

L3

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Mini-dungeon Module L3

The Sorcerer's Tome

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 3-5



The minions of an evil sorcerer terrorize the city streets at night. Efforts made to find the sorcerer's lair have failed. Of course no one's thought to look for it inside a book...

The Sorcerer's Tome 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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Dungeons of Dazegoneby

Mini-Dungeon Module L3

The Sorcerer's Tome

The minions of an evil sorcerer terrorize the city streets at night. Efforts made to find the sorcerer's lair have failed. Of course no one's thought to look for it inside a book. The owner of a small bookshop is concerned about a series of recent break-ins what he doesn't realize is that they're not break-ins; they're break-outs...

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, The Sorcerer's Tome is designed for 4-6 adventurers of level 3-5. 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.

You can find more of our RPG products on RPGNow. Please feel free to visit us at www.creationsedggames.com or like us on Facebook. Thank you for your support!

Gamemaster's Eyes Only:

Once upon a time a sorcerer named Ralthanar found himself constantly besieged by adventurers. No sooner did he get himself a good group of competent minions, a substantial bit of coin, and a bit of nefarious work underway a group of stalwart heroes would bash down his doors and ransack his tower.

Ralthanar, with the help of a demon, acquired the Quill of Laminae Gin, a powerful artifact which allowed him to relocate his tower, hiding it in a book.

The sorcerer located a bookstore within a small city and hid his tome on the shelves along with hundreds like it. What better place to hide a book than in a bookstore?

Now he was free to carry out his nefarious work well out of reach of those pesky hero types. The location of his tome allows him to send his minions out at night to raid the city of any required resources. Of course the minions couldn't help but to get into some mischief along the way, drawing the attention of the city guard.

The guards increased their watch and managed to protect some key city locations from theft and vandalism. Jordon Page owner of Page's Pages a local bookstore has complained of break-ins but that can hardly be helped; the guards have better things to protect than a bunch of old books. And Jordon hasn't reported anything as being stolen.

The sorcerer's tome sits on a shelf within Page's Pages. The minions emerge on certain nights to run amok through the city streets as Ralthanar engages in his nefariousness. The sorcerer's lair must be found and his minions dealt with before Ralthanar's plans reach their fruition...

Set Up

The party is in a small city relaxing from their most recent adventures. They hear talk of groups of bugbears making raids against the city at night. So far searches for their lair have been in vain. Rumors have started to circulate that their lair must be hidden somewhere within the city since they appear so fast and seemingly out of nowhere.

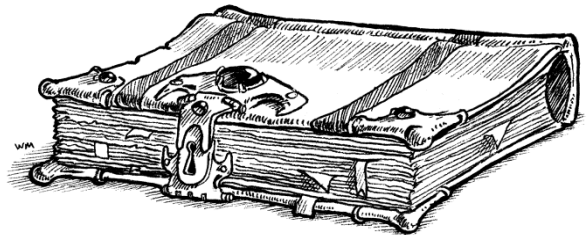
The city guard has offered a 500gp reward to anyone who can find out where the beasts are coming from and an additional 1,500gp if someone can put an end to their attacks.

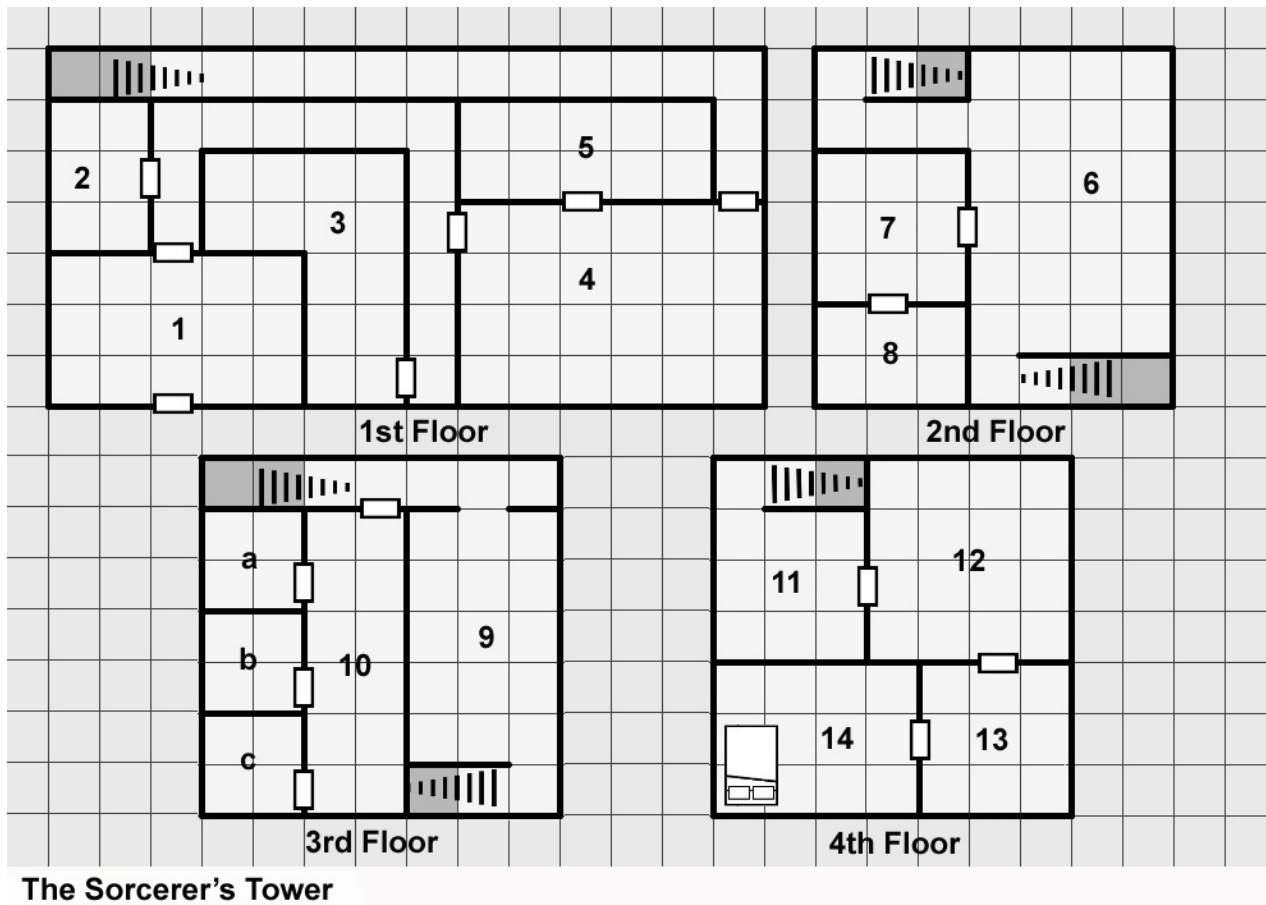
A Note to the Gamemaster

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

Possibly the group is approached by Jordon Page who has come to the conclusion that something is breaking out of his shop at night and hires the group to find out what it is.

Or possibly the party was attacked by a group of bugbears on their way to the city and found one of the sorcerer's paper keys among their possessions, an item required to gain access to the tower hidden in the tome.





Key to the Sorcerer's Tower

The bugbears have been relying upon their unnatural stealth to exit and re-enter the bookstore at night without being spotted. Of course the creatures must re-break Jordon's repaired door each time, giving an alert party the opportunity of hearing them.

If the party's patrolling the city at night they come across a group of bugbears raiding a store for food. Otherwise they could be alerted (or awoken) by the sound of the city guard or a couple of hapless citizens engaging in battle with the creatures.

If the party and guard are doing battle against the bugbears at the same time a

few of the creatures with lesser starting hit points than the rest will attempt to flee back to the bookstore, giving the group a chance to see where they're heading. The guard will yell to the party to follow them while they deal with the rest of the bugbears.



Bugbears (12): HD 3+1; HP 24,24, 21,21,18,18,15,15,15,12,12,9; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.



If the bugbears are searched they'll have a total of 108gp on them along with 1d4+1 paper keys.

If the party's following a fleeing bugbear or bugbears they can tail them right back to the bookstore if not they may have to rely on other skills or abilities to locate the hidden base (or maybe Jordon decided to check on his bookstore at the same moment the bugbears return and raises an alarm.)

If the players enter the bookstore while the bugbears are there they will see one of the books on a shelf start to glow. The bugbears stand before it and hold something up in front of them at which point they turn to dust and are sucked into the tome.

If the party enters the bookstore and at least one of them are carrying a paper key the tome will begin to glow. If they stand before it while holding a paper key all creatures within 15' of character holding the key along with the character will turn to dust and get sucked into the tome. The paper key is destroyed during this process.

The first person who touches the book each day will also turn to dust and get sucked into it. If the players manage to open the book it will fall open to a page which contains a drawing of a tower.

Read or paraphrase the following to characters who find themselves trapped inside the book:

You reassemble on a small floating island. The sky above you is the color of parchment. It looks as though it's covered with writing however it's difficult to make out what it says at this distance. A five story tower stands before you. Congratulations, you've found the bugbear's hidden lair. Now, what to do about it?

If the players make their way to the edge of the island they'll see that the ground far below them is also the color of parchment and covered with tiny writing. The gap between ground and sky is a pure white void. The writing is inconsequential. The Gamemaster is free to determine its content if extensive efforts are made to read it. There is nothing else of note on the island other than the tower...

1. ENTRANCE

This room appears to be some sort of visitor's waiting area. A pedestal sits near the door bearing a guest book along with a quill and bottle of ink. There's a couple of comfortable looking chairs and a couch. A table holds a couple of books and a small tray of bread, fruits and nuts. As far as secret bugbear lairs hidden in magic books go, this is the most welcoming one you've ever been in...

This room's a bit of a joke set up by Ralthanar, meant to make visitors feel welcome. Ralthanar absolutely despises visitors, since most of the time they're only here to bash down his doors and ransack his tower. The room was meant to lull visitors into a false sense of security so that his guards in **Area 2** could take them by surprise.

Of course this room is left over from a time when the tower was more exposed and at greater risk of attracting "visitors". Only the few who've touched the book since its been in the store have wound up here (and subsequently taken to **Area 10**)

If the players investigate the "guest Book" they'll find the words "Help me!" written across it in large letters.

The group is being watched by the guards in **Area 2** through a peephole in the north wall. If the party lingers in this room the guards will move to attack them here.



2. GUARD ROOM

A pair of crude dice carved from bone lie in a ring etched into the stone floor. Four stacks of coins sit near the ring.

Five bugbears are stationed here at all times. Four pass the time playing dice while the fifth keeps an eye on the entrance to the tower through a peephole in the south wall. They've gotten a little lax ever since Ralthanar hid the tower in a book. They don't get many intruders anymore. There's a chance that visitors

won't be spotted right away. If this is the case the party has a chance of surprising the bugbears here as they play their game.



Bugbears (5): HD 3+1; HP 21,21, 18,15,9; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.



There's a total of 450sp and 100cp in coins piled up around the ring carved into the floor.

3. KITCHEN

This is apparently the tower's kitchen. A table sits against one wall with a bench running along it. A number of dirty plates and mugs are scattered across it. To the north is a preparation area. A large pot, a couple of frying pans, and a kettle sit in an open hearth. Another table holds an odd assortment of edibles, presumably pilfered during raids upon the city.

There is a 30% chance that 4 of the bugbears from **Area 4** will be here eating.



There's a *potion of healing* on the table with the edibles, mixed in with containers of spices and condiments.

4. BARRACKS

The floor of this large room is covered with torn bedrolls, dirty blankets, and assorted straw mats. It smells like a stable...

This is the living quarters for the

sorcerer's minions. It has been home to a wide variety of creatures over the years, each leaving behind their own distinct odor long after they'd been dispatched by whichever group of heroes happened along; Now its home to a tribe of bugbears.

There are only a total of eight present here at the moment (less if half were encountered in **Area 3**.) The majority of them were out raiding the city.



Bugbears (8): HD 3+1; HP 21,21, 18,15,13,12,11,9; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.



There are a total of 25 "beds" in this room. If they're searched roll on the table below to determine what's found:

Roll 1d20	Object found
1-10	Nothing.
11	A half eaten roasted leg-of-something.
12	A well made rag doll. (2sp)
13	A sketch of a female bugbear in a provocative pose. (5sp)
14	A copper necklace. (1gp)
15	A pewter mug. (5gp)
16	1d4 gems. (Worth 10gp each)
17	A gold serpent ring. (50gp)
18	A small statuette of a god. (75gp)
19	A ceremonial dagger in a jeweled scabbard. (100gp)
20	A random potion*.

* see **Table 85: Potions** in the Swords & Wizardry core rulebook.

5. CAPTAIN'S ROOM

This room's better appointed than the last. There's a large, comfortable looking bed with a small nightstand beside it, a tall wardrobe in one corner, and a semi-clean rug on the floor. The smell here's the same though...

The leader of the bugbear tribe, Xarg Riprend dwells here along with his mate Oga. Neither cares much for intruders.



Xarg (Bugbear): HD 3+1; HP 24; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8+2); Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance. Gear: +1 *polearm*.

Oga (Bugbear): HD 3+1; HP 18; AC 4[15]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance. Gear: *Ring of protection +1*.



As noted above the bugbears are equipped with a +1 *polearm* and a *ring of protection +1*. A coffer at the bottom of the wardrobe holds 100gp and 4 gems worth 75gp each.

6. KENNEL

The air on this level of the tower is hot and stuffy. The scent of brimstone hits you as you enter a large open room. The smell is apparently coming from a pair of hell hounds...

The hounds have been trained not to attack while Ralthanar, Xarg or Oga are present. One of the three must escort bugbears through this room when they're

ready to be sent on raids (the minions exit the tome through the book in **Area 13.**)



Hell Hounds (4HD) (2): HD 6; HP 20,15; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 5/240; Special: Breathe fire (8hp).

7. ARMORY

This room appears to be a small armory. A full suit of plate mail stands in the northwest corner while a wooden rack holding a variety of weapons stands near the center of the room. Three shields line the western wall.

If anyone other than Ralthanar, Xarg or Oga attempt to open the door to the south the weapons and shields will animate and attack. There are four battle axes and four short swords on the rack.

The shields along the wall are each marked with a different symbol; a green skull, a fireball, and a lightning bolt. Each time a shield bashes a player is deals an additional amount of damage based on its symbol. In addition to being able to bash their opponents the animated shields have a 50% of blocking an attack meant for their "allies". When a player makes a successful attack against an animated weapon if the shields are still active roll 1d6, a result of 4 or higher means a shield swoops in to take the hit. If this occurs, the damage from the attack is inflicted on the shield.



Animated Battle Axes (4): HD 1; HP 7,6,6,5; AC 7[12]; Atk 1 weapon (1d8); Move N/A (Fly 18); Save 17; CL/XP 1/15; Special: Immune to sleep and charm spells.

Animated Short Swords (4): HD 1d6; HP 6,5,4,4; AC 7[12]; Atk 1 weapon (1d6); Move N/A (Fly 18); Save 17; CL/XP 1/15; Special: Immune to sleep and charm spells.

Animated Shield (green skull): HD 1; HP 6; AC 7[12]; Atk 1 bash (1d4 +poison); Move N/A (Fly 18); Save 17; CL/XP 1/15; Special: 50% chance of blocking attack, Immune to sleep and charm spells, poison (+3 save or die)

Animated Shield (fire ball): HD 1; HP 6; AC 7[12]; Atk 1 bash (1d4 +1d4 fire damage); Move N/A (Fly 18); Save 17; CL/XP 1/15; Special: 50% chance of blocking attack, Immune to sleep and charm spells.

Animated Shield (lightning bolt): HD 1; HP 6; AC 7[12]; Atk 1 bash (1d4 +shock); Move N/A (Fly 18); Save 17; CL/XP 1/15; Special: 50% chance of blocking attack, Immune to sleep and charm spells, shock (additional 1d4 damage if wearing metal armor and 40% chance of dropping weapon)

8. TREASURE ROOM

The room is bare save for the three treasure chests which line the southern wall.

This is the sorcerer's treasure room. Ralthanar stores choice items recovered from the bugbear raids made against the city here in three trapped chests sitting against the wall to the south.



Each chest is locked and trapped with a poison needle (save vs. death +1) Ralthanar possesses keys for each of these which will bypass the traps and open the locks.



Chest number one contains 6,000sp, and a small wooden case with a padded interior which holds a *potion of healing* and a *potion of levitation*.

Chest number two holds a sack containing 2,000gp and the following items individually wrapped in cloth; a silver gem encrusted chalice (worth 900gp), a bronze minotaur statue (worth 520gp), and a pair of copper gargoyle bookends (worth 250gp each)

Chest number three contains a sack of 1,500cp, a sack of 25 gems (worth 50gp each), and a *horse in a bottle* (see New Magic)



9. TORTURE CHAMBER

A variety of nasty looking implements for the purpose of torture are scattered about this room. An open iron maiden stands against the west wall. A pillory stands near the north wall. There's a small wooden table next to it. A lit brazier with several iron pokers heating in it sits near the center of the room.

The sorcerer employs an ogre named Lummik here as a torturer. He's supposed to be interrogating the prisoners held in **Area 10** (unfortunate souls who made the mistake of touching the book in the bookshop and getting sucked into it) but his heart isn't in it.

The sorcerer's looking to obtain useful information regarding the city from his captives; guard patrol routes, locations of valuable items, dirt on people in positions of authority, etc. Lummik relies mostly on his size and "ogre-ness" to intimidate the prisoners into giving him the information the sorcerer's looking for. If that doesn't work he just makes stuff up.

While his heart isn't in torturing helpless prisoners it is into slaying pesky adventures...



Lummik (ogre): HD 4+1; HP 31; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None. Gear: Large club.



If Lummik scores a critical hit on a player instead of dealing damage

he grabs them and throws them in the iron maiden. The door locks on the player trapping them inside. A trapped player takes an amount of damage equal to their "Descending Armor Class" rating -5 each round from the spikes which line the interior. A catch must be worked on the outside of the iron maiden to free a trapped player.

The red hot iron pokers (4) can be grabbed and used as weapons. They deal 1d4 damage +1d3 fire damage and have the potential of catching cloth on fire (and possibly leaving behind a nasty mark.)



The wooden table next to the pillory contains a number of nasty looking knives along with a +1 *hand axe* that returns to the hand when thrown.

10. PRISON CELLS

This room contains an ogre sized table and chair. A plate contains the bones from a whole chicken. Three doors line the eastern wall. The barred windows indicate that they're doors to cells.

Chances are the prisoners will be alerted to the heroes' presence by the sounds of battle. They'll begin yelling for help the moment they realize that Lummik is being attacked. The keys to the cells are on a greasy key ring lying next to the plate of chicken bones on the table.

If rescued the prisoners will tell the same tale. They touched the book in the bookstore, found themselves transported to the floating island, got captured, and found themselves being tortured by the worst torturer in the realm (not that

they're complaining.) Lummik would take them one by one to the torture chamber, strap them to the wheel or lock them in the pillory, bellow at them for a bit, then return them to their cells looking a bit dejected when he didn't get any information out of them or they didn't have any useful information to give.

Cell A

This cell contains Virik Ballon, the son of a city merchant. Virik is prone to running away often. His father believes this is one of those times. In truth he just made the mistake of touching the wrong book in Page's Pages. His father may reward the group with anywhere from 100gp to 600gp for his rescue, or he may accuse the party of conspiring with his son to get some coin out of him (something else that Virik was also prone to do.) Virik will be of no use in a fight. He will however complain quite a bit about whatever he can find to complain about. He couldn't tell Lummik where his dad kept his valuables because his dad kept it a secret from him as well.

Cell B

This cell contains Lidia Flowerfield. She works for a collector of rare books. Lidia touched the sorcerer's tome and became trapped inside. She just wants to get out. She's not too keen on books anymore and she's thinking of changing her profession. She'll latch on to one of the party members, following them around and asking how they became a whatever class they are, and if they thought she'd make a good one. She gave Lummik the names of some very valuable books in her employer's possession but the ogre forgot their titles just as quickly as he heard them. Lidia's of no use in a fight.

Cell C

This cell holds Arnold Farkis, a novice member of the city guard. Arnold actually saw one of the bugbears reentering the book. When he went to investigate, he touched the book and got sucked in. Arnold couldn't give the ogre any information about the city guard, it was his first day and he barely knew his patrol route let alone the routes of others. Arnold will be useful in a fight if he's given a weapon.



Arnold (Human Soldier): HD 1; HP 7; AC 7[12]; Atk 1 (by weapon); Move 12; Save 17; CL/XP 1/15; Special: None.



11. SORCERER'S WATCHDOG

The stairs lead up to a square room. An ornate wooden door is set in the eastern wall.

The entrance to the sorcerer's workshop is guarded by a slightly larger hell hound than what was encountered downstairs. There is a 60% chance that it will be sleeping, curled up in the southeast corner next to the door on a pile of badly charred rags and blankets.



Hell Hound (5HD): HD 5; HP 28; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 12; CL/XP 6/400; Special: Breathe fire (10hp).

12. THE WORKSHOP

A summoning circle occupies the center of the room, etched into the stone floor. Scorch marks near its center indicate that it's been used recently. A couple of tables line the walls to the north and east. They're filled with a variety of containers and spell components.

Ralthanar is here studying a book on summoning demons. He made a pact with a demon who helped him hide his lair in exchange for a promise to open a portal between the demon and mortal realms. Ralthanar's only succeeded in summoning up a few hell hounds so far, but he's getting closer. Given enough time he could figure out a way of opening a permanent portal which would allow the demon and his allies access to the city through the tome. Obviously he must be stopped.

If he's alerted to the party's presence by the sound of combat with the hell hound he'll cast *monster summoning II*, and *mirror image* to ready for battle. If there's enough time he'll trap a scroll with *explosive runes* and toss it onto one of the tables as a way of possibly gaining some

revenge against the group if he's defeated.



Ralthanar (Human Magic-User): HD 7d4; HP 20; AC 7[12]; Atk 1 staff (1d6+1); Move 12; Save 9; CL/XP 6/400; Special: spells (*magic missile* (x2), *shield*, *sleep*, *mirror image*, *strength*, *web*, *explosive runes*, *protection from good 10-foot radius*, *monster summoning II*); Gear: +1 staff, +2 cloak of protection.



As noted above Ralthanar is equipped with a +1 staff and a +2 cloak of protection. He also wears a chain about his neck which contains the three keys to the chests in **Area 8**.

If the players search the tables to the north and east they'll find spell components worth a total of 1d10x100gp to the right buyer.

13. THE QUILL AND THE HOURGLASS

A small circular wooden table sits at the center of this otherwise bare room. The table holds a quill, an hourglass, a book, and a pair of scissors.

An ordinary looking, quill pen sits atop the table pinned beneath an hourglass. There's also a book which looks a lot like the one the group is currently trapped in. A pair of scissors sits on top of the book.

The hourglass is sitting on top of the *Quill of Laminae Gin* (see New Magic.) If the players investigate the hourglass they'll see that the sand isn't draining from the top chamber to the bottom, instead an equal amount of sand is simply

churning about in both chambers. This hourglass is an *infinity-glass* (see New Magic.) Picking up the hourglass causes it to shatter and the Quill to activate. This means that the sorcerer's tower will suddenly erupt from the book and grow to its full size, obliterating the bookstore in the process.

Opening the book reveals the fact that a great number of identical shaped paper keys have been cut from its pages. If a player cuts a key from the book and holds it before them the book and key will begin to glow. The player and all creatures within 15' of them will be reduced to dust and sucked into the book only to reform once again in the bookstore. Paper keys are not destroyed when exiting the tome.

Both methods will allow the players to leave the tower. The second method results in a lot less property damage and lets the players reenter the book and revisit the tower if they wish (possibly using it as a base of operations).



As noted above, the table holds the *Quill of Laminae Gin* and an *infinity-glass*.

14. THE SORCERER'S CHAMBERS

A four-poster bed sits in the southwest corner of the room. A small writing desk and wardrobe stand against the south wall.

This is Ralthanar's bedchamber. The wardrobe holds an assortment of robes and other apparel. The writing desk holds the sorcerer's journal which contains information on his pact with the demon, how he transformed his tower into a drawing in a book, details on how to use the paper keys, and his plans to open a

portal and use the tome as a way of sneaking demonic forces into the city.



The journal could be worth something to someone of authority within the city.

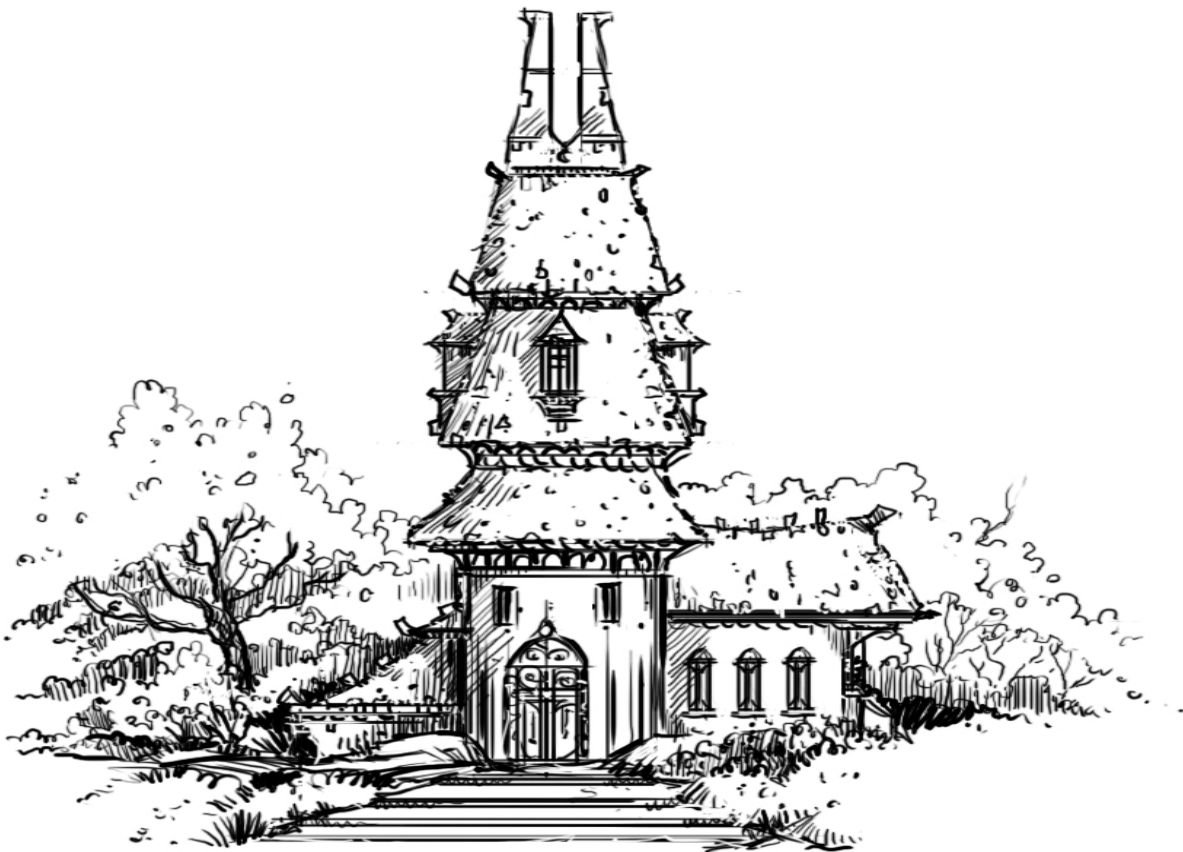
The writing desk contains a drawer which holds a scroll with 2 spells (*knock* and *wizard's lock*)

Wrapping Up

If the party disrupted the hourglass and caused the tower to erupt from the book the city might hold them responsible for a good deal of damage. The party may have to flee the city or else risk having their treasure confiscated, and/or possible imprisonment. (which could result in an interesting trial.)

Exiting through the use of a paper key will allow the group to claim their reward from the city guard. Of course it may take some convincing to do so; after all trying to convince the captain of the guard that the villain behind the nightly raids was hiding in a book could prove to be a difficult task. If the sorcerer's journal or rescued prisoners can't convince him the characters may have to take the captain inside the tome so he can see for himself...

The players could decide to use the tower in the tome as their headquarters. If so remember, the first person who touches the tome each day gets sucked into it, which could become annoying. The group may wish to make a deal with Jordon Page and leave the tome in his safekeeping, possibly paying him "rent" in exchange for watching their secret lair...



Continuing the Adventure

Here are some suggestions for further adventures:

✂ Months after defeating Ralthanar the party finds a paper key on a creature they've just slain. This key grants access to a tome where an entire village has been trapped along with the castle of a tyrannical warlord who rules over the villagers with an iron fist.

✂ The party learns of a princess trapped in a book by the same demon who made a pact with Ralthanar. The king's offering a substantial reward to anyone who can free her. The *Quill of Laminae Gin* may be just the thing. Of course the princess is just bait in a trap the demon set looking for revenge against the heroes who stopped Ralthanar from opening the portal.

✂ Laminae Gin comes looking for his quill...

✂ The group discovers that they're being stalked by Lidia Flowerfield. She's decided she's going to follow in the footsteps of one of the group and become whatever class they are. At first she spies on the group from afar trying to learn through observation. When that doesn't work she becomes more and more overt with her "spying" until she's discovered at which point she'll blatantly ask the character to train her (something that proves to be an impossible task.) Lidia may get frustrated with her lack of progress in her chosen class and choose a different party member to try to emulate.

✂ The party hears of an elf village that's besieged by creatures springing to life from an old book of elven fairytales. Maybe the quill can be used to send them

back. Or a paper key could be used to get inside the book and see what's going on.

✂ The *horse in a bottle* misfires, trapping the horse along with a party member (its rider) permanently inside the bottle. The group must find a way to either get the trapped party member out, or to go in after them.

NEW MAGIC

Horse in a Bottle

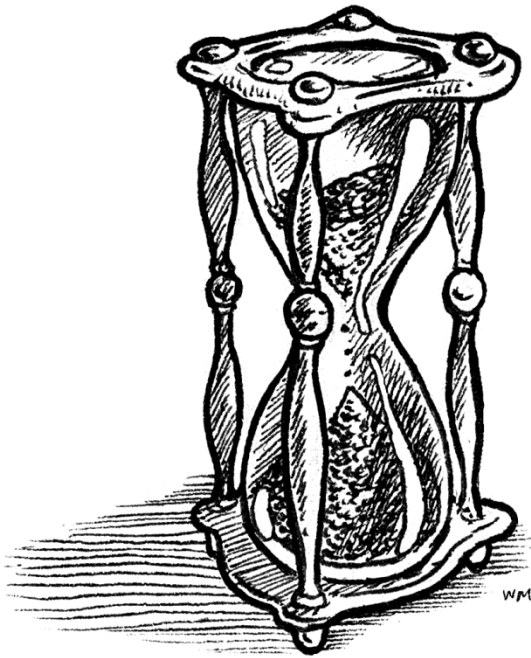
This large potion bottle seems to hold a billowing mist. If watched, from time to time the mist will form into an equine shape. Uncorking the bottle will cause the mist to billow out, coalescing into a riding horse. Touching the cork to the horse's saddle will cause it to transform back into mist and flow back into the bottle.

A rarer version of this item contains a war horse. It's rumored that there may be even still rarer versions, containing unicorns or even pegasi...

Infinity-glass

These are very rare one-use items resembling a standard sand timer. When used in conjunction with an artifact or spell with a limited duration the infinity-glass prolongs the effect indefinitely. For instance if a magic-user casts a *web* spell then activates an infinity-glass and places it on the web, the web's duration becomes permanent, until the infinity-glass is disturbed. The sand in an active infinity-glass doesn't drain; instead it constantly churns about in its chambers. Lifting up an active infinity glass will cause it to shatter, immediately ending whatever effect it was prolonging.

(Note: In this adventure the demon provided Ralthanar with an infinity glass. The quill wasn't strong enough to keep the tower trapped in the tome by itself. The infinity-glass froze the quill's effect, keeping the tower contained.)



The Quill of Laminae Gin

The quill is an artifact belonging to a wizard who was transformed into a lich. Once per day if the quill is touched to a creature with 3 hit die or less, then to a blank page of a book, the creature will turn to dust and be sucked into the page, trapped there as a drawing. A blank spell book must be acquired to use solely for this purpose. The quill gains 1 charge for each hit die of creature stored. Once enough hit dice worth of creatures have been stored in the book the owner can use the book and quill to cast *monster summoning I* (at a cost of 5 charges) or *monster summoning II* (at a cost of 7 charges.) Once 100 creatures have been stored a new spell book will have to be

purchased. Although the quill of Laminae Gin is considered by some to be an evil artifact it is not inherently so. If the party chooses however to fuel their summoning spells with captured villagers they'll quickly draw the attention of powerful organizations aligned with good and law.

(Note: In this adventure the demon Ralthanar made his pact with helped locate the quill and boosted its power to allow the sorcerer to transfer his tower into the tome. The quill usually doesn't work on buildings...)

Art Credits

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The Hell Hound on page 10 was created by Joe Wetzel at inkwell Ideas.

The Sorcerer's Tower on page 12 was provided by Le Forge Studios.

The map for our "old school" Sorcerer's Tower was created using dungeonographer mapping software from Inkwell Ideas.

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