

THE  
LOST LANDS



# SWORD OF AIR

## The Tower of Bells

by Bill Webb



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# SWORD OF AIR

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# Sword of Air

## Area SM-14:

# The Tower of Bells

This mini-dungeon is the product of a seminar at PaizoCon in 2013. The idea here was to assist a number of participants in developing an old-school style adventure. We had more than 20 participants in the seminar, and I believe the results were excellent. The general premise is an old dwarf mining complex taken over by kobolds. The kobolds, in turn, serve another mistress. The tower itself sits on a small hill rising a few dozen feet above the wooded hillsides. No entrances are visible on the tower itself, and the lack of windows and doors seems rather strange.

The entrance to the hillside and tower is an old mineshaft hidden inside an old, ruined mansion. The mansion itself is obscured by the trees and brush of the forest. The whole is composed of a 20,000 sq. ft. structure, all on one layer. Careful searching can discover it, and a ranger or druid notes the presence of dozens of small, reptilian tracks and a few larger bear-like tracks leading into the old, broken-down gatehouse.

The gatehouse itself consists of stone blocks, a corroded and rusted portcullis, and two shattered oak doors, each fully 3in thick and double-planked. The splintered oak shows signs of being battered down some time long in the past.

Inside the gatehouse is a sundry of broken and smashed mining carts, seemingly used as a last ditch barricade by long-dead defenders. Careful searching through the rubble reveals the bones of no fewer than 20 dwarves. Of note is that every one of the skulls is splintered and smashed into bits. On the top wall of the gatehouse are four perfectly formed dwarf statues — almost too perfect — with surprised looks on their faces and crossbows in their hands, pointing down at the courtyard below.

Should *stone to flesh* be cast on these dwarves, they animate. They are normal dwarf miners. They recall being attacked by a large number of kobolds. The last thing they remember is a beautiful woman appearing next to them — then everything went black. They gladly accompany the characters into the dungeon. However, their knowledge of the whole is limited to the upper level; the lower caverns were excavated by the kobolds, not them. They do have a perfect knowledge of the map of the upper mine and mansion, though.

Beyond the gatehouse is the great hall. This area is currently inhabited by a *charmed* (by the kobold grand shaman) and very aggressive **grizzly bear**. This bear attacks anyone but a kobold who enters the great hall. It fights until slain. A druid immediately notices that the bear is under a magical influence and a ranger notices something is amiss with the bear. If the *charm* is broken (by another *charm* spell, or by *dispel magic* or similar means), the bear backs off and fights only if attacked. Otherwise, it leaves the area as soon as the *charm* is broken.

**Bear, Grizzly:** HD 6; HP 48; AC 6[13]; Atk 2 claws (1d6), bite (1d10); Move 9; Save 11; AL N; CL/XP 6/400; **Special:** hug (if both claws hit, 2d6 additional damage). (**Monstrosities** 37)

In the center of the great hall is a large, rather weathered (and bear-scratched) rug. The rug measures 20ft by 20ft and depicts (or used to) scenes of caves and caverns, with large waterfalls and crystalline structures. Once beautiful, the whole is worth 200gp if cleaned up, and more than 2000gp if thoroughly mended.

Under the rug is a large trapdoor that leads to a sloping ramp delving 40ft over the course of its 240ft span. The slope drops 1ft for every 6ft traveled. This leads to the mine entrance.

The rest of the old dwarf mansion is nondescript, its rooms looted and defaced, doors taken and burned for firewood, and contains nothing of value. If the dwarf statues are revived, they express great sadness at this and fight with great resolve while here. Should any survive, they gladly join their rescuers as hirelings as long as the characters get revenge on the kobolds and medusa.

A few notes on the dungeon bear discussion:

- **First**, the hallways are rarely taller than 5ft, presenting some difficulty for anyone over that height. This translates into half movement and –2 penalty to hit for all tall folk, as well as prohibiting the use of two-handed weapons other than the thrusting sort (e.g. pokey polearms work fine, but two-handed swords and halberds do not).
- **Second**, the kobolds have a series of small tunnels and hidey holes and rarely face an armed group of adventurers if they can avoid doing so.
- **Third**, the kobolds retrieve their dead when possible. Since their primary tactics include hit and run (really shoot and run) or dropping grenade-like missiles from above and then fleeing, it is possible that the party fails to understand what they are facing for some time. This is desirable.

It is imperative that the Referee not reveal that the party is in fact facing kobolds. These little buggers frequently coat themselves with a red-stained mud, leaving them an untraditional color. They are best described as “three-foot-tall, red-colored, fanged dog men, with scaly hides and a short, pointed tail.” Only a dwarf character, or someone with a racial hatred of kobolds (such as a ranger) would immediately recognize them for what they are.

As stated earlier, this complex is older and predates the kobolds. They fear several areas and leave them alone. The main portion of the complex itself is obviously mined by creatures not only with skill, but with an artistic talent that belies its current occupants. Numerous headless and defaced bas-relief carvings of short, humanoid creatures (dwarves) are present in the hallways and rooms of this place. Since dwarves are the kobolds’ most hated race, they have taken special care to deface and destroy these carvings. Readily apparent, however, to anyone who can read or write Dwarvish is that this place was once occupied by the former race. While no texts of scribing remain of any significant meaning, fragmented sentences and partial names adorn several areas, as well as the base of each statue carving.

The reason the kobolds are here in the first place is that **Cash**, the quasit familiar of the grand shaman, **Nesbitt**, was commanded by a demonic force to excavate the area beneath the mines. **Helena**, a medusa, serves the same force, a nalfeshnee demon. This demon (named **Trifiska**) was imprisoned deep within the earth by an archmage many hundreds of years ago. The dwarves did not break it free. Their delvings, however, cut deep enough that the demon was able to communicate outward, summoning the closest demon (the quasit) to do its bidding. Nesbitt is unaware of his pet quasit’s purpose and thinks the kobolds are digging

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for gold and silver. Cash successfully stole a scroll with an unbinding ritual from another wizard (he was guided by Trifiska, of course) and gave the scroll to Helena. Of course, none of these creatures understands the nature of the imprisonment and are being very careful not to waste their master's scroll until they are convinced it will free him. Once freed, the demon likely just slays all the kobolds (and everything else except Cash and Helena).

The entire purpose of the kobolds attacking the dwarf stronghold, as well as their continued mining within the lower caverns, is to free this creature. Trifiska cannot act, or even communicate, with anything other than another demon. Through the quasit, the kobold leader was convinced that great wealth awaits anyone who digs and mines this area. The kobold shaman, intent on great power, and with more than a small amount of delusions of grandeur, was convinced by his familiar that he could become the greatest kobold mage of all time should he uncover the "artifact" buried here. If uncovered and freed, Trifiska will, of course, just brush the kobolds aside. The only "winner" would be the quasit, who has been promised promotion to vrock level if he succeeds.

Several of the lower rooms are flooded, and most of the larger halls and pathways through the place are trapped. The random encounter chart below should be used to demonstrate the randomness of these traps.

Random encounters have a 1-in-6 chance of occurring every 10 minutes. The result is as follows:

| Roll 1d100 | Result  |
|------------|---|
| 01-15      | <b>Covered pit trap</b> , save or fall 10ft, taking 1d6 points of damage.   |
| 16-25      | <b>Crossbow trap</b> , three random targets, roll to hit at +2, damage 1d6 per hit.   |
| 26-29      | <b>Falling block trap</b> , all creatures in a 10ft by 10ft area save or take 2d6 damage.                                       |
| 30-34      | <b>Deep pit trap</b> , save or fall 60ft. into caverns below (6d6-12 damage)  |
| 35-45      | <b>Pit trap with feces covered spikes</b> , save or fall 10 ft.   |
| 46-50      | <b>Gelatinous cube</b>  |
| 51-70      | <b>3d6 kobolds</b> armed with light crossbows; two have oil and one has a lit torch.  |
| 71-80      | <b>2d6 kobolds</b> armed with light crossbows and <b>1d2 kobold shamans</b> , and <b>1d3 trained attack stirges</b> per shaman. |
| 81-90      | <b>2d6 kobolds</b> with <b>1d6 giant weasels</b> .  |
| 91-95      | Loud bells ringing (from the tower).  |
| 96-97      | A trail of silver nuggets, 2d6 x 5 ft. long, spaced 5 ft. apart. At a random interval is a trap (Referee's choice).             |
| 98-99      | <b>Cash</b> , the <b>quasit familiar</b>  |
| 00         | <b>Helena the medusa</b>  |

**Pit Traps:** These traps are cleverly disguised and cannot be triggered by prodding with poles and such. They trigger if more than 100 lbs. is placed on their lids. The lids reseal (they are counterweighted) and anyone trapped must be rescued from above. Kobolds check these traps every few hours, and drop scorpions and other nasty things in them if anyone remains inside.

**Crossbow Traps:** These traps fire at a height of 5 ft. Anyone not wearing a helm is attacked as if unarmored.

**Falling Block Traps:** These traps typically are triggered by tripwires (75%) or pressure plates (25%).

**Deep Pit Traps:** These traps consist of a shaft dug completely through the floor so that they drop anyone falling into the flooded caverns below the main mine area. The water in the receiving area is typically 10 ft. to 30 ft. deep. The reduced damage reflects falling into the water. Drowning is still a possibility, however.

**Pit Trap with Spikes:** Similar to the standard pit traps, except that they are filled with a nasty set of wooden and iron spikes. Anyone "spiked" has a 25% chance of contracting a septic-related disease.

**Gelatinous Cube:** Two of these creatures roam the mines. Once both are slain, no more are encountered.

**Gelatinous Cube:** HD 4; AC 8[11]; Atk slam (2d4 plus paralysis); Move 6; Save 13; AL N; CL/XP 5/240; **Special:** immune to lightning and cold, paralysis for 6 turns (save avoids).

**Kobolds (all):** Kobolds are universally armed with light crossbows and 2d6 bolts. Each also has a long, thin-bladed dagger (treat as a short sword). Each has a 10% chance of carrying some weird item:

| Roll 1d00 | Result   |
|-----------|--|
| 01-20     | Poison animal (scorpion, snake)                                  |
| 21-55     | Oil flask  |
| 56-70     | Lasso and net  |
| 71-80     | Magic potion (randomly determined)                               |
| 81-95     | Caltrops (cover a 10 ft. by 10 ft. area)                         |
| 96-99     | Jug of vile feces (if hit, save or incapacitated for 1d3 rounds) |
| 00        | Jug of <b>green slime</b> (just bad, bad news).                  |

**Kobold:** HD 1d4hp; AC 7 [12]; Atk dagger (1d4) or light crossbow (1d4+1); Move 6; Save 18; AL C; CL/XP A/15; **Special:** none.

**Kobold Shaman:** The shamans have trained pet **stirges**, typically 1d3 per shaman. They have similar toys as do regular kobolds 20% of the time, however each also has a 20% chance per level of having a scroll of a spell of Level 1d3 (50%) or a potion (50%).

**Kobold Shaman:** HD 1d6hp; HP 6 each; AC 7 [12]; Atk dagger (1d4) or light crossbow (1d4+1); Move 6; Save 18; AL C; CL/XP 1/15; **Special:** spells Clr3 (2).

**Spells:** 1st—*cause light wounds, protection from good.*  
**Equipment:** dagger, potion of healing, 14gp.

**Stirge:** HD 1+1; AC 7[12]; Atk proboscis (1d3); Move 3 (fly 18); Save 17; AL N; CL/XP 2/30; **Special:** blood drain (1d4), +2 to hit bonus.

**Giant Weasels:** These beasts are pets of the kobolds. They typically attack lightly armored opponents, draining blood once they latch on until an opponent stops moving (playing possum causes them to move on).

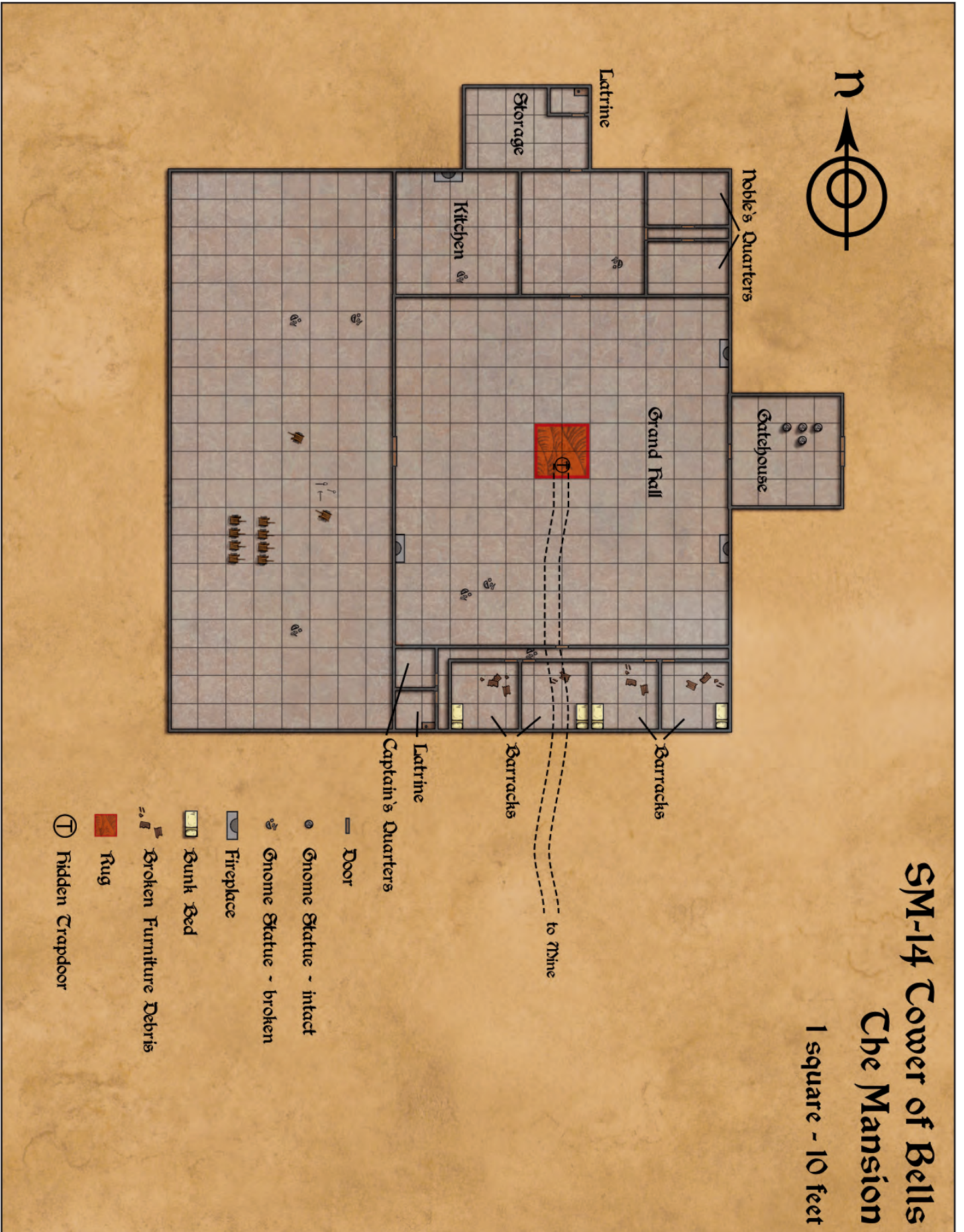
**Weasel, Giant:** HD 3+3; AC 6[13]; Atk bite (2d6 plus blood drain); Move 15; Save 14; AL N; CL/XP 4/120; **Special:** drain blood. (*Monstrosities* 506)

**Loud Bells Ringing:** This sound is from the clock in the bell tower striking 12, 3, 6 or 9 o'clock. The sound is loud, but only deafening if it occurs within the top floor of the bell tower.

**Trail of Silver Nuggets:** This is a "how dumb can you be?" trail of

# SM-14 Tower of Bells Side View





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breadcrumbs left by the kobolds. The Referee should select whichever style of trap (or a new one) that they desire if anyone is so foolish as to follow it. The nuggets are worth 1d4sp each, and the trap is not necessarily triggered at the last one (the end nugget is too obvious).

**Cash, the Quasit:** Cash wanders the halls of this place occasionally, usually in the form of a bat. He does not engage anyone in combat. He immediately alerts Nesbitt to the intruders' presence, however.

**Helena:** Helena seldom wanders from her clock tower. Should she be encountered elsewhere, she typically retreats slowly back to the tower, keeping her eyes facing intruders. See **The Tower of Bells**, below, for Helena's statistics.

### The Mines

The entrance to the mines leads down from above (see description of the mansion). The mines themselves are unlit at all times since kobolds and zombies can see in the dark. Strange echoes occasionally are heard, including the sounds of picks hitting rock, the wind blowing through the tunnels, or even a screeching metal-on-metal sound like mining carts being moved. The mine tunnels run for hundreds of yards and are not detailed here. In general terms, the tunnels are 5ft by 5ft by 5ft in dimension, with rough rails running through all of the straight sections. Every 200 yards or so, there is a 50% chance of finding a mining cart. These carts carry up to 500 lbs. of material (or two characters), and have a pump lever to propel them along the tracks at speeds of 10ft per round, plus 10ft per additional round until a maximum speed of 40ft per round is reached. Slowing a cart down by use of the brake requires the same

amount of time as speeding up (10ft per round decelerating). Specific encounter areas are described below.

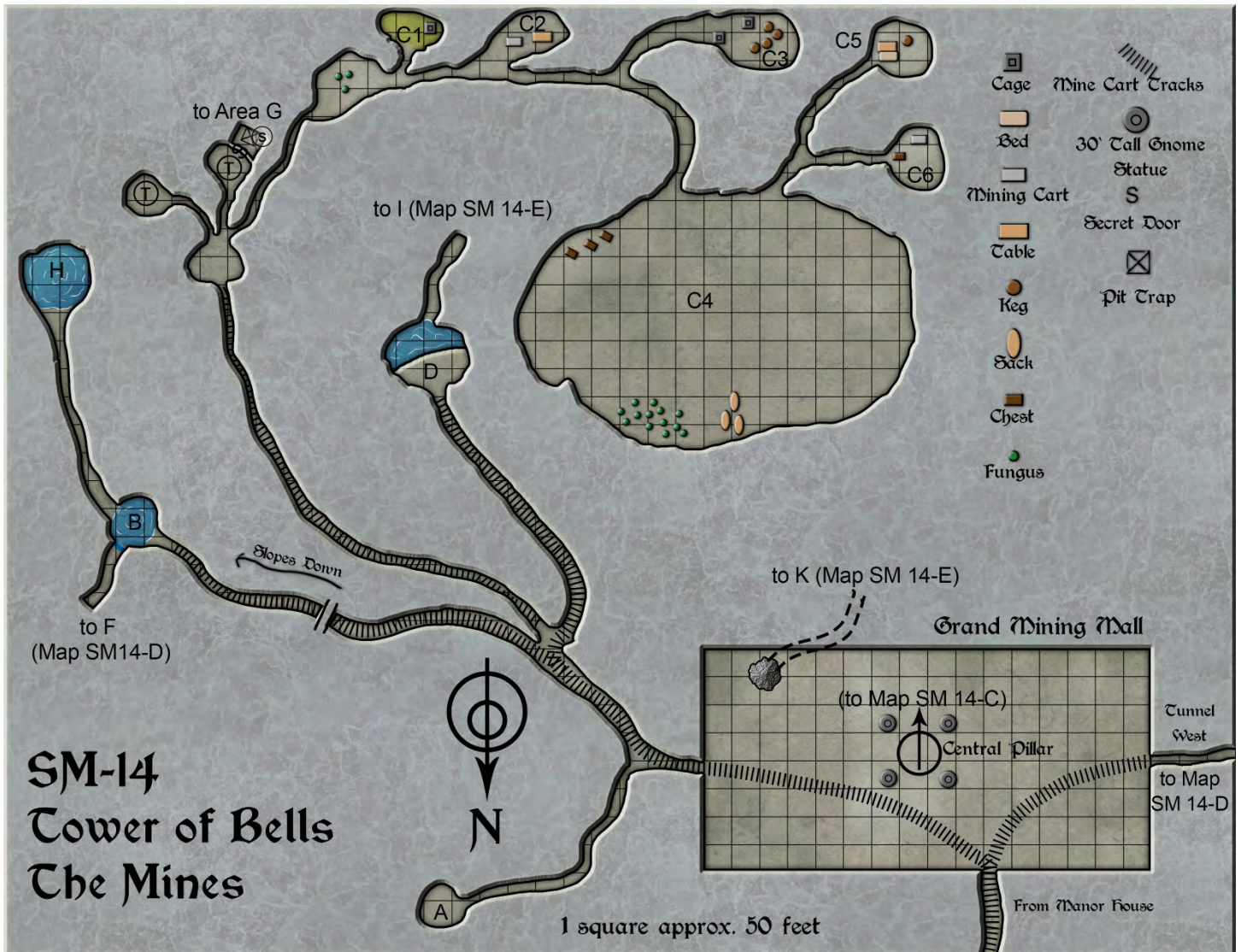
### The Grand Mining Hall

The grand hall is where one arrives when coming down the ramp from the mansion above. The hall itself is 200ft by 400ft long, with a central pillar filling a 40ft by 60ft area. The walls and floor are perfectly squared off, obviously cut with great skill. Piles of waste rock are lined up against the south wall, and mining cart tracks lead from this pile to the east and west of the hall. Buried under 10ft of waste rock is a trapdoor leading to **Cave K** below.

The mining carts have steering mechanisms (although they turn poorly at high speeds: 50% chance of derauling if moving 30 ft./round; 75% chance if moving 40ft./round). Of course, instead of carts, the party could choose to walk the tunnels. A favorite tactic of the kobolds is to send a loaded cart at anyone on foot in the tunnels. Being hit by a loaded cart inflicts 1d6 points of damage per 10ft of movement to any hit by one (save at -4 to dodge due to the tight quarters)

### The Central Pillar

This pillar rises 80ft into the air and is constructed of the granite bedrock that makes up the walls of this place. Its top connects into the ceiling of the room. Carved statues of dwarves (with their heads removed and otherwise defaced) line the sides of the central pillar. Stone protrusions dot the walls of each side of this structure in its center (ladders that have since been destroyed). About 60ft up are platforms overhanging each side of the structure. Eight intact mining carts are lined up near the rubble pile.



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Ten intact pickaxes and 4 rock bars lie within the carts.

What is not readily apparent is that the pillar itself is partially hollow, as well as occupied. Stationed inside the pillar are **12 kobolds** (see **Tower of Bells Random Encounters**) with access to the area below using sets of rope ladders these constructed (the ladders are currently rolled up next to the platforms).

The kobolds, in addition to their crossbows, are armed with a total of 40 large rocks (treat as grenade-like missiles). The kobolds attack with these rocks attack at -2 to hit, and inflict 1d6+1 points of damage on anyone they hit. The western platform also has a gong suspended by two chains about 10ft back from the platform's edge. If anyone tries to climb up the central pillar, or if anyone flies around the chamber, the kobolds immediately target all missile fire (or rocks) at that individual. Otherwise, they sit quietly and let the party pass through the room.

The kobolds have no treasure. However, six large water barrels, as well as a hanging rack containing numerous small dead animals (food), are present on the southern platform.

In the center of the hollow area is a staircase leading up to the tower interior. The staircase is 5ft wide and rises 80ft at a steep, winding slope. Should the gong be rung, the bells in the tower begin ringing in a loud, deafening cacophony of sound. This noise causes the equivalent of a *deafness* spell on all within the tower and staircase. Under no circumstances do the kobold guards go up the stairs, even jumping off the pillar to their deaths instead.

### The Tower of Bells

The top of the tower is an 80ft diameter circular room containing a dramatic series of chains, bells and a huge granite clock face, as well as a stone menagerie of kobolds, dwarves and adventurers, all expertly carved and lifelike. When the bells and chimes go off in this room, no verbal communication is allowed, and any glass items (yes, including mirrors) shatter 50% of the time (each round). A total of **6 kobolds** (5 normal and a shaman), **4 dwarves** (hp 7) and **3 humans** have been turned to stone here. The humans are as follows:

- Hoffa (Ftr6), a Lawful fighter wearing +1 *chainmail* and carrying a

sword, crossbow and 3 *bolts of splashing* (**Appendix**).

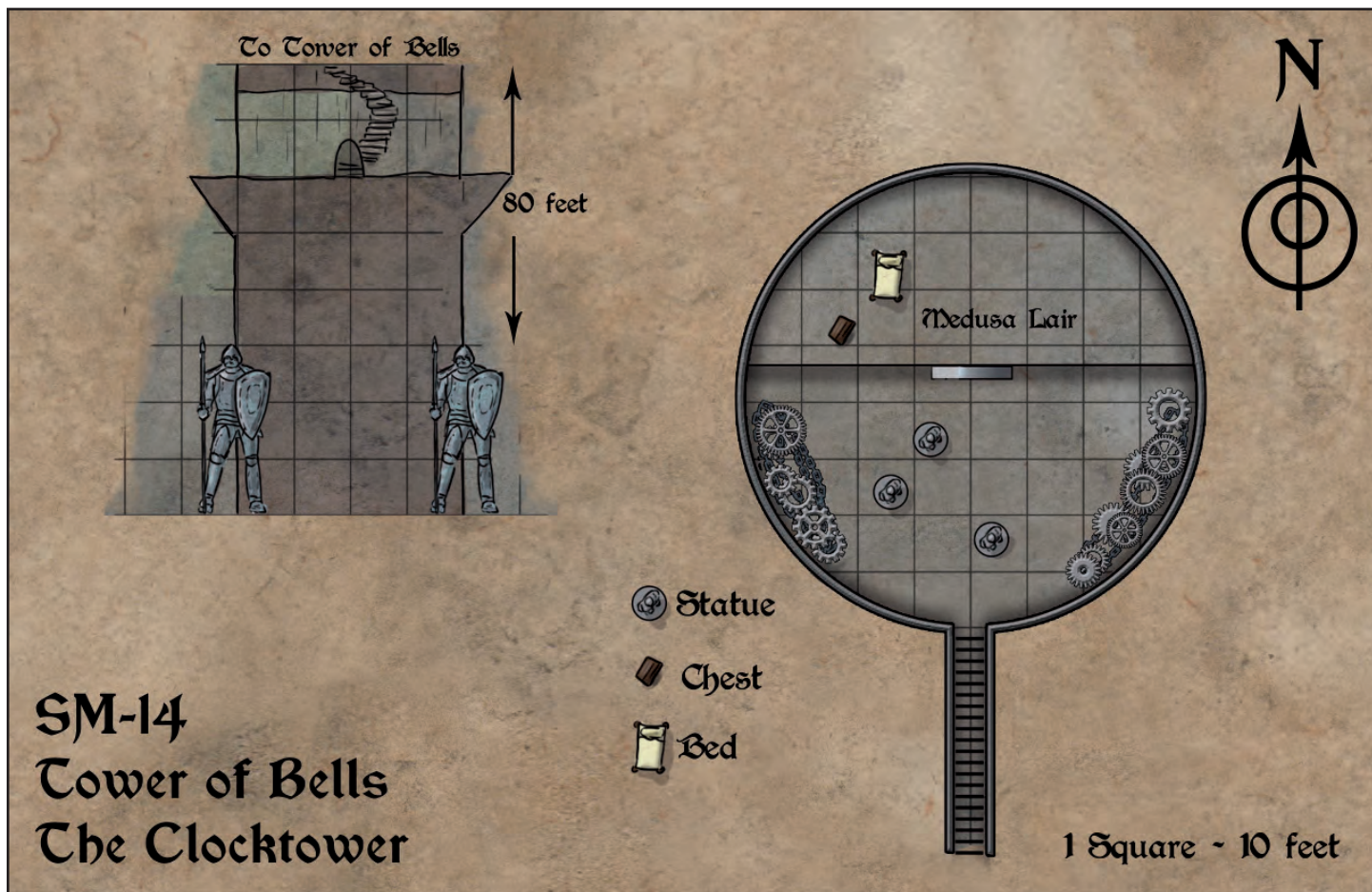
- Cricket (MU7), a Neutral magic-user wearing robes, with a *wand of lightning bolts* (8 charges) on her belt.
- Zeebo (Clr6), a Lawful cleric, carrying a mace, wearing plate mail, and has a *scroll (cure disease, neutralize poison, cure serious wounds)* in his belt pouch.

The kobolds are just, well, kobolds. The dwarves react at first with surprise, and then with gratitude. While normal dwarves, all three are skilled engineers, and gladly take service with any who rescue them at half normal rates (basically human engineer price for gone engineers!). The humans are grateful for being rescued as well, and are potential henchmen or allies. Cricket lacks her spellbook and would need to create a new one to be effective, however. (It's long lost — the innkeeper she left it with sold it years ago.)

A set of stairs leads up to the huge clockwork mechanism and clock face. When the dwarves lived here, this was a clock tower. Each hour it struck and played different songs. While the clock is still working, the musical sounds only sound now once every three hours. **Helena the medusa** lives here in the clock. Like a proverbial cuckoo when the clock strikes 12, 3, 6 or 9, the medusa pops out on a platform 8ft above the floor, uses her gaze attack for 2 rounds, and then retreats back inside the structure. Helena can manipulate the clock hands from the inside, dictating when she pops out by changing the time. Clever adventurers will note the time change and see the pattern of what she is doing.

**Helena, Medusa:** HD 6; HP 30; AC 6[13]; Atk +1 *flaming longsword* (1d8+1 plus 1d6 fire), *snake bite* (1hp plus poison); Move 9; Save 9 (with cloak); AL C; CL/XP 8/800; **Special:** gaze turns to stone (save avoids), poison.

**Equipment:** *cloak of protection* +2, +1 *flaming longsword*, *potion of extra healing*, *ring of protection from normal missiles*, *unbinding ritual scroll*, *silver bracelet with 3 rubies worth 160gp*, a *gold signet ring (40gp)* and a *small iron key on a braided string around her neck*.



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Until she changes the clock's hands and emerges, she is well protected by 3ft of solid stone and cannot be attacked. The platform can be extended by physically forcing the hands of the clock into the proper position from the outside; however, attempts to do this have a 30% chance of breaking the mechanism permanently. Again, the clever adventurer simply spikes the mechanism shut (e.g. not at the hour position), let the medusa starve, and comes back in a few weeks to open it again.

The medusa's lair is inside the clock. Besides Helena, there is a cushy bed made of straw and feathers from some brightly colored creature (feathers worth 200gp), a wooden chest (locked, but the key is on Helena's neck), and a series of silk blankets (worth 60gp) and feather pillows (the pillows are covered in a black goo — the snake poison from the medusa, see Helena's statistics above for poison damage if touched).

The chest contains a fine set of stoneworker's tools (worth 120gp), a *scroll of stone to flesh*, *feeblemind*, and *disintegrate*, and a set of engineering drawings depicting the workings of the clock (worth 1200gp, but priceless to the dwarves).

### The East Tunnel

This tunnel has four major forks that can be taken by rail or by foot off the main stem. The first spur dead ends after 200ft in a mining area (**Cave A**). The second runs straight for 800 yards, ending at **Cave B** after a watery splash. The third leads 200 yards to a small maze entrance created by the kobolds as a hive (**Cave C**). The final fork leads 180 yards to a 60ft deadfall into the water below (**Cave D**). The sides of the tunnel (anything off the rail track) are often trapped (roll on wandering monster table at -45% for each 50 yards traveled, with any result less than 0 being no trap). This roll is in addition to normal wandering monster rolls. Remember, slowing a cart down takes 1 round per 10ft of movement.

### Cave A

This dead-end tunnel ends in a 60ft diameter cave. The cave is occupied by **6 dwarf zombie miners** that ignore characters unless molested (they attack only if attacked). The miners continuously cut into the rock face and load ore carts (several of which are currently overflowing with worthless rock). If told to "*stop work*," they stand motionless. If told to "*start work*," they resume mining. The zombies themselves have dry, shrunken features and are eyeless. Creepy, but harmless. The zombies do not even defend themselves if attacks, and are with no XP if defeated.

### Cave B

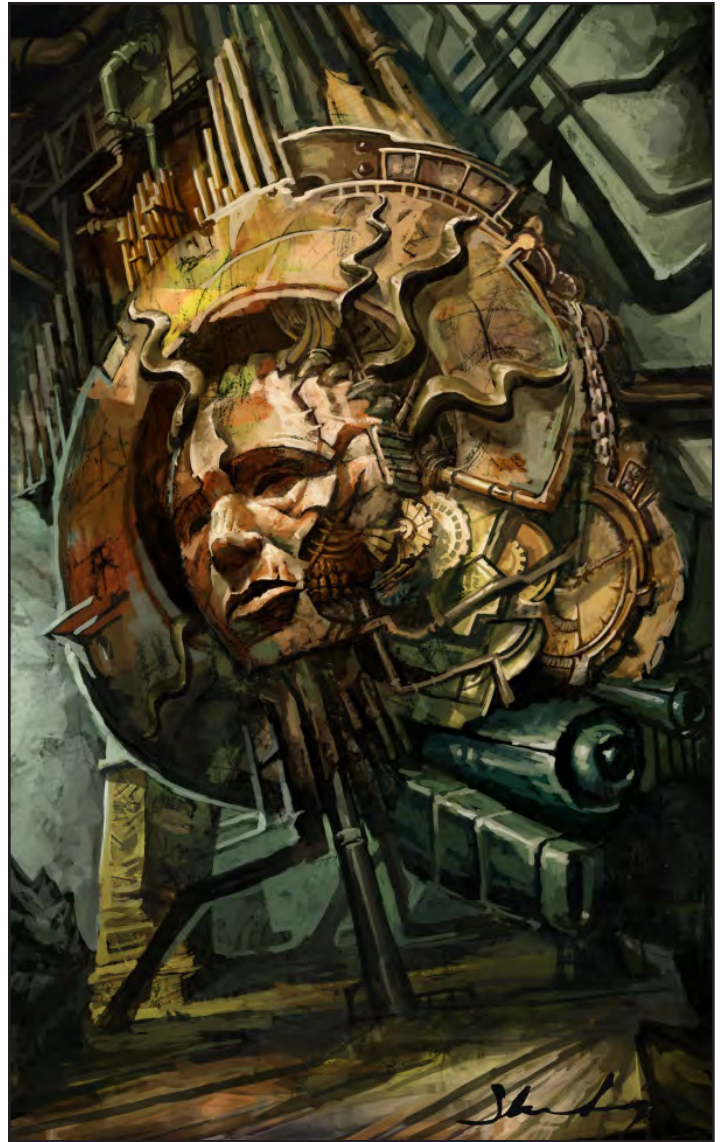
This cave exit from the mining tracks dead-ends in **Cave B**. The last 100 yards slopes slightly downhill (adding 10ft to cart movement rate per 50 yards), and ends in a pool of water. The pool itself is 40ft in diameter but only 6ft deep, and it leads nowhere. Of much more concern is the **gelatinous cube** living in the pool. Anything crashing into the pool has a 30% chance of striking the cube. If no one hits it on the way in, the cube moves to engulf anyone in the water starting 1 round after the crash occurs. The pool has a small, 6ft diameter tunnel at the bottom. This tunnel leads to **Cave F** in the depths below. The tunnel itself has a large, rich vein of silver (200,000 sp of silver in nearly 2 million gp weight of rock). The vein can be seen if magical light is introduced into the tunnel. Good luck mining it underwater, though.

**Gelatinous Cube:** HD 4; AC 8[11]; Atk slam (2d4 plus paralysis); Move 6; Save 13; AL N; CL/XP 5/240; Special: immune to lightning and cold, paralysis for 6 turns (save avoids).

### Cave C

This rail line ends in a 40ft diameter cave with three 5ft diameter tunnels leading out of it. The left and center tunnels are false entrances; each leads a few dozen yards back and ends in a **trap**.

The left tunnel ends in a small, 20ft diameter cave filled with **11 gas spores**. Further, a pressure plate 20ft from the end triggers **6 crossbows** to fire in 1d3 rounds after it is stepped on, assuming that the person steps off it. Stepping onto the plate cocks the crossbows; stepping off releases the bolts. The person treading on the plate immediately knows he has done so, but no effect occurs until a bolt hits a gas spore. Each crossbow has a 1 in 3 chance of targeting and hitting a gas spore. When a gas spore is hit, all



explode; inflicting 6d6 points of damage to everyone within 30ft. Sorry kids, this is one of my dungeons. The Referee should note a loud series of "*clicks*" can be heard when the plate is first depressed.

The center tunnel ends in a seemingly dead-end corridor with an obvious secret door (detected 1-4/6). The door mechanism "opens" by spinning a round plug in the center of the wall to the left. This causes a seam in the floor (detectable by spilling water or other liquid on the floor) to open in the last 40ft of the tunnel and drop all into **Cave G** below. Anyone in this section of corridor falls 50ft into water (5d6-10 points of damage).

The right-side tunnel leads into the kobolds' lair. The lair consists of a small cave complex of 6 individual areas. In the entry cave are **4 large shrieker fungi**. No traps are present in these caves. Remember, each adult kobold has a 10% chance of having a "toy." Each cave entrance has a shifting wall panel (treat as a concealed door) and can be barred from the inside. The kobolds frequently like to make it appear as if this is just another dead-end tunnel complex.

**Shrieker (4):** HD 3; HP 15, 13, 16, 12; AC 7[12]; Atk none; Move 1; Save 14; AL N; CL/XP 3/60; Special: shriek (1hp/round within 30ft, save avoids).

In these small caves are the following:

### Cave C1

**Ten kobolds** (see **Tower of Bells Random Encounters**) and **6 kobold young** (non-combative). The kobolds are armed as described above and have no treasure. The kobolds nest in piles of old grass and plants brought in from the surface. Ten kobold eggs are in one nest. The kobolds all have

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mining tools in addition to their weapons. Thirty-six large bags of rice and a large cage full of rats are stacked in the room.

**Spells:** 1st—*cause light wounds*.

**Equipment:** dagger, *potion of healing*, 8gp.

### Cave C2

There are 6 **kobold elite guards** here. Each wears a bone necklace to symbolize his rank (weird, but still worth 1sp). These kobolds have a crate of sharp stakes and mining tools. In the corner of the cave is a wheel-less mining cart containing silver ore worth 12,000sp (weighs 2 tons). Each has 2 **pet giant weasels** that are bonded to the guards. On a table in this room is a *helm of gills* (**Appendix**).

**Kobold Elite (6)** HD 1d4hp; HP 4 each; AC 7 [12]; Atk dagger (1d4) or light crossbow (1d4+1); Move 6; Save 18; AL C; CL/XP A/5; **Special:** none.

**Giant Weasels (12):** HD 3+3; HP 18; AC 6[13]; Atk bite (2d6 plus blood drain); Move 15; Save 14; AL N; CL/XP 4/120; **Special:** drain blood. (**Monstrosities** 506)

### Cave C3

This is the home of 3 **kobold under-shamans**. They wear extensive arrays of weird bone and rock jewelry, with shiny crystals. One has a 4-ounce chunk of quartz with a *continual light* spell cast on it. If encountered, this gentleman raises it above his head and threatens any who “don’t run away” with “lightning bolts from his god!” One of the other shamans has a box of scorpions that he throws into combat the first round (the swarm moves and attacks randomly — kobolds and players can both be targeted). A large box of normal rats in the back of the room is used to feed the scorpions. The shamans also have a small cask of *mushroom ale* (creates the effect of *hallucinatory terrain* on drinkers for 8 hours, everyone feels like they are in a forest!). There are 5 uses of the draught in the cask.

**Kobold Under-Shaman (3):** HD 1d4hp; HP 4 each; AC 7[12]; Atk dagger (1d4) or light crossbow (1d4+1); Move 6; Save 18; AL C; CL/XP 1/15; **Special:** spells Clr2 (1).

**Swarm, Scorpion:** HD 4; HP 20; AC 8[11]; Atk swarm (1d6 plus poison); Move 9; Save 13; AL N; CL/XP 4/120; **Special:** lethal poison (save avoids). (**The Tome of Horrors Complete** 532, “Swarm, Poisonous Frog”).

### Cave C4

Main kobold lair, containing 64 **adult kobolds** (see **Tower of Bells Random Encounters**) and the kobold leader, **Charlie**. The kobolds are armed as described above, and have no treasure. The kobolds all have mining tools in addition to their weapons. Edible fungus grows in well-tended gardens, and 100 sacks of rice are stacked against the back wall. The kobolds typically dine on cold rice and a little rat meat. Charlie does not surf.

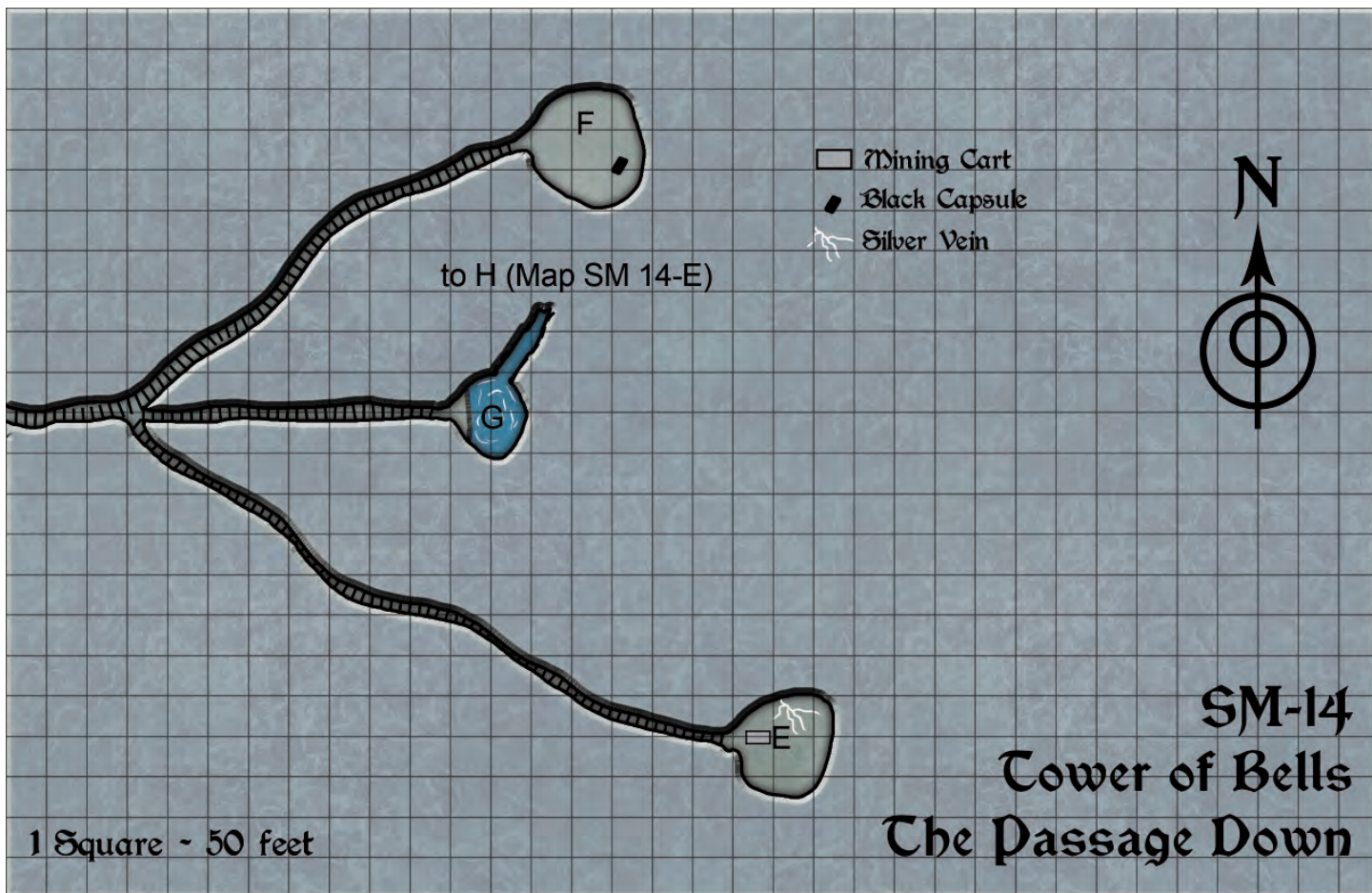
**Charlie, Kobold Leader:** HD 1; HP 8; AC 6[13]; Atk short sword (1d6) or spear (1d6); Move 6; Save 17; AL C; CL/XP 1/15; **Special:** none.

**Equipment:** leather armor, shield, short sword, spear, *potion of healing*, 15gp.

### Cave C5:

The lair of the grand shaman **Nesbitt**. In this chamber, Nesbitt, his familiar **Cash**, the quasit and his pet **cave scorpion** sleep. Nesbitt is a druid and wizard, quite an accomplishment for a kobold. Nesbitt has no intentions of directly confronting a well-armed party. His initial reaction to any intrusion into the lair itself is to become *invisible* and flee to warn/fetch Helena. He knows how to summon her from the clock tower without using his eyes, and frequently does so. In a pinch, he sends Cash to get her, using his *projected images* to frighten and hopefully chase off the party.

**Nesbitt, Kobold Grand Shaman:** HD 1; HP 8; Atk dagger (1d4); Move 6; Save 17; AL C; CL/XP 2/30; **Special:** spells Clr4



## SWORD OF AIR: THE TOWER OF BELLS

(2/1), spells MU4 (3/2).

**Spells (Clr):** 1st—*cause light wounds, protection from good*; 2nd—*hold person*.

**Spells (MU):** 1st—*magic missile (x2), shield*; 2nd—*invisibility, mirror image*.

**Equipment:** *potion of extra-healing, staff of projection (Appendix), locket of soul keeping (Appendix)*.

**Cash (Demon, Quasit):** HD 3; AC 2[17]; Atk 2 claws (1d2 plus poison), bite (1d3); Move 14; Save 14; AL C; CL/XP 7/600;  
**Special:** magic resistance (25%), magical abilities, non-lethal poison (reduce dexterity by 1 point for each hit, lasts for 2d6 rounds, save avoids), regenerate (1hp/round).

**Magical Abilities:** at will—*invisibility*; 1/day—*fear*.

**Scorpion, Cave:** HD 2; HP 10; AC 5[14]; Atk 2 pincers (1d4), sting (1 plus poison); Move 9; Save 16; AL N; CL/XP 3/60;  
**Special:** lethal poison (+2 on save).

### Cave C6

Exactly like **Cave C-2**, this is the lair of 6 **kobold elite guards**, each wears a bone necklace to symbolize his rank (weird, but still worth 1sp). These kobolds have a crate of sharp stakes and mining tools. In the corner of the cave is a wheel-less mining cart containing silver ore worth 12,000sp (weighs 2 tons). Each has 2 **giant weasel pets** that are bonded to the guards.

### Cave D:

This is “the end of the line” for this railroad. Anyone riding in a cart must make a save at the 60ft mark to notice that the rail line ends. An additional save can be made at the 40ft mark. After that, the twisted metal of the rail ends becomes obvious. At some point, anyone within a cart needs to either bail out (taking 1d6 points of damage per 10ft of cart movement greater than 10ft/round) or ride it to the end, falling 60ft into the water below. Damage from the fall is 6d6–6 points of damage.

The water below is deep (12ft or so), and no dry land can be seen.

Watery tunnels lead to **Caves H** and **I**. Great evil can be detected down the tunnel to **Cave I**.

### West Tunnel:

This tunnel leads deep into the mines, as well as to the lower mine level, and has three major forks that can be taken by rail or by foot off the main stem. The first spur dead-ends after 800ft in a mining area (**Cave E**). The second runs straight for 400 yards, ending in a large cave (**Cave F**) with an exit leading down to the lower level. The final fork leads 80 yards to a 60ft deadfall into the water below (**Cave G**).

The sides of the tunnel (anything off the rail track) are often **trapped** (roll on **Random Encounter Table** at –45% for each 50 yards traveled, with any result less than 0 being no trap. This roll is in addition to normal wandering monster rolls. Remember, slowing a cart down takes 1 round per 10ft of movement. If kobold miners notice anyone in the tunnels, there is a 50% chance that they run at them with a mining cart, attempting to squash those on the tracks, or force any jumping out of the way into the traps.

### Cave E

This cave contains the broken and wiggling remains of 6 dwarf zombies, all smashed to bits, with their mining picks lying next to them on the ground. The bodies are battered and ripped to shreds. None is still functional in any way, yet their unlife continues. A very nice-looking mining cart lies at the end of the track here, with fine grade ore lying next to it in a pile. It is by far in the best shape of any of the mining carts seen so far. That is because the mining cart is a **mimic**. Its best tactic is to allow victims to get inside and start “riding,” giving it complete surprise and a nearly automatic engulf attack. The mimic has no treasure, but the spilled ore on the ground is worth 300gp (but weighs as much as 100 lbs.). Ore in the walls contains a vein of silver worth 30,000sp (mixed with 30 tons of rock).

**Mimic:** HD 7; HP 38; AC 6[13]; Atk smash (2d6); Move 2; Save 9; AL N; CL/XP 8/800; **Special:** disguise, glue. (**Monstrosities** 329)



## SWORD OF AIR: THE TOWER OF BELLS

### Cave F

The mine tunnel to this area slopes gently down, ending on a low beach. Currently mining the far west wall are **6 dwarf zombies** (non-combative) and **22 kobolds** (see **Tower of Bells Random Encounters**) that have exposed some weird black stone (an imprisonment capsule) that they are not even denting with their picks. Nothing mundane can free a creature from this capsule. It requires an unbinding ritual to open it. Once Helena the medusa realizes that this is the “magic area” that Cash the quasit has been looking for, everyone is in for a nasty surprise. The quasit figures this out 3 weeks after the characters first enter the mines. **Cave I** is directly below this cave and contains the entrance portal to the imprisonment vault. **Cave I** cannot be accessed from here, however, without extensive digging. In order to successfully free the demon Trifeska, this entrance portal must be cleared.

### Cave G

Very similar to **Cave D**, the rail ends here. Anyone riding a cart must make a save at the 60ft mark to notice that the rail line ends. An additional save can be made at the 40ft mark. After that, the twisted metal of the rail ends becomes obvious. At some point, anyone within a cart needs to either bail out (taking 1d6 points of damage per 10ft of cart movement greater than 10ft/round) or ride it to the end, falling 60ft into the water below. Damage from the fall is 6d6–6 points of damage.

The water below is deep (12ft or so), and no dry land can be seen. A watery tunnel leads to **Cave H**.

### The Lower Mines

Kobolds excavated the lower mines at the direction of the grand shaman, Nesbitt, with the carefully guided urging of Cash, his familiar. The lower mines radiate a slight taint of evil universally, so *detect evil* spells are relatively worthless here, as the whole place radiates it. The area is flooded, with main rooms filled with 2ft to 8ft of water. Even the tunnels contain 1ft to 3ft. This creates noisy movement, and any water over 2ft deep is considered difficult terrain and decreases movement by half. Any water deeper than 80% of a creature’s height forces them to make a save to proceed normally. Assume anyone dropped in from a deep pit trap lands in a tunnel section. Caves from above drop into the area noted.

### Cave H

This cave is the end point of the left tunnel from the water-filled room in **Cave D**, and is a direct drop from **Cave G**. The room is filled with approximately 12ft of water. Wooden debris floats in the water, and a large wooden raft (10ft by 10ft) is tied to one wall. The walls are ringed with piled up rubble and debris, with obvious signs of mining and small holes and dead-end tunnels branching off in a dozen areas. Warnings and signs in primitive kobold script are scribbled all over the walls to the northern side of the cave.

Living under the water on the north side of the cave is a **black pudding**. This creature moves toward anyone swimming or crashing into the water as soon as it notices them. Its main tactic is to move toward the shallow water near the exit to **Cave K**, as it is not buoyant (it cannot swim, and must crawl along the bottom), and has found that the best way to get a meal is to head to the shallow water at the cave’s exit — it knows that the “food” usually heads that way. The pudding cannot attack anything it is separated from by more than 5ft of water.

**Black Pudding:** HD 10; HP 50; AC 6[13]; Atk slam (3d8); Move 6; Save 5; AL N; CL/XP 12/2000; **Special:** acidic surface destroys weapons and armor, divides when hit with lightning, immune to cold.

The exit tunnel to **Cave K** is filled with 2ft of water. If the raft is used to traverse the pool of water, there is a 50% chance the pudding ignores intruders (no vibrations to sense). If the party makes noise (splashing, falling, etc.), it is here waiting for them. The pudding moves slowly, so time to reach the tunnel is also a factor in whether it attacks. It moves to the mouth of the tunnel, but does not pursue more than 50ft down the tunnel (it fears what lives in **Cave K**).

### Cave I

This cave is accessed from either **Cave D** through an underwater tunnel (see below), or from **Cave K** through a dry tunnel. This is the “endgame” cave, so to speak.

The tunnel from **Cave D** runs 200ft, gradually sloping down until no air space is left, and requires an underwater swim of 40ft after the air space runs out. It then slopes back up and after 30ft reaches this cave. Creepy.

The tunnel from **Cave K** is relatively dry (water is 1ft deep) and leads directly here after a 200ft twisting walk.

This cave is composed of the same granite as the rest of the complex. It is only 30ft. in diameter, and has a wet floor, but is not water-filled. The ceiling looms 20 ft. above and contains what looks like a black, stone cylinder, roughly 40ft long (it passes into both side walls) and 10ft in diameter. Roughly half the cylinder is exposed in the roof of the cave. In the center of the cylinder is a strange, black, round 3ft hatch-like protrusion with a series of arcane symbols inscribed on it. A *read magic* spell is required to decipher the script, and reveals the following:

*Curse be on you to be bound to the earth for all time. Suffer in solitude and may no man release you, lest he be damned as you are.*

This is the entrance portal that can be used to release **Trifeska the demon** from his prison. The portal can be opened by two means. First, an unbinding ritual scroll can be read. Lacking that, the portal can be opened by a Lawful cleric or paladin by simply breaking the wax-and-silver gasket seal and turning (unscrewing, basically) the plug from the prison.

In any case, once released, the fully operational battle nalfeshnee hops out and attacks any not in cahoots with Cash the quasit. Trifeska always begins combat with a *gate* spell, summoning a **glabrezu** to assist it. This is typically followed by a *symbol of discord*. Trifeska is not keen on engaging in hand-to-hand combat unless he has a clear advantage, using his spell abilities instead. If outmatched, he leaves, coming back again and again to torment his rescuers.

**Demon, Nalfeshnee (Category IV):** HD 7d10; HP 48; AC 4[15]; Atk 2 claws (1d4), bite (2d4); Move 9 (fly 14); Save 9; AL C; CL/XP 12/2000; **Special:** +2 on attack rolls, +1 or better weapon to hit, immune to fire, magic resistance (65%), magical abilities.

**Magical Abilities:** at will—*dispel magic*, *fear*, *polymorph self*; 1/day—*symbol of discord*; 1/day—*gate* 60% (glabrezu).

### Cave K

This cave has two tunnels leading into (out) of it. One tunnel leads to **Cave I** and one to **Cave H**. This room is elevated, dry and even a bit warm. Both exits from it lead to watery tunnels. A ladder on the wall leads to the hidden trapdoor in the ceiling (obvious from this side) to the grand mining hall above. This door cannot be opened from this side unless the blocking debris above is cleared.

This cave was the foundry used by the dwarves to refine ore. The cave (room, really) is octagonal shaped and shows fine workmanship. It is 40ft per octagon side, and in its center is a large, magical forge. Well, it used to be magical. That was before the kobolds stole the six rubies from the front of it.

Two kobold skeletons lie in front of the forge, charred beyond all recognition. Six large gems (rubies, 1000gp each) sit on the floor next to the bones. Anyone approaching within 10ft of the forge draws forth its guardian (formerly its bound magic) in the form of a **fire elemental**.

**Elemental, Fire:** HD 16; HP 90; AC 2[17]; Atk strike (3d8); Move 12; Save 3; AL N; CL/XP 17/3400; **Special:** +1 or better weapon to hit, ignite materials.

The elemental was bound to the forge, but removing the gems destroyed the binding magic. Now it is free and angry at its long captivity. It attacks anyone in the room until slain, but does not enter any of the water-filled areas. The black pudding in **Cave H** knows of it and fears it, and hence does not come near this room. The elemental has no treasure. The capture traps on the smelter, however, contain 50 large silver ingots (worth 1000sp each) of refined ore.

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