d3 by claw / 1d3 by bite; SA paralyzation; SD undead; MV 90/30; AL C; INT 5; EXP 30; Thaco 18

Skeleton (14) AC 5; HD 1, hp 4 each; #AT 1; Dmg 1d6 by claw; SA None; SD Undead; MV 60/20; INT 2; AL C; EXP 16; Thaco 19

C11. Ghouls

GM's Description: A half-sized statue of an earth dragon sprawls across the center of the room. Its open maw faces the corridor leading to location 10. Two ghouls are hiding behind the dragon. They will attempt to surprise any PC that approaches the dragon statue. The statue is just that and is no threat to the PCs.

Ghoul (2) AC 6; HD 2, hp 12, 9; #AT 3; Dmg 1d3 by claw / 1d3 by bite; SA paralyzation; SD undead; MV 90/30; AL C; INT 5; EXP 30; Thaco 18



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C12. Storage

GM's Description: Thirty stone coffins are scattered and stacked about this chamber. None of the coffins are occupied and there is nothing of particular interest for the PCs in this chamber.

C13. Guardians

GM's Description: In each of these large alcoves, north and south, stand 15' tall statues (Stone elemental, minor). The statues are perfect representations of Earth Dragon cultists; each brandishes a long sword which is made of obsidian. The statues are magical guardians but will not attack, or move, unless the summoned by the earth drakkin spectre (location 16). However, if attacked or targeted in anyway by spell, they will attack intruders.

Stone elemental, minor (2) AC 2; HD 4; hp 21, 16; #AT 1; Dmg 1d8; SA Breath stone shards (1d6); SD None; MV 60/20; AL N; INT 4; Thaco 16; EXP 125.

C14. Break in Case of Emergency

GM's Description: This bare room contains a single black, marble pedestal at its center. A white staff, formed from petrified oak, rests on the pedestal. The staff is magical device used by the Cult of the Earth Dragon. It is called *mountainheart staff*. It has six charges remaining.

15. Cryptstalker

GM's Description: Staggering heat pours from this chamber. A walkway and two platforms (east and west) hang from massive iron chains that disappear into the darkness above. The chains reach 150' to the roof of the chamber, which is out of view without artificial light. The chamber's ceiling is littered with cracks that lead to fissures that exit on the west side of the mountain. A chain is located every 20'. Each chain can sustain 100 points of damage before breaking. If seven or more chains are destroyed, the entire platform will collapse.

Beneath the elevated platform burns a massive pool of lava. The pool rises through lava tubes that draw the molten slag from deep beneath the mountain. The pool's surface is located 100' beneath the platform. The lava tubes are not active and only enough lava moves within them to keep the pool from cooling and hardening.

Any creature falling into the lava pool will instantly suffer 10d10 non-magical fire damage (per round). The fall will inflict and additional 5d6 damage. Also, it is im-

possible to swim in the lava and any creature without the ability to fly (levitate, etc.) will sink and drown, even if fire resistant.

Standing at the center of the platform is a black-robed ghast. It will remain motionless, hidden within the folds of its robes. It will gesture for the PCs to approach. If some of the PCs approach, it will use its boots of leaping to jump behind the PCs that remained near the entrance. It will attack until killed.

Ghast (1) AC 6; HD 4, hp 21; #AT 3; Dmg 1d4 by claw / 1d4 by claw / 1d6 bite; SA nausea, paralyzation; SD undead; MV 150/50; AL C; INT 8; EXP 65; Thaco 17. Wears *boots of leaping*.

C16. Tomb

GM's Description: This chamber features a green granite throne set against the south wall. The skeletal remains of a Cult of the Earth Dragon high priest slumps on the throne. The dead priest wears *+1 scale mail of the earth dragon* and *bracers of molten fire*. A pair of large wooden chests, which are open, overflow with gems (roll 1d4+2 times on the gem chart and multiply each result by 5). Additionally, there are 200 small, green topaz gems worth three gp each.

The entire throne slides forward revealing stairs that lead to the next level of the dungeon complex. See **BX5 The Haunted Dungeon**.



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Stone Skin (cleric)

Level: 1

Range: touch

Duration: 8 hours or special

Area of Affect: one target

When cast, the target creature gains a magical strength to his skin, not unlike a stone surface. The stone skin will absorb up to a total of three hit points of damage per level of the caster. The spell ends when all the possible damage absorption has been used. Also, any special attack is negated until the all the damage is absorbed. The material component of this spell is any gem worth 5 gp or more.

Bonfield (necromancer)

Level: 1

Range: 60

Duration: permanent

Area of Affect: 10 square feet per level.

The necromancer can cast this spell on any pile of bones up the area of affect limit of the spell. The bones, if disturbed will immediately animate and clatter about, making a substantial noise. This sound travels up to 200 feet in any direction.

Bracers of Molten Fire

Made of gold and embedded with rubies, these bracers provide the same benefit as a *ring of fire resistance* three times per day for 3d6 rounds. Additionally, the wearer can hurl bolts of molten lava (up to 60') five times per day. The hurler must make a successful attack roll to strike his target. The lava inflicts 2d12 damage; saving throw vs. breath weapon for half damage applies.

Value: 2,500 gp

Mountainheart staff

Made of petrified oak, this +1 magical weapon, allows its wielder to climb any mountain as if he were walking down a path. The wielder can take any normal actions regardless of his position on any mountain.

Value: 1,500 gp

Scale Mail of the Earth Dragon

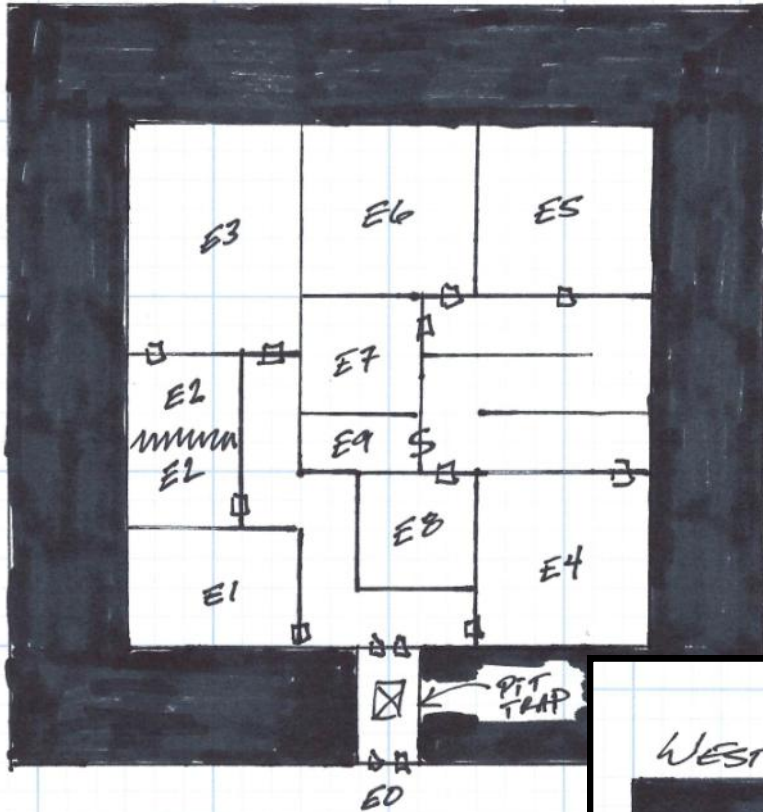
This scale mail is colored in various shades of brown and no two suits are alike. The wearer, if he remains motionless, is 90% undetectable when standing in an earthen environment (caves, exposed soil, sand, etc.). The armor provides a +2 on all saves vs. fire or lightning (electric). All damage sustained by fire or lightning is reduced by 1d8 regardless of the result of any saving throw. Scale mail has a base AC 4.

Value: 1,500 gp per +1 bonus

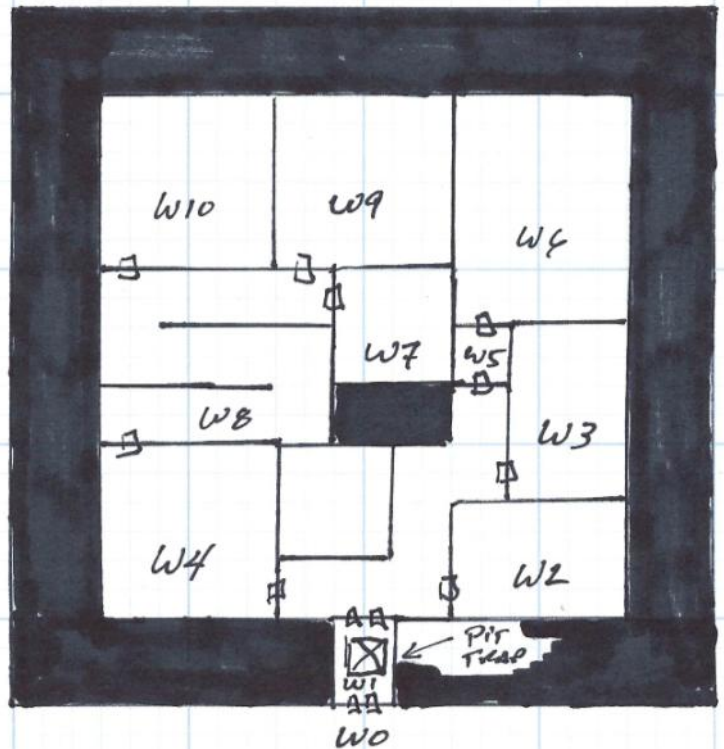


The Haunted Tower

EAST TOWER



WEST TOWER



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The woodland keep was a beacon in the dark wood. A noble family maintained peace and prosperity amongst those who dwelled in the woods but in a fiery night, all was lost. Now, all that remains are two crumbling towers. As of late, something evil has stirred in wood and the towers seem to be at the center of the mystery.

The Haunted Tower is the first of a two-module series and is designed for eight characters of first or second level using the BX RPG system.

