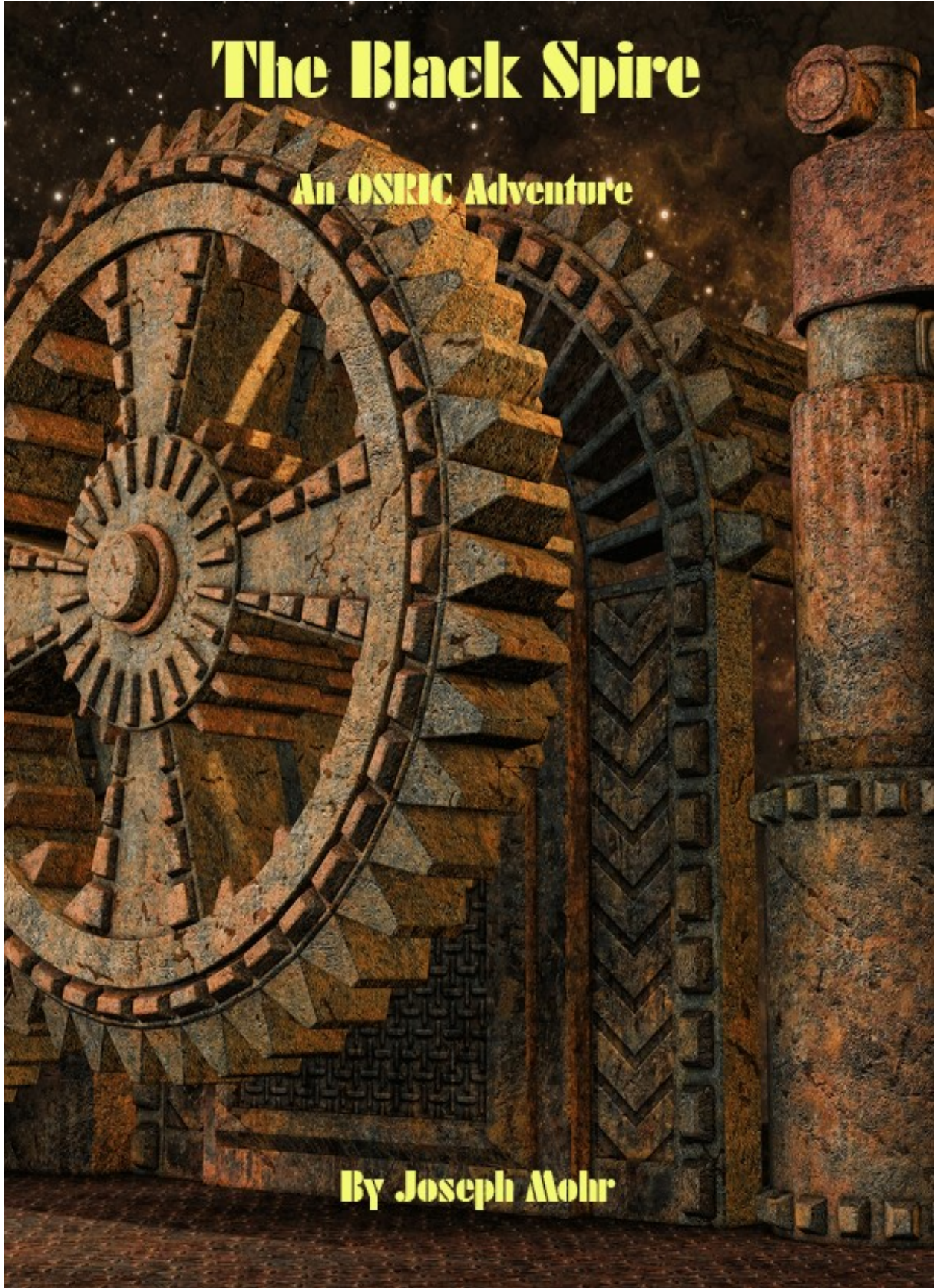


The Black Spire

An OSRIC Adventure

By Joseph Mohr



The **BLACK** **spire**

An OSRIC Adventure

for Characters of 5th to 7th level

By Joseph Mohr

OLD SCHOOL ROLE PLAYING

What is Old School Role Playing about?

At Old School we are all about the classic version of role playing games that were popular in the late 1970s to the early 1980s. You know the games. You played them as kids. They were far better than many of the later versions that came along. At Old School we bring you high quality adventures and adventure products for gaming at a reasonable price.

The adventures themselves are well thought out. They have a few puzzles, riddles and other encounters as well as plenty of monster bashing action. Some have been thoroughly play tested by other gamers. The goal is to provide you the game master adventures to use on the spur of the moment when players want to play and you do not have the time to prepare something spectacular.

Joseph A. Mohr

CREDITS

This adventure is written by Joseph A. Mohr

Cartography was produced by Dysons Logos. [Www.https://dysonlogos.blog/maps/](https://dysonlogos.blog/maps/)

Artwork:

Machine (Cover Page) Fairytaledesign@depositphotos.com

Manticore (Back Cover) Patrimonio@depositphotos.com

The Village of Greenhelm seems to be cursed. First there were the earthquakes. For several nights and days the land shook. Homes were destroyed. The local mill was badly damaged. And even the river dried up. But things settled back down to normalcy. For a while. And then one of the local farm boys reported discovery of the thing. It was a big black spire rising out of the ground. Right in the middle of the crop! Naturally no one wants to eat the corn that grows there. Not with this alien looking black spike rising out of the field. And then came the strange raiders. Fierce humanoid warriors have been terrorizing the land for weeks now. They have thick grey skin. Their clothes are like rags. The creatures have long black hair. They have very sharp looking teeth. And they only come at night.

The village elders are at a loss as to what to do. They have sent teams of their best young men to try to fight off these creatures. Most have died. The others ran. Heroes are needed if the village is to survive.

The town has little wealth. But this black thing might well have treasure within it. It seems clear that these raiders have come from the spire. Perhaps they come from within. The elders ask the visiting heroes to explore this spire and see if the raiders are coming from it. And stop them if they can. Any treasure found is the adventurers to keep. The village will contribute an unpolished and uncut gem stone that was discovered by one of the farmers in the mountains months ago. Perhaps it might be worth something.

GAME MASTER INFORMATION

This new threat to the land is from two subterranean races which have designs on conquering some new space. One of these underground dwellers is an evil Gnome by the name of Marost. Marost is a powerful illusionist. He leads a band of Grimlocks. He is also quite an engineer and has designed a device that allows this invasion of the surface to take place.

This unholy partnership works well. The Grimlocks are immune to his illusions. But they are not immune to his persuasion. He leads this band and through his machine he caused the black spire to rise out of the ground. His aim is to raid the surface for a while and then return his spire to the underworld only to have it rise again somewhere else.

The spire is completely black. It seems to be made from extremely hard black rock from deep beneath the surface. It rises over two hundred feet at the highest peak. The black spire is quite intimidating to those who behold it. A single door with recently carved steps lies at the base of it. A well worn trail to this door has been created in the field of corn where it stands.

This adventure is designed for characters of 5th to 7th levels of experience. The gemstone offered as a reward is a flawed uncut diamond worth 1500 gold pieces.

The black spire

The inside of the spire is carved out of the stone. The floors and walls are smooth and well carved. All areas are unlit with the exception of rooms 11 and 12. The Grimlocks have no need of light. Only Marost does. The Grimlocks react to sound. They hear and smell exceptionally well. And this will result in frequent random encounter checks any time the adventurers make any significant noise. Combat will cause such noise.

No doors are locked unless specified in the text. No doors are stuck or will need to be forced other than the front door to the spire.

Random Encounters should be checked every turn. They should also be made every time combat takes place or any time any significant noise is made. An encounter will be indicated if a 1-3 are rolled on a D8.

Encounters

1. 1-4 Grimlocks
2. 1-4 Grimlocks
3. Grimlock Patrol
4. Grimlock Patrol

Grimlocks (1-4): AC 5; MV 12; HD 2; HP 10 each; # AT 1; Dmg 1-6 (unarmed); SA keen sense of smell and hearing (effective vision 20'); SD all saving throws as a 6HD fighter; SD immune to illusions and other spells that affect vision; SD very susceptible to noise and things that affect smell; AL NE; MM2 page 48.

Grimlocks Patrol:

Grimlocks (4) : AC 5; MV 12; HD 2; HP 10 each; # AT 1; Dmg 1-8 (battleaxe); SA keen sense of smell and hearing (effective vision 20'); SD all saving throws as a 6HD fighter; SD immune to illusions and other spells that affect vision; SD very susceptible to noise and things that affect smell; AL NE; MM2 page 48.

Grimlock Patrol Leader: AC 5; MV 12; HD 3; HP 15 each; # AT 1; Dmg 1-8 (battleaxe); SA keen sense of smell and hearing (effective vision 20'); SD all saving throws as a 6HD fighter; SD immune to illusions and other spells that affect vision; SD very susceptible to noise and things that affect smell; AL NE; MM2 page 48.

KEY TO THE BLACK SPIRE

1. Large Oak Door

The trail through the corn leads to a large oak door at the base of the Black Spire. The door is solid and is locked. But the locking mechanism is not particularly effective. The Grimlocks have little experience in making locks. Thieves will gain a +25% chance to pick the lock. Otherwise the door can be forced as a simple “stuck door”. Should both of these efforts fail the noise made will bring a check by a Grimlock Patrol as indicated in the random encounters above. Any combat here will also lead to the Grimlocks in area 2 joining the fight in 1-2 rounds.

2. Great Hall of the Black Spire

A large hall with four stone pillars lies just inside the oaken door. Four grimlocks stand a post here. All are armed with heavy battle axes. These creatures have a keen sense of smell and hearing. They will recognize the smell and sounds of humans (and humanoids) as soon as the door is opened and will charge in to combat.

Grimlocks (4): AC 5; MV 12; HD 2; HP 10 each; # AT 1; Dmg 1-8 (battleaxe); SA keen sense of smell and hearing (effective vision 20'); SD all saving throws as a 6HD fighter; SD immune to illusions and other spells that affect vision; SD very susceptible to noise and things that affect smell; AL NE; MM2 page 48.

3. Tapestry

This small room has a tapestry along the west wall with some strange symbol etched upon it. One familiar with Gnomish history might recognize this symbol as being from an outcast Gnomish clan led by a renegade tinkerer and illusionist that disappeared down into the Underdark decades ago. Should the tapestry be touched a magic mouth will appear on the east wall and begin screaming for help. A Grimlock Patrol will come to investigate within 1-4 rounds. The tapestry has no monetary value.

Should anyone take down the tapestry they will discover that there is no wall. The tapestry alone separates areas 3 and 4.

4. Illusion/Rust Monster

When the door to this room is opened an illusion is activated. Should anyone arrive by removing the tapestry in area 3, however, the illusion will not be activated until the door has been opened. The room will merely appear to have a hungry rust monster waiting in it.

Should the door to area 4 be opened, however, the adventurers will see an angry owlbear charging at them. This is but an illusion. What is actually charging at them is a hungry rust monster which has been penned up here intentionally.

Rust Monster (1) : AC 2; MV 18; HD 5; HP 25; # AT 2; DMG destroys metal; SA smells metal at 9'; AL N; MM page 83.

5. Sloped Passage

This passage slopes downward at a 25 degree angle. Dwarves have a 75% chance of noticing this. Gnomes have an 80% chance of noticing it.

A random encounter check should be made here.

6. Illusion

When the door to this room is opened an illusion will begin. A roaring manticores will rise and begin throwing its spikes towards the doorway. This illusion will make enough noise to bring a random encounter check.

The illusion will be dispelled upon being touched. But the spikes may well render someone in the group unconscious should they believe the illusion is real.

7. Guardian

A basilisk has been chained here. The chain leads to a metal ring in the center of the floor. The basilisk can move freely up to twenty feet from the ring. This effectively allows it to reach both doorways connecting to this room. Grimlocks are not affected by the gaze of the Basilisk. But adventurers will be. The Basilisk will not attack Grimlocks as they feed it regularly.

Basilisk (1): AC 4; MV 6; HD 6+1; HP 30; # AT 1; Dmg 1-10; SA gaze turns to stone; AL N; MM page 8.

A pile of treasure sits in the southeast corner of the room. It consists of 241 silver pieces, 193 gold pieces, A pair of silver earrings with tourmaline gemstones worth 950 gold pieces and a **brooch of shielding**.

The passage leading from area 7 to area 9 slopes downward the same way as in area 5. A random encounter should be made there.

8. Grimlock Arsenal

The door to this room is locked. Along the west wall of the room is a rack with 12 broadswords standing upright in it. Along the east wall is a rack with battle axes in various types standing upright in it. Some of these axes are crude stone axes. Others are more modern looking ones with metal blades.

All of the weapons are normal except for two. One of the swords is a **Broadsword +2/+3 versus Illithids**. One of the axes is a **Battle Axe +2/+4 versus Drow**.

9. Illusion

In the southeast corner of this room is an illusion of a large pile of golden coins. What is actually present are some cloth bags covered in yellow mold. These are kept in the far corner so that anyone merely walking through the room will be unaffected by the mold. Anyone actually approaching and picking up the bags will be exposed to it.

Yellow Mold: AC 9; MV 0; HD 0; HP 0; #AT 1; Dmg 1-8; SA poison spores; SD only fire based attacks will harm it; AL N; MM page 71.

Use of fire in this room will almost certainly bring the Grimlocks in area 10 running as they can smell it.

10. Grimlocks Sleeping Quarters

The Grimlocks live a rough existence. They prefer it that way. This group is all males. The females and children are back at home in the subterranean world in which they come from. This group is an expedition of warriors. They are here with their chief Oggba and the Illusionist Marost to raid the surface world.

At any given time there will be from 3-24 Grimlocks present here. There are matted furs lined along the floor that serve as bedding. 50% of the Grimlocks present here will be asleep at any time.

Grimlocks (3-24): AC 5; MV 12; HD 2; HP 10 each; # AT 1; Dmg 1-8 (battleaxe); SA keen sense of smell and hearing (effective vision 20'); SD all saving throws as a 6HD fighter; SD immune to illusions and other spells that affect vision; SD very susceptible to noise and things that affect smell; AL NE; MM2 page 48.

Scattered beneath the various furs are the individual treasures of the creatures. There are 112 silver pieces, 53 electrum pieces and 32 gold pieces here.

The passage leading to area 11 slopes downward at a 25 degree angle. Like the other passages leading downward a random encounter check should be made here.

11. Illusion

Unlike the other areas beneath the spire this one is lit. A gnome wearing a colorful robe and a particularly large looking Grimlock stand over a table with a map. They seem to be plotting an attack. Two large Grimlocks stand by near the doorway and immediately react as the adventurers get close.

This is an illusion. The two Grimlocks are real but the Gnome and the Chief are not. The sounds of battle here will warn Marost and Oggba who are in area 12 discussing their plans. They will come here and enter the fray after one round of combat.

Grimlock Champions (2): AC 5; MV 12; HD 4; HP 20 each; # AT 1; Dmg 1-8 (battleaxe); SA keen sense of smell and hearing (effective vision 20'); SD all saving throws as a 6HD fighter; SD immune to illusions and other spells that affect vision; SD very susceptible to noise and things that affect smell; AL NE; MM2 page 48.

12. Marost and Oggba

This is the real war room where the chief and Marost are discussing their plans for future raids upon the area. Much nicer bedding is here as well as a table with a map of the village and surrounding areas. A wooden chest with some choice treasures from past raids is also located here.

Oggba, Grimlock Chief: AC 3; MV 12; HD 5; HP 10 each; # AT 1; Dmg 1-8 (battleaxe); SA keen sense of smell and hearing (effective vision 20'); SD all saving throws as a 6HD fighter; SD immune to illusions and other spells that affect vision; SD very susceptible to noise and things that affect smell; AL NE; MM2 page 48 modified. He wears a suit of **chain mail +2** which improves his armor class above that of a normal Grimlock. He wields a **battle axe +2**. This axe is no normal magical axe. It has an intelligence of 13 and communicates with its owner by empathy. The alignment of the axe is neutral. Twice per day it can find secret doors in a 25' radius of the wielder. Whenever Drow are within 50 feet of the axe it will glow blue. Once per week the axe will bestow hill giant strength upon the wielder which will last for one turn.

Marost: Gnome I7: AC:0 ; HP 21; S9 I18 W12 D18 C10 CH11; AL NE; **Bracers of Defense AC 4; ring of colors** (12 charges) (see below); **staff of images** (19 charges) (see below); dagger; Spells memorized (and in his travel spell book which is with him but has an illusion placed upon it which makes it appear as a worthless lantern): **hypnotism, detect invisibility, light, gaze reflection, blur, misdirection, invisibility, fear, paralyzation.**

Chest

The chest is not trapped. Inside the lid of the chest is an illusion disguising the fact that Marost's choicest treasures are hidden there. Inside this hidden compartment are a wooden scroll tube with clerical spells: **raise dead, cure serious wounds, flame strike**; a leather quiver with **six arrows +2/+4 versus demons**; and a pearl necklace with a black pearl centerpiece worth 2750 gold pieces.

In the main compartment of the chest are 434 gold pieces, 1233 silver pieces, a silver tankard worth 25 gold pieces, a golden candlestick worth 100 gold pieces and a small ivory statue of a dragon worth 50 gold pieces.

13. Treasures of the Grimlocks

The Grimlocks have their own treasure hoard kept here in a pile. There are three reasonable quality fox pelts worth 3 gold pieces each, a muskrat cape worth 100 gold pieces, a bent silver candlestick worth 10 gold pieces, a silver statuette of a griffon with eyes made from tiger eye

gems worth 250 gold pieces and a cheap looking gem tied to a piece of leather thong. This is actually a **periapt of foul rotting**.

14. The Machine

This room contains a strange looking box with many levers and buttons on it. This is a device created by Marost from his many years of experiments and research beneath the surface of the world. This device allows Marost to force the Black Spire to rise up through the surface of the world from deep beneath it. The spire is made of incredibly strong material that appears like stone but is actually far stronger.

If this machine is destroyed the Grimlocks and Marost will not be able to return to their home nor will they be able to rise up again anywhere else. Should anyone pull on any of the levers or push any of the buttons there is a 10% chance (cumulative) of causing the spire to begin retreating back into the ground. From this point the adventurers would have only one turn to get out of the door of the spire before finding themselves in the Underdark themselves! This also causes a massive earthquake in a ten mile radius of the spire.

The machine is fragile and easily destroyed. It is AC 10 and has but 10 hit points.

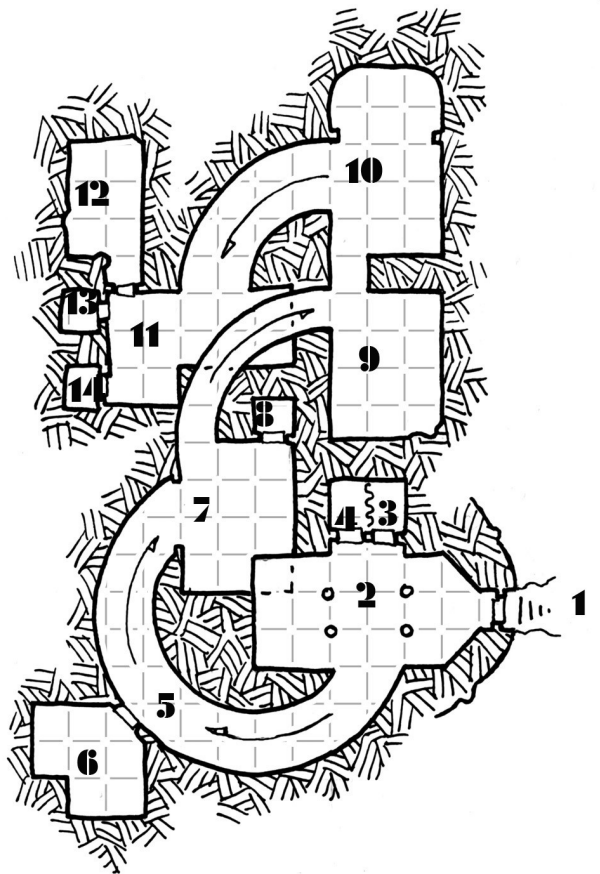
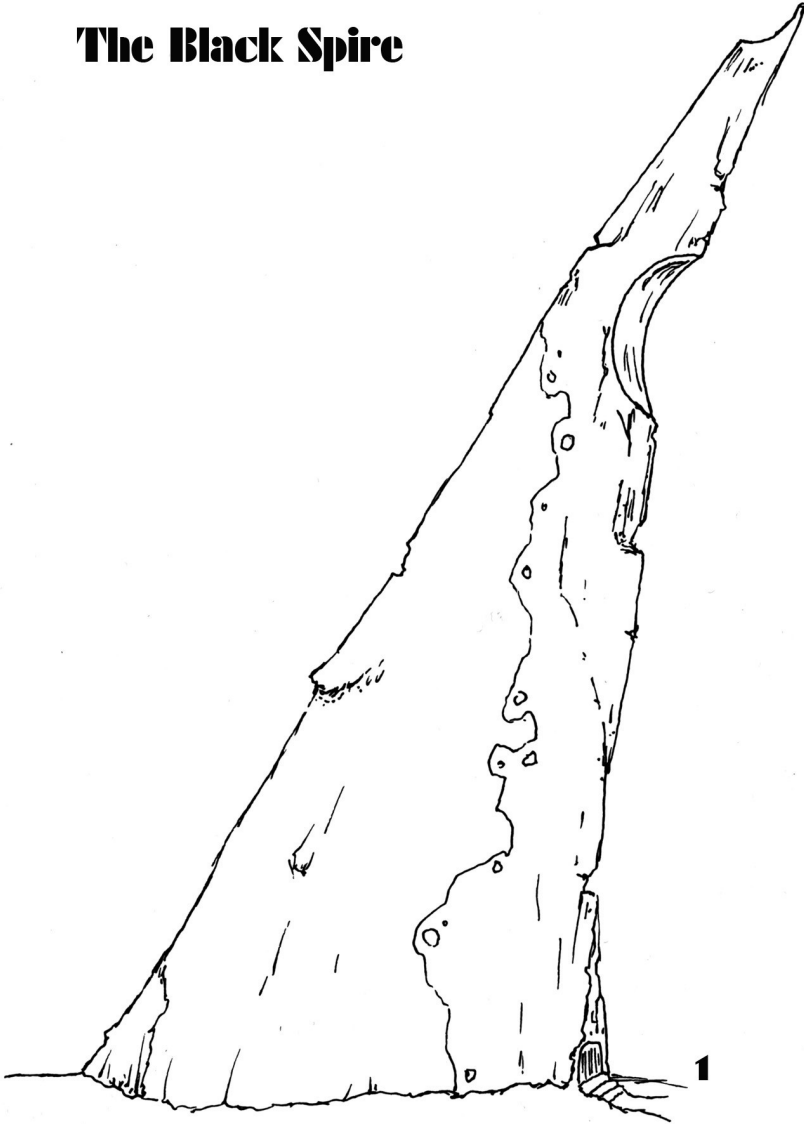
Thus ends the Black Spire.....

new magic items

Ring of Colors (I) - This ring comes with 3-30 charges on it. It is an illusionist only ring which allows the wielder to cast a color spray spell from it at a cost of one charge per use.

Staff of Images (I): This illusionist only staff gives the wielder certain spell powers which can be used at a cost of charges. For one charge the wielder can cast a phantasmal force or a wall of fog. For a cost of two charges the user can cast a mirror image or an improved phantasmal force. For a cost of three charges the illusionist can cast a spectral force. And for a cost of four charges the wielder can cast a phantasmal killer. Like similar staffs for magic users this one has another special and deadly power. Should the staff be broken a prismatic spray effect will strike all creatures within a 30 foot radius of the illusionist. Even the illusionist will be affected by the spray as will any allies present. This staff cannot be recharged.

The Black Spire



LEGAL DISCLAIMERS

This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation TM). The OSRIC TM system text may be found at <http://www.knights-n-knaves.com/osric>. The OSRIC TM text is copyright of Stuart Marshall. "OSRIC TM" and "Oldschool System Reference and Index Compilation TM" are trademarks of Stuart Marshall and Matthew Finch and may be used only in accordance with the OSRIC TM license.

OPEN GAME LICENSE Version 1.0a: The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

(a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;

(b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;

(c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;

(d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

(e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

(f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;

(g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content;

(h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

