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ANY FANTASY CAMPAIGN



Dungeon Crawl Classics #3

The Mysterious Tower

by Joseph Goodman

AN ADVENTURE FOR CHARACTER LEVELS 3-5



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

In this all-new adventure, the characters come across an ancient wizard's tower. The nearby keep has been reduced to rubble over the ages, but the tower is in perfect condition. It is surrounded by an impenetrable force field that cannot be breached – not even by the ghost of the long-dead wizard, who has been trapped within for centuries. Surely there must be great treasure within this magical abode. But how to get to it?

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



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Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.



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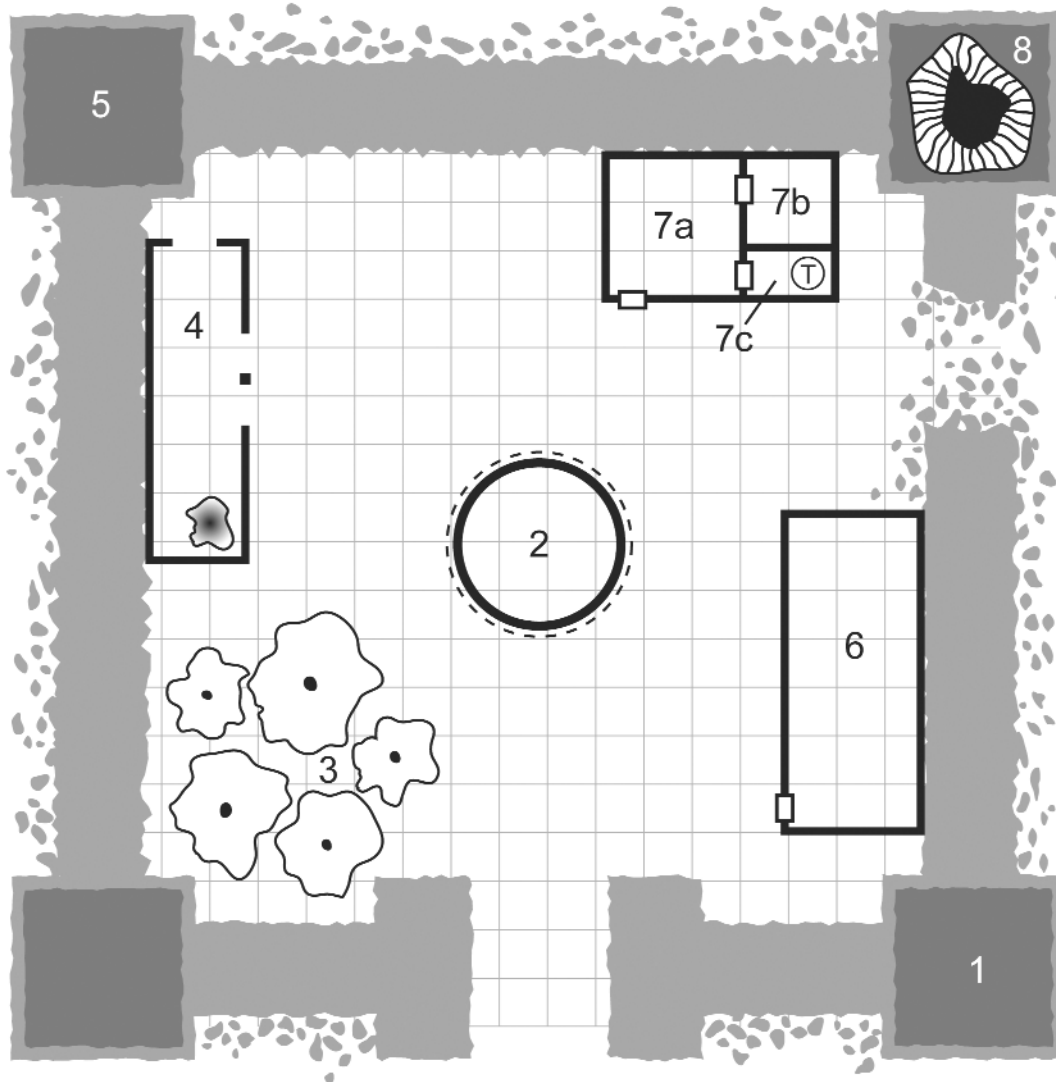


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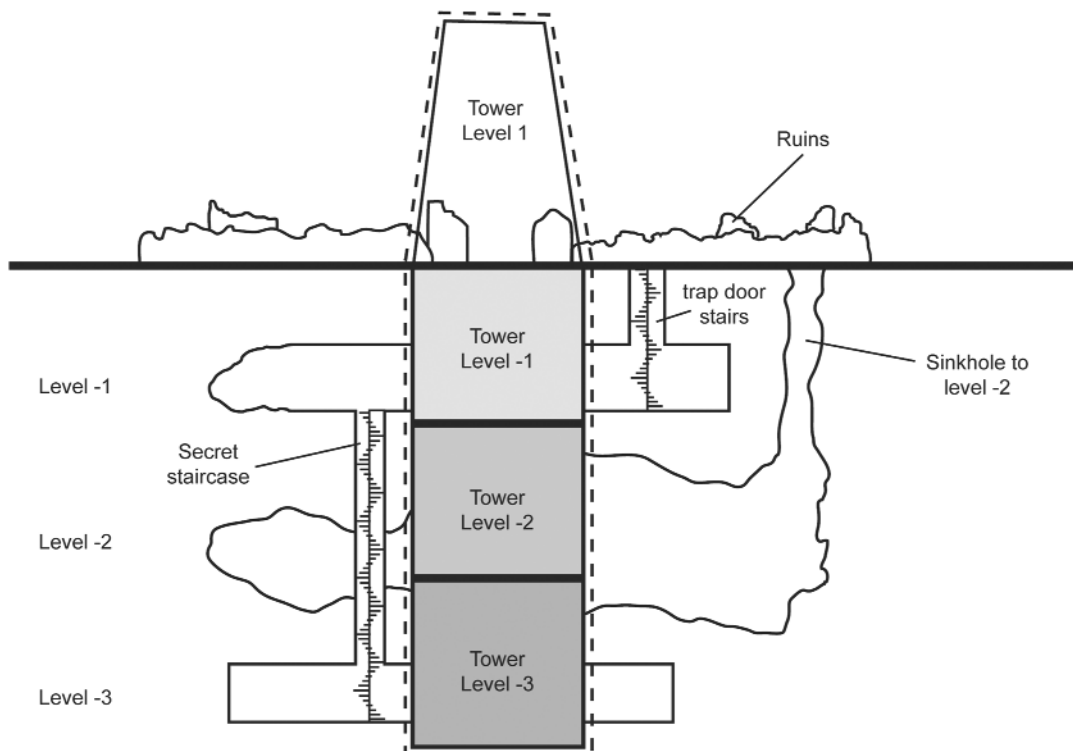
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Abandoned Keep, Level 0: Ruins

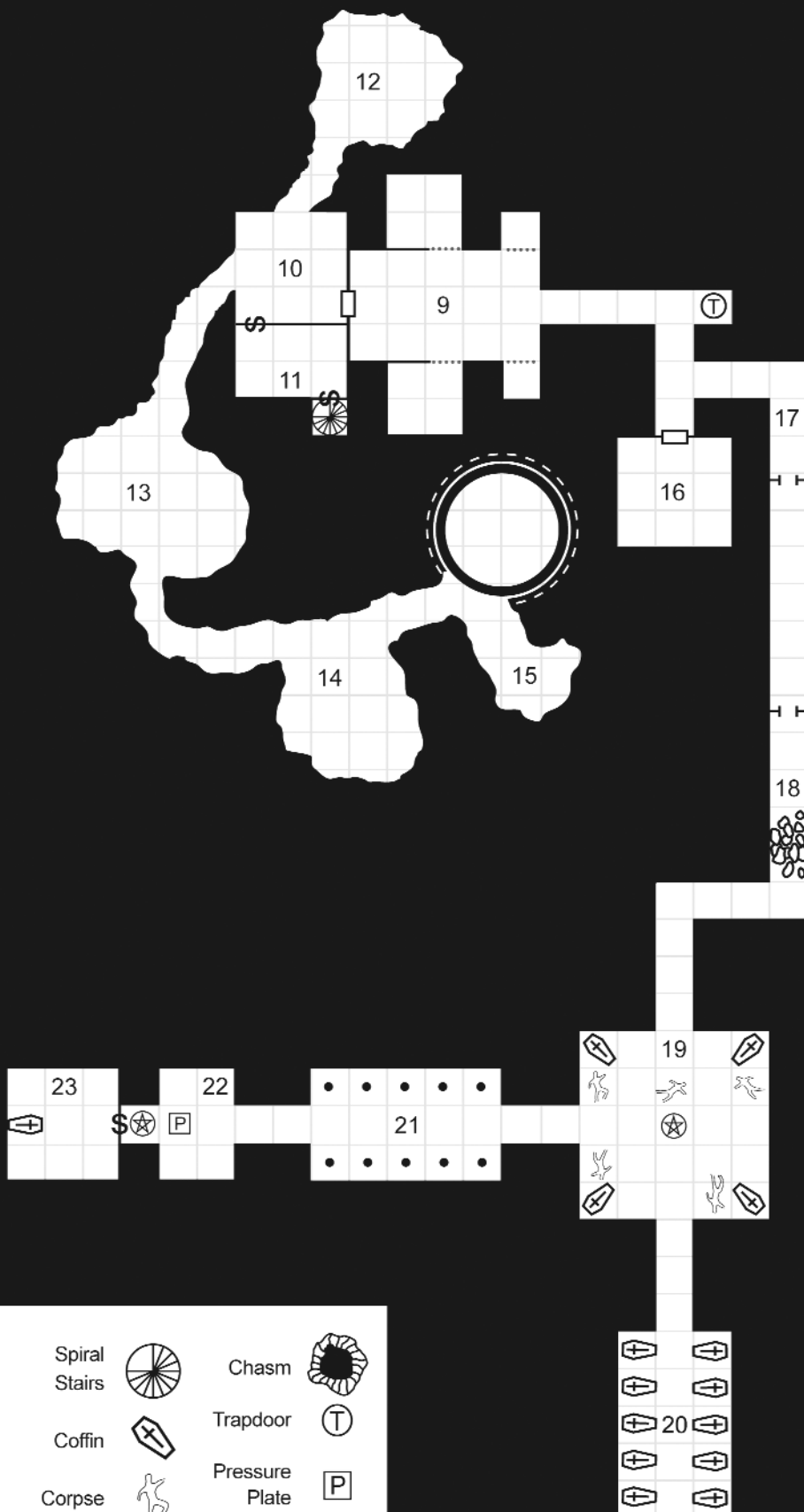
Scale: One Square = Ten Feet



Cross-Section of Wizard's Tower and Ruined Keep



Abandoned Keep, Level -1: Tombs



Chasm corresponds to
area 8 on level 0 and
area 24 on level -2

Key

Door		Spiral Stairs		Chasm	
Secret Door		Coffin		Trapdoor	
Pit Trap		Corpse		Pressure Plate	
Pillar		Statue		Rubble	

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Credits

Writer: Joseph Goodman
Front Cover Artist: Erol Otus
Back Cover Artist: Brad McDevitt
Interior Artists: Brad McDevitt, Mark Parsons
Cartographer: Jeremy Simmons
Proofreader: Ken Hart
Graphic Designer: Joseph Goodman (with all due respect to the early-80's modules that inspired it)
Playtesters: Garrick Andrus, Stephen Burt, Bryon Dahlgren, Alan Fishman, Michael Goodman, Stephen Pellicer

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Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

The Mysterious Tower is designed for four to six players of 3rd through 5th level. We recommend 18-22 total character levels between the party members. While the characters can be of any basic character class, a good mix of character classes is helpful. A rogue, strong warrior type, and good-aligned cleric are all extremely valuable in this adventure, and a wizard will get the most use out of the treasure. See the "Scaling Information" section for ways to tailor this adventure your group's unique style of play.

Adventure Summary

While adventuring in new lands, the characters repeatedly hear tales of a strange wizard's tower protected by an impenetrable force field. Even though the tower sits amidst the ruins of a keep destroyed long ago, the tower itself is perfectly preserved. The force field that surrounds it has kept it from harm for generations. Travelers who have ventured close report that the ghost of the wizard still haunts the tower, but it is trapped behind the force field. Unable to escape, it taunts those who come near, lamenting its eternal imprisonment. The wizard's name is lost to time, but it is said he was skilled in the art of force magic, and his tower still holds the trove of wondrous magic he accumulated during his lifetime. As the characters continue their overland travel, they come within sight of the mysterious tower and are tempted by its riches.

The first half of this adventure features lots of combat against fairly unintelligent beasts (owlbears, giant beetles, otyughs, etc.), as well as a few battles with some fairly strategic undead. The middle section of the adventure focuses on traps, since the lowest level of ruins is guarded by the old wizard's many defenses. The final part of the adventure is exploration of the tower itself, which involves examination of curious magic, a puzzle-type encounter heavy on role-playing, and finally a dramatic battle against a reluctant genie who guards the wizard's treasure.

This adventure is light on treasure until the very end. The players may feel like they're getting no reward for most of the adventure, but once they find the wizard's vast fortune in the final room, they'll be happy. Most of

the magic items are curious artifacts in the wizard's tower. If you'd prefer, you can substitute more traditional (and more usable) weapons, armor, or items.

By the end of this adventure, the characters will have free rein over a powerful tower that can provide a base of operations for future adventures. However, they'll probably be nervous about staying there too long, lest they end up trapped like the last owner!

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. **EL** – the encounter level.

Loc	Pg	Type	Encounter	EL
1	5	C	3 giant bombardier beetles	5
2	5	C	Ghost	3
3	6	C	Assassin vine	3
5	6	C	Giant stag beetle	4
9	8	C	Otyugh	4
12	9	C	Sleeping owlbear	2
13	9	C	2 owlbears	6
14	10	C	Owlbear and 2 young	4
19	11	C	4 animated coffins 10 skeletons	7
22	12	T	Scything blade trap	1
23	13	C	Wight	3
24	15	C	3 shriekers 2 violet funguses	5
25	15	C	Ankheg	3
26	16	C	Gelatinous cube	3
27	17	T	Force field acid trap	5
29	18	T	Poison gas trap	3
30	19	T	Pit traps (x6)	4
31	20	T, C	Fire trap 3 rust monsters	6
34	22	P, C	Quasit	3
35	24	C	2 earth elementals	5
36	25	C	Djinni	6

Scaling Information

The Mysterious Tower is designed for 4-6 characters of 3rd-5th levels, but it can be easily modified for parties of different sizes or levels, as follows:

Weaker parties (3 or fewer characters, or lower than 3rd level): Remove one or two bombardier beetles from area 1. Replace the owlbears in areas 12, 13, and 14 with bugbears. Reduce the number of skeletons in area 19 to 5 and the number of animated coffins to 2. Entirely remove the funguses from area 24, and make the *fire trap* in area 31 a spear trap (spear launches from the wall when chest is disturbed; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20). Finally, make the djinni in area 36 so paranoid about losing any gold that he won't use his whirlwind ability lest it send gold flying out of the room.

Stronger parties (7 or more characters, or higher than 5th level): Make the swarm in area 5 a dangerous bat swarm per the MM. Double the number of owlbears in areas 12, 13, and 14, and make them all awake. Add the risk of contracting a disease to those who search area 15. Make the area 19 animated coffins constructed of finely wrought iron (hardness 10 instead of 5), and add more skeletons to area 20. Replace the scything blade trap at 22 with a ceiling pendulum (Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27). Add more ankhegs to area 25, make the acid in 27 more caustic (1d8 or 1d10 damage per round), and, finally, put something really nasty in area 35 instead of the earth elementals (perhaps another demon).

Getting the Players Involved

This adventure relies on characters finding a reason to come across a mysterious location. Once they've found it, the simple urge to explore should coax them into the adventure. The hook, therefore, is getting them to come across the tower in the first place. The following angles can be used to get the players involved in the plot:

- The easiest method is to simply have the characters see the tower on the horizon during their overland travels.
- While staying at a tavern on an extended journey, the characters hear tell of the tower not far away. It is within a day's journey and has been there for generations, avoided by locals because it is considered a haunted area.
- While on another adventure, the characters come across a spell book formerly owned by a mage interested in force magic. In one section he describes a number of attempts to formulate a permanent *forcecage* spell, and makes reference to the location of the mysterious tower and the secrets

that must lie within it.

- In a settlement near the tower, a local farmer's son has gone missing. His path is easy enough to track, but the adventurers are brought in because the locals fear he may have ventured close to the tower and been killed by the ghost.

Background Story

Long, long ago, there was a wizard whose name is now lost to time. He had a profitable career as an adventurer and eventually decided to retire to pursue his magical studies. For his whole life he had been intrigued by force magic, so it was in that direction that he focused his studies.

The wizard was not a vain man and had no particular love of power, so he built his tower far from civilized lands. There was an old ruined keep in the border territories that had been unoccupied for three generations, and happened to lie in a region where there were no major settlements. He chose to build his tower there.

The wizard's tower was made of gleaming white marble, and stood out in stark contrast to the ruins around it. At that time, the ruins were fairly recent, having resulted from a minor war some 60 years prior that swept the area of civilized occupants. The wizard was aware that wandering monsters – and wandering adventurers – would always remain a threat, so he made entrance to his tower quite difficult. He explored the ruins thoroughly and hid the entrance to his tower underground, behind a secret door that itself was in a secret room built by the long-gone owners of the keep. Past that he installed a series of traps that he could bypass with the correct command word, but which were otherwise quite deadly. He also installed a backup procedure by leaving behind a set of "spare keys" to his keep, should he ever need them, but they were hidden and protected by skeletons in an ancient tomb that the keep's builders had inadvertently excavated. He told no one about them, so no one would think to look for them.

All in all, the tower was extremely well protected. The simple fact that there were no ground-level entrances (or even any windows) deterred most wandering monsters. The wizard was aware of a few adventurers and marauding orcs who tried to get in, because he would find their bodies impaled on his spike traps or dissolved in his acid trap when he left every few months to get supplies. But no one ever made it into the tower itself.

Still, the wizard was irked that invaders had made it as far as they had. As befitted his research, he wanted the ultimate protection: an impassable, permanent force wall that was simply unbreachable. It would block magic, teleportation, and physical attacks. In short, he would be utterly secure.

Researching and devising such a spell was a great joy for the wizard. For almost a decade he labored in his tower, studying ways to modify and empower the basic *wall of force* spell. He needed a permanent version that was large enough to encase his tower, and which would also block teleportation and similar attempts to invade his tower. He also needed a way to control it, to turn it on and off.

Eventually he devised a spell that would do the trick. He also spent a fortune building a wondrous item to control the spell: a magically enchanted lever that he could use to turn the force wall on and off. The lever was placed at the entrance to his tower, and he could use it to turn on the force wall and “lock” himself in the tower. When he wanted to leave, he simply pulled the lever to drop the force wall, then secured the traps during his short absence to make sure nobody else locked themselves in while he was gone.

He prepared all his materials and readied the lever, then began the enchantment process on the top level of his tower. Over many days he labored and chanted, until the final word was spoken. His hair stood on end as he felt the massive force wall surge into place. His tower was now completely encased.

Triumphantly, he went downstairs to test the lever. And there he discovered his fatal error.

The lever, which was on the wall of the corridor leading into the tower, was outside the force wall.

He had made the force wall just a few inches too small.

In other words, there was no way for him to turn off the force wall. It was permanent and invulnerable, and blocked teleportation and all spells such as *mage hand*. He couldn't get to the lever that would turn it off.

He had trapped himself for eternity.

And thus began a legend. The force field protected the tower for centuries, and it stands intact to this day. The wizard went insane trying to devise a way out of the tower, but he failed over and over and over again. He finally died of old age. But even in death he found no release, for a force wall blocks ethereal creatures. His soul remained trapped within the force wall and eventually turned into a ghost filled with rage and frustration. Ever since, the tower has been considered haunted. But legends say the wizard's treasure trove remains hidden inside...

Player Beginning

After a long hike you crest a hill and see before you the mysterious tower. Made of gleaming white marble, it is perfectly preserved amidst the ruins of an ancient keep. A shimmering blue force field surrounds the tower, encasing it from ground level to its top, mere inches from the walls. You can see something flitting about between the force field and the tower – it's the ghost of the wizard, according to the legends.

The ruins are old stones of granite, pulverized by years of neglect and occupation. You can still make out the basic outline of the ruined, four-cornered keep, and the perfectly preserved tower is startling by comparison.

Abandoned Keep, Level 0: Ruins

The nature of this adventure requires the characters to venture underground and then back above ground to get into the tower. To keep the mapping simple, we use an elevation approach to level numbers. Level 0 is ground level. Negative levels indicate how far below ground level the level is, while positive levels are above ground level. So, for example, abandoned keep level –1 is below ground level, while tower level 1 is above the ground.

The ground level of the abandoned keep has three entrances underground. Two lead to level –1, while one leads to level –2.

The shimmering, translucent blue force field that surrounds the tower is a special variety that blocks all attempts at teleportation. It is utterly permanent and cannot be destroyed short of a *wish*. It blocks all physi-

cal attacks, all spells, and all ethereal and astral travel.

The ruins on this level are thick blocks of granite that have been reduced to rubble over the years. Rocks and gravel cover most of the ground around the ruins. The foundations of the keep are partially intact around its outlines, generally being rocky piles from two to four feet high. If necessary, use these statistics:

Broken Stone Wall: 2 ft. thick; hardness 8; hp 300; Break DC 50; Climb DC 5.

Wandering Monsters

There is a 15% chance (1-3 on a d20) per hour that the characters will come across a random encounter while in the ruins or nearby areas. Randomly determine the nature of the encounter by rolling 1d6:

1d6	Encounter
1-3	2d6 rats
4-5	1d2 giant bombardier beetles
6	1 giant stag beetle

The following statistics are provided for easy reference.

Giant Bombardier Beetle: CR 2; Medium vermin; HD 2d8+4; hp 15; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16; Base Atk +1; Grp +2; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); SA Acid spray; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +5, Ref +0, Will +0; Str 13, Dex 10, Con 14, Int –, Wis 10, Cha 9.

SA – *Acid Spray*: 1/round, 10 foot cone, 1d4+2 damage, Fort save (DC 13) for none.

Giant Stag Beetle: CR 4; Large vermin; HD 7d8+21; hp 52; Init +0; Spd 20 ft.; AC 19, touch 9, flat-footed 19; Base Atk +5; Grp +15; Atk +10 melee (4d6+9, bite); Full Atk +10 melee (4d6+9, bite); Space/Reach 10 ft./5 ft.; SA Trample 2d8+3; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +8, Ref +2, Will +2; Str 23, Dex 10, Con 17, Int –, Wis 10, Cha 9.

SA – *Trample*: Reflex DC 19 half.

Rat: CR 1/8; Tiny animal; HD 1/4 d8; hp 1; Init +2; Spd 15 ft.; AC 14, touch 14, flat-footed 12; Base Atk +0; Grp –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); SQ Low-light vision, scent; AL N; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse (bite)

Areas of the Map

Area 1 – The Ratfight (EL 5): As the characters approach the keep, they will encounter three giant bombardier beetles fighting in the rubble. Because the characters are moving over open ground outside the rubble, they will be sighted by the beetles unless they are using a magical means of concealment. When they are close to the keep, read the following:

In the ruined corner of the keep where a sturdy tower once stood, you hear a commotion. In the midst of the rubble you can see three large beetles fighting over the bodies of several dead rats. As soon as the beetles notice you, they stop squabbling and advance. Before you have time to process your surroundings, you are under attack!

The beetles were fighting over their next meal, but they will gladly cooperate to take down an even bigger meal of the characters.

Tactics: The beetles are unintelligent vermin. They

attack the characters with the goal of getting an easy meal. If the fight proves to be too much, they will retreat to the rubble of the northern wall.

Combat within the rubble of the keep is considered to take place in a heavy obstruction. All creatures move at half speed. Outside the rubble is normal ground.

Giant Bombardier Beetles (3): CR 2; Medium vermin; HD 2d8+4; hp 15, 13, 12; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16; Base Atk +1; Grp +2; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); SA Acid spray; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +5, Ref +0, Will +0; Str 13, Dex 10, Con 14, Int –, Wis 10, Cha 9.

SA – *Acid Spray*: 1/round, 10 foot cone, 1d4+2 damage, Fort save (DC 13) for none.

Area 2 – The Haunted Tower (EL 3): Once the characters have entered the boundaries of the keep, read or paraphrase the following:

You are now standing in the courtyard of what was once a powerful keep. Now it is mere ruins. In the southwestern corner of the courtyard is an overgrown apple orchard, tangled by weeds and years of neglect. Above it, on the northern half of the west wall, is the still-standing stone foundation of the ruined stables. Your observation continues clockwise until you see the battered officers' quarters in the northeastern corner. Below them, along the southern half of the east wall, are the ruined barracks.

But none of this draws your attention so much as the mysterious tower in the dead center of the keep. Built of the whitest marble and still in pristine condition, it is a mere fifteen feet wide and rises thirty feet in the air. There are no doors or windows.

Completely encasing the tower is a shimmering blue force field roughly six inches from the wall. As your gaze wanders across the tower, you catch a flicker of movement at its top. Suddenly a gruesome looking ghost flits from behind the tower. It is trapped behind the force field, but that doesn't stop it from fixing its gaze upon you and releasing a frightful moan!

This is the ghost of the wizard who built the tower. He has been trapped here for generations. He has no interest in the tower or its denizens; he wants only to escape and move on to the afterlife to which he is entitled – but the force field prevents him from doing so.

Tactics: The ghost is insane and vengeful. It will unleash its frightful moan attack against anyone



who comes within range. Once characters have resisted the moan's effects and returned to the ghost's presence, it continues to moan, creating a nerve-wracking if ineffectual background noise for the rest of the adventure.

The force field is utterly impenetrable, and thus the ghost cannot be harmed (at least not by characters of this level). The characters may attempt to attack the ghost, but it's pointless since it is protected by the force field. If the characters successfully release the force field (see area 32), they should receive 300 XP each for "defeating" the ghost, which will escape to the afterlife as soon as the force field is lifted.

Full stats for the ghost (who was once a 20th level wizard) are not needed, since he can't be harmed by the characters and only his moan will affect them. His frightful moan causes creatures within 30 feet to panic for 2d4 rounds unless they pass a Will save (DC 21).

Area 3 – The Old Orchard (EL 3): If the characters examine the orchard, read or paraphrase the following:

The overgrown apple orchard is roughly forty feet to a side. It is tangled and dark. You can see some semblance of order in the way the trees are planted, but they have since grown far

beyond their allotted rows. Brambles grow underfoot, vines hang from the tree branches, and the husk of a dead beetle can be seen beneath one tree – although you do see the glimmer of metal amidst the underbrush.

The assassin vine that lives in this area is an opportunistic predator, attacking whatever happens to stroll through the orchard. Characters who actively observe the area may happen to notice the assassin vine (Spot, Survival, or Knowledge (plants or herbs); DC 20).

The beetle husk is slowly decomposing. The glimmer of metal is from past victims, many long since absorbed into the assassin vine as fertilizer. A search of the area cannot be accomplished without rousing the assassin vine, but it reveals a rusty longsword and lantern, plus 27 gp scattered about the ground (Search, DC 10).

Tactics: The assassin vine waits until the characters have walked at least 10 feet into the orchard. Then it animates plants to entangle them and commences an attack.

Assassin Vine: CR 3; Large plant; HD 4d8+12; hp 35; Init +0; Spd 5 ft.; AC 15, touch 9, flat-footed 15; Base Atk +3; Grp +12; Atk +7 melee (1d6+7, slam); Full Atk +7 melee (1d6+7, slam); SA Constrict 1d6+7, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int –, Wis 13, Cha 9.

SA – *Entangle (Su)*: As *entangle*; plants within 30 feet; free action; Ref DC 13 partial.

Area 4 – Stables: When the characters approach, read or paraphrase the following:

This long, low building was once the keep's stables. The stone columns on the corners still stand, as do some of the rafters, and some of the roof is still intact. There is no sign of life.

The first character to disturb the stables in any way incites the swarm of bats within. They come rushing out, swirl about the characters for a few moments, and then fly off. They cause no damage but will distract characters in the midst of combat (Concentration, DC 8 + spell level to cast spells).

The most notable feature of this area is the hole in the floor of the southeastern corner of the stables. It is a simple hole excavated from the floor. It leads ten feet down to the ceiling of area 13 of level –1, where it is used by the owlbears to enter their lair.

Area 5 – Beetle Nest (EL 4): A giant stag beetle is rest-

ing in the rubble here. It has buried itself halfway under the rocks and gravel, and is pointing away from them. When the characters approach, make an opposed Listen vs. Move Silently check (the stag beetle has +0 to Listen). Either way, the characters will notice the beetle; the question is whether it will hear them and react in time.

As you approach the ruins of the keep's north-west tower, you see a ten-foot-long carapace poking through the rubble. A gigantic pair of mandibles protrudes from the end opposite you. It appears to be a massive beetle dug into the rubble.

Resolve the situation based on the characters' reactions. If they are quiet, they may be able to avoid the combat. (Of course, they might not want to avoid the combat...)

Tactics: If the giant stag beetle hears the characters, it uses its first movement action to rise from the rubble, then advances on them and attacks. Like most vermin, it is interested in a meal and little else.

Giant Stag Beetle: CR 4; Large vermin; HD 7d8+21; hp 52; Init +0; Spd 20 ft.; AC 19, touch 9, flat-footed 19; Base Atk +5; Grp +15; Atk +10 melee (4d6+9, bite); Full Atk +10 melee (4d6+9, bite); Space/Reach 10 ft./5 ft.; SA Trample 2d8+3; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +8, Ref +2, Will +2; Str 23, Dex 10, Con 17, Int –, Wis 10, Cha 9.

SA – Trample: Reflex DC 19 half.

Area 6 – Ruined Barracks: When the characters approach, read or paraphrase the following:

This appears to have once been a wood-framed building. It is now completely destroyed. You can barely make out the outline of where the walls once stood. Based on the smashed furniture inside, it appears this was once a barracks of some sort.

The keep's soldiers and hired hands once lived here. There is nothing of interest.

Area 7 – Ruined Officer's Quarters: As the characters approach, read or paraphrase the following:

This stone-framed building is relatively intact, though severely damaged. Shattered furniture that was once well constructed indicates it was probably the officer's quarters at some point.

The doors into this structure are broken down, and the walls are weak enough that a good shove (Strength check, DC 18) is enough to push through.

As labeled on the map, the rooms were respectively as follows:

A: The office. Now covered in shattered shards of wood. A thorough Search (DC 20) uncovers 4 gp hidden amongst the wreckage.

B: The bedroom. Nothing of value remains.

C: The closet. An open trap door that is impossible to miss is in the back of the closet. Rungs carved into a stone tunnel lead down to area 9 on level –1.

Area 8 – The Sinkhole: This huge sinkhole opens into a pit into level –2. It was formed by many decades of steady runoff, which gradually opened up a passage into the large cave under this part of the keep. When the characters approach, read or paraphrase the following:

A massive fifteen-foot-wide sinkhole fills this corner of the keep. Its walls slope more than ten feet into the earth before collapsing into a ten-foot-wide hole that descends deep into the ground.

It's difficult to get closer than five feet from the edge of the hole due to the crumbly, muddy, unsteady walls of the sinkhole. A successful Climb (DC 15) or Balance (DC 10) check is necessary; otherwise the character slides down the sinkhole and into the hole. They fall at least 20 ft., but may stop their fall via the *immovable rods* (see below).

The hole falls forty feet before opening up into area 24 of level –2. A successful Spot check down the hole (DC 15; automatic success by anyone who falls down) notices 4 floating rods (similar to *immovable rods*) set at 5 ft. increments starting at the bottom of the hole (heights of 5, 10, 15, and 20 ft.). Falling characters will have their fall broken by the first one (the hole is only ten feet wide, with the rod in the center); with a successful Reflex save (DC 15), they can grab hold and end their fall there. At each successive rod, they get another Reflex save (DC 10), until they've hit the ground or grabbed hold. Normal damage is sustained for the fall (1d6 per 10 feet fallen).

The rods are the legacy of past adventurers who didn't survive to reclaim them. Their magic has faded due to *dispel magic* being cast a few too many times in the battle in which their previous owner perished. They function as *immovable rods* until deactivated and moved, at which point the magic finally fails and they become ordinary rods again.

Abandoned Keep, Level –1: Tombs

The keep was built atop an ancient tomb from a long-lost religion. This level was a jail and dungeon built by the keep's original owner, who happened to uncover the buried tomb during his construction. In later years, the wizard who moved here to build his tower would add a third round of construction to create the secret underground entrance to level –3, leading to his tower. After the wizard's entombment in his force-field-encased tower, local wildlife added still another round of construction to build their lairs here.

There is no natural illumination through most of this level, though the air shaft to the owlbear's territory in area 13 provides some light, as does the force field abutting area 15.

Unless noted otherwise, ceilings are ten feet tall. All walls and doors on this floor have the following stats:

Unworked Stone Wall: 5 ft. thick; hardness 8; hp 900; Break DC 65; Climb DC 20.

Simple Wooden Door: 1" thick; hardness 5; hp 10; Break DC 13 (stuck), 15 (locked).

Wandering Monsters

There is a 15% chance (1-3 on a d20) per hour that the characters will come across a random encounter while on this level. Randomly determine the nature of the encounter by rolling 1d6:

1d6	Encounter
1-3	1 owlbear
4-5	2d6 rats
6	1d2 giant stag beetles

The following statistics are provided for easy reference.

Owlbear: CR 4; Large magical beast; HD 5d10+25; hp 52; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed 14; Base Atk +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9 melee x2 (1d6+5, 2 claws) and +4 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +8; Alertness, Track.

Giant Stag Beetle: CR 4; Large vermin; HD 7d8+21; hp 52; Init +0; Spd 20 ft.; AC 19, touch 9, flat-footed 19; Base Atk +5; Grp +15; Atk +10 melee (4d6+9, bite); Full Atk +10 melee (4d6+9, bite); Space/Reach 10 ft./5 ft.; SA Trample 2d8+3; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +8, Ref +2, Will +2; Str 23, Dex 10, Con 17, Int –, Wis 10, Cha 9.

SA – Trample: Reflex half DC 19.

Rat: CR 1/8; Tiny animal; HD 1/4 d8; hp 1; Init +2; Spd 15 ft.; AC 14, touch 14, flat-footed 12; Base Atk +0; Grp –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); SQ Low-light vision, scent; AL N; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse (bite)

Areas of the Map

Area 9 – The Dungeon (EL 4): This area was once used as a jail and prison. When the characters enter, read or paraphrase the following:

You pass down a 50-foot hallway to arrive at this dank, dark 30-by-50-foot room, which clearly used to be a jail. The stone walls are well built and reinforced, clearly designed by a skilled builder. On each side of the room are two barred jail cells. The two closest to you are small, 10-by-10 cubicles, while the farther cells measure 20-by-20. The bars to each cell are bent and rusted; it wouldn't be hard to force your way through.

But before you have a chance to examine anything carefully, you notice a shadowed lump moving in the corner. The three-legged creature suddenly rises and lashes out with a tentacle!

An otyugh visits this area regularly, feeding off the carcasses dumped nearby whenever the owlbears in area 13 finish a meal. Sometimes the owlbears even let the otyugh pass safely through their lair to area 15, though they have kept it at bay lately since the young in area 14 were born. The otyugh has learned not to fight the owlbears, but these small tin men coming down the hall can't be that tough...

The cells are empty, as is the rest of the room. Anyone of Medium size or smaller can squeeze their way through the bent, twisted bars leading into each cell. A search reveals only faint, barely discernable scratch marks made by long-ago prisoners in the cells.

Tactics: The otyugh attacks on sight. It came in by squeezing through the same tunnel the characters now occupy, so it has no way out. It fights to the death.

Otyugh: CR 4; Large aberration; HD 6d8+9; hp 36; Init +0; Spd 20 ft.; AC 17, touch 9, flat-footed 17; Base Atk +4; Grp +8; Atk +4 melee (1d6, tentacle); Full Atk +4 melee x2 (1d6, 2 tentacles) and –2

melee (1d4, bite); Space/Reach 10 ft./10 ft. (15 ft. with tentacle); SA Constrict 1d6, disease, improved grab; SQ Darkvision 60 ft., scent; AL N; SV Fort +3, Ref +2, Will +6; Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide –1 (+7 in lair), Listen +6, Spot +6; Alertness, Toughness, Weapon Focus (tentacle).

SA – Disease: Filth fever – bite, Fort DC 14, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Area 10 – The Old Jailer’s Quarters: When the characters enter, read or paraphrase the following:

This 30-by-30 room is filled with rubble, shards of wood, and loose dirt. Something has dug a passage straight through the stone walls in the northwest corner, with one tunnel leading to the north and another to the east.

The tunnel was made by the owlbears that now live in areas 12, 13, 14, and 15. They have no use for the cold stone-walled areas of the dungeon proper, so they have dug out their own warm earthen lair. If the characters make a lot of noise here (or if they opened the door from area 9 while fighting the otyugh), the owlbears from areas 12 (if it awakens) and 13 may come to investigate.

This room is empty. The secret door in the south wall (Search, DC 20) predates the wizard’s occupation; it was used to hide the torture cell from disapproving authorities. It is a hinged section of the stone wall that swings inward into room 11, but only if a certain stone in the wall is lifted. It opens easily, with no lock, and can be barricaded from room 11.

Area 11 – The Torture Chamber: When the characters enter, read or paraphrase the following:

This 20-by-30 room has sat unused for many generations. An inch-thick layer of dust covers the area, and the air is stale and parched. The room is filled with the tools of a torturer: manacles, hammers, wrenches, chains, a rack, and even an iron maiden lying in a corner.

The torture equipment is extremely old. All hinges have crumbled to the point of disuse. There is nothing else of value. However, due to the secrecy of this room, and the fact that the secret door opens inward and can be easily spiked shut, this is a great place for the party to bed down for the night.

The secret door in the southeast corner (Search, DC 25) was added by the wizard, not the original builder. If the right stones are pushed in a sequence, there is a sudden gasp (the sound of air trapped for centuries rushing out of the space

below) and then this section of wall slides into the ceiling. It can be pulled shut again and reopened by pressing the same stones (which protrude through the wall from both sides of the door).

The spiral staircase descends 30 feet to area 27 on level –3.

Area 12 – Old Owlbear (EL 2, reduced because it’s asleep): The oldest owlbear lives here. It spends most of its time sleeping.

This earthen cave has been dug roughly, with no reinforcements whatsoever. In the middle of the floor rests a huge feathered creature of some kind. A rhythmic, wheezing pattern of breathing tells you it’s asleep.

Tactics: The characters can coup de grace the owlbear if they do not wake it up. Award half XP if they do not have to fight it. The EL for this encounter is half normal because of the ease with which it is dispatched. If the owlbear wakes up, it will growl loud enough for the family in area 13 to rush to its aid.

There is nothing else of value here.

Owlbear: CR 4; Large magical beast; HD 5d10+25; hp 40; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed 14; Base Atk +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9 melee x2 (1d6+5, 2 claws) and +4 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +8; Alertness, Track.

Area 13 – Adult Owlbears (EL 6): Most of the rest of the owlbear family lives here.

This roughly circular cave is filled with signs of regular use. A nearly vertical air shaft allows for twilight-level illumination. But the sight that really catches your attention is not the huge claw marks on every surface, but the source of those claw marks standing right in front of you. Two enormous bear-like creatures covered in shaggy coats of feathers glare at you. Their beaked, bird-like heads hiss a warning. Roll for initiative!

The air shaft marked on the map is also used by the owlbears to enter and exit their lair. It leads to area 4 on level 0. There are handholds and footholds in the tunnel and nearby wall that make it easy to use for a creature with an eight-foot reach – but they are too far apart for human use.

Tactics: These owlbears are alert and hungry. Unless the characters were exceptionally cautious (no light, moving silently, etc.), the owlbears will be

aware of them. They attack on sight. If facing defeat, the owlbears will retreat to area 14 and make a last stand there.

Owlbears (2): CR 4; Large magical beast; HD 5d10+25; hp 55, 45; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed 14; Base Atk +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9 melee x2 (1d6+5, 2 claws) and +4 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +8; Alertness, Track.

Area 14 – Owlbear Nursery (EL 4): The owlbears use this room for their young. A mother who recently gave birth and her twins currently inhabit the area.

Two small bundles of fur cower in the corner. Their massive parent towers in front of them, stretched to her full height of eight feet. Her feathers bristle as she hisses ferociously, warning you away.

Tactics: The mother will not attack unless provoked, and will not pursue retreating characters, nor will she come to the aid of the other combatants in area 13. Her only interest is in protecting her young. She will do anything to keep them from harm. The young are no danger and will not attack under any circumstances; they simply cower. Do not award XP for killing the defenseless young.

Owlbear: CR 4; Large magical beast; HD 5d10+25; hp 52; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed 14; Base Atk +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9 melee x2 (1d6+5, 2 claws) and +4 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +8; Alertness, Track.

Owlbear Young (2): CR NA; Small magical beast; HD 1/2 d10+3; hp 4, 5; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk +0; Grp –2; Atk none; Full Atk none; Space/Reach 2-1/2 ft./2-1/2 ft.; SQ Scent; AL N; SV Fort +5, Ref +2, Will +1; Str 14, Dex 14, Con 16, Int 2, Wis 8, Cha 8.

Skills: Listen +1, Spot +1.

Area 15 – Tower Border: Read or paraphrase the following:

The tunnel turns sharply to the right where it encounters an underground section of the tower. The shimmering blue force field seems out of place underground, where it borders wet

dirt and mud, but it makes it clear that the tower extends deep underground. Instead of seeing its white marble walls behind the force field, you instead see mud like what the tunnel is carved from, with the occasional patch of dirty marble visible beneath.

The tunnel turns into a small dead-end room filled with bones and rubbish.

When the wizard activated the force field, it trapped inside everything within 6 feet of the tower. Above ground, this was just empty air, but below ground it included a whole lot of dirt and mud.

The dead-end room contains the detritus of owlbear life: bones, carrion, excrement, and metal objects the owlbears can't eat. Digging through it is a disgusting task, revealing (Search, DC 10) only a rusty heavy mace and 16 cp.

Area 16 – The Old Armory: This was once the armory for the complex.

This 30-by-30 room is littered with broken weapons and overturned weapon racks. It clearly used to be an armory. It has been disturbed fairly recently, as evidenced by the clawed tracks on the dusty floor.

Anyone with Knowledge (Dungeoneering) or Survival and the Track feat may be able to tell that they are otyugh tracks (DC 15). The creature wanders the area looking for food. It sometimes catches rats and other vermin in this room and others.

The armory has been ransacked by time and raiders. The wooden weapon racks are all but destroyed. A search reveals the following:

- Several molded, stiffened suits of leather and hide armor that are practically unwearable
- Two thoroughly rusted suits of chainmail
- A number of shattered and dulled swords
- The still-useable blades of 10 handaxes, though they are missing their hafts
- An endless variety of metal fragments, broken blades, and shards of wood

Area 17 – The Old Hallway: As the characters walk the first 40 feet of this hallway, read or paraphrase the following. If the party has no dwarf (or anyone else with stonemasonry or a similar ability), modify the text to make the discoveries less precise.

As you walk down this 10-foot hall, you notice the nature of the stonework changing. Whereas before it was well designed by someone who

clearly knew their stonework, it now becomes rougher and less precise. The stones are held together with a crumbling mortar that seems to barely stay together. In fact, it seems ancient.

As you progress down the hall you come to an archway, also designed in the ancient, more homely style of stonework. A crude symbol of a kneeling figure is carved into the stone above the top of the arch, but you can't tell much more. Sixty feet further down the hallway you see another similar arch.

Careful observation (Spot, DC 20) reveals that the dust on the hallway floor is in three distinct stages. Near the entrance, it was frequently disturbed (by the wandering otyugh, who never ventures far down this hall). Past the corner, there is a narrow path down the middle of the hall where thick dust has accumulated, but careful attention reveals there's even more dust on the outer tracks of the hall. In other words, no one has traveled these halls extensively in many years, but there was limited travel that churned up some dust long enough ago for more dust to accumulate since then.

There is nothing magical about the archway. Characters with exceptional skill in Knowledge (religion) (DC 30) recognize it as the symbol of a Meelkor, a long-dead deity whose religion idealized humility and the common man.

Area 18 – The Cave-In: Read or paraphrase the following:

Further down the hall you pass another archway similar to the first. Thirty feet past it the crumbling old walls have collapsed in a cave-in that blocks the hallway. A huge pile of stone and dirt reaches almost to the ceiling, but there is a tiny space at the top where you could see over if you tried.

Nothing happens if the characters peer through the space at the top of the cave-in; they simply see the hallway beyond.

The cave-in was a natural occurrence that happened nearly a decade ago. Nothing has tried to get past since then. It can be cleared with 20 minutes of hard work (less for strong characters).

Area 19 – The Outer Crypt (EL 7 with skeletons from area 20): Read or paraphrase the following:

You look into a 50-by-50 stone room with a number of interesting features. First, there are open passages exiting through the middles of both the south and the west walls. Second, there is a statue in the center of the room. It is a granite-carved image of an old, blind crone hunched with age. Third, the walls are carved in scenes of mighty wizards and warriors kneeling before the poor and humble. Fourth, there are four plain wooden coffins, one in each corner of the room. Their tops are ajar. Finally, there are five skeletons lying on the floor. There is one in rotting red robes beside each of the coffins, while the fifth, complete with rusting adventuring equipment, rests in front of the statue.

Observant characters (Spot, DC 20) will also note that the coffins are cut up with dents and scratches, as if something had attacked them.

This entire area was once a temple to Meelkor, an ancient god of humility. Now long passed from the face of the earth, the relics of the god's worshippers are gone and forgotten. Show the players handout A so they see what the area looks like.

This particular room was the outer entrance to a crypt housing Glorian, a knight of the god, who was renowned for fighting with a magic sword that appeared to be a simple, blunted wooden blade. Several other lesser devotees are also interred here. The coffins in this area housed some of the more senior clerics.

Upon seeing this area, players will probably look to the skeletons for danger, or perhaps the statue. In fact, none of them are dead; it is the animated coffins that present a threat.

Tactics: The animated coffins will jump up and attack as soon as someone passes close to the statue or tries to leave the room through one of the other exits. As they jump up, they reveal sacks of burial treasures spilled below them. (These were dumped the last time they jumped up, to attack the intruder who now lies dead in front of the statue.) As soon as the coffins react, the skeletons in room 20 will begin to stir. The coffins are animated with a

Meelkor

Meelkor, a long-forgotten god of humility and piety, is chaotic good. Little is remembered of him except that he represented the common man and encouraged disobedience of unjust authority. His temples were smashed after clerics of Meelkor participated in a peasant uprising many centuries ago. His worshipers were mostly commoners, warriors, and experts, with some fighters and rogues. Chaos, Good, and Protection are his domains. He is usually depicted as a stooped, wizened old man with a crooked cane and disfigured face.

simple form of intelligence that directs them on very specific tasks related to defending this crypt from invasion, as follows:

Round one: The coffins position themselves to block off the north and west entrances.

Round two: The coffins initiate slam attacks on anyone they can reach without moving; otherwise, they remain in place (even if attacked with ranged weapons). They will only move from these positions to escape burning oil thrown below them or the like, and then they will only hop one or two squares away down the corridors, keeping the escape routes blocked off.

Round three: The skeletons from area 20 start arriving through the southern exit. They move to attack whatever is in their path. If the players react quickly, they can handle this encounter easily by plugging the southern corridor and fighting the skeletons two-on-two at the entrance. If they let the skeletons into the room, the encounter gets a lot harder.

All of these creatures fight to the death. The original five skeletons that started in this room are not animated. They are significant only insofar as the keys on their fingers (see below).

Treasure: After a long, hard fight, the characters find the following upon searching the room:

- On the skeleton in front of the statue (a former adventurer killed in this room): rusty banded mail; a +1 *large steel shield*; a +1 *shortsword*; 6 rusty metal spikes; smashed glass vials; rotted backpack; a moldy leather flap carefully wrapped around a sheet of parchment (this is illustrated in players' handout B)
- Below where the coffins were: 4 sacks, one where each coffin was, containing 100 pp, 100 gp, 100 gp, and 100 sp, along with other molded sacks of herbs and spices.
- On the four unanimated skeletons: a careful search (Search, DC 20) reveals that the left index finger of each of these skeletons has been carved into a key. (Get it? A skeleton key!) These are the keys to area 28. Long ago, the wizard used force fields to protect himself while he carved these keys into the skeletons' fingers. They were his backup, should he ever need to get past the force field at area 28 without his usual password. He never used them, and now they remain, lost to time.

Wooden Animated Coffins (4) (as animated object, Medium): CR 2; Medium construct; HD 2d10+20; hp 25, 25, 30, 30; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +2;

Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); SQ Hardness 5, double damage from fire, construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1.

Area 20 – Last Rest of the Faithful (EL 4 if somehow encountered separately from area 19): It is highly unlikely that the characters arrive in this room without having already disturbed the skeletons by way of area 19. If they somehow bypassed area 19, these coffins will be closed with animated skeletons inside. Otherwise, read the following:

This long 30-by-50 room is lined with simple wooden coffins, all of them shoved open from the inside. There are ten in all, five along each wall. Aside from dust and mildew, there is nothing else in this room.

These coffins held animated skeletons meant to defend the crypt. These are the skeletons of the lesser acolytes, who were reanimated with specific instructions to continue serving their god long into the afterlife. After all, what is more humble than continued service in death?

Searching the coffins easily reveals ten wooden statuettes, one in each coffin. They're worth nothing. There is nothing else in the room.

Skeletons (10): CR 1/3; Medium undead; HD 1d12; hp 2, 3, 4, 5, 6, 6, 7, 8, 9, 10; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 15; Base Atk +0; Grp +1; Atk +1 melee (1d8+1/19-20, longsword) or +1 melee (1d4+1, claw); Full Atk +1 melee (1d8+1/19-20, longsword) or +1 melee (1d4+1, claw); SQ DR 5/bludgeoning, darkvision 10 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

Area 21 – Hall of the Faithful: Read or paraphrase the following:

This long hallway is lined with stone pillars, all of them carved into the shape of old, blind crones kneeling and supporting other crones on their backs.

Searching the room reveals nothing.

Area 22 – Test of the Faithful (EL 1): The characters pass through yet another archway showing a kneeling person before entering this room:

You leave the pillared hallway and pass through another arch, which again is carved with images of kneeling creatures. You are now in a small room with an alcove set into the middle of its western wall. In the alcove is a statue of an elderly blind man, stooped and crippled.

Faithful followers of Meelkor (and perceptive players) know by now to kneel before the meek. That's the trick to this room.

Anyone who approaches the statue will trip the pressure plate hidden in the floor (marked with a "P" on the map). There's an audible click when someone steps on this space. The click is the activation of a trap: a swinging scythe blade that swings out of the wall beside the statue, slicing horizontally at a height of 4' (automatically missing short characters). Its path covers the entire room.

As soon as the trap is activated, shout suddenly at your players: "You step in front of the statue and hear an audible click from the floor. You have three seconds – quickly now, what do you do?"

Characters will probably choose one of three options:

Kneel: Anyone who kneels will feel the blade swing over their head, perhaps slicing off a few hairs if they're tall. They are not harmed.

Jump back out of the room: With a Ref save (DC 21), the character jumps out of harm's way before the blade hits. Otherwise, make an attack roll for the blade as usual (see stats below).

Do nothing: If a player doesn't shout out an action quickly enough, their character may be hit by the blade. Make an attack roll for the blade as usual (see stats below).

Three rounds after the blade swings by, the statue starts to slowly sink into the floor. The secret door behind it is a faux stone wall that slides into the floor when a certain stone is pushed (Search, DC 20). The door cannot be opened until the statue has receded into the floor, which is why Glorian has been trapped all these years.

Scything Blade Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device 20.

Area 23 – The Fallen Knight-Wight's Lair (EL 3): As soon as someone opens the door to this area, read or paraphrase the following:

As the secret door slides down, you are suddenly face to face with a leathery-looking corpse-like creature. Its wild eyes burn with malevolence as it hisses, "Now I am the master!" Then it slashes at you with its clawed hands.

This wight is all that is left of Glorian. When his deity left the known planes many centuries ago, the souls of his followers were expelled from Meelkor's realms. The weakest perished or found respite elsewhere in the planes, but the most powerful



(such as Glorian) seethed with anger at what they felt was a grand betrayal. After years of servitude to Meelkor, they expected more than to be unceremoniously evicted from their afterlife! Of course, to Meelkor, expectations of reward were counter to his beliefs anyway, but even the most pious human cleric secretly expects compensation for his years of mortal restraint once he reaches the magnificent afterlife. The righteous anger coursing through Glorian and a few other high-level followers was so great that their souls forcibly returned to their bodies and they reanimated as undead. Now, instead of resting peacefully in the crypt that was built for him, Glorian has been an incensed wight anxious to escape for close to 700 years. After all, the secret door that keeps his body "safe" in its crypt has no latch from the inside... why would it need one?

Tactics: With the wight's +16 bonus to Move Silently, it is extremely unlikely that the characters will have heard him. Even if they listened at the secret door, Glorian had plenty of time to get in position and stand still after the sounds of the axe swinging, the characters' shouts, and the statue grating as it receded into the floor. Unless the characters have some magical means of detection, assume they are automatically surprised.

Glorian really just wants to leave his burial grounds, but since the characters are in his way, he will fight

to the death (uh, re-death, since he's already dead). He is thoroughly insane due to his anger and will react violently to any attempts to placate him through kneeling or otherwise acting humble.

Treasure: Glorian's coffin sits on the west side of the room. It has been scratched and scraped endlessly over the years as he whiled away his furious boredom. On the floor around it are the belongings he was buried with, all easily located:

- A breastplate made of solid gold (buried with Glorian as a symbol of his pure heart; 30 lbs. and worth 500 gp; function as a normal breastplate)
- A mundane metal helmet, gloves, bracers, and other artifacts
- A plain, blunted wooden longsword weighing three pounds. This sword is actually a powerful magic item. It really is wood, but it is not flammable and in all situations is treated as being a nor-

mal metal +2 *longsword*. Anyone who uses it in combat will become aware of its abilities.

Glorian, Wight: CR 3; Medium undead; HD 4d12; hp 30; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +3 melee (1d4+1 plus energy drain, slam); Full Atk +3 melee (1d4+1 plus energy drain, slam); SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-fight.

SA — *Create Spawn (Su)*: Any humanoid slain by a wight becomes a wight in 1d4 rounds.

SA — *Energy Drain (Su)*: Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. For each such negative level bestowed, the wight gains 5 temporary hit points.

Abandoned Keep, Level –2: Caverns

This level does not provide access to the wizard's tower. But if the characters are careful mappers, they'll realize the stone walls they find in area 25 point to a hidden staircase above.

These caverns were formed naturally by erosion and earthquakes. They were originally occupied only by ankhegs and other similar burrowing creatures. After a strong summer thunderstorm followed by a mild earthquake, a sinkhole opened in the northeast corner of the keep and drained into area 24, providing easier access. Since then a number of creatures have stumbled across the area.

There is low-light illumination throughout most of this level, due to the tunnels in areas 24 and 25. The location of the tower is marked on the map for reference in case players decide to tunnel after it, but it is surrounded by a force field and inaccessible, just like the tower on level –1.

Walls on this level are dirt and stone formed from natural erosion. Ceiling height on this level varies widely but is generally about fifteen feet tall.

Wandering Monsters

There is little traffic on this level, since the only two entrances are either by way of the ankheg's lair or a vertical shaft. Roll for wandering monsters only once every 6 hours (i.e., if the characters camp out here). There is a 20% chance (1-4 on d20) per six hours that the characters will come across a random encounter while on this level. Randomly determine the nature of the encounter by rolling 1d6:

1d6	Encounter
1-2	1 owlbear
3-4	1 ankheg
5	2d6 rats
6	1 giant stag beetle

The following statistics are provided for easy reference.

Owlbear: CR 4; Large magical beast; HD 5d10+25; hp 52; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed 14; Base Atk +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9 melee x2 (1d6+5, 2 claws) and +4 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +8; Alertness, Track.

Ankheg: CR 3; Large magical beast; HD 3d10+12; hp 30; Init +0; Spd 30 ft.; AC 18, touch 9, flat-footed 18; Base Atk +3; Grp +12; Atk +7 melee (2d6+7 plus 1d4 acid, bite); Full Atk +7 melee (2d6+7 plus 1d4 acid, bite); SA Improved grab, spit acid; SQ Darkvision 60 ft., low-light vision, tremorsense 60 ft.; AL N; SV Fort +6, Ref +3, Will +2; Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6.

Skills and Feats: Climb +8, Listen +6, Spot +3; Alertness, Toughness.

SA — *Spit Acid*: 30-ft. line; once every 6 hours; damage 4d4 acid; Reflex DC 14 half. One spit attack depletes its acid supply for 6 hours; bite deals no acid damage during this time.

Giant Stag Beetle: CR 4; Large vermin; HD 7d8+21; hp 52; Init +0; Spd 20 ft.; AC 19, touch 9, flat-footed 19;

Base Atk +5; Grp +15; Atk +10 melee (4d6+9, bite); Full Atk +10 melee (4d6+9, bite); Space/Reach 10 ft./5 ft.; SA Trample 2d8+3; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +8, Ref +2, Will +2; Str 23, Dex 10, Con 17, Int –, Wis 10, Cha 9.

SA – *Trample*: Reflex half (DC 19).

Rat: CR 1/8; Tiny animal; HD 1/4 d8; hp 1; Init +2; Spd 15 ft.; AC 14, touch 14, flat-footed 12; Base Atk +0; Grp –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); SQ Low-light vision, scent; AL N; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse (bite)

Areas of the Map

Area 24 – The Fungus Forest (EL 5): Read or paraphrase the following:

You have descended into the middle of a large, damp cavern. It is roughly circular and about 100 feet in diameter, with a ceiling 15 feet high. The edges of the room are surrounded by a dense undergrowth of giant mushrooms of all sizes and shapes. The growth is so thick that you can't see much more than five feet through the fungal forest.

The fungal forest is marked with dots and specks on the map. It is considered difficult terrain (speed is halved while moving through). Any creature in the fungal forest is considered to have cover (+4 AC, +2 Ref saves) from attacks coming from outside the forest, even if they're not actively seeking cover.

The three passages leading from this room are only six feet in height and completely concealed behind the masses of fungus. Locating them requires an exceptionally perceptive character (Spot, DC 30) or an active search through the fungal forest (Search, DC 10). The area to the northeast is empty.

But of course it's not that easy. There are three shriekers and two violet funguses hidden in forest alongside the passage leading south.

Tactics: The shriekers and violet funguses will respond to any creature that comes within 10 feet of them. The shrieker screams will draw out the ankheg from area 25 four rounds after the shrieking begins.

Shriekers (3): CR 1; Medium plant; HD 2d8+2; hp 10, 11, 12; Init –5; Spd 0 ft.; AC 8, touch 5, flat-footed 8; Base Atk +1; Grp –4; Atk none; Full Atk none; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref –, Will –4; Str –, Dex –, Con 13, Int –, Wis 2, Cha 1.

SA – *Shriek*: Movement or light within 10 feet

causes the fungus to emit a piercing sound that lasts for 1d3 rounds.

Violet Funguses (2): CR 3; Medium plant; HD 2d8+6; hp 15, 15, 15; Init –1; Spd 10 ft.; AC 13, touch 9, flat-footed 13; Base Atk +1; Grp +3; Atk +3 melee (1d6+2 plus poison, tentacle); Full Atk +3 melee x4 (1d6+2 plus poison, 4 tentacles); SA Poison; SQ Low-light vision, plant traits; AL N; SV Fort +6, Ref –1, Will +0; Str 14, Dex 8, Con 16, Int –, Wis 11, Cha 9.

SA – *Poison*: Injury, Fortitude DC 14, initial and secondary damage 1d4 Str and 1d4 Con.

Area 25 – Ankheg Lair (EL 3): The ankheg may or may not be present, depending on whether the shriekers from area 24 lured it away. Read the first paragraph to the characters, then continue with the second paragraph if the ankheg is present.

You've entered an irregular cavern with a triangular shape. In the southwest corner is a well-built stone chimney or pillar that stretches from the floor to the ceiling. It's ten feet to a side and there appears to be no access inside. A pile of dung and refuse is heaped beside it. A little north of it along the wall is a wide tunnel leading upward at a sharp angle.

In the middle of the room, a huge segmented insect glares at you. It is more than ten feet long and has two enormous mandibles. Clicking them together impatiently, it begins to advance.

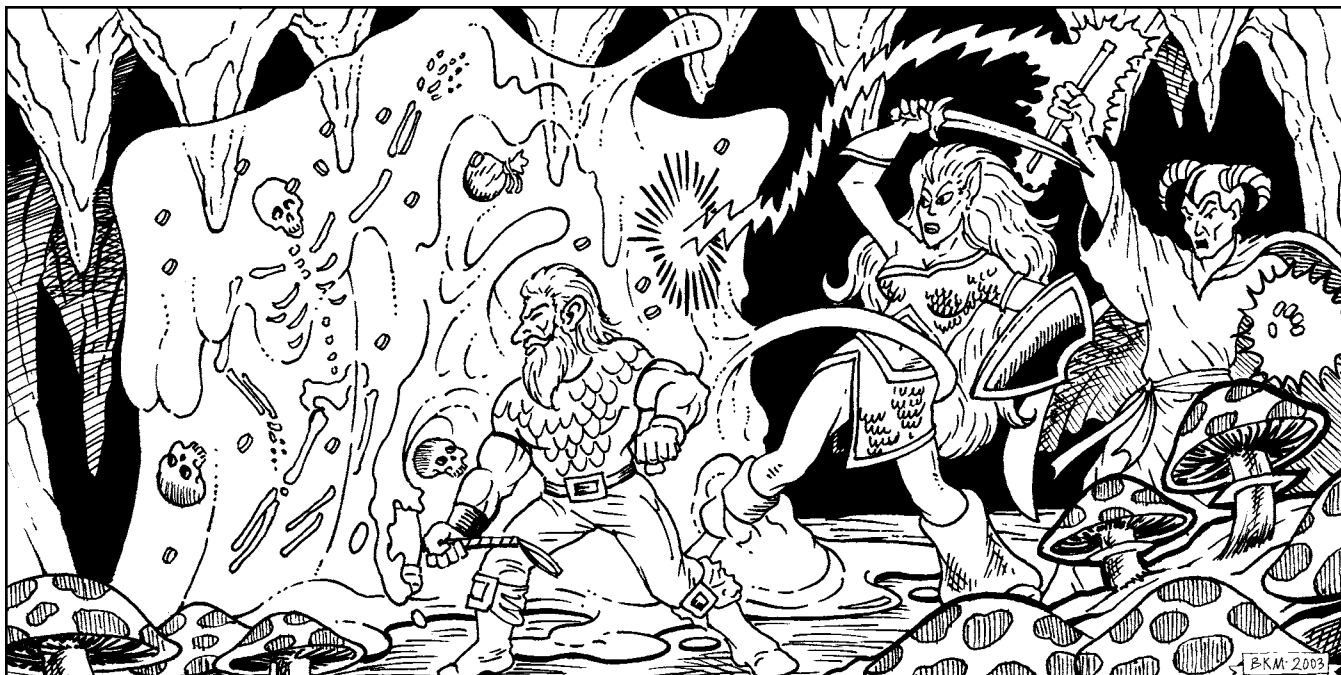
The stone "pillar" is actually the spiral staircase from area 11 of level –1. It leads down through the dirt until it opens up in the wizard's domain in level –3.

The tunnel is used by the ankheg to enter and exit its lair. It leads up steeply (Climb, DC 20) to a point somewhere outside the ruins.

Tactics: The ankheg is hungry and doesn't like intruders in its lair. It fights to the death.

Treasure: This ankheg roamed far and wide, and always brought its kills back to its lair. The pile of dung and refuse contains the inedible bits of several years worth of kills, which includes a number of wandering merchants, priests, bards, farmers, and other travelers. Digging through it is a disgusting task (Fort save, DC 15, or spend 1d4 rounds nauseous) but has favorable results (Search, DC 15). In addition to bones, many shattered weapons, and splintered suits of armor, the characters find: 40 pp, 127 gp, 85 sp, 312 cp, a *ring of protection* +1, a +1 *chain shirt*, and a +1 *heavy mace*.

Ankheg: CR 3; Large magical beast; HD 3d10+12; hp 30; Init +0; Spd 30 ft.; AC 18, touch 9, flat-footed 18; Base Atk +3; Grp +12; Atk +7 melee (2d6+7



plus 1d4 acid, bite); Full Atk +7 melee (2d6+7 plus 1d4 acid, bite); SA Improved grab, spit acid; SQ Darkvision 60 ft., low-light vision, tremorsense 60 ft.; AL N; SV Fort +6, Ref +3, Will +2; Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6.

Skills and Feats: Climb +8, Listen +6, Spot +3; Alertness, Toughness.

SA – Spit Acid: 30-ft. line; once every 6 hours; damage 4d4 acid; Reflex DC 14 half. One spit attack depletes its acid supply for 6 hours; bite deals no acid damage during this time.

Area 26 – The Ooze Penitentiary (EL 3): Read or paraphrase the following:

You have entered a large, irregular cavern about 70 feet by 80 feet. It is empty except for piles of loose rubble along the floor.

A gelatinous cube in a state of semi-hibernation bides its time in this room. It has sat undisturbed for about a month. It generally stays still until something disturbs the shriekers right outside, in which case it oozes out and looks for a meal by way of whatever the funguses killed, then returns here to wait for more passersby. The ooze avoids attacking the funguses themselves because of the violet fungus.

If the characters walk around the area or otherwise search the room, they will probably walk into the ooze (Spot, DC 15, to avoid). Otherwise, the ooze will not react.

Tactics: If someone disturbs the ooze, it will lash out. It has no treasure. If lured into the fungal forest,

it will not pass within ten feet of a violet fungus. When it first arrived in this cavern, it learned how dangerous they can be, and it will avoid them now, even if that means self-imprisonment here (at least until the meals stop coming and it has to fight for one).

Gelatinous Cube: CR 3; Huge ooze; HD 4d10+32; hp 54; Init –5; Spd 15 ft.; AC 3, touch 3, flat-footed 3; Base Atk +3; Grp +11; Atk +1 melee (1d6 plus 1d6 acid, slam); Full Atk +1 melee (1d6 plus 1d6 acid, slam); SA Acid, engulf, paralysis; SQ Blindsight 60 ft., immunity to electricity, ooze traits, transparent; AL N; SV Fort +9, Ref –4, Will –4; Str 10, Dex 1, Con 26, Int –, Wis 1, Cha 1.

SA – Acid: A gelatinous cube's acid does not harm metal or stone.

SA – Engulf: Instead of making a slam attack, a gelatinous cube can move over opponents, engulfing as many as it can cover. Opponents can take attacks of opportunity, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed in a Reflex save (DC 13) or they are engulfed. Engulfed creatures are subject to the cube's paralysis and acid, and are considered grappled and trapped. Those who pass the Reflex save are pushed back or aside as the ooze passes by.

SA – Paralysis: Targets hit by slam or engulf attacks must make a Fort save (DC 20) or be paralyzed for 3d6 rounds. Paralyzed targets are automatically engulfed.

SQ – Transparent: Spot (DC 15) to notice.

Abandoned Keep, Level –3: Wizard’s Dungeon

The wizard built this level to protect the entrance to his tower. He installed several traps and tricks, all of which can be bypassed by someone who knows the correct password. Of course, that password is now lost to time, and only the dangers remain.

There is low-light illumination through most of this level, due to various force fields. As long as a force field is active, the nearby areas have faint light.

The stonework on this level is of the highest-quality reinforced masonry. All doors are solidly reinforced iron. The wizard used charmed servants and magical means to make sure everything was perfect. Unless noted otherwise, ceilings are ten feet tall. All walls and doors on this floor have the following statistics:

Reinforced Masonry Wall: 1 ft. thick; hardness 8; hp 180; Break DC 45; Climb DC 15.

Iron Door: 2” thick; hardness 10; hp 60; Break DC 28 (stuck), 28 (locked).

There are no wandering monsters on this level.

Areas of the Map

Area 27 – Force Field Acid Trap (EL 5): Once the characters have descended the staircase, show them players’ handout C then read or paraphrase the following:

The spiral staircase descends more than 80 feet until it finally opens up into a 30-by-50 foot oval-shaped room with rounded corners and an exit through the north wall. A strange blue light pervades this room due to the two force fields across its center. There are also three levers in the walls.

The first lever is on the right wall, five feet from the stairs. Five feet beyond that is a transparent, shimmering blue force field, completely blocking your approach.

Ten feet beyond this first force field, you can see another lever on the left wall.

Ten feet beyond that is yet another force field, and finally there is a third lever five feet beyond that on the right wall.

All the levers are in the up position.

Tricky, eh? This wizardly trap is disguised as simply a sequence of force fields, but it’s much more than that. In a nutshell: pulling the second lever traps the characters between the two force fields, then acid

sprays on them. The only way out is to leave someone outside or to find the hidden release lever.

There is a fourth lever hidden in the wall opposite lever 2. It’s not marked on the map. This lever is really nothing more than a small catch in the stonework and it’s well hidden (Search, DC 20; it’s also six feet off the ground, requiring a tall character to find it). Combined, the four levers create a trap.

Players’ handout C shows the initial distribution of levers – all are up. Keep track of things by marking the appropriate boxes in the chart below in pencil as things change. (Mark them all “up” now.)

	Up	Down
Lever 1		
Lever 2		
Lever 3		
Lever 4 (hidden)		

Search: A thorough search of the front third of the room reveals nothing. Pulling the first lever and then searching the next third of the room reveals the following (DC 20) to a tall character (all features are at a height of six feet):

- The hidden lever #4 (see below).
- The four nozzles in the wall, two on each wall. (These spray acid; see below.)

The Levers: The levers function as follows. If two levers are in contradictory positions (for example, lever 3 is up while lever 4 is down), use the effect of whichever was pulled last. The nozzles move easily in their mechanisms and can be moved with *mage hand* and similar spells.

Lever 1: When pulled down, this deactivates the first force field. When pulled up, it activates the first force field.

Lever 2: When pulled down, it *activates* the first force field (trapping the characters between the two force fields!) and triggers four nozzles hidden in the stone walls that start spewing acid. When pulled up, it does nothing – *it will not deactivate the field*.

The acid nozzles are located six feet off the floor and are only in the area between the two force

fields, two on each wall. The acid causes damage to all characters between the two force fields as follows. The acid is not strong enough to dissolve the stone walls, and the force fields are immune.

Round 1: 1d6 damage; Reflex save (DC 10) for none

Round 2-3: 1d6 damage; Reflex save (DC 15) for half (the “water level” is rising!)

Rounds 4-6: 2d6 damage; no Reflex save (they’re wading in acid!)

Rounds 7-10: 3d6 damage and begin to drown in acid. (The acid is quite old, so is less corrosive than the standard 10d6 damage for acid immersion.)

Round 11: Acid stops spraying.

Escape from this trap is only possible if characters locate lever 4 (see below) or if they left someone on the other side of the first force field, who can raise and then drop lever 1. The acid nozzles can’t be disabled using Disable Device.

If lever 1 is raised and then dropped while the acid is spraying, the force field drops and the acid spills into the southern part of the room, while the nozzles keep spraying. The characters can staunch the flow by lifting lever 1 again, but all characters in the southern half of the room still take 1d6 damage (Ref DC 10 for half) from acid spraying everywhere, and the acid keeps flowing. Pretty soon they’ll have a 10-foot chamber of acid sitting between them and the rest of their adventure.

The acid will take weeks to seep through the stone and dissipate of its own accords. If the players end up tripping the lever to lower the level, it will fill the lower 2/3 of the room to a height of about 5 feet. If the second force field is dropped, it will flow down the corridor to the dotted line on the map (where it is stopped by a subtle natural slope in the floor’s design), filling the area to a height of about 1 foot.

Lever 3: When pulled down, this deactivates the second force field. When pulled up, it activates the second force field.

Lever 4: This lever is actually a hidden catch on the wall. It can be discovered only with a Search check (DC 20) by a tall character (as it’s six feet off the ground). When pulled down, it deactivates the second force field. When pulled up, it activates the second force field and deactivates the first force field. This is the way the wizard gained access – he never had to touch levers 2 and 3.

The Force Fields: The force fields are identical to those created by *wall of force*. They block spells (including *mage hand* attempts to move the levers).

They are permanent, immune to all forms of attack, and effectively invulnerable. (These are smaller versions of the permanent force field the wizard eventually built around his tower.)

Award the characters XP for bypassing a CR 5 trap if they make it through here without triggering the trap. Otherwise, give them no XP.

Force Field Acid Trap: CR 5; mechanical; touch trigger (pulling the lever); manual reset; 1d6 acid (and see above); Search DC 20; Disable Device DC special (see above).

Area 28 – The Skeleton Keyholes: Read or paraphrase the following:

The hallway opens into a long north-south room that measures 20 by 70 feet. The northernmost twenty-foot stretch of the east wall is filled with a shimmering blue force field, through which you can see a passage that winds to the south-east. On the southern half of the room you’re in, there are four simple holes in the floor, spaced about ten feet apart.

This is a simple method to ensure that no single enemy could invade the wizard’s tower. The force field marked on the map deactivates if the correct command word is uttered (but it’s now lost to time), or if the locks under the keyholes indicated on the map are all turned simultaneously.

It’s not even obvious that the holes are keyholes until someone investigates. The holes are too far apart for a single person to operate more than one at a time. In other words, you need four people to get past. The skeleton keys from area 19 on level –1 open these locks. A rogue who tries to pick the locks will quickly discover that even if he could pick one (DC 20), he can’t because the mechanism is designed to work only if all four locks are turned simultaneously. Four rogues working together could pick all four locks, but other than that the characters’ only option is to insert the skeleton keys and have four separate characters all turn at the same instant. When that is done, the force field drops instantly.

Once turned, the skeleton keys cannot be removed from the locks individually; it’s all four or none. If they are removed the force field comes back up again. Make sure the players are aware that if they pass beyond this point, they’re in danger of someone locking them in (that is, if they’re somehow discovered by a party of four creatures who decide to lock the door – which won’t happen, but there’s no reason to tell your players that!).

Area 29 – The Poison Gas Trap (EL 3): The heavy iron

door into this room swings outward. Once the characters have opened the door and looked around the corner, read or paraphrase the following:

You're looking down a short hallway into a small 20-by-20 room. On the far wall is a large human mouth some four feet across, seemingly built into the wall. There is nothing else of note.

The door to this room is a heavy iron door that swings outward into the hall. The area marked P on the map is a pressure plate that is triggered by weights of 40 pounds or more (greater than what most adventurers do with a 10-foot pole, unless they're really slamming it into the ground). When the pressure plate is triggered, the following effects occur:

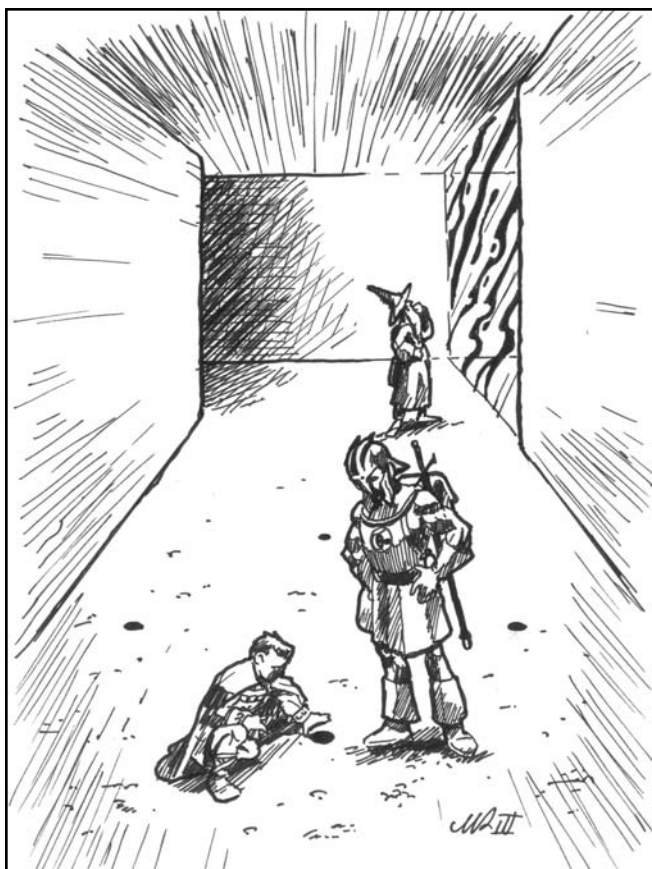
- Another solid iron door slides down from the ceiling in the same space as the doorjam for the door that swung outward to allow entry into this room. It weighs 400 pounds and is solidly anchored in place from the top. It has no hinges, hooks, or locks, and must be bashed down (DC 30) or lifted (DC 22) for anyone to escape.
- The magic mouth comes to life and speaks the phrase, "You can't breathe!" over and over and over again.
- Toxic gas hisses forth from between the magic mouth's lips: inhalation, Fort DC 20, primary damage 1d4 Strength, secondary damage 1d4 Strength. After 15 minutes the room's air supply will be exhausted and characters will begin suffocating.

Unless the characters can bash their way out of the door, there's no escape. Creative characters may think to block the doorway using the iron maiden or rack from room 11; both items will warp under the weight of the sliding door but will hold, allowing characters to enter and leave the room freely.

Poison Gas Trap: CR 3; mechanical; location trigger; manual reset; enough gas to fill 800 sq. ft. (inhalation, Fort DC 20, primary damage 1d4 Strength, secondary damage 1d4 Strength, suffocation after 15 minutes if in enclosed area); Search DC 20; Disable Device DC 16.

Area 30 – The Pit Traps (EL 4): The wizard who built this tower was an adventurer himself once, so he knows how they think. He designed these pit traps to foil the usual methods for getting past them.

As the characters walk down this long hallway, they'll encounter three sets of pit traps, as follows.



All pits are twenty feet deep with spikes on the bottom (damage 2d6 from the fall plus 1d6 if the spikes hit; see below). They are triggered by a weight of 30 pounds or more.

If the characters notice the pits (which they should... see below), make sure you reveal them as soon as they enter the characters' vision range.

Pit A (Spot DC 12): This pit is intentionally easy to spot but built to make it look like the designer was trying to keep it hidden. Players who think they've got it all figured out will send their characters jumping over right into pit B...

Pit B (Spot DC 25): ...which is very well concealed. Note that the edge of pit B is exactly four feet beyond pit A, and it is ten feet long. Unless the character clears a distance of 14 feet or more, he'll land right on top of this pit, sending him tumbling down to the spikes. Characters who land directly on top of the pit after jumping get no save – all their momentum is already carrying them right into the pit.

Pit C (Spot DC 25): Ah ha, think the characters. We've got this figured out. Let them think that when they see pit D, which is easy to spot. Of course, the real trap is now in front of the obvious one, so as they walk up toward pit D plotting their route across, they trigger pit C.

Pit D (Spot DC 12): This is the lure for pit C. Make sure the characters see it as soon as they round the corner.

Pit E (Spot DC 25): At this point, the wizard's tricks are used up, and the characters are probably being incredibly cautious, so he just started making all the pits hard to locate.

Pit F (Spot DC 25): Another well-hidden pit.

Camouflaged Spiked Pit Traps (6): CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent squares); pit spikes (Atk +10 melee, 1 spike per target for 1d6 damage); Search DC 24; Disable Device DC 18.

Area 31 – The Burning Chest (EL 6): When the characters enter this room, read or paraphrase the following:

You're now in another long, oval-shaped room. It measures 50 by 70 feet, with rounded corners. There is a single door in the center of the north wall, and a small metal chest sitting in the exact center of the room.

With all his years as an adventurer, the wizard decided he needed at least one trap that really looks like a trap – and this is it! The quick summary of the room is this: the locked, trapped chest contains a key that can be used to open the locked door. If the characters bypass the trap, pick the lock, and open the door with that key, they trigger a *dimension door* that spits them out of the secret door thirty feet down the hallway. If they fail any one step, however – by triggering the trap, failing to pick the lock, or opening the door without the key – the *dimension door* doesn't activate and the rust monsters are released from their stasis field in the hallway to attack.

Locked and Trapped Chest: The chest is bolted securely to the floor (Strength check, DC 25, to lift) and is guarded with a *fire trap* spell. Finding and disabling the trap is DC 29; if not disabled, the *fire trap* explodes in a burst of flame, doing 1d4+7 points of damage to everyone within 5 feet of the chest (Reflex DC 16 for half). The chest itself is not damaged in the explosion. The lock can be opened with an Open Lock check (DC 20). The chest contains a simple iron key.

The Door: The door is a standard reinforced iron door with a simple lock. The lock is easily picked (DC 15) but if not opened with the correct key, opening it simply releases the rust monsters. If opened with the right key, the characters walk

through a *dimension door* right past the secret door. They have no idea they've teleported; their mapping of this hall will be off by 30 feet.

The Secret Door: If the characters have to fight the rust monsters, they'll end up facing a dead-end passageway. The secret door can be discovered with a Search (DC 25).

The Rust Monsters: There are three rust monsters contained in a specialized stasis field in the short length of hall between the iron door and the secret door. They've been in stasis now for centuries, though it feels like only a few days – which is still enough for them to be hungry! As soon as the door is opened, the stasis field is broken and they charge. If the characters react quickly enough, they can bottleneck the rust monsters in the hallway, making this an easy fight.

Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 7th level wizard, 1d4+7 fire, Reflex DC 16 half); Search DC 29; Disable Device DC 29.

Rust Monsters (3): CR 3; Medium aberration; HD 5d8+5; hp 20, 27, 35; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15; Base Atk +3; Grp +3; Atk +3 melee touch (rust, antennae touch); Full Atk +3 melee touch (rust, antennae touch) and –2 melee (1d3, bite); SA Rust; SQ Darkvision, scent; AL N; SV Fort +2, Ref +4, Will +5; Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +7, Spot +7; Alertness, Track.

SA – Rust: A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic arms, armor, and items made of metal must pass a Reflex save (DC 17) or be dissolved.

A metal weapon that deals damage to a rust monster dissolves immediately.

Area 32 – The Final Door: As the characters walk down this hall, read or paraphrase the following:

The fifty-foot stretch of hallway in front of you dead-ends into a single ornate iron door set in white marble. The shimmering blue force field of the tower floats six inches in front of the door. Just beyond that, less than three inches outside the force field, is another lever set in the up position.

And here is the wizard's folly. In his quest to build the ultimate tower, he spent decades researching force magic, eventually discovering a way to make an enormous, permanent force wall that could be

controlled via a simple on/off mechanism – that is, the lever. But in his first large-scale casting of it, he misjudged the dimensions. He successfully encased his tower in a permanent force field controlled by the lever – but his estimations were off, and the lever ended up mere inches *outside* the force field. The specialized, permanent force wall of his own creation encased the existing extradimensional space of his tower, but blocked all teleportation, resisted *dispel magic*, was immune to disintegration, and blocked *mage hand* and similar spells. He was trapped in a tomb of his own creation by the stupidest of errors!

The moral of the story? *Kids, always test your spells before making them permanent!*

Now the lever is the simplest of control mechanisms. If the characters switch it to the down position, the force field around the tower will drop.

Switching it back up raises the force field again. The lever cannot be destroyed or jammed short of serious masonry work to get at the mechanism behind the wall. Most players will probably feel very nervous about entering the tower with the lever behind them, since an enemy could use it to imprison them just as the wizard was imprisoned. They may decide to split up and leave a guard.

As soon as the force field is dropped, the ghost of the wizard (first encountered in area 2) is finally freed. He speeds away, his torture ended, and the characters should each get 300 XP for “defeating” him. The characters won’t know they’ve freed the ghost until they emerge to the surface and see it’s gone.

And now, the tower.

The Wizard’s Tower, Levels –3 through 1

The wizard’s tower makes use of powerful extradimensional magic to be larger on the inside than the outside. This was put in place before the force wall, which then encased both the extradimensional space and the material space.

Everything in the tower is perfectly preserved, except for a fine layer of dust. Since the wizard kept his quarters impeccably clean, there isn’t even that much dust.

Even though the tower levels are labeled –3, –2, –1, and 1 to conform to the other levels, they aren’t on the same horizontal plane as the others. Level –1 is just below ground level and level 1 is roughly ten feet above ground level. There is no tower level 0. You really don’t even need the level numbers, since there’s one room per level and no windows; simply use the room numbers unless the characters end up blowing a hole through the tower and want to know how far above ground they are.

Ceilings are nearly 25 feet high. The walls are crafted from solid white marble in precisely fitted squares that are perfectly fitted without reinforcement. All doors are of the finest quality iron, and all furniture is of the best craftsmanship.

Marble Masonry Wall: 1 ft. thick; hardness 8; hp 120; Break DC 35; Climb DC 20.

Iron Door: 2” thick; hardness 10; hp 60; Break DC 28 (stuck), 28 (locked).

There are no wandering monsters in the wizard’s tower.

Areas of the Map

Area 33 – The Living Room: When the characters enter, read or paraphrase the following:

You have just walked into the middle of a 70-foot-wide circular space of the most elegant design. The door you’ve passed through seems to stand in the middle of space, attached to no wall. A staircase leading up is fifty feet in front of you, against the north wall.

A soft white light illuminates the entire space. The room looks like a living area. You see a couch, easy chair, table, wardrobe, bed, nightstand, desk, desk chair, and other miscellaneous furnishings. Bookshelves line the walls wherever there is space, and there seem to be hundreds, if not thousands, of books. A well-dressed skeleton sits slumped at the desk.

The skeleton is that of the long-dead wizard. His wizardly robes are well preserved but unexceptional.

This is the “let’s play around with the wizard’s cool toys” room. Practically everything in this area is magical, as follows. The magic items are heavy pieces of furniture whose power is tied to the tower. They won’t function if removed from the tower. They aren’t useful for adventuring, but they make this a great base of operations for adventurers.

Door: The door is not fixed in any wall. Its “back” appears to be a solid marble wall, like the other

walls. Its “front” looks like a normal doorway, from which the hall leading out can be seen. Characters can pass through the door normally from the front, but from the back it really is just a marble wall.

Wardrobe of Cleansing: Clothes left in this ornamented wooden wardrobe for 10 minutes while the door is closed are cleaned and pressed into pristine condition. All mud, stains, and marks vanish completely, and colors are refreshed to their original brightness. Faint transmutation; CL 3rd; Craft Wondrous Item, *mending*; Price 1,000 gp plus cost of wardrobe, in this case 1,500 gp total; Weight 120 lbs.

Desk of Concentration: Anyone who sits at this heavy wooden desk feels their mind cleared and focused. They receive a +2 competence bonus to any attempt to study, concentrate, or work while at the desk, including all Intelligence, Wisdom, Craft, Profession, Knowledge, Concentration, and Spellcraft checks made there. Moderate enchantment; CL 8th; Craft Wondrous Item, *fox's cunning*, *owl's wisdom*; Price 3,000 gp plus cost of the desk, in this case 3,500 gp total; Weight 300 lbs.

Magic Lamps: There are four large desk lamps placed on the desk, table, wardrobe, and nightstand. Each casts a permanent *daylight* spell. The spell can be toggled on and off by clapping. Faint evocation; CL 3rd; Craft Wondrous Item, *daylight*; Price 1,000 gp; Weight 10 lbs.

Bed of Health: Anyone resting in this ornate, iron-framed bed with a plush goosefeather mattress feels more comfortable than they've ever felt in a bed before. They need half the usual amount of sleep and heal at double the usual rate while resting. Moderate conjuration; CL 8th; Craft Wondrous Item, *cure serious wounds*; Price 1,200 gp plus cost of bed, in this case 1,950 gp; Weight 225 lbs.

Easy Chair of Penmanship: A quill pen sits on the armrest of this easy chair. Whoever sits in the chair can command the quill pen to write whatever they speak or think. A sheet of parchment appears out of nowhere and transcribes whatever is dictated. The chair can produce an infinite amount of ink and parchment. Moderate transmutation; CL 10th; Craft Wondrous Item, *mage hand*, *fabricate*; Price 2,000 gp plus cost of easy chair, in this case 2,400 gp; Weight 150 lbs.

Dewey's Bookshelf: The bookshelf is intelligent and magical. If you speak the name of a book, it slides out and into your hands. The bookshelf can be commanded to sort its books by subject, author, title, color, or any other descriptor. For example, if someone stated, “Show me all books on the elemental planes,” the books on the shelf would fly out

of place and reshuffle themselves so all books on the elemental planes were in front of the user at once. Strong conjuration and transmutation; CL 14th; Craft Wondrous Item, *arcane mark*, *telekinesis*, *prying eyes*, *instant summons*; Price 12,000 gp plus cost of books.

Among other things, there are a variety of books on local history, force magic, and evocation magic. As a whole, the book collection is worth 7,000 gp and weighs two tons. Assume any given book taken back to civilization will fetch 1d20x10 gp and weigh 5 pounds.

One book has all evocation spells through 3rd level. Another has these magic scrolls, bound into book form: *magic missile* x2, *continual flame*, *darkness*, *daylight* x2, and *flaming sphere* x2 (all as a 10th level caster). There are no other scrolls or spellbooks.

A search of the room reveals what is above, plus 4 statuettes (200 gp each; carved ivory images of nymphs and other fey) and 20 lbs. of silver fixtures worth 20 gp.

Area 34 – The First Experimentation Level (EL 3):

When the characters climb the stairs to enter this room, read or paraphrase the following:

You are in another circular room the same size as the previous one. You're looking into what appears to be a wizard's laboratory. The room is strewn with tables, beakers, books, and miscellaneous equipment.

There are three 20-by-20 force cages arranged prominently around the room. The one along the west wall holds the most beautiful woman you have ever seen: tall and captivating, with long blonde hair and an almost transparent robe. The force cage along the east wall holds perhaps the only other woman whose beauty could exceed that of the blonde. She is a stunning brunette of tempting proportions.

The third force cage, along the south wall, holds a flight of stairs leading up. Beside it, outside the force cage, is a prominent control panel with three buttons.

Before you have a chance to react, the two women start pleading for you to release them.

This room requires a fair amount of role playing. In a nutshell, here's the encounter: One of the beautiful women is a nymph who tells the truth. The other is a shapechanged quasit who lies. But there's no way to tell them apart except by listening to them and making Sense Motive checks, because the

force cages block *detect evil* and similar effects. If the characters listen to the nymph, they'll get past the room safely and she'll reward them. If they listen to the quasit, they'll release a demon and have a fight on their hands.

The Control Panel: There are three buttons on the control panel:

Button 1, far left, deactivates/activates force cage A (with the nymph).

Button 2, middle, deactivates/activates cage B (with the quasit).

Button 3, far right, deactivates/activates cage C (with the stairs).

Force Cages: Like all force effects in this tower, these cages are permanent, cannot be dispelled, and block all spells and teleportation effects. *Detect evil* is foiled by the force cages; the caster cannot get a reading on anything in the cages. The paladin's *detect evil* ability is spell-like and is also foiled by the cages.

Cage A, The Nymph: Cage A contains the nymph, named Farrah, who has only good intentions. She was imprisoned by the wizard long, long ago, as he tested the force cage's ability to block the *dimension door* effects of various creatures. (It worked.) She will plead with the characters to push the left button (button 1) and free her. She'll openly tell the characters that the right button (button 3) opens the cage around the stairs, but plead with them to free her first. A Sense Motive check against her goes unopposed; on a 10 or better, it reveals she is telling the truth. She automatically represses her blinding beauty ability.

Cage B, The Quasit: Cage B contains the quasit, whose other form is a beautiful temptress who goes by Mona. She'll plead with the characters to push the middle button (button 2). She'll be the first to level accusations, claiming the blonde is a demonic temptress who will kill the characters. She claims pushing the left button (button 1) will free the demonic blonde, and pushing the far right button (button 3) will trap them all on this level forever; only the middle button (button 2) will deactivate the force cages. A successful Sense Motive check opposed by the quasit's Bluff skill reveals she is lying.

The Dialogue: It's important to throw a lot of role playing into this encounter. Remember, *the characters have no idea who is telling the truth*. Somehow they have to get the force cage around the stairs removed, but whose advice do they listen to? Only by role playing and eventually making Sense Motive checks can they get anywhere – and if those checks fail, they may get absolutely nowhere.

Use different voices for the nymph and quasit. A typical dialogue between them would go something like this:

Nymph: "Oh, thank goodness you've come! Please free me! I've been trapped here for centuries!"

Quasit: "Don't listen to her! She's evil! Free me and I'll tell you how to escape!"

Nymph: "Please save me! You don't know what it's been like in this tower with this – this – this fiend for all these years!"

Quasit: "She's lying! She'll lead you to a trap! Let me free!"

Nymph: "See the control panel? Push the far left button. It will free me. I will reward you if you free me!"

Quasit: "NO! Don't listen to her! She'll trap you! Push the middle button. All the others are traps!"

Nymph: "No, they're not traps! The right button lifts the cage on the stairs, and the left button frees me. You can pass up the stairs if you'd like. But please, free me first!"

Quasit: "Don't fall for it! She's evil! Only the middle button isn't a trap!"

And so on.

Remember that the quasit's *polymorph* ability lasts only 12 minutes (she heard the characters coming up the stairs and changed shape then), so if the characters get really lucky, they may inadvertently stall long enough to be there when she resumes her normal form.

Consequences: If the characters free the nymph, she will thank them profusely and promise to bring them a reward at sunrise the next day in this very room. She then uses *dimension door* and vanishes. (Unless the characters for some reason re-activated the force field around the tower while they were in it, in which case she has to be let out, and then uses *dimension door* in area 32.) She returns on schedule with a *cloak of resistance +1* for everyone in the party.

If the characters free the quasit, it moves to where it can't be trapped by the force cage, then attacks in a bloodthirsty rage. It fights until it is losing, then uses its *invisibility* ability and retreats down the stairs and out of the tower.

If the characters successfully free the nymph, open the force cage over the stairs, and don't free the quasit, they've solved the puzzle. Reward them XP as if they had defeated the quasit in battle.

Nymph: CR 7; Medium fey; HD 6d6+6; hp 27; Init

+3; Spd 30 ft.; AC 17, touch 17, flat-footed 14; Base Atk +3; Grp +3; Atk +6 melee (1d4/19-20, dagger); Full Atk +6 melee (1d4/19-20, dagger); SA Blinding beauty, spells, spell-like abilities, stunning glance; SQ Damage reduction 10/cold iron, low-light vision, unearthly grace, wild empathy; AL CG; SV Fort +7, Ref +12, Will +12; Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19.

Skills and Feats: Concentration +10, Diplomacy +16, Escape Artist +12, Handle Animal +13, Heal +12, Hide +12, Listen +12, Move Silently +12, Ride +5, Sense Motive +12, Spot +12, Swim +8, Use Rope +3 (+5 with bindings); Combat Casting, Dodge, Weapon Finesse (dagger).

SA – *Blinding Beauty* (Su): All humanoids within 30 feet who look upon the nymph must make a Fortitude save (DC 17) or be blinded permanently. (This nymph has repressed this ability.)

SA – *Spell-Like Abilities:* 1/day – *dimension door*, caster level 7th.

SA – *Spells:* As a 7th-level druid. See MM for typical druid spells prepared.

SA – *Stunning Glance* (Su): As a standard action, stun a creature with a glance for 2d4 rounds (Fort save DC 17 to resist).

Quasit: CR 2; Tiny outsider (chaotic, extraplanar, evil); HD 3d3; hp 13; Init +7; Spd 20 ft.; AC 18, touch 15, flat-footed 15 (alternate form of beautiful woman: 16, touch 13, flat-footed 13); Base Atk +3; Grp –6; Atk +8 melee (1d3-1 plus poison, claw); Full Atk +8 melee x2 (1d3-1 plus poison, 2 claws); Space/Reach 2-1/2 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (planar lore) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6; Improved Initiative, Weapon Finesse (claws).

SA – *Poison:* Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 1d4 Dex.

SA – *Spell-Like Abilities:* At will – *detect good*, *detect magic*, and *invisibility* (self only). 1/day – *cause fear* (30 foot radius, DC 11). Caster level 6th.

SA – *Alternate Form* (Su): As a beautiful brunette or a bat.

Area 35 – The Second Experimentation Level (EL 5):

When the characters climb the stairs to enter this room, read or paraphrase the following:

You've entered another level of this round tower. This time, however, there are no other stairs in sight. Instead, you see seven doors.

Three are spaced evenly along the eastern edge of the tower wall. Two more are in stand-alone doorframes in the middle of the room. Each of these doors is in front of a 10-by-10 force cage. In each of the force cages is another stand-alone doorframe with another door. All the doors are locked. The rest of the room is filled with magical apparatus of all kind, as well as several books opened to various pages.

In this room, the wizard did experiments on escaping force cages. (I wonder why?) After his imprisonment, these experiments became his main obsession. He discovered a way to key specific doors to specific force cages, thus allowing one to *dimension door* in and out of a force cage or force wall that would normally block it. Unfortunately, these keyed doors had to be created at the same time as the force field they were keyed to. He never found a way to get out of the force field that surrounded his tower.

Each of the doors is a standing doorframe like that of area 33 – a door on one side, a stone wall on the other. Looking through one of the doors in the eastern wall, there's no way to tell that you're being teleported – they look just like a normal door. All doors pull open. Note that there is also a secret door along the eastern wall.

Door A: Leads through the doorway on area 33, but there's no way back – walking back through the door in area 33 still takes the characters back to area 32. The only way back to this area is to climb the stairs.

Door B: Leads into an extradimensional force cage that has held two earth elementals prisoner for a long, long time. As soon as the door is opened the tiniest amount, they'll start bull rushing in an attempt to get out; make an opposed Strength check between the elementals and whoever opened the door to see if they push their way out. They really have no desire to fight, and will just bull rush characters out of their way until they can get down the stairs and escape. They can't use their earth glide to go through the marble walls or floor because there are metal support beams that block them.

Door C: This door leads to an empty extradimensional force cage.

Doors D and E: Each of these doors leads to the corresponding door in front of it that is inside the force cage. Return is possible. They do nothing else. This was a big breakthrough for the wizard but, sadly, it was too late for him to integrate it in the force field that imprisoned him.

Door F: This secret door (Search, DC 25) is yet

another *dimension door* portal that leads to the final level of the tower, fifteen feet above them. Of course, when looking through it, it simply seems to the characters that they're looking into another round room; they don't know they're rising in elevation.

The Wizard's Books: This room is scattered with books of notes and half-completed spells. A wizard or sorcerer character could spend an hour skimming them to discover the wizard's story – the whole affair, anguish and all, is written down in bits and pieces throughout the various books. In addition, the notes reveal extensive research into force fields of various kinds: those designed to prevent escape via teleportation (used on the nymph below), those designed to *allow* escape by teleportation (evident with the *dimension doors* on this level), those that can be made permanent (such as the one that currently encases the tower), those keyed to physical triggers (like the lever that controls the tower force field), and those that combine various features.

Careful readers (Search DC 20) will also note that many pages have been torn from the books. These once held the finalized spells the wizard used to create the huge, permanent force wall that encased the tower. Once he realized he was trapped, he tore them out in a fit of rage and destroyed them. Now only the notes remain.

There are no completed, reliable spells. Anyone trying to cast a variant *forcecage* strictly from the wizard's notes may succeed (caster level check, DC 30) but there is a 95% chance that something unpredictable also happens (explosion, summon a demon, turn self into a goat, etc.). Reading through the notes is enough to reveal they're incomplete and unreliable. However, there are enough detailed notes to make researching such spells very easy. Any research into new force spells based on the wizard's notes has its time requirement and gp cost cut in half. Carrying out all the books and notes from this level is a chore; collectively, the huge tomes weigh nearly 300 pounds.

Earth Elementals, Medium (2): CR 3; Medium elemental (earth, extraplanar); HD 4d8+12; hp 30, 30; Init –1; Spd 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk +3; Grp +8; Atk +8 melee (1d8+7, slam); Full Atk +8 melee (1d8+7, slam); SA Earth mastery, push; SQ Darkvision 60 ft., earth glide, elemental traits; AL N; SV Fort +7, Ref +0, Will +1; Str 21, Dex 8, Con 17, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +4, Spot +3; Cleave, Power Attack.

SA – Earth mastery: +1 to attack and damage while elemental and foe are touching the ground. If

opponent is waterborne or airborne, –4 attack and damage.

SA – Push: Can initiate bull rush without provoking attack of opportunity.

Area 36 – The Wizard's Vault (EL 6): When the characters first open the door to this room, read or paraphrase the following:

You're looking into another round room, the same dimensions as the one you're currently in. The room is literally piled high with gold – there must be thousands of gold pieces strewn about randomly. Various other glittering treasures can be seen peeking out of the piles of gold.

Sitting atop the pile in the center of the room is a well-formed man of a dark complexion, nearly twice as tall as a normal man. He holds up a warning hand and booms out in a jolly voice, "Please do not enter, my friends! I would not wish to harm you."

This djinni was imprisoned and bound into servitude by the wizard many centuries ago. He is obligated to guard the wizard's horde of gold for 1,001 years. He cannot leave this room until his duty is fulfilled, so he is prevented from using his *plane shift* ability to escape. As long as more gold is in the room than has been stolen from it, he can't leave the room – in other words, if a character steals 6 gp that happens to be near the door, he's not allowed to give chase.

The djinni is a good-natured fellow (alignment CG as per standard) who really doesn't want to harm anyone, but is bound to his oath. His oath requires him to defend the wizard's treasure to his death, meaning he *will* fight to the death to keep anyone from stealing the treasure. However, *he doesn't want to* – it's against his nature.

The djinni is jolly and kind, and will warn the characters profusely that they shouldn't attempt to steal the gold, for he doesn't want to hurt them. He'll gladly use his *create food and water* and *create wine* abilities to feed the characters if they indicate they're hungry. He'll prevent anyone from entering the room by standing in front of the doorway, but won't actively attack unless someone tries to steal something and he can reach them without leaving the room. Good-aligned characters may be reluctant to attack, but there's no other way to get the treasure, and greed will probably win in the end. The djinni will issue one final warning – "Please, put the treasure back on the ground! I really am not inclined to bring you harm!" – and then attack, apologizing all the while.

Tactics: The thousands of gold pieces littering the room are makeshift bullets ready to be launched by the djinni's whirlwind ability. When he assumes

whirlwind form, all other creatures in the room or standing in the doorway automatically take 1d4 damage per round (Ref save, DC 15, for half) from the thousands of golden projectiles being blown about the room at breakneck speed. Characters he picks up also take this damage, plus the usual damage for being carried, but the djinni does not. The piles of gold are sufficient to create a cloud of debris per the usual effects of a whirlwind, obscuring all vision (even darkvision) beyond five feet. The whirlwind will cause some flying gold pieces to end up outside the room, but that's okay if the main mission – protecting the bulk of the treasure – is achieved.

The djinni's tactics are as follows:

Round 1: Assume whirlwind form, causing damage to everyone via ricocheting gold pieces. If possible, he will scoop up whoever is in the room and deposit them at the door (which may cause them damage in the process; see the description of the djinni's whirlwind ability). He will continue this "passive" mode of attack until he is damaged.

Upon being damaged: The djinni casts *invisibility* upon himself and begins making slam attacks against the characters.

Treasure: The wizard's treasure is as follows. The magic items may be a little powerful for characters of level 3-5, but this is supposed to be the stash of a great wizard, after all. Remove the *bag of holding* and make the daggers +1 instead of +2 if it's more appropriate for your campaign.

- 3,000 gp.
- An assortment of bejeweled golden scepters, crowns, rods (nonmagical), and baubles worth another 2,000 gp (total weight of 40 pounds).
- Eight potions, all neatly inscribed on paper labels glued to the metal vials: *jump*, *mage armor*, *invisibility*, *levitate*, and *cure light wounds* x3
- Three scrolls with *burning hands* (caster level 3), all contained in fine hollow rods (nonmagical) made of steel.
- A ring of *force shield*.
- A *bag of holding*, type II. The force field interfered with it, preventing access to the extradimensional space, so the wizard threw it in here. When the force field is down, it works fine.
- Three +2 daggers and a +1 light crossbow.

- The wizard's spell books are also stored here, containing most spells through 8th level. However, you probably don't want these to fall into the hands of the characters (you'll be giving them a lot of spells in one fell swoop!). The best solution is to have them destroyed in the fight. Ideally, have the djinni's whirlwind rip them open and pull pages from them, then have the pages get shredded by the golden bullets. If anything, leave one or two of the lower level books intact (perhaps giving the characters access to all 1st or 2nd level spells).

Djinni: CR 5; Large outsider (air, extraplanar); HD 7d8+14; hp 45; Init +8; Spd 20 ft., fly 60 ft. (perfect); AC 16, touch 13, flat-footed 12; Base Atk +7; Grp +15; Atk +10 melee (1d8+4, slam); Full Atk +10 melee x2 (1d8+4, 2 slams); Space/Reach 10 ft./10 ft.; SA Air mastery, spell-like abilities, whirlwind; SQ Darkvision 60 ft., immunity to acid, plane shift, telepathy 100 ft.; AL CG; SV Fort +7, Ref +9, Will +7; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15.

Skills and Feats: Appraise +12, Concentration +12, Craft (armorsmithing) +12, Diplomacy +4, Escape Artist +14, Knowledge (planar lore) +12, Listen +12, Move Silently +14, Sense Motive +12, Spellcraft +12, Spot +12, Use Rope +4 (+6 with bindings); Combat Casting, Combat Reflexes, Dodge, Improved Initiative.

SA – *Air mastery:* Airborne creatures take a –1 attack and damage penalty against a djinni.

SA – *Spell-Like Abilities:* At will – *invisibility* (self only); 1/day – *create food and water*, *create wine*, *gaseous form* (1 hour), *major creation*, *persistent image* (DC 17), *wind walk*. Caster level 20th.

SA – *Whirlwind (Su):* Can transform into a whirlwind once every 10 minutes and remain in this form for up to 7 rounds. In this form, uses its fly speed. Does not provoke attacks of opportunity as whirlwind. Medium or smaller creatures take 3d6 points of damage from contact with the whirlwind (Reflex DC 20 to negate) plus 1d4 from flying gold (special to this encounter; Reflex DC 15 for half), plus second DC 20 Reflex save or be picked up and held in whirlwind (taking 1d8 damage each round thereafter while held). Trapped creatures cannot move unless carried or ejected by djinni; can attack at –2 attack penalty (and –4 Dex) and cast spells with Concentration check (DC 15 + spell level). Djinni can hold up to two Medium creatures or four Small creatures in the whirlwind.

The whirlwind creates a swirling mass of debris that obscures all vision beyond 5 ft.; creatures 5 ft. away have concealment, while this further have total concealment. Spellcasting in the cloud requires a Concentration check (DC 15 + spell level).

Wrapping Up

Whether the characters kill the djinni or not, they'll end up with free rein of the tower. If they finish off the djinni, they'll also have a horde of treasure on their hands.

Enterprising characters may try to dig out the force field lever to disable to mechanism so they can take safe possession of the tower. This can be done, but it's difficult. Getting to the mechanism, which is concealed behind the 1-foot-thick reinforced masonry and then behind another three feet of raw stone, requires a full day's work by a stonemason (or use of heavy-duty spells and/or battering to blast away the stone wall). The device can then be disabled, but it is magical and extremely hard to disable: it requires a Disable Device check of DC 34. Or, once located, it can be disabled with *dispel magic* (DC 28). After that, the force field will be forever locked in whatever position it was in when the device was disabled (hopefully off...).

A half day's work by a stonemason can produce a ground-level entrance to the tower, via level -1, the floor of which is about five feet below ground level.

Once word gets out that the tower is now occupied, be sure to send some trouble the characters' way. Perhaps the wizard had a nephew, whose great-great-great-grandson shows up to claim his inheritance...

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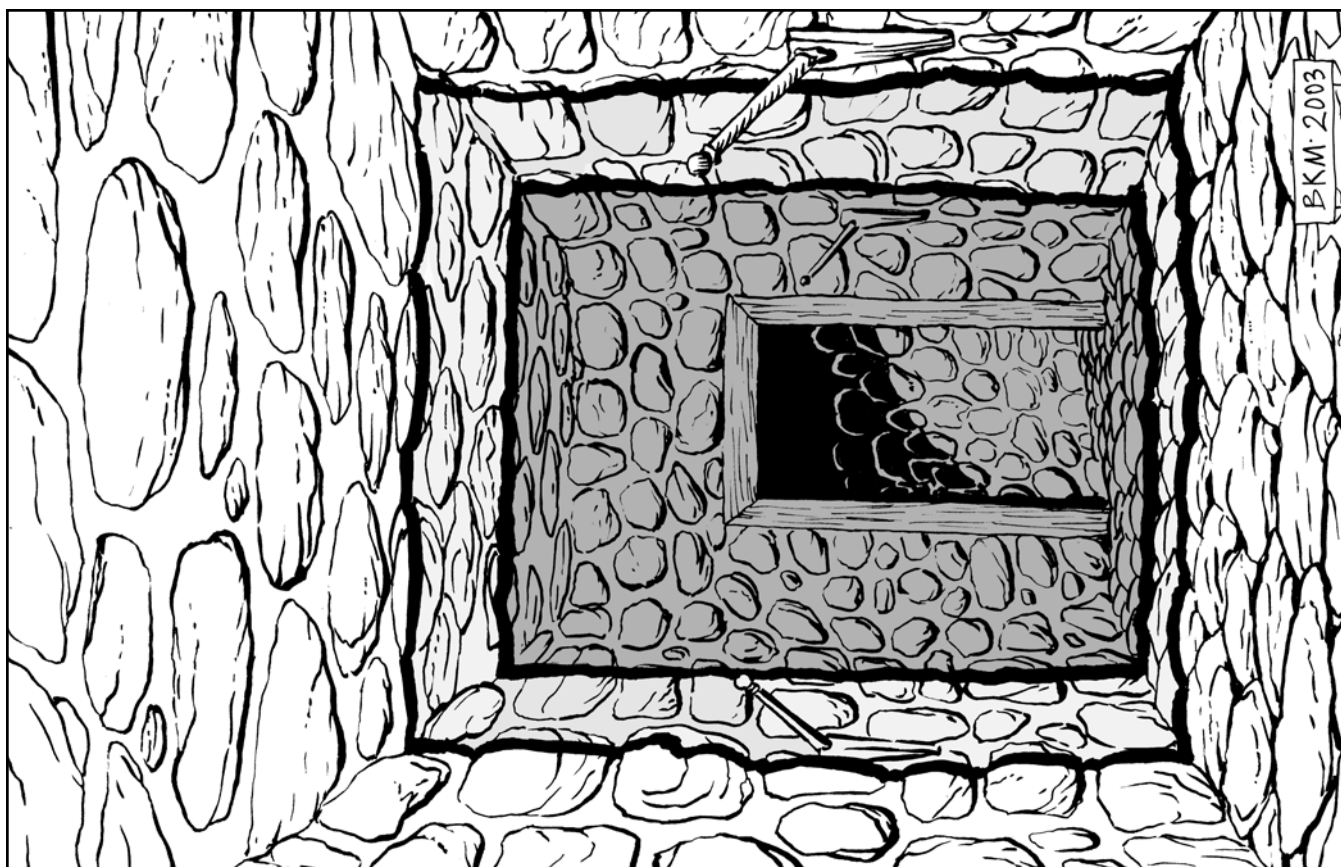
Players' Handout A



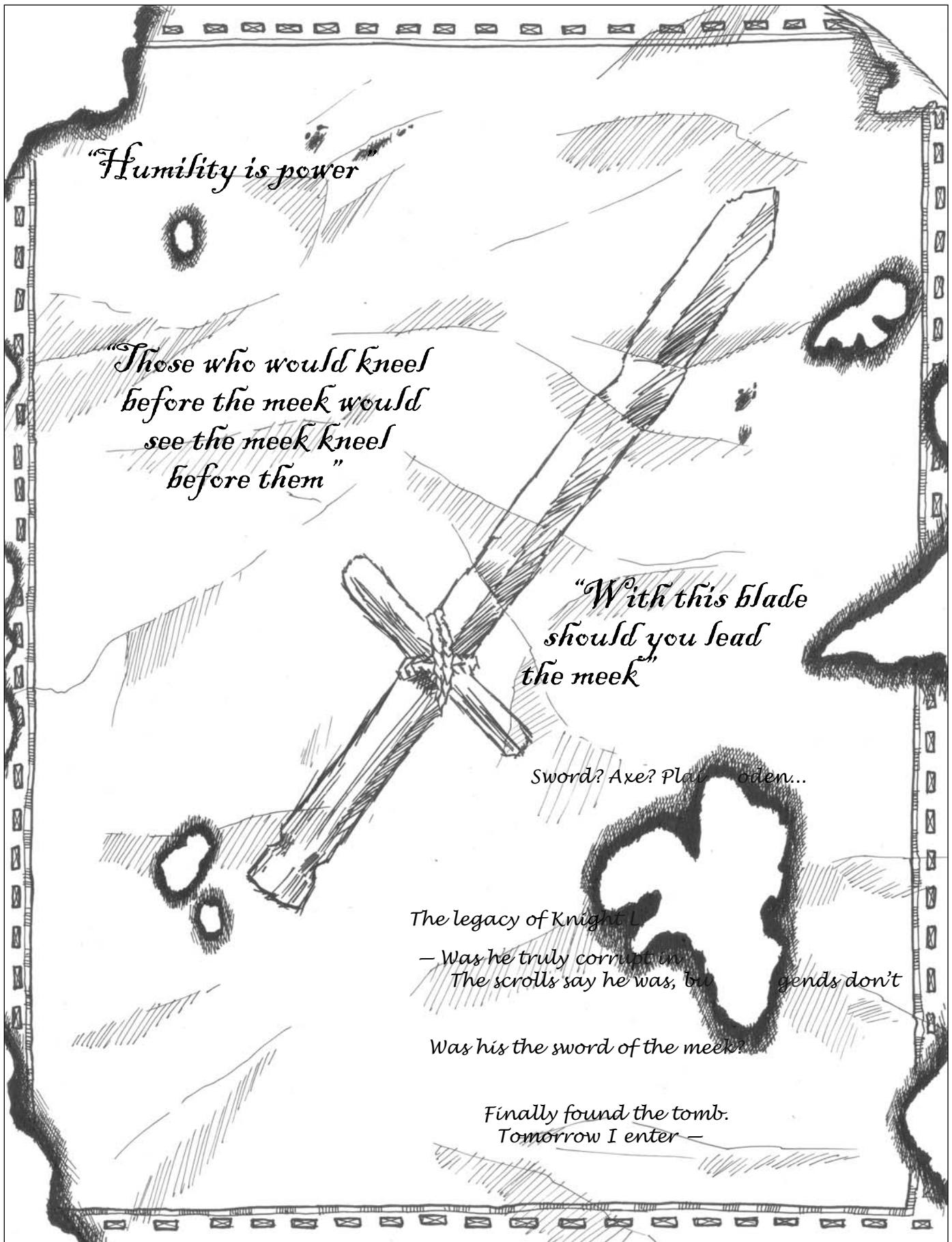
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Players' Handout C

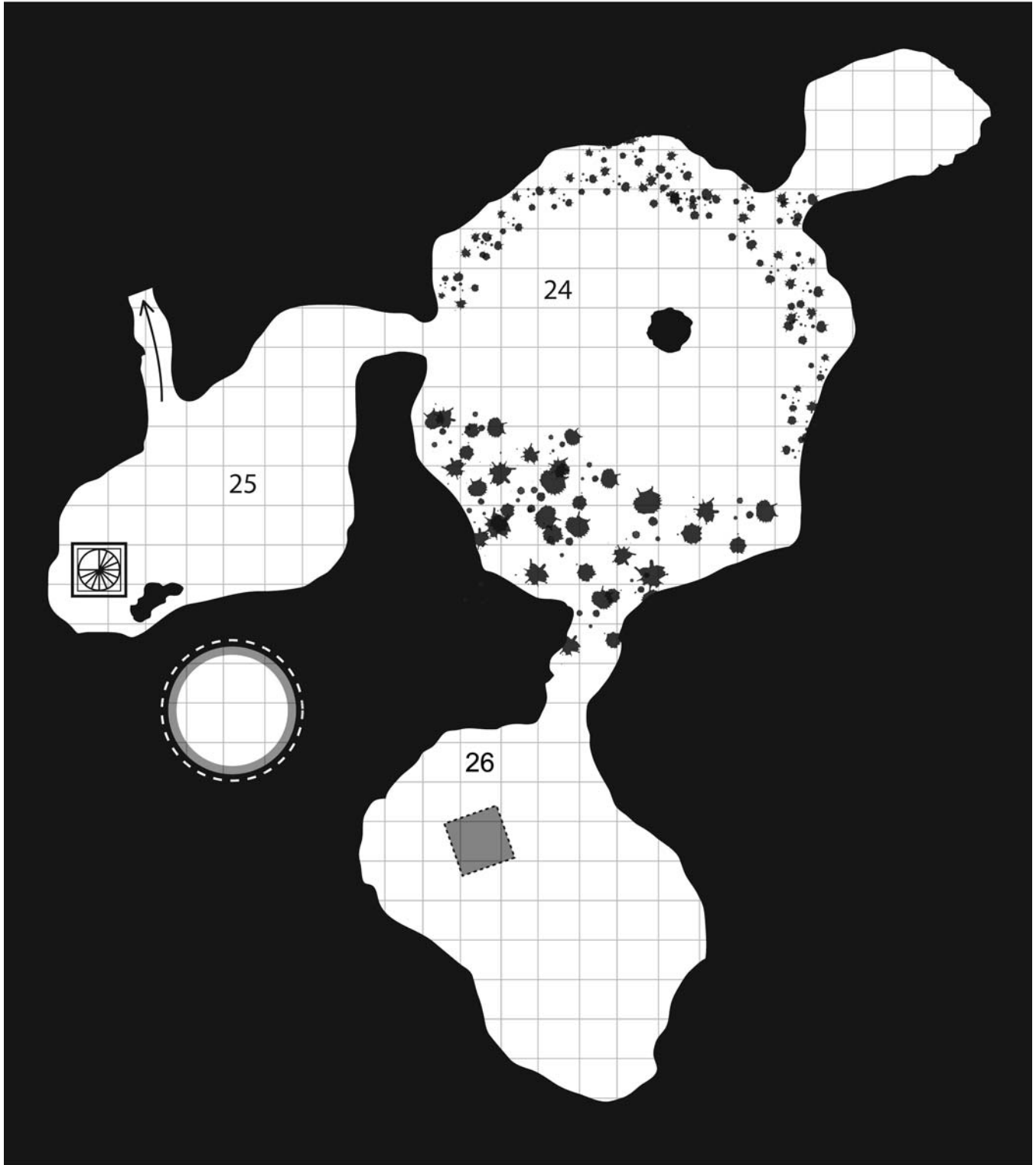


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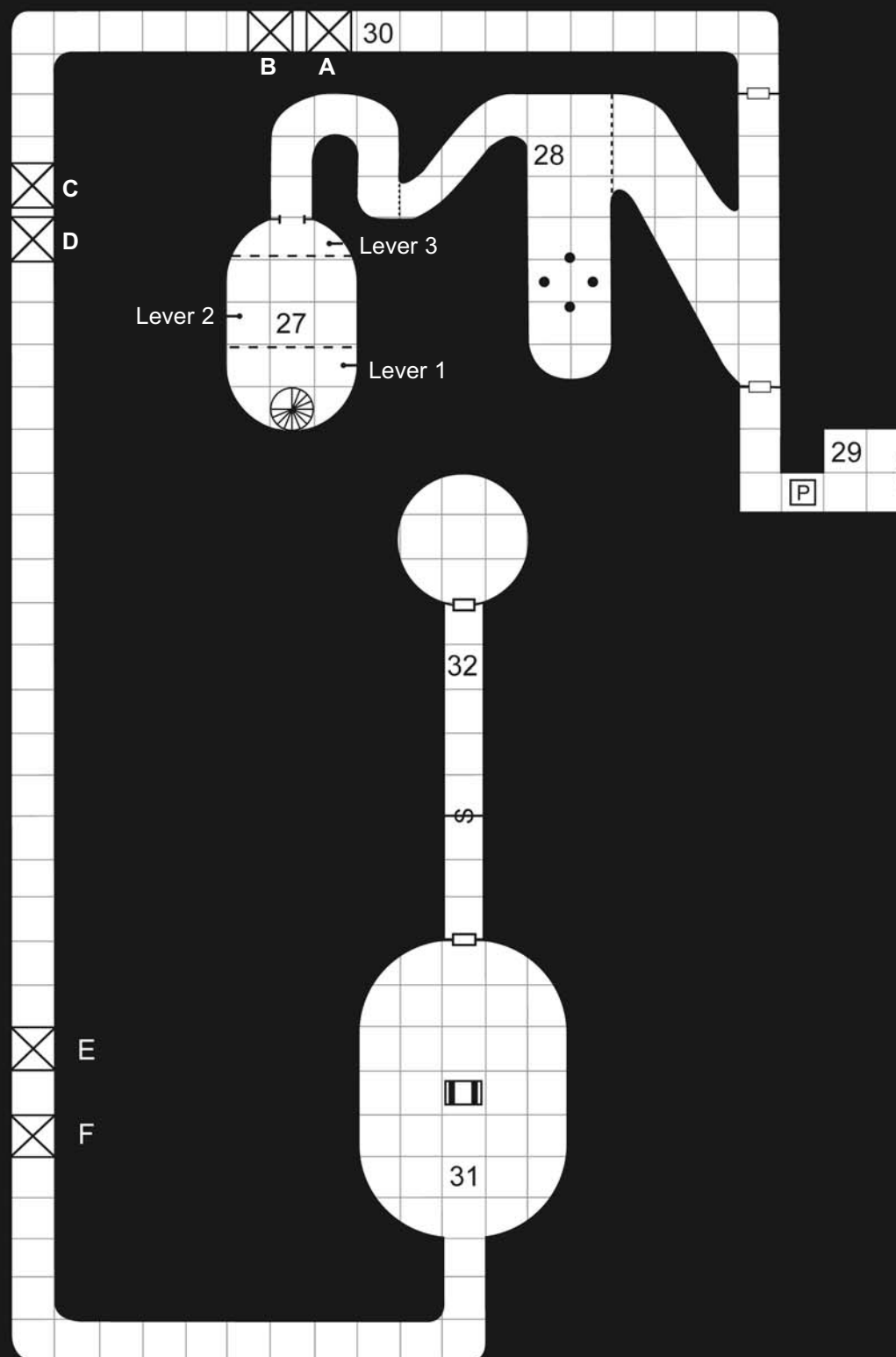


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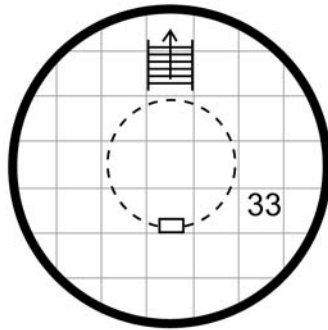
Abandoned Keep Level -2: Caverns



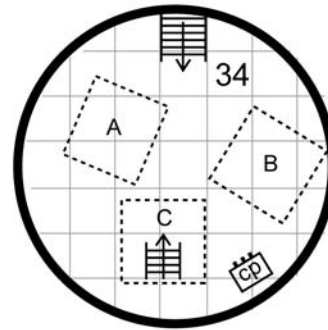
Abandoned Keep Level -3: Wizard's Dungeon



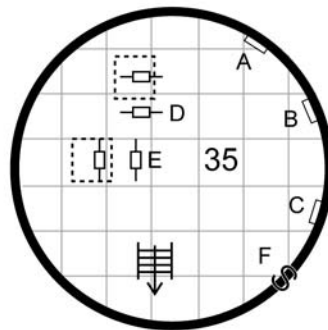
The Wizard's Tower, Levels -3 through 1



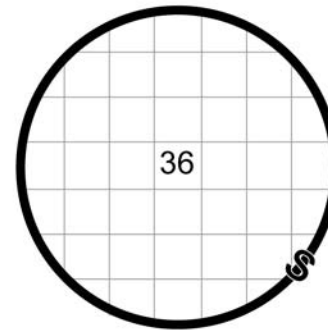
Level -3



Level -2



Level -1



Level 1