

The background of the cover is a digital illustration. On the left, a tall, grey stone tower with a blue, onion-shaped dome stands prominently. A set of white stone steps leads up the side of the tower. In the foreground, a white unicorn with a flowing mane and tail stands in a misty, blue-tinted forest. The sky is dark blue with many small, white stars. The overall mood is mysterious and magical.

The Banshee's Tower

An OSRIC Adventure

By Joseph Mohr

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CREDITS

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It has been said that the lifetime of a man is but a blink of the eye to the elves. For the elves can live for a thousand years or more. So it is that the story of Shandalar Raloqen has long been forgotten by men. But not so for the elves. For the elves have long memories as well as long lives.

Long ago Shandalar Raloqen was a princess among the wood elves of the great forests of the land. Like most elves she was born with a good heart. She was loved by all. Except one. Like many Shandalar Raloqen found that she loved that one she could never have. Jassin Gilkian was a noble's son. And Shandalar Raloqen fell in love with him the first time she saw him. But she soon discovered that he loved another.

Anger and jealousy burned in the heart of Shandalar Raloqen. She was not used to the idea that she could not have the love of the one person she wanted most. So she plotted a murder most foul. The one true love of Jassin Gilkian must die. And so she did.

Elves are not known for evil acts among them. When it was discovered that Shandalar Raloqen had taken the life of another elf she was banished from the forest of the elves forever. She built a great tower and fortress on the edge the forest. But this was not in accordance with her banishment. She could not bear to be so far from her ancestral home. But soon her fortress was discovered and the elves brought their armies to bear. They lay siege to the tower and it eventually fell.

Travelers that find themselves near the lonely tower have reported strange sights and sounds coming from the ruins. More than few of these travelers have lost companions who seem to have died from mere terror at what they have seen or heard there.

Legends about the tower are common in the land. Bards sometimes tell tales about the beautiful elf princess. The stories often mention that she was said to be in possession of a golden harp. Naturally bards would be most interested in a musical instrument. Others have heard the tales of the great treasures that might be found in the tower. Shandalar Raloqen was a princess. Jewels befitting royalty must be among the ruins.....

SAME MASTER INFORMATION

Shandalar Raloqen is now a banshee. Her tower is haunted by her and many of those who still followed her after her banishment. Many of her most valuable heirlooms and jewelry still remain in the tower or in the dungeon beneath it. The Golden Harp of Shandalar Raloqen is also still to be found within the tower. It is a powerful artifact of evil. And it is also quite valuable as it is made from pure gold.

She will be found in the dungeon level of the tower. She is the one and only random encounter that will be met on that level. Sooner or later the adventurers should encounter her there. The

more time spent on the dungeon level the more likely the encounter with her will take place. All chances of encountering her increase cumulatively until she is met and destroyed.

On the upper levels of the tower random encounters will also occur but these will be more benign and completely random.

The tower is made from stone. It has clearly seen a great deal of battle damage as well as nearly a thousand years of wear and tear from the elements. It is grown over with moss. Trees are encroaching on the castle walls. In most places the walls are crumbling. The intact structures have light shining through them from holes in the walls or roof. Even the main tower itself has severe damage to it but still stands.

This adventure is written for six to eight characters of 6th to 8th levels of experience. At least a few magical weapons should be available to the party.



RANDOM ENCOUNTERS

On the main tower levels and the dungeon level random encounter checks should take place every turn. On the main tower levels the chance of such an encounter will be one in six. Should such an encounter take place the game master should roll again on the following table:

1. Ordinary bats
2. Ordinary bats
3. Giant bats
4. Giant bats
5. Giant Rats
6. Giant Rats

Ordinary Bats (1-100): AC 8; MV 1/24; HD 1-2 hit points; HP 1 each; # AT 1; Dmg 1; SA sonar; SA swarming; AL N; MM2 page 15.

Giant Bats (3-18): AC 8; MV 3/18; HD 1-4 hit points; HP 2 each; # AT 1; Dmg 1-4; SD missile fire against them is at -3; AL N; FF page 14.

Giant Rats (2-20): AC 7; MV 12/6; HD 1-4 hit points; HP 2 each; # AT 1; Dmg 1-3; SA disease; AL NE; MM page 81.

On the dungeon level of the tower the only random encounter will be Shandalar Raloqen. She is now a banshee and she roams the dungeon for an eternity. Or until she is slain and released from her pain. For each turn in which the adventurers explore the dungeon level there is a cumulative 10% chance of encountering her. So effectively the adventurers will encounter her eventually if they spend much time here. But this encounter could take place anywhere in the dungeon. Anytime an encounter roll is made and no encounter is indicated the adventurers may hear things such as chains rattling, groaning in the distance, doors being slammed shut, etc....

Shandalar Raloqen, Banshee (Groaning Spirit): AC 0; MV 15; HD 7; HP 32; # AT 1; Dmg 1-8; SA death wail (all those in a 3" radius of her when she wails must save versus magic or die on the spot; SA she can wail only one time per day and only in total darkness; SD immune to charm, sleep, hold, cold and electricity; SD exorcism kills her; SD +1 or better weapons to hit; AL CE; Magic Resistance 50%; MM page 50.

If Shandalar Raloqen encounters the adventurers in an area in which she can be in the darkness she will use her death wail before advancing to attack. Or perhaps if she is approaching the adventurers she will choose to wail right before she arrives so as to be still in total darkness when she does so.

The banshee's tower

The ruins of Shandalar Raloqen's tower consist of three portions. There are above ground ruins. There is the ruined main tower (three levels). And there is the dungeon below it all. The dungeon is accessible from the trap door in area 8 in the main tower or from the caved in well at area 2.

No areas are lit unless specified. No doors are locked unless specified. The normal probabilities for a door being stuck exist here unless specifically mentioned in the text.

GROUND LEVEL

The walls of the once great fortress still stand in several places. But gaping holes in the wall can be seen all around it. Some of these holes are clearly the result of battle damage from long ago. But in some places it is clear that time has done the most harm to the tower. The main tower itself still rises about fifty feet above the ground making the ruins still appear quite intimidating. Once this tower might have been a beautiful place. Now it is a dark and haunted looking place.

1. Gate House

Where a gate house once stood there is nothing but emptiness. The two structures beside the opening clearly were designed to threaten anyone entering from this point. There are arrow slits still visible from both sides of this entrance. The gates have rotted away. The roof above this area has fallen in. Bits of rubble scattered in this area suggest that this was once a well guarded part of the fortress.

2. Courtyard

This courtyard once was protected by mighty walls. But now those walls have large holes in them. Signs of battle are still present here in this yard despite the passage of time. Broken blades and arrow heads can be seen sporadically across the yard. Grass grows in this area. An old well sits in the center of it. The walls of the well have caved in.

Should anyone attempt to open up this caved in well it would take several hours to do so. This will produce an opening leading to area 20 of the dungeon level.

There is a locked and barred gate along the north wall. This gate is still solidly blocking access from that quarter.

3. Archers Station

Defenders of the tower used this fortified area to fire arrows at attackers. Arrow slits point in three directions. Now all that remains here are arrowheads stacked near the wall. These were once attached to arrows and were in barrels for the defenders use. Those wooden arrows and barrels have disappeared over time but the arrowheads remain. One arrow, however still remains

intact. This is an **arrow +1/+4 versus orcs and goblins**.

Should anyone attempt to pick up this arrow, however, they might notice that is attached to a thin wire which will trigger a cave in here should it be moved. This cave in would do 2-20 damage to all in the structure. A saving throw of 4D6 equal to or under dexterity will avoid damage.

4. Archer Station

The defenders of the tower fought a hard fight to defend their princess from the invaders. Signs of the battle can still be seen in this room. Broken blades and pieces of armor litter the room. Most are rusted and no longer fit for their original purpose. A search of this room may reveal (10% chance (cumulative) per turn spent here searching) an old ring which has been lost in the refuse here over the years. This ring is no longer shiny. It is a tarnished looking ring. But it is a **ring of the elves**.

5. Armory

This room was once the armory for the tower. This area clearly saw some battle as a large section of the north wall has been caved in. The source of this collapse is still found in the room. A large boulder once fired by a trebuchet sits in the center of the floor. This area has many thick webs all across the room. Glints of metal can be seen from racks along the south wall.

Some light comes into the room from the hole in the north wall and from the many arrow slits. The glints of metal are weapons. The racks themselves have long ago rotted away to dust. The handles of most of these weapons have also rotted away leaving nothing but the heads of halberds, axes and spears on the floor of the room. However a spear and a bardiche still stand against the wall.

But these treasures are not unguarded. Three phase spiders make their lair here. And they may (50%) chance appear behind the adventurers as they enter this room.

Phase Spiders (3): AC 7; MV 6/15; HD 5+5; HP 25 each; # AT 1; Dmg 1-6; SA poison (save at minus two or die); SD phase in and out; SD impervious to attack when out of phase (unless someone is ethereal); SD phase door will cause creatures to remain in phase for 7 melee rounds; AL N; MM page 90.

The weapons are a **bardiche +2/+4 versus giant class creatures** and a **spear +1/+5 versus nagas**.

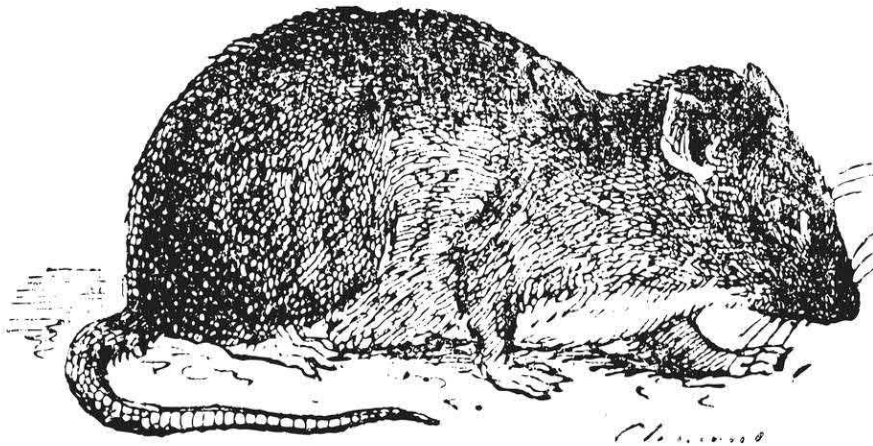
6. Crumbling Stables

This crumbling structure was once the stables for the tower. It took a direct hit from a boulder and the roof caved in on the horses (and stable boy) during the siege. Close search of this area might find (10% chance per turn (cumulative) spent here searching) **horseshoes of elvekind**.

7. Side Entrance to Main Tower

Despite the long and terrible siege this door was never forced. It remains, even now, solid. The door could still be forced in the normal manner. Or it could be picked. Strange elvish runes can be seen painted on the outside of the door. Presumably this was done by the invaders to the tower and not by its defenders.

An elf (or a bard with knowledge of elves) might recognize these runes (50% chance). These magical seals were intended to prevent those inside of the tower from ever leaving it. The magic of these runes is still present.



THE MAIN TOWER

8. Store Room/Trap Door

This was once the food storage and larder for the tower. Kegs of meat, ale and other food stores were kept here. Those containers rotted away hundreds of years ago along with the contents. All that remains are scraps of metal and wood where those containers once lay.

Any rooting around in the area of these food container remnants will draw the attention of some giant rats living in this tower. They stay out of site until they see anyone endangering their “treasure.” Otherwise they will hide in the corners and stay out of site.

Giant Rats (10): AC 7; MV 12/6; HD 1-4 hit points; HP 2 each; # AT 1; Dmg 1-3; SA disease; AL NE; MM page 81.

Trap Door

The trap door is marked on the map at point “F.” This trap door is a simple lid which when lifted reveals steps leading down into the dungeon below the tower. The door was once well hidden by a rug on the floor here. The rug has long been eaten away by moths and other creatures that have made their home in the tower. The rug still exists but now has large gaping holes in it revealing the presence of the trap door for anyone to see.

9. Eating Area

The defenders once used this area for meals. The remnants of tables and chairs and cooking utensils can still be seen here. An old bent cooking pot still hangs on a wall. Marks on the wall suggest that one of the defenders was counting the days of the siege by scratching numbers (in elvish) on the wall here. The counting stops after 52 days.

10. Main Entrance to the Tower

Two sturdy double doors still protect the tower entrance. But the passage of time has worn the wooden bar that once held these doors solidly closed. The doors can be easily forced from the outside. A staircase here leads to the upper levels of the tower.

A dusty old tapestry hangs from the ceiling here along the south wall. The tapestry displays the royal crest of the family of Shandalar Raloqen. Despite its dusty condition it is still in very good shape and is worth as much as 500 gold pieces to a collector of historical artwork.

11. Middle Level of the Tower/Sleeping Quarters

This area was a sleeping quarters for some of the defenders. There are remnants of cots or beds here. A loose stone in the south wall has a hidden compartment with a small book. The writing is in elvish. It is a diary of one of the defenders of the tower. Most of the entries are not longer readable due to the extreme age of the book and the conditions in which it has existed for so long. The last entry, however, is still legible:

“There is little hope of surviving this siege now. Our numbers are dwindling. Food has run out. Our morale is broken. Three of us deserted last night. They were captured immediately. Their screams still echo in my mind. The princess has not been seen for days. She disappeared into the dungeon and

Stairs are located here heading up to the next level.

12. Sleeping Quarters

This area was once a sleeping area for the defenders of the tower. Remnants of cots or beds lie here. This side of the tower is in poor shape. It took more than a few hits from catapults or trebuchets during the siege. Several large rocks can be found still in this room. Parts of the wall have gaping holes. And some kind of slime is dripping from the roof. It is green slime.

Green Slime (1): AC 9; MV 0; HD 2; HP 10; # AT 0; SA attaches to living flesh; SA anyone attached to by the slime becomes a green slime in 1-4 melee rounds; SA eats away at wood slowly; SA eats through metal quickly; AL N; MM page 49.

13. Tower Roof

The roof of the main tower saw much action during the siege. Several of the merlons were crushed by boulders thrown at the tower by catapults or trebuchets. In some places entire sections of the battlement are missing. Several boulders lie here on the rooftop. Some holes in this rooftop drip water into area 12 below.

Under some of the rubble here on the roof is a long bow which is well hidden. Searching through this rubble may locate it. There is a 25% chance per turn spent here searching (cumulative) that it will be found. It is a **long bow of elvenkind**.

DUNGEON LEVEL

The sounds of dripping water can be heard constantly throughout the dungeon. The sounds come from area 20 (the well). Occasionally moaning can be heard in the distance. Each time it is heard it will come from a different direction. As stated previously only the banshee, Shandalar Raloqen, will be encountered on this level as a wandering monster.

14. Trap Door/Dungeon Entrance

Steps lead down about twenty feet from the trap door at area 8 in the tower. These steps lead directly into a hallway rather than into a room.

15. Study

This room was once a study for Shandalar Raloqen. A wooden desk and chair are located in the east side of the room. Black candles sit in holders around the room. None are lit. On the desk is a bone scroll tube and a silver dish. In the dish is a half burnt candle. There is a drawer to the desk but it is locked.

Bone Scroll Tube

This is a cursed scroll. The reader of the scroll is turned to liquid and drains away into cracks in the floor. A saving throw versus magic may be made at -3.



Candle on desk

This is a cursed candle called a **candle of insanity**. The silver dish is worth 15 gold pieces.

Drawer

This drawer is locked and trapped. Should the drawer be opened without first disarming the trap poison darts will fire from inside of it at the person opening the drawer. Three darts will fire as an 8th level fighter. Each will do 1-3 points of damage. A save versus poison should be made. A failure will indicate that 20 hit points of poison damage is taken.

In the drawer is a metal scroll tube. In the tube is a scroll with the following spells: **hold monster, monster summoning II, protection from normal missiles**. Also present in the drawer is a golden ring with strange elven runes engraved on it. The ring will detect as magical but has no actual magical properties. Naturally this will confuse and confound the adventurers. It is worth 250 gold pieces.

16. Guard Post

This was once a guard post and barracks. Bedding is strewn about the place and water has pooled up in the southern portion of the room. The most trusted and loyal of Shandalar Raloqen's soldiers are still guarding this room.

Wights (10): AC 5; MV 15; HD 4+3; HP 20 each; # AT 1; Dmg 1-4 (or by weapon) (half are armed with long swords and half are no longer armed); SA energy drain; SA silver or magical weapons to hit; SD immune to sleep, charm, hold, cold, poison, paralyzation; SD holy water does 2-8 damage to them; SD raise dead spell destroys them; AL LE; MM page 100.

The long swords are normal except for one. One is a **long sword +1/+4 versus trolls**. This sword is named **Equinus**. **Equinus** was the name of a troll king from long ago. The sword has an intelligence of 14 and can speak. It's alignment is chaotic good. Twice per day the sword can detect traps or secret doors in a 25' radius. Once per day it can detect giant class creatures within 50' of itself. The sword hates trolls. And when used against a troll it will burst into flames. The flames will do no additional damage but can be used to prevent the troll from regenerating.

17. Hallway/Statue

In the center of this short hallway is a statue of Shandalar Raloqen. The statue has no magical properties. It does, however, have two sapphires for eyes. Each is worth 1000 gold pieces and can be pried out of the statue without incident.

18. Seer

Shandalar Raloqen's closest ally and adviser still protects her interests in this accursed place. Lianthorn Greyarus was once the seer of the princess. He gave counsel and advice on important matters. Now he is a crypt thing. He sits in an ornate chair in the center of the room in total darkness waiting for visitors who rarely come.

Crypt Thing (1): AC 3; MV 12; HD 6; HP 30; # AT 1; Dmg 1-8; SA teleportation; SD only hit by magical weapons; SA can communicate in the neutral tongue; AL N; FF page 21.

If questioned about anyone teleported away he will state that they have been disintegrated. Around his neck is a platinum necklace with fire opal chips adorning it worth 1250 gold pieces. He has a wooden stick with a strange metallic emblem at the top. He will often use this as if it is a wand while teleporting victims away. But it has no magical properties.

If questioned he will state that he still serves the princess. If further questioned he will state that she is here in the dungeon but he knows not where. He will basically stall for time knowing that she will eventually arrive here on her own at some point. She is never far away.

Ornate Chair

This chair is made of the finest oak. It has padded arm rests and plush red pillows. There are twelve star rose quartz stones decorating the chair. Each is worth 50 gold pieces.



19. Room Trap

A loose stone in the floor near the center of the chamber causes vents to release blinding gas into the room. This gas will fill the room quickly (one round). All present must save or be blinded for 2-8 rounds. At the time the trap is set off a loud bang will be heard. This will bring a double chance of a random encounter within 1-3 rounds here in this room. Of course that encounter will be with the banshee.

20. Well

The well in area 2 (the courtyard of the tower) drops into this area in the dungeon. But unfortunately.....this area is not uninhabited. A black pudding lurks here waiting for dinner to arrive.

Black Pudding (1): AC 6; MV 6; HD 10; HP 35; # AT 1; Dmg 3-24; SA dissolve wood and metal; SD blows from weapons may cause it to split into two puddings; SD lightning also may cause it to split; SD fire does normal damage; SD immune to cold; AL N; MM page 10.

The well itself has nearly dried up. There is just a little water in this area now.

21. Ropers/Piercers

This portion of the dungeon is a natural cavern. It once held a great deal of water. That water has long since dried up. The cavern has both stalactites hanging from the ceiling and stalagmites rising from the ground. Some of the stalactites, however, are really **piercers**. And some of the stalagmites are **ropers** working in tandem with them.

Piercers (4): AC 3; MV 1; HD 3; HP 12 each; # AT 1; Dmg 3-18; SA 95% chance of surprise; AL N; MM page 78.

Ropers (3): AC 0; MV 3; HD 10; HP 40 each; # AT 1; Dmg 5-20; SA six poisonous strands; SA poison causes weakness (50% strength) for 1-3 rounds; SD immune to lightning; SD half damage from cold; SD very susceptible to fire (-4 on saving throws); Magic Resistance 80%; AL CE; MM page 83. Given the nature of the roper's appearance and the natural conditions in this cavern the ropers will surprise opponents on a 1-3 out of 6.

The ropers have the following treasures in their gizzards:

- #1 15 platinum pieces, 1 tiger eye gem worth 10 gold pieces
- #2 10 platinum pieces, 3 lapis lazuli worth 10 gold pieces each, one jasper worth 50 gold pieces and a fire opal worth 1000 gold pieces
- #3 7 platinum pieces, three aquamarines worth 500 gold pieces each, four moonstones worth 50 gold pieces each and six eye agates worth 10 gold pieces each

22. Shrine to Corellon Larethian

Shandalar Raloqen's evil nature did not cause her to lose faith in her religious beliefs. Like most elves of the woods she reveres Corellon Larethian. This shrine gives testament to that fact. An altar to this elven god stands along the east wall of the chamber.

Corellon Larethian is the elven god of magic, music, poetry and warfare. The altar has golden candlesticks with long candles in them. Both candles spring to life whenever anyone enters this chamber.

Should anyone desecrate this altar Corellon Larethian will not be pleased. The perpetrator of such crimes will forever gain the enmity of this god and his minions. Anyone placing an offering (of more than 250 gold pieces value) on the altar will find themselves blessed (as per the spell) for the entire day. One making an offering worth more than 1000 gold pieces will also find themselves bestowed with a temporary bonus of one point to their primary attribute. This boon will last for one week and then will revert to normal.



23. Chapel

Corellon Larethian accepted that his faithful servants here have committed acts of evil. And he has punished each of them in ways earned by their acts. Sarya Wysakrana, A former high priestess in the service of Shandalar Raloqen, still serves her here. But she no longer has the powers of a priestess. She is now a **spectre**.

Sarya Wysakrana, Spectre (1): AC 2; MV 15/30; HD 7+3; HP 35; # AT 1; Dmg 1-8; SA energy drain; SD +1 or better weapons to hit; SD immune to sleep, charm, hold, cold, poison, paralysis; SD holy water does 2-8 damage to them; SD raise dead slays them (save versus magic applies); AL LE; MM page 89.

She still has possession of some her most important treasures from life. Stood up against the wall here is a plain looking wooden staff. But this is no mere stick. It is a **staff of the elven woods**. It still has 27 charges remaining. A metal scroll tube lies at the base of the staff. Inside is a scroll with the following spells: **restoration, flame strike, neutralize poison, prayer**.

24. Bedroom of Shandalar Raloqen

If Shandalar Raloqen has not been encountered elsewhere she will be met here. She never strays too far from this resting place where she ultimately died in combat. The skeletal remains of the six elves that she slew before falling still remain here on the floor of the room.

Shandalar Raloqen, Banshee (Groaning Spirit): AC 0; MV 15; HD 7; HP 32; # AT 1; Dmg 1-8; SA death wail (all those in a 3" radius of her when she wails must save versus magic or die on the spot; SA she can wail only one time per day and only in total darkness; SD immune to charm, sleep, hold, cold and electricity; SD exorcism kills her; SD +1 or better weapons to hit; AL CE; Magic Resistance 50%; MM page 50.

The skeletons of her slayers still possess their weapons and armor from so long ago. Most have rusted through but a few of these items still possess great value. There is a suit of **leather armor +2** and a **spear +3/+5 versus nightmares**.

Shandalar Raloqen's remains also lie upon the floor here with her slain enemies around her. The skeleton still wears a golden crown with small rubies and emeralds circling it worth 2500 gold pieces. In her hands is a broken staff.

There is a bed, a chest and a book case here.

Bed

The bed has a comforter made from mink furs worth 7500 gold pieces. Hidden inside of the mattress is a **gem of brightness**.

Chest

The chest is locked. It is also trapped in multiple ways. Inside the lid is a symbol of discord. When the lid is lifted it will be seen. When the lid is lifted poison gas will also begin spraying into the room from hidden vents in the walls. This gas is fear inducing (save versus paralysis or run off in terror for one turn). The third and final trap on the chest is on some of the coins within the chest. These have been coated with contact poison. Anyone touching these coins must save versus poison or lose 1-6 hit points for 1-10 rounds.

Inside of the chest are 1243 gold pieces (coated with poison). 502 platinum pieces, two earrings made from platinum with rubies worth 2500 gold pieces each, a silver necklace with three large sapphires worth 3750 gold pieces, two golden rings with fire opals set into them worth 1500 gold pieces each, a fine portrait of Shandalar Raloqen from her days as a princess worth 2000 gold pieces to a collector of historical art and a silver statuette of the elven god Corellon Larethian worth 250 gold pieces.

In a false bottom to this chest is a hidden compartment. In the compartment is an orb made of silver and adorned with black pearls worth 3250 gold pieces. There is also a wooden scroll tube with the following magic user spells: **tongues, ice storm, polymorph self.**

Book Case

This book case holds many volumes on elven poetry. There are sixty two very heavy volumes (25 pounds each) worth 100 gold pieces each. There is an empty space at the bottom shelf where a large book might fit. Actually there is a large book sitting there. But it is invisible. It is the spell book of Shandalar Raloqen.

Spell Book of Shandalar Raloqen

Shandalar Raloqen was once a powerful elven sorcerous. But she did not transform herself into a Lich. So she no longer has use for these powers that she once had. The spell book has a gryph of warding painted on the inside cover to guard against thieves. Anyone looking at the glyph will suffer 20 points of electrical damage as a result.

The spells available in the book are: **affect normal fires, unseen servant, push, shield, identify, hold portal, knock, locate object, fools gold, pyrotechnics, gust of wind, slow, explosive runes, fireball, extension I, dig, plant growth, fire shield, telekinesis, distance distortion, animate dead, animal growth.**

25. Laboratory

Shandalar Raloqen continued pursuing her magical studies even during the siege of her tower by the elves which she once ruled. But her studies were limited to preparation of potions which she believed might aid her defenders in protecting her tower. Some of these potions were never used

and still sit on a lab table here. There are shelves along the walls with many ingredients and spell components. Crushed powders, strange liquids, ground substances of all kinds and even humanoid eye balls fill these jars and containers. All of them were labeled long ago. Unfortunately none of those labels remain legible now. Nor do the labels on the potions. One will have to taste them to find out what they might be.

Potions

1. Levitation
2. Poison Type D Ingestive
3. Invulnerability
4. Invisibility
5. Poison Type A Ingestive
6. Hill Giant Strength
7. Oil of Etherealness
8. Speed
9. Extra Healing
10. Poison Type D Insinuating
11. Water Breathing
12. Gaseous Form

Spell Components

Most of these components are not longer usable. Time has made most of it degrade. Some of the components are still quite usable if recognized for what they are:

Three small balls of bat guano and sulfur (fireballs)
Two small bits of fur with two glass rods (lightning bolts)
Four small batches of alkaline salts (airy water)

26. Treasure Vault of Shandalar Raloqen

This door is barred from the inside. The invaders of the tower were never able to break down this sturdy reinforced door. The lock can be picked but the door will have to be forced in order to open it now. Fortunately the wooden board that once kept this door securely closed has rotted away long ago. The door can be forced open by a normal strength roll for a stuck door.

The guards that once kept this room protected, however, still remain. Now they are wraiths.

Wraiths (4): AC 12/24; MV 12/24; HD 5+3; HP 25 each; # AT 1; Dmg 1-6; SA energy drain; SD silver or magical weapons to hit; SD immune to sleep, charm, hold, cold, poison or paralysis; SD holy water does 2-8 damage to them; SD raise dead will slay them; AL LE; MM page 102.

These creatures no longer wield their weapons or wear their armors. But none of these items were magical in any case.

Two chests lie side by side here atop a pile of coins spilling out of them. Neither chest is locked. Both have their lids up. Neither chest is trapped.

Treasure Hoard

12452 silver pieces
27821 copper pieces
1723 electrum pieces
472 platinum pieces
2734 gold pieces
Four azurites worth 10 gold pieces each
Eleven malachites worth 10 gold pieces each
Five citrines worth 50 gold pieces each
Two zircons worth 50 gold pieces each
Three amethysts worth 100 gold pieces each
Two aquamarines worth 500 gold pieces each
One ivory statue of Lolth worth 1500 gold pieces
One rolled up royal tapestry worth 500 gold pieces
One diamond choker necklace worth 4200 gold pieces

A javelin of lightning

A flask of curses

A periapt of foul rotting

A chime of opening

The Golden Harp of Shandalar Raloqen

27. Crypt of Jassin Gilkian

Shandalar Raloqen's one true love lies here. Even though she could never win his love she was able to procure his body and place it in this crypt near her. He was killed during the first attempt to storm the walls of this tower. She had her guards bring him here to this crypt and seal him into a stone sarcophagus. He still wears his battle armor and has his short sword at his side. Unlike the others in this dungeon he rests here peacefully.

These items he still has possession of are a **short sword +2/+3 versus hobgoblins** and a **suit of elven chain mail +2**.

This is the end of The Tower of the Banshee

NEW MAGICAL ITEMS

Candle of Insanity

This looks just the same as a candle of invocation or any other benign magical candle. But it is not benign at all. When lit anyone who sits in it's presence and takes in the aroma will go permanently insane. A saving throw versus magic may be made at -5.

GP Value 100 XP Value 0

Horseshoes of Elvenkind

The wood elves are renowned for their affinity for horses. Their love for these creatures is unequalled in the land. These silver horseshoes are crafted with loving care. A horse wearing these wonderful shoes will move at double the normal movement rate. They will continue moving without food or water for twice as long as any normal horse. They will always return to their master when called. Even if they are not anywhere in the vicinity of their master. The horse wearing these shoes is exceptionally dextrous. The horse will never misstep. Even on dangerously narrow ledges. Once per day the rider can coax the horse wearing these shoes to leap twice the normal distance possible for this horse.

GP Value 1000 XP Value 1000

Long Bow of Elvekind

The wood elves are well known for their prowess with the long bow. The very best elf archers are blessed with one of these fine bows if they demonstrate the heroism required by the kingdom in times of need. These bows are intricately carved with elvish runes. They are carved from the finest wood in the forest. From the most ancient fallen trees. Never are the carved from a living tree or one that has been intentionally cut down.

In the hands of an elf the bow is +2 to hit and +4 to damage against orcs, goblins, gnolls and hobgoblins. Once per day an elf wielding this bow can go into a berserk rage allowing double the normal rate of fire lasting for one turn. In the hands of anyone but an elf this bow is just a +1 weapon. In the hands of a half elf it has the +2/+4 bonus but the half elf does not have the ability to use the berserking feature.

GP Value 2500 XP Value 1000

Ring of the Elves

An elf or a half elf bearing this ring will gain the benefits of wearing this. No other races will find any benefits from wearing it.

An elf wearing this ring will gain an additional +1 to hit die rolls when using a short or long sword or a short or long bow. Secret doors will be found (if actively seeking them) on a roll of 1-3 out of 6. Concealed doors will be found on a 1-4 out of 6. Charm is resisted at 95% by the elf wearing this ring.

A half elf wearing this ring will find some benefits as well. Secret doors will be found (if actively seeking them) on a roll of 1-3 out of 6. Concealed doors will be found on a 1-4 out of 6. Charm is resisted at 40% by the half elf wearing this ring.

GP Value 2500

XP Value 1500

Staff of the Elven Woods

Elven priests and priestesses often carry a simple looking staff like this. The staff can be used as a bludgeoning weapon at +2 to hit and +2 to damage. But this is only one feature of this blessed staff. For the wielder of the staff has certain powers at their disposal at the cost of a number of magical charges. At the cost of five charges this staff can **raise the dead** (as per the spell). At a cost of four charges one can provide **protection from evil in a 10' radius**. At a cost of three charges one can **dispel magic**. **Hold person** can be cast for two charges. For one charge one can **cure light wounds**. The powers of this staff can only be used elfs or half elf clerics. Other clerics can wield the staff as a weapon but can use only the one, two and three charge powers. The staff cannot be recharged.

GP Value 5000

XP Value 2500

The Golden Harp of Shandalar Raloqen

This artifact is a powerful weapon in the hands of a skilled musician such as a bard. But in addition to it's many powers it has quite a few side effects and curses to go with it. The harp is made from pure gold. This alone makes it a valuable prize. But the magical powers it has are also great. The harp is quite large (nearly six feet) and is also quite heavy (over 1000 pounds). This makes it difficult for someone to carry around with them in a dungeon.

If played by someone without skill the harp still has enormous powers. But it also has all of the side effects and curses.

Powers of the Harp (anyone using)

The player of the harp is protected by a **shield** spell for the duration of play and for 1-4 rounds even after the music has stopped

Three times per day the player of this harp (as long as they have played it during the recent week) can cast a **mind blank** spell

One time per day (as long as they have played the harp during the last week) the user can **speak with dead** or **remove curse**.

Powers of the Harp (by a 5th level or higher bard)

Once per day (if the harp has been played within one week) the user may **wind walk** or **heal** another (as per the cleric spell heal)

Prime Power of the Harp (5th level bard or higher only)

Resurrection once per week (if played during that week)

Total immunity to psionic or mental attacks

Curses of the Harp

The owner of this harp becomes extremely possessive of it. They also become very distrustful of all those around them. They will feel that others are trying to take it from them. This will drive a wedge between them for as long as they stay in possession of the harp. This can be treated as a permanent symbol of discord on the possessor of the harp. This feeling cannot be removed except by wish and destruction of the harp itself.

The user becomes ethereal sometimes (10% chance) when playing the harp. There is a 10% chance that the user cannot turn corporeal ever again.

Side effects of the Harp

Every time the harp is played the user must save versus magic or go permanently insane. All those who hear the harp being played must also save (but at +5).

All those who hear the harp being played (party members, henchmen, npcs, etc) must save versus magic or flee from the harp in fear for one to four turns

The user of the harp loses 1-4 points of charisma for 1-4 days every time the harp is played

Destruction of the Harp

Like other artifacts this harp can only be destroyed by one possible method. It must be taken deep into the elven woods and then melted down by burning ancient fallen trees of

not less than three hundred years of age. These trees cannot have been cut down. They must have fallen on their own from age or natural causes.

When melted the screams of long dead elves within it will be heard in the wind.

GP Value 30,000 XP Value 0

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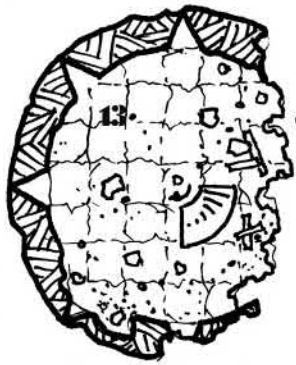
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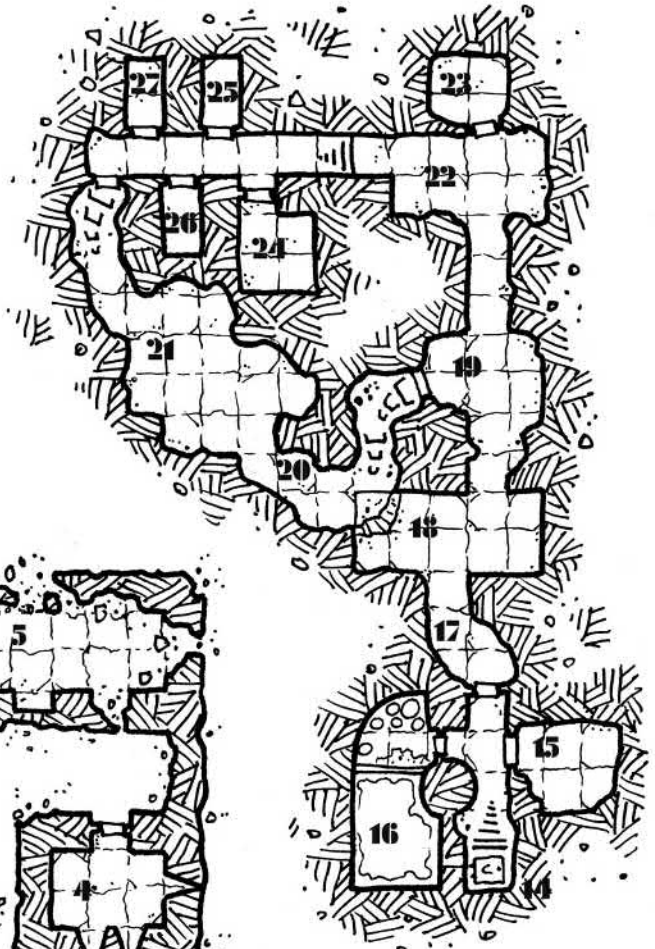


Upper Level

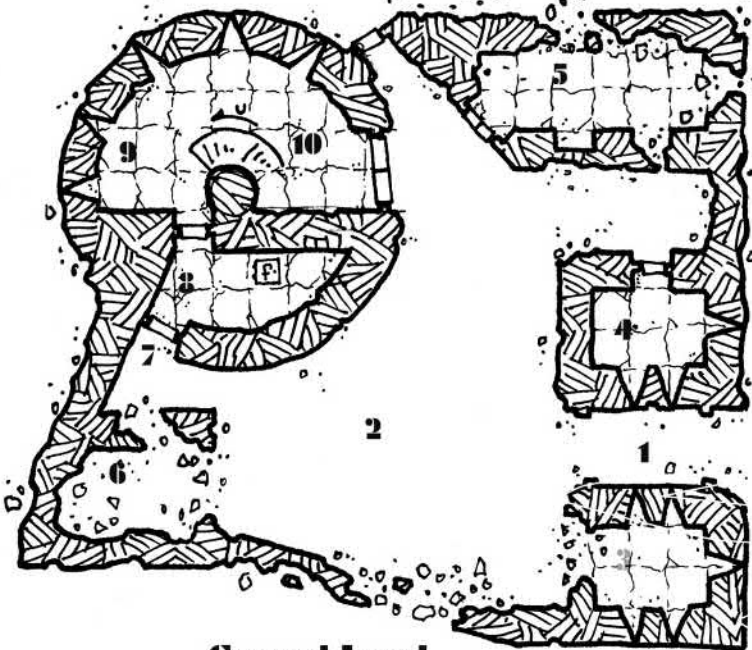
THE BANSHEE'S TOWER



Middle Level



Dungeon Level



Ground Level

