

BAREBONES FANTASY™

Role-playing Game

GRAYSTONE TOWER

BY JIM ALCALA SALÉS

AN ADVENTURE IN THE
KERANAK KINGDOMS™



LICENSING

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ABOUT BAREBONES FANTASY™

This game takes advantage of the d00Lite™ system, a fast and simple set of game mechanics created by DWD Studios. To find out more visit <http://dwdstudios.com/barebones>

ABOUT KERANAK KINGDOMS™

The Keranak Kingdoms is a fantasy setting designed for but usable without the BareBones Fantasy roleplaying game. It is a broad brush-stroke fantasy game world designed for you – the GM – to tell a story that involves the player's characters. It gives you tools to build your tale, not frames to box in your imagination. Check out the Keranak Kingdoms setting book for sale where you purchased this product, or read the brief summary of the setting within the pages of the BareBones Fantasy game book.



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ADVENTURE BACKGROUND

ADVENTURE BACKGROUND

Graystone Tower sits on the shores of a scenic lake. It was once the home of a great keeper of lore and teacher of magic. His kindness was known far and wide. It is said he talked to dragons and that he was one of the mysterious Griffonlords. But that was an age ago, before his name was forgotten. Today Graystone Tower is home to one Faddius the Quick Tempered and his apprentice Merl the Meek.

Since these two persons of ill repute have taken up residence the nearby peaceful villages have been terrorized by Faddius. He has threatened them, kidnapped some, and set some rather ferocious beasts on those who went to his tower to demand justice. They were not heard from again.

Word got back to a local ruler. After listening to the representatives of several small villages he'd heard enough and quickly summoned a group of adventurers of a decent and heroic reputation. He tasked them with ending the evil at Graystone Tower, and as reward he would give them the deed to the tower. This way he could take care of the immediate problem and keep the tower from falling into evil hands if left empty. In addition he could now call on such adventurers in the future.

PLAYERS

This adventure was designed to be played in one gaming session by a group of 3-5 rank 1 or 2 characters. It contains both exploration and combat.

GETTING PLAYERS INVOLVED

If you are playing this adventure as a one shot just assume Players have already been summoned and given the Graystone Tower quest. However, if the adventure is part of an ongoing campaign you could role-play the summons and audience with the local ruler.

TAILOR TO PLAY STYLE

This adventure can be tackled by the players in many ways. Let the players explore the way they want too. There is no need to railroad them from encounter 1 followed by 2 etc. Some may want to climb to the roof of the lower tower first. Why not? Good for them! Will they use the rope the skeletons are hanging from? What happens then? This adventure presents a situation that in no way has to turn out one way or another. Sure, there is a story here but you and your players should make it their own.

THE "LOCAL RULER"

Players can be working for the highest ranked ruler in any given province, such as Lord Oman Fendrake of Fendrake Island, or the Lady Maran Keranak of the Keranak Province. But you don't have to reach so high, and may not wish to if you're running starting-ranked characters. The provinces are filled with many unnamed mayors, knights, lords, barons, etc. So just make up what you need. If you do this, keep notes of what you make up so you're consistent from session to session.

WHERE TO PLACE GRAYSTONE TOWER?

The Keranak Kingdoms map doesn't really show you where the small lakes and villages are located. If you purchase the Keranak Kingdoms setting book, you'll find a more detailed close up of the Keranak Province.

Lakes can be located anywhere you wish. Glashen Lake has been described as scenic. So anywhere you can place a lake with surrounding hills or mountains would be just right.

Wherever you set it, read the descriptions of the province you set it in as well as those which surround it. Sprinkle the area with elements of that province to help give a consistent environment to your stories. Let us know where you set it and how you adapted the adventure to that region in our forums:

<http://www.dwdstudios.com/barebones>

PLAYER BACKGROUND

You have been tasked by the local ruler to clear out Graystone Tower, the small fortified tower that sits on the shores of scenic Glashen Lake. The tower is said to be home to one Faddius the Quick Tempered and his apprentice Merl the Meek. Faddius has been terrorizing the local villages, farmers, wood cutters, fishermen, and trappers in the area. Eyewitnesses attest he's responsible for the deaths of at least three people. Permanently remove this problem and you've been promised the deed to the tower. You've made your way to Glashen Lake and spotted the tower along the shoreline.

SECTION 1

GLASHEN LAKE

The players have made it to Glashen Lake but need to work their way around the shoreline to get to Graystone Tower. This can be as eventful as you wish. This adventure was designed to be played in one game session; however, if you want to extend the adventure simply add the encounters below and/or others of your own devising.

ENCOUNTER 1: SARAH THE SEER

You hear the sounds of a woman yelling aggressively and the sounds of high pitched snickering and was that also the sound of swordplay? There is a fight happening nearby!

If the players investigate they'll see a middle aged woman in red robes and cloak with long black hair fending off 6 goblins who are brandishing short swords. She is keeping them at bay with her quarter staff, but it is only a matter of time. She has a knapsack on her back and the hem of her robes is travel dusted.

Sarah will thank the players if they join the fight. After dusting off her robes and adjusting her knapsack she'll tell them she has nothing to offer them but one piece of advice. "Not all is as it seems." Each character will hear what she said in their own tongue and it echoes in their minds. They will remember that after she spoke she headed down the trail. But all of the characters will feel like they lost a few minutes.

GMs can have fun with this. This encounter is to let the new characters try out their combat skills on some lowly evil goblins. It also gives them a brush with greater powers in the world. If you need an explanation for this encounter see the entry for Serena on page 25 of the Keranak Kingdoms book. Otherwise, leave it as a mystery for your players to ponder or for you to explain another day. Perhaps

6 Goblins (Rank 1)

STR: 45	BP: 8
DEX: 50	INIT: 1
LOG: 35	DR: 0
WIL: 30	MOV: 6

» Short Sword 45%, 1D+3

SARAH

Adventurer 85%
(Quarterstaff 1D+3,
knapsack, 5 days
rations, water skin,
candles, bedroll, 10 gp)

Sarah will not actually take any damage from the goblins; her robes or cloak might get sliced, or she may get a nick on her staff but that is all.

Serena will visit them again and if she deems them worthy send them on a heroic quest.

Sarah's advice refers to the many encounters in this adventure that are more than meets the eye. Even the overall quest to destroy an evil wizard turns out to not be what the players expect.

4 Cobbles (Rank 1)

STR: 20	BP: 10
DEX: 20	INIT: 1
LOG: 15	DR: 5
WIL: 15	MOV: 12

- » **Stone Pile Form**
Undetectable except via Wizard Eye.
- » **Whirlwind of Stones**
range 12 (burst 2) usage 1/2 turns, resist DEX, effect 1D
- » **Slam** 55%, 1D

TANICH

Old fisherman 65% (fishing pole, one day rations, knife, small box of tackle, two fish [yellow gilled darters], water skin)

ENCOUNTER 2: IT'S JUST A PILE OF STONES!

Sitting on a grassy embankment along the trail where it runs near the lake is an old man. There is a fishing pole and a stringer with two fish lying on the grass beside him. He appears bruised, is breathing heavily, and is staring at a small pile of stones in the road.

If the players approach or call out to him he'll look up in alarm and hold up his hands for them to stop while looking over his shoulder at the pile of stones. He'll shout to them in a wheezing voice to not come any nearer or the rock demon will attack them.

The Cobbles have been terrorizing him for the past ½ hour. Tanich lives in a nearby village and just wants to go home.

ENCOUNTER 3: CAN'T GO HOME

You hear the sounds of a man sobbing quietly in the reeds by the lake shore. He is not calling out for help, but weeping in private.

DEENER

Commoner 40% (walking stick, small knife, two days of rations, waterskin, torn and travel-dusted clothes, small purse of 4gp).

If players investigate they find Deener, a human male in his thirties waste deep in the lake among the reeds crying. He will explain that he came across the path of Faddius the Quick Tempered yesterday and that the evil wizard put a curse on him. Deener's legs have been changed into tentacles. He has found it impossible to walk on land and so has dragged himself from the road and into the lake. He called out to some villagers that came along the trail but when they saw him they drove him off with stones. He doesn't want his wife to see him like this and begs the characters for help.

Players may make a Cleric, Scholar or Spellcaster roll to know that this transformation should only last a few more hours.

COMPLICATING THE ENCOUNTER

If you wish to turn this role-playing encounter into something a little more complicated, consider having the villagers who threw rocks at Deener return with a small group of four guards from the village (treat as militia 55%, armed with spear and shield). It can still be a role-playing encounter, but now the players might need to convince some very scared and armed men not to kill Deener. The villagers who threw the stones might point at the characters and yell "they're aligned with that tentacle-beast, kill them too!"



SECTION 2

GRAYSTONE TOWER

This first thing you notice about Graystone tower is that it is actually composed of two main square towers, one half the height of the other. The roofs of both towers are crenelated. The smallest tower is about 25 feet tall, the tallest tower about double that.

Graystone tower is about 100 feet from the lake shore. There is an overgrown flagstone path that leads from the tower past a large oak tree down to an old sturdy stone dock. The tower is built in two tiers with crenelated tops to both roofs. There are no visible windows and two entrances. The lower tower's entrance is a large double door, while the larger tower has a single entrance on the lake side of the tower. The exterior walls of the tower are built of a uniform grey stone.

THE STABLES

The smaller tower attached to the larger (which together comprise Graystone Tower proper) is just a stables. There are no horses here but there is fresh hay in the bin and fresh water in all of the troughs. There is a hayloft that runs over the stable pens with access via ladder. There is nothing of value, and no encounter.

The water troughs radiate magic if looked at with a Wizard Eye. They magically refill from Glashen Lake once per day.

GENERAL DUNGEON CONSTRUCTION

Walls, ceilings, and floors are all well-made ancient stonework with walls and ceilings sporting a design not seen anymore. Ceilings are 12' high unless otherwise noted. There are no windows in the tower.

UPON CLOSER INSPECTION

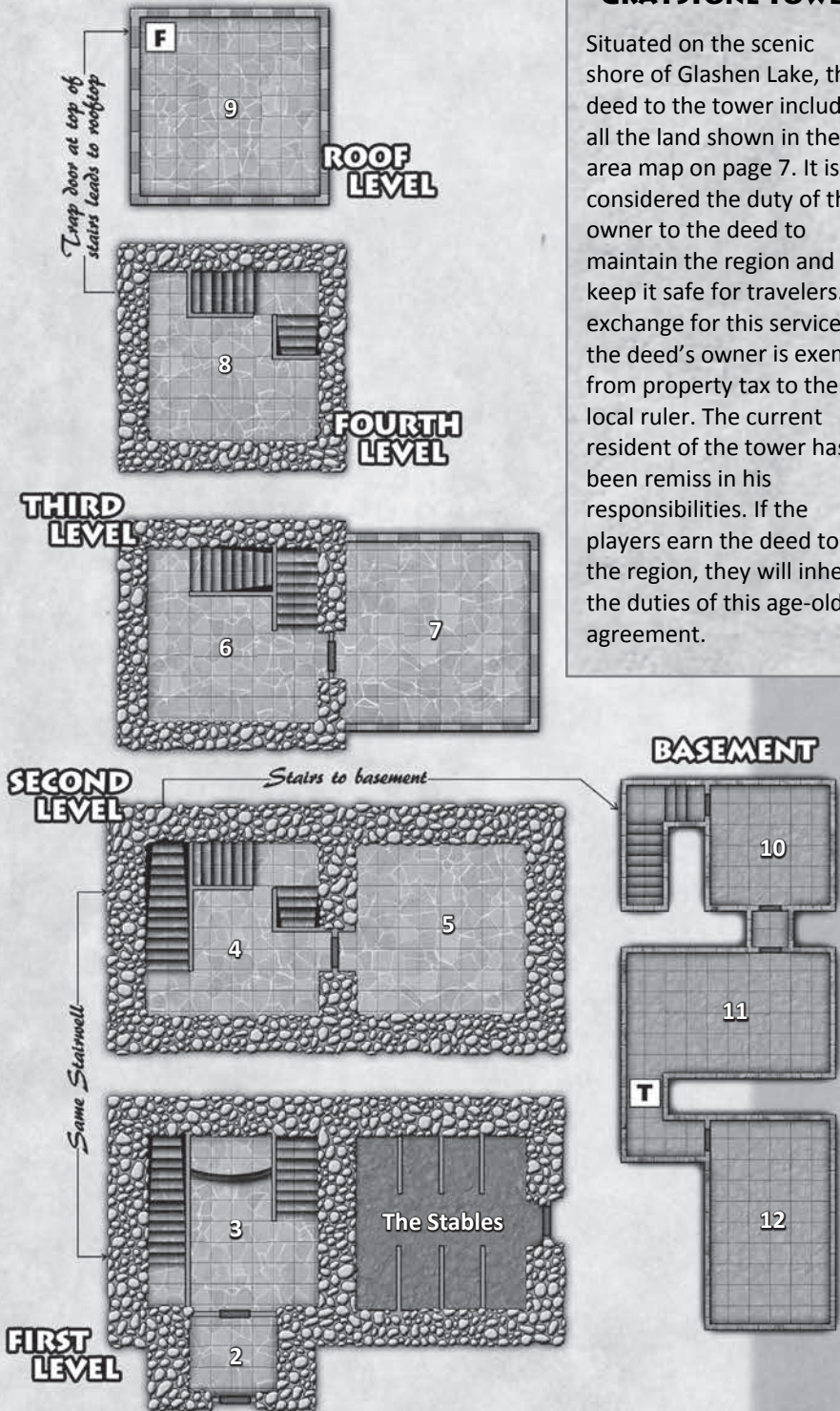
The smaller tower has a large double door on one side. A flagstone pathway leads up to the main entrance in the larger tower. Oak leaves are carved into the stone door frames. There are five skeletons hanging from nooses draped over the branches of a huge oak tree near the tower along the flagstone path.

RANDOM ENCOUNTERS

There are no random encounters in the tower. However, to make the players feel tension, roll dice occasionally and frown at the result.

GRAYSTONE TOWER

Situated on the scenic shore of Glashen Lake, the deed to the tower includes all the land shown in the area map on page 7. It is considered the duty of the owner to the deed to maintain the region and keep it safe for travelers. In exchange for this service, the deed's owner is exempt from property tax to the local ruler. The current resident of the tower has been remiss in his responsibilities. If the players earn the deed to the region, they will inherit the duties of this age-old agreement.



ROOM STAT BLOCKS

Before each room description in the tower, there exists at-a-glance GM information about the room and all entrances and exits. "Door 2-3" means a door which leads from room 2 to room 3. "Stairs 3-4" means stairs which lead from room 3 to room 4. Descriptors follow each entry. Expect this format in future products.

5 Skeletons (Rank 1)

STR: 40	BP: 10
DEX: 50	INIT: 1
LOG: 0	DR: 0
WIL: 0	MOV: 6

- » **Bony** - Immune to charm and cold, vulnerable to lightning (x2 dmg)
- » **Weapons** - 45%, 1D

Frizzlepitz, Tiny Fire Elemental Wizard (Rank 1)

STR: 10	BP: 5
DEX: 15	INIT: 1
LOG: 50	DR: 0
WIL: 15	MOV: 12

- » **Fire Gout** – 45% range 3, 1D
- » **Summon** – 50%, as Summon Spell as level 1 Spellcaster, but only summon normal Tiny Fire Elementals (below).
- » **Elemental Form** – Immune to non-magical weapons, vulnerable to water and suffocation.

Tiny Fire Elementals (Rank 1)

STR: 10	BP: 5
DEX: 15	INIT: 1
LOG: 10	DR: 0
WIL: 10	MOV: 12

- » **Fire Gout** – 45% range 3, 1D
- » **Elemental Form** – Immune to non-magical weapons, vulnerable to water and suffocation.

OUTSIDE ENCOUNTER 1: NO TRESPASSERS!

As you follow the flagstones to the main entrance you see a wooden sign with white painted letter in tradespeak. The sign says, "Visitors when summoned" and under that "Trespassers die" A crude arrow points up to the skeletons hanging from nooses in the great oak tree. There is a small pile of rusted swords and shields below their feet.

There are five skeletons hanging from nooses in the large oak tree to the south. The nooses are all attached to one rope that leads over a high branch to the roof of the lower tower. You cannot see what it is attached to. Unless lowered to the ground, the skeletons appear to be nothing out of the ordinary. Once lowered to the ground they have been ordered to animate, pick up any available weapons and attack any intruders. The great oak tree is too far away from the tower for climbers to jump from its branches to the roof of the lower tower.

ROOM 2: ENTRY TOWER

Door O-2: *Heavy Oak door, unlocked, untrapped, opens into room 2.*

Door 2-3: *Heavy wooden door, unlocked, untrapped, opens into room 3.*

Room: *"torchlit", quiet, occupied.*

You easily opened the unlocked massive reinforced oak outer door. You see another door just 10 feet away. The ceiling is nearly 15 feet above you and shows you the underside of a dome. There are four torches in ornate iron brackets along the walls. Only one is lit but provides enough light to see. There are no windows.

The lit torch is actually Frizzlepitz, first guardian of Graystone Tower. The tiny fire elemental mage will start summoning tiny fire elementals onto unlit torches to attack the party. Otherwise he will only observe the characters. If found out he will join the fray with laughter as he uses his gout power. He will surrender if threatened by water or suffocation. He speaks tradespeak.

It may be possible to befriend the tiny fire elemental mage especially if he is allowed to live in the hearth of any fireplace. Burning a variety of woods is considered a special treat. If treated well he will behave and not try to burn down the tower.

ROOM 3: SILENT AUDIENCE

Door 3-2: *Wooden, unlocked, untrapped, opens into room 3.*

Door 3-5: *Stone secret door, untrapped, opens into hall under stairs.*

Stairs 3-4: *Unlit, trapped.*

Room: *Unlit, no windows, occupied but silent.*

This room may have once been used to greet visitors but now it is designed to intimidate those who enter. There is a large stone throne on a dais at the other end directly across from the entry. It is carved in the likeness of a gryphon. A huge tapestry showing a triumphant mage standing over a bowing dragon dominates the western wall. There are stairs going up the east wall. A robed and cowed figure sits on the throne. He is staring at you. Broken glass lies at his feet.

The figure on the throne is dead but has a smile on his lips. His lips are blue and his tongue black. An Enchanter, Scholar, or Scout can confirm he died of poison with a successful skill roll. He has been dead more than four hours, less than sixteen.

Inspecting the broken glass reveals the pieces to be of a couple of small bottles. A skeletal cat hides under the dead man's robes by his feet. The skeletal cat will of course choose this moment to pounce!

A very hard -20 LOG roll is needed to find either secret door in this room. The one behind the tapestry on the west wall can only be opened from the other side of the door. The one under the stairs can be opened if the right armrest claw on the throne is pulled (hard -10 Thief roll to find).

The dead guy on the throne is Fadius the Quick Tempered. The rings on his fingers are magical. One is a Weak Warding Ring and the other is a Spark Ring (see magic objects in the appendix).

STAIR TRAP: ANSWER ME A RIDDLE

When the first stair is stepped on glowing writing appear on the stairs. A spellcaster will need to use their Wizard Eye ability to read what the magical writing says:

Skeletal Cat (Rank 1)

STR: 10	BP: 5
DEX: 25	INIT: 1
LOG: 15	DR: 0
WIL: 25	MOV: 12

- » **Claw** – 60%, damage 1D/2.
- » **Bony** – Immune to charm and cold, vulnerable to lightning (dmg x2).
- » **Pounce** – 50% ability to remain unseen. If attack from unseen, claw damage will be doubled.

**ANSWER ME A RIDDLE. WHEN ONE DOES NOT KNOW
WHAT IT IS, THEN IT IS SOMETHING; BUT WHEN ONE
KNOWS WHAT IT IS, THEN IT IS NOTHING.**

Answer: A Riddle. The answer is the password to safely climb the stairs. If the password is not given, anyone going up the stairs is most likely struck by lightning that fills the stairwell.

Magical Lightning Trap

Avoid None; Notice Thief-20; Disarm none; Range stairwell; Usage Every time someone tries to go up or down the stairs who is not attuned to the tower or does not give the password; Duration instant; Resist Dex-20 Effect 2D bypasses DR, slowed and stunned for 1D turns.

ROOM 4: THE RESEARCH LIBRARY

Door 4-5: *Heavy wooden, unlocked, untrapped, door opens into room 5.*
Stairwell 4-3: *Stone, unlit, trapped (see Room 3).*
Stairwell 4-6: *Stone, unlit, untrapped.*
Stairwell 4-10: *Stone, unlit.*
Room: *Unlit, unoccupied.*

The room you've entered has several stairways and is otherwise filled with small tables overflowing with books and scrolls. The walls are covered in bookshelves. It could take quite a while to catalogue everything.

One book is magical, requiring Wizard Eye to notice it. It is titled The Binding Way (see appendix for more information).

ROOM 5: THE BEDROOM

Door 5-4: *Heavy wooden, unlocked, untrapped, door opens into room 5.*
Room: *Unlit, light from narrow window (if daytime), unoccupied.*

This room sports a large desk, reading chair, table, fireplace, large bed, small couch, and several bookshelves. At the foot of the bed is a large trunk. A wardrobe is in one corner. There are several unlit lamps, a narrow window, several rugs and a couple of chests. The small table has a tea set that has been recently used.

Note that the window cannot be seen from outside the tower. It is in fact an illusionary window that shows what you would see if you were actually looking out a window at that location.

1D x 10 gp can be found in this room by making a Thief -10 roll.

ROOM 6: ALCHEMY LAB

Stairwell 4-6: *Unlit, stone.*

Stairwell 6-8: *Unlit, stone.*

Door 6-7: *Heavy wooden, locked (key in lock), untrapped.*

Room: *Unlit, unoccupied.*

The room you've entered is filled with small tables overflowing with glassware. The walls are covered in shelves with a plethora of jars containing dried items and liquids. It appears you have found a well-stocked potion lab. Several empty jars rest on the table. None of the burners are on. Nothing is bubbling. A mop, bucket, dustpan, and several brooms and whisks are in one corner.

Among the empty jars and vials are several labeled essence of wolverine, essence of bear, essence of turtle mixed with armadillo, and essence of snapping turtle.

A successful easy Thief +10 roll to search the room reveals two corked and empty bottles etched with mystical runes (these are empty Monster Bottles, see appendix). A routine Thief +5 roll to search the room reveals a bottle labeled essence of wolverine (drinker does +4 melee damage, gains 5 BP but is -10 to resistance rolls for 1D turns), and a hard Thief -10 roll reveals an essence of bear (+1D damage for 1D turns) potion bottle. A spellcaster using Wizard Eye could also easily find the potions listed above.

One bottle is very difficult to find (Thief -20). It is hidden in a false book. What is odd about the potion bottle is that the top is completely sealed over by the glass. It is filled with a blue mist. This is a filled monster bottle containing a russet render.

There are also several stoppered but unlabeled bottles. These are experiments that are not quite finished or didn't go well.

- » **Unlabeled Potion 1** – The first one is a bright red colored liquid. It smells of grapefruit but is otherwise unremarkable, unless consumed. If swallowed nothing appears to happen. However, the next time the character is damaged in combat he immediately falls to the floor in a puddle. It is as if all of the

character and his gear are a water filled bag. This lasts for 2 turns and the character is otherwise unharmed and cannot be harmed in this state. It is none-the-less, quite alarming.

- » **Unlabeled Potion 2** – This potion is a glowing yellow color and bubbles constantly. Anyone swallowing this potion immediately becomes lighter than air and will float, uncontrollably upward unless a ceiling stops them for the next 4 turns. They raise one space per turn.
- » **Unlabeled Potion 3** – This grey colored liquid has black swirls in it and an occasional black puff of “something” is emitted from the liquid. This is a strong poison, continuous, STR-20, 2D damage (bypass DR) and fatigued.

Also of note to Enchanters, there are 3Dx10 gp worth of quality ingredients here for making potions. This small work area acts as an alchemist’s kit.

The door to the stables roof is locked but the key is in the lock.

ROOM 7: LOWER TOWER ROOF

Door 7-6: *Heavy Wooden, locked (key in lock on other side), untrapped.*

Room: *Outdoor lighting, open to air, unoccupied.*

The roof has three large braziers for creating potions that produce noxious fumes. One of the braziers has been set aside. There is also a heavy winch, which is used for lifting heavy items to the upper floors. If the players have not detached it, the rope which holds the dead villagers is attached to the chain of the winch.

The braziers are large enough to hold a person and a close examination of the braziers shows that one is bolted to the roof.

Examining the brazier bolted to the tower roof shows that while still sturdy it has a large crack in it. Anything put in this brazier is teleported 3 miles away, just off the road on a flagstone. This is a gateway created with the Transport spell. Stepping back on the flagstone transports you back to the brazier.

ROOM 8:

POWER CRYSTAL

Stairwell 8-6: *Stone, unlit.*

Trapdoor 8-9: *Stone, barred from room side.*

Room: *Unlit, unoccupied.*

This room is dominated by a large aquamarine crystal which is suspended by an iron chain from a metal ring located in the. A silver magic circle is inlaid in the floor. There are several shelves with candles and other magical paraphernalia.

Characters are dazed for every 2 turns they spend in this room, Resist LOG -20.

The large aquamarine crystal is a magic item. A hard Scholar -10 or standard Enchanter or Spellcaster roll reveals that a common magic ritual will allow a Spellcaster to attune himself to the crystal and thus gain a +10 all Enchanting and Spellcasting rolls made within the tower.

How this ritual is performed or what rare ingredients might need to be gathered are for the GM to decide. It is suggested that the ritual require some time and effort and a fun adventure! This ritual will also attune the spellcaster to the tower no longer requiring the password for the magically trapped stairs.

ROOM 9:

A PLEASANT VIEW

Trapdoor 9-8: *Barred from room 8.*

Room: *Outdoor lighting, unoccupied.*

There is a nice view of the surrounding country side. The entirety of Glashen Lake can be seen from here. The crenellations are hip high. On the roof there is a small weathered table and chair, and an empty wine bottle and glass.

The roof is accessed via a barred trap door. The bar is on the inside and is easily removable.

ROOM 10:

WHAT'S FOR EATS?

Door S-10: *Wooden, unlocked.*
Door 10-11: *Wooden, open.*
Stairwell 10-4: *Stone, unlit.*
Room: *Unlit, unoccupied.*

You see a Kitchen and dining room complete with long narrow dining table. But the pantry cupboards have been ransacked and the furniture has been pushed around.

Unless the whole party is being extra quiet and makes a routine Thief skill roll +5 one of the Russet Renders (from room 11) will wander into this room to see what is going on.

ROOM 11:

WHAT'S EATING YOU?

4 Russet Renders (Rank 2)

STR: 30	BP: 35
DEX: 45	INIT: 1
LOG: 10	DR: 3
WIL: 60	MOV: 15

- » **Claw** – 60%, damage 2D+2
- » **Slam** – 60%, damage 2D and knocked prone.
- » **Good Nose** – +20 to tracking and sensing tainted food.
- » **Ferocious** – never backs down from a fight.

Door 11-10: *Wooden, open.*
Door 11-12: *Wooden, unlocked.*
Room: *Unlit, occupied, noise of scuffling, growling, movement.*

This room is a mess. Barrels are broken, their contents spilled all over the floor. You see four creatures with bristling dark red fur, sharp teeth and huge front claws tearing apart a wooden box. They are larger than a dog and a little smaller than a bear. They see you and with a low growl approach, claws scraping on the stone floor.

SPRUNG TRAP

The hallway to room 12 contains a deep (20 ft) pit trap that causes 2D damage to anyone falling into it. Fortunately the trap door is currently open and easy to see. Unless, of course, the characters are running from the Russet Renders.

ROOM 12: SPELLCASTING CHAMBER AND EXPERIMENT ROOM

Door 11-12: *Wooden, unlocked.*

Room: *Lit by oil lamps, occupied (Merl), quiet.*

Merl the Meek is here, hiding from the Russet Renders. He is very scared and only calls out for help if he hears the heroes talking or yelling during their battle with the Russet Renders. He doesn't know how to reset the pit trap but suggests if the party can lay something across the hole (the dining room table would work perfectly for this) he could be freed.

Merl thanks the party profusely asking them their names and individually shaking their hands enthusiastically. He says he was cleaning up downstairs when these monsters, he points at the Russet Renders and shudders, attacked him. He ran to the back room, jumping the pit trap, which he knew about since he lives here, with them right on his heels. One of them sprung the trap, but due to its great agility, didn't fall in. Merl is dressed in grey robes and has a brown satchel.

If he is told his master is dead he will somberly state that he already knew that since his master didn't come and save him and he will go on and on about how being killed by beasts is a terrible way to die. He will act even more surprised to find out his master died of poison.

Upon seeing the body of Faddius he will approach it hesitantly. He will look into his master's eyes, then kneel down and pick up a piece of glass bottle. He will squeeze it drawing blood and then turn to the party and ask, "Who could do such a thing?" with genuine tears in his eyes.

He will offer to hire the characters to find the culprit and says they should be rewarded anyway for saving his life. He knows his master had a few coins lying around and tells the party to wait in the great hall while he fetches their reward and then they will talk about finding his master's killer.

OF COURSE, THIS IS ALL A LIE.

Merl the Meek poisoned his master. And with his dying breath, Faddius the Quick Tempered cursed his apprentice's name and dropped four monster bottles on the floor. The newly released and hungry Russet Renders smelled the poison and wanted nothing to do with him, thus he died knowing he had his revenge.

Merl's plan went sour because of the Russet Renders. Now that the party has rescued him he intends to steal the magic treasures of his master and seek out his fortunes elsewhere. As he has the names of the party he can track them down later and eliminate them one by one if need be.

When Merl goes up the stairs to fetch the payment, he'll cast entangle (sticky goo) on the floor at the top of the stairs, then stop at the bedroom to grab any of the magic items still there. He also grabs his master's special book, *The Binding Way*. Then he heads further up the stairs to the potion lab to grab the filled monster bottle if it is still there, then he goes out onto the stable's roof, cuts the rope to free the skeletons and tosses the monster bottle to break on the roof while stepping into the brazier to transport away.

Merl has been attuned to the tower so he does not get dazed in the top room nor does he have to worry about the stairs.

WRAPPING THINGS UP

If things went well the players now have a tower they can call home as soon as they report back to the ruler who sent them and receive the deed to the property. The property includes the tower and half the lakeshore.

FURTHER ADVENTURES

What other secrets lie with Graystone Tower? Here are some ideas:

- » The Ghost of Faddius might one day come back to haunt his old tower.
- » A map is found stuck to the back of a tapestry. It points to something hidden in the lake.
- » Under the dirt in the pit trap, lies a trap door. Where does it lead?
- » Are there any other magical gateways at Graystone tower?
- » Faddius was one of 4 apprentices of The Green Mage of Tark Hill. Where are the others?
- » Is this the end of the Russet Renders? Did Faddius release some in the wild? Can the players effectively eradicate them in the local region before this menace spreads? Are there any others in some monster bottles? Did any of Faddius's notes get out into the world?
- » And don't forget that the ruler that sent the players on this quest will call upon them again, and again, and again. You get the point.

APPENDIX

This appendix is a collection of all the major NPCs, creatures, and magic items to be found in this adventure. Consider printing the appendix for easy access during your game session.

MAJOR NPCs

MERL THE MEEK

STR:	50	BP:	25	Rank:	2
DEX:	60	INIT:	2	Primary:	Spellcaster
LOG:	65	DR:	0	Secondary:	Thief
WIL:	55	MOV:	12		

Skills:

- » Scout(0) 33%
- » Spellcaster (2) 73%
- » Thief(2) 60%
- » Warrior(0) M:25%, R:30%

Weapons:

- » Dagger - 25%, damage 1D ,
- » Thrown – 30%, damage 1D
- » Unarmed - 25%, damage 1D/2

Spells known: Charm, Entangle, Hinder, Illusion
His master refused to teach him Offensive Strike.

Equipment:

- » 1 days rations
- » dagger
- » satchel
- » 5gp

NEW CREATURES

COBBLES

A small animated pile of stones.

STR:	20	BP:	10	Rank:	1
DEX:	20	INIT:	1	Nature:	Evil
LOG:	15	DR:	5		
WIL:	15	MOV:	12	Travel:	5 leagues

A cobble is a small malicious earth elemental. They can take the form of a small pile of stones, a vague humanoid shape made of stones or a whirlwind of flying stones.

- » **Stone Pile Form** – nearly undetectable, Wizard Eye will reveal them for what they are.
- » **Small Humanoid Slam** – 55% damage 1D.
- » **Whirlwind of Stones** – range 12 (burst 2), usage ½ turns, resist DEX, effect 1D.

TINY FIRE ELEMENTAL WIZARD

A torch sized flame

STR:	10	BP:	5	Rank:	1
DEX:	15	INIT:	1	Nature:	Neutral
LOG:	50	DR:	0		
WIL:	15	MOV:	12	Travel:	5 leagues

- » **Fire Gout** – 45% Range 3, damage 1D
- » **Summon Tiny Fire Elemental** – 50%, as Summon spell as level 1 Spellcaster but can only summon normal Tiny Fire Elementals (not Tiny Fire Elemental Wizards).
- » **Elemental Form** – Immune to Non-magical Weapons, vulnerable to water and suffocation

TINY FIRE ELEMENTAL

A torch sized flame

STR:	10	BP:	5	Rank:	1
DEX:	15	INIT:	1	Nature:	Evil
LOG:	10	DR:	0		
WIL:	10	MOV:	12	Travel:	5 leagues

- » **Fire Gout** – 45% Range 3, damage 1D
- » **Elemental Form** – Immune to Non-magical Weapons, vulnerable to water and suffocation

SKELETAL CAT

A lunging blur of white claws and teeth

STR:	10	BP:	5	Rank:	1
DEX:	25	INIT:	1	Nature:	Evil
LOG:	15	DR:	0		
WIL:	25	MOV:	12	Travel:	5 leagues

- » **Claw** – 60% damage 1D/2
- » **Bony** – Immune to charm and cold, vulnerable to lightning (dmg x2).
- » **Pounce** – 50% ability to remain unseen. If attack from unseen, claw damage will be doubled.

RUSSET RENDER

A dark red furred cross between a bear, badger and wolverine

STR:	30	BP:	35	Rank:	2
DEX:	45	INIT:	1	Nature:	Evil
LOG:	10	DR:	3		
WIL:	60	MOV:	15	Travel:	10 leagues

- » **Claw** – 60% damage 2D+2
- » **Slam** – 60% damage 2D and knocked prone.
- » **Good Nose** – +20 to tracking and sensing tainted food.
- » **Ferocious** – never backs down from a fight, never ever.

NEW MAGICAL ITEMS

BOOK OF THE BINDING WAY

Reading this book and keeping it in a spellcaster's library gives a bonus of +5 to casting the Summon Spell. Traveling with it and studying it each night confers a bonus of +10 to casting the Summon Spell for the following day. The book may also be used in a summoning ritual with the spellcaster reading directly from the book. It takes 5 turns to cast in this manner but the spellcaster is treated as if his spellcasting level were one higher. Loss of the book means losing these benefits.

MONSTER BOTTLE

This ornate bottle is etched with mystic runes. When filled it appears to contain a swirling blue mist. A Monster Bottle can be used to trap any being no larger than a horse. The user must uncork an empty Monster Bottle and point it at a target no more than 5 spaces distant. The target may make a resistance roll (DEX -30) or become trapped in the monster bottle. Once a creature is trapped the bottle seals itself, the opening glassing over. The creature is released once the bottle is broken. Like the spell *repel*, a monster bottle cannot work on player races.

SPARK RING

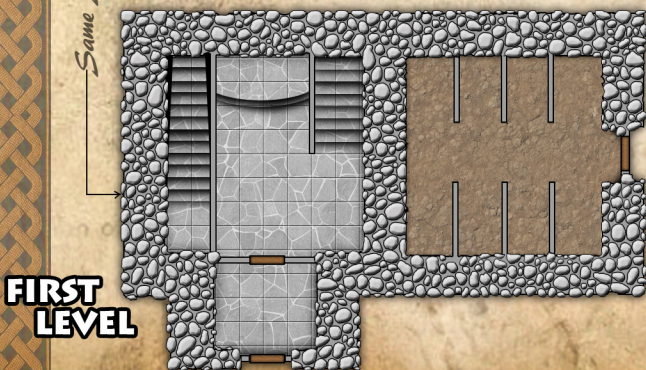
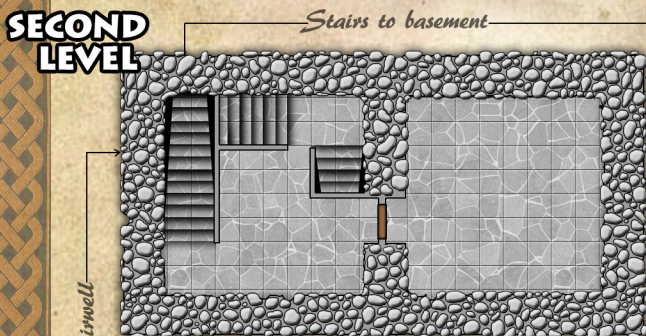
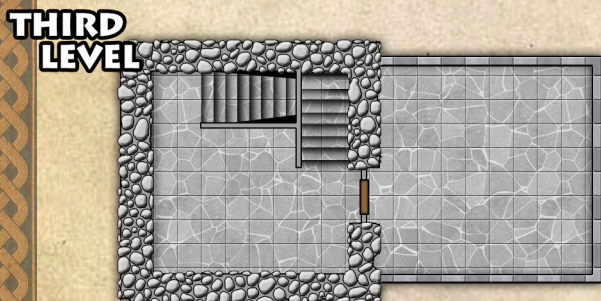
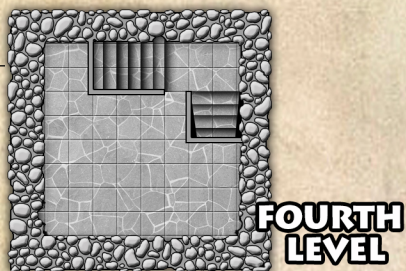
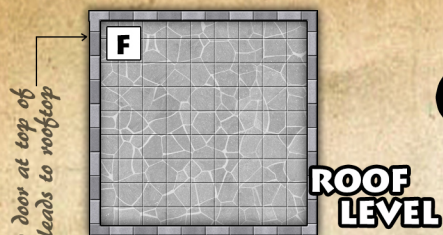
This unassuming-looking ring provides a small flame when desired (like the "low wizardry" ability of the spellcaster skill). Additionally, the wearer can summon a permanent Tiny Fire Elemental Wizard or Cobble once per year. The summoned small elemental will be loyal to the summoner, but will also have personalities of their own. Only one Cobble or Tiny Fire Elemental Wizard may be summoned by the ring per year, no matter how many owners try to use it, but over the course of several years several such creatures could be summoned. Beware, however - there exists a 1 in 10 chance that the creature summoned will be an uncontrolled Earth or Fire elemental, angry for being disturbed.

WEAK warding RING

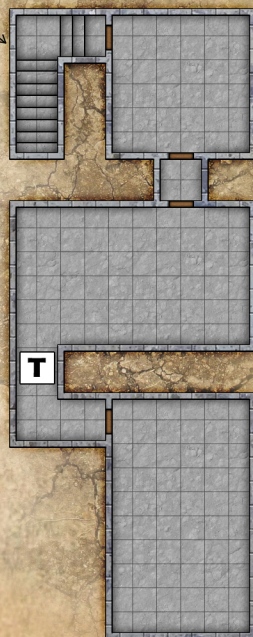
This magical ring creates a weak protection over the wearer. It provides DR+1 which adds to any armor worn, magical or otherwise.



GRAYSTONE TOWER



BASEMENT



GRAYSTONE TOWER

BY JIM ALCALA SALÉS

For an age Graystone Tower was the home of a wise sage. He is long gone and the tower is now home to an evil wizard. Several villagers have been killed by his mad creations and others murdered when they went to his abode. Will the characters be able to stop his reign of terror, or become his next victims?

This is a rank 1-2 adventure for the BareBones Fantasy™ role-playing game. It is set in the Keranak Kingdoms™, but could be placed nearly anywhere in any setting. If the players are successful, they could gain a base of operations from which to further their adventures.



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