

G4

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Swords & Wizardry™ game

Mini-dungeon Module G4

Bell, Book and Candle

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 4-6



The monks at the Library of Antiquity banished one of their own for the practice of dark magic. Before they cast him out he managed to curse three items in the library. Finding the bell and candle should be easy...

Bell, Book and Candle is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



Dungeons of
Dazegoneby

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Writing, design, layout: Matthew E Kline

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Dungeons of Dazegoneby

Mini-Dungeon Module G4

Bell, Book and Candle

The monks at the Library of Antiquity banished one of their own for practicing dark magic. Unfortunately, the culprit managed to place three cursed items in the library before he was cast out. Finding the bell and candle should be easy... Finding the book will be a little like trying to find a piece of hay in a haystack.

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, Bell, Book and Candle is designed for 4-6 adventurers of level 4-6. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

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Gamemaster's Eyes Only:

The monks at the Abbey of Knowledge have been caretakers of the Library of Antiquity for ages. The library serves as a repository for countless informative and literary works. Unfortunately, a few of the tomes housed within contain information better off left forgotten. One such tome fell into the hands of Brother Marcus.

When bad things started happening to monks who weren't on the best of terms with Marcus an investigation was launched. *The Venomous Volume*, a book detailing the working of ancient curses, was found in Marcus' possession. The book was confiscated, locked away, and Brother Marcus was banished from the order.

Unfortunately, Marcus placed curses upon three items within the library; the golden bell, the silver candle, and the copper book. The items started causing trouble the day after Marcus was banished.

Now the library has been sealed off and runners have been dispatched to the nearest towns to find someone capable of dealing with these cursed items.

Set Up

While traveling along a road the party sees a young boy in a monk's robe rushing towards them. He stops just before passing the group, grabbing the closest hero. "Wait!" He gasps, clearly out of breath, "You're adventurers! Heroes and such, correct?" Without waiting for a response, he turns and starts tugging hero back along the way he came. "There's trouble! At the abbey! Please hurry!" The young monk will rush back towards the abbey without even bothering to see if the group is following him (hopefully they are.)

Once the players arrive at the Abbey of Knowledge the young monk will take them to Brother Dellik, the abbot. The abbot will inform the group of the situation and ask for their help in removing the three cursed items from the library.

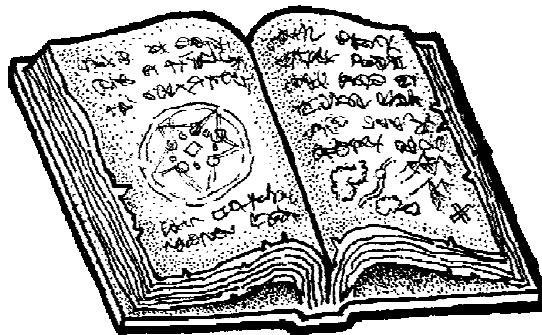
Upon setting foot in the library that morning, a group of three monks had triggered a *magic mouth* spell. In Brother Marcus' voice the spell informed them that the items had been cursed. Three similar items had been used in the brother's banishing ceremony. The mouth stated that now it was their turn to be judged by golden bell, copper book, and silver candle. The monks then came under attack by some unnatural force. One of the monks managed to flee and warn the abbot.

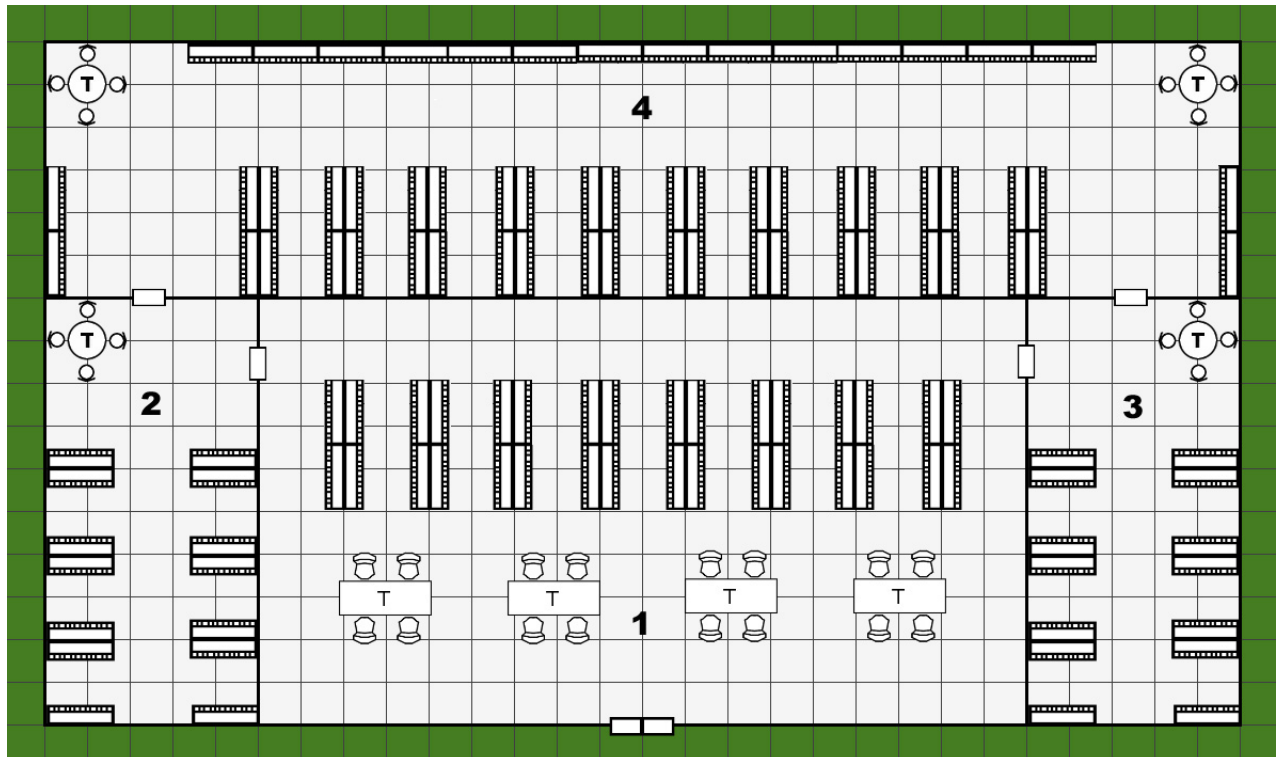
In exchange for their help Brother Dellik offers the heroes a payment of 100gp each as well as access to the knowledge contained in the library.

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

If there's a monk among the party the player may be contacted directly by the abbot possibly due to having some dealings with the abbey in the past.





The Library of Antiquity

1sq = 5'

Key to the Library of Antiquity

The library is a separate structure on the abbey's grounds, set apart from the monk's living quarters. The double doors have been shut and sealed with a length of rope held in place by a wax seal bearing the abbot's mark placed near the center of each door. The players have the abbot's permission to break the seal and can do so with ease.

1. Human Studies

This large room serves as the library's repository for tomes regarding humans; their history and various accomplishments.

The bodies of two monks lie just to the left of the entrance. Four wooden tables of exceptional quality run along the front of this room, each accompanied by four

chairs. The rows of bookshelves here contain books on or written by humans; their kingdoms, literature, art, wars, works of fiction and non-fiction, etc. The large rear wall of this room is covered by a mural depicting a sprawling walled human city.

A lit candle in a silver candlestick floats four feet off the ground in the northwest corner of this room. The candle is the **cursed silver candle**. When a character comes within 25' of the candle the character's shadow will animate and attack them. Unlike standard shadow creatures these lack the ability to transform others into shadows. Three shadows are already present in this room, generated by the three monks who were present when the curse triggered. There's a potential for more shadows being generated depending on how the party chooses to handle things.



The **cursed silver candle** is AC: 7 [12]; HP 20. Once it's taken 20 points damage the candle will extinguish and the curse will end. When this occurs any shadows it generated will take 1d6 damage. The candle can only produce a shadow once for each character.



Shadows (3+): HD 2+2; HP 15,14,12; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.



After the candle's extinguished the candlestick can be retrieved. It now functions as a *steadfast candlestick* (see New Magic.)



2. Dwarven Studies

The stone walls of this room are covered in dwarven runes. The wall to the north holds a small mural depicting a band of dwarves toiling in a mine.

This room houses various tomes containing information on dwarves as well as a great deal of literary works written by dwarven authors. The majority are written in the dwarven language however common translations of some books are available. Most books found here bear stone or metal covers and use a thick paper stock.

A small golden bell with a wooden handle sits on the table in the northwest corner. The bell is the **cursed golden bell**.



When a character comes within 20' feet of the **cursed golden bell**, it will rise a foot off the table, ring once then fall back down to the tabletop. The act of ringing triggers three effects: 1) All non-magic armor within 30' of the bell becomes damaged, permanently reducing the protection it grants by 1 point. 2) Any non-magical glass or crystal-like objects within 20' must save vs spell (12) or shatter. 3) It summons a weaker version of an invisible stalker.



Invisible Stalker (weak): HD 4; AC 6[13]; Atk 1 "bite" (2d4); Move 0 (Fly 12); Save 14; CL/XP 5/240; Special: Invisible, flight.



After the bell has been triggered it's no longer cursed. From that point on it functions as a *bell of shattering* (see New Magic.)

3. Elven Studies

The walls of this room are covered in a repeating interwoven leafy vine pattern. The wall to the north holds a small mural depicting a group of elves performing some sort of religious ceremony before a towering tree.

This room houses books containing the history and heritage of elves. It also contains works of fiction and non-fiction created by elven authors. The majority of the books found here are written in elven however the common language translation of some books is available. Most books found here bear wooden or leafy covers (some still living) and use a thin fibrous parchment for their interior pages.

There are no cursed items in this room.

4. General Studies

This large room contains books on the history of miscellaneous other races along with their literary works.

This room holds books regarding the history of other humanoid and monstrous races and even some works created by said races. Tomes on and by halfling and half-elves sit alongside historical references on goblins, orcs, gnolls, etc. as well as some books that claim to be authored by these creatures. A few brave souls have attempted to translate some of these works into the common language. What translations there are sit beside their originals. Most of these read like manifestos; page after page explaining why their race was meant to rule the land and what they plan to do to anyone who gets in their way. One book "written" by a goblin author, is just a dwarven book, its

original pages now covered with stick drawings of dwarves with stink lines. Lots and lots of stink lines.



Once a character reaches the room's midpoint the **cursed copper book** will activate. It's sitting on the shelf that runs along the northern wall near the center of the room. It, along with 34 other random books will fly from shelves throughout the room and form into a book golem at the room's center (see New Monsters.)



Book Golem: HD 7 (35 HP); AC 9[10]; Atk 2 fists (1d6); Move 8; Save 13; CL/XP 7/600; Special: Resistant to piercing and slashing weapons, magic resistance (25%), vulnerable to fire.



The **cursed copper book** serves as the book golem's head. Once the golem's been defeated the book can be retrieved. It now functions as a *book of golems* (see New Magic.)

The Books

The following page contains tables for generating random book titles, just in case anyone decides to check out what's on the shelves. Roll 1d20 twice to get a word from column (A) and a word from column (B). The results will differ slightly depending upon which room the players are in at the time. A table is also provided to determine random contents.

The gamemaster should feel free to add any additional book titles along with whatever contents they wish.

Books Found in Human Studies Section		
Roll	(A)	(B)
1	Darkmane	Codex
2	Darksea	Compendium
3	Dreadport	Enchiridion
4	Everwind	Encyclopedia
5	Goldcrest	Folio
6	Hollow Coast	Handbook
7	Hundric	Lexicon
8	Icefang	Libretto
9	Marrowbone	Manual
10	Ravenzetta	Omnibus
11	Redlake	Opus
12	Sandsea	Opusculum
13	Shadowedge	Text
14	Shattersword	Tome
15	Tallrun	Tract
16	Tarrenguard	Tractate
17	Three Falls	Treatise
18	Truemark	Volume
19	Tunlocke	Work
20	Vandrake	Writings

Books Found in Elven Studies Section		
Roll	(A)	(B)
1	Aumanis	Codex
2	Candlewood	Compendium
3	Duskwood	Enchiridion
4	Fairdale	Encyclopedia
5	Farwood	Folio
6	Fenwight	Handbook
7	Forestfast	Lexicon
8	Grandthorn	Libretto
9	Greenmeadow	Manual
10	Guidestar	Omnibus
11	Hollybrew	Opus
12	Merryhide	Opusculum
13	Mirthvale	Text
14	Murkbog	Tome
15	Sorrowdream	Tract
16	Spiderwood	Tractate
17	Swiftwind	Treatise
18	Thistlebend	Volume
19	Truthstride	Work
20	Windingwoods	Writings

Books Found in Dwarven Studies Section		
Roll	(A)	(B)
1	Broadarm	Codex
2	Bryfaren	Compendium
3	Caskfellow	Enchiridion
4	Darkbrew	Encyclopedia
5	Deepbluff	Folio
6	Flatnose	Handbook
7	Grimhammer	Lexicon
8	Hagmer	Libretto
9	Marbleflower	Manual
10	Oremill	Omnibus
11	Rockholm	Opus
12	Rumbledoom	Opusculum
13	Runeminer	Text
14	Shadowforge	Tome
15	Shalestone	Tract
16	Stonegazer	Tractate
17	Trollsmasher	Treatise
18	Tusdrog	Volume
19	Underearth	Work
20	Whitebeard	Writings

Books Found in General Studies Section		
Roll	(A)	(B)
1	Dark	Codex
2	Dragonscale	Compendium
3	Dreamscape	Enchiridion
4	Emerald	Encyclopedia
5	Half-Elf	Folio
6	Halfling	Handbook
7	Hidden	Lexicon
8	Impossible	Libretto
9	Jade	Manual
10	Jovial	Omnibus
11	Malodorous	Opus
12	Merchant's	Opusculum
13	Nightveil	Text
14	Riprend	Tome
15	Sacred	Tract
16	Sanguine	Tractate
17	Shadow	Treatise
18	Snakeskin	Volume
19	Soulsworn	Work
20	Threefold	Writings

Random Book Contents	
2	A collection of dwarven hymns written to a God of forges.
3	A collection of sketches of humanoid races along with descriptions of their habitats and the foods they eat.
4	A tome listing several outlawed cults which may or may not still be active.
5	A tract listing various bladed weapons and their effectiveness in slaying orcs.
6	A story of one man's obsession; hunting the white dragon who blinded him in one eye.
7	A self-help book for depressed necromancers.
8	A history of a kingdom along with a clearly biased description of each of its rulers.
9	A fiction involving a group of goblin heroes braving dungeons filled with humans, dwarves, halflings and elves.
10	An encyclopedia listing the forgotten Gods and Goddesses of various races.
11	A series of possible, yet highly improbable, events that occurred to a popular ruler during their childhood.
12	Secrets of metalworking that any dwarf could tell you aren't really "secrets."
13	A fiction involving the disappearance of the realm's "higher" races and a series of wars fought among the races that remain.
14	A singed tome detailing the bloodlines of several red dragons. It ends abruptly.
15	A collection of arguments over how to properly worship a particular Goddess of the seas.
16	An encyclopedia on demons. The eyes of the illustrations seem to be looking at you. In fact, they even blink.
17	A book on lycanthropy. Some of its pages have been torn out.
18	A manual on bows and their proper care and maintenance.
19	An elven guide to basket weaving.
20	A book listing hypothetical situations and the spell that would best resolve them. In almost every case it's <i>fireball</i> .

21	A book on phase spiders that randomly becomes intangible.
22	The journal of a priest who worshiped a God of chaos. It's unreadable due to the fact the words keep rearranging themselves on the pages.
23	The "practical" guide to giant slaying.
24	A tome covered in claw marks discussing the use of non-traditional creatures as mounts and pack animals.
25	A child's primer filled with illustrations of weapons and indications of which end to point where. Actually, it may be a training manual for goblin warriors.
26	A field guide to identifying non-poisonous plants. It ends abruptly.
27	A list detailing various ways to dispose of dangerous artifacts.
28	A book of dwarven drinking games.
29	Two hundred pages of the phrase "All work and no play makes Korbo a dull boy."
30	An adventuring cook's guide to foraging edibles in various environments.
31	A collection of essays by well-known wizards discussing their favorite spells.
32	A book detailing how to lose weight in thirty days by switching to an elven diet.
33	A list of reasons why a well-known high priest may be possessed by a demon.
34	A child's primer on monstrous races and what to do if one of is spotted.
35	A handbook on alchemy. It deals mostly with the proper cleaning of laboratories.
36	Three hundred pages explaining why dwarves are better than goblins.
37	Something about halfling cooking, or cooking for halflings, or cooking halflings. It's hard to say...
38	An encyclopedic collection of drinking songs gathered from multiple races, presented in both their original and common tongue.
39	The history of an ancient walled city. There are several chapters detailing a series of sieges it endured.
40	A collection of elven poetry, most dealing with trees.

Wrapping Up

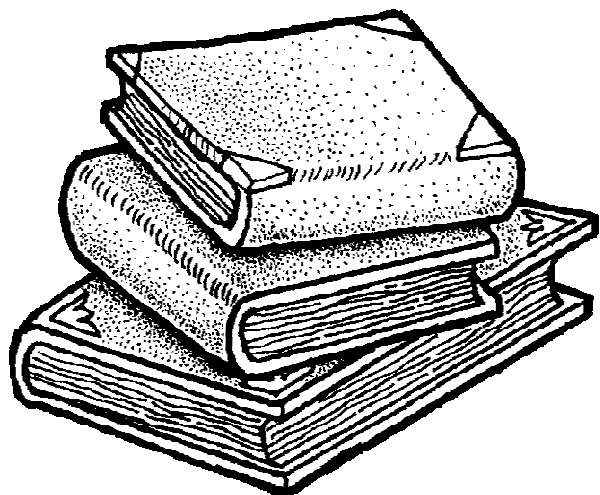
After each of the cursed items have been dealt with the heroes are free to return to Brother Dellik and claim their payment of 100gp each. The abbot also allows the group to keep the formerly cursed items.

As an additional reward the abbot grants the character's use of the Library of Antiquity. This "use" is basically access to the knowledge it contains, which could provide a number of in-game bonuses to the players.

Here are some suggestions as to how access to the library's knowledge could translate into beneficial bonuses:

- After so many hours of study, a player learns a new language.
- After a cumulative 100 hours of study and practice a player raises an attribute by 1 point (provided that attribute is lower than 18.) A player should only be able to gain this bonus once.
- After a cumulative 100 hours of study a player gains 1,000xp. A player should only be able to gain this bonus once.
- Access to the library functions similar to a *commune* spell. The players can learn the answers to three questions provided they devote 1 week solely to study in the library.
- After a sufficient amount of time is spent by a non-dwarf character in the Dwarven Studies section the character will gain a dwarf's "stonework" racial ability as well as an understanding of the dwarven language. A player may have to revisit the library from time to time to maintain these abilities.
- After a sufficient amount of time is spent by a non-elf character in the Elven Studies section the character will gain an elf's improved chance at discovering secret doors as well as an understanding of the elven language. A player may have to revisit the library from time to time to maintain these abilities.
- After a cumulative 100 hours of studying a specific creature type (like goblin, orc, gnoll, etc.) a player gains a +1 bonus to 'to hit' rolls made against the creatures. A player may have to revisit the library from time to time to maintain this bonus.
- If the group is unsure how to proceed in their current campaign they may be able to determine what their next move should be after doing some research at the library.
- After a cumulative 100 hours of study a spell caster gains an additional 1st level spell slot. A player may have to revisit the library from time to time to maintain this bonus.

The players are given free room and board at the abbey for as long as their studies take (donations however are welcomed.)



Continuing the Adventure

Here are some suggestions for further adventures:

✕ If the party made the unfortunate choice of dealing with the book golem or any of the threats in the library with a fire based attack there may have been some collateral damage. It's possible the party may be tasked with finding replacements for any damaged tomes. A powerful *geas* spell could come into play if additional coaxing is necessary.

✕ The party is summoned back to the Library of Antiquity by the abbot. It seems some halflings took offense to being grouped into General Studies. They want their own section like the humans, dwarves, and elves. A small army of them have laid siege to the abbey. They also take offense to being referred to as a "small" army.

✕ The group is asked to accompany a monk on his quest to retrieve a book from a warlock who's "borrowed" it from the library.

✕ The "rearranging words" property of the journal written by the priest of chaos has spread to other books like a virus. The players are called upon to find some way of reversing this.

✕ After leaving the library the players discover one of the library's books among their possessions. If the party attempts to return the book they'll discover that it doesn't seem to want to go back.

✕ A storm giant wishes to contribute a book he's written to the library and the abbot hires the party to collect it from him. The book is of course huge.

NEW MAGIC

Bell of Shattering

This golden hand bell can be sounded three times per day. Each time it's sounded it has three effects: 1) If rung within an area that is magically silenced it will immediately dispel the silence effect. 2) Any non-magical glass or crystal-like objects within 10' must save vs spell (14) or shatter. 3) The bell ringer may target one creature within 10' of them. If that creature is wearing non-magical armor the effectiveness of that armor is permanently reduced by 1 point.

Book of Golems

Simply possessing this book grants its owner a +1 bonus to their "to hit" rolls vs golems. The book also allows its owner to summon a paper golem. The golem springs forth from the book's pages and will obey simple commands issued by the owner. The golem can carry items up to 2lbs and has the following stats: HP 1; AC 7 [12]; Move 9. If it's "killed" it will retreat into the book and cannot be summoned again for 24 hours.

Steadfast Candlestick

This silver candlestick becomes difficult to move so long as there's a lit candle burning in it. The candlestick will even hang suspended in midair. It takes a character with a strength of 18 or characters with a combined strength of 18 to move the candlestick while its candle is lit. Once the candle has been extinguished the candlestick can be moved normally. If its suspended in midair when this occurs, it immediately falls to the ground.

NEW MONSTERS

Golem, Book



Book golems are usually found serving wizards and scholars as walking libraries, keeping important tomes within easy reach of their masters. Their owners can easily remove any work the golem's comprised of, replacing it once they're finished. This act is a bit more difficult for non-owners since the golems also serve as protectors of these tomes.

A book golem is a collection of books held within a humanoid-shaped field of shimmering animating energy. It can contain no more than 35 books, gaining 1 hit point for each book it's comprised of. In combat each time a book golem takes damage an equal number of books will be knocked loose from the animating field.

The golem's feet, hands, and head will be the last to be knocked from the field, in this order. A book golem reacts the same way whether the books it's comprised of are struck or its animating field is struck so it doesn't become more difficult to hit as it loses the compositions that give it its composition.

A book golem takes half damage from piercing and slashing weapons. It is however vulnerable to fire, taking an additional 1d4 damage each time it's dealt fire damage.

Book Golem: HD 7 (35 HP); AC 9[10]; Atk 2 fists (1d6); Move 8; Save 13; CL/XP 7/600; Special: Resistant to piercing and slashing weapons, magic resistance (25%), vulnerable to fire.

Art Credits

We'd like to thank the following people and companies for providing great spot art at a low cost. It's due to their contributions that we can offer our products relatively cheap.

Shaman Stock Art provided the Library for our cover and inside cover.

The Monster, Treasure, and Obstacle icons were made by Lorc. These are available on <http://game-icons.net>

The Book on page 2 and Stack of Books on page 8 are by Daniel F. Walthall. His work can be found at: drivethrurpg.com/product/181517, available under a CC BY 4.0 license: creativecommons.org/licenses/by/4.0/

The Shadow on page 4 and Book Golem to the left were created by Jacob Blackmon.

The map for our "old school" Library was created using dungeonographer mapping software from Inkwell Ideas.

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