

James M. Ward Presents

Monty Haul's Lesser Tower of Doom



ENT41001





James M. Ward presents
A short FRP adventure for 3-6 characters of beginning to mid-levels.



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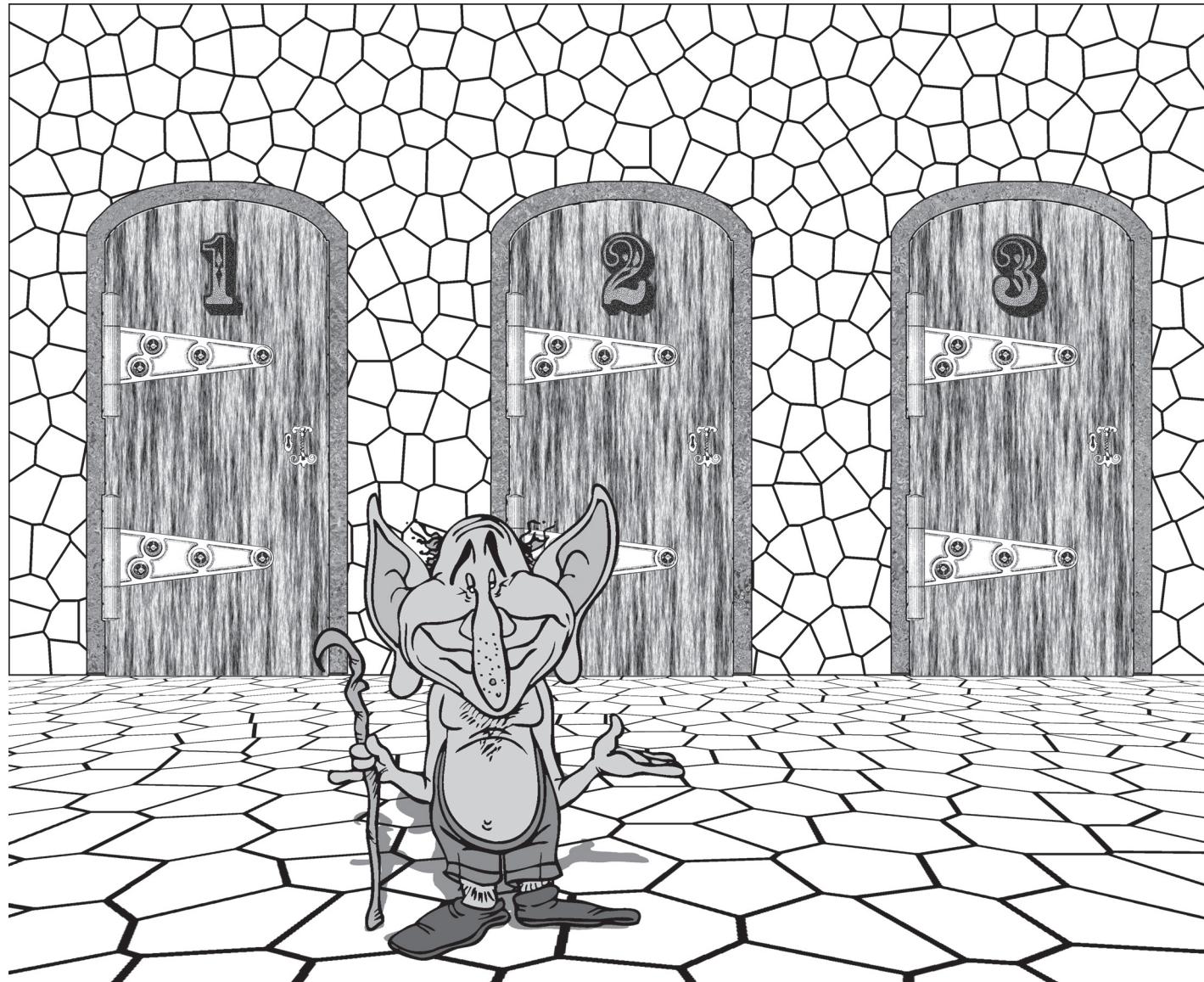
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Editorial Note

The author first came to me when I was transitioning *The Strategic Review* into *The Dragon* and *Little Wars* with an idea to write about DMs who give their players too much stuff. To the best of my knowledge, he deserves the credit for the term “Monty Haul,” which indicates a game or campaign where the rewards are way out of line with the risks. It was a loving reference, of course, to the beloved Monty Hall, the host of TV’s *Let’s Make A Deal*, the weirdest daytime show on American TV until the advent of *The Gong Show*.

On the TV show, Monty would give you a \$100 bill if you had a comb; in a dungeon, the other Monty would give you 200 gp and a magic axe for killing four goblins. Bo-o-o-o-oring. You could successfully make the argument that Monty invented the “dungeon crawl” where all you do is kill things and take their stuff, one room after another, sort of like going to the zoo and slaughtering all the exhibits for EP’s, and finding the odd magical item in the camel dung or polar bear viscera.

Needless to say, Monty’s very name is anathema to players of later versions of the original fantasy role-playing game. From those humble beginnings, a cliché was born. But what if Monty actually existed? The author claims to be good friends with Monty, and who am I to doubt him? ~ TK





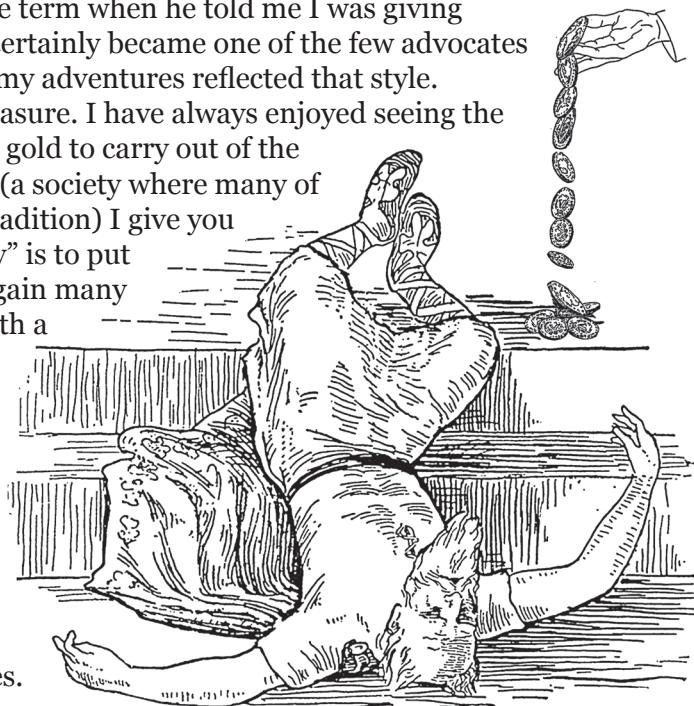
Author's Introduction

Why do gamers play role-playing games? I believe it has to do with the unique challenge presented by an in-person, tabletop role playing experience. There are alternatives like going to the movies, reading a book, or playing a computer game. Certainly the average role-player does a bit of everything, but many of them return time after time to playing with a Game Master and a batch of like-minded friends. Doing well in front of others is fun and certainly a contributing factor to playing. The satisfaction of defeating difficult challenges is also part of the reason for playing. The product you hold in your hands now is the ultimate in low level role-playing challenges.

Actually, Gary Gygax, as far as I know, was first to use the term when he told me I was giving away too much treasure in my dungeon, back in 1974. I certainly became one of the few advocates for that type of gaming as I wrote articles on Monty and my adventures reflected that style.

Gary's joking didn't stop me from giving away a lot of treasure. I have always enjoyed seeing the expression on players' faces as they discovered too much gold to carry out of the dungeon. As a proud member of the Monty Haul society (a society where many of its members don't even know each other) I give you the ultimate challenge. The goal of such a "Monty Society" is to put big smiles on the faces of the players as their characters gain many treasures and survive difficulties allowing them to say with a grin and a gleam in their eyes, "You didn't get me that time Game Master."

My close friend Monty Haul put this tower together to kill off all characters entering it. Characters fourth level (20% power) or higher shouldn't have problems with its traps and encounters. Characters below fourth, even those loaded down with the best in equipment, are going to have a difficult time walking these transdimensional halls, commensurate with their abilities.



Come to play with some of Monty's best work. If you survive, you know you have done well. If you run in fear, you live to fight another day. There is nothing but more traps to stop a character from leaving the way he came in. Finally, if you die time after time, come back with a band of fourth level or higher characters and kick this tower's behind. It will still be here when you get back. At the very least Monty promises that for you.

Why take up this challenge? If you like treasure in the form of gold and magic items, this tower has plenty of that. If you like a survival challenge there should be a great deal of satisfaction in getting in, exploring, and getting out of the tower alive. Finally, if your character is taking up this quest knowing death waits around every corner, that's just way cool.

Lots of Luck, I'm sure you won't need it.

James M. Ward

Author's Final Note: I would like to dedicate this tower in thanks to my friends and partners Chris and Tim who gave me great ideas for parts of this tower. I also appreciate the efforts of the long suffering playtesters: Melissa Duesterbeck, Allen Kovarik, Cody Millious, Mitchell T., Ken Haylock, Tony Malinek, Chris Brown, Nathan Pearson, Anna McConnel.

RULES CONSIDERATIONS



“Flavor text” is printed boldface. This is intended to be read aloud or otherwise shared with the players in whatever manner you wish. Feel free to edit or embellish at your discretion. Regular adventure information is printed in a normal type face.

“You” refers to the Game Master, the presumed reader of this work. Some text may be read aloud to players, it then being designated by boldface type.

Percentile statistics are used in some game systems. When divided by five, each percentile rating also applies to systems designed for a 1-20 range. Both figures are given here. Example: Power 30% (6).

In most game systems, the abilities of player characters in role-playing games are usually specified in ranges of either 1-100 or 1-20. Common ‘personal’ stats include the traits of Strength, Agility (Dexterity), Attractiveness, and Mental ability. ‘Tests’ of such traits are commonly used in variable situations, and each specifies a percentage followed by the 1-20 equivalents. Example: Strength to open: 110% (22)

Creature information appears in the following order. **AH indicates a rating that applies to an Average Human** (a typical non-combatant), providing a baseline for comparisons.

Appearance is the first impression when a creature is encountered. It may be incomplete (lacking hidden items, for example) but will be sufficient, including general height, garb (if any), and immediately noticeable features.

Demeanor describes the general attitude (and often intelligence) of a creature, which is often helpful in determining its first actions when encountered.

Power is an overall rating describing the comparative degree of challenge a creature presents. For example, a creature with Power 25% (5) presents about 5 times the challenge as one with Power 5% (1). AH Power is 1-5%.

Defense is a measure of the difficulty of damaging a creature. In most systems, a die roll equal to or greater than the Defense stat indicates that an attack is successful and inflicts Damage (below). AH defense is 1-5%.

Note: In some game systems, a defense rating starts at zero (unarmored) and rises; in others, it starts at a positive number and decreases. If your defense system decreases, subtract the Defense rating given here from the starting number.

Health indicates the amount of damage a creature can withstand before dying. Normally this is 1-2 per point of Power. AH health is 1-4.

Move is how far the creature moves per second, measured in feet. AH is 6-12.

Init (short for Initiative) is a bonus or penalty that may determine the sequence of events in a combat ‘round’ or other event of time. In extreme cases Init may be listed as an absolute: “always first” or “always last”. AH Init is zero (no bonus or penalty).

Damage is the amount deducted from an opponent’s Health score if an attack roll indicates success when compared to Defense (above). Each attack form is followed by the dice used to determine the damage. Numbers in parentheses indicate multiple attacks of one type. Example: “Claw 1d4 (x2)” indicates two claw attacks, each inflicting 1d4 damage. AH (unarmed) Damage is usually 1 or 1-2.

Special is a brief listing of any abilities not explained previously. AH has none.



Notes and Rules



Game Master Notes

As previously mentioned, material in bold is meant to be read to the players. This adventure can be used for any Power ranges of characters as the action is not Power range specific. The dangerous parts can be easily avoided if the characters are willing to run for their lives. Material in *italics* is data vital to the game master, and has been so offset to ease your ability to spot it on the page.

Throughout this adventure, 10 gold pieces weigh approximately 1 pound. If your system provides a different standard, please feel free to apply it.



The Magic of the Tower

The treasure items in the tower replace themselves in 24 hours. If the tricky player characters come back into the tower to gather special items, those items do not appear again the third time characters come in to glean them. Instead, something that looks like the item, but is actually worthless, is placed there. If higher level characters come to take the goodies make sure as the Game Master that you double or even triple the dangers of the tower for such greedy characters.

In addition, the tower itself is magical; some believe even moderately sentient. Its interior dimensions bear no relationship to its exterior dimensions, and even individual rooms found adjacent to one another, or on an adjacent level, may exhibit spacial anomalies. From your standpoint as Game Master, this results in the possibility of rooms appearing smaller when viewed from a doorway than they do once entered, or views from a staircase (or other objective viewpoint) may have no foundation in the reality of a chamber once entered. Exact details are often left to your discretion, but help is provided in this text (when necessary) with these abberations.

Before We Begin, a Word About Monty Haul

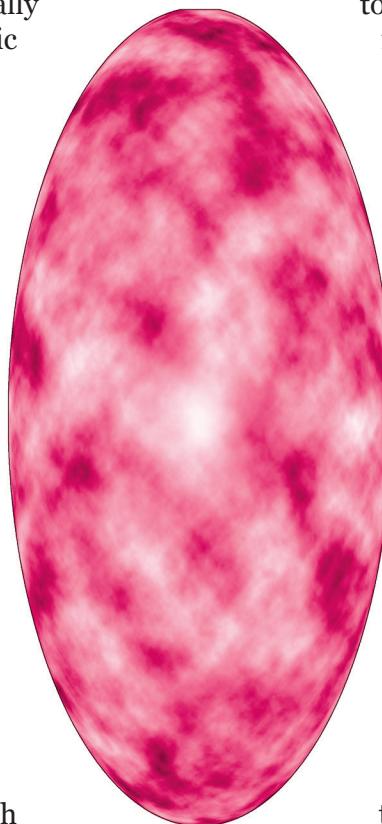
Monty's proclamation on the front door invites characters into the tower for the challenge of a lifetime. There is great treasure to be had in the tower; however, the chances of a swift and gruesome death are just as great.

Monty Haul is a collector, and an inventor of great renown amongst the legions of demons, demi-gods and other inter-dimensional beings. Quite a few of these supernatural beings owe him favors; those who do not still covet that which he creates.

Monty is a power broker of moderate but ever-increasing influence. He is known as a merchant amid the ranks of the immortals and near-immortals, with a highly sought-after product. He is the creator of blood gems.

Blood gems are rare, not found in nature upon this plane, and only occasionally found due to a strange and cataclysmic juxtaposition of events on other planes. Monty has discovered the secret of their manufacture. He has constructed arcane machines to produce these gems, and requires only a steady supply of corpses in order to satisfy the macabre needs of his infamous clientele. Monty's dark dungeons provide an abundant supply of this vital raw material.

The size of these gems is determined by the relative power of the being from which the gem is made. The brilliance of the gem is determined by the greed and avarice of the raw material donor. Wonder not why Monty provides many fabulous treasures or devious traps that might at first seem to be minor brain teasers. All elements of Monty's various constructions are presented with these factors in mind; that the gems created be of the highest quality.



Monty's goblin employees freely roam the tower immune, as agents of the master, to its many dangers. When they discover a corpse, they teleport the body to their lair (using their teleportation rings). In the lair is a wondrous brass clockwork device. The corpse is placed within, and the arcane nature of the device is automatically triggered. A grand cacophony of grinding gears and clanking mechanisms then follows, delighting the goblins with its frightful sound. Eventually, a single gem, its size and quality determined by the innate greed and power of the being from which it was created, appears in a golden tray at the base of the machine. The goblins then place the gem into a small leather drawstring pouch, and insert the newly born Blood Gem into a small receptacle located in close proximity to the clockwork device. This receptacle is a magical portal that transports the gems to Monty Haul's lair. The goblins are then suitably rewarded by Monty, and the process begins anew.

The interdimensional portal on the wall of the goblin lair is a circle looking much like a crimson tiger's eye. It is a mere 2' diameter. In all the long memory of the goblin clan, never has anything placed within that portal ever returned, and the placement of blood gems within the portal always results in reward. Placement of any other materials within the receptacle results in swift and dire punishments.

The Goblins are both happy... and well trained.



On The Outside

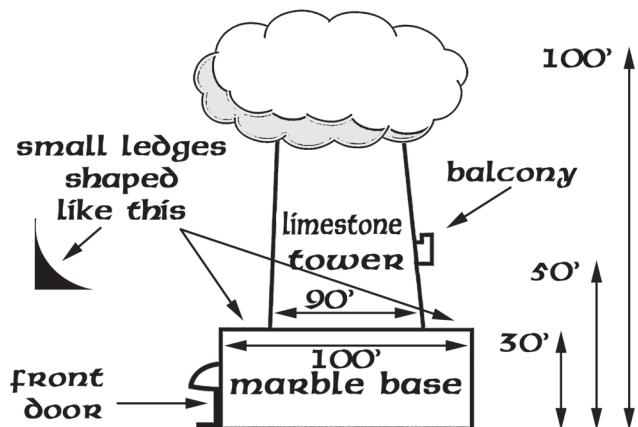
Looking In

Viewed from the outside, the tower appears to be a cylinder more than 100' tall (perhaps taller) perched atop a 30' tall square base. The top of the tower is shrouded in mist and is thus imperceptible. The base measures 100' per side, while the tower above has a 90' diameter. The base is carved from a single block of marble, while the tower is made of perfectly-fit, unmortared blocks of limestone. Climbing the tower without appropriate climbing gear is not possible and is a precarious proposition even should gear be used. Climbing the corners of the 30' tall base is less arduous.

There is a balcony half way up the visible cylindrical portion of the tower (at the 20' level, 50' from the ground) to which a grapple or hook might be affixed, allowing a scaling of that portion of the tower.

Pacing off the outside of the first, square, level of the tower, you determine that the massive structure is about 100' by 100'. There is only one large door, on the South side of the tower, at ground level. Continuing to look around you see a wide balcony on the North side of the tower, approximately 50 feet off the ground. Looking up at the topmost crenellations you can see some type of foggy mist, but you have no idea what that could be.

Continue here only if the characters approach the door located on the South side of the tower. If they attempt to enter via the second floor balcony to the North, turn to page 25. If they attempt entry via the roof, turn to page 8. If they try any other form of entry, turn to page 9.



The Front Door

You stand before a double door; not plated but made of solid brass. The door frame is further surrounded by brass plates. The door stands 10' tall; each panel is 7' wide. Text written in six different languages has been etched into the brass plates around the door frame. There is a door knocker in the form of a skull on the left hand side of the door; there is a horrific, monstrous face on the other panel. At a height of four feet there are two large door latches in the shape of dull short swords. Just above those latches are large key holes embellished with boney skulls. Dried blood covers the door latches and the stoop in front of the doors. A portico above the door extends about five feet over both the door and stoop.

If the characters scrutinize the brass plates around the door, a magic mouth speaks the message there written, and each character hears the missive spoken in his native tongue.

"This is the lesser tower of Monty Haul. The Specter of Death comes here at the end of every day to pick up the many foolish spirits that have come in the front door. Are you one of those foolish adventurers certain that you can meet any challenge? The Specter has often told Monty this tower is one of its favorite places. This dear friend of Monty's is a quality inter-dimensional being, pray that you not come to know him very well.

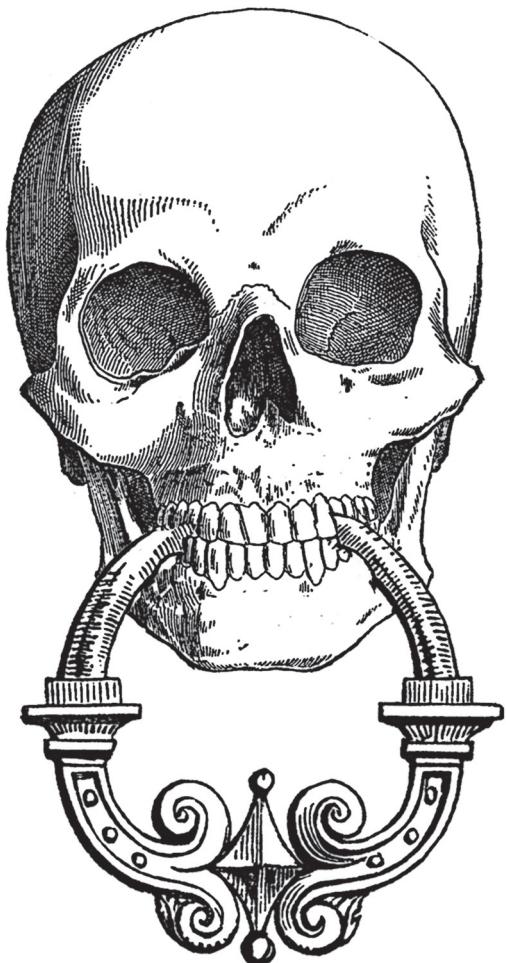
Corpses and lost souls are my hobby; I collect them. This tower kills characters. It is filled with many treasures from simple masses of gold and gems to the rarest of magic items and wish rings. I know that, having learned of this treasure, you will attempt the tower in spite of my warning. You are going to face deadly traps and pits. Large crossbow bolts will kill you at a touch. Poison gas fills many areas of the tower. Enjoy your day. You are foolish. You are probably mortal. Die well and be proud to take your place in my collection. I ask but one favor before you enter: be sure to tell your friends. Enjoy your day, as I shall enjoy your demise."

If the characters touch the skeleton key holes (in any way), each keyhole activates a trap. Trying to pick the lock causes two spears to spring from the overhead door frame. If two characters are at the door, the spears both hit for 1d6 each. If one character stands at the door, only one spear hits. The trap on the door has a 50% (10) chance of being detected and negated if looked for. The lock on the door has a 75% (15) chance to allow for an uneventful opening of the door.

If the characters investigate the door latches, pushing on the sword latches reveals an illusion and the fact that the sides of the latches are razor sharp. These latches inflict 1d4 points of damage to the pusher.

If the characters try pushing on the door, the face in the door spits out darts for 1d2 points of damage. Darts automatically strike all the characters pushing at the doors.

If the characters examine the skull-shaped door knocker, use of the door knocker causes the doors to open and no traps to activate.



The Top of the Tower

The top 15' of the tower is wreathed in a thick cloud that blocks any vision of what lies within. If a character can Fly, or by some other means enter the cloud at the top of Monty's Tower, describe the fog to them.

There is a thick fog covering the top of the tower. The fog is so thick you can't see your hand in front of your face. You do, on occasion, see faint flickerings of yellowish light through the blinding haze.

Unfortunately for any characters entering this blind morass, the tower's top is a crenallated strongpoint measuring some 140' in diameter (a spacial anomaly) harboring four large crossbows on separate platforms with trained goblin marksmen. These goblins keep a brazier of fire alight near each crossbow to dissipate the fog in the area atop the tower (inside the outer wall). When a party of adventurers manages to ascend to the top, the four goblins begin firing their crossbows. These weapons hit a random character 50% (10) of the time for 1d6 points of damage.

Characters with heat-based vision will see these goblins as the monsters fire their heavy crossbows.

When the characters get themselves organized and bring the battle to the goblins, the fires on the roof instantly douse, and the small creatures all flee down the stairs (A) laughing at the characters. Pursuing characters risk a 40% (8) chance (each) of falling down the stairs for 2 points of damage as the thick fog returns. These goblins can be killed, but will not stand and fight (so no combat statistics are here provided).

Every time a character is hit with a crossbow bolt on the roof, a blue Potion of Healing (2d6 Health restored when used) appears on the stairs. The goblins know Monty doesn't allow monsters to touch the potions and there are three on the stairs to begin with from the last time a battle took place on the roof.

Center Spiral Staircase (A): This stair goes through the second floor with no connection directly to the first floor of the tower.

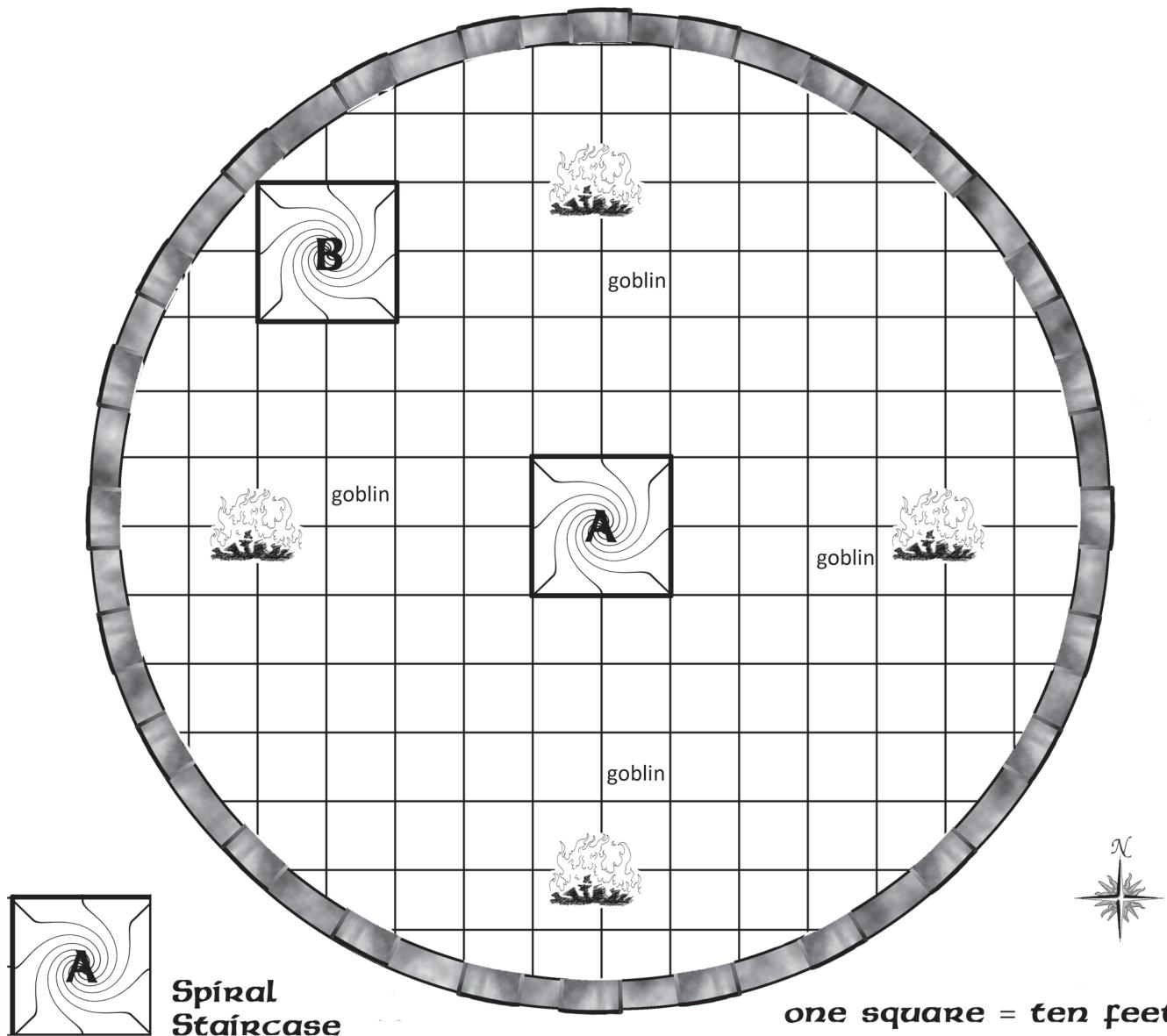
Northwestern Spiral Staircase (B): This stair has landings on both the lowest (1st level) and the second level of the tower as well as a roof exit.



Gaining Entry to the Tower



The Top of Monty Haul's Lesser Tower of Doom



Alternative Methods of Entry

Breaking Into the Side Wall of the Tower

Monty wants the characters to believe it is easy to break into the wall of the tower. The marble falls away like rain when characters dig into the outer wall until they reach a depth of 10'. The ceiling then collapses completely closing off the opening and inflicting 4 damage to all within the hole. This happens repetitively regardless of the precautions taken, or the tools and equipment used.

This is a magical effect as the transdimensional walls aren't really that thick. After each collapse, the characters are pushed out of the hole and the wall presents original stone as if never damaged.

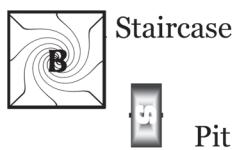
Using Magic to Move Beyond the Outer Wall

This selfsame magic prevents spells that might have any effect beyond the outer wall from working. Teleportation, magical tunnels, and like arcana will simply sputter as though poorly cast. The magic of the tower's outer casing also prevents magic used within the tower from having any effect beyond its interior.

James M. Ward ~ Monty Haul's Lesser Tower of Doom
The First Level

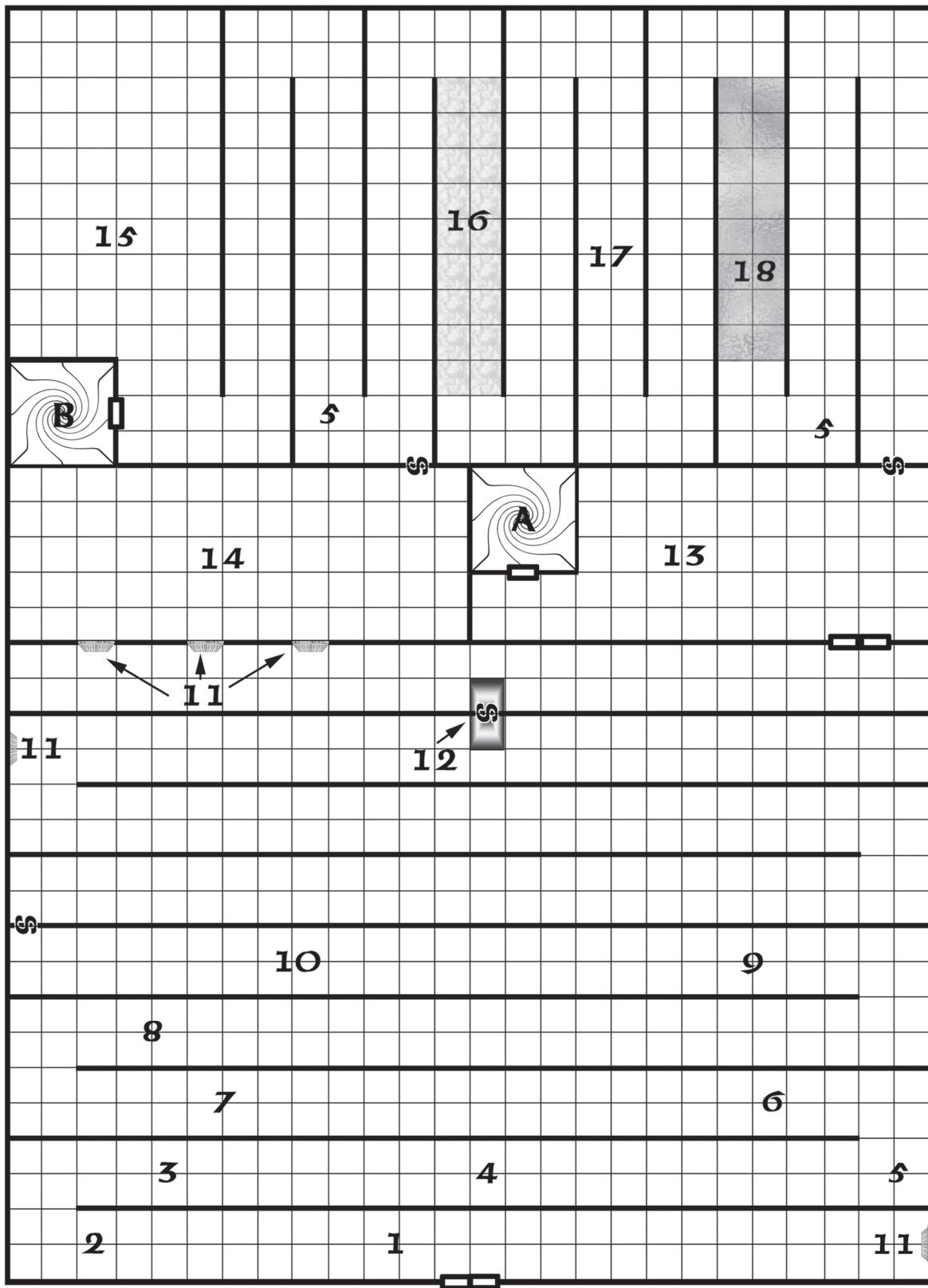


□ Standard Door
 S Secret Door
 — False Door



One Square = 5'

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Level One Encounter Areas



Note on Spiral Staircases: If the characters enter this level from spiral staircase A, turn to page 20. If they enter from spiral staircase B, see page 25. If they enter through the brass double front door, read on below.

Upon entering the base of the tower, the characters have passed into a separate dimension. In short, the interior is larger (and differently-shaped) than the exterior, although this will not be immediately apparent. Be cognizant of this fact, however, if you are questioned by a player who is mapping this level as play progresses. As the great brass double doors open:

From the open front door you see a ten foot wide corridor, opening to the East and West, of dressed stone walls and ceiling. The floor is of cobblestone with a soft covering of moss completely carpeting the rounded stones. Everything is shrouded in darkness. You must raise some lights to see further into the corridors.

Unlike the walls and ceilings, which are fine, well-fitted stonework, the entire floor of the first level of the tower is comprised of cobblestones, just as you might find them in a fine city street. The walls are consistently 10' apart and the ceiling is a uniform 45' high.

The moss on all of the floors grows in various colors; the colors could have special meanings should you so choose. It is this nature of the floor that makes it consistently difficult to detect traps, and the slipperiness of the moss that makes all travel at least a little hazardous. You might wish to ask for 'slip-n-fall' checks by the characters from time to time... especially when inconsistent footing might be least convenient. (The entire lower level floor is constructed thus. This physical circumstance is very important, as will be seen later.)

Characters face many of Monty's most devilish traps on this level. While not intended to inflict lethal amounts of damage on their own, the overall effect desired is to whittle down and so fatigue the characters as to make the party vulnerable.

As savvy adventurers try various stratagems to avoid the traps, the traps themselves can magically modify themselves. For example if characters tie ropes to their bodies and go in single file, the doors of the trap could close to cut the rope, letting the character fall. This is entirely at your discretion.

Covered Pits - Encounter Areas #1 - #4

The first four encounter areas (pit-like traps) in Monty's Tower are meant to eliminate characters that are of such incredible ineptitude that any blood gems created from their remains will have little value.

Each of these pits measures 9' wide by 10' long and is concealed beneath a set of moss-covered, spring-loaded doors. In the case of pits #1 & #2, these doors may be easily blocked open (once discovered). In all cases, careful characters can walk around these traps (all have a 6" ledge/path to either side). Normal characters can leap across them with a 25% base chance (as modified by whatever system you are using) of avoiding the trap. Quicker than normal characters see this chance rise to 40%. The differences between these pits is described hereafter.

Encounter Area #1: Covered Pit Trap

The pressure of 200 pounds or more weight opens the doors of this pit and deposits the victim(s) into a 10' deep pit causing 1d6 points of damage as each strikes the five inches of gold dust at the bottom. Careful retrieval of this dust yeilds a value of 5,000 gold pieces (and a weight of 500 pounds).

Note: Characters taking advantage of the restoration spells of the tower that return three or more times to this pit find only worthless iron pyrite.

Encounter Area #2: Covered Spiked Pit Trap

The pressure of 180 pounds or more weight opens the doors of this pit and deposits the victim(s) into a 10' deep pit causing 1d6 falling damage and 1d8 damage from the razor-sharp spikes at the bottom. Careful scrutiny reveals that the ten spikes have razor sharp rubies at their tips. Each ruby is worth 1,000 gp.

Note: Characters taking advantage of the restoration spells of the tower that return three or more times to this pit find only worthless red glass instead of rubies.

Encounter Area #3: Indented Magical Pit Trap

Searching characters (and only those searching or moving carefully due to the moss) here see a 10" indentation in the floor about 9' wide, extending for a similar distance.

Ahead, your search reveals an unusual 9" deep depression in the floor. The depression extends for about 9', and is about as wide. There is no apparent purpose for this depression.

Touching any part of the indentation with anything including a staff causes the character to teleport/fall upward into an interdimensional hole that promptly dumps him back down into the indentation. The fall inflicts 1d6 points of damage.



Encounter Area #4: Teleporting Magical Pit Trap

The footsteps of one or two characters (depending upon size and weight; 160 pounds or more weight activates the trap) causes the magic in this 9' by 10' area to activate, instantly teleporting the character(s). The bewildered character instantly reappears unharmed outside the tower in front of the brass double doors that open onto this hallway. These doors are again closed as though the character(s) had never entered. Any nearby characters see only that the victim has vanished. Any objects thrown into this area suffer the exact fate of any character entering this trap: they are teleported instantly to the front doors.

Encounter Area #5: The Scorpion

As any character approaches within 60' of this area, (right after skirting the trap at area #4), a loud voice booms forth, seemingly from the very walls of the hallway:

"Wait until you meet my scorpion!"
This pronouncement is followed by insanely evil laughter.

At the end of this hall there is indeed a Scorpion; a siege engine resembling an oversized crossbow that fires javelins (60' range). It is crewed by four goblins who shoot and laugh at the characters. The little warriors can fire once a minute and aim at the largest front-row character with a 50% (10) chance of striking that character (regardless of armor worn). The bolt inflicts 1d8 damage to the victim. If destroyed the device magically reappears 15 minutes later and is again ready to fire down the long corridor or up the short length into the next corridor with a new batch of goblins.

Note that characters with the ability to see in the dark might note the presence of this Scorpion and its crew before entering the Scorpion's 60' range.

Goblins (4)

Appearance: All goblins in this tower look exactly the same; each is 3' tall with skinny legs and arms, their green flesh covered in pig-like bristles. They wear ring-mail armor, have a quiver of arrows and bow as well as a sheathed short sword.

Demeanor: These goblins are reasonably fearless, as they are assured of an instant get-away (see *Monty's Rings* on the next page). They will flee if any character approaches to within 30', or if two or more of their number are slain (by ranged attacks).

Power: 10% (2)

Defense: 25% (5)

Health: 2

Move: 11

Init: Always attack last in the combat round

Damage: Short Sword 1d6, or Scorpion 1d8

Special: Goblins can see in darkness as though it were twilight. The bows and swords of the goblins break if used by the characters. Each goblin also wears a special ring (as detailed on the next page).

Treasure: Each goblin carries 2 copper pieces in a belt pouch. Carefully searching the goblins reveals that their ring-mail armor is soot-covered solid gold. Each suit of armor is worth 100 gold pieces.



Monty's Rings



There are special rings on the fingers of all the goblins in the tower; magical transportation rings. When goblins want to run from danger, a quick double-twist of these rings teleports them instantly to the goblin den.

Throughout the tower, goblins are often summoned to various areas to harass and perhaps kill recalcitrant characters. The rings also summon goblins to these areas when necessary or needed (without their volition). The goblins find this arrangement satisfactory; there is occasional fighting and the assurance of a return to a safe haven (Area #14, see page 20) where if killed they will be resurrected.

Whenever goblins are killed within the tower, a replacement group is summoned to their location 15-20 minutes later by the action of these rings. The arriving goblins quickly activate the rings of those killed, sending them to area #14 for resurrection. The newly-summoned party of goblins then assumes the duties of the goblins they have replaced.

This unique system is moderately (and only moderately) disrupted should characters pillage and don Monty's rings. Given the ease with which these rings activate, it is highly probable (95% chance) that an individual ring will activate when first worn, teleporting the character to the Goblin Den (Area #14) in the same manner that the goblins are transported.

Characters teleported into the Den are attacked by hundreds of goblins. The nature of the Den then causes the killed characters to regenerate/resurrect 1 hour later. The goblins place the corpses in a special cage with only their clothes and the rings on their fingers. This cage is a 'ready room'. All within are the next summoned to any area of the tower that requires guarding or the harassment of interlopers.

Removing One of Monty's Rings

The magic of Monty's Rings resides wholly within those rings. Their removal cancels the magic. Unfortunately for your characters, the rings are designed to remain in place; no ring may be removed from living tissue once worn. The rings may be fooled by wily characters, however, if they are placed in contact with dead flesh. Should any character place dead flesh, blood or bone in contact with a ring, it is easily removed.

Any arcane means for removing curses will also be effective in ridding a character of this unwanted item. The rings were also created to exist only within the special dimension represented by the inside of the tower. Should a ring cross this threshold (be removed from the tower) it automatically disappears, reappearing in area #14, The Goblin Den.

**Encounter Area #6:
Fabulous Prizes ...**

Monty knows the mindset of the average adventurer, and always provides incentive to exploration. This area is one example of his efforts to create an irresistible lure for would-be treasure hunters.

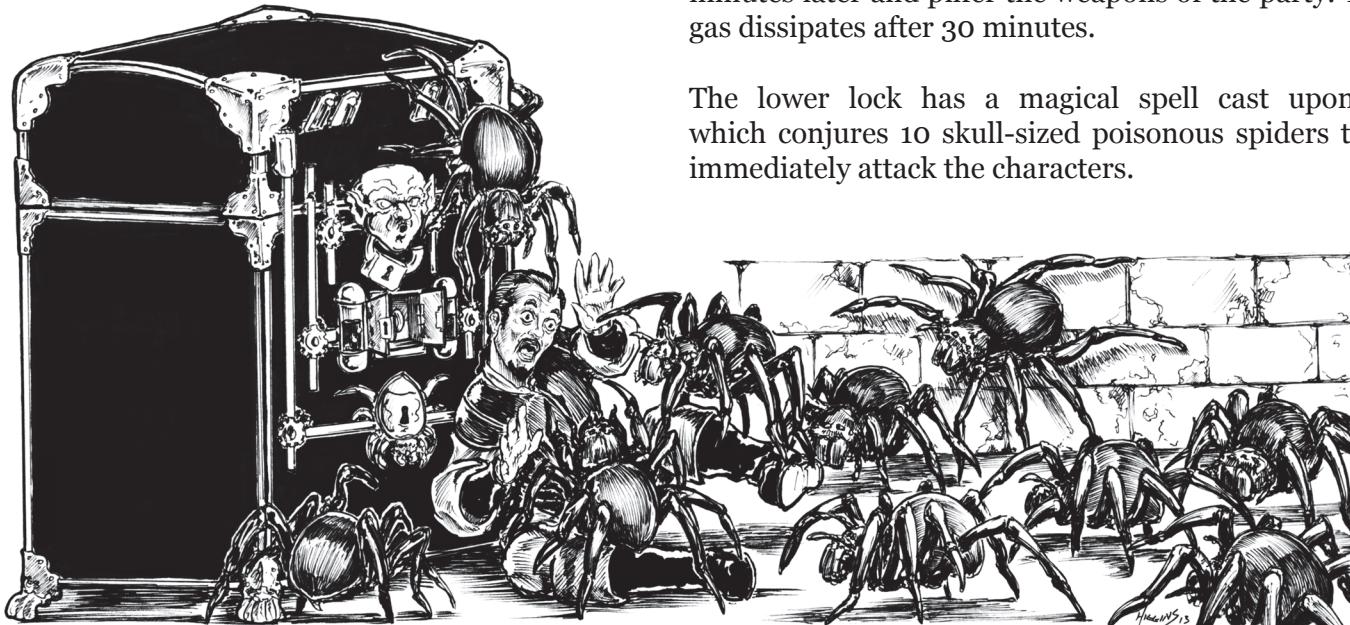
Ahead of you, on the floor of the passage, you see a jumble of 11 two-foot-long bars of gold.

Each bar is worth 1,000 gold pieces and weighs 100 pounds. Each also carries a minor enchantment, the presence of which is easily detected, although the nature of which is nearly impossible to ascertain. Characters in possession of these bars will feel the need to regularly (every ten minutes or so) check the status of the bars. Although the specifics of how this might play out are left to your discretion, some examples might include:

If placed in a container, all party members will feel the need to regularly open the container to check for the bars.

If carried by an individual, the other party members might suggest that individual always lead the party so as to keep that person 'in their site'.

Note: if the characters take advantage of the restoration spells of the tower and come back three or more times to this area they discover worthless iron pyrite bars.

**Encounter Area #7:
... or Perhaps You'd Prefer the Box**

A trickster himself, Monty appreciates cleverness in his victims. He also does his best to attract those that have greater power, intellect, and standing, as their corpses make the finest blood gems. "The Box" is one example of his ability to separate the 'weak' from the 'strong'.

Before you stands an immense steel chest measuring 6' wide by 4' thick and 7' tall with sturdy walls that might be several inches thick. The chest's three locks are masterpieces of skill and ingenuity, some of the finest ever made.

Each lock has a different type of trap. The locks are at least the equal of the most cunning traps; the act of detecting/avoiding/disarming them should be difficult, but the actual numbers are left to your discretion.

The top lock contains a clockwork poison dart trap. If the lock isn't opened in less than a minute from the first attempt, a poisoned dart shoots forth, striking the lock picker 40% (8) of the time for 1d4 points of damage. The poison of the dart may be resisted (normal chance), but failure inflicts an additional 3 points of damage from poison. Fast-acting, the poison dissipates after one round.

The center lock releases a colorless gas that fills the area (again, normal chances for avoiding/resisting). Failure causes the character to fall into a deep sleep. Should the entire group fall asleep, a dozen goblins arrive 5 minutes later and pilfer the weapons of the party. The gas dissipates after 30 minutes.

The lower lock has a magical spell cast upon it which conjures 10 skull-sized poisonous spiders that immediately attack the characters.



Level One Encounter Areas



Skull-sized Spiders (10)

Appearance: With a body the size of a human skull, these black spiders are almost invisible in the darkened dungeon. The monsters move swiftly and crawl up a character's body to inflict poisonous bites on unarmored portions of their victims.

Demeanor: Aggressive but cautious, these spiders will attack twice before retreating into the darkness.

Power: 10% (2)

Health: 9 (each)

Init: 20% (4)

Damage: Bite (1 point) + Poison

Special: The poison (normal chance for resistance) of these spiders results in a fast-acting paralysis that occurs in 1-2 rounds (or at your discretion) and lasts for 5 hours. Paralyzed player characters so afflicted are eaten by the spiders if left alone.

Inside the chest lid is a magically preserved medusa head that petrifies (literally, the character is turned to stone) any character that fails to avoid its gaze (at your discretion or a 50% possibility).

The chest also contains a small coffer of solid gold. The coffer is one foot wide, long, and tall. Inside the coffer are ten perfect blue-white diamonds worth 5,000 gold pieces each. The coffer alone is worth 1,000 gold coins.

Should the characters decide to take the head with them, the snake-like hair of the medusa will do its best to bite at the characters trying to handle the head. 1d6 such attacks will be attempted each turn that the head is handled, each automatically scoring a hit for one point of damage. In addition, the bite of these snakes is poisonous (with normal chance for resistance) and causes a further 1d8 points of damage per attack.

If the characters navigate these obstacles to the retrieving of the medusa head, and manage to fully remove it from the confines of the chest, it explodes for 1d10 damage in a 10' radius around the head (with normal chance to avoid).

Encounter Area #8: Goblin Guards

The goblin guards here have been tasked with demoralizing and harassing any explorers of Monty's tower, and they take their job quite seriously. Although they are not willing to die for their duty, they will fight.



Unless an approaching party is capable of seeing in the dark, the goblins here will surprise adventurers rounding the corner of the hallway with shots from their bows 90% of the time. Modify the description below as necessary if the characters are able to sense the goblins before they attack.

You gasp in alarm as arrows come whistling out of the darkness!

Goblins (4)

Appearance: These 3' tall green humanoids are armed with short bows and short swords and wear ring-mail armor.

Demeanor: The goblins here will do their best to pepper the party with arrows from the cover of the surrounding darkness. Should the party locate and engage them, they will defend for one round of combat before running off into the darkness (and thereafter rapidly use their rings to transport themselves back to the GoblinDen, Area #14).

Power: 10% (2)

Health: 2 (each)

Defense: 25% (5)

Move: 11

Init: Always attack last in the combat round

Damage: Short Sword 1d6, or Bow 1d6

Special: Goblins can see in darkness as though it were twilight. The bows and swords of the goblins break if used by the characters. Each goblin also wears a special ring (as detailed on page 13).

These goblins carry nothing of value on their persons.

Encounter Area #9: Leverage

As anyone exploring Monty's tower might now be drifting towards boredom, Monty decided to insert a game of chance at this point in the hallway, both to inspire amusement within the exploring party, and to fuel their greed.

You see five levers; the two on the North wall are 2' long, 2" thick and made of brass, two on the South wall are 3' long and 3" thick, made of iron; the fifth stands 5' tall, 1" thick and protrudes from the floor, being made out of silvery aluminum. All the levers have slots aligned left to right on an East-West axis, and are presently in the center of the slots.

When all the levers are in the East position that action conjures a 10% (+2) weapon of some type to appear and fall on the corridor floor. Be creative as to the weapon and give them things the characters haven't seen before like bolas and double bowed crossbows.

When all the levers are in the West position, that action conjures a 10% (+2) item useful to a spell caster like a ring of protection or a cloak of magical protection. One item can be made to appear every five hours.

Any other combination of levers like East-West-East-East-East causes a skeleton to appear and attack. The skeleton can appear again and again with a new configuration of the levers. The levers always return to the center position; the levers cannot be stopped in a half way position. When pulled either East or West the lever must go all the way in that direction. On the last pull of the fifth lever (regardless of which actual lever that is) the cycle is set and if something can happen it will.

Skeleton

Appearance: a naked, human skeleton bearing a short sword.

Demeanor: mindless, the skeleton will attack until destroyed.

Power: 5% (1)

Defense: 10% (2)

Health: 5

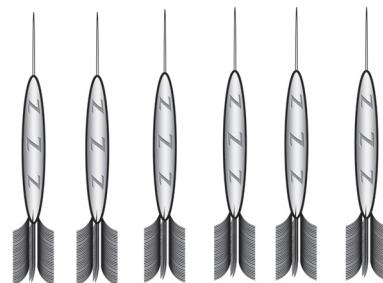
Move: 10

Init: 0

Damage: Short Sword 1d6

Special: skeletons take only half damage from bladed weaponry.

The third and further successful pulling of the levers causes worthless iron pyrite coins to fall on the heads of all the characters for 1d4 points of damage.



Encounter Area #10: Darting Goblins

Much like the previous group, the goblin guards here have been tasked with demoralizing and harassing, rather than outright killing, any explorers of Monty's tower. Although they are not willing to die for their duty, they will fight.

Goblins (6)

Appearance: These 3' tall green humanoids are armed with darts and short swords and wear ring-mail armor.

Demeanor: The goblins here will do their best to incapacitate, (and then rob), the party from the cover of the surrounding darkness. Should the party locate and engage them, they will defend for one round of combat before running off into the darkness (and thereafter rapidly use their rings to transport themselves back to the GoblinDen, Area #14).

Power: 10% (2)

Defense: 25% (5)

Health: 2

Move: 11

Init: Always attack last in the combat round

Damage: Short Sword 1d6, or Dart 1d4 + Sleep

Special: Goblins can see in darkness as though it were twilight. The swords of the goblins break if used by the characters. Each goblin also wears a special ring (as detailed on page 13). These goblins attack with specially poisoned sleep darts (normal chance to resist). Sleeping characters (if all are slept) are robbed of all their valuable treasures like gold and gems.

If any of the goblins are killed, they carry no items of value, but their sleep darts may be found and used by characters (without breaking).



Level One Encounter Areas



Encounter Area #11: ...and Behind This Door

Most of Monty Haul's 'corpse collectors' (towers, mazes, and other dungeon-like edifices) are built with an extravagant style befitting his stature. This particular tower, however, ran into a few budget over-runs. As a result, Monty added several doors that will make the tower appear larger than it actually is: doors that lead nowhere, but that provide a means for preying upon the greed of an exploring party. All of the areas marked "11" contain these doors.

Before you in the wall of the corridor is a door. The portal looks to be made of thick, seasoned oak planks. Banded brass strips further strengthen the door. Two different key locks can be seen on the right side. A foot long door handle of what could be gold is attached to open the door.

These doors are false and are actually traps. All of the false doors have banded brass strips. The useable doors show no brass on their surface.

The magic of every false door conjures creatures as the characters make useless attempts to open the door. Every time someone tries the handle, tries to pick a lock, or tries to push the door, creatures are magically conjured and appear down the corridor, ready to attack the characters.

Even with great strength, these fake doors are impossible to pull off of the walls. They don't burn, dissolve with acid, or react to anything the characters might attempt in their efforts to open them.

It's possible some characters will continue trying to open the fake door while others fight the encounter. Each occurrence of this nature causes the creation of a new, additional encounter.

False Door Table (Roll 1d6)

- 1: 5 goblins
- 2: 6 goblins
- 3: 2 orcs
- 4: 6 goblins
- 5: 1 orc
- 6: Wizard

Goblins (various)

Appearance: These 3' tall green humanoids are armed with short bows and short swords and wear ring-mail armor.

Demeanor: The goblins are summoned here to kill the characters, and Monty allows no retreat from this area.

Power: 10% (2)

Defense: 25% (5)

Health: 2

Move: 11

Init: Always attack last in the combat round

Damage: Short Sword 1d6, or Bow 1d6

Special: Goblins can see in darkness as though it were twilight. The weapons of the goblins break if used by the characters.

Treasure: Each goblin carries 2 copper pieces in a belt pouch. Carefully searching the goblins reveals that their ring-mail armor is soot-covered solid gold. Each suit of armor is worth 60 gold.

Orcs (various)

Appearance: The orcs of this tower are 6' tall and well-muscled, with pig-like faces. Their red flesh is covered in pig-like bristles. Each orc wears black leather armor, a man-tall shield and uses a strange-looking large blade on a four foot pole.

Demeanor: The orcs are summoned here to kill the characters, and Monty allows no retreat from this area.

Power: 15% (3)

Defense: 30% (6)

Health: 6

Move: 12

Init: Always attack first in the combat round

Damage: Orc Blade 1d6

Special: Orcs can see in total darkness.

Treasure: Each orc carries 1 silver piece, in a belt pouch. Examining the orc shields shows them to be unusually heavy. Each shield is covered in pure gold worth 500 gold pieces (hidden by cheap paint).

Wizard (1)

The 'wizard' is an illusion that is magically enchanted to cause sleep. It appears as a ghostly mage with a large staff. The wizard attacks one character each turn using this ability (25% Power, normal chances for resistance) until the entire party has been put to sleep, at which point the illusion teleports the single most valuable item in the party's possession directly to Monty Haul.

If physically attacked by an enchanted weapon, or other arcane means, the illusion is dissipated and the wizard vanishes.

**Encounter Area #12:
Secret Door Pit Trap**

The trapdoor in this area is designed to separate the truly avaricious from the merely greedy. Monty is nothing if not discerning in his quest for only the best corpses and souls.

Hidden beneath the moss-covered cobblestones in this area is a 10' deep pit that will support 180 of pressure before releasing and dumping any weight left on its surface into a 10' deep pit below. Characters falling into this pit suffer 1d4 points of damage, and land on Monty's special impact dust at the bottom of the pit. There is a secret door at the bottom North side of the pit that allows those using it to enter into another pit on the far side. The impact dust turns the character a glowing red for 72 hours. This glow makes them 15% (3) easier to hit.

This open pit gives the only access on this level to Area #13 and Spiral Staircase A. Its spring-loaded lid might be easily propped open by an innovative explorer once its presence is known.

Careful characters can walk around the pit. Normal characters can leap across the pit with a 25% (5) chance of avoiding the trap. Quicker than normal characters have a 40% (8) chance to avoid the pit.

The secret door here is well hidden (-5% [-1] to its discovery) but is unlocked and easily opened once found.

Note: The only way get to the back half of the level from anywhere on the first floor is the hidden passage in the pit trap. If the characters fail to find it, it is necessary to enter the tower via the roof or second floor, and then proceed down a level via spiral staircase B.

**Encounter Area #13:
...and What Do We Have for Them in
That Scroll Tube?**

There are 500 quality-made scroll tubes in a pile on the floor in this area, every one of which displays signs of magic when detections are used. Each tube is worth 10 gold pieces because of its quality. Each character may pick one tube, at random (they may leave and then later revisit this room). Once the choice has been made, and hand laid upon it, the selection is irrevocable.

Note: if the characters take advantage of the restoration spells of the tower and come back to take a third (or more) set of tubes out of this area they discover worthless scraps in every tube.

Monty's Spare Scrolls (Roll d10)

Roll	Contents
1-2	60# of gold dust worth 600 gp
3	gas that forms into 2 Bandits (see next page)
4	A random low level magic spell
5	A random low level holy spell
6	4 healing spells on scrolls
7	2 lightning bolt spells on scrolls
8	A magical +15% (+3) dagger
9-10	gas that forms into a Skeleton Dinosaur (see next page)

The secret door in the northeast corner of this room is locked (standard chance to open) and expertly concealed (-25% to find). It is used by Monty, on occasion to check his maze. The goblins are well aware of it.



Level One Encounter Areas



Bandits (2)

Appearance: These characters are humans in leather armor with short swords and throwing daggers.

Demeanor: The bandits are surprised at the sight of the characters. They are content to hurl daggers as long as the characters allow them to fight at a distance. If the encounter goes against the bandits, and they have an avenue of escape, the bandits run away.

Power: 15% (3)

Health: 8

Init: 0%

Damage: Thrown Dagger 1d4, Short Sword 1d6

Special: Their weapons are enchanted, causing them to glow and give light to the bandits.

Treasure: Their weapons are unusually well made and worth triple the normal price.

Defense: 15% (3)

Move: 10

Skeleton Dinosaur (1)

Appearance: This animated skeleton is that of a large prehistoric reptile: 10' tall and 16' long. The undead fossilized creature weighs hundreds of pounds and moves very slowly.

Demeanor: When attacking the skeleton tries to crush prey under its heavy taloned feet. It slowly follows the characters until it kills them or they destroy it.

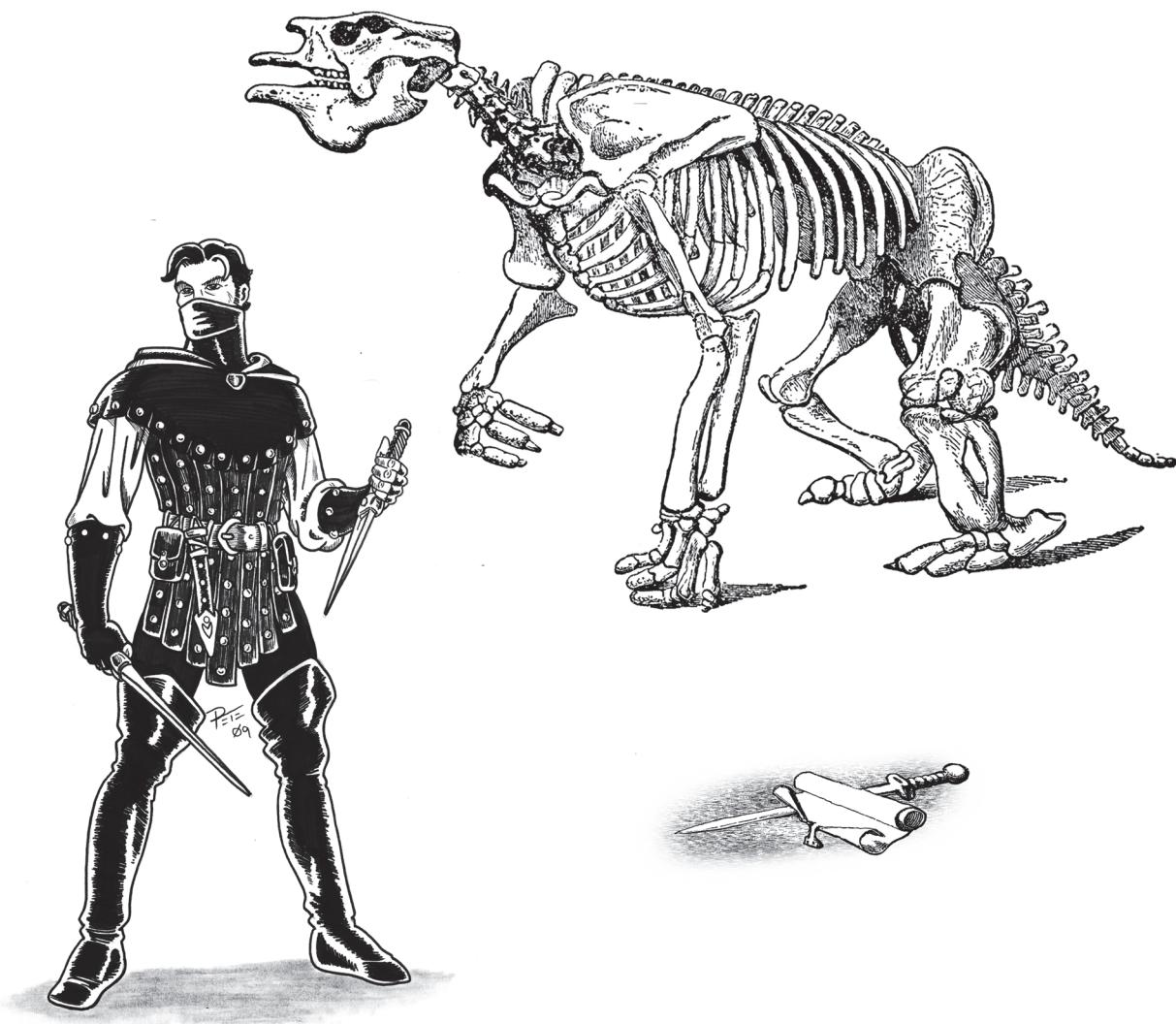
Power: 15% (3)

Health: 15

Init: Always moves/attacks last in the round.

Damage: Crushing Foot 1d8

Special: The skeleton can't be poisoned, held, or paralyzed; further, it is immune to cold, mind-altering, and death-type spells. It takes only half damage from bladed weapons.



Spiral Staircase A: From the Top of the Tower to the First Floor

Both of Monty's spiral staircases are dimension - altering; they exist in a dimension outside the rest of his tower. Should the characters climb these stairs from either direction, this aspect will be immediately noticeable as a reduction in the light provided by any light sources they may have. In addition, characters able to see in darkness (or near darkness) will note that their vision has been truncated. Once upon the staircase they see only the landing from which they entered the staircase, and that for only the first 5 stairs traversed. Thereafter, only the staircase is visible until they reach the landing on either end once again. Characters traversing the stairs are able to see only the five stairsteps in either direction (and a landing should one fall within that range). They must traverse a minimum of 30 steps (in one direction) before achieving the far landing.

You will need to keep track of their progress as they will likely change directions (up 12 stairs, back down 5, back up 5, etc.) several times due to the confusing nature of this staircase.

The staircase is otherwise unremarkable, and will allow the party access either to the top of the tower (see page 9) or the enclosed landing on the first level (adjacent to area #13, page 19).



Encounter Area #14: The Goblin Den

If goblins dream of a goblin heaven, the hundred goblins living here are convinced they have found it. The den is the heart of Monty's tower, and is highly inaccessible as a result.

Only one well hidden (-25% chance to detection) secret door provides access to this area. Not even the goblins are aware of it. It is magically locked (no chance for picking, but can be opened magically) and is made to look exactly like the wall in which it is mounted. Normal transit to and from the den is accomplished through the use of *Monty's Rings* (see page 13).

The lair is filled with adult males and females, as well as a pack of goblin pups. Bear furs, used for sleeping nests, cover most of the area, and add to the reek of scores of goblins living in close proximity.

Tower goblins happily work for Monty, as all of their desires are satisfied with the Goblin Den. (Characters entering this area who are able to detect magic will discover its arcane presence throughout the area).

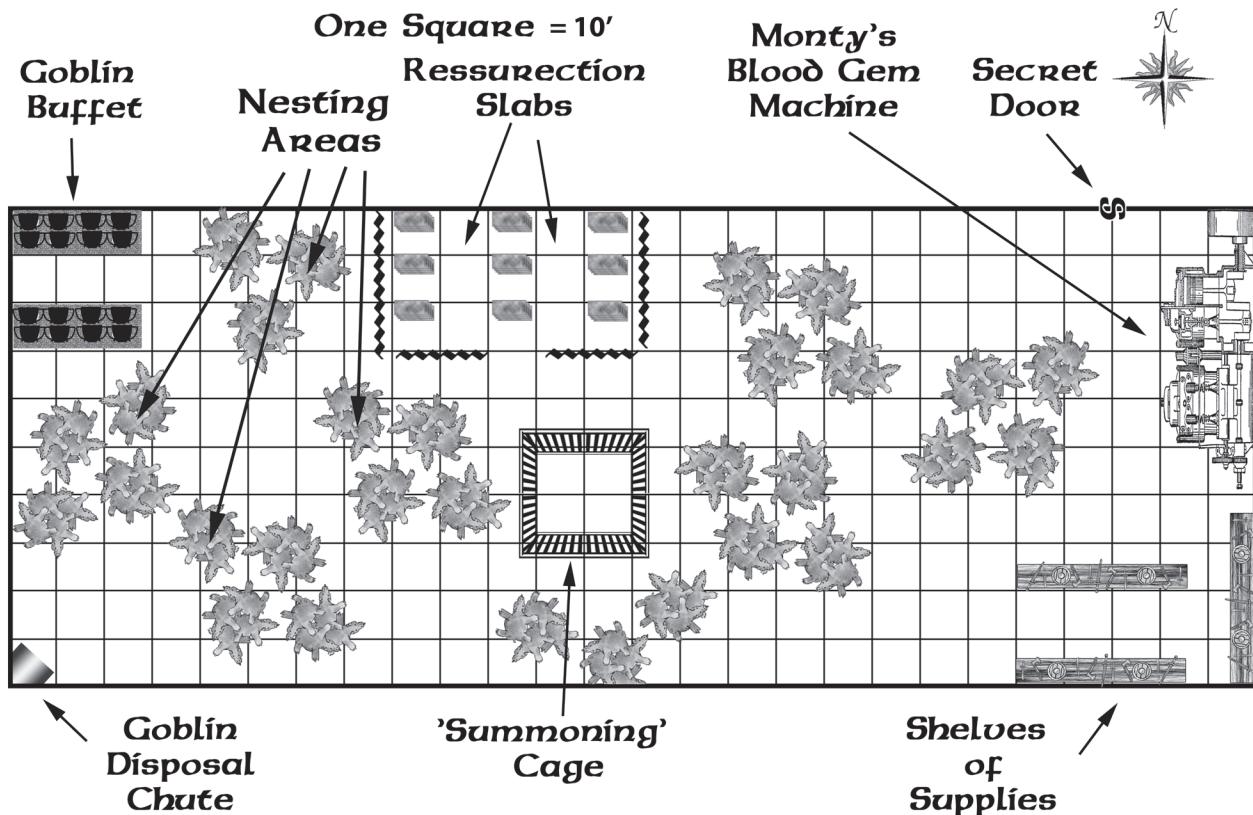
The northwest corner of the den contains a goblin buffet. Several large stoves here are crowded with magical cooking pots that never run out of tasty goblin food. (Characters may find that what a goblin considers toothsome, characters might consider retch-inducing.)

To the East of this buffet is a secluded area that contains dozens of marble slabs, goblin-sized, that are stacked in tiers 4 slabs in height. Goblins killed while performing their duties are first retrieved from their point of demise, and then placed respectfully upon these slabs. With the coming of a new day, any dead within the Den are resurrected and fully healed, returning to their goblin paradise (the den) once more.

In southwest corner of the den a 3' diameter waste disposal chute magically ejects anything placed inside. The hole appears to be no more than 3' in depth before its bottom disappears into darkness. The magic of the hole sends all the material dumped into the chute to a garbage pile hundreds of miles away in the middle of an extensive forest. The fertilizing of that area by goblin debris has made the surrounding trees unusually large, as well as making the local fauna skittish from goblin waste suddenly raining from the sky. The presence of all that goblin effluent has, further, twisted and mutated some of the surrounding flora.



The Goblin Den



Note: the inside of this room is actually much larger than it might appear if viewed from outside the room. This is one of Monty's spacial-dimensional anomalies.

Game Master Note: Within this patch of polluted forest there is adventure potential limited only by your imagination and good taste.

Within the southeast corner of the den stands a set of shelves containing a supply of goblin equipment of all types. If something breaks or is lost during an encounter, the goblin need only return here, and find everything he or she needs to fully re-equip. Goblin toys, dice, and playing cards are also found amongst the gear on these shelves. Any item taken is magically replenished on a daily (but not instant) basis.

In the center portion of the den resides a special magical cage. Misbehaving goblins (and any characters captured by the goblins) or those returning via the use of a Monty Ring arrive (or are placed) in this cage. Goblins summoned to duty throughout the tower are summoned from within this cage first (and then randomly from amongst those wearing Monty's Rings). Characters wearing these rings that arrive in the goblin den are likewise summoned (perhaps to face a band of Game Master-generated non-player adventurers?)

In the northeastern corner of the den stands Monty's brass clockwork Blood Gem creation device. It fills the area from floor to ceiling and covers 25' of the eastern wall while protruding into the den a depth of 12'. Its intricate collection of brass gears, pistons, gauges, and engines is unfathomable, and its only readily identifiable feature is the corpse-sized bin at its base.

Note: Should any character arrive here after the death of one of the characters, it is likely that the corpse of said character, if retrieved by the goblins, lies within the bin at the base of this horrific machine.

The remainder of the lair is devoted to the small nests, sleeping areas, and haphazard collections of the goblins. If through some strange set of circumstances the characters manage to pillage this area (in the absence of the goblins) they only items of value they find include:

12367 mixed coins worth 782 gold pieces

58 small gems of various types worth 1450 gold pieces

Have fun with this one.

**Encounter Area #15:
The Mystery Box**

Monty dislikes wasting the time of his minions guarding treasures when no adventurers are in the vicinity... so he is experimenting with chests much like the one found here. Monty is here experimenting with two different ideas: a chest that summons its defenders, and a chest that defends itself.

In the grim darkness ahead lies a large open area, perhaps 60' wide by 100' long. It is shrouded in darkness. You can just make out the shape of a large box resting on the floor some 40' from where you currently stand.

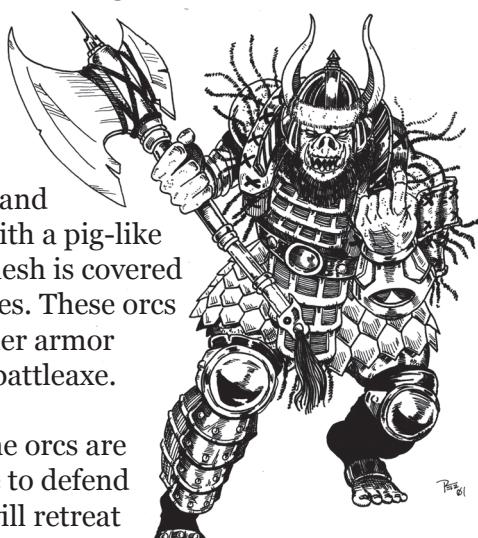
As a character approaches, give the players a bit more.

Bolted to the floor is a shiny steel chest. The box is 5' long, 7' wide, and 4' tall. Two locks in the shape of happy and sad gargoyle faces grace the front of the enclosure.

These are false locks. When a character tries to unlock these, the act conjures up two orcs from the happy face (summoned defenders) or two hurled spears from the sad face (the chest defending itself). If the spears hit (guided by magic they receive a +10% [+2] to do so) each inflicts 1d6 in damage.

Orcs (2)**Appearance:**

The orcs of this tower are 6' tall and well-muscled, with a pig-like face. Their red flesh is covered in pig-like bristles. These orcs wear black leather armor and use a large battleaxe.



Demeanor: The orcs are summoned here to defend this chest, but will retreat from this area if reduced in Health to fewer than 3 points.

Power: 15% (3)

Health: 6 (each)

Init: Always attack first in the combat round

Damage: Battleaxe 1d6

Special: Orcs can see in total darkness.

Defense: 30% (6)

Move: 12

Opening the box is a matter of depressing two pressure points on the right and left side of the box which can be detected by a skillful lock picker (-5% [-1] to normal chance). The chest is otherwise unlocked and contains no further traps.

Attempts to open the chest using brute force should avail your players but little. While susceptible to magical opening spells, the metal of the box is so strong even a mace strike won't dent it, nor can its lid be pried open using a crowbar or similar lever. Any force capable of causing the box to open would likely cause harm to anyone near the chest as well.

Once the chest has been opened, a simple magic item for each character is found within. Most objects are useful 10% (+2) weapons or pieces of 10% (+2) armor. As the Game Master, be creative when you hand out this treasure. If characters come back to the box a second time, the box is filled with poison gas (standard chance to resist) which causes 5 points of health damage before dissipating. Once the gas disperses, the chest will be found to contain rotting fish.

Spiral Staircase B:

See page 25 at the begining of the Level Two descriptions.

**Encounter Area #16:
Sparklies? I Love Sparklies!**

This passage is designed to befuddle the minds of players and characters alike. Initially, any steps taken in this area cause a character's feet to emit bright red sparks bursting forth from the floor at each step. Walking further into this magical area causes red and emerald green sparks to flash from character's feet and legs. Proceeding still further into the area causes dazzling bright flashes of blue light literally engulfing the walking characters, seriously reducing vision. If they proceed to the center of this area, they are quickly blinded (barring magical intervention) by the sparks and remain blind for several minutes until their eyes recover. Once past the dazzling area, the adventurers recover quickly from the light's effects.

Proceeding forward with eyes closed, perhaps roped together, or similar solutions, will also resolve the problems associated with traversing this area.



Level One Encounter Areas



Encounter Area #17: The Infinite Staircase

These magical stairs proceed downwards infinitely, never reaching a destination. (One party went down for 3 days before they gave up). The stairs are broad, and gradual, but, in true Monty fashion, are actually located in a different dimension from the reality of the rest of his tower. After the 5th step, the landing is no longer visible; characters will see only the staircase before and behind them. At every 5th step thereafter, a small pile of 3 gold pieces will be found.

At every 30th step, creatures appear to fight them (always from "ahead" or "down"). Use the bestiary freely for this purpose, or substitute any 1%-10% powered encounter you might deem appropriate. These '30th step' encounters carry no treasure.

At every 50th step, a set of spikes springs up from the step inflicting $1d4$ points of damage to those leading. Although these spikes can be avoided, it is a difficult task and characters should be penalized 25% when trying to avoid these spikes (as compared to any normal chance for avoidance your system might provide).

At every 77th step, 2 arrows per character on the staircase shoot forth from the surrounding walls. Each is enchanted and gains a bonus chance of +20% (+4) to strike each character for $1d4$ points of damage.

At every 100th step a ringing of loud bells echoes through the staircase. A group of thieves then descends upon the party, attempting to pickpocket from them any coins they may have acquired. These thieves are successful 50% of the time, and will disappear after but a single attempt at theft (taking any coins with them).



Staircase Thieves

(1 per character traversing the stairs)

Appearance:

These thieves are humanoid, 5'6" tall, slight of build, and are cloaked in flowing black cloaks over black leather armor. They are unarmed.

Demeanor: The thieves will make one attempt at pickpocketing and will then retreat. They speak no known language.

Power: 5% (1)

Defense: 20% (4)

Health: 6 (each)

Move: 12

Init: +40%

Damage: Thieving (see special)

Special: 50% chance to steal all coins from a character, failure indicating both that the character notices and that the theft was unsuccessful.

Any thief killed within one round will have only on his person any coins stolen from a single character.

Should the characters eventually ascertain the futility of this staircase, and begin to retrace their steps, take note of how far they have travelled as they will need to climb that many steps before the landing at the top once again reappears. In addition, the 'encounter count' restarts:

3 gold pieces every **5th step**
a minor encounter every **30th step**
spikes every **77th step**
thieves and bells every **100th step**



Encounter Area #18: A Mirror for Your Obsession

This hallway is one of Monty's most devious tricks, and it allows the characters to face their most feared enemy: themselves.

As you round the corner and enter this hallway, you see that the walls are covered in mirrors. You admire your reflection for a moment before realizing that the reflections move independently.

The magic of the mirrors duplicates the bodies of the characters in a pocket dimension. If the characters are polite, the mirror characters talk and joke right along with their originals. Wise characters will walk through the corridor ignoring the mirrored characters.

Any verbal assaults on the mirror characters cause them to act offensively, reaching out and taking any observable weapon from the (original) character (this can not be resisted). If that weapon is enchanted, the mirrored character steps forth from the mirror, ready for battle. Mirror characters possess all the combat skills (and statistics) of their original, but none of the special abilities. If the weapon is not enchanted, the weapon is lost, but the mirror character remains trapped within the mirror.

The mirrored copies cannot leave the mirror corridor. They fight to the death and if they die, the stolen weapon lies on the floor and a fresh copy of the character appears in the mirrors. Victorious mirror characters keep the weaponry they have stolen and vanish into the depths of the mirror, leaving behind the corpse of the vanquished original.

The mirrors cannot be broken by any (including magical) means. they do radiate magic (which can be detected). All blows and magical assaults directed at the mirrors is simply reflected, harming those who pressed these attacks.

Victorious or vanquished, mirror characters only fight their duplicates, and urge their real counterparts to consider this a duel to the death, a matter of honor that should preclude help from any outside parties. This attitude, however, sparks no further action on the part of the reflected (duplicate) characters.

New duplicate characters are created every time the real characters leave and then re-enter the mirror corridor.



Accessing Level Two of the Tower



There are but two methods of reaching the second floor of Monty's Tower: one of the two **Spiral Staircases (B)**, or the **Balcony** located on the outside of the tower on the side opposite the brass double front doors. Only Spiral Staircase B may be accessed either from any level, but both may be accessed from the roof (see page 9). In addition, we have already discussed **Spiral Staircase A** at some length (see page 20) and, in any event, it provides no access to the second floor.

Spiral Staircase B,

however, has landings on every floor of the tower. In addition, each step on this staircase is actually a box, complete with a small brass latch on the riser (vertical) portion of the step. There are precisely 20 steps between landings.

If the steps are examined by the characters, each latched-box-step is obvious. Every fifth box has an exploding trap inflicting 5 points of damage (with normal chances to avoid the blast) to everyone on the three steps above and below the exploding box. The rest of the boxes each have a high quality weapon (Game Master's choice) inside. Each weapon is a 15% (+3) for twenty uses and then the edge or balance changes from use and makes the weapon a +1 device. As the Game Master, use your imagination to create some interesting weapons and consider the following:

- Talking weapons that complain about their work
- Gem encrusted weapons that lose their gems in a fight and become less valuable
- Weapons with maps on them that become defaced and useless if used in combat
- ...whatever you can devise to frustrate your players as Monty would want you to do.

If characters take damage from the exploding steps, a blue healing potion bottle appears at the top of the spiral staircase. There are three bottles there already (perhaps generated by a previous band of adventurers?).

Outside Balcony Entrance

It is also possible to access the second floor of the tower via the balcony that is found on the outside of the tower. The 10' x 10' platform is 50' from the ground and is surrounded by a 3' tall bronze railing. The railing is fairly sturdy and allows purchase for grappling hooks and other climbing gear. The balcony is also fully visible, allowing for teleportation or other magical means of access. Given the small size of the platform (100 square feet, some of which is occupied by the railing), however, it is likely that only 3-4 characters will fit upon its surface at one time. These characters will have to exit the platform before others will fit in this narrow space.

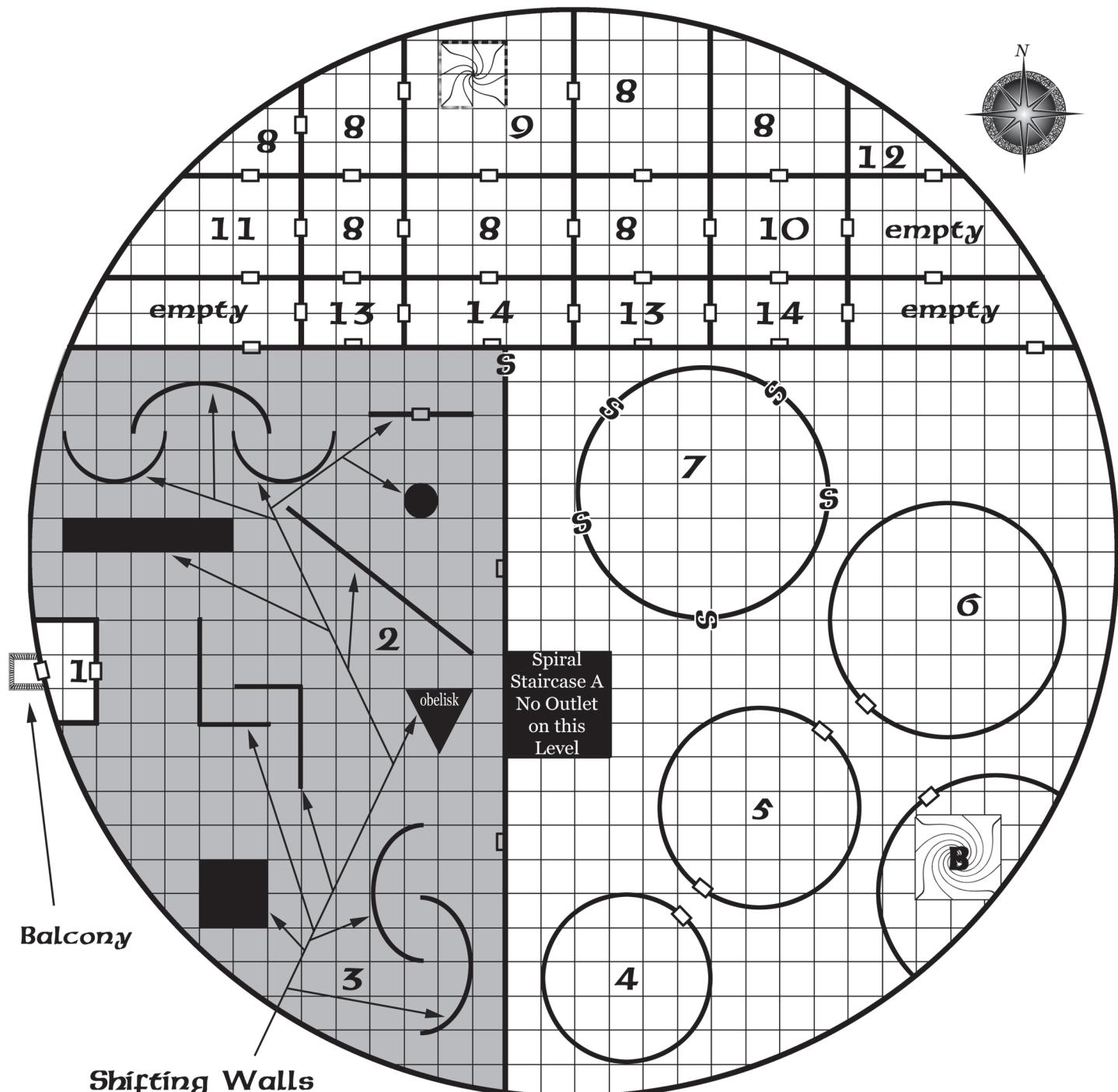
At the back of the railing-enclosed balcony lies a 7' tall by 4' wide bronze door with the head of a red dragon embossed upon it, inset into the wall. There is a skull door knocker, a short sword-shaped door latch and a skull-shaped key hole above the latch.

Using the Balcony knocker causes the dragon face to breathe 5 points of fire striking everyone on the balcony with normal chances for avoiding this fire being applicable. You may wish to have characters attempting to dodge this fire make a check against their base agility (or similar statistic) as the cramped quarters of the balcony might cause them to fall while attempting to avoid the flames.

Using the Balcony latch opens the door safely for the characters.

Trying to pick the Balcony key hole causes the dragon to breathe, with the same results as those listed above.

The door is enchanted with a magical dweomer that dissipates any magical energies directed against it. Any magical damaging or magical opening spell will seem to have no effect. Teleportation beyond the door is also impossible as both the tower and the door will dissipate these energies as well.



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- Door
- S Secret Door
- ▨ False Door
- 螺旋 Staircase

One Square = 5'

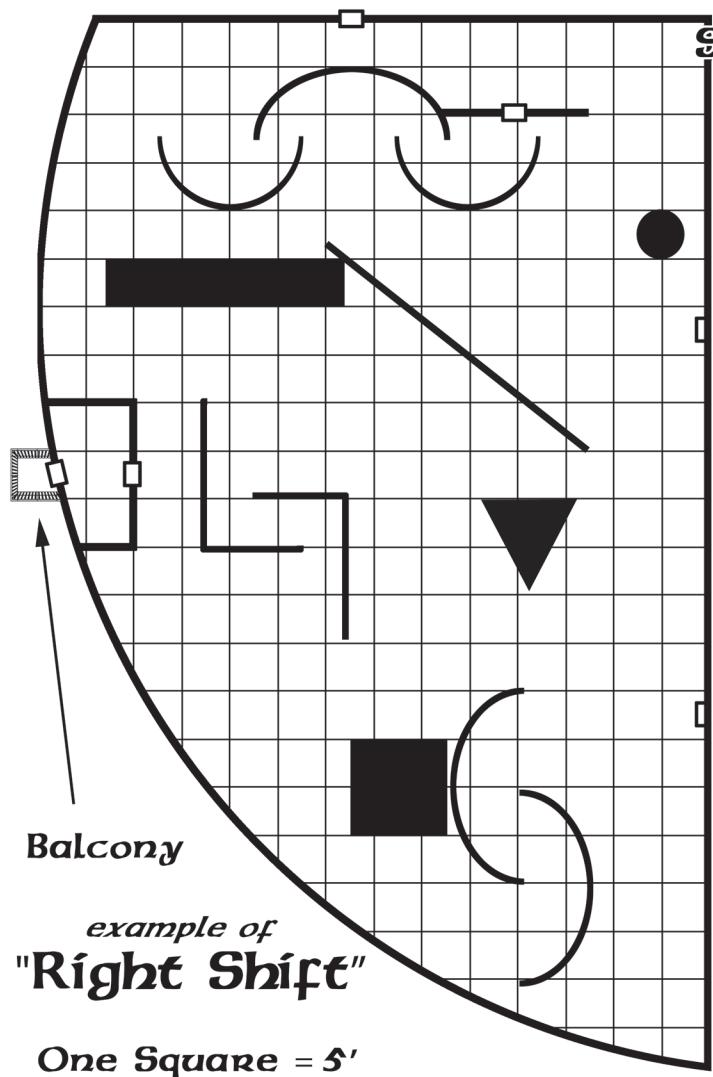
Monty Haul's Lesser Tower of Doom Level II



Level Two Encounter Areas



Second Level Balcony— Quarter Tower Section



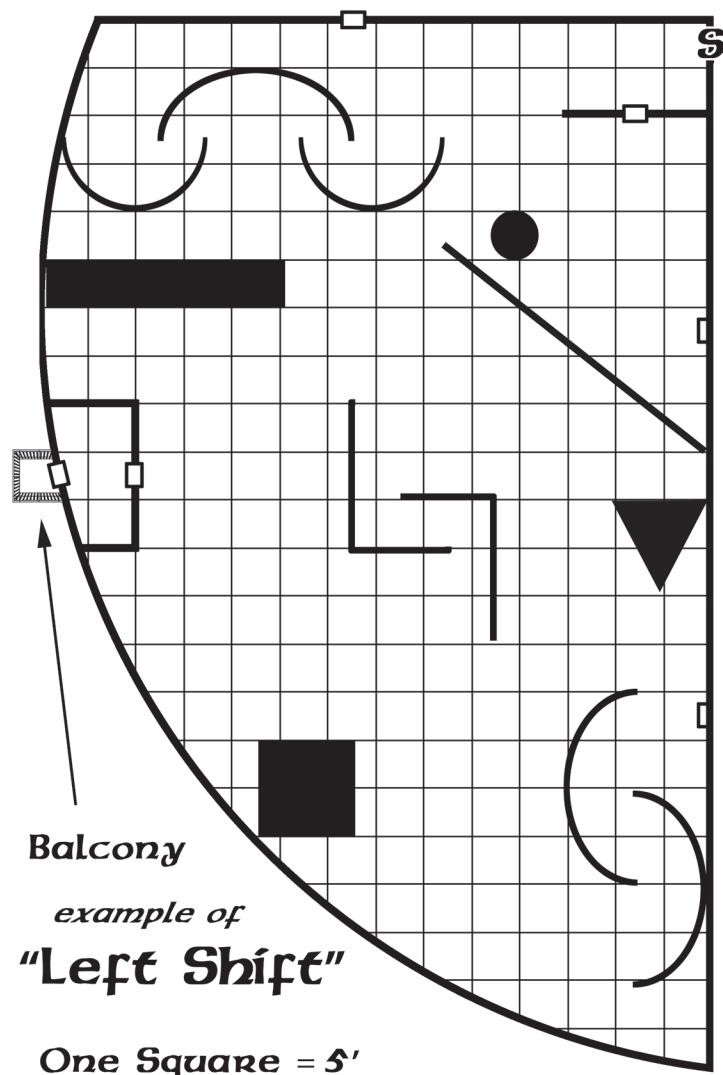
Monty Haul, the quintessential prankster, designed the balcony entrance to be an aggravating and frustrating experience for those that might think themselves clever in exploiting this entrance to his second floor. Several enchantments found in this section of the tower (light gray on the map) help to ensure that aggravation.

Note: Everything beyond the balcony reception area in this gray area inside the tower is designed to be very difficult to map. Obstacles move around at random with the opening of any door or secret door in the area. Unless otherwise stated, ceilings on this entire level are 30' high.

Shifting Walls: There are 3 normal doors, 1 secret door, and 2 false doors (that never open) in this area. When anyone tries to open any of these doors all of the wall sections and stone shapes move randomly either left or right 15 feet with a loud grating noise. All of this makes it extremely difficult to map the area.

Sputtering Fires: No natural fire: lantern, torch, campfire or candle burns for more than fifteen minutes in this area. Fires of all types gutter and die within fifteen minutes without fail in this section of the tower.

Grooved Floors: Throughout the tower, a soft green moss covers the floors. In this section of the tower (only), there are grooves running every direction under the green moss. These grooves allow the stone walls and other stone objects to move more freely when the doors are disturbed in this section of the tower. Their discovery by a character searching the floor below the moss might prove (at the least) disconcerting.



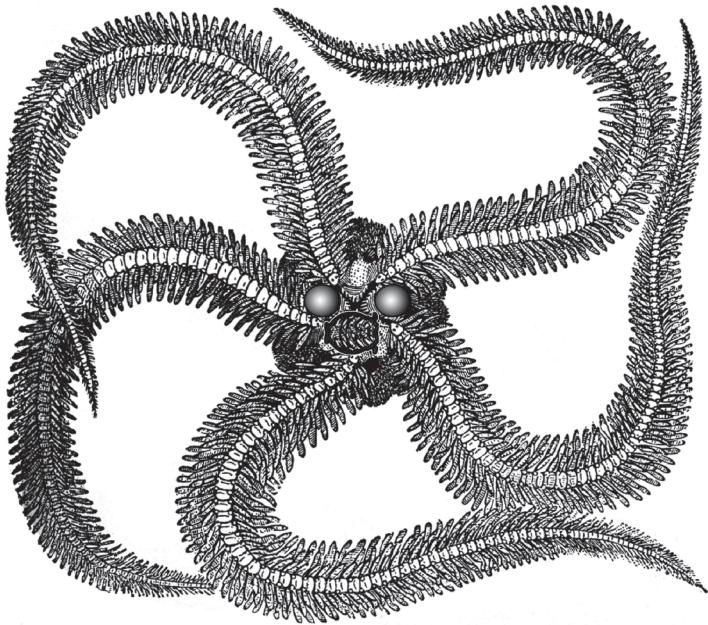
Encounter Area #1: Balcony Reception Room

This section of the tower is highly magical. It is meant to instill within any exploring adventurers the feeling that their victory is certain, their reward easily obtained.

Standing on the balcony and inside the entry just feels wonderful. The air seems fresher and more bracing; you stand taller and breathe deeper, savoring the moment.

Upon arrival, the balcony area heals any damage and also removes any curses the characters might have on their persons or equipment. The door that leads from this reception area to the interior of the tower is untrapped, and unlocked, and is fitted with a simple pull handle and latch. Its opening, however, will cause the walls to shift within the this quarter-tower section. Use the below description whenever any door in this area is either opened, or an attempt is made to open it.

You hear a low grating sound from the darkness around you. It seems to come from all directions at once.



Death Starfish (1)

Appearance: Five 20' long tentacles surround a huge maw in the center of this hideous beast. When standing upright (as pictured) these creatures measure from 10'-12' in height.

Demeanor: This tentacled monster orients on its prey by scent and attacks by sucking the fluids from its misbegotten victims. It has base animal intelligence and knows no fear. It will slowly follow the characters until it catches and eats them or it is killed.

Power: 15% (3)

Defense: 25% (5)

Health: 18 (in body) and 6 (per tentacle)

Move: 8

Init: -5% (-1)

Damage: Tentacle 1d4 + Special (see below)

Special: Once they strike, the tentacles of this monster adhere to the character, drawing forth an additional 1d4 Health each turn. The tentacles can be removed if specifically targeted by a character (Defense as above) and each tentacle has 6 Health. Severing of a tentacle in this manner does not cause harm to the overall Health of the creature, and the tentacle will grow back in 2-12 hours. Dismembered tentacles have no life of their own, and should the body of the creature be destroyed (18 Health), the entire creature is killed.

Death Starfish are particularly susceptible to fire-based assaults and take twice the normal damage from these types of attack.



Encounter Area #2: The Star of the Show

Monty prefers to employ monsters that kill efficiently (by his standards); that leave behind fully maleable corpses that can be converted into blood gems. The first of these hideous creatures (in this section) lurks near the dark triangular obelisk that lies in the central eastern portion of this area.

As you turn the corner you see a hideous nightmare approaching you on disgusting, slime-oozing tentacles. It most resembles a giant starfish, but a starfish able to walk upright. The monstrosity makes stomach-turning sucking noises, and a terror-inducing maw filled with dripping, ichor-stained teeth opens as it catches your scent.



Level Two Encounter Areas



Encounter Area #3: ...and What's Behind That Curtain?

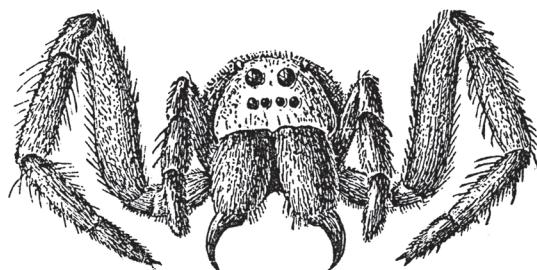
The spider that lives in this area is highly territorial, and has located its web-like curtain just to the south of the path taken by the two moving U-shaped walls to the east (these walls shift across in front of the web-curtain on occasion). The spider has also run 'trap lines' throughout the area; fine rope-like filaments meant to alert the spider to the presence of prey in its area via vibration. Where these lines are laid, and the extent to which they might alert the spider to the presence of the character party, is left to your discretion, but the lines are small (1" or less in diameter) and well concealed within the moss that covers the floor.

You enter an area of diminished light and flickering shadows. The area ahead is cordoned off by a curtain of thick rope-like strands descending from the ceiling. As you near, you realize that the ropes are strands of gigantic webbing of some sort. As your eyes adjust to the dim light you see that there are bits of armor, weapons, and banners stuck fast within the curtain. It's a huge area; as you move around you can see twenty yards of the webs going east and west and an unknown barrier of them running north and south.

Pulling on any of this equipment, or touching the web in any manner alerts the spider that dinner has been served.

Characters observing the various items trapped within the webbing, and that are able to sense the presence of magic will note that several of the items trapped within the curtain are indeed magical:

- **a +5% (+1) Battleaxe**
- **a suit of +5% (+1) Chainmail**
- **a Protective Amulet (+5%/+1 to Defense)**
- **A Potion of Invisibility**



Giant Wolf Spider

Appearance: This awe-inspiring arachnid's body is 5' tall and wide. The predaceous beast chitters loudly as it rushes to attack the ensnared.

Demeanor: Hungry but clever, this spider always attacks by first webbing an opponent, and then moving in for the kill. If unable to snare an opponent with its web, the spider will always retreat and later attempt to attack again from hiding.

Power: 30% (6)

Defense: 10% (2)

Health: 40

Move: 15

Init: 0

Damage: Web (special) or Bite (3 points + special)

Special: This spider always attacks by initially shooting forth a long strand of sticky webbing (normal chance to avoid, 30' range) which always hits unless actively avoided by the targeted character.

Failure to avoid means that the character has been captured by the sticky strand and becomes increasingly entangled every turn thereafter, and completely immobile within 4 turns. Once the character is ensnared, the spider moves in to bite the character (at +20%/+4 to hit) for 3 Health damage and a poison that causes unconsciousness for 12 hours. Poisoned and paralyzed characters are then quickly spirited away to areas of the web near the ceiling of this area for later consumption by the spider.

Companions may extricate a character snared by the webs through the use of either razor sharp weapons or prodigious amounts (a full gallon of distilled spirits or perhaps 5 or more gallons of wine or beer) of alcohol. Web-ensnared characters have no chance of freeing themselves through brute force.

The dried husks of 'eaten' prey are removed from the web and lowered to the floor of the chamber several days later via web strands. Goblins later collect these husks and transport them to the Goblin Den (Area #14 on Level One) for processing into Blood Gems. Any items found that are not to the liking of the goblins are quickly discarded. It is a hobby of these goblins to 'bait' the wolf spider by throwing these items into its curtain-like web.

The wolf spider is somewhat clever for its species, and if reduced to below 14 health points; the creature runs away. If fire is used, the spider runs away regardless of damage taken.

Note: Encounter Areas 4-7, and the area of the tower that surrounds them, are enchanted to reduce visibility. Light sources and alternative means of viewing (such as the ability to see in the dark) are limited to 30' throughout this area.

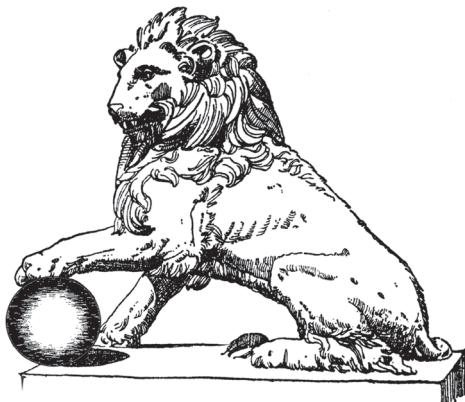
Encounter Area #4: What's Lion Behind That Door, Monty?

As the characters enter this chamber, they will see only the vague outlines of a large object at its center, and the glint of gold.

A large object of indeterminate shape stands at the center of this room. From somewhere near its center you catch the glint of gold.

The object at the center of the chamber is the statue of a lion atop a 4' pedestal. Both the lion and the pedestal are carved from soft sandstone. beneath the paw of the lion is a golden sphere some 18" in diameter. If the characters approach:

You now see that the object is a life-sized stone lion sitting atop a 4' tall pedestal. Beneath its left paw is an 18" golden sphere.



While the gold sphere supporting the paw of the giant carved feline remains untouched, the lion statue remains unchanged and inanimate. In this state, the characters could quickly demolish the lion (15 points of Health damage from blunt weaponry or magic). If the characters touch the gold sphere, however, the lion instantly animates, attacking the transgressor. Once animated, the lion continues to attack as long as any character who touched the sphere remains within the chamber (unless the lion is destroyed). Should the character retreat to outside the chamber the attack ceases; the lion never leaves the chamber.

Stone Lion (1)

Appearance: The stone lion is 10' tall and 20' long, sculpted from a flat black sandstone that seems to absorb some of the ambient light.

Demeanor: The lion is a mindless magically animated creature. It will attack only those who have touched the golden sphere it protects. Conversely, it will ignore any that have not touched the sphere.

Power: 40% (8) **Defense:** 40% (8) + special

Health: 40 **Move:** 12

Init: Always strikes last in combat

Damage: Bite 1d6, and Claw 1d4

Special: The stone creature takes half damage from edged weapons. Missile weapons generate no damage. Bludgeon weapons inflict normal damage, but any arcane bonuses are negated and ineffective against this beast. The lion is immune to all mind-based, fire, or cold-based magic.

Should the characters manage to successfully acquire it, the sphere is worth 7,000 gold pieces and weighs 700 pounds.

Encounter Area #5: Net Gain

One of Monty's favorite items (from that time when he was himself an adventurer), was Nathaniel's Net. This room was originally a shrine to this item. In his rush to acquire souls, Monty has allowed the net's original guardian, a spirit of fire known as a Salamander, to depart. Monty has not yet replaced this guardian. At 'eye level' only the salamander's original enclosure is visible within the room.

Through the dim haze that seems to permeate the very air around you, you can see a soot-covered low brick circle in the center of this room. It is only one brick (about 6") in height, and the circle has a circumference of but 4'. In spite of the deserted nature of the chamber, you sense a strange and powerful presence within this room. The hair on the back of your neck rises. There is something malevolent, or at the least very powerful, within this chamber but you can't pinpoint the source.

The source of power sensed by the characters is actually benign; it is the magical aura of *Nathaniel's Net* that hangs suspended a foot below the ceiling above.



Level Two Encounter Areas



If the party inspects the ceiling:

In the center of the room above you see some sort of large string-bag or perhaps a net, about 3' in diameter, suspended just below the ceiling. There appears to be something in it, but the distance and the low-light conditions make it impossible to identify.

The basket-like net is soot covered and made of platinum worth 10,000 gold pieces. It is secured to the ceiling with a standard piece of thin rope that may be easily parted with a well-placed bow shot. The net holds three items:

Wand: Made of a curiously light but extremely strong wood, it is covered with carvings of honeybees. The control/trigger is “Sting it!” and is written on the wand in Arcane (magician’s) language. Holding 33 charges, it always strikes its intended target inflicting 3 points of damage at a range of up to 100 yards. Its use is not restricted to any class or type of character.

Gauntlets of Strength: These magical gloves raise the wearer’s strength to that of a hill giant. These gauntlets may be used by anyone, but instantly transform themselves to fit the first character to try them on and will not re-transform for anyone else so long as the first character to wear them is alive.

Wings of Flight: This is a pair of waxed wings that fit in the hand, being only 3” tall. If the control word (“suraci”, printed in common tongue) can be read, in the very tiny lettering on the inside of the wings, the wings magically expand and affix themselves to the back of the character speaking the command word, allowing the wearer to fly. Flight speed is as fast as the character was able to run (unencumbered) and the flyer may carry up to 200 pounds as cargo/gear. The wings can be used 3x per week, for 2 hours at a time but must then be placed in direct sunlight for one full day to recharge. Physical and arcane fire-based attacks melt the wax and destroy the wings. In melee the wings magically stay out of targeting range and are never hit by a physical weapon.

While releasing the net, if it is allowed to fall from its own slight weight, characters may themselves be trapped beneath its descending strands. Characters stepping onto/into it while it lies spread upon the floor, might also become ensnared, at your discretion, of course.

Nathaniel’s Net: This marvelous net, 6’ in diameter with strands about 4” apart, belonged to the legendary hunter Nathaniel. It has two extraordinary abilities. Most spectacularly, it ensnared any target at which it was cast (although normal avoidance applies). Its second power renders up to 100 pounds of contents placed within it weightless.

Encounter Area #6: Repository of Regret

Another of Monty’s treasured items from his more adventurous days, this object has no guardian as it is more than capable of defending itself.

As the door to this room opens, your gaze is drawn to a glowing blade that hovers at its center. It floats in the air without apparent support of any kind.

The blade, an animated sword named **Regret**, is highly intelligent with an oversized ego, prompting it to attack any characters that approach to within 10’. (The weapon battles fighter types if there is a choice of characters to strike.) The weapon can cut nets, webs, and such should characters try to capture the sword.

Regret (Sentient Sword)

Appearance: A 42” x 3” longsword.

Demeanor: Regret feels outraged at any might think themselves worthy of wielding it. It seeks revenge for this slight on any who touch it.

Power: 30% (6)

Defense: 90% (18)

Health: 850

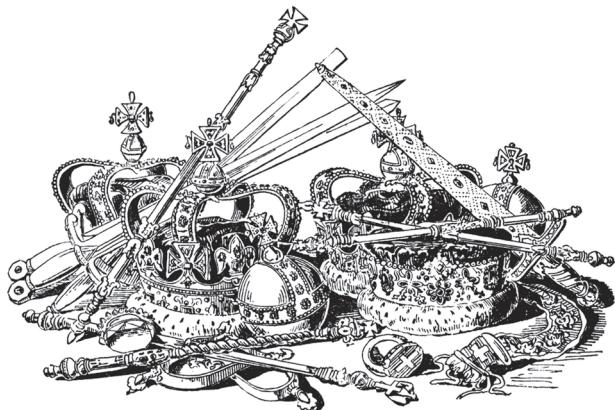
Move: 20

Init: 0

Damage: Slice 1d6

Special: The sword strikes with a bonus of 30%/+6 to its attack .

Regret attacks remorselessly as long as the characters remain within the chamber. If they exit, the sword doesn’t follow. However, if by some means the characters are able to capture and remove the weapon from the chamber, the sword attempts to kill its captors the moment it is released. If the weapon is detained in some way, it hunts the characters relentlessly, no matter where each may have gone in the world. Having killed its previous captors, it will return to its chamber in the Lesser Tower of Doom. An extremely powerful priest might remove the curse of this pursuing sword from a character (at your discretion).



Encounter Area #7: Still More Fabulous Prizes!

This chamber contains Monty's most valuable (and therefore most enticing) rewards and is reserved for the most intelligent and daring characters, those that will make the best blood gems. All entrances to this room are concealed and locked (with normal chances for discovery and lock picking). Once discovered, these doors may only be opened by skilled thieves, or those with arcane means of passing these doors. Once inside, a fabulous treasure is revealed.

Before you, in a jumbled heap in the center of the floor, lies a glittering pile that replete with flashes of gold and the reflections of gemstones. A closer look reveals items of what can only be royal regalia; crowns, tiaras, scepters, orbs, gem-encrusted seals, several fantastically ornate swords of state and jewel encrusted scabbards. It seems as though the light from your (lanterns/torches) is absorbed by the walls, leaving only the center of the area clearly visible.

Should any character be able to detect magic, the pile emanates a multitude of magical auras, far too many to untangle in a reasonable amount of time. Each individual item in the pile is worth 5,000 gp.

When any piece is pulled from the pile a magical spear is conjured that flies forth from the chamber's darkness targeting whoever picked up the single piece of treasure. The spear (Power 10% [2]) has a +10%/+2 chance of hitting the character for 1d8 damage. Each item looted from the pile will generate an additional spear. There is no way to gain a piece of this treasure without having the chance of absorbing a spear strike.

All of the items in the treasure pile are enchanted to remain clean and dust-free (hence the magical aura) and include:

4 bejewelled swords, 5 kingly crowns, 3 royal orbs, 5 ornate rings, 2 gold embossed sashes, 6 silver scepters, 1 pair of golden knight's spurs, 2 gem-encrusted chalices, and 2 gem-encrusted necklaces (with a total value of 150,000 gold pieces... and engendering 30 spear attacks).

Encounter Area #8: Orc Warrens

When the tower was first built, Monty experimented by employing a number of corpse-generating guardians. The orcs he hired, however, proved to be intractable for employment as his main minions (and thus the goblins became the mainstay of his force). He granted the orcs several rooms of their own however, and simply asked them to kill as many adventurers as they could in order to earn their keep within the tower.

All of the rooms designated as encounter area #8 are clearly orcish in style and equipment. There are bear furs everywhere. Fire pits have large stacks of wood and are burning brightly. Orc armor and weapons are displayed upon the walls. In the corners of each chamber are drying racks where strips of meat (that could be humanoid) are drying above smoky fires. There are chests filled with worthless fake jewelry.

There may or may not be Orcs present as your character party explores these rooms, at your discretion. Should your players be less challenged than you might wish by the tower thus far, feel free to place 3-6 orcs in each of these rooms. If, on the other hand, the characters are having some difficulty surviving the tower, leave these rooms empty (other than the described elements). In addition, should your characters theorize that the orcs here are stationed in this area as guards for the magical staircase in area #9, do not disabuse them of this notion (it isn't true, but let your players believe what they wish).

Each habitation, populated or not, contains some mixed coins of small denomination in addition to the chests of costume jewelry. The value of these coins, in total per chamber, is 2-12 gold pieces.



Level Two Encounter Areas



Encounter Area #9: One More Leading Nowhere, Just for Show

The center of this room is dominated by a large spiral staircase made of marble that leads upwards through the ceiling of this chamber. The steps are oversized (2' per rise) and should prove an arduous climb for any character attempting them.

A large spiral staircase occupies the center of this room, apparently carved from a single piece of heavily-veined marble. Its treads are spaced widely, measuring some 3' in depth and rising 2' between treads. Perhaps this staircase was meant for giants? Perhaps the Orcs were their underling guards?

Once the characters have passed beyond the level of the ceiling, the bottom of the staircase, and in fact the entire room below, fades immediately into darkness and only 5 steps of the staircase are visible. The staircase rises upwards forever. Should any character mounting these steps change his mind and reverse course, a mere 10 steps downwards teleports the adventurer to the outside of the closed front door see *The Front Door* on page 7).

Encounter Area #10: Big Zebidia, the Cursed Zombie

All of the doors to this room are locked (normal chances for lockpicking), and with good reason. This chamber is the prison for an experiment conducted by Monty when the tower was first built — an experiment that had an unexpected result.

Monty experimented liberally with poisons when the tower was first built, his hope being that he could create corpses best suited to the creation of blood gems. Zebedia, once a human adventurer, ingested one of these poisons and was transformed into a near-mindless zombie. He was also cursed with never-ending life; he cannot stay dead. As is shown in the chart below, if you “kill” him, he simply reforms, albeit a tiny bit stronger.

Zebidia

Appearance: This character appears as a weak fighter type in much worn leather armor and holding a cudgel for a weapon.

Demeanor: When seen by the characters Zebidia tries to trick the characters into giving him their gold and gems. Those who do he then ignores. Those who do not earn his never-ending wrath. He will warn the characters that he is a powerful enemy.

For all other combat statistics, see chart below.

What makes this character unique is that he/it appears time and time again to pursue the offending characters over the hours, days, and months of their character lives. At each reappearance, he is more bedraggled and beat up. Remember, however, that he gains one health point every time he reappears to the characters. No matter what the adventurers do to stop the zombie, even if the adventurers go so far as to turn the body to ash, Zebidia always returns and attacks.

You are encouraged to make Big Zeb a recurring feature of your campaign. To permanently defeat Big Zeb, a Remove Curse must be performed by a cleric of greater skill/power level than Zeb's current power level, and then the zombie must be killed and burned.

Big Zeb's Infamous Curse Chart

Death Times	Health Points	Power Level	Defense Rating	Cudgel Damage	Appearance Time
1 st	9	30% (6)	15% (3)	4 points	2.5 hours later
2 nd	10	35% (7)	20% (4)	2 d4	24 hours later
3 rd	11	40% (8)	25% (5)	6 points	3 days later
4 th	12	45% (9)	30% (6)	3d4	9 days later
5 th	13	50% (10)	35% (7)	8 points	81 days later
6 th	14	55% (11)	40% (8)	4d4	162 days later

Encounter Area #11: ...and Now, Our Grand Prize

Monty understands the need for his tower to gain repute as a repository of fantastic items and fabulous wealth, else visitors to his demense will only decrease with time. This chamber illustrates that concept. The doors to this chamber are locked (normal chance to pick) but there are no further guardians of the treasure that lies within.

Near the western wall of this dark chamber, rests a 4' tall glowing red marble pedestal. Sitting atop that smoothly carved piece of stone is a ring.

It's a *Wishing Ring*, good for three wishes. Should the characters ever return to this chamber, however, they will discover a duplicate ring that conveys a curse rather than a wish. The replacement ring can only be removed by a priest able to remove curses and has a -20% (-4) detrimental effect on all dice rolls.

Encounter Area #12: Still More Enticements

As with Area #11, the doors to this chamber are locked (normal chance to pick) but there are no further guardians of the treasure that lies within.

In the center of the chamber you behold a wooden rack. Arrayed on this rack are four glowing staves of different sizes and designs. One glows red, another blue, a third gives off a lambent green glow while the fourth shines forth a rich purple hue.

The blue staff is a clerical weapon that acts like a quarter staff and doubles the affect of any healing spell cast by the cleric in possession of the staff.

The red staff is a sorcerer's baton that absorbs any spells cast by low (20% [4]) Power spell casters or less, aimed at the owning sorcerer. The baton will 'hold' only the last spell thus absorbed, but it may be recast by the wielder at will.

The green staff prevents any user from being surprised.

The purple, four foot bo stick imbues its wielder with one power level of skill greater (character receives Power +5% [1]) than normal in combat.

Should the characters ever return to this room they encounter another set of glowing staffs, but these new staffs break after their first successful use.

Encounter Area #13: False Door of Monster Summoning

Although many of Monty's minions are content with their employment, most have, over time, expressed a desire to travel more. In order to satisfy this need, Monty has created False Doors which will summon monsters from any one of his many dungeons.

Before you stands a stone door upon which has been inscribed a single word, "Adventure" in Common language. The door is otherwise normal in size, and has hidden hinges.

The door can not be opened, but if touched, it issues forth a cloud of black smoke that quickly coalesces into the form (or forms) of a monstrous encounter. Feel free to use any low-powered (1-15% power) monster from the bestiary for this purpose, or any of your own choosing. These monsters will never have treasure of any value.

Encounter Area #14: False Door of Painful Treasure

In order to provide something of a quandary to those exploring his demense, Monty also created an identical door, but with differing effects.

Before you stands a stone door upon which has been inscribed a single word, "Adventure" in Common language. The door is otherwise normal in size, and has hidden hinges.

The door can not be opened, but if touched, it issues forth a high-speed stream of turquoise gemstones that will strike any and all characters within 10' of the door for 1d8 damage (with normal chances for avoiding the stream). A total of 60 gems make up the stream that issues forth, and they are real, although of somewhat low value. Each turquoise in the stream has a value of 20 gold pieces.





Bestiary



Bandits

Appearance: These characters are humans in leather armor with short swords and throwing daggers.

Demeanor: The bandits are surprised at the sight of the characters. They are content to hurl daggers as long as the characters allow them to fight at a distance. If the encounter goes against the bandits, and they have an avenue of escape, the bandits run away.

Power: 15% (3)

Defense: 15% (3)

Health: 8

Move: 10

Init: 0%

Damage: Thrown Dagger 1d4, Short Sword 1d6

Special: Their weapons have magics on them causing them to glow and give light to the bandits.

Treasure: Their weapons are unusually well made and worth triple the normal price.

Death Starfish

Appearance: Five 20' long tentacles surround a huge maw in the center of this hideous beast. When standing upright (as pictured) these creatures measure from 10'-12' in height.

Demeanor: The tentacle monster orients on its prey by scent and attacks by sucking the fluids from its misbegotten prey. It has base animal intelligence and knows no fear. It will slowly follow the characters until it catches and eats them or the adventurers kill it.

Power: 15% (3)

Defense: 25% (5)

Health: 18

Move: 8

Init: -5% (-1)

Damage: Tentacle 1d4 + Special (see below)

Special: Once struck, the tentacles of this monster adhere to the character, drawing forth an additional 1d4 Health each turn. The tentacles can be removed if specifically targeted by a character (Defense as above) and each tentacle has 6 Health. Severing of a tentacle in this manner does not cause harm to the overall Health of the creature, and the tentacle will grow back in 2-12 hours. Death Starfish are particularly susceptible to fire-based assaults and take twice the normal damage from these types of attack.

Giant Wolf Spider

Appearance: This awe-inspiring arachnid's body is 3' tall and wide. The predaceous beast chitters loudly as it rushes to attack the ensnared.

Demeanor: Hungry but clever, this spider always attacks by first webbing an opponent, and then moving in for the kill. If unable to snare an opponent with its web, the spider will always retreat and later attempt to attack again from hiding.

Power: 30% (6)

Defense: 10% (2)

Health: 40

Move: 15

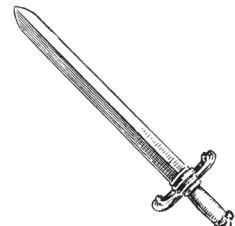
Init: 0

Damage: Web (special) or Bite (3 points + special)

Special: This spider always attacks by initially shooting forth a long strand of sticky webbing which always hits unless actively avoided by the targeted character (normal chance to avoid, 30' range).

Failure to avoid means that the player has been ensnared with a web and they will become increasingly entangled every turn thereafter, becoming completely paralyzed within 4 turns. Once the spider has paralyzed a character, it moves in to bite the character (at +20%/+4 to hit due to immobility) for 3 Health damage and a poison that causes unconsciousness for 12 hours. Poisoned and paralyzed characters are then quickly spirited away to areas of the web near the ceiling of this area for later consumption by the spider.

Companions may extricate a character snared by the webs through the use of either razor sharp weapons or prodigious amounts (a full gallon of distilled spirits or perhaps 5 or more gallons of wine or beer) of alcohol. On his own, a character has no chance of freeing himself.



Goblins

Appearance: The goblins in this tower are 3' tall with skinny legs and arms, their green flesh covered in pig-like bristles. They wear ring-mail armor, have a quiver of arrows and bow as well as a sheathed short sword.

Demeanor: These goblins are reasonably fearless, as they are assured of an instant get-away (see *Monty's Rings* on page 13). They will flee if two or more of their number are slain.

Power: 10% (2)

Health: 2

Init: Always attack last in the combat round

Damage: Short Sword 1d6, or Arrow 1d6

Special: Goblins can see in darkness as though it were twilight. The bows and swords of the goblins break if used by the characters. Each goblin also wears a special ring (see above).

Treasure: Each goblin carries 2 copper pieces in a belt pouch.

Orcs (various)

Appearance: The orcs of this tower are six foot tall and well-muscled, with a pig-like face. Their red flesh is covered in pig-like bristles. Each orc wears black leather armor with man-tall shields and uses a strange looking large blade on a four foot pole.

Demeanor: The orcs are summoned here to kill the characters, and Monty allows no retreat from this area.

Power: 15% (3)

Health: 6

Init: Always attack first in the combat round

Damage: Orc Blade 1d6

Special: Orcs can see in total darkness.

Treasure: Each orc carries 1 silver piece, in a belt pouch.

Skeleton (1)

Appearance: a naked, human skeleton

Demeanor: mindless, the skeleton will attack until destroyed.

Power: 5% (1)

Defense: 10% (2)

Health: 5

Move: 10

Init: 0

Damage: Short Sword 1d6

Special: skeletons take only half damage from bladed weaponry. They are immune to mind-based magical attacks.



Skeleton Dinosaur

Appearance: This animated skeleton is that of a large prehistoric reptile: 10' tall and 16' long. The undead fossilized creature weighs hundreds of pounds and moves very slowly.

Demeanor: When attacking the skeleton tries to crush prey under its heavy taloned feet. It slowly follows the characters until it kills them or they destroy it.

Power: 15% (3)

Defense: 20% (4)

Health: 15

Move: 10

Init: Always moves/attacks last in the round.

Damage: Crushing Foot 1d8

Special: The skeleton can't be poisoned, held, or paralyzed; further, it is immune to cold, mind-altering, and death spells. It takes only half damage from bladed weapons.

Skull-sized Spider (10)

Appearance: With a body the size of a human skull, these black spiders are almost invisible in the darkened dungeon. The monsters move swiftly and crawl up a character's body to inflict poisonous bites on unarmored portions of their victims.

Demeanor: Aggressive but cautious, these spiders will attack twice before retreating into the darkness.

Power: 10% (2)

Defense: 10% (2)

Health: 9 x10

Move: 24

Init: 20% (4)

Damage: Bite (1 point) + Poison

Special: The poison (normal chance for resistance) of these spiders results in a fast-acting paralysis (occurring in 1-2 rounds at your discretion) that lasts for 5 hours. Paralyzed player characters so afflicted could be eaten by the spiders if left alone.



Bestiary



Staircase Thieves (1 per character)

Appearance:

These thieves are humanoid, 5'6" tall, slight of build, and are cloaked in flowing black cloaks over black leather armor. They are unarmed.

Demeanor: The thieves will make one attempt at pickpocketing and will then retreat. They speak no known language.

Power: 5% (1)

Health: 6 (each)

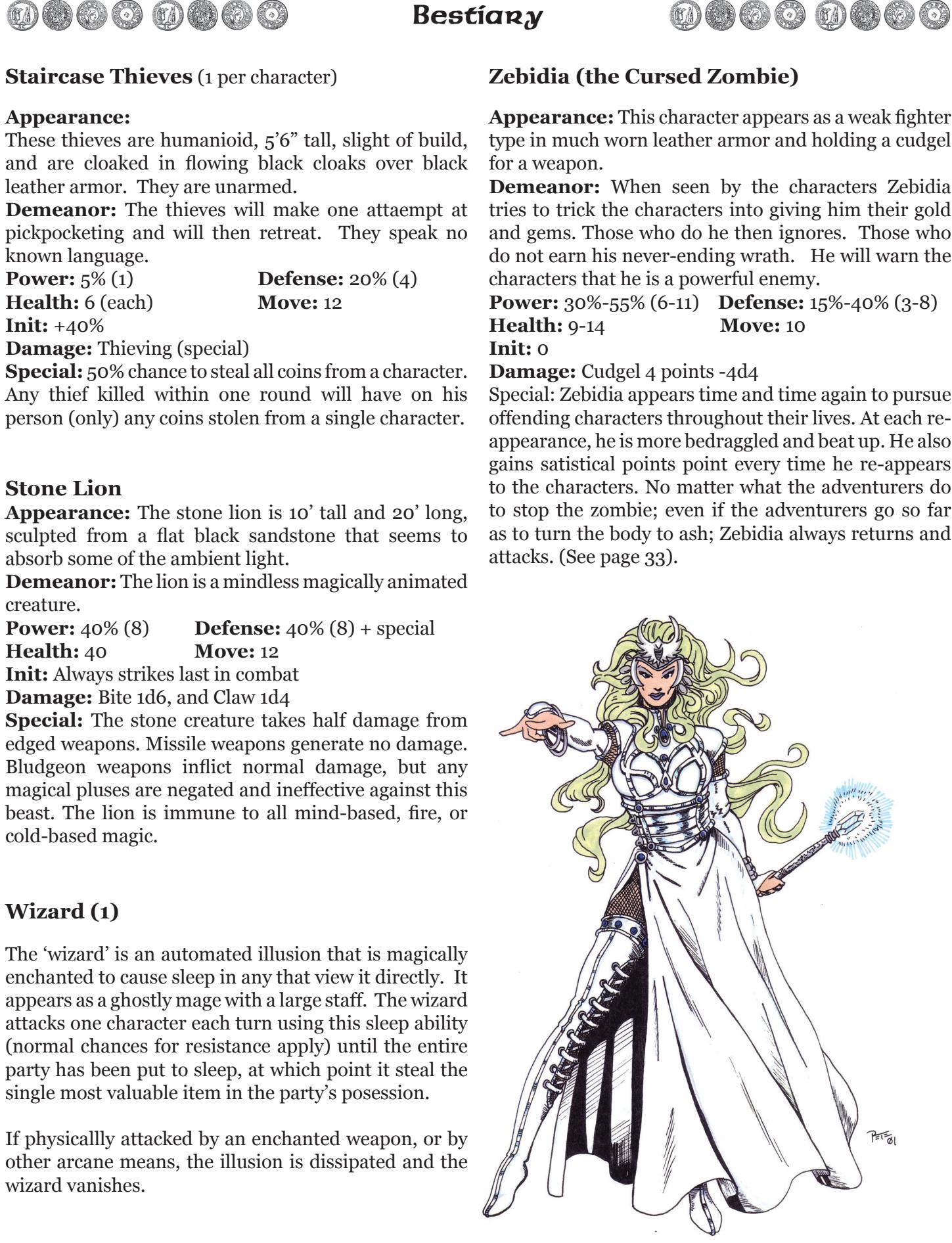
Init: +40%

Damage: Thieving (special)

Special: 50% chance to steal all coins from a character. Any thief killed within one round will have on his person (only) any coins stolen from a single character.

Defense: 20% (4)

Move: 12



Stone Lion

Appearance: The stone lion is 10' tall and 20' long, sculpted from a flat black sandstone that seems to absorb some of the ambient light.

Demeanor: The lion is a mindless magically animated creature.

Power: 40% (8) **Defense:** 40% (8) + special

Health: 40 **Move:** 12

Init: Always strikes last in combat

Damage: Bite 1d6, and Claw 1d4

Special: The stone creature takes half damage from edged weapons. Missile weapons generate no damage. Bludgeon weapons inflict normal damage, but any magical pluses are negated and ineffective against this beast. The lion is immune to all mind-based, fire, or cold-based magic.

Wizard (1)

The 'wizard' is an automated illusion that is magically enchanted to cause sleep in any that view it directly. It appears as a ghostly mage with a large staff. The wizard attacks one character each turn using this sleep ability (normal chances for resistance apply) until the entire party has been put to sleep, at which point it steals the single most valuable item in the party's possession.

If physically attacked by an enchanted weapon, or by other arcane means, the illusion is dissipated and the wizard vanishes.

Zebidia (the Cursed Zombie)

Appearance: This character appears as a weak fighter type in much worn leather armor and holding a cudgel for a weapon.

Demeanor: When seen by the characters Zebidia tries to trick the characters into giving him their gold and gems. Those who do he then ignores. Those who do not earn his never-ending wrath. He will warn the characters that he is a powerful enemy.

Power: 30%-55% (6-11) **Defense:** 15%-40% (3-8)

Health: 9-14

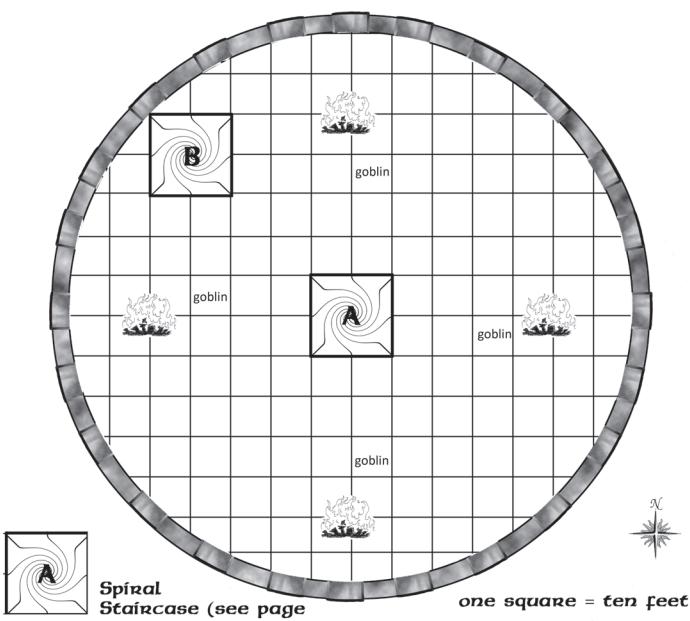
Move: 10

Init: 0

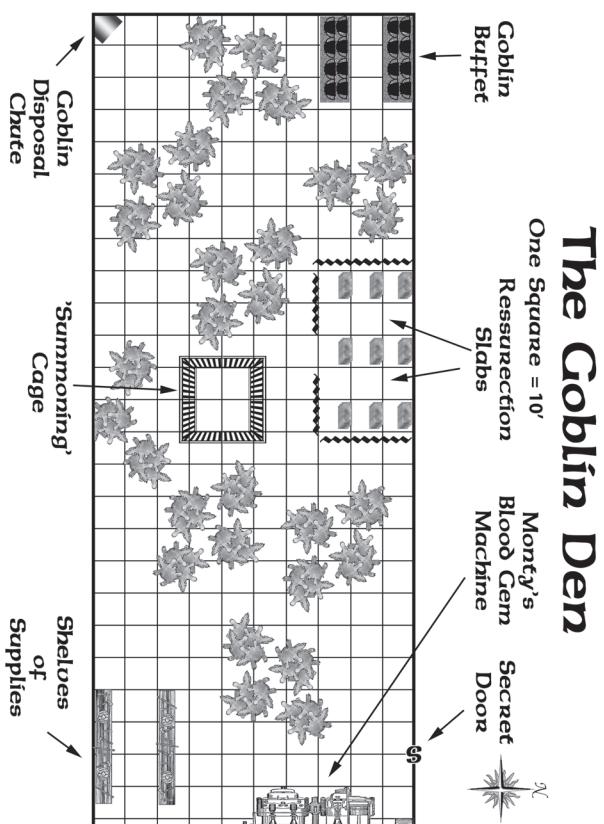
Damage: Cudgel 4 points -4d4

Special: Zebidia appears time and time again to pursue offending characters throughout their lives. At each re-appearance, he is more bedraggled and beat up. He also gains statistical points every time he reappears to the characters. No matter what the adventurers do to stop the zombie; even if the adventurers go so far as to turn the body to ash; Zebidia always returns and attacks. (See page 33).

The Top of Monty Haul's Lesser Tower of Doom

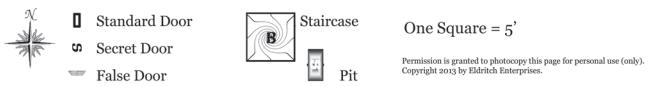


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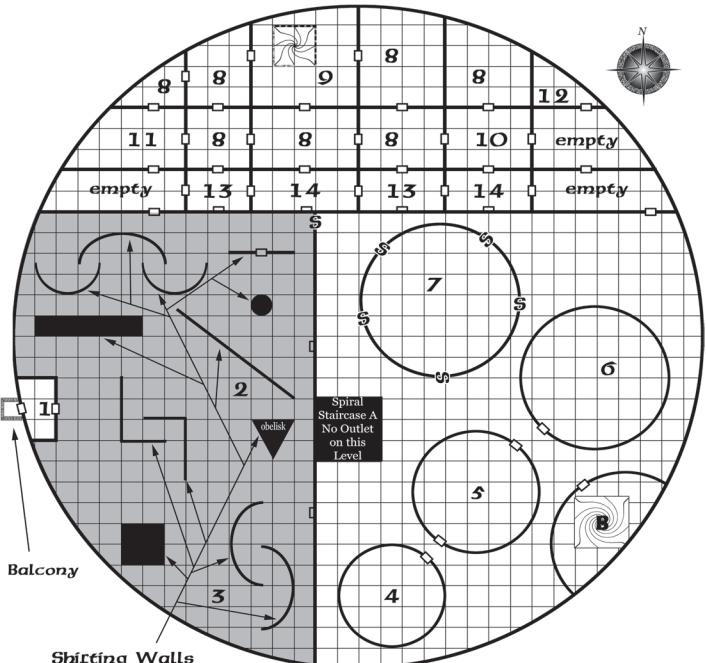
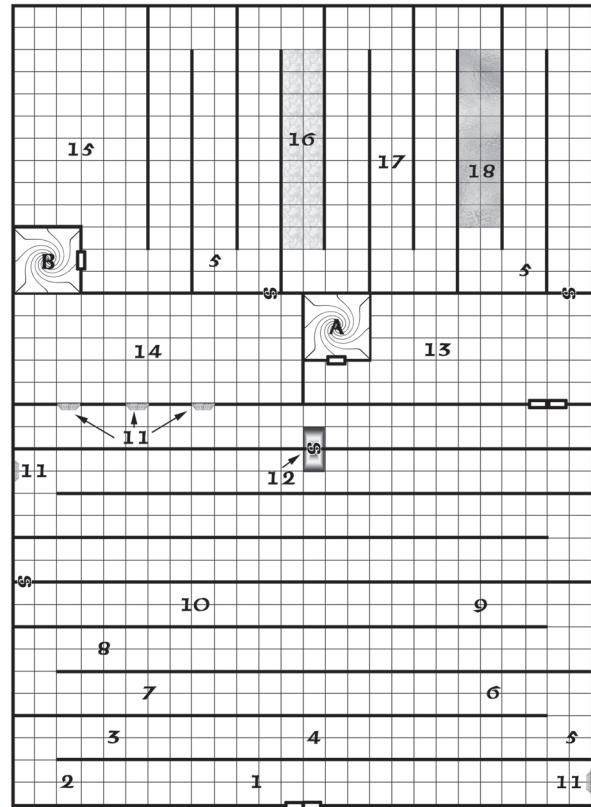


Note: the inside of this room is actually much larger than it might appear if viewed from outside the room. This is one of Monty's spacial-dimensional anomalies.

Monty Haul's Lesser Tower of Doom Level 1

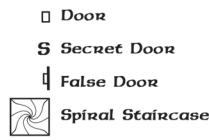


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Monty Haul's Lesser Tower of Doom Level II



One Square = 5'

James M. Ward ~ Monty Haul's Lesser Tower of Doom

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dition adventure for use with
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are for 5-7 players of moderate level
ole playing systems

A Fabulous Treasure Doth Lie...

within this tower, beneath the sky.

*Protected by might and subtle subterfuge,
a treasure and power that might be termed huge.*

*A King's ransom and magic await those who would dare.
Ignore the mundanes who shout, "Don't go, Beware!"
"Your passing will disturb not even the air!"*

*Heed not this yammer from the faint of heart,
for all that enter shall play their part.*

*There is risk, 'tis true, many never again see sky;
and no guarantee shall ever stand nigh.
But if you're skilled, or desperate, or spry,
and luck smiles upon you bye and bye,
let's decide to make a deal, just You and I.*

If you find it, you can keep it. If you lose it, I reap it.

*I am Monty Haul, and you can depend on my word.
Now quit whining and pick up your sword!*

Once human, and an adventurer of note, Monty Haul has become a demi-god of Chaos. To further his power, he needs blood... and souls. To garner these, he offers a challenge to the heroes of the realm: his Tower of Doom. He tempts the bold with items of power and hoards of vast wealth. His front door warns those who would make the attempt that few shall garner these rewards. Prepare as you will for this challenge, the risk will not decrease.

But then, how hard could it be? It is Monty's "Lesser" *Tower of Doom* after all.

Monty Haul's Lesser Tower of Doom is designed for exploration by parties of three or more characters of beginning to low level with moderate equipment. It uses generic language making it suitable for use with most fantasy role-playing game systems.



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Fatality Rating: 80%