

SNS3

An adventure for 4 to 6 PCs
Levels 8 to 12



Saturday Night Special

— Ice Tower of the Salka —



Swords
& Wizardry

By James Carl Boney

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Saturday Night Special

— Ice Tower of the Salka —

By James Carl Boney

Introduction

Sixty years ago, the mysterious ice flow of Zemeth appeared virtually overnight, according to the locals, and swallowed everything in its path, including the stronghold tower of a powerful sorceress known as the Salka. The imposing structure of jagged lines and improbable angles, which once stood overlooking the Salka's dominions, was buried under the magical silver ice – and the dreaded sorceress herself has never been seen or heard from since.

After the passage of sixty years, facts have become nothing more than legends, and the exact location of the tower is known only by the very old. But a far-ranging hunting party has recently reported a large crack in the ice, leading to an icy cavern and a platform of smooth black stone. The Salka's tower has been found; do you and your comrades dare enter the former abode of the Ice Sorceress and plunder her forgotten wealth?

Referee Notes

Since entrance to the tower is from the top, the levels of this structure are described in reverse order. The level of despair and hopelessness generated by the magics of this tower reduce the power of all good and neutral clerics here; such clerics turn undead as if two levels lower while inside the tower.

Monster Statistics

Statistics for the monsters in this text are given in shorthand as shown below.

HD; AC; Atk; HP; Move; Save; AL; CL/XP; Special:

HD: Hit dice

AC: Armor class; descending score given first, followed by ascending score in brackets

Atk: Attacks per round and damage dealt.

AL: Alignment

HP: Hit points

Save: Saving throw

Move: Movement rate

CL/XP: the challenge level of the monster/the experience point value of the monster

Special: special abilities that come into play during combat

Death in the Tower

Any living person slain within the confines of the tower runs the risk of rising as an undead creature after death, due to the effects of the chandelier in LEVEL 2, ROOM 13. If a character (or NPC) dies, he must make a saving throw; for each point of WIS he possesses above 14, a +1 bonus is given. Failure means the character will come back in one of the following forms (roll 1d6):

1. Ghoul
2. Ghast
3. Zombie
4. Wraith
5. Spectre
6. Shadow

All undead raised by the chandelier can be slain, but will be brought back into action after 1d10 turns, including any undead characters affected by the chandelier. The destruction of the chandelier is the only way to stop the creation and re-raising of the undead. See the relevant section for details.

The Ice Flow

The Zemeth ice flow has swallowed roughly a 100 square mile area; its depth varies depending on the terrain (but has covered all hills in its path by a depth of 120 feet), and its surface is relatively smooth and featureless. Its mysterious appearance almost half a century ago still baffles those who have studied it, since this area is too low and warm for glaciers or sustained ice to remain without melting.

The Cavern

A large crack in the ice has appeared approximately 3 miles from the southern edge of the ice flow. A hunting party traveling across the ice and attempting to reach the other side in search of fresh sources of game discovered the feature some two months ago. Idle investigation revealed a large cavern underneath the fissure. The roof of the Salka's tower lies at the center of the cavern, roughly even with the ice floor. Worn smooth over the years, the stones are still remarkably intact, and the metal trapdoor leading into the tower opens easily. Indeed, when the hunting party discovered the tower, one of the younger hunters opened this hatch and descended by torchlight . . . but never returned.

Rumors

A large crack in the ice has appeared approximately 3 miles from the southern edge of the ice flow. A hunting party traveling across the ice and attempting to reach the other side in search of fresh sources of game discovered the feature some two months ago. Idle investigation revealed a large cavern underneath the fissure. The roof of the Salka's tower lies at the center of the cavern, roughly even with the ice floor. Worn smooth over the years, the stones are still remarkably intact, and the metal trapdoor leading into the tower opens easily. Indeed, when the hunting party discovered the tower, one of the younger hunters opened this hatch and descended by torchlight . . . but never returned.

1. Though the tower seems to have three stories and a small dungeon, *there is a hidden fourth story for those wise enough to find it.*
2. The tower is demon haunted.
3. A hidden section of one story holds great magic abandoned by the Salka.
4. The Salka had three daughters. One is dead, one is a slave, and one remains within the tower.
5. Twin guardians protect the tower's roof. The pass phrase to subdue them is "Heph-Mon-I-Kar."
6. *The Salka still lives there, though trapped by the ice she summoned.*
7. A magical blade exists somewhere in the tower that can *control* demons.
8. The Salka summoned many outsiders from different planes into her abode. Many are still trapped there.
9. Chandeliers are dangerous!
10. There are vast amounts of *unguarded* treasure still within the walls of the tower.
11. The throne of the Salka allows one to read the innermost thoughts of others.
12. The Aspect, a mysterious and legendary figure in these parts, will *truthfully* answer *every* question put to him.
... **And thus begins the adventure...**

Third Level (Top) — The Abode of Demons

Referee Note: this level is dominated by the strange magics of the Salka and the demons she summoned over time.

1. The Warding Chamber

This chamber is where the rooftop hatch enters the tower. The room is dominated by two large, intricately carved pillars. When the characters descend the stairs and set foot onto the floor, they will have 15 seconds to utter the pass phrase “Heph-Mon-I-Kar” before the northern pillar of this room activates a force wall barring access to all doors in the room. These magical wards were put in place to guard the tower against intrusion by flying opponents; unless the characters have somehow gained an extraordinary level of knowledge about the tower, they will not know the password and will have to breach the force walls with magic weapons. The force walls are impervious to normal weapons, and magical weapons must deal a total of 40 hit points of damage before a wall deteriorates enough to allow access to the door behind. Destroying the northern pillar (see below) will also destroy the force walls.

After two turns, the southernmost pillar will begin releasing **fireballs** of 2d6 hit point strength once per round (no saving throw). Each fireball will be targeted at any randomly determined member of the party out of those remaining in the room; other characters within 5 feet of the target may also be hit by the blast. Once the fireballs begin, the only safe sanctuary in this room will be on the northeast side of the stairway. The pillars themselves are AC 3[16] and must take 70 hit points from magical weapons before being rendered harmless.

2. The Great Hall

This irregularly shaped room contains two dozen statues of ancient heroes and villains along the walls, and two intricately carved pillars. The party is probably rather paranoid about pillars by now, but these two are non-magical and completely harmless. The statues are four feet high, heavy, and appear to be solid gold. However, all are made of fool’s gold (iron pyrite) and have been magically suspended in time so as to remain in a state of perpetual beauty. Removing a statue from its podium causes it to decay into its fully aged and tarnished state within 6 turns. If the party stays in this room for more than two turns, the four demons from ROOM 6 and ROOM 7 will investigate, seeking to destroy all intruders. The Hezrou demon from ROOM 6 will appear first, to distract the party; the demons from ROOM 7 will make an appearance three combat rounds later, to attack from the rear.

3. Throne Room of the Salka

The floor of this ornate room is decorated with tiles arranged to draw all attention southward to the floating throne at the end of the room. Beyond the throne is a large bay window made of a shatterproof substance and covered on the outside with ice.

The metal, high-backed throne floats roughly 3 feet above the ground. On the north side of the throne is a small set of steps allowing easy access for anyone who chooses to sit upon the chair itself. If someone sits on the throne, it will swivel in the air in accordance with the mental commands

of the occupant, either facing the throne room or turning toward the ice-covered window. Sitting on the throne may be problematic: anyone who takes a seat must make a saving throw at –2, or be mentally paralyzed and in need of rescue. Any character who fails the saving throw cannot later take a seat in the throne without automatically suffering the same effect. If the saving throw is successful, the character will instinctively understand that he has three abilities while remaining in the throne:

- To scry the entire tower complex for all living beings, and know their whereabouts at all times.
 - To read the thoughts of all living beings within this particular room.
 - To scry outwards from the tower and see all things within five miles.
- Since most things are now covered with ice, this won’t amount to much except perhaps for surface activity.

4. Room of Favor

In the past, when the Salka received visitors seeking her favor, those who were in good standing with the tyrantix would bide their time here until summoned. The lavishness of this waiting chamber is still apparent; ornate desks, chairs, divans, couches and other comforts are still here and have suffered minimal decay, due to the freezing temperature of the area. Expensive silverware still sits on the tables: the characters will be able to scrounge 4 platters (worth 140 gold pieces each), 20 utensils of various kinds (worth 50 gold pieces each), a silver jug worth 175 gold pieces, and 6 candlesticks worth 50 gold pieces each. The chandelier, should it be brought down intact and transported to a dealer in such items, is exquisitely decorated and worth 250 gold pieces.

5. Room of Forgetting

Those who did not hold the Salka’s favor, but sought her ear nonetheless, were housed in this room for a long wait before gaining audience with the sorceress. The furnishings of the chamber are rotten; uncushioned wooden chairs and small, rickety tables with a scattering of brass serving utensils are placed throughout the area, and there is – notably – no place where a visitor could recline.

6. Out of Phase Door

This seemingly normal wooden door resists all attempts at opening or forcing it. It is entirely out of phase with this plane of existence; even attempts to **Dispel Magic** will not force this entrance unless the character casting is of at least 15th level. If the party lingered in ROOM 2 for more than two rounds, the door phases into material reality and open to release its demonic occupant. Since the opening of the door depends on the party (or some of the party) being in another room, it is highly unlikely that they will ever actually see the door when it opens.

Hezrou: HD 9; AC 0[19]; HP 63; Atk 2 claws (1d3), 1 bite (2d8); Move 9 (Fly 14); Save 6; AL C; CL/XP 11/1700; Special: Magic resistance 50%, demonic magical powers.

The room beyond is cold, gray and featureless. If the hezrou is

ICE TOWER OF THE SALKA



destroyed, the room and the door will once again phase out of existence and back to the infernal planes after 3 turns; any characters in the room will find themselves taking an unscheduled and highly unpleasant trip...

7. Another Out of Phase Door

This room and its door function exactly like those of ROOM 6. This room, however, will release a **glabrezu** and two **dretches** 3 rounds after combat begins with the hezrou from ROOM 6.

1 Glabrezu: HD 10; AC -3[22]; HP 60; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; AL C; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

2 Dretches: HD 4; AC 2[17]; HP 28, 32; Atk 2 claws (1d4), 1 bite (1d6); Move 9; Save 13; AL C; CL/XP 6/400; Special: Magical abilities.

8. Hidden Hallway

Giving access to the levels below and also to ROOM 9, this area is filled with dust and cobwebs. Detailed frescoes of past events in the life of the Salka decorate the walls and ceiling. There are no noteworthy encounters here.

9. Buttressed Room

The structure of this room is beginning to crumble from the shifting glacial movements of the outside ice that surrounds and presses against the tower. There is a base 10% chance that the hallway leading to this room will begin to crack once the entire party has entered it. For every turn

spent in the hallway or in the room, there is an additional and cumulative 3% chance added to the 10% base chance that the entire structure will crack and separate from the main tower. Characters in this area when the cracking begins will be struck by falling debris. 1d4 pieces will hit each party member each turn for 1d4 hit points of damage each – a successful saving throw indicates only half damage. Furthermore, once the collapse begins there is a 40% chance that a crack will appear right under the party; each character must make a successful saving throw or fall into the resulting crevice (2d6 hit points of damage). The cracking and groaning of the stones in this area should warn the party ahead of time that there is a potential disaster looming for them if they tarry too long.

The room contains 27 of the Salka's victims... all have been turned to stone and left in various poses of fear, outrage and panic. Only three of the transformed victims will be of any significant use to the party. The remaining twenty-four victims were peasants or townsfolk who have no particular abilities or wealth. In all cases, the rescued prisoners will be astounded to discover that sixty years have passed.

The five unusual victims are as follows:

- Tarthimian, a third level fighter (16hp). He was divested of his arms and armor before being turned to stone, so he has no equipment. However, he will offer his services as a loyal henchman.

- Moldar and Keen, merchants (hp 2, 4). These two are both normal men, but they kept buried caches of treasure as reserve funds in case of theft or financial disasters. Each will offer the party 300gp in gratitude for their release. Obviously, however, the party will have to return them to civilization so they can dig up the gold.

10. Secret Room

The secret door to this area can be normally detected on a 1 in 8 chance (regardless of race) due to the fine craftsmanship of its construction. Magical items which find secret doors will locate it normally.

This was a storage room used by the Salka to keep items needed when she chose to fly from the tower roof on journeys of importance. In this

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room are the following:

- A small chest (locked and trapped with a particularly nasty poison which causes all muscles to stop within 1 turn; save or die) holding 1500 gold pieces, 500 silver pieces, and a pouch of 40 gemstones worth 100 gold pieces each.

- A wardrobe holding 4 robes, two pairs of riding boots and 6 cloaks. Robe #3 is a **Robe of Eyes** and cloak #4 is a **Cloak of Displacement**.

- A trunk (not locked or trapped) holding a **Decanter of Endless Water**, many days rations (now turned to dust) and a **Carpet of Flying**.

This room is guarded by an **invisible stalker** which will stop at nothing to make sure no item leaves this room. Should the party flee without the items, the stalker will not pursue.

Invisible Stalker: HD 8; AC 3[16]; HP 56; Atk 1 "bite" (4d4); Move 0 (Fly 12); Save 8; AL N; CL/XP 9/1100; Special: Invisible, flight.

II. Forgotten Altar

The door to this room is locked and trapped. Triggering the trap (or failing to disarm it) will cause a poison gas to flood this area from below; the eastern 50 feet of ROOM 12 and the entire passage to the south will be filled. Anyone in these areas must make a saving throw or die in twisting agony over a period of one turn.

In this room is an altar dedicated to the Salka's personal deity... apparently a deity of the unsavory sort, judging by the motifs of the chamber and the looks of the altar itself. It is adorned with altarware of the most expensive kind:

- A ceremonial dagger (clean), jeweled and worth 500 gold pieces.
- Two gem-encrusted candlesticks worth 250 gold pieces each.
- A cruet set made of gold and worth 400 gold pieces as a set.
- A small device which resembles a sundial but is actually a mechanism for calculating the best times for worship; worth 1,000 gold pieces to the right buyer.
- A large, stoppered decanter, actually an **Efreet Bottle**.

Removing any of the items from the altar will summon its guardian, a fire elemental.

Fire Elemental (12HD): HD 12; AC 2[17]; HP 60; Atk 1 strike (2d6); Move 12; Save 3; AL N; CL/XP 13/2300; Special: Ignite materials.

12. Hall of Shadows

This long hallway displays ten paintings in various states of decay. All depict ancestors of the Salka (both good and evil) and a close examination will reveal that some paintings are actually quite ancient.

Behind each of the ten paintings hides a **wardshadow** (see **New Monsters**). The wardshadows will issue forth two at a time to attack the party as the characters pass through. These monsters will fight fiercely to keep the party from reaching the door to ROOM 11.

10 Wardshadows HD 5; AC 4[15]; HP 30 each; Atk 1 touch (1d8+chill); Move 9; Save 12; AL C; CL/XP 9/1100; Special: surprise on 4 in 6; immune to normal weapons

13. Antechamber

This room contains two broken couches and a large table (still in good shape) along with what is left of four chairs. The door to ROOM 14 is padlocked from this side.

14. Summoning Chamber

The Salka used this room for the magical summoning of demons and other fell creatures. A large pentagram adorns the floor, and a small table sits in the southeast corner holding several powders and oils used in rituals.

An observant character will note a strange feature of the air just above the pentagram's center. It cannot be seen directly, but appears as a shimmering in the peripheral vision. If one of the powders is thrown into the center of the room, a **basilisk** will be summoned forth.

Basilisk: HD 6; AC 4[15]; HP 36; Atk 1 bite (2d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Petrifying gaze.

After the basilisk has arrived, the half-formed magic gate within the pentacle will close and disappear.

If anyone should speak the word "Remissary" within this chamber, he will be transported to the domains of the Ozol as determined by the referee (see ROOM 54 in the Dungeon Level).

15. Stairs

These stairs lead to the second level.

Second Level — Halls of the Forgotten Dead

Referee's Note

The denizens of this level are the former servants of the Salka, either summoned creatures or undead damned to wander here because of the nature of the chandelier in **Room 28**.

16. Spiral Stairs

Coming downwards from the third level, these stairs give access onto this level and also continue downward to the first level.

17. Secluded Room

Most of the tower's servants and prisoners have become zombies and gathered here. When the door to this room is opened, the zombies will mass attack any PCs coming down the narrow passage into the main part of the room.

20 Zombies: HD 2; AC 8[11]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL C; CL/XP 2/30; Special: Immune to sleep and charm.

Hit points: 16(x4), 14(x3), 12(x4), 10(x5), 8(x4)

18. Bed-Chamber of the Wraith

An ornate bed covered in quality silks and other fine fabrics lies wrecked near the north wall of this chamber. Upon entrance, the party will notice a small figure lying under the sheets.

The reclining figure is Anika, one of the Salka's daughters and a wraith who will attack those who uncover her while she resides in her madness under the sheets. Upon attack, she will emit a scream that will bring the zombies and undead trolls from ROOM 17 and ROOM 19 to her aid. Keep in mind that if the party has already killed these monsters, they will rise again unless the Chandelier (ROOM 28) has been destroyed. While Anika is in this room, she cannot be turned and will regenerate 1d6 hit points per combat round.

Anika the wraith: HD 4; AC 3[16]; HP 36; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: drain 1 level with hit.

19. Servant's Chambers

Anika's servants, three undead **trolls**, stay here unless she summons them (ROOM 18 above).

Undead Trolls: HD 6+3; AC 4[15]; HP 51, 45, 39; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/1000; Special: Regenerate 3hp/round, turned as vampires.



20. Main Library

The walls of this large room are covered with shelves full of dusty tomes, scrolls, and plaques. A thorough inventory of this room's contents will reveal most books to be of little interest other than to the collector (2d12 books possibly worth 1d6 x100gp each to the right person). Most scrolls are ceremonial or of an esoteric nature; three scrolls hold magical spells:

- Scroll (clerical): *Insect Plague*, *Raise Dead*, *Cure Serious Wounds*
- Scroll (magical): *Wall of Fire*, *Stone to Flesh*
- Scroll (magical): *Knock*, *Dispel Magic*, *Slow*, *Ice Storm*

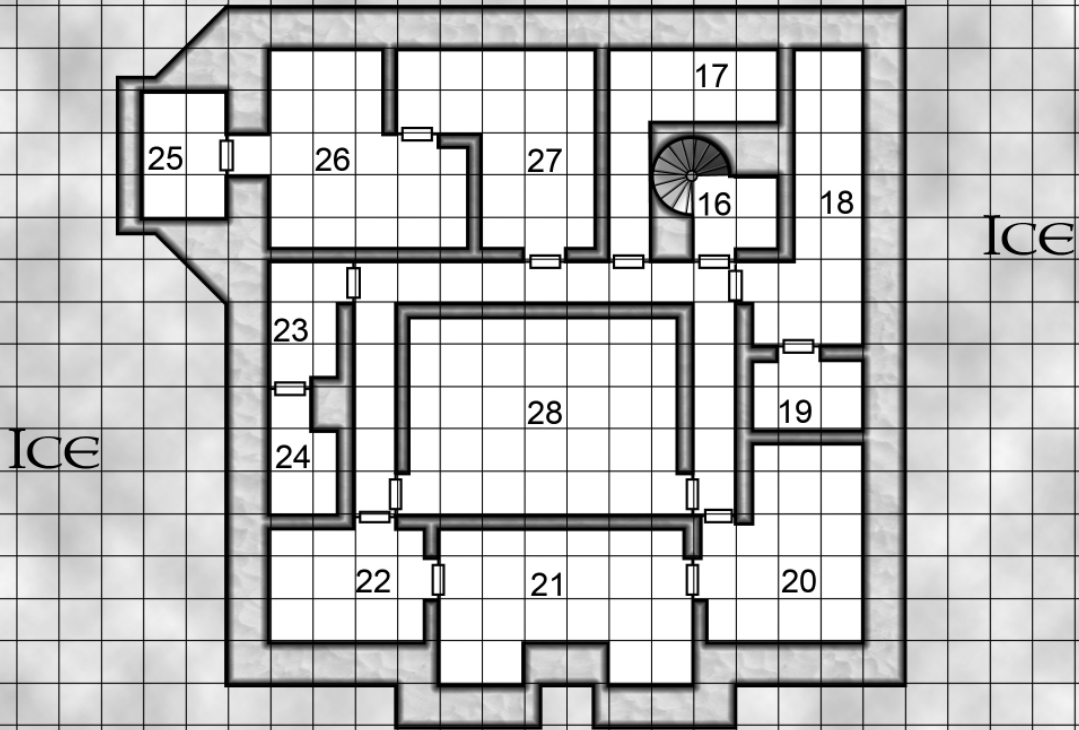
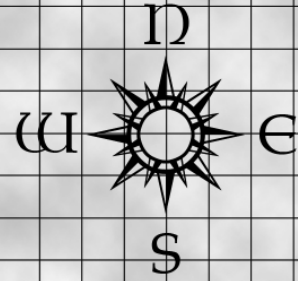
21. Sitting Hall

Other than some wrecked furniture, there is nothing of note here.

ICE TOWER OF THE SALKA

LEVEL TWO (MIDDLE LEVEL)

ONE SQUARE = 5 FEET



22. Bedroom

This bedroom was once used for those visitors lucky enough to gain the favor of the Ice Witch. Three **spectres** now make their haunts in this place, and will attack anyone who enters.

Spectre: HD 7; AC 2[17]; HP 42, 42, 35; Atk 1 **spectral weapon or touch** (1d8 + level drain); Move 15 (Fly 30); Save 9; AL C; CL/XP 9/1100; **Special:** Drain 2 levels with hit, immune to non-magical weapons.

23. and 24. Quarters for the Butler and Maid

The hand-servants of the Salka lived here. **Room 23** is a sitting room with wrecked and dilapidated furniture. **Room 24** is the lair of the married couple, now **parasitic spectres** (see full description of this monster-type at the end of the module).

2 Parasitic Spectres: HD 7; AC 2 [17]; HP 56, 49; Atk 1 **strike** (1d8 + possession); Move 15 (Fly 30); Save 9; CL/XP: 9/1100; **Special:** Possession (saving throw negates).

Stashed under the bed is a wooden box chaotically filled with items the couple received as gifts or filched over time from the Salka's guests: 1,200 gold pieces, a jeweled necklace worth 1,500 gold pieces, a diamond ring worth 1,900 gold pieces, and **Bracers of Defense** AC 4[15].

25. Trapped Couriers

Two envoys from a distant dark cabal were trapped here when the tower was suddenly flooded over with glacial ice. These ogre magi found none of their magics could free them and they subsequently died and fell under the deadly influence of the Chandelier (ROOM 28).

2 Undead Ogre Magi: HD 5+4; AC 4[15]; HP 60, 53; Atk 1 **weapon** (1d12); Move 12 (Fly 18); Save 12; AL C; CL/XP 7/600; **Special:** Turned as wraiths, magic use.

26. Chamber of Shadows

This area is filled with cold magical shadow that will suck 1d6 hit points per 10ft square from the PCs as they cross. The shadows can only be dispelled by *Continual Light*.

27. Vampires' Lair

This chamber is occupied by a vampire and his two female consorts. The furnishings of the room were obviously once quite lavish, but they are now in a state of rot and decay.

Vampire: HD 9; AC 2[17]; HP 72; Atk 1 **bite** (1d10 + level drain); Move 12 (Fly 18); Save 6; AL C; CL/XP 12/2000; **Special:** See description in *Swords & Wizardry Complete*.

2 Female Vampire Consorts: HD 8; AC 2[17]; HP 64 each; Atk 1 **bite** (1d10 + level drain); Move 12 (Fly 18); Save 8; AL C; CL/XP 11/1700; **Special:** See description in *Swords & Wizardry Complete*.

28. Chamber of the Chandelier

This large room appears to have once been a great ballroom. The majority of furniture and other accessories have been trashed over time, though two fine chairs are still usable.

Dominating this room is a large construct hanging from the ceiling, which looks like an intricate chandelier. It has a distinct shape, but the space it fills is occupied by a disturbing nothingness, as if it had been cut out and removed from existence. It is, in fact, a trophy taken by the Salka from another plane of existence, and is the source of unlife in this tower. Due to the enveloping ice, the disturbing effects of this relic are now focused inward toward the tower and its occupants.

As explained in the referee's notes, anyone killed within the tower will be brought back in an undead form, due to the insidious influences this relic projects toward dead creatures in this plane. To stop the cycle, the chandelier itself must be destroyed by one of the following means:

- A magical weapon +2 or greater dealing 40 hit points or more damage (with the attacker taking like damage due to negative energy expelled from the relic). It is AC 2[17] for combat purposes. It is weightless.
- Destructive magic dealing 40 or more hit points in one blast.
- A magic-user holding on to the chandelier and successfully teleporting to another location will jar the relic out of this reality and into another with a 20% chance of taking the spell caster with it.
- Throwing the relic through an open **Gate** will safely remove it from this plane (with a 15% chance something on the other side will quickly throw it back through before the gate closes).
- A **Wish** will dispatch with the relic as the caster desires (but the wording should be exact).

The referee is encouraged to allow other methods if the party is creative, but virtually any solution will have some sort of negative side effect – the chandelier is a very powerful item.

First Level — The Ground Floor

29. Entrance Foyer

The double door leading out are barred. Even when opened, any exit is blocked by the Zemeth Ice. On each side is a small cloak room with many pegs for outer wear. Many still hang there in tatters.

30. Hallway

Several peepholes line this hall on both sides, allowing the occupants of each **Room 31** to observe and possibly attack all who pass through here.

31. Guard Rooms

These rooms provided a station for guards to control entrance and exit of the tower through the front doors. As guards were rendered undead, the others faithfully went to their posts on time until both rooms were filled with zombies. Each room holds 30 zombies which will issue out of the secret doors on both sides to attack the party when they pass by. Each zombie has a key around its neck; these fit the footlockers in **Room 34**.

60 Zombies: HD 2; AC 8[11] or with shield 7[12]; Hit Points 10 each; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

32. Central Chamber

The walls of this area are exquisitely decorated in bas-relief carvings depicting many pleasant scenes, but with subtle elements seemingly out of place... a peaceful pastoral scene shows demonic faces just beneath the soil; a portrait of a stolid human warrior has seven fingers on each hand, etc. Touching these reliefs will reveal that they are poison; any contact with them necessitates a saving throw, or the character will fall into a catatonic trance for 1d3 hours. Any serious noise in here will draw the attention of the **soulspinners** in **Room 35**.

33. Dining Room

A large, oaken table dominates this room, with thirteen broken chairs surrounding it. Over the table hangs an ornate chandelier. **Room 33A** is a kitchen area filled with the necessary items for creating large meals.

34. Guard's Quarters

The guards of the tower slept and recreated here, when not on duty in **Room 31**. Thirty double bunks line against the walls. A footlocker sits at the end of each double bunk with another footlocker to the immediate right. Each is locked (the keys are around the necks of the zombies in **Room 31**) but not trapped. If the characters begin opening footlockers, roll as follows to determine any contents of value:

- 50% chance of 1d8x10 gold pieces
- 60% chance of 1d12x50 silver pieces
- 80% chance of 1d4x50 copper pieces
- 20% chance of a gemstone worth 1d4x100 gold pieces

35. Strange Lair

This room is the lair of 8 soul spinners, four of which will sally forth upon any noise in **Room 32** while the remaining four will stay here.

8 Soulspinners: HD 4; AC 5[14]; Hit Points 28 each; Atk 1 bite (1d6 + temporary loss of level); Move 12; Save 13; CL/XP 7/600; Special: Enervating webs, incorporeal, only hit by magic or silver weapons, enervating bite.

Among the webs hangs a halfling in a state of severe decay. Scattered beneath them are 560 gold pieces, a shortsword +2, a backpack with assorted rotted items and a set of thief's tools, and five flasks of oil with four brittle torches.

36. Empty Room

Other than dust and broken furniture, this room is empty.

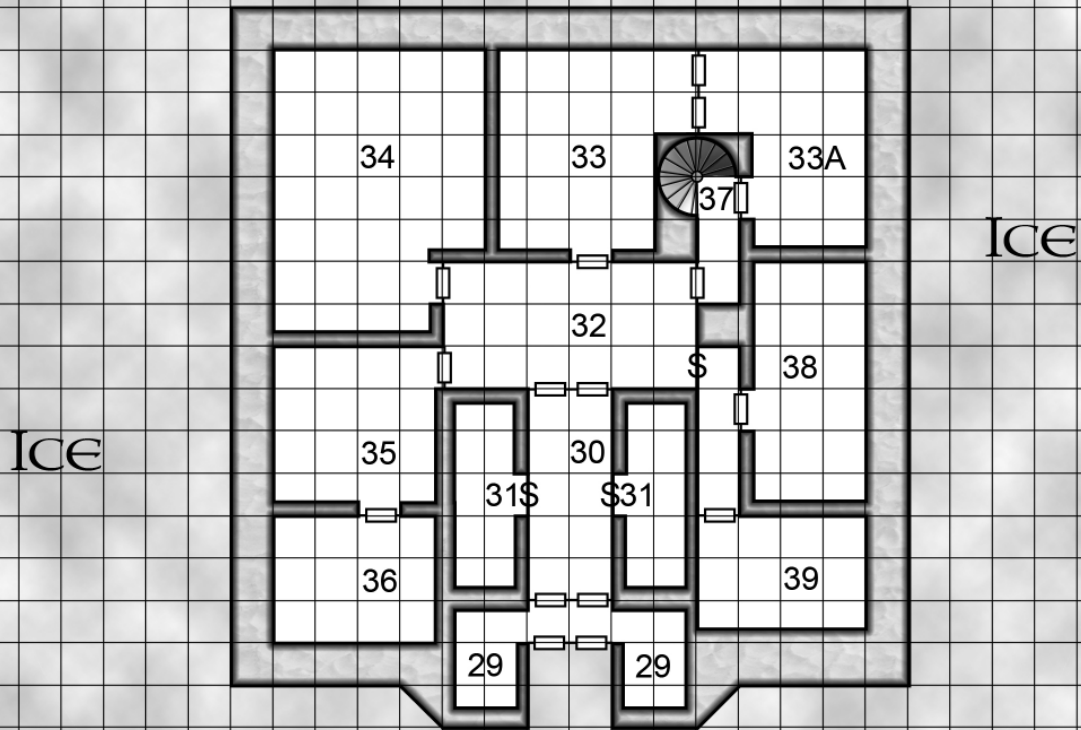
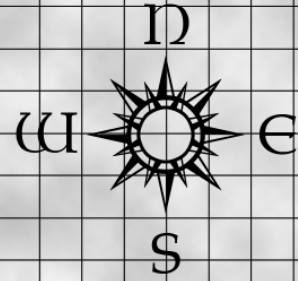
37. Stairs

This stairwell leads up to the second story and also down to a double-wide flight of steps into the **DUNGEON**. The door from this room to **Room 32** is **Wizard Locked**, while the servant's door leading to **Room 33A** is not.

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LEVEL ODE (GROUND FLOOR)

ODE SQUARE = 5 FEET



38. Music Chamber

Filled with musical instruments of various types, this room also has a row of strong chairs on the north end (the number of chairs will always – magically – be equal to the number of party members who are still mobile and conscious). Should the characters take their seats, a set of barely visible, ghostly images will slowly appear and begin to play a symphony unlike any music ever heard. Characters listening to the strangely discordant music must make a saving throw at -3 or be lulled into a sleep from which they cannot be awakened. An affected PC will awaken 1d3 days later and find that he has aged 2d10 years while asleep. Any attacks on the musicians will cause the entire ensemble to disappear and the music to fade.

39. Room of the Aspect

This dilapidated sitting room is wrecked and covered in dust. At the far end floats a black-robed figure with a skull face. If the party does not immediately attack, the Archon will greet them by name in a raspy voice full of anger. It will answer questions about the tower with a veracity factor of 85% (with the remaining 15% meaning it doesn't know but makes up an answer anyway).

If the party attacks or otherwise attempts to harm the Archon, it will explode in a black fireball filling this room for 8d6 hit points of damage (save for half) and will reform in one day to begin anew. If the party should depart peacefully, the Archon will choose one party member and bestow a Wish that must be used before leaving the tower complex.

The Archon is a unique being, which appeared in the tower shortly after one of the Salka's magical experiments. It is perhaps a minor godling, or perhaps it was brought into being by the experiment itself – even the Salka herself never learned the Archon's true nature, for this is the one question the Archon refuses to answer.

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40. The Pig Iron Golem

The stairway leads to this large entrance hall. In here are four large iron doors leading to branches of this level.

At the southern end of this chamber stands an **iron golem** cast in the shape of a savage bipedal pig with a mustache and a bad comb-over. The golem's left hand is fitted with a heavy crossbow of surprising size (if hit by the iron bolts, a character must make a saving throw or take 1d10 points of electrical damage as well as normal damage). Its right hand is fitted with a sword wet with green slime (the slime is a highly corrosive acid; a hit inflicts an additional 2d6 hit points of damage). If the party advances more than 20 feet from the foot of the stairwell, the golem will move to engage them. It will not leave this area.

The Pig Iron Golem: HD 20 (80hp); AC 3[16]; Atk 1 crossbow bolt per round (4d10 + 1d10 electrical damage) or 1 sword (4d10+acid); Move 6; Save 3; AL N; CL/XP 18/3800; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.



41. Column of Mystery

The door to this room is locked, but not trapped. The western half of this irregularly shaped room is host to a strange column of swirling light which reaches from floor to ceiling. The scintillating colors defy identification for more than a few seconds at a time... what appears to be red, for example, quickly shifts to another color not easily recognized by the party members and then swiftly shifts again to another hue.

The column is roughly 3 feet in diameter. If a character elects to stand inside the light, he must make a saving throw; failure throws him back out onto the floor with temporary damage to his eyes that renders him effectively blind for 1d4 x10 minutes. Any character that has once failed the saving throw will automatically fail it again on subsequent attempts. A successful saving throw affects the character in *one* of the following ways (roll 1d12):

- 1 The character is Geased to seek out the Beckoning Blade (see **Room 50** and new magical items) and claim it for himself (no save).
- 2-3 The character will benefit from an automatic *Monster Summoning VI* spell... the resulting creature will serve as a bodyguard for 24 hours before disappearing.
- 4-6 The character is able to breath out a *Stinking Cloud* three times (no time expiration limit) with no harm to himself.
- 7-9 Touching an opponent with his bare hand will allow the character to inflict the effects of a *Slow* spell (regular spell duration) once per day for one week.
- 10-11 The character will benefit from an *Invisibility 10ft radius* spell for 2d6 turns.
- 12 The character will know that he can see the layout of the entire level, though he cannot bring the entire image to mind... however, he can access and verbalize the answers to five questions from the party about this level before the effect fades.

The character will be instinctively aware of any effects bestowed upon him. Stepping into the column a second time will give no further benefits.

42. Storage

This appears to have once been a storage room, though it is mostly empty now except for a few empty barrels and a shattered wooden crate.

43. Above Meets Below

This large room holds several tables and chairs along with cabinets holding scrolls detailing surrounding areas. A large hole has been excavated through the floor on the east end; an expedition party of **dwellers** have penetrated into this area from deep below. The greedy creatures will seek to eliminate the party, since they see the adventuring party as rivals for the potential riches they can smell in this complex.

8 Dwellers: HD 4 +2 ; AC 3[16]; HP 30 each; Atk 1 weapon or strike (1d8); Move 6 ; Save 13; CL/XP 5/240; Special: Group magic.

If given the chance, the dwellers will immediately summon an 8 HD

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earth elemental to attack the party while they provide support attacks on the flanks.

1 Earth Elemental: HD 8; AC 2[17]; HP 56; Atk 1 strike (3d6); Move 6; Save 8; CL/XP 9/1100; Special: Tear down stonework.

The party will be able to salvage from each dead Dwelver 2d6 minor gems, 1d4 medium gems and 1 major gem of random value (see *Swords and Wizardry* Core Rulebook for tables).

44. Trash Room

This room was used to dispose of all waste matter collected in the normal life of the tower's occupants. The grate covers a pit 60 feet deep, with the bottom ten feet or so filled with a fine silt formed from years of deposits.

45. Lower Library

This small study is a spillover from the library above. The walls are lined with mundane books, collectables, trophies, and glass jars with assorted items inside (feel free to make things up as you go along). A section of the east wall is a secret door leading to **Room 46**.

46. Hidden Knowledge

This room contains works of a more magical nature, stored here for safety from thieves. Many tomes of a mystical bent line the shelves. A thorough perusal will reveal the following unusual tomes:

- A *Scroll of Protection from Demons*
- A *Scroll of Protection from Poisons*
- A *Manual of Wisdom*
- A *Manual of Golems* (stone)
- A *Magical Libram* (fighters)
- The *Waxen Opus* (see *new magical items*)
- A treatise on the creation of a *Robe of Eyes*

This room is guarded by 3 **invisible stalkers** of maximum hit points, which will attack the first person to remove any of the above magical tomes from a shelf. Replacing the tome will do no good, and fleeing the room will only invite chase from the creatures (the stalkers will chase a thief as far as the top floor of the tower, but no further).

3 Invisible Stalkers: HD 8; AC 3[16]; HP 64 each; Atk 1 "bite" (4d4); Move 0 (Fly 12); Save 8; AL C; CL/XP 9/1100; Special: Invisible, flight.

47. Warders of the Way

This chamber is featureless except for the padlocked door to the north (leading to **Room 50**), and a large glass sphere 3 feet in diameter. The sphere sits on a solid wooden stand roughly 20 feet south of the northern door, and appears to be filled with a slightly oily gas in constant movement.

If the glass is broken (6 or more hit points of damage against AC 9[10]) OR if the northern door is unlocked, then the contents of the sphere will explode outward to inflict 3d6 hit points of damage to all within 20 feet. One combat round later, the gaseous contents will form into the three warders of this area. The warders are fighting-men of seventh level, each wielding a battleaxe with a different magical power.

3 Fighters: HD 7; AC 3[16]; Atk 1 Battleaxe (1d8+2); Move 12; Save 8; CL/XP 7/600; Special: see below.

Warder #1: Axe causes paralysis unless a successful saving throw is made.

Warder #2: Axe causes an electrical shock dealing an additional 1d6 hit points of damage.

Warder #3: Axe causes additional bleeding of 1d3 hit points per round for 3 rounds.

If they are killed, the fighters and their equipment will dissolve into a gray dust which will quickly fade away; if a battleaxe should somehow be separated from a fighter before he is killed, the weapon will remain behind. If not, the weapon will turn to dust along with the rest of the warder's equipment.

48. Empty Room

Except for the secret door in the northwest corner, there is nothing of interest in this room.

49. Room of Respite

This area contains one bed, a couch and a table with two chairs. It was here that the Salka would rest between summoning experiments. A *Wand of Cold* with 12 charges is hidden rather carelessly under the mattress.

50. The Hall of Summoning

This spacious area is adorned with carved cryptic and eldritch runes, sigils and phrases carved into the walls, floor and ceiling. Precious little blank space remains.

The eastern end of this hall is dominated by a massive rectangular block of black stone (unidentifiable to anyone even with knowledge of geology). The block is crowned with a silver frame that appears to have supported something at one time. Twenty feet away from the block is a small table with shelves built into the frame, and on the table rests the Beckoning Blade (see *new magic items*). Touching this block will automatically teleport the character to **Room 51**. This is a very bad thing.

51. Prison

This immense room holds the remains of the Salka's more dangerous prisoners and a few live ones as well. Anyone being teleported here will find himself under immediate attack by the following residents still here: a black pudding and two shambling mounds.

1 Black Puddings: HD 10; AC 6[13]; HP 50; Atk 1 attack (3d8); Move 6; Save 5; CL/XP 11/1700; Special: Acidic surface, immune to cold, divides when hit with lightning.

2 Shambling Mounds (8HD): HD 8; AC 1[18]; HP 58, 40; Atk 2 fists (2d8); Move 6; Save 8; CL/XP 11/1700; Special: Damage immunities, enfold and suffocate victims.

The room is littered with the bones of the many others who have died or been killed here over time. The Salka also saw fit to store some treasure here, as she saw it as one of the most secure places in her dungeon. Along the south wall, the characters will find:

- 5,600 gold pieces in a large urn
- A quiver holding a *Wand of Polymorph Other* (8 charges), a *Wand of Cold* (20), and a *Wand of Metal Detection*
- A chest holding 1200 silver pieces, 500 copper pieces, and a *Medallion of ESP*
- A satchel holding 20 gems worth 250 gold pieces each and a *Scarab of Insanity*

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52. Well Room

This room contained the water source for the tower complex. Now depleted, the well is 100 feet deep, reaching past the bedrock and into a dried up underground riverbed. Should the party decide to explore the river, they will be able to travel either northeast or southwest for many scores of miles before finally reaching substantial blockage on either end. Along either way, 1d3 limestone caverns will be found and 1d6 dry wells will lead to the surface. The referee should feel free to expand on this idea with side tunnels leading to other areas with underground population.

53. Empty Chamber

This area has no features of interest.

54. Hidden Laboratory of the Salka

The secret door from ROOM 53 is set on a central swivel. Turning the door clockwise will arm the pit trap 20 feet up the corridor; turning it counterclockwise will allow safe passage. The pit trap is 50 feet deep and will release when 100 lbs or more of weight is placed on it. Once triggered, the cover will return to its normal position and re-lock. A **Find Traps** spell will not reveal it; characters able to detect traps might suffer a penalty to find this one, at the referee's discretion.

Past the pit trap, the corridor has collapsed in on itself for 30 feet and access is completely blocked. The size and weight of the rubble will require a combined STR of 35 to clear it; doing so will take at least 8 hours to force a usable path through the debris.

Once past the rubble, a single oaken door, ornately carved with obscure runes and sigils, blocks access. One sigil in the lower right corner must be touched in order to avoid the magical trap beyond (give each examiner a 1 in 8 chance of noticing one sigil that seems to be more worn than the others – although if they specifically look for one that's worn down, they will find it easily and immediately). The door itself is locked. If it is opened without touching the releasing sigil, a *Sigil of Sharpness* will appear on the other side of the door (see New Spells, **Sigils of The Salka**).

This large, irregularly shaped room is filled with many benches and tables crowded with utensils of all descriptions. A cold fireplace with no chimney sits on the north wall, and all is covered with dust. Various racks holds what appear to be metal body parts... arms, legs, and the occasional torso... used for iron golem creation. One of the racks contains the frozen globe encasing the letter from Ozol to the Salka (see below).

The southern section of this room holds the last great experiment of the Salka. Three realistic statues of chimerae sit in a row facing north. A small table before them holds some scribbled notes (impossible to decipher due to bad penmanship) and a bowl holding 8 jelly-like pills of an ounce each in weight. Should a pill be dropped, it will disintegrate into a gray cloud of dust; should the pill be dropped within ten feet of any one statue, that sculpture will re-animate and attack the party.

3 Chimerae: HD 9; AC 4[15]; HP 72, 63, 54; Atk 2 claws (1d3), 2 goat horns (1d4), 1 lion bite (2d4), dragon bite (3d4); Move 9 (Fly 18); Save 6; CL/XP 11/1700; Special: Breathes fire, flies.

The pills will also turn anyone who has been petrified back into flesh, with one pill being sufficient for two subjects.

In the northwest corner sit four urns, each roughly 4 feet high and sealed with wax. Into the wax are carved many runes of warding, which will activate to protect the contents if they are broken.

Urn 1: protected with a *Sigil of Sending* (see New Spells). This urn holds 250 gemstones of the following values: 10gp (x75), 50gp (x50), 100gp (x50), 125gp (x75).

Urn 2: Protected with a *Flesh to Stone* spell. This urn holds 39 arrows +1, an arrow +1 (*fire giant slayer*), and a short bow +3.

Urn 3: Protected with a *Polymorph Other* spell, which will transmute the offender into an insect of the referee's choice. This urn is full of sand.

Closer examination will reveal the inside is actually cloth, and retrieving the cloth will produce a *Cloak of Invisibility*.

Urn 4: Protected with a *Monster Summoning VII* spell which will summon a guardian from the list given in the rule book; the summoned creature will attack the party on sight. This urn will also full of sand; an examination of its contents will reveal a skeletal hand with seven digits. The smallest two digits will wear a *Ring of Regeneration* and a *Ring of Three Wishes*. The third and final wish of this ring is cursed to give the opposite and most detrimental fulfillment of the wish spoken.

As described above, one of the racks in this room contains a sphere of ice with a parchment scroll frozen within. The scroll reads as follows:

By the time you read this, my dear, your tower will be entombed in ice – far more than your paltry abilities can cope with. How ironic. Now you have a choice, which I so kindly offer you. Die in your ice-buried stronghold, or step into my power. I offer no guarantees of mercy, and you would not expect them from me. Speak the word “Remissary” while standing anywhere in your summoning pentacle, and I shall trade a basilisk for you. How appropriate, is it not?

The scroll is signed only with the name “Ozol.”

Concluding the Adventure

Once the adventure is concluded, the party might wish to follow up on the cryptic note left behind. Clearly, the Salka chose to place herself into the power of the mysterious “Ozol” in order to escape from the tower. It appears that Ozol is the source of the great ice flow, and is clearly a very powerful person (or creature) indeed.

Expanding the adventure into a hunt for Ozol and the Salka is left to the individual referee, although it is possible that a sequel adventure will be published in the future. If you do not wish to expand the adventure further, allow the party members to teleport, by speaking the word “Remissary” in the summoning pentacle ... but the teleportation takes them to a ruined castle in the mountains, abandoned years ago by Ozol, taking the Salka with him and leaving no clues behind.

Appendix — New Spells

Enrapture

Spell Level: Magic-user, Level 2

Range: 30 ft

Duration: 2d6 hours

Description: This spell is similar to *Charm Person*, although it has a longer range and a shorter duration. A victim who fails a saving throw against this spell becomes fascinated with the caster, focused upon his every movement, and subject (within the same limitations as *Charm Person*) to his commands. The victim will seek to be near the caster at all times unless following a specific command to go elsewhere. In addition to the effects of *Charm Person*, the **Enrapture** spell attunes the enraptured victim to the caster's body language, allowing the caster to issue simple commands through very subtle gestures that will be invisible to onlookers unless they are watching for such things. More complex verbal requests may also be used in the same manner as for the *Charm Person* spell. Commands that can be issued by gesture include the order to attack a specific opponent, and the request to fetch a specific object within sight. If the caster chooses to cast *Charm Person* onto an enraptured victim, the victim is not permitted a saving throw against the charm, but instead has only a 5% chance to resist the second spell.

Sigils of The Salka

Spell Level: Magic-user, 6th Level

Range: 20 ft

Duration: 6 turns+1 turn per caster level above 12

Similar to the clerical spell *Blade Barrier*, a *Salka Sigil* creates a large spinning rune capable of occupying up to a 20 ft by 20 ft by 20 ft area. The sigil created will revolve on all three axes in a fixed pattern. Anyone touching the sigil will suffer the effects as listed below.

Bypassing one of these runes is a difficult prospect at best. Since it revolves on three different axes, the PC wishing to bypass it must spend 1d4 turns studying the pattern. Attempting to slip past in the middle of a revolution will require the PC to roll 45% or less on percentile dice (subtract 5% for each point of Dexterity above 15). Failure means the PC has touched the sigil and may suffer its effects, as follows:

Sigil of Suffering: Touching this rune will force the PC to save at -3 or rapidly develop cankerous sores all over his body. The sores will reduce the PC's hit points by 1d6 (but will not kill) and his Dexterity by 1d3. Further, the PC cannot engage in any strenuous activity without making a further saving throw at normal odds. In any case, the PC will feel constantly weak and ill for the duration. The effects will stay with the victim for 1d3 days or until a *Cure Disease* spell is applied from a cleric of higher level than the caster of the spell.

Sigil of Sharpness: Touching this rune will force it to wrap around the PC for 1d3 rounds and inflict 1d12 severe cuts on the PC each for 1d6 hit points of damage. The PC may successfully make a saving throw at -3 for half of total damage. Each attack will further inflict a point of magical damage for successive rounds equal to the number of attacks inflicted (10 attacks will inflict 10d6 hit points of damage on the first round, and then 9 hit points the next turn, 8 hit points the next turn, 7 hit points on the turn after that, and so on until zero is reached). After the attack, the sigil will return to its normal routine until touched again or its expiration.

Sigil of Sending: Touching this rune will force the PC to make a saving throw at -3 or be teleported a random direction and distance as follows:

Height variation (roll 1d6): 1-2 up, 2-4 same level, 5-6 down

Distance: 1d100 feet + 10 feet per level of caster over 12

DIRECTION (ROLL 1D8)

- | | |
|--------------|--------------|
| 1. North | 5. South |
| 2. Northeast | 6. Southwest |
| 3. East | 7. West |
| 4. Southeast | 8. Northwest |

The nuances of the sigil magic will not allow the victim to be teleported into anything solid since anything denser than the victim cannot be displaced, though being placed underwater is permissible due to the water's fluidity. If the distance calculated indicated solid rock or other denser material, simply adjust to place the victim in the nearest air/fluid filled area.

Appendix — New Magical Items

The Beckoning Blade

This longsword is etched with runes associated with various spirit realms and encrusted with precious gems. The hilt of the sword is of unusual length so as to form a crucifix shape when the flat side is presented.

The Beckoning Blade, in the presence of any open portal or gate can potentially draw out a denizen of the contacted plane. Once the gate is open, the wielder may thrust the blade into the gate name one particular type of denizen he knows to exist on the other side. The Blade provides a base 50% chance of successfully drawing the denizen through the gate against its will. For each point of Wisdom above 14 possessed by the wielder, an additional 7% is added.

The Beckoning Blade provides no means of controlling whatever comes through the gate other than the ability to force the summoned denizen back through. If the wielder feels the need to dismiss the creature, he must present the flat side of the blade as if it were a crucifix and command the creature to leave. Using the Blade in such a manner gives a 100% (-5% per hit dice of the denizen) chance of dismissal.

If the summoned creature is not controlled, or is not forced back with the Blade or by other means, it will do one of the following:

ROLL 1D10:

- 1-5** Attack the wielder
- 6-7** Leave the wielder and move elsewhere
- 8-9** Interact with the wielder
- 10** Return through its own volition

For combat purposes, the Beckoning Blade is a **longsword +1, +2 vs summoned creatures**.

The Waxen Opus

This book measures two feet tall, one foot wide, and seven inches thick. Its filmy white cover appears to be dragon skin preserved in some unknown fashion; handling the cover will leave behind a silky white substance that will not easily come off the hands.

The Waxen Opus is a minor spell primer last owned by the Salka. A study of its contents will reveal at least four different writing styles, with the last one being that of the Salka herself.

The following magical spells are written in the pages of this tome:

2nd level: *Continual Light, Enrapture**, *Mirror Image, Strength, Web*

3rd level: *Explosive Runes, Hold Person, Water Breathing*

4th level: *Ice Storm, Polymorph Other, Remove Curse*

5th level: *Cloudkill, Magic Jar*

5th level: *Sigils of the Salka**

*See **New Spells**

A claim of ownership made over this tome will bestow the following effects on the PC:

1. The PC will rapidly gain a healthy tolerance for cold temperatures; with normal clothes on, the PC will be able to freely operate in temperatures as low as 0° F with no discomfort, and with adequate protection will tolerate temperatures as low as -30° F for up to six hours with no effect.

2. The skin of the PC will take on a filmy texture that will rub off on all things touched. The film will have no physical effect on the PC other than perhaps making him somewhat easier to track.

Appendix — New Monsters

Wardshadow

Number Encountered: 1-8

Armor Class: 4[15]

Hit Dice: 5

Attacks: 1 chill touch (1d6 + chill)

Saving Throw: 12

AL: C

Special: chill touch and surprises on 4 in 6; immune to normal weapons

Move: 9

Challenge Level: 9/1,100

Wardshadows appear as large dark stains that flow through a room toward their opponents. They are not physical in nature, thus they are not stopped by doors or other solid objects of less than 10 feet in thickness. They are found within crypt areas, dark forests, or other shadowy adventure areas far from sunlight, and are favored guardians for altars of darkness and cold.

If their designated territory is entered by anyone but their creator, Wardshadows hide near walls and other shadowy places and wait until their victims are within range for a surprise attack. If a Wardshadow successfully hits its opponent, the target is chilled for 1d6 hit points of damage and must make a save or be drained of 1 point of DEX.

If a Wardshadow is slain, it melts into a black slick on the floor. At least 6 ounces of the material must be gathered and brewed into a potion by a high-level Magic-user and drunk by the victim in order for 1d4 drained DEX to return. If the drinker has lost no points to the creature, he will not benefit from the potion. The restoration potion includes vervain, mistletoe juice, and other minor herbs and additives familiar to the Magic-user and costing 750 gold pieces minimum.

If a Wardshadow is exposed to sunlight or magical light, it will lose 1d6 hit points per round until it flees or is killed. It cannot be damaged by normal weapons.

Spectre, Parasitic

Parasitic spectres are like normal spectres, in that they are undead creatures lacking corporeal bodies. Tortured by their insubstantial existence, they hunger to obtain corporeal bodies by possessing humanoid creatures. Possessed creatures are under the total control of the spectre, although they are somehow unable to cause direct harm to themselves. The victim of a parasitic spectre may (at the player's option) make a new saving throw each round to expel the spectre; success deals 1d8 hit points of damage both to the victim and to the spectre, and expels the spectre. If a possessed creature is slain, the corpse will instantly transform into an undead creature, having abilities identical to those of a wight. If such a "wight" is destroyed, the spectre is expelled, taking 2d8 hit points of damage in the process. Non-magical weapons cannot harm a parasitic spectre. Note that parasitic spectres can possess corpses as well as living beings, and transform them immediately into wight-form, but they cannot possess corpses that have been dead more than a few minutes. Contributed by "Random" on the Swords & Wizardry forums:

Parasitic Spectre: HD 7, AC 2 [17], Atk 1 strike (1d8 + possession), Move 15 (Fly 30), Save 9, CL/XP: 9/1100, **Special:** Possession (saving throw negates), can be hit only by magical weapons.

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