

ADVANCED ADVENTURES MODULE #39

The Dark Tower of Arcma

by Joseph A. Mohr

AN ADVENTURE FOR CHARACTER LEVELS 6-10



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The Dark Tower of Arcma

For many years now the locals around the village of Dunmoth have spoken only in whispers about the strange goings on in the Wild Woods around the village. Tales of a dark tower that appears in the night and then disappears again by day have been passed along for generations in the village. Strange creatures have been seen around this tower the like of which have never been seen or even heard of before. Creatures that appear almost to be some kind of monstrous combination of some of the most hideous and horrifying creatures known are claimed to have been seen near this tower. When or where this tower appears and why are unknown. Why it disappeared in the first place is also unknown.

According to legend a mad wizard once lived in those woods. A powerful mage named Arcma once built a tower deep in those woods almost forty years ago. No one has heard from him or about him in many years. His tower can no longer be found where it was built, and there are not even any remains or ruins there to be found. It is almost as if it disappeared entirely.

Little is known about the wizard as he was not a local villager. According to the legend he was once a great adventurer. He retired from that profession to work on private studies. Or this is what he told villagers when he arrived so many years ago while he came to town from time to time to purchase supplies. And then he just stopped coming into town.

STOP! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.

Notes for the Game Master: The Dart Tower of Arcma is designed for a party of 6-10 characters level 6-10. A well-balanced party is likely essential for success due to the wide-ranging threats the characters will face, but the ability to detect and disarm traps will certainly be a primary concern.

Dunmoth Village: Dunmoth sits upon the banks of the Blood River in the land of Zanzia, far away from known highways and away from large population centers farther down the river. Farming and raising livestock are the primary means of existence in these parts of Zanzia, the only parts of the dry lands that receive steady and reliable rainfall. Small plots of land are worked near the river and the crops are milled in the village. A few of the locals make their living from fishing the river.



While no one really knows how or why this tower comes and goes it is fairly easy to predict when the next arrival might be. Dark nights with a new moon seem to be when the tower shows up regularly. It is only two days from a new moon when the players arrive in Dunmoth. The tower only arrives on days with a new moon and disappears the moment any moon begins to show. Typically a new moon lasts about three days in total where there will be no moon visible to the naked eye. During this time the tower will be visible while the moon is not. Once the moon reappears in the sky the tower will be gone.

The tower appears in different locations each time. It will always be somewhere within the Wild Woods. The tower is five stories high. It is made of thick black stone. Despite its apparent age it is still a very sturdy structure. The tower is about fifty feet wide at the base of the tower and has two stone double doors. The tower gets narrower as it rises into the sky. At the top of the tower it is only about thirty feet wide. No lights can be seen from outside of the tower. It appears entirely dark.

THE WILD WOODS

The forest around the village is known as the Wild Woods. It is filled with tall trees and tall stories. While stories about the dark tower tend to be true most of the other stories tend to just be exaggerations. There are some monsters in the woods but most are fairly common. However, when the tower is present some of the strange creatures are actually present and roaming the woods.

RANDOM ENCOUNTERS DURING NEW MOON PHASE (1 in 6)

1. Two **Owlbears**: AC5; MV 120 ft.; HD 5+2; HP 32, 26; # At 3; Dmg 1-6/1-6/2-12; SA Hugs for additional 2-16 if both paws hit the target; AL N.
2. Three **Broken Ones** (see new monsters): AC 7; MV 90 ft.; HD 3; HP 19, 16, 15; # At 1; Dmg 1-6; SA They have minimum of 5hp per die; SA claws do 1-6 damage; SD night vision or enhanced hearing; SD regenerate 1 hp per round; AL NE.
3. Three **Deformed Ones** (see new monsters): AC 5; MV 90 ft.; HD 6; HP 40, 36, 29; # At 1; Dmg 1-8; SA these are especially strong creatures and gain +3 to hit and +5 to damage due to strength; SA each of these is holding a weapon (long sword or battle axe); AL NE.
4. **Cross Breed - Ogre/Bugbear** (see new monsters): AC 5; MV 90 ft.; HD 5+2; HP 34; # At 1; Dmg 2-16; SA +3 to hit; SD surprise on 1-3; AL CE.
5. **Cross Breed - Snake/Basilisk** (see new monsters): AC 4; MV 120 ft.; HD 8; HP 44; # At 1 Bite for 1-6 + poison; SA Gaze turns to stone; SA Poison kills in 3-12 rounds if save versus poison is failed; AL N.
6. **Cross Breed - Shambling Mound/Shrieker** (see new monsters): AC 0; MV 60 ft.; HD 11; HP 61; # At 2; Dmg 2-16/2-16; SA Suffocation in 2-8 rounds if both hands of the creature hit same target in same round; SA shrieking brings random encounters like a normal shrieker; SD Lightning heals this creature; AL N.

RANDOM ENCOUNTERS DURING OTHER MOON PHASES (1 in 10)

1. Two **Black Bears**: AC 7; MV 120 ft.; HD 3+3; HP 26, 14; # At 1-3/1-3/1-6; SA Hugs for 2-8 damage (if it strikes with either paw for 18 or higher); AL N.
2. Two **Owlbears**: AC5; MV 120 ft.; HD 5+2; HP 33, 22; # At 3; Dmg 1-6/1-6/2-12; SA Hugs for additional 2-16 if both paws hit the target; AL N.

3. Four **Harpies**: AC 7; MV 60 ft., 150 ft. flying; HD 3; HP 17, 14, 12; # At 3; Dmg 1-3/1-3/1-6; SA Singing and charm; AL CE.
4. Two **Giant Porcupines**: AC 5; MV 60 ft.; HD 6; HP 40, 32, 28; # At 1; Dmg 2-8; SA shoot quills (1-8 quills per round for 1-4 damage each range of 30'); AL N.
5. Two **Giant Skunks**: AC 7; MV 90 ft.; HD 5; HP 24, 21; # At 1; Dmg 1-6; SA squirt musk causes weakness and nausea for 2-8 turns (50% strength and dex during that time); AL N.
6. **Giant Snake (Constrictor)**: AC 5; MV 90 ft.; HD 6+1; HP 31; # At 2; Dmg 1-4/2-18; SA Constriction for 2-8 damage per round; AL N.

THE DARK TOWER OF ARCMA

When the players arrive the tower will appear after dark. The tower will disappear again in three days. This gives the players three days to explore the tower and the dungeons below before the tower phases out again making escape impossible until the next new moon. If the players have not brought sufficient rations for a month then they will have to find other means of surviving within the tower.

RANDOM ENCOUNTERS WITHIN THE TOWER (1 in 6)

1. Two **Broken Ones**: AC 7; MV 90 ft.; HD 3; HP 21, 19; # At 1; Dmg 1-6; SA They have minimum of 5hp per die; SA claws do 1-6 damage; SD night vision or enhanced hearing; SD regenerate 1 hp per round; AL NE.
2. Two **Deformed Ones**: AC 5; MV 90 ft.; HD 6; HP 45, 37; # At 1; Dmg 1-8; SA these are especially strong creatures and gain +3 to hit and +5 to damage due to strength; SD Surprised only on a 1; SA each of these is holding a weapon (long sword or battle axe); AL NE.
3. Two **Owlbears**: AC 5; MV 120 ft.; HD 5+2; HP 40, 32; # At 3; Dmg 1-6/1-6/2-12; SA Hugs for additional 2-16 if both paws hit the target; AL N.
4. **Failed Experiment**: AC 4; MV 90 ft.; HD 8; HP 40; # At 1; Dmg 1-12 or by weapon; SA Str gives +3 to hit and +6 to damage; SD Surprised only on a 1; SD Night vision and enhanced hearing; Magic Resistance: 10%; AL: NE.
5. **Failed Experiment**: AC 4; MV 90 ft.; HD 8; HP 31; # At 1; Dmg 1-12 or by weapon; SA Str gives +3 to hit and +6 to damage; SD Surprised only on a 1; SD Night vision and enhanced hearing; Magic Resistance: 10%; AL: NE.
6. **Failed Experiment**: AC 4; MV 90 ft.; HD 8; HP 60; # At 1; Dmg 1-12 or by weapon; SA Str gives +3 to hit and +6 to damage; SD Surprised only on a 1; SD Night vision and enhanced hearing; Magic Resistance: 10%; AL: NE.

KEY TO THE TOWER PROPER

Inside the tower the air is cool and even a bit foggy or hazy. Occasionally the characters will feel a strange rumbling within the stone walls of the tower and the dungeon below as if the tower was moving. The double doors to the tower are closed when the characters arrive but they are not locked.

Note: The four levels of the tower are not mapped, as they are simple circular rooms with a central spiral staircase. Level one is 50' in diameter while all the others are 30'. The fifth level is the top of the tower, open to the air but for a domed invisible wall of force. There are no windows in the tower, and each floor is 20' tall.

GROUND LEVEL: The ground floor of the tower is one large circular room approximately fifty feet in diameter with a central spiral staircase leading upward. A large red carpet lies at the doorway. The floor is a bit dusty. Tracks can be seen coming and going from this room and through the doorway outside. Some tracks seem to lead to the stairs. The room is well lit by a permanent **continual light** spell cast upon the room. There is a brazier just south of the stairway which is not lit although there are coals within it.

On the west side of the room is a table with four chairs. Upon this table are plates and tankards which appear to have recently been used but not cleared. Some food scraps are still on them and some ale is in the bottom of the tankards.

Just north of the stairs is a well of large rocks in a circle with a wooden pole extended across it with a rope and pail attached. Anyone looking down into the well can see water about ten feet below. Inspection of the well shows that it is exactly what it appears to be.

Close inspection of the brazier will reveal that something is hidden within the coals. There is a **ring of murder** (see new magic items) hidden in them.

The red carpet at the foot of the door is actually a special variant of **trapper**. It has the ability to mimic carpet or rugs instead of the stone or cavern floor that a normal trapper imitates. This particular trapper has been trained. It recognizes the master and his experiments as being friends and will not attack them. Anyone else, however, that steps upon the rug will be attacked by it.

Trapper, Variant - AC: 3; MV 30 ft.; HD 12; HP: 49; # At 4+; Dmg 4+ the AC of victim; SA suffocation in 6 rounds; AL N.

Hidden below the creature is its treasure: a scroll with three druid spells: hold plant, plant door, cure critical wounds, and a gold arm band with purple amethyst gems in a circle around it worth 1,500 gp.

SECOND LEVEL: This level of the tower is unlit, and the spiral stairs continue to lead upward from here. Torch holders line the walls, but no torches are lit. To the west of the tower is a statue of a wizard. To the north, east and south are suits of plate mail filled with straw which stand upright facing towards the stairs and the center of the room. This room is about thirty feet in diameter.

On the base of the statue are elven runes posing a riddle: "At night they come without being fetched. By day they are lost without being stolen. What are they?" Answer: The stars

If a correct answer is stated then the wizard statue points at the player answering and the suits of armor turn white hot instantly combusting the straw within them in a flash of fire. The next round the statue suddenly crumbles to the ground, and the armor quickly cools to room temperature. Inside one of the suits rests a **ring of the minstrel** (see new magic items). If an incorrect answer is stated the suits of armor animate and attack the person answering. If no answer is stated nothing happens. The answer must be stated aloud by one player who will take the consequences or the reward.

Animated Suits of Armor (3): AC: 2; MV 60 ft.; HD 8; HP 50, 35, 28; # At 1; Dmg 1-10 (two-handed sword); AL N.

THIRD LEVEL: The stairs continue to spiral upward into this level. To the west of these stairs is a circle drawn in blood within which is a blood-drawn pentagram. There is a chest on the south side of the stairs which is locked with a formidable looking lock on the outside. Despite appearances, the lock is easy to open (+10%), but the chest is empty, containing only a dart trap that deals 1-4 damage to the chest opener.

When the players enter this level a **magic mouth** appears on the eastern wall of the room and ask a riddle. *"There are four siblings in this world, all born together. The first runs and never wearies. The second eats and is never full. The third drinks and is never thirsty. The fourth sings a song forever."* Answer: Water, fire, earth, and wind

Should the riddle be answered correctly the pentagram and circle remain as they are. Should this riddle be answered incorrectly the circle and the pentagram erupt in fire. Within one round a demon gates into the circle and immediately attacks, angry that someone other than the true master is in his home.

Type I Demon: AC 0; MV 120 ft., 180 ft. flying; HD 8; HP 32; # At 5; Dmg 1-4/1-4/1-8/1-8/1-6; SA Darkness 5' Radius at will; SA Detect invisible objects; SA Telekinesis 2000 GP weight; Gate in another Type I demon 10% chance; SD Hit by normal weapons; AL CE; Magic Resistance 50%.

FOURTH LEVEL: In this level, a fountain with the statue of an imp spits water into its basin on the west side of the stairs. To the north there is a painting of an old wizard wearing a red robe fringed with black. To the south on the wall hangs the head of a red dragon. It looks very old. The fountain, the painting and the dragon's head all radiate magic if detected for.

The fountain has a few coins scattered in the water. There is also a ring at the bottom of the fountain which also radiates magic. There are three gp, two pp and a silver piece in the water. If anyone steps into the water the imp begins spitting black water into the basin and it quickly fills up with that black water. Anyone within the fountain needs to make a saving throw versus poison or die from contact poison within 3 rounds. The water remains black only for one to four minutes and then turns clear again. The water could be bottled but it will not remain poison beyond that time. The ring is a ring of elvenkind (see new magic items).

Anyone touching either the painting or the dragon head without speaking the passphrase (*I am a friend of Arcma* - in any language) will regret the decision. Both are trapped by **glyphs of warding**. The dragon head is protected by a glyph of warding (fire) and anyone approaching it will see the dragon head open its mouth before a blast of fire strikes them for twenty points of damage unless they save versus magic for one half damage. Anyone touching the painting will take 20 points of electrical damage unless they save versus magic for one half damage.

The dragon head has something hidden in its mouth. If anyone inspects the head once the glyph has been discharged will find it if they open the mouth again. Within the mouth is an **amulet of the earth** (see new magic items) with 7 charges left in it.

The painting is a fine portrait of the wizard Arcma. While it is of importance to its owner it is of little value to anyone else. However, hidden behind the painting is a piece of parchment upon which is written, *"My experiments are starting to bear fruit. After so many failures I have finally seen a few real successes. The stone has helped me greatly. With its inspiration I have made a breakthrough. I shall take things to their rightful conclusion tomorrow."*

FIFTH LEVEL: Level five is the top of the tower, apparently open to the elements, but protected by an invisible wall of force that domes over the tower, blocking all access from the outside.

To the right of the stairs is a circular pad rising about two inches above the stone floor. The pad has a strange greenish glow to it and obviously radiates powerful magical energy. Occasionally the pad seems to ripple with yellow as energy from some unknown source flows through the pad.

The pad is a teleporter. If anything (people included) is placed upon the pad, it flashes white. A round later those upon the pad feel a rush of magical energy and suddenly disappear, teleported to AREA 1 in dungeon level one.

KEY TO DUNGEON LEVEL ONE

This level is carved out of dark gneiss, the wavy bands of the rock making the walls look like a strange ocean mosaic. The floors are flattened and fixed shale pavers and they and whatever furnishing abound are lightly dusty. Doors are unlocked and wooden, unless otherwise noted. There are no wandering monsters.

1. **ENTRY TO THE FIRST LEVEL:** Those using the teleporter from the 5th level of the tower arrive here. This empty room is lit by a **continual light** spell, and has a domed roof peaking at about 25 feet.
2. **LIBRARY:** Strange seals with ancient runes are etched upon the ground at the three doorways exiting this room. The lone door in the south is not locked, and the area is lit by another **continual light** spell.

This library is composed of six book cases. Each stands nearly six feet tall and is filled with dusty old tomes on many subjects and in many languages. There are several tomes on botany and anatomy, an ancient book written in the language of elves on forestry, a libram written in the language of the dwarves on the subject of mining, a strange tome written by gnomes on the subject of tinkering. There are many books about astronomy, astrology, and zoology. Four of the tomes are particularly notable: **book of nature**, **book of song**, **manual of cogent perspicacity**, and an enhanced flesh golem version **manual of the golem** (see new magic items for all).

The six book cases radiate with powerful magical energy. Each of them has strange magic cast upon them to prevent the theft of the master's books: magic mimicked by the seals and runes etched upon the ground at the entrances. If a book is removed from the shelf it automatically teleports back to the shelf if taken beyond the room's thresholds. Removing a book requires a **dispel magic** (cast against a 19th-level caster) upon one of the exit seals.

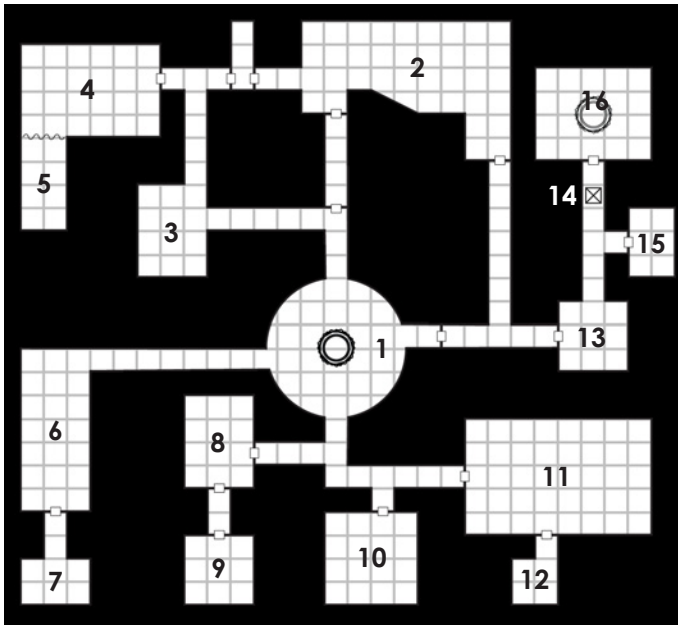
The bookcase in the northeast corner of the room has a **glyph of warding** (paralysis) cast upon it. Anyone touching this bookcase or a book on this bookcase will need to make a saving throw versus magic or be paralyzed until the magic is dispelled. The bookcase on the west side of the southernmost corner of the room also has a **glyph of warding** cast upon it. This one is a glyph of warding (blindness). A player touching this bookcase or a book on it will need to save versus magic or be blinded until the magic is dispelled.

3. **LURKER ABOVE:** This chamber appears empty and dustless. This is because of the **lurker above** hiding on the ceiling. Hidden in a cavity beneath a loose paver are the creature's treasures: three large pearls worth 250 gp each and a gold necklace with small tourmaline gems worth 1,200 gp.
- Lurker Above:** AC 6; Mv 10 ft., 90 ft. flying; HD 10; HP 45; # At 1; Dmg 1-6; SA Surprise on 1-4; SA Smothering causes 1-6 damage per round and victim will smother in 2-5 rounds regardless of the damage; SD Prey trapped underneath cannot fight unless using very short weapons and they are already in hand at the time of the creature landing on them; AL N.

4. **WORKSHOP:** The door to this room is locked. This laboratory has two large work benches along the southern wall next to which hangs a large red tapestry. The tapestry effectively conceals AREA 5 behind it (as a concealed door). The tapestry is old

DUNGEON LEVEL ONE

EACH SQUARE EQUALS 10 FEET



and depicts the symbol of an ancient wizard guild that has not been active in over a hundred years. It would be worth as much as 500 gp to a collector of such antiquities.

On the bench are the normal things one might expect to find in a laboratory. There are mortar and pestles, tubes and bottles filled with strange and unmarked liquids and powders, a funnel, an hourglass, a bowl, a balance and weights, several prisms, multiple crucibles, a retort, measuring spoons, and a skull. There are some dusty old books on anatomy as well as another book that seems to have gone up in flames and is now just a charred remnant. There are also a few scattered papers and notes on the two benches.

Close inspection of the papers will reveal that there are two scrolls. The first scroll is a magic user scroll with the following spells: **contact other plane**, **interposing hand**, **airy water**, **dig**, **remove curse**. The second is a **scroll of protection against lycanthropes**.

5. **CONCEALED AREA:** Hidden behind the tapestry is an unfinished flesh golem. If the ashes of the book from AREA 4 are sprinkled upon this golem it will animate, follow commands of the person who animated it for a few minutes and then go berserk and attack. The master made modifications to this golem that physically improved the creature, but such introduced a fatal flaw, resulting in its eventual loss of control.

Berserk Flesh Golem: AC 9; MV 120 ft.; HD 10; HP 45; # At 2; Dmg 2-20/2-20; SA Can smash through doors; SD +1 or better weapon to hit; SD most spells do not affect creature but fire and cold spells slow the creature by 50% for 2-12 rounds; SD Electrical attacks heal the creature hit point for hit point; AL N.

6. **MUSIC ROOM:** This room has a large harp in the center of it which a small nearby bench. When the room is entered, the harp begins playing on its own. There are chairs and sofas along the walls for one to sit and listen to the recital.

Anyone other than a bard who sits at the harp will be **teleported** back into the hallway beyond the room. A bard who sits at the harp will be allowed to play if greater than 3rd level. Any bard of 1st-2nd who attempts to play will be **teleported** back to the

surface just outside the tower. A bard over 4th level who plays the harp will inspire all within 20 feet (as **chant** spell) for the next six hours.

7. **SECRET ROOM:** This room contains a fine porcelain vase with oriental designs etched upon it worth 250 gp sitting atop a small wooden chest. The vase is filled with 20 tiger eye gems worth 10 gp each, 25 pieces of turquoise worth 10 gp each and 15 pieces of azurite worth 10 gp each. The chest contains 1,245 gp, a golden ring with a sapphire in the center of it worth 2,500 gp, and a pair of earrings with diamonds worth 2,500 gp.
8. **FACES IN THE WALL:** This room has two unusual features. On the north wall of the room is a large carving of a smiling face. On the west wall of the room is another large carving of a frowning face. Both radiate powerful magical energy.

When the players enter the room the carving on the north wall of the room animates and asks a riddle, "No legs have I to dance, No lungs have I to breathe, No life have I to live or die, And yet I do all three." The answer to this riddle is: Fire.

If an incorrect answer be given this face breathes fire on the answering person for 3-30 points of damage. A saving throw versus magic will reduce the damage to one half. Should the correct answer be given the first face goes silent and the second face animates to also ask a riddle. "**All about, but cannot be seen, Can be captured, cannot be held, No throat, but can be heard.**" The correct answer to this riddle is: Wind.

Should an incorrect answer be given the face will blow a windstorm into the room creating an **Air Elemental** which will attack all present. Should both answers be given correctly then the secret door to area 9 will become visible. Otherwise that secret door will not be found even by an elf.

Air Elemental: Ac 2; MV 360 ft.; HD 16; HP 92; # At 1; Dmg 2-20; SA Whirlwind for 1 melee round inside for 2-16 points of damage to all in the room and killing all creatures under 3 HD; SD +2 Weapons to hit; AL N.



9. SECRET ROOM: This room contains three locked and trapped chests. Each has a strange mystical symbol upon it which is indecipherable, being the arcane symbol of the guild in which Arcma trained as a wizard. The rest of the room is barren except for some tattered and dusty tapestries on the wall which are obviously very old and worthless.

Chest #1 - Opening this chest reveals a **glyph of warding** (teleportation) inside the lid. The person seeing it must save versus magic or be teleported against their will to just outside the tower roof where they will be released in the air fifty feet above ground and left to fall taking 5-30 damage. Inside the chest are 500 gp, 250 pp and a pair of mink furs worth 250 gp each. There is also a platinum figurine of a dragon worth 500 gp.

Chest #2 - Opening this chest releases a cloud of poison gas from the chest lid. Anyone near the chest must make a saving throw versus poison or suffer 1-6 points of damage per round for 2-7 rounds or until the poison is cured or neutralized. Inside the chest are several potions: **poison of luck, potion of insanity, potion of vile darkness, potion of explosions, potion of spontaneous combustion, potion of blue dragon's breath** (see new magic items for all). Additional there are three **potions of extra-healing**.

Chest #3 - If this chest is opened it releases gas that slows anyone within 10' of the chest if a save vs poison is failed. The slow lasts for one day minus the victim's Constitution score in hours. Inside the chest are a **wand of the trickster** with 15 charges (see new magic items), a **ring of healing** (see new magic items), and a **battle axe of sharpness** (same as sword).

10. THE GREEN ROOM: The door to this room is jammed open. This room is lit by some unknown force. It is warmer than the surrounding rooms, and there are two potted plants in the center of the room. One is much larger than the other one. Both are in clay pots. The smaller of the two plants is just a pretty set of flowers, but the larger is quite dangerous.

The larger of the two plants is a variant of the Venus fly trap plant. Arcma has modified this one to grow very large. It gives off an intoxicating scent. Anyone within 60' of it must save versus poison or feel compelled to come closer to the smell. Those who approach it feel compelled to climb inside as it opens up and allows entry. The leaves then close around them and the person takes 1 point of acid damage per round times his or her armor class (minimum of one) while inside the plant while still seeing no need to exit. After two rounds, equipment needs to make saving throws against acid, with a failure indicating destruction of the item.

If multiple people are affected, they will patiently wait until the person occupying the plant is completely consumed and then enter the plant.

Modified Giant Venus Fly Trap: AC6; MV None; HD 9; HP 40; #At 0; Dmg varies; SA Acid; AL N.

11. CHANDELIERS: This room contains two large sets of chandeliers which hang from the ceiling. They consist of multicolored glass and are finely made. They give off a powerful light. When anything enters the room they suddenly give off strange colors with the effect of a prismatic spray.

Any creature within the room will be hit randomly by one of these colors each round that they remain within the room. They will need to make saving throws to avoid the effects. The colors and effects are:

1. Red: Save vs magic or take 10 hp damage
2. Orange: Save vs magic or take 20 hp damage
3. Yellow: Save vs magic or take 40 hp damage
4. Green: Save vs poison or die
5. Blue: Save vs petrification or turned to stone
6. Indigo: Save vs wand or go insane
7. Violet: Save vs magic or sent to another plane
8. Roll again twice

The chandeliers are quite fragile and can be destroyed by missile weapons or virtually any spell that causes damage. They can be considered AC 10 and HP 1 each. If one is destroyed, saves against the remaining chandelier's effects are done with a +4 bonus. Both will need to be destroyed in order to completely stop the effects within this room.

12. WRITING ROOM: The door to this room is locked. This room contains a small desk with several sheets of parchment on it. These parchments are as follows: a **scroll of protection from petrification**; a **scroll of protection from elementals**; a scroll of the magic user spells **wall of iron, wall of stone, and wall of ice**; a scroll of the illusionist spells **minor creation, shadow door, emotion**; and a scroll with an **explosive rune** etched upon it. The rune explodes for 6d4+6 damage to all within 10 feet. A save vs magic reduced damage by half, but any exposed scrolls are ruined by the blast.

13. WHITE COLUMNS: The doors to this room are locked. Two mysterious white columns support the roof of this unnaturally cold room. The room is of such small size the columns seem unnecessary. Both radiate powerful magic. If either is touched they transform into **white puddings**, polymorphed and left here to discourage visitors.

White Puddings (2): AC 8; MV 90 ft.; HD 9; HP 35 each; #At 1; Dmg 7-28; SA dissolve animal and vegetable material in one round; SD Acid, cold and poison have no effect on it; SD Lighting splits it into two; SD Blows from weapons split it into two; SD Fire and magic missiles do normal damage; AL N.

14. PIT TRAP: ENDLESS TELEPORTER: This trap is magical and quite deadly, for anyone stepping on the door of this pit will fall through to land on a teleporter pad. They will take 2D6 damage from the fall, and instantly be teleported back to where they started, to fall again and take another 2D6 damage from the fall. And so on.

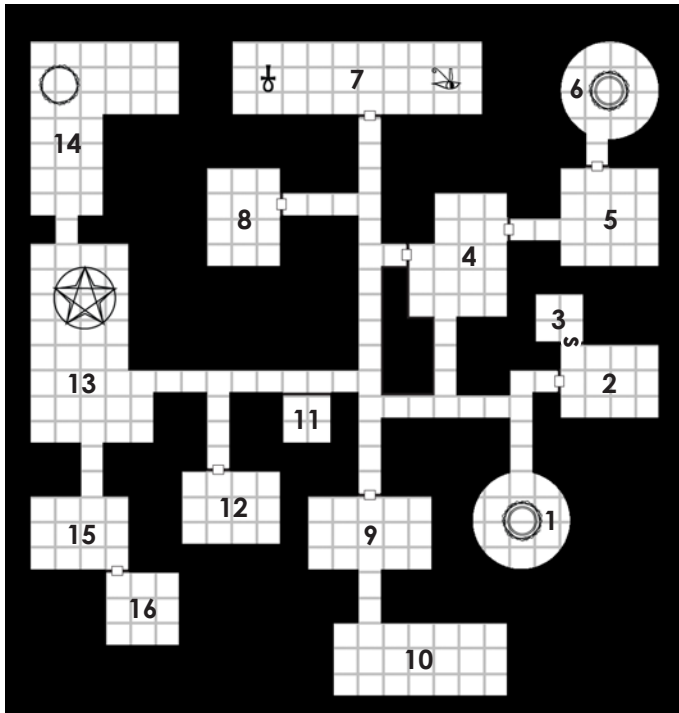
15. THE GRINNING SKULL: The door to this room is locked. A white skull with what appears to be small fires inside the eyes sits atop a black pedestal facing towards the doorway of this room. The skull is distorted, putting a smile upon its face. If anyone enters the room the skull says in a happy voice, "The master welcomes you to the dark tower!"

The door slams shut after the skull's brief speech, and the skull begins to glow brighter and brighter. Anyone checking the door discovers that it is not locked and easily movable. After two rounds of glowing, the skull explodes causing 6D6 damage to anyone in the room at that time. A save against magic allows half damage.

16. TELEPORTAL TO LEVEL TWO: The door to this room is locked. This room contains a teleporter pad which will take players to AREA 1, LEVEL 2.

DUNGEON LEVEL TWO

EACH SQUARE EQUALS 10 FEET



KEY TO DUNGEON LEVEL TWO

1. ENTRY: The roof of this circular room is domed, rising about twenty feet from the center. The teleporter pad only accepts transfers from AREA 16 on the first level of the dungeon.

2. BROKEN ONES: The door to this room is jammed open. Several bizarre creatures roam this room. Each looks like the combination of a human and some other creature. Each seems to be the subject of some kind of insane experiment. One looks like the combination of a rat and a human. Another looks like the combination of a vulture and a human. A third looks like the combination of a bugbear and a human. Each is hideous and insanely furious.

Broken Ones (8) : AC 7; MV 90 ft.; HD 3; HP 22, 20, 18 (x3), 16, 15 (x2); # At 1; Dmg 1-6; SA They have minimum of 5hp per die; SA claws do 1-6 damage; SD night vision or enhanced hearing; SD regenerate 1 hp per round; AL NE.

3. SECRET ROOM: This room does not appear to have been visited in some time. Thick layers of dust coat the floor, the two large chests that rest against the northern wall, and a large copper urn in the southwest corner. The contains 300 pp coated with contact poison that causes the person touching them to fall asleep for 1 hour unless they make a saving throw versus poison.

Chest #1 - Locked. Trapped. Opening the lid of this chest will cause a vent hidden above the chest to open and dump flaming oil on the person opening. This will cause 2-16 points of damage unless the person makes a saving throw versus their dexterity. Roll 4D6 and compare to their dexterity score. Equal or below means the player successfully dodged out of the way. Above that means they take the full damage. Inside the chest are 500 gp, 100 pp and a golden tiara studded with red gems worth 1,600 gp. There is a scroll here in a bone scroll tube. It is a cleric scroll containing the following spells: **raise dead, cure critical wounds, neutralize poison, bless.**

Chest #2 - Locked. Not trapped. Inside this chest are 1,000 sp, a golden plate worth 100 gp, two silver candlesticks worth 50 gp each, a golden serving pitcher worth 200 gp, a silver platter worth 50 gp and five red carnelian gems worth 50 gp each. There is a scroll in a wooden scroll tube. It is a druid scroll containing the following spells: **weather summoning, conjure fire elemental, animal summoning II.** There is also a journal here with the following entries:

"Since I have found the stone I have made unbelievable progress. I have learned new spells. I have even invented some spells. My intelligence seems to be growing. However... I have these strange compulsions....."

"Some of my creatures have begun dying. Randomly. Suddenly. With no explanation. They appear to be healthy. They just expire. I do not know why. "

"I cannot control my emotions. Sometimes I just lose control...."

"The stone. I must get back to the stone."

"My tower. My beautiful tower..... What have I done?"

4. DEFORMED ONES: This room is filled with strange creatures which are mingling in the room together. Each seems like some kind of insane combination of two different creatures. None of them seem to have any portion of human in them. Some seem to be combinations of birds such as vultures and hawks and with some kind of mammal like a rat or a lion. Each of the creatures seems to be totally alien to anything seen before.

Deformed Ones (6): AC 5; MV 90 ft.; HD 6; HP 30 each; # At 1; Dmg 1-8; SA these are especially strong creatures and gain +3 to hit and +5 to damage due to strength; SA each of these is holding a weapon (long sword or battle axe); AL NE.

5. WARNING CHAMBER: On the east wall of this room is a carving of a face. The face looks human with a flowing beard and pointed hat. The face animates, looks directly at any creature entering the room, and gives a warning: *"Tread no further in my home! I have been patient so far but my patience wears thin!"*

6. TELPORTAL TO LEVEL THREE: This chamber is circular in shape and has a domed roof. The peak of the ceiling rises twenty five feet over the center of the room. There is a teleporter pad in the center of the room. Like the others before it this one is a one way only trip. If one stands upon the pad it will automatically send them to AREA 1 on level three after one round.

7. ELEMENTAL EXPERIMENTAL ROOM: The door to this room is opened and unjammed. Several bodies of a broken or deformed one lay upon the floor. Each has no belongs other than their weapons. On the east wall is a massive silver-etched and permanent **fire glyph** dealing 20hp of damage to any within 20 feet who look at it. On the west wall is a similarly massive **lightning glyph** that does the same, albeit electrical damage. A save versus magic cut the damage in half for both. A **dispel magic** turns "off" a glyph for 1 round per level of caster.

8. CEILING TRAP: The door to this room is wide open. In the center of this room is a large chest without an apparent lock. The chest is empty and just bait to lure the unwary to the trigger stone in front of it. Depressing the trigger stone releases a stone block from the ceiling that falls down around the chest (a depression carved into the ceiling so as not to crush the chest may provide a hint of warning to the wary) crushing all within 10 feet of the chest. Rolling 3d6 under dexterity results in no damage. If a character fails this roll, they roll a second check of the same type. A second failure results in 6-60 damage, while a single failure only 3-30.

9. **TROPHY ROOM:** The door to this room is wide open. The walls of this room are lined with mounted heads of various strange creatures. Heads of a manticores, a roc, a remorhaz, a griffin, a copper dragon, a lamassu, a unicorn and both heads of an ettin are mounted on fine mahogany bases. Close inspection of the trophies will reveal that inside the mouth of the dragon is a **potion of super heroism**. Inside the head of the roc is a **potion of invulnerability**.

10. **FAILED EXPERIMENTS:** Lining the walls of this room are examples of the master's failed experiments. Heads of various bizarre creatures are mounted here on mahogany based. Each of these creatures was some type of cross between two creatures. Most of the creatures lived only a short time before dying, but some lived quite a while before their bodies failed them. Unlike the previous room, none of these creatures has anything hidden in them.

11. **SECRET GUARD ROOM:** This secret room has 6 deformed ones who are hiding here and waiting to ambush anyone who does not belong in this complex. These creatures are all armed with long swords and battle axes.

Deformed Ones (6): AC 5; MV 90 ft.; HD 6; HP 44, 36, 31, 28, 27, 21; # At 1; Dmg 1-8; SA these are especially strong creatures and gain +3 to hit and +5 to damage due to strength; SA each of these is holding a weapon (long sword or battle axe); AL NE.

12. **ROOM OF CHALLENGES:** The door to this room stands wide open. It is made of some kind of incredibly strong metal. If somehow removed and gifted to a blacksmith, it could be used to create 5 sets of +3 armor. It weighs 1,200 lbs. and has a value of 15,000 gp.

Inside of this room is a black pedestal with a white skull atop it. The skull has fiery eyes and a wide open mouth. It animates and challenges, "Who among you is brave? Who among you will accept my challenge?" whenever a creature enters the room. When the party arrives the skull animates and challenges.



If anyone accepts the challenge they will be instantly separated from their associates and teleported to an empty square within the room surrounded by an invisible wall of force. A creature will then appear in a similarly isolated square adjacent to the character. After one round, the wall of force between the two parties drops, and the creature attacks the character.

If the creature is defeated, the victor gains the indicated reward and the walls of force are dropped. The skull then booms out with another challenge for whomever is willing to accept. There are a total of 5 challenges and every character can travel the challenge path if they so choose.

Challenge #1: **Bugbear:** AC 5; MV 90 ft.; HD 3+1; HP 15; # At 1; Dmg 2-8; AL CE. Reward: Player gains a useful magical potion or scroll.

Challenge #2: **Gargolye:** AC 5; Mv 90 ft., 150 ft. flying; HD 4+4; HP 25; # At 4; Dmg 1-3/1-3/1-6/1-4; SD +1 weapon to hit; AL CE. Reward: Player gains a useful magical weapon or random magic item.

Challenge #3: **Owlbear:** AC 5; MV 120 ft.; HD 5+2; HP 35; # At 3; Dmg 1-6/1-6/2-12; SA Hugs for 2-16 points of damage if it scores an 18 or better with either paw; AI N. Reward: Player gains 2 hit points to their permanent hit point maximum.

Challenge #4: **Fire Elemental:** AC 2; MV 120 ft.; HD 8; HP 40; # At 1; Dmg 3-24; SD +2 Weapon to hit; SA Set fire to anything flammable they touch; AL N. Reward: Player gains a point of his or her primary attribute and takes half damage from fire attacks.

Challenge #5: **Gorgon:** AC 2; MV 120 ft.; HD 8; HP 45; # At 1; Dmg 2-12; SA Breath turns to stone; AL N. Reward: Player instantly advances to the midpoint of the next experience level without requiring any training.

13. **SUMMONING CHAMBER:** This chamber has a large circle drawn in blood with a pentagram drawn in blood in the middle of it. The pentagram is on fire and burning white hot. Within the pentagram is a **Type IV demon**. It appears to be trapped within, peering at any guests within the room with hostility and anger.

Clearly visible from this room is a magic circle in area 14. That circle seems to be glowing blue. Within that circle is a wizard who appears to be trapped in suspended animation, perhaps frozen in time.

If the pentagram circle is broken (or entered in any way) the demon is released, attacking any present. If the magic circle in room 14 is broken the demon is also be released and advances to attack.

Type IV Demon: AC -1; MV 90 ft., 120 ft. flying; HD 11; HP 50; # At 3; Dmg 1-4/1-4/2-8; SA Bonus of +2 to hit; SD +1 weapons required to hit; SA Darkness 10' radius at will; SA At will can do the following: create illusion, cause fear, levitate, detect magic, read languages, dispel magic, polymorph self, telekineses, project image, symbol of fear or discord, or gate in another type I-IV demon with a 60% probability of success.; AL CE.

14. **ARCMA'S FATE:** The master of the tower himself is here trapped in a spell of his own making. He was summoning the demon in room 13 and tried to use a new spell of his own invention to trap the demon. He was successful.... sort of. He did manage to trap the demon. However, he also trapped himself in the process.

If anyone breaks the magic circle (using silver dust, blood, or dispel magic) the spell will be broken and will release him from his trap. It will also release the demon in room 13 who will attack immediately. The master, unfortunately, will not recover

immediately and will not be able to help fight off the demon. He will recover his senses in in 1d6+6 hours after the magic circle is broken.

Arcma is currently insane. He has been exposed to the maddening stone (see new magic items). The stone is an ancient alien artifact. In essence it is a meteorite that constant exposure to will raise intelligence at the cost of sanity. He will act chaotic evil while still under the influence of the stone. If the stone is destroyed his sanity and alignment will be restored to normal.

Arcma: MU17; AC 3; MV 120 ft.; HP 49; # At 1; Dmg 4-7 (dagger) or 1-6 (staff)S10 I19 W10 D17 C16 CH12; AL CG (while sane. Right now he is acting CE). Possessions: **bracers of defense AC 6; robe of eyes; wand of fire** with 14 charges; **dagger +3/+4 versus demons**; Spells memorized: **magic missile, jump, sleep, shocking grasp, burning hands, invisibility, detect invisibility, web, rope trick, ray of enfeeblement, infravision, hold person, lightning bolt, tongues, suggestion, massmorph, wizard eye, charm monster, dimension door, teleport, passwall, magic jar, cone of cold, contact other plane, spiritwrack, stone to flesh, disintegrate, delayed blast fireball, cacodemon, power word stun, mass charm, clenched fist.** In a backpack he is carrying a travelling spell book with these spells in it. His primary spell books are hidden away in a location far, far away.

If the **maddening stone** is thrown into either the lava pool in AREA 8, LEVEL 3 or in the acid fountain in AREA 4, LEVEL 3 it will eventually dissolve and be destroyed. Anyone affected by the stone will return to normal sanity and normal intelligence including Arcma if he is still alive. If he is alive then he will offer the players a reward of 10,000 gp and his travelling spell book.

15. **GUARDIANS:** The entrance into this chamber is guarded by two **caryatid columns**. In the center of the room is a large stone statue. The statue seems rather plain. It is not well carved. The columns will not allow anyone entrance into this room without defeating them in combat. The plain statue is a **stone golem** which animates if the caryatid columns are destroyed.

Caryatid Columns (2): AC 5; MV 60 ft.; HD 5; HP 22 each; #At 1; Dmg 2-8;p SD normal weapons do one half damage but magic ones do full damage; SD weapons striking the column may snap (25% chance minus 5% per plus of the weapon).

Stone Golem: AC: 5; MV 60 ft.; HD 14; HP 60; #At 1; Dmg 3-24; SA casts a slow spell every other melee round in addition to it's normal attack; SD +2 weapons to hit; SD only spells that affect a stone golem are: rock to mud (slows golem 50% for 2-12 rounds), mud to rock (heals golem hit point per hit point), stone to flesh (makes golem vulnerable as a human).

16. **CHAMBER OF MAGIC TREASURE:** This room contains two tables and a weapons rack along the south wall. Upon the tables are a **+3 suit of scale mail** (human sized), a **+3 set of chain mail** (dwarf sized), and six potions: **potion of extra healing, potion of speed, potion of flying, potion of fire resistance, potion of climbing** and a **potion of sweet water**.

KEY TO DUNGEON LEVEL THREE

1. **ENTRY ROOM:** The teleporter in AREA 6, LEVEL 2 sends the players to this room. Like the teleporters on other levels the one in this room cannot send players anywhere else. This room is circular and shape and has a domed roof roughly twenty five feet high.
2. **THE HIDDEN WAY OUT:** This chamber appears to be empty except for a strange looking pedestal on the southwest corner of the room. The pedestal radiates magic and has a keyhole

in the top of it. There is nothing else here. The key in AREA 6 will allow the players to turn on the teleporter in this room which is not visible until the key is turned. This teleporter will transport the players back to the top of the tower and the teleporter pad located there.

3. **A FEARFUL STATUE:** This room contains a very large statue of a Zanzian king. If anyone touches the statue, they must succeed on a save versus paralyzation or flee in fear for 2-12 rounds. Engraved on the base of the statue is a riddle in elvish:

*"Take your time do not fear
Sadly I am never clear
My answer stares you in the face
Read me over and just in case
My answer will cause you pain
But a smile you will gain
Today I am like an evening dream
To find my answer you may need a team.
What am I?"*

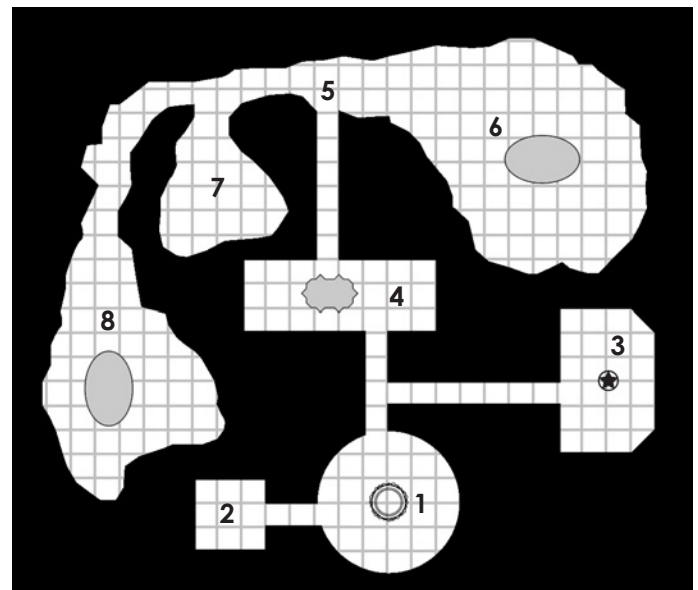
The answer: A riddle. Nothing happens if a wrong answer is given a first or second time, but on the third the statue starts to punish the guesser with a **magic missile**: one missile on wrong answer three, two on wrong answer four, three on wrong answer five, and so on up to 12 missiles.

If the right answer is given the base of the statue opens, revealing a secret compartment containing a journal with the following information, *"I have found an ancient artifact of great power. It is a rock from some far away world. It is made of some kind of metal I have never seen before. It is incredibly hard and seems to glow with magical energy. Every moment that I am near it I feel more powerful. This stone is so powerful I have buried it here at the bottom of my tower. I have decided that I must protect this stone at all costs from possible thieves or other jealous wizards. I have cast a new spell to create a special barrier around the rock so that no one else can approach it."*

4. **FOUNTAIN OF ACID:** This large chamber has a very large fountain made of what looks like dragon bone that's been shaped to create a waterproof basin. The fountain has two statues in the basin which spray clear looking liquid up into the air and back into the fountain basin. The statues are both shaped like gargoyles that face towards each other in the center of the fountain. The liquid is actually a concentrated form of acid.

DUNGEON LEVEL THREE

EACH SQUARE EQUALS 10 FEET



Anyone or anything that steps into or touches the liquid will suffer 2-12 points of damage per round. The acid is so strong that it will eat through any container in a matter of 1-3 rounds and then spill out. The fountain itself is made of enchanted black dragon bone. No known metal, glass or stone container will hold this acid, but this fountain will. If the maddening stone is put within this acid it will eventually dissolve in 4-20 rounds.

5. **DEFORMED ONES:** This area is the beginning of a natural cavern that seems to connect to the stone passageways of the dungeon. Four **deformed ones** stand guard here. The master instructed them long ago to keep this area clear. They have obeyed him and never have left their post. They trade off this duty with the others in the previous level. They know the secret of the key in AREA 6 and use it when necessary to move up and down the tower and dungeon levels.

Deformed Ones (4): AC 5; MV 90 ft.; HD 6; HP 44, 38, 31, 28; # At 1; Dmg 1-8; SA these are especially strong creatures and gain +3 to hit and +5 to damage due to strength; SA each of these is holding a weapon (long sword or battle axe); AL NE.

6. **ROCK POOL AND KEY:** This is a natural cavern that opens up into a large chamber with a rock pool in the center of it. The pool is about twenty feet deep. The water radiates a powerful magical energy. At the bottom of the pool is a glint of metal; a special platinum key that fits into the pedestal in room 2 of this level. Whenever it is used it teleports itself back to the bottom of this pool.

Anyone stepping into the pool must make a saving throw versus magic. If they fail this saving throw then they too may begin to become a broken one or deformed one. If they fail their first saving throw then they may make a second. If they fail both then they will begin growing some random type of creature out of the back of their neck. This effect can be reversed with a **remove curse** spell or with a **limited wish** or other similar powerful magic. They will totally develop this new identity within two days, and will then become a total deformed one with a NE alignment.

7. **THE MADDENING STONE:** This large cavern has a very large black metallic rock in the center of the room. There is a force field of some kind protecting the stone. The stone gives off an aura of magic. It seems to glow red in color in the light of this room giving it an evil appearance. In fact, it also radiates evil if detected.

The spell that Arcma has cast to protect this stone is what is creating the special effects that make this tower disappear. His enhanced intellect has allowed him to develop new spells and one of these is a new and unstable form of **wall of force** that's a lower level spell than normal, but susceptible to **dispel magic**. The wall is what causes the entire tower to disappear. If the wall is removed by any means then the tower will no longer disappear. A **dispel magic** spell or a **disintegrate** spell will remove the wall from the stone.

If the players destroy the force field around the stone they will cause the tower to cease phasing in and out. They can teleport back to the top of the tower by using the key in AREA 6, LEVEL 3 with the teleporter pad in AREA 2, LEVEL 3. From there they can escape the tower again by walking down the stairs and out the door of the tower.

If the tower is not phased out (within the three days of arriving or if the force field is down) the players can leave normally. However, if the players try to leave outside the three day period and without removing the force field from the stone then they will find themselves in the astral plane and lost.

If the stone is thrown into either the lava pool in AREA 8, LEVEL 3 or in the acid fountain in AREA 4, LEVEL 8 it will eventually dissolve and be destroyed. Anyone affected by the stone will return to normal sanity and normal intelligence including Arcma if he is still alive. If he is alive then he will offer the players a reward of 10,000 gp and his traveling spell book.

8. **POOL OF LAVA:** A rock pool of lava is at the center of this room. The room seems to be littered with the bones of failed experiments that have died in this room. Some of them appear to have committed suicide here by jumping into the lava.

THUS ENDS THE EXPLORATION OF THE DARK TOWER OF ARCMSA

APPENDIX A: NEW MAGIC ITEMS

Amulet of the Earth: This amulet is a simple necklace with a plain looking rock at the end of a thin piece of leather. The amulet is only usable by a druid. The user of this amulet may summon an earth elemental of the eight hit dice variety at the expense of a charge. The elemental remains for 2-7 turns and obeys commands to the best of its understanding. It has limited charges (2-20) and cannot be recharged. **Experience Point Value:** 1,000 **G. P. Value:** 10,000

Book of Nature: This book is similar to the book of exalted deeds for clerics. However, this book is intended for druids only. A druid reading from this book can advance to the midpoint of the next level upon completion of the text. Reading from this book will not preclude the necessity for challenging another druid should there be too many of the level that the player is advancing to. Any other class of character reading from this book will suffer a loss of 20,000-80,000 experience points from it. **Experience Point Value:** 8,000 **G. P. Value:** 40,000

Book of Song: This work is similar to a manual of puissant skill of arms, but contains material that benefits bards. Bards reading and practicing upon this tome advanced to the midpoint of their next level. Any other class who reads from this book will suffer a loss of 20,000-80,000 experience points as a result. **Experience Point Value:** 8,000 **G. P. Value:** 40,000

The Maddening Stone (Artifact): This stone is an alien artifact of great power and intense evil. The stone is a large, black, metallic rock weighing around 120 pounds. Anyone who spends a great deal of time around finds their intelligence rises by one every month that they spend around the stone. They also begin to lose sanity: a 5% cumulative chance per month up to a maximum of 25% per month with a failure indicating that the victim now acts in a chaotic evil manner.

The stone is not destructible by normal means: only lava or truly intense acid may destroy it. Disintegrate, dispel evil, dispel magic, etc will do nothing. All other spells will be deflected back at the caster. **Experience Point Value:** — **G. P. Value:** 20,000

Manual of Cogent Perspicacity: This tome is similar to a manual of bodily health, but reading it and practicing its prescribed regime result in gain of 1 point of Wisdom. **Experience Point Value:** 5,000 **G. P. Value:** 50,000

Manual of the Golem (Enhanced Flesh Golem): Arcma, the master of this tower, has done many experiments with golems. He believes that he has greatly improved upon the creation of them. This book is similar to other manual of golems. The time and materials for making a golem will be the same minus 10,000 gp. However, the result will be a fatally flawed golem. In effect, it will be a berserk golem created that will follow normal commands at first but will soon come to resent being ordered around. It will soon turn on its master from one day to one week after creation. **Experience Point Value:** — **G. P. Value:** 3,000

APPENDIX B: NEW MONSTERS

ANIMATED ARMOR, ARCSMA'S

SIZE: Medium
MOVE: 60 ft.
ARMOR CLASS: 2
HIT DICE: 8
ATTACKS: 1
DAMAGE: 1-10 or by weapon
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 5 / 350 + 10/hp

General information: Arcsma's animated armor follows its master's orders without error, and attacks with full fury until destroyed. They are created by casting the following spells in order: limited wish, polymorph any object, geas, and strength. The armor is then dusted with at least 10,000 gp worth of diamond dust.

Physical description: Animated armor appears as empty suits of plate mail armor.

Variants: Arcsma's animated armor can come in other types of armor (chain, leather, etc.) with commensurate reduction in creation cost and AC.

Potion of Dragon's Breath (Blue): A person drinking this potion gains the ability to breathe like a dragon one time only. Various colored dragons breaths may be found in the form of a potion like this one. In this case the user will breathe lightning like a blue dragon. The target or targets hit will take damage equal to the hit points of the one breathing. A save versus dragon's breath reduces this in half. **Experience Point Value:** 300 **G. P. Value:** 4,000

Potion of Explosions: This potion is hurled rather than drank. When thrown this potion explodes upon impact causing 6-36 damage to anyone or anything within a 10' radius of the blast. **Experience Point Value:** 500 **G. P. Value:** 4,000

Potion of Insanity: A person drinking this potion will go insane permanently unless they make a saving throw versus magic at -2. This insanity can be cured by remove curse and other magical means. **Experience Point Value:** — **G. P. Value:** 200

Potion of Luck: The drinker of this potion gains a +1 to all saving throws for 1-4+4 turns. **Experience Point Value:** 250 **G. P. Value:** 500

Potion of Spontaneous Combustion: This potion is a very tasty and sweet liquid. Anyone sipping it must save vs magic or immediately consume the entirety. They then spontaneously combust 2-5 rounds later, taking 2-12 points of fire damage per round for the next turn unless some clever method of countering the effect is found. **Experience Point Value:** — **G. P. Value:** 200

Potion of Vile Darkness: This potion acts like a potion of delusion, but in addition it changes the alignment of the drinker to chaotic evil unless a save versus magic is made with a -4 penalty. Those who have their alignment changed hide that change from those around them. **Experience Point Value:** — **G. P. Value:** 200

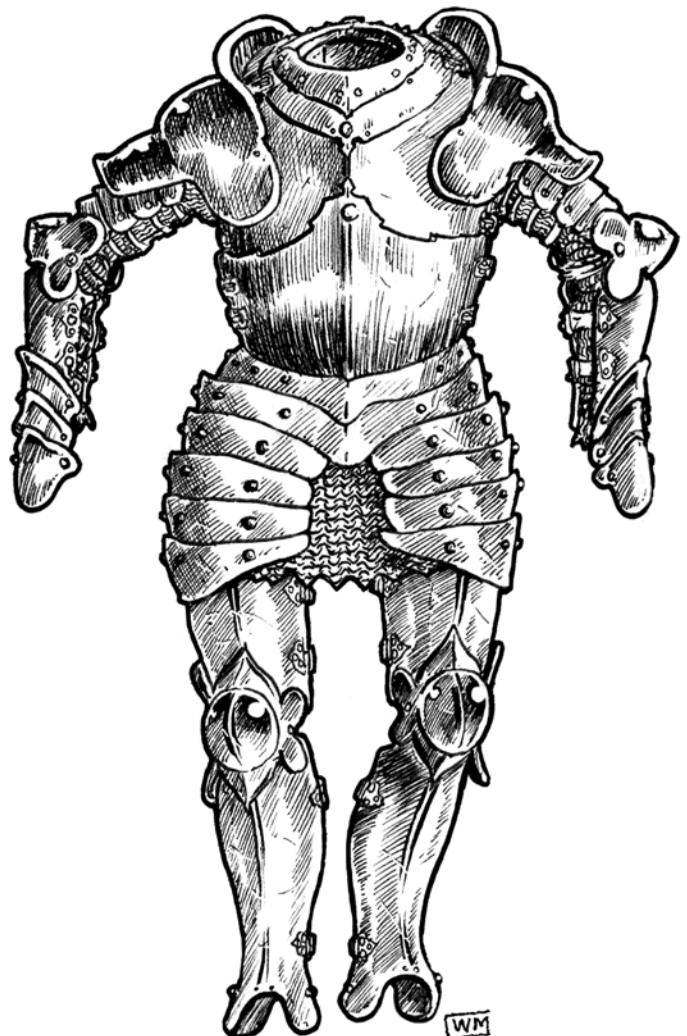
Ring of Elvenkind: This silver ring has two small opal leaves completing the circle. When worn by someone who is neither an elf nor a half elf the ring reveals no powers. When worn by either an elf or a half elf the properties of the ring will become immediately apparent. A true elf wearing this ring will gain an additional +1 to hit rolls while using a bow or a long or short sword. For true elves and half elves the ring will confer an additional 5% resistance to sleep and charm spells. Half elves will gain the +1 to hit will using bows and long or short swords that a true elf naturally gets but will not get the additional +1 that a true elf gains by using this ring. **Experience Point Value:** 1,000 **G. P. Value:** 5,000

Ring of Healing: Only a cleric or druid may wear this red coral ring. Such a wearer may cast a cure light wounds for one charge, cure serious wounds for three charges, cure critical wounds for four charges or a heal for five charges. A ring of healing has 2-20+3 charges when found and cannot be recharged. **Experience Point Value:** 1,000 **G. P. Value:** 5,000

Ring of the Minstrel: Only a bard may wear this gold and lapis ring. Such a wearer gains an additional language (randomly determined), and an additional+5% to charm and legend lore ability. **Experience Point Value:** 1,000 **G. P. Value:** 5,000

Ring of Murder: This ring formed of magically hardened blood can only be worn by an assassin or thief. It adds 10% to an assassination attempt as well as an additional multiplier to a successful backstab. **Experience Point Value:** 1,000 **G. P. Value:** 5,000

Wand of the Trickster: This wand is only useable by an illusionist. It allows the casting of the following spells at the cost of one charge each: hypnotism, misdirection, ventriloquism, suggestion, and non-detection. Confusion may be cast by spending two charges. **Experience Point Value:** 1,500 **G. P. Value:** 15,000



BERSERK FLESH GOLEM

SIZE: Large (7.5 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 9
HIT DICE: 45 hit points
ATTACKS: 2
DAMAGE: 2-20, 2-20
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: None
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 7 / 2,785

General information: These golems are identical to normal flesh golems excepting that they have an additional HD and deal more damage with each attack. They are an enhanced form of flesh golem that was, sadly, created by Arcma while under the influence of the maddening stone. His insanity resulted in removing many of the normal safeguards built into a flesh golem, and thusly the creature is very unstable and may attack at any moment. Additionally, it flies into a rage anytime it meets a creature it does not know.

BROKEN ONES

SIZE: Medium
MOVE: 90 ft.
ARMOR CLASS: 7
HIT DICE: 3
ATTACKS: 1
DAMAGE: 1-6, or by weapon
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 2-8
LAIR PROBABILITY: 35%
TREASURE: None
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
LEVEL/X.P.: 2 / 50 + 2/hp



General information: These creatures are the sad objects of Arcma's experimentation. They are a cross between a human and some other creature, in some cases multiple creatures. These creatures have a minimum of 5hp per HD due to their unusual strength and constitution.

Languages: Broken ones still know their own original languages and can read them if they had such ability. Speaking is possible, but the speech is often slurred or even nearly unrecognizable due to changes in the vocal cords of the creatures: only ten percent of these creatures can consistently communicate with others.

Physical description: There is great variance in the appearance of each broken one as they are a mix of a human and one or more different creatures.

CROSSBREED, OGRE/BUGBEAR

SIZE: Large (8 ft. tall)
MOVE: 90 ft.
ARMOR CLASS: 7
HIT DICE: 5+2
ATTACKS: 1
DAMAGE: 2-16
SPECIAL ATTACKS: +3 to hit
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-2
LAIR PROBABILITY: 20%
TREASURE: Individual: 2-8 gp; In Lair: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%)
INTELLIGENCE: Low
ALIGNMENT: Chaotic evil
LEVEL/X.P.: 4 / 230 + 6/hp

General information: Ogre/bugbear crossbreeds demonstrate a significant hybrid vigor, having the strength of a hill giant as well as the stealth of the standard bugbear.

Physical description: This crossbreed looks like an abnormally large bugbear with ogrish facial features.

CROSSBREED, SNAKE/BASILISK

SIZE: Large (11 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 4
HIT DICE: 8
ATTACKS: 1
DAMAGE: 1-6
SPECIAL ATTACKS: Poison, gaze turns to stone
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 40%
TREASURE: None
INTELLIGENCE: Animal
ALIGNMENT: Neutral
LEVEL/X.P.: 7 / 1,300 + 10/hp

General information: Another of Arcma's crossbreeds showing hybrid vigor, this one is between a giant venomous snake and a basilisk. The bite of the creature will poison unless the victim makes a saving throw versus poison. The poison will cause death in 3-12 rounds unless the poison is cured or neutralized.

Physical description: This crossbreed is a thick, sinuous reptilian featuring 4 three-toed limbs. It moves via a strange mix of slither and crawl, rising up on its legs only when using its deadly gaze.

CROSSBREED, SHRIEKER/SHAMBLING MOUND

SIZE: Large (8 ft. tall)
MOVE: 60 ft.
ARMOR CLASS: 0
HIT DICE: 11
ATTACKS: 2
DAMAGE: 2-16, 2-16
SPECIAL ATTACKS: Suffocation, shrieking
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 30%
TREASURE: In Lair: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor, or misc. weapon (10%), 1-4 scrolls (50%), 1 misc. magic item + 1 potion (60%)
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.: 7 / 1,800 + 14/hp

General information: This crossbreed demonstrates Arcma's twisted humor: for shriekers are normally but food for shambling mounds. During combat (in which the crossbreed functions exactly as does a normal shambling mound) the shrieker mushrooms upon it let loose a howl that draws encounters as do normal shriekers.

Physical description: This crossbreed appears as a normal shambling mound, but its "head" is a large purple mushroom, and smaller purple mushrooms adorn its body.

DEFORMED ONES

SIZE: Medium
MOVE: 90 ft.
ARMOR CLASS: 5
HIT DICE: 6
ATTACKS: 1
DAMAGE: 1-8, or by weapon
SPECIAL ATTACKS: +3 to hit
SPECIAL DEFENSES: Surprised only on 1.
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-10
LAIR PROBABILITY: 30%
TREASURE: In Lair: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), any 2 magic items (10%)
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
LEVEL/X.P.: 4 / 160 + 6/hp

General information: These creatures are similar to broken ones, but they are a cross between two different creatures and neither is human. These are especially strong creatures and gain +3 to hit and +5 to damage due to strength. They see as well as a cat in the dark and possess enhanced hearing and are surprised only on a 1.

Physical description: There is great variance in the appearance of each deformed one as they are a mix of two or more different creatures.

FAILED EXPERIMENT

SIZE: Medium
MOVE: 90 ft.
ARMOR CLASS: 4
HIT DICE: 8
ATTACKS: 1
DAMAGE: 1-12, or by weapon
SPECIAL ATTACKS: +3 to hit
SPECIAL DEFENSES: Surprised only on 1.
MAGIC RESISTANCE: 10%
RARITY: Very rare
NO. ENCOUNTERED: 1-2
LAIR PROBABILITY: 30%
TREASURE: None
INTELLIGENCE: Low
ALIGNMENT: Neutral evil
LEVEL/X.P.: 5 / 350 + 10/hp

General information: These creatures are tougher deformed ones. Sadly, they are fatally flawed, dying within 1-4 months of an incurable disease, all the while suffering significant pain. After their corpse is fully decomposed (12-18 months) they spontaneously rise from the dead only to die again in 1-4 months. They are self-aware and know of their short life spans. Some of them feel compelled to commit suicide. Sometimes they will just attack a stronger party in order to have themselves killed. They will still fight furiously in the process. It is unknown if a failed experiment will eventually truly die, or if in fact truth death is possible for them.

Physical description: There is great variance in the appearance of each failed experiment as they are a mix of two or more different creatures.

VENUS FLYTRAP, GIANT

SIZE: Large (15' diameter)
MOVE: 0 ft.
ARMOR CLASS: 6
HIT DICE: 9
ATTACKS: 1
DAMAGE: 1-4
SPECIAL ATTACKS: Acid
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1-10
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 6 / 600 + 12/hp

General information: These creatures use scent to draw prey to step up to it and climb into the flowers. There are one to four flowers on each such plant. Anyone within 60' of must save versus poison or feel compelled to come closer to the smell. Those who approach it feel compelled to climb inside as it opens up and allows entry. The leaves then close around them and the person takes 1 point of acid damage per round times his or her armor class (minimum of one) while inside the plant while still seeing no need to exit. After two rounds, equipment needs to make saving throws against acid, with a failure indicating destruction.

Physical description: Giant Venus flytraps are simply larger versions of their standard cousins.

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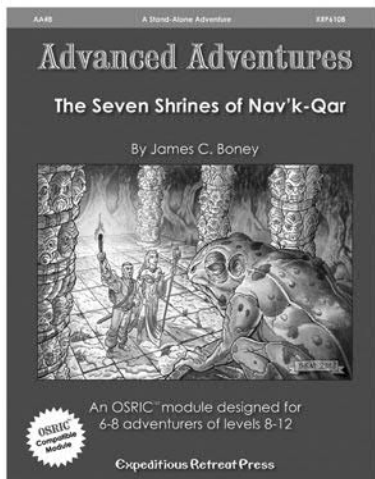
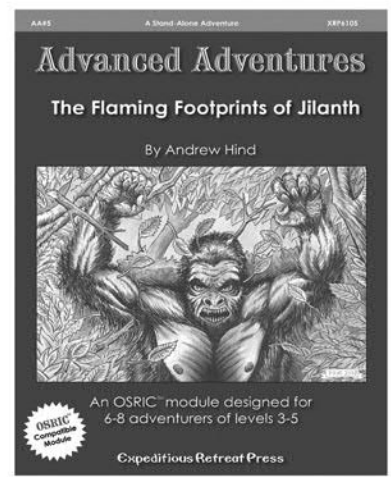
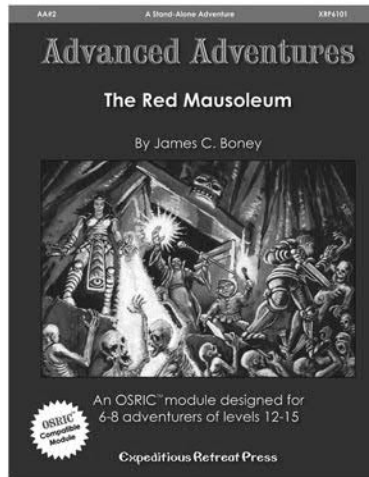
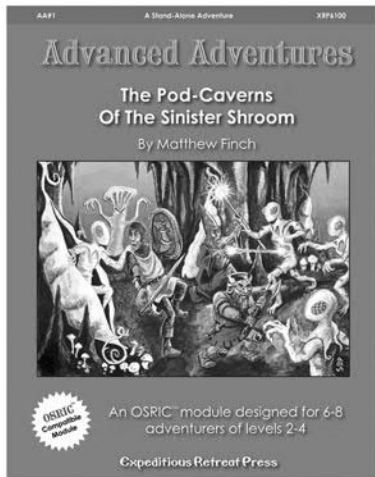
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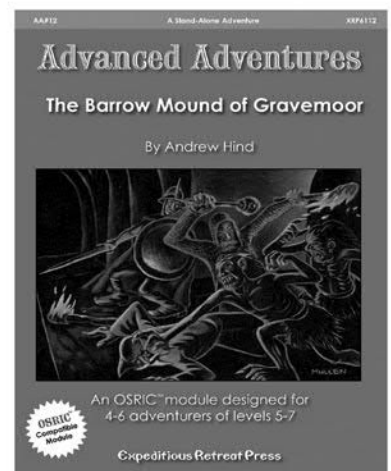
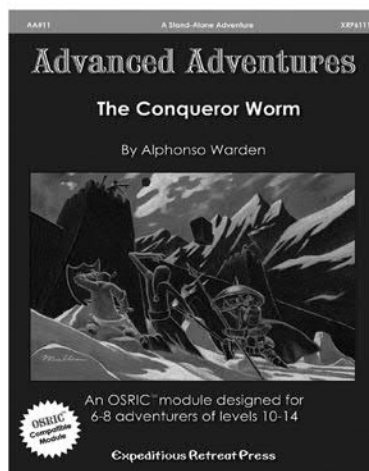
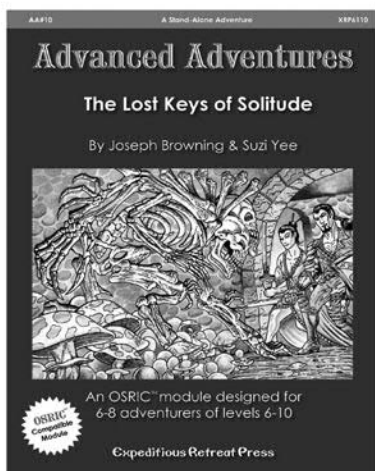
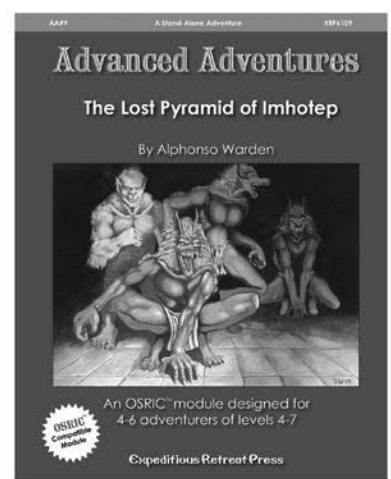
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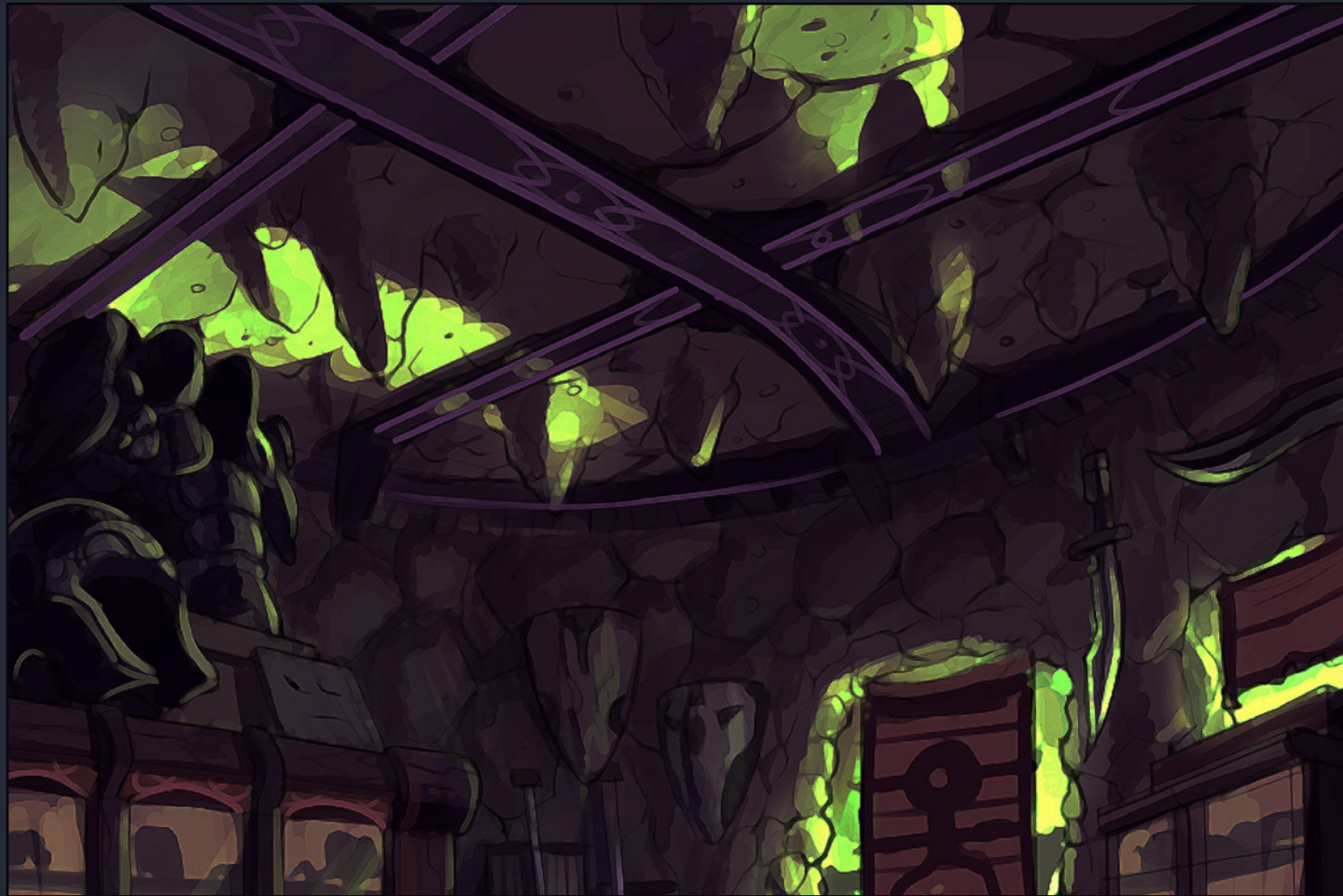


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The Dark Tower of Arcma

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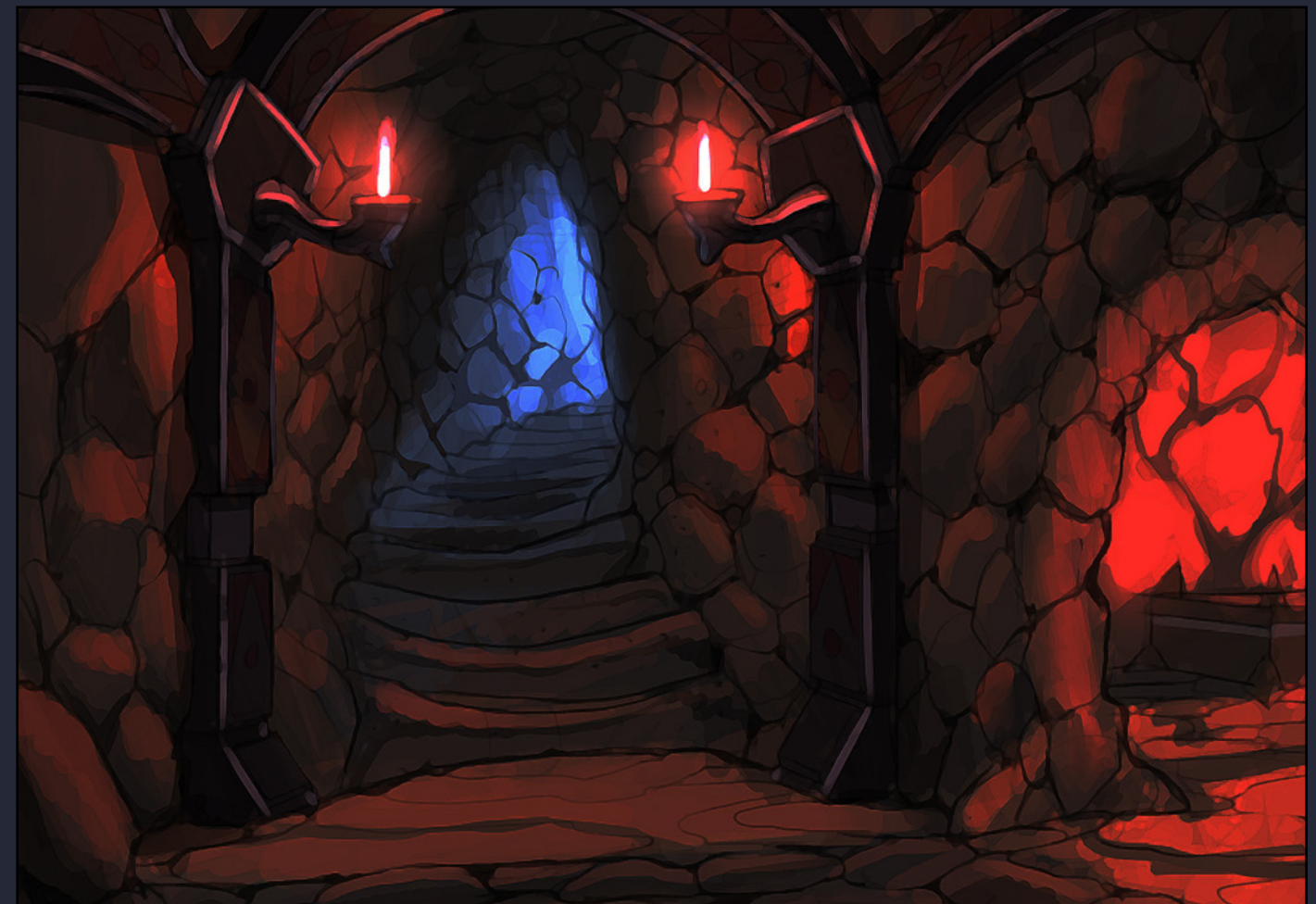
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The Dark Tower of Arcma

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