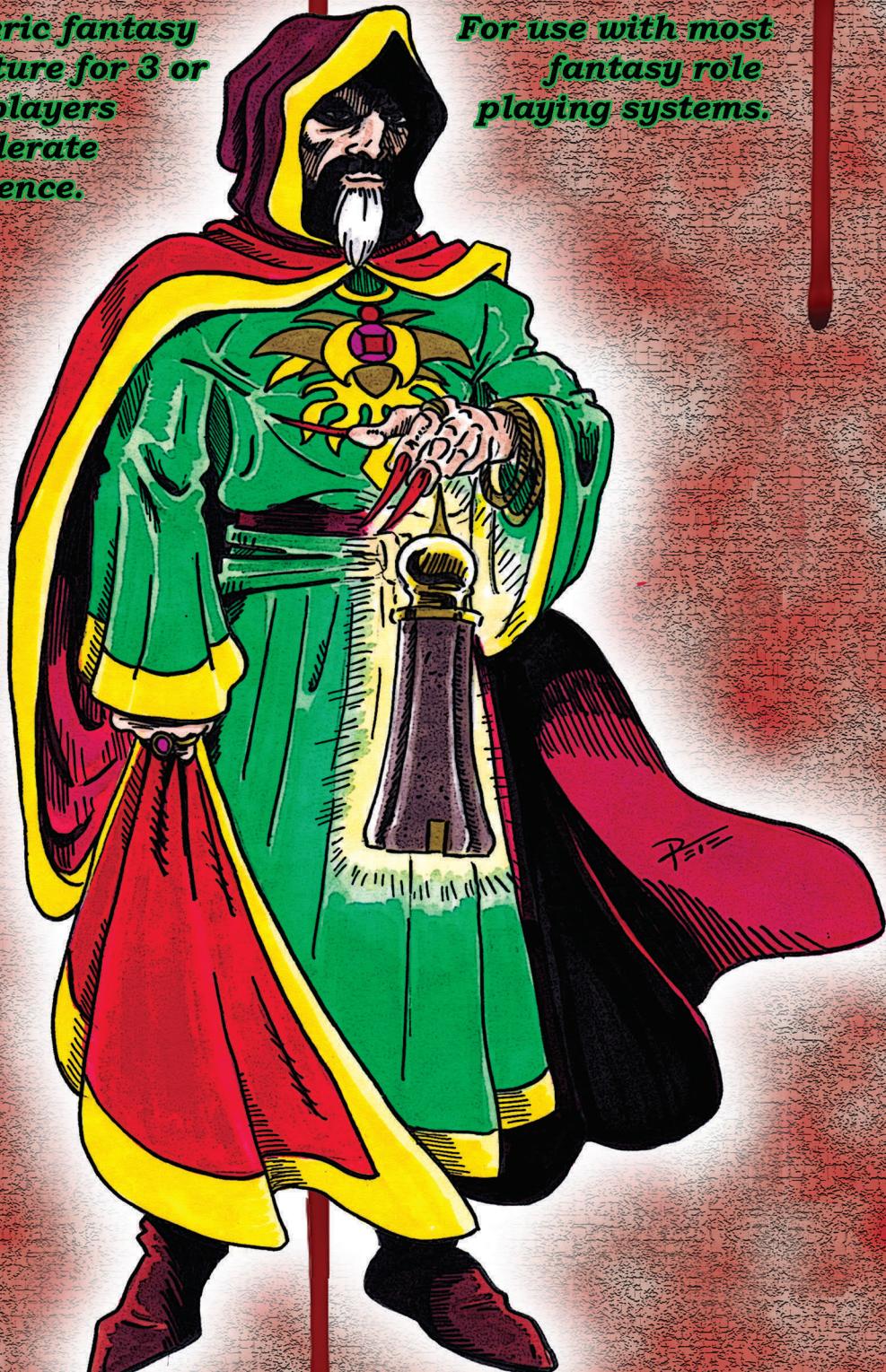


James M. Ward's  
**Tower of the  
Scarlet Wizard**

ENT26004

*A generic fantasy  
adventure for 3 or  
more players  
of moderate  
experience.*

*For use with most  
fantasy role  
playing systems.*



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# Adventure begins...

*...when a scroll tube falls into your outstretched hands  
amid a shower of magical sparks.  
Inside is a map, and a letter from your uncle.*

*It seems you have inherited a tower  
filled with wondrous riches.*

*Well... almost.*

*This adventure should provide hours of fun for all character types and levels,  
and is only deadly to the incautious and unwise.*

*Characters of that ilk  
should perhaps have their wits in order  
prior to any exploration.*

*Those characters who survive will have a new base of operations,  
better than any room at an inn.*

*The Tower of the Scarlet Wizard uses generic terminology easily  
convertible to any fantasy set of rules.*

*This adventure, and many more, are also available at  
[www.EldritchEnt.com](http://www.EldritchEnt.com)*



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*Fatality Rating: 60%*

James M. Ward presents Tower Creation #1...

# Tower of the Scarlet Wizard

A short FRP adventure for 3-6 characters of any power level.

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## Author's Introduction

This is a purely-for-fun adventure quest set in any fantasy campaign, and as such should be considered experience-potential rich. There are a lot of magic items in this tower; an ancient wizard spent his life collecting magic items and perfecting the creation of automatons to the point that he became adept at creating any type of clockwork creature he wished. Scale the magic to whatever level you prefer in your campaign. I want your players to enjoy themselves with this challenge. In my game I've always enjoyed giving out lots of magic items and this tower reflects that style.

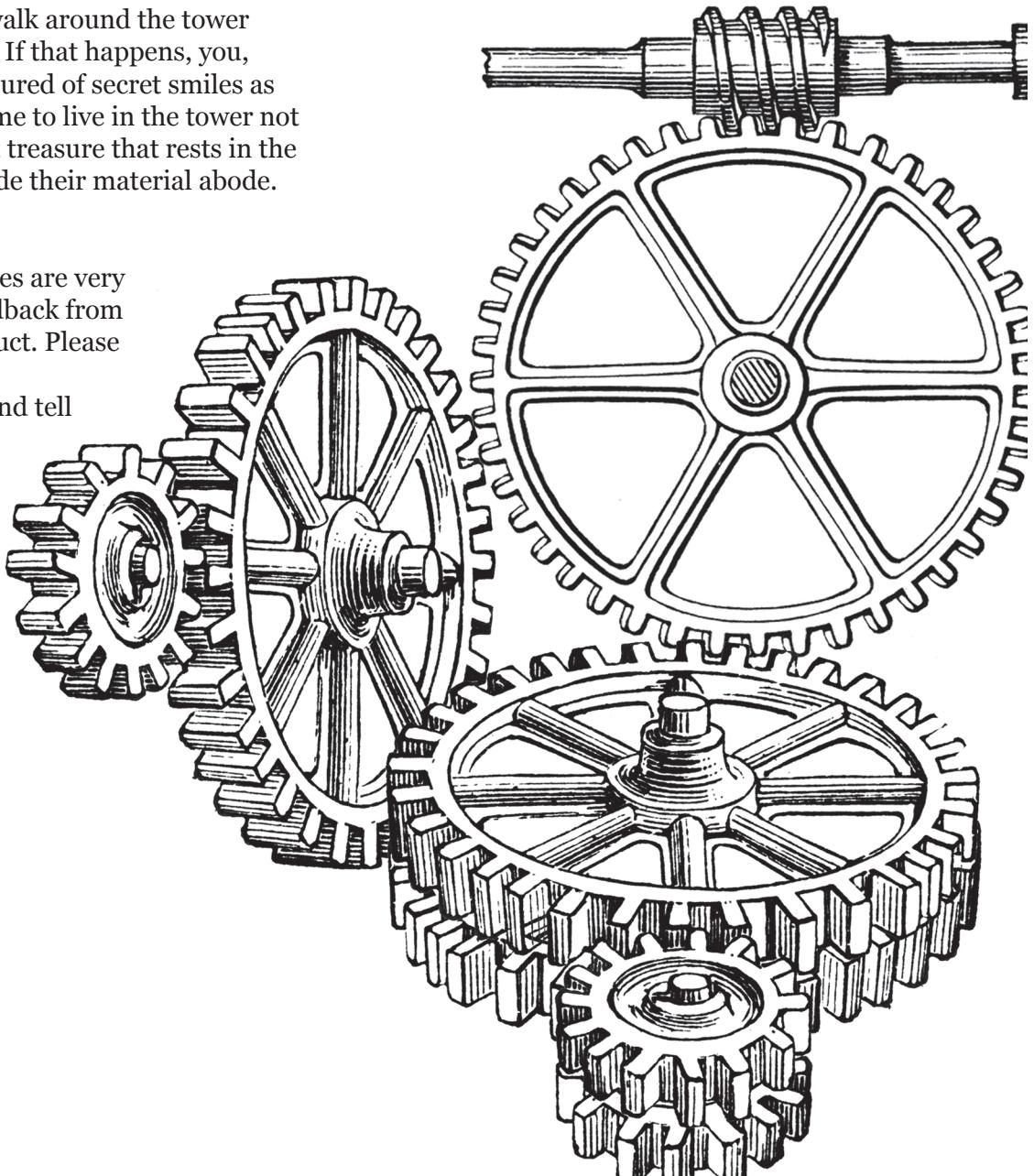
For some strange reason I find myself on a clockwork tangent in my designs right now. The idea of brass gears turning and visible in the body of the creatures I make is a fascinating one to me. While I know these types of creatures seem intimidating and difficult to take on, remember that a good handful of gravel or the well placed rod in a gear can stop them dead.

It's entirely possible to walk around the tower and never find anything. If that happens, you, as the referee, can be assured of secret smiles as the player characters come to live in the tower not even knowing of the vast treasure that rests in the ethereal plane right beside their material abode.

We at Eldritch Enterprises are very interested in getting feedback from you readers on our product. Please look at our website, [www.eldritchent.com](http://www.eldritchent.com), and tell us what you think of our designs.

Best regards,

James M. Ward



# Salient Points, or Everything the GM Needs to Know in a Nutshell



A: A distant cousin (one of the characters) of an ancient wizard gets a letter. He is told the wizard has passed and wants to give his tower away to a deserving relative. There is a time crunch because other relatives have the same letter.

B: Getting to the tower, their task of entering is made difficult by a deadly door. If they are wise, they bribe the children of the area who have seen the door open. This should also tip off the group that someone else is exploring the tower.

C: The first level of the tower presents an interesting look into the life of a wizard. The trophy area has a hooded medusa head. The kitchen has a magical/dimensional space for a pantry. There is a treasure room that is much too small for a wizard who has been alive and amassing for a thousand years. On the wall, invisible, is a portal that leads to a fabulous tower level placed in the ethereal plane of existence.

D: As might be expected in such a magic-laden abode, the stairs up and down speak as characters use them. The second level of the tower is the living quarters of the wizard. A huge magical beehive stops spell casters from using spells until they figure out how to negate the bees. The wizard's sleeping quarters are richly appointed, but not magical. The wardrobe area presents useful items to wear and also a set of cursed boots. The zombie parrot is a harmless creature filled with useful code words; revealing these codes if it is fed raw meat. The second, equally invisible portal goes to a second ethereal chamber filled with magical wands.

E: The third is the most magical level of the tower. The clockwork stickman is the Steward of the Tower (and Keeper of Secrets) and as such works hard for the new master, whomever that may eventually be. The art gallery is there to impress the characters with its richness and magical effects. Any of the pieces of art would go for impressive amounts of gold if sold in the city market. The spell component area is impressive in its size and complexity. Several missing bottles in this area should warn the characters that something is not right in the tower and someone else has been there. The clockwork workshop area and the brass bull present their own interesting puzzles. The third ethereal tower level has the most unusual clockwork being, but it is guarded by another of the Scarlet Wizard's cousins that has scouted the area and wants to own the tower for herself. The female clockwork being in the chamber is the only clockwork construct that can leave the tower of its own volition.



## Other 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.

*Facts that are important and relevant to the Game Master in particular*, and which must be discovered by the characters, are printed in italics.

“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**.

The usual abbreviations for feet and inches—’ and ” respectively (e.g. 5’ 6”)—are used throughout. These English units are used in this American edition, while Metric is used in those customized for most of the world.

A reference to 10’y indicates a distance of 10 feet if indoors or 10 yards if outdoors, a common feature of some of the wargame rules whence role-playing derived. This obviously does not apply inside, but is often relevant outdoors.

**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.

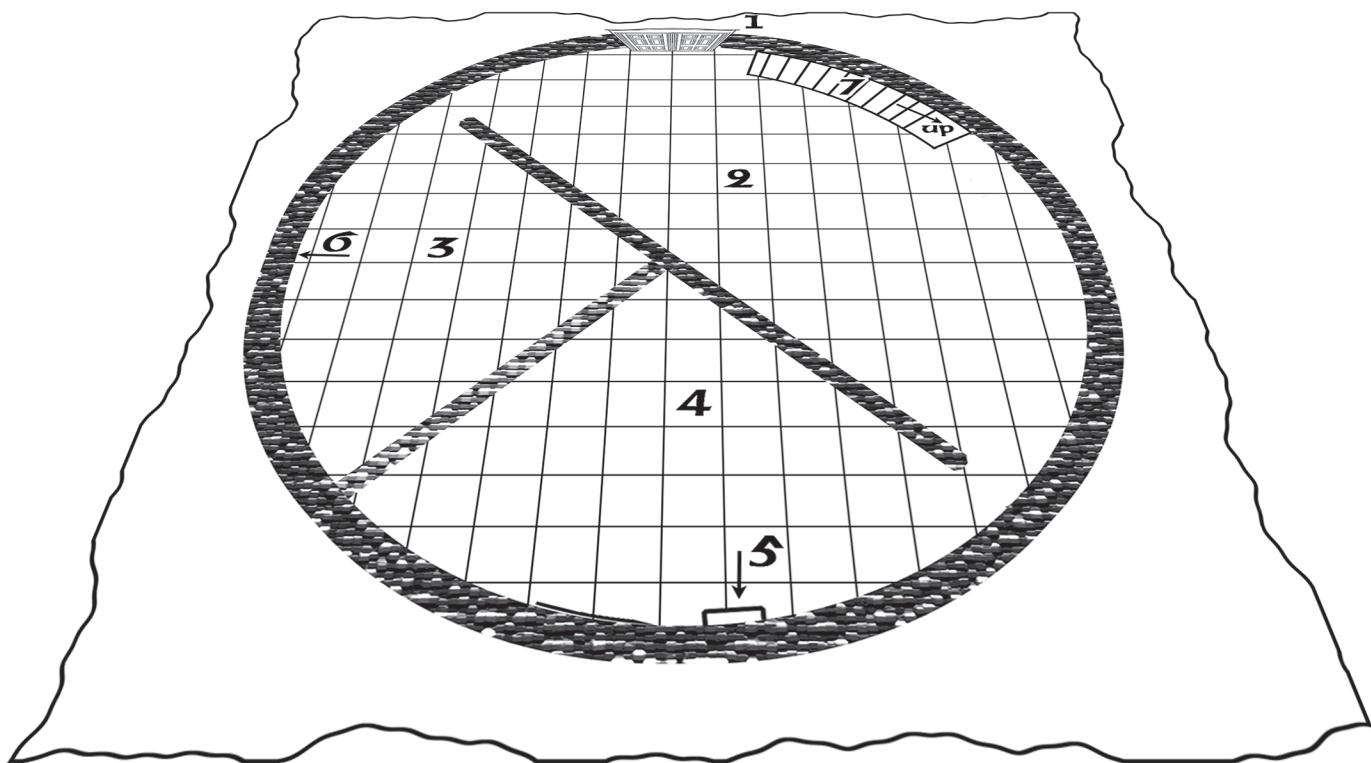
**Move** is how far the creature moves per second, measured in feet. AH is 6-12.

**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.

**Other** provides all details not fully specified above. Certain Special abilities may be abbreviated above and here described in greater detail.



**MAP NOTES:** All tower squares are ten feet (10') across. The second tower is located in the Ethereal Plane of existence, but the magic of the tower keeps all ethereal life forms out of its areas. All ceilings can be considered 15' tall unless otherwise noted.

The walls, ceiling, and floors of both towers are granite formed in large six foot by six foot rounded and smoothed stone blocks. The camouflaged portals appear to be more walls of the tower. No detection spell can locate them. Touching that portion of the wall allows the character to discover an open portal nine feet wide and tall. The portal leads into a stone corridor where another hidden portal is available to the characters, granting them access to the ethereal portion of the tower.

The marble stairs up and down in the tower are all different colors of red, but made the exact same way. The magic dweomer on the stairs cannot be detected. As the stairs are used they say their sentences several times, loud enough to be heard through the entire tower. Each staircase has its own phrase that never varies and informs the tower servants and eventually the tower owner where the characters are on the stairs. The disembodied voice, which seemingly comes from everywhere and nowhere, is triggered when a character treads upon the third step in the staircase. It doesn't speak again for sixty seconds, even if more characters step on that platform.

Using magic on the outer walls and outer first floor portal creates large bundles of fresh-cut flowers of many types. This effect is not reproduced inside the tower. These are eagerly picked up by the inhabitants of the village. Villagers can tell the characters this happens all the time when fortune-seekers try magic on the tower. The citizens say they gathered large bundles of flowers in the last three days. (They have a very profitable side business with several noble estates in the area always demanding fresh flowers.) Note, however, spell effects already in place upon the persons of the characters aren't negated by the action of the tower. Those spells would include things like a clerical blessing or an illusionist's casting of a spell to change the appearance of a character. However, using wishes to get in or other phase type spells to go through walls only make more flowers that are happily picked up by the locals. Special magics, or artifacts like holy swords, when used on the tower, also produce cascades of cut flowers, or may even turn into flowers as in the case of the sword. These flowers revert to the original items if brought into the tower.

Once inside the building, the wizard's cousin magically "knows" (a spell implanted in the genes) how to work the front door and turn off the deadly effects of the first level. Further, they "know" the method of opening the door by pressing the middle portions of the right and left frame of the entrance.

## The Letter in Question

Dear Cousin,

If you are reading this I have died. In the village of Dragonscale there is a tower of my creation. It's going to be deadly to get into, but I can assure you that the effort is worth making.

If you can convince the servants that you are worthy, you can possess the tower and all that is contained therein. You will meet the following servants: a brass steward, a parrot, a special hive of bees, and a lovely lady. Once you have deduced their puzzles, you will own the tower.

I must warn you that you have nine other cousins receiving this same letter.

I'm sorry we never met. I enjoyed life and lived over a thousand years. Rush to the tower or not as you wish. I still wish you and yours well.

Warmest regards,

Your cousin, the Scarlet Wizard

PS. On the back of this letter is a magical map that leads you to the tower, luck to you. .

GM Note: At this point I am assuming that you have blended this into your own game or have decided to play it as a one-off. In either event, the times and distances are entirely up to you. You can place it in a far wilderness or a heretofore hidden valley in the mountains.

You now stand in front of the tower the map has led you to. You see a high spire about 65 yards tall. The bottom paces off to a bit less than 50 yards wide. Tapering only slightly as it rises, the very top is surmounted by a needle-tipped spire of golden metal.

There are no windows. There is a double set of doors on ground level.

What to do? What to do?

## 1: Deadly Trapped Front Doors

GM Note: Skim this before beginning.

Looking around the group sees the quiet village of Dragonscale. Speaking with a couple of guarded, but non-hostile villagers, you learn that during the wizard's life, the village grew up around the tower; it seems that the wizard had a taste for succulent pork chops or a tasty hen for the spit, and so he encouraged nearby settlement. The tower's reputation was sufficient to protect the villagers from travelling brigands and other scum; a pair of ruffians apparently unaware of the reason for this reputation are said to reside today on the bottom of a local pond. A pack of children eyes you, talking amongst themselves and laughing as they watch from an empty lot across the street. They are pointing and laughing at your group. In front of you, the double doors stand ten feet high and there are several two feet square panels in each door. There are carvings of city life on the panels. The doors and stoop are covered in dried blood.

### Option 1: Going Up to the Door and Pulling on the Latch

Blades are out seven feet and cut anything in front of the door doing 30 health points of damage.

*The door handles are part of the trap and cause the blades to activate every time the handles are touched. A clever character could destroy the trap, that cleverness wouldn't open the doors. The trap magically fixes itself every night.*

### Option 2: Using Magic on the Door

Bundles of flowers appear instead of the magical effect of any spell on the portal or walls of the tower.

These blooms are collected by the villagers and quickly resold to a couple of local noble houses at a very tidy profit.

### Option 3: Using a Battering Ram on the Door or the Tower Wall

A magical pit opens and sucks in the ram before it can touch the tower.

The ram users are left with empty hands and unharmed.

### Option 4: Talking to the Door

A face of a wizard appears on the door. It's angry and taunts the characters and especially the wizard's cousin for being foolish.

*The wizard makes the characters do foolish actions to open the door and laughs at the characters when the door doesn't open. Finally, the wizard face tells them the answer is right there for them to use and the face vanishes.*

### Option 5: Bribing the Children for Information

The kids say they would never go into the tower because no one ever comes out of the doors. They offer to open the door for 100 gold.

*If the characters barter a bit they can get the price down to 50 gold. The kids come over and insist that the characters turn their backs. Two of them touch special places on the frame of the portal and the door opens. They run away laughing at their good fortune. If asked, the kids admit to opening the door two days ago for another character, but give a very inaccurate and misleading description of that person.*

### Option 6: Using Other Objects on the Door.

Any inanimate objects like poles, cords, and stones, all vanish into another dimension when attempts to use them on the portals are tried.

### Option 7: They Try Something Else

This one we leave to you...

## 2: Trophy Area



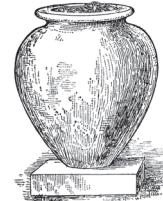
You see a half circle area with about a twenty yard radius at its longest point. There are numerous monster heads mounted on the single long wall on one side of the area. A set of stairs going up are on your left near the open outer portals. There are openings to level chambers on the top and bottom of the center wall. There are several minutely detailed statues of adventurer type characters in the area. The statues are so ultra-realistic that the characters may jump to the conclusion that they are looking at petrified fellow adventurers; even though they are not, there is no urgency to dispelling false assumptions.

This tower section displays many of the unusual creatures the wizard has captured or killed over the years. There are ten monsters hanging on the wall. Among those is a head covered in a lustrous, black silk cloth. *The cloth hides a medusa head able to turn characters into stone if they should take off the cloth and look at the head.*

## 3: Small Treasure Area

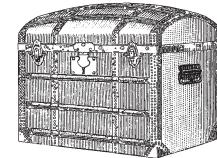
The area appears 30 yards long by 30 yards wide. The walls are square in the center and the curved tower wall is on the outside of the area. The most spectacular sight appears to be a thick layer of (real) gold dust covering this area of the tower floor. At the top and bottom of the area along the curved tower wall are openings to other parts of the tower. A quick scan reveals several potential treasure holding objects and a pedestal with some type of gem on the top.

This area is covered in true gold dust up to two inches deep. When cleaned up it amounts to 1,000 gold pieces. Keep in mind that two hands-full of the gold dust can stop the action of a clockwork creature.



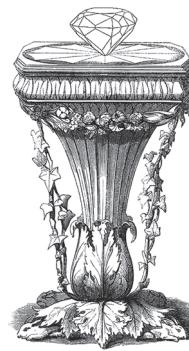
### Large Urn

The urn stands four feet tall and is a masterwork in crimson ceramics, worth at least the cost of a castle tower. The urn is filled with rough cut gems. *If all cashed in, the total amount would equal a hundred gold pieces.*



### Large (trapped) Brass-Bound Chest

The excellently made chest stands four feet tall, two feet wide, and seven feet long. The chest lock is trapped and triggers when someone tries to pick it. When the lid opens another trap is activated. A final trap reveals itself if someone gets to the bottom of the chest. In each trap activation a bolt of lightning strikes the character doing 35 points of damage. Each trap is easily disarmed if looked for by a character. The full chest has 10,000 silver coins.



### Pedestal of Dark Red Marble

The pedestal holds a perfect red-white, fist-sized, faceted star diamond. Taking the diamond from the pedestal activates poison gas which shoots out of all sides to a distance of ten yards. If the characters don't roll to avoid this gas, they die from the poison; if successful the character takes no damage. The trap is easily found and easily disarmed if looked for by a character. The diamond is worth 25,000 gp.

## 4: Kitchen

This is clearly a kitchen area for the preparation of food. You see crimson granite counters, cupboards underneath, and a pantry door on the north wall of the curved tower. In the middle of the area is a large cutting block. The area is approximately 35 yards long and wide. The walls are square in the middle of the space and the curve of the tower wall fills the North face of the area. There are openings on each ends of the square walls.

### Large Cutting Block

This is a hefty piece of red oak standing four feet tall, four feet wide, and four feet long. There is a set of razor sharp cleavers attached to a holder on the side of the block made of the finest steel. These could be formidable makeshift weapons.

### Marble Counters with Cabinets

Some of these hold pots and pans. Some cabinets under the counters hold useful dishes, utensils and the like for cooking meals for groups of people, as well as several jars of mana honey (see page#10).

### A Small Chest on the Counter

is filled with silver flatware. The silver in this chest is of the finest purity but has become tarnished and hides its true quality. There is service for 24 diners and each silver utensil is worth three gold, if sold individually; as a set it would be worth three to five times as much as the values of the individual pieces. A single setting consists of three forks, two spoons, and a table knife.

### A Tun of High Quality Wine with Silver Tankards

Off to the side of the counter is a large barrel of wine. Silver, tarnished tankards (worth 5 gp each) hang from the barrel in the dozens. The wine has a dry, perfect taste. The barrel serves two hundred full tankards.

### Metal Plate Set Into the Marble of the Counter

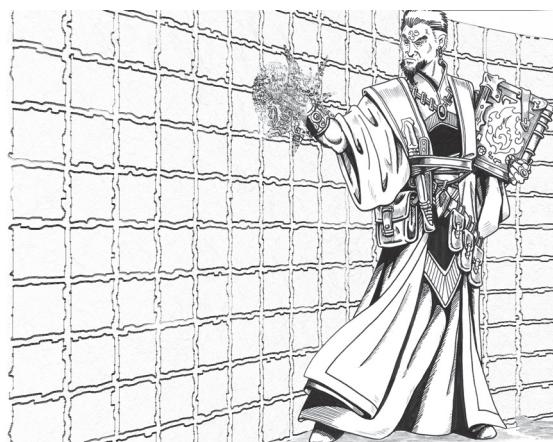
Inset into one counter is a three foot square metal plate that is slightly warm to the touch. Verbal orders from anyone designated the cook by the tower owner can make the plate as hot as the cook wants and different heats can be maintained in the four quarters of the plate.

## 5: The Pantry

There is a large wooden door opening into a pantry. The door is hinged to the stone wall. The pantry is stuffed with food and wine barrels, with a walk space in the middle allowing a person to go back to where it abruptly ends in a wall of blackness.

*A careful look at the doorway sides shows the darkness to be formed by some sort of otherworldly fabric. One can grab the dark edges from the inside of the door frame and pull the entire tent-like structure toward them. Once pulled the sheet is like a large cloth and can be folded to a foot square and not represent the true weight of the food and wine contained inside the magical space.*

*A little thinking about the tower walls should reveal that a twenty foot by ten foot chamber could not be at the side of the kitchen wall. The chamber also shows up for a magical detection; however the brass bees stop that spell from working before it can be cast.*



## 6: Hidden Portal

*DM Note: Illusion lends itself well to suggestion and guesswork: just what is, exactly, on the other side is always open to interpretation. Do not hesitate to let the players make wrong or inaccurate guesses as to what they think they see on the other side.*

The wall here looks to be just like any other section of wall. If a character touches it with anything, they pierce the illusion. There is a short passage of scarlet stone that ends in a stone wall. This end wall is also a illusionary portal allowing entry into the lower magical chamber (see page #14).

## 7: Stairs Up

You see a well made set of scarlet marble stairs.

As the characters go up the stairs, the magic of the stairs speaks. **“Someone is coming up. Ware casting spells in the tower.”**

## 8: Stairs Down

You see a well made set of burgundy marble stairs.

As the characters go down the stairs, the magic of the stairs speaks. **“Someone is coming down. Befriend the bees or don’t cast spells.”**



## 9: Brass Clockwork Bee Hive

*Spell casters with spells up and running cause the clockwork bee hive to hum loud enough to be heard on every floor of the tower.*

**You see a very artistically crafted ten foot tall brass work of art. Brass bees are constantly moving in and out of the oversized entrance hole at the bottom of the domed hive. The clockwork nature of the living sculpture is clear as gears cause the nest to slowly turn on the stone floor. Their nest appears as a bell with several holes.**

Shining lights into the holes reveals the clockwork nature of the artwork. A slight cranking can be heard constantly throughout the nest.

### Bee Swarming

As the invocation of magic attracts the bees here, 20 brass bees fly out to attack any spell caster before they finish any spell they try to cast in the tower. Two bees peel off to attack each member of the character party. The rest attack and 100% of the time disrupt any spell being cast, even the very short spells. Roll a d6 for each bee. Be sure to roll the handful in front of the spell caster so he can see the result. 6s mean the bees have a chance to strike their targets. On every six roll a d20 and a 10 or higher means the bee successfully struck and did  $1d6 +1$  in damage. The bees attack once and then fly back to their hive. *Being mechanical, they do not lose their stingers and may sting repeatedly.*

### Clockwork Bee

**Appearance:** Each bee is shaped like a common honey bee found in nature. However, there are clockwork gears working the animation of the bee and enabling it to fly.

**Demeanor:** The bees are very aggressive versus spell casters of all types. They are instilled with a magical clairvoyance allowing them to attack a spell caster just before they start any type of spell.

**Power:** 5% (1)

**Defense:** 25% (5)

**Health:** 6

**Move:** 1/10

**Init:** 5% (1)

**Damage:** Sting (6 points)

**Special:** It can't be magically held or magically controlled.

Attacking the hive with physical force causes 50 clockwork bees to fly at each attacking character. These continue to fight as long as their hive is attacked. The bees are capable of repairing the hive.

*The only way to stop the bees from attacking is to pick one up and swallow it. The bees never attack that character again. Eating a bee by the cousin has the hive turn into the servant of the Wizard's cousin.*

*Unknown to the characters, when a clockwork bee stings a character that bee takes the drop of blood and the essence of the character back to the nest. The bees are constantly making mana honey. When drunk by any wizard, that wizard gains a bonus 25% versus all spells cast against them for six hours. There is hive mana honey in the kitchen, in the spell component area, and in the bedroom area of the wizard.*

Allow the players a great deal of leeway as they try to stop the actions of the bees. Some may hide under piles of clothes from the wardrobe. Some may hide behind the curtains in the canopy bed. Let them think they are getting away with something as bees fly in and can't find the character that needs to be attacked.

## 10: Sleeping Quarters

As you peer in, you can see that everything here is expensive and excellently made. There is a canopy bed in the corner with heavy silk curtains surrounding the bed. Thick fur blankets and fur pillows line the bed. A richly made chest sits in front of the bed.

*It holds night clothes of silk.*

**An oak table and bench is by the bed. There is an opened letter on the desk stating, "There's trouble in the Aradondo, old friend. We need your help. You are our only hope." It's signed by the Black Wizard. Also on the table is a sealed jar of mana honey.** Eating the honey allows the imbiber to avoid any spell cast at, or possibly effecting, him or her, at a bonus of 25% to all avoidance die rolls for a period of 6 hours.

## 11: Wardrobe

**This closet area holds many types of clothes and robes.**

*It's clear the wizard liked to go around in different types of costumes to hide his wizard abilities.*

**Ninja black robes, fighter's leathers, clerical robes of several faiths, ranger greens, and even plate mail hang in the wardrobe area. In bins on the floor, are hundreds of types of boots, shoes, and sandals.**

**In one bin by the others is a superior pair of riding boots. They look expensive and are studded with quality rubies.**

**Cursed Boots of Clogging**, the wearer begins clog dancing and losing one health point every minute. They can't pull the boots off themselves. If there is no one there to help them, they die unless they can magically escape or think of something clever like dancing down the stairs and out of the tower.

## 12: Zombie Parrot

The zombie parrot is there to give code words to the perceptive character. Characters have to feed the parrot bits of raw meat and then it talks.

**The parrot is a four foot tall zombie-looking creature (delighting in eating human flesh when it can get it). The parrot's perch is five foot high. There is a large golden cup at one end of that perch and the cup is coated in dried blood; however, the bottom of the cup holds fresh blood.**

*Feeding the parrot using the cup causes it to say a helpful phrase randomly (roll d6) from the list that appears below. Have fun with this talkative creature and have the parrot talk about the different parts of the tower if fed enough raw meat. Eventually, it could say that it recently talked to a lady wizard who gave it lots of flesh. One feeding also turns the parrot into the servant of the wizard's cousin, although he remains less than talkative.*



- 1) **"Awark, to the moon!"** – activates the magic carpet in the second magical tower.
- 2) **"Awark, kiss her cheek!"** – activates the clockwork woman in the top magical tower.
- 3) **"Awark, wand to my hand!"** – activates one of the wands on the wall. If the caster knows the name of a wand that one comes to his hand and speaks its code word for wand casting.
- 4) **"Awark, Archibald work with me."** – has the stickman steward begin serving the cousin.
- 5) **"Awark, swallow a bee!"** – stops the bees from attacking a spell caster in the tower.
- 6) **"Awark, don't go in the grass!"** – the clockwork python won't attack the characters if they stay out of the brass grass.

## 13: Stairs Up

These are reddish-pink colored marble stairs.

As the characters go up the stairs, the magic of the stairs speaks. **“Someone is coming up. Don’t attack unless you have to.”**

## 14: Hidden Portal

The wall here looks to be just like any other section of wall. *If a character touches it with anything, they pierce the illusion. There is a short passage of gray stone that ends in a gray stone wall. This is also a portal camouflaged by illusion that allows entry into the middle extra-planar chamber (see page #14).*

## 15: Clockwork Work Area

At the center of this chamber is a brass clockwork bull. The rest of the area is filled with work tables and equipment to work brass. There are many bins of gears of all sizes. There is a constantly hot forge helping to heat the entire tower. The anvil of bronze is massive and hooked to its sides are many large hammers of different types to work the metal. On one side table is a massive set of bull horns that clearly belong to the clockwork creature in the center of the room.

### Clock Work Bull

**Appearance:** The creature is five feet tall at the shoulders and six feet long. Made of brass; there are gears showing at its knees, shoulders, and neck. One can see a place for the horns and those are located on a nearby table. Whoever puts the horns on the bull can verbally control the creature. Have fun with this creature as it constantly follows and causes trouble for the group. The bull knocks over furniture, rips low level items with its horns, and crushes objects on the floor with its heavy tread.

**Demeanor:** The bull is not clever, but can follow orders in a clumsy manner.

**Power:** 45% (9)

**Defense:** 55% (11)

**Health:** 100

**Move:** 10

**Init:** 5% (1)

**Damage:** Horns (1d12), Stomp (1d20)

**Special:** It can’t be magically held or magically controlled.



## 16: Clockwork Stickman

**A seven foot tall stick man of bronze stands in this area.** The bronze creation was the steward for the wizard and can prepare excellent meals, gather requested items from the tower, and even act as a sparring partner for the tower lord.

*The only way the clockwork form moves is if the parrot's words are used; then the stickman does the bidding of the cousin.*

### Stickman (The Steward of the Tower)

**Appearance:** The clockwork humanoid is a seven foot tall humanoid made out of brass pipes. The clockwork stickman has gears constantly moving about its chest and hips. The arms and legs are stick-thin, but display tiny gears allowing it to move easily. The creature's hands have six fingers and a thumb all made of moving gears.

**Demeanor:** Once the proper words are spoken, the brass creature silently helps the player character cousin. It never leaves the tower, but can do anything a butler can do and regularly cleans the towers from top to bottom.

**Power:** 45% (9)

**Defense:** 65% (13)

**Health:** 100

**Move:** 10

**Init:** 5% (1)

**Damage:** It is not made for battle as a fighting machine, but could be formidable in its own right. Any damage inflicted would be dependent on what it was using as a weapon. Due to its physical fragility, striking with a naked appendage would be a final, desperation move; grabbing whatever came to hand would be more likely.

**Special:** It can't be magically held, magically controlled or compelled to any action that might harm the tower.

## 17: Art Gallery

You see before you what could only be the Scarlet Wizard's art collection. The walls hold 11 paintings whose images move as if they were alive and watching. There are three crystal statues so realistic that they appear as if a medusa had changed real women into crystal statues.

*These were formed from a different process.*

**On a pedestal is a crystal elf skull.**

*The skull is that of the fabled Theron, leading savant and sage in studies and knowledge of the undead. Theron happily answers questions about undead all day long, and happily enumerates and explains numerous spells for dealing with them, and in some cases, creating them.*

## 18: The Chemist's Closet

**This area is lined with dusty shelves and there are more shelves in the middle of the area. There are thousands of five inch tall bottles.**

*Each contains a different spell component. There are also several jars of mana honey see page #10.*

**The area is covered in dust and spider webs helping the wizard see if the bottles have been tampered with at any time. On the bottom most shelf, in a corner of the area is a 12 inch section of empty space free of webs and dust. Around this space is a group of bottles with filings from several metals: iron, tin, brass, and bronze.**

*If one looks long enough they can find bottles of diamonds, rubies, emeralds, amethysts, and amber. All of these gem bottles have at least ten faceted gems of the highest quality.*

## 19: Stairs Down

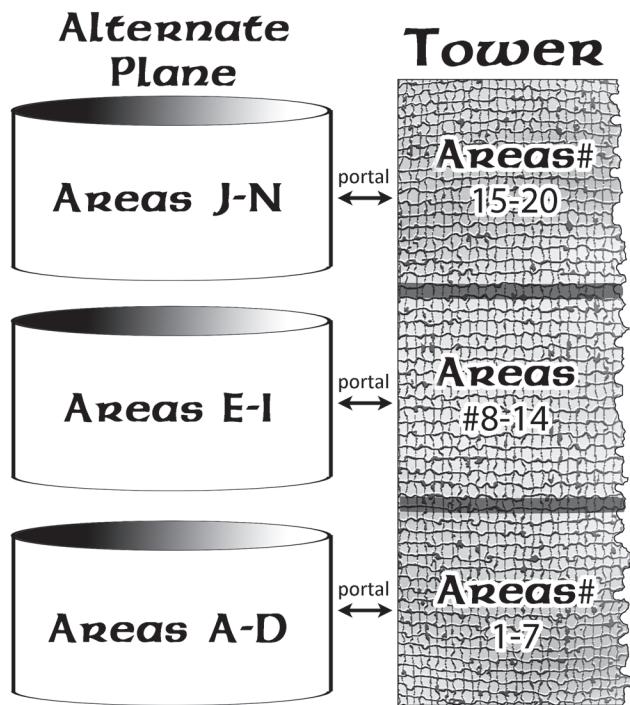
**These are ruby-colored marble stairs.**

As the characters go down the stairs, the magic of the stairs speaks: **“Someone is coming down. Protect the parrot.”**

## 20: Hidden Portal

The wall here looks to be just like any other section of wall. *If a character touches it with anything, they pierce the illusion. There is a short passage of gray stone that ends in a gray stone wall. This is also a portal camouflaged by illusion that allows entry into the upper extra-planar chamber (see page #14).*

# Extra-Planar Rooms



Each level of the Scarlet Wizard's tower is connected to a single large room/level in an alternate dimension by a camouflaged portal made to look exactly like the wall of the tower (see Area#6, 14, & 20).

## Entrance via Hidden Portal

There are three different magical portal entrances, one located on each level of the wizard's tower that exists within the 'standard' dimension. These portals are undetectable by any means but touch; neither spells nor items, nor even a character's special abilities will reveal their locations. The portals are illusions blending into the wall sections. Sound and wind currents are also ineffective as they have no physical substance. Should any object or character physically touch the area of the wall (as designated on the map, see map) containing a portal, however, the illusion that masks its presence is dispelled for one full hour.

Once dispelled, the portal will reveal a short, ten-foot corridor that ends in a blank wall. This apparent dead end is a portal identical to that just traversed, and may therefore also be dispelled via touch. Once this has occurred, the character(s) will find themselves within the circular area that forms the extra-planar room for that level.

There are three tower levels in another plane of existence, parallel to the plane the characters are on. Think of three coins stacked on top of each other. Each level is 100 feet in diameter, and each level has but one access point: a short corridor that connect to the wizard's original tower.

There is no way, magical or otherwise, to travel between these extra-planar rooms other than via the magical corridors that connects these rooms to the tower. No access from one extra-planar room to any other extra-planar room is possible. The characters must walk through the corridors and into the original wizard's tower where they can then teleport or phase into other places.

There are several magical effects that influence the characters when they are in these dimensional corridors and in the alternate dimensional rooms.

- 1) The bees of the original tower still inhibit spell casters from using their spells in these "other dimensional" areas.
- 2) All pluses on any magical items turn to negatives; +1 swords, become a -1 swords, items that repel will now attract, and anything causing an automatic strike on a target will actually turn into an automatic miss. Creatures cannot be summoned into these three areas even if they are creatures stored in rings worn by the characters. In short, non-spell-based magic is reversed.
- 3) Ongoing spells that are already in effect will also have their affects reversed. Only those spells cast within these areas (should the characters discern a method for so doing - see #1 above) will have their expected effect. Wise characters may also ascertain methods of casting so as to achieve a desired 'reverse effect', at the discretion of the Game Master.



## Level One: Areas A - D

The lowest interdimensional level is attached to the lowest level of the original tower. The walls, floor and ceiling of this level of the magical tower are covered in deep red dressed stone. The level is a single room approximately 150 feet in diameter, with a 24-foot ceiling. There are four points of interest on this level:

### A: Fog Illusion

As any character enters this level, a thick fog will obscure their vision. It spreads rapidly outwards and soon blankets the entire level/room.

*The fog is a complex illusion. It feels wet; it smells like a swamp; characters breathe in the dampness; and the fog fills this magical lower tower level. The fog blocks vision from a foot or less away. If characters try to ignore the illusion, or disbelieve it, they are 100% successful and can then see the entire chamber.*

### B: Wall of Wands

At least half of the curved wall on this level contains an amazing collection of different wands. They hang high on the wall, out of the normal reach of characters.

**Sticking to the wall in a wide band around the walls of the top half of this tower chamber are wands in hundreds of different colors, sizes, and handmade materials.**

The hundreds of wands represent all types of spells including all those normally associated with wands, as well as any the Game Master might deign to add. The lowest of these mounted wands lie fifteen feet from the floor. They are magically attached to the wall, further, and cannot be removed by hand.

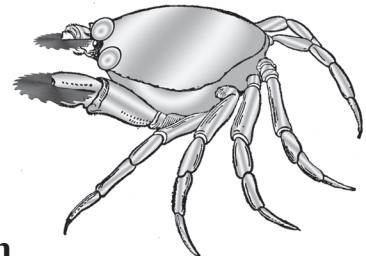
*If any sort of sensing or detection is attempted the combined magics simply overpower the effort so that no particulars are learned. Any wizard can, however, simply name a type of magic wand and it will separate from some portion of this wall and appear in their hand (98%). The wand then voices its activation word. Each wand has five charges. To replace a wand a character throws it at the wall, the wand finds its proper place and by the next moonrise has five charges in it again.*



*Black wands appear when truly potent magics, not normally associated with wands, (for examples, wand of wishes, wand of storm giant summoning, wand of red dragon holding, wand of time stopping) are requested (named) by a wizard. When greedy and awesomely powerful wands are requested, these blackened wands are summoned. If their code words are used, death spells blast from those wands, oftentimes killing the wand user. The Scarlet Wizard despised greed and hubris.*

### C: Clockwork Guardian

Hidden within the fog in this area is one of the Scarlet Wizard's favorite creations: a clockwork crab-like guardian he designed to consume his refuse. Unfortunately, the incarnation proved aggressive, and more carnivorous than omnivorous. The Scarlet Wizard left this guardian here to watch over his dragon's egg (see D: The Golden Spheres).



#### Clockwork Guardian

**Appearance:** This horror is four feet long and three feet tall, in the shape of a giant crab. Its crab "claws" are in the shape of rotating razor-sharp saws. *When characters come within thirty yards of the south wall, the crab comes out and attacks the characters. It won't follow the characters out of the chamber, but chases them around the area. It is not affected by the illusion of the fog.*

**Demeanor:** The crab attacks the moment the illusionary fog (see Area 'A') is dispelled. *It will obey the command of anyone displaying the letter from the Scarlet Wizard.*

**Power:** 45% (9)

**Defense:** 55% (11)

**Health:** 100

**Move:** 10y

**Init:** 5% (1)

**Damage:** 2 Razor Claws (1d10/1d10, plus in attacking for 10 or more total points the creature swallows the prey whole for 1d6 per turn.)

**Special:** This clockwork construct is immune to all forms of magical holding and control.



## D: The Golden Spheres

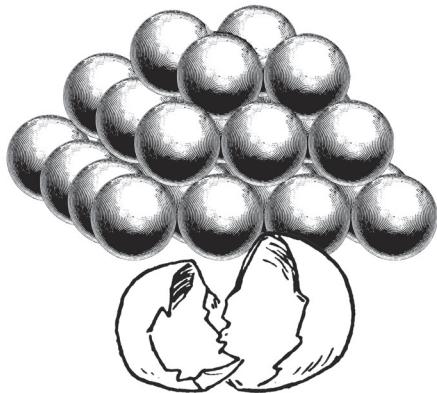
Should the characters dispel the illusionary fog, they will see a pyramid of golden spheres stacked against the wall opposite the illusionary portal. While this might appear to be the impressionist art of a wealthy eccentric, it is not. It is a nest.

**Across from the door, on the opposite side of the chamber is a pyramid made from thirty golden spheres.**

All but one of the spheres is exactly as it appears: a 10,000 gp sphere crafted of the very purest gold. The top sphere is a golden fire dragon's egg that is ready to hatch at the slight warmth provided by but a single touch.

*The moment that the egg is handled, the heat from the hand triggers hatching. Should that occur...*

**You hear a sharp cracking noise as the sphere bursts asunder. Emerging from the remaining shell is a three foot long, flying fire dragon.**



### Fire Dragon

**Appearance:** The creature has bright red scales and a large head with a frill of flesh around the head that is barely supported by its thinner body. The hatchling flies very quickly about the chamber.

**Demeanor:** It's a vicious, irascible creature, prone to attacking at the slightest provocation. For the first four months of its life it won't leave the tower, but follows the cousin player about the tower. It has human-level intelligence, but never talks.

**Power:** Hatchling 20% (4)

**Defense:** Hatchling 20% (4)

**Health:** Hatchling 20/Adult 99

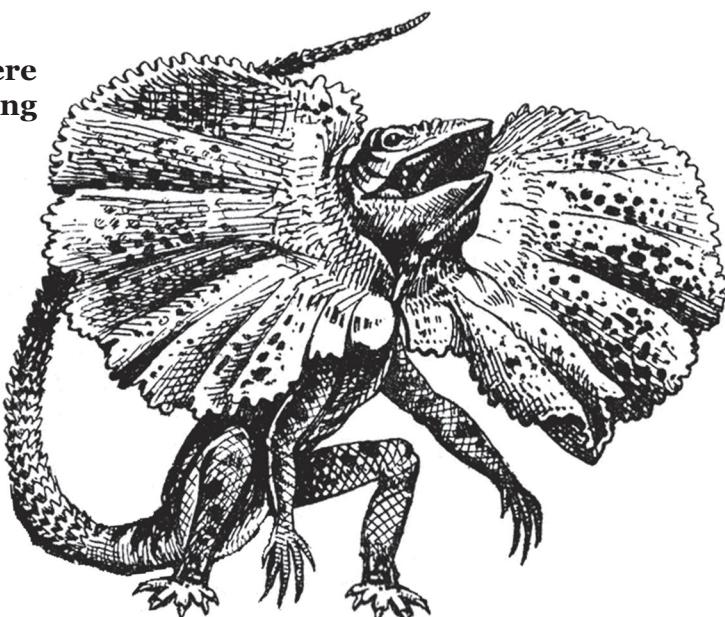
**Move:** Walking 10/Flying 18

**Init:** 25% (5)

**Damage:** Bite (1d8)/ Fiery Breath (Hatchling 20)

**Special:** The beast is immune to all fire attacks; cold attacks do double damage to the dragon. If food of any type is prominently displayed by the cousin, the dragon bonds with the cousin of the wizard. The dragon has no wings, but flies magically.

*At eight months, the hatchling has nearly doubled in length and begun to fill out, increasing the amount of damage it could sustain. At sixteen months the drake would be at about three quarters filled out and full sized; another eight months would see it fully grown. At each of these eight month stages the creature's power, defense, health and damage would also incrementally improve until it hit the adult maximum.*



## Level Two: Areas E - I

The center interdimensional level is attached to the second level of the original tower. The walls, floor and ceiling of this extra-dimensional level of the magical tower are covered in green dressed stone. The level is a single room approximately 150 feet in diameter, with a 26-foot ceiling.

**NOTE:** Due to the illusion specified in Area 'E' below, your players will not see this as they enter this area.

There are five points of interest on this level:

### E: Illusionary Circle Chamber

As any character enters this area, they will see a complex illusion of an idealized wizard's library.

**Before you lies the perfect wizard's study. All of the amenities that a wizard could wish for are contained here amongst an organized jumble of scroll-tube shelves, desks, tables, and sitting areas. The circular chamber is quite large, perhaps 100 feet across. Numerous scroll tube shelves with thousands of scrolls lie to one side of this chamber while from a nearby desk a sphere of the world with accurate maps of the continents beckons. A wonderful collection of 100 different types of clockwork birds lies adjacent to this desk, covering a large area. Finally, a sitting area with four chairs contains a table with exquisite crystal service for four, and a huge crystalline decanter filled with a deep red wine.**

Characters subjected to this illusion can actually feel and pick up objects within the illusion. There are realistic smells and sounds; all senses are enveloped by the illusion. Every scroll within this area can be read by any character type, and the knowledge of the ages seems to fill every scroll. The wine is delicious and fills the imbiber with euphoria without causing any dulling of the senses. The clockwork birds sing when granted the merest touch, and their songs are all beautiful and all different. Everything here feels absolutely real.

In fact the characters fooled by the illusion never move from the front of the portal though they think they are moving around the chamber. *If they try to ignore the illusion they must make a roll to avoid the magic and discern the true nature of the chamber.*

*Pretend to keep track of player benefits as they explore, but insist that that the affect of these benefits will not accrue until they move beyond the chamber. The great knowledge and any items gained by the characters is lost when they leave the chamber as it is all illusionary.*

Once the characters have pierced the illusion, the other points of interest on this level will become apparent. They will then see a 150-foot diameter circular chamber dressed in green stone.

### F: Three Chests

Across from the portal entrance, against the other curved wall, are three large, locked, brass-bound chests.

**Against the far wall of the room you see three large chests.**

*Each chest is magically trapped with a set of twenty poisoned darts that fly forth from the lid when the chest is opened. The dart's poison is deadly and causes death if a roll to avoid is unsuccessful.*

**Chest A** is filled with enough gold to buy the largest sailing warship.

**Chest B** is filled with enough platinum coin to fund the design, building, and outfitting of a very large castle with many towers.

**Chest C** is filled with sacks of silver dust; enough to buy a set of ten fully outfitted wagons with teams of oxen to travel across the land for a year. In the bottom of Chest C is a secret compartment which holds a set of four perfectly matched pieces of jewelry with intricate designs and large crimson colored gemstones.

**Ring:** grants the wearer invisibility (standard).

**Ear Cuff:** grants the wearer three wishes. If worn it may not be removed until all three wishes are granted.

**Amulet:** attracts lightning.

**Bracelet:** summons a Clockwork Giant when worn. The (clockwork) giant is happy to serve the bracelet wearer.

## Summoned Clockwork Giant

**Appearance:** The bronze-fleshed giant is ten feet tall and massively muscled. It wears a suit of ruby colored plate mail.

**Demeanor:** The creature is a fierce fighter and skilled with its hammer. The creature speaks, and has a cheerful disposition. It serves anyone wearing the bracelet.

**Power:** 45% (9)

**Defense:** 90% (18)

**Health:** 100

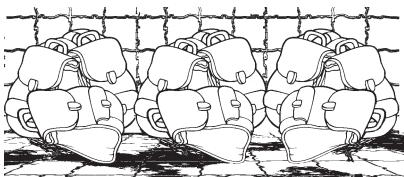
**Move:** 10

**Init:** 25% (5)

**Damage:** Battle Hammer 1d20 +5, 2 Brass Throwing Hammers (1d12 +5).

**Special:** The giant can't be magically held or magically controlled and vanishes when the bracelet moves more than 50 yards away from the giant. If the giant is killed, the bracelet turns to dust.

For every day it isn't summoned the giant repairs five health points. It can't be summoned unless ample room for it to move around the area exists near the bracelet.



## G: Useful Backpacks

The Scarlet Wizard would, on occasion, employ adventurers to retrieve needed items from the surrounding world. As such, he made preparations for them.

**Against the northern curve of the wall are a number of backpacks.**

These magical backpacks are an adventurer's dream. No matter how stuffed they are or whatever they are stuffed with, the packs weigh but five pounds. There are two packs for each character class known to the region. Each pack is filled with the highest quality equipment for that character. For the wizard pack there are balanced silver throwing daggers and many expensive casting components. For the thief pack there are complex climbing bits of gear and dark clothes that allow the thief to perfectly blend into the night. Each pack has similar gear highly useful to a character class and allowing them to travel well for two weeks with food, water, and wine. The exact contents are left to the discretion of the Game Master.

## H: The Magic Carpet

At the center of this chamber is a 10-yard square magical carpet. It will only function if the code phrase, 'To the moon!' is first pronounced. It will then allow itself to be guided by whatever character voiced the code phrase. The Zombie Parrot in Area #12 is the only source of this information within the tower, although as Game Master you may wish to sequester this rather secretive information within the papers of the wizard elsewhere within the tower as well.



## I: Clockwork Snake in the Grass

Along the southern area of the chamber is a patch of fake tall grass, looking quite real. In that grass is one of the wizard's experiments, a hidden guardian creature.

**Twenty yards out of the lower half of the chamber is a patch of brass grass. The grass is four foot tall and moves as if the wind is rippling the metal blades of grass.**

*Hidden perfectly in the clockwork grass is a clockwork python. If the characters tamper with the grass, they are attacked from ambush and surprised by the python.*

## Level Three: Areas J - N

### Clockwork Python

**Appearance:** The python appears made of bronze scales. Hinged joints between sections provide ready evidence that this is a mechanical creature. The animated metal snake is 18 yards long and two yards wide at the python's widest. This snake moves quickly through the area and the python's head is 6 yards from the ground.

**Demeanor:** The snake attempts to wrap itself around prey and crush the life out of them. The creature doesn't leave the area. This clockwork animation can be made to stop if the characters display the letter from the wizard.

**Power:** 45% (9)

**Defense:** 55% (11)

**Health:** 100

**Move:** 10

**Init:** 5% (1)

**Damage:** Bite 1d10 (plus if 10 points of damage is rolled it swallows the prey whole for 1d20 plus immobility), Crushing 1d12

**Special:** It can't be magically held or controlled.

The highest interdimensional level is attached to the highest level of the original tower at point J. The walls, floor and ceiling of this extra-dimensional level of the magical tower are covered in purple dressed stone. This level is a single room approximately 150 feet in diameter, with a 30-foot ceiling. There are three points of interest on this level:

### J: Who Do You Think You Are?

Entrance to this level casts an illusion upon each character so upon entering, they appear to be a horrible, growling, ogres to all the other characters, but not to themselves. As they enter, describe:

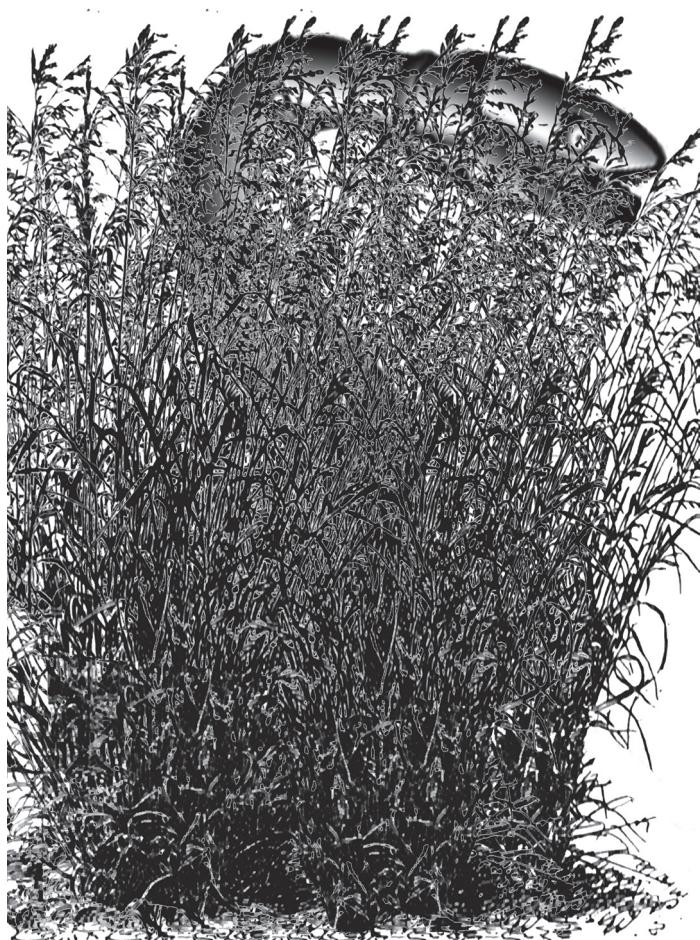
**As you enter this 150-foot diameter chamber, you find yourself suddenly surrounded by Growling, humanoid monsters! Worse yet, your friends have become invisible, or have simply disappeared!**

Allow the characters to fight for a round or two, and then pretend to take a turn on behalf of the monsters. Note any damage done by the characters, and apply it after you have finished your 'pretend' round for the monsters, to other characters. Wily players will soon recognize that the damage is a mirror for that which they have rolled; less experienced players may take a while before seeing the connection.

**You can see that the growling monsters are taking damage from some source other than yourself... so your friends must be here... just impossible to see.**

Should any player attempt to disbelieve the illusion, be sure to question their action, forcing them to reiterate the call. Now ask the others if they plan to, "**simply let these ogre-like creatures attack them?**" If some still defend themselves, ask them to swing on their rounds, and then perform another 'faux' monster round, applying any damage caused by the characters on their round to, again, other characters. Eventually, your players will see through this illusion (or die).

Effort must be made by the characters attempting to dispel the illusion to call the monsters illusions and to resist the effect. Once the effect is successfully resisted, it is dispelled for any that it has already affected.



**K: The Clockwork Beauty - Delsenoria**

The wizard's proudest creation, a perfect clockwork replica of a human woman stands at the center of the chamber. She (it?) can talk and is extremely friendly to the entire group but is unable to move from her current location until she is activated.

**Near the center of the chamber, a beautiful woman dressed in leather stands motionless. As you approach, she begins to dance to the music of some pipes that seem to come from the very air.**

Delsenoria may not move more than five feet until she is activated by a kiss (on her cheek) by the cousin to the wizard. She will then obey that character, and may move about freely, even leaving the tower. She isn't able to reveal the secret of her control or move from the center area until she is claimed.

**Delsenoria**

**Appearance:** This clockwork creature appears as an attractive 20 year old human female with long red hair. She is dressed in magical leathers that change color and shape to hide her (when she wishes) in any environment she stands in.

**Demeanor:** Highly intelligent, Delsenoria is friendly but is unable to reveal any clues as to the means for freeing her from the area (about a five- foot circle) to which she seems confined. She will attack only if commanded to by the wizard's cousin, and only after she has been activated by a kiss on the cheek.

**Power:** 40% (8)

**Defense:** 30% (6)

**Health:** 100

**Move:** 15

**Init:** 20% (4)

**Damage:** Fist x2 (1d12)

**Special:** Delsenoria is able to use all melee weapons with a bonus 20% to hit and damage. She is dressed in magical leathers that change color and shape to hide her in any environment she stands in. She can also be dressed in armor to increase her defense (although this will negate the camouflage effect) and her quick speed adds a bonus of 20% to that armor defensive result. She is powered by special springs and must rest motionless for six hours every day (to rewind).

She/it is able to lift a ton of mass, and is an absolutely faithful servant.

**L: The Competition**

The 'chosen character' is not the only cousin of the Scarlet Wizard hoping to inherit both his knowledge and wealth. A second aspirant to the tower, Andronica by name, has made it to this point in her explorations. She is a feminine mage with powerful illusionary skills. She is watching the characters, hoping both to thwart their plans and also to learn the secret of activating Delsenoria. As the characters enter this area, she will create the illusion of a second clockwork beauty; an exact replica of Delsenoria.

**A second beautiful woman dressed in leather stands motionless here. As you approach, she also begins to dance to the music of some pipes that seem to come from the very air. She gazes longingly in your direction and pleads, "I too require release. Please help me!"**

Although this is an illusion, it feels solid, smells real, and sounds real if asked questions. Andronica hopes to use the image to garner the secret of activating Delsenoria. She will bend every effort to this task until the secret is revealed. After that, she will attack the party so as to ensure her inheritance of the tower.

All of the attacks used by Andronica will appear to originate from the illusionary twin of Delsenoria, at least until such time as this illusion is dispelled. Andronica is hiding near the wall at L2 amidst a web of illusions.

**Andronica**

**Appearance:** Hidden behind several veils of illusion, this cousin is an illusionist in dark silk robes with a special staff to enhance her illusion spells.

**Demeanor:** Andronica is also cousin to the Scarlet Wizard and hopes to be his sole heir. She attacks with powerful mental illusions, and will not be barred from her prize; control of the tower.

**Power:** 60% (12)

**Defense:** 20% (5)

**Health:** 45

**Move:** 12

**Init:** 15% (3)

**Damage:** Magical staff (1d10, 11 charges), poison throwing daggers (1d4 + poison)

**Special:** Andronica is very gifted. Her specific powers are listed here, but should be embellished by the Game Master to best match the gaming system being used.

Andronica wears a ring of arcane force. The ring forces attack spells directed at the wearer into the floor ten feet away from the ring wearer.

Her first attacks are of fire. She throws blazing potions she has lit and then she uses illusions of fire to heighten the damage (4d6 for those not avoiding, 2d6 for those that characters that do avoid). She has 6 of these potions.

Andronica's secondary attacks create six illusionary monsters of shadow and these are powerful forces that cannot be ignored. Although they cannot be attacked due to their non-corporeal form, they attack once per round for 1d10 damage. Only Andronica's defeat will dispel these horrible creatures.

As Andronica's shadow magic attacks the party, she will hurl poison daggers at the most powerful of her foes (1 attack at 1d4 +2 points per round poison damage to those that do not avoid).

Andronica may, at the discretion of the Game Master, create several illusionary copies of herself that appear to attack and cast illusionary spells.

Once Andronica has been defeated, her illusions will fade. Characters will note her backpack, filled with spell components, resting against the wall at L3. It contains the bottles of dust from the spell component area (Area #18): gold, silver, platinum, electrum, and copper.

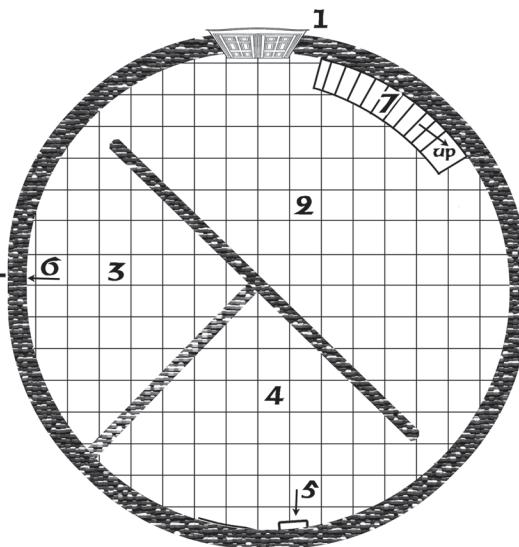
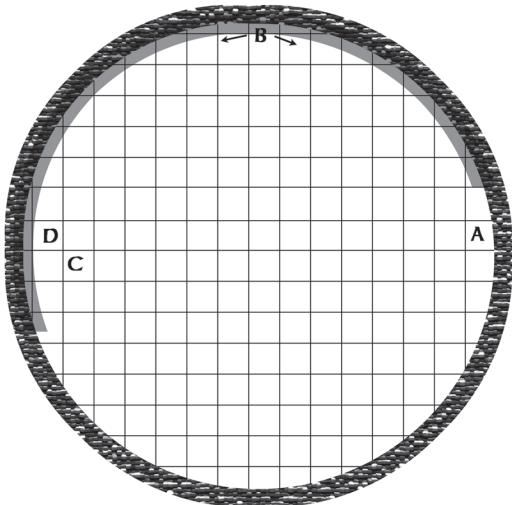
As a last resort, Andronica may create the illusion that she is a secondary twin to Delsenoria; a clockwork creature that can be controlled by the party. She will then join the party and obey their commands as though she were indeed an automaton, biding her time and waiting for an opportunity to attack subtly or from surprise. This subterfuge could go on for weeks and involve a level of complexity guaranteed to keep your characters on their toes for some time to come.

All at the discretion of the Game Master, of course.



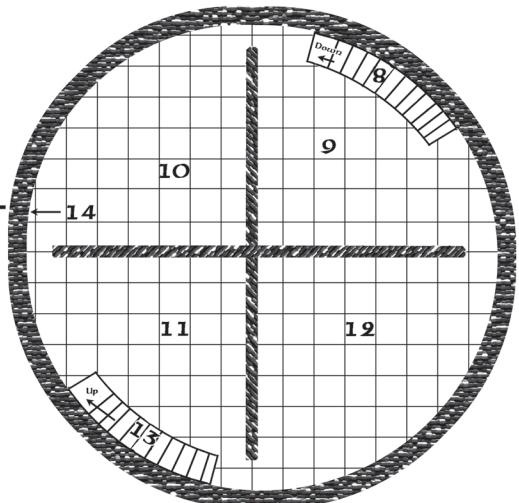
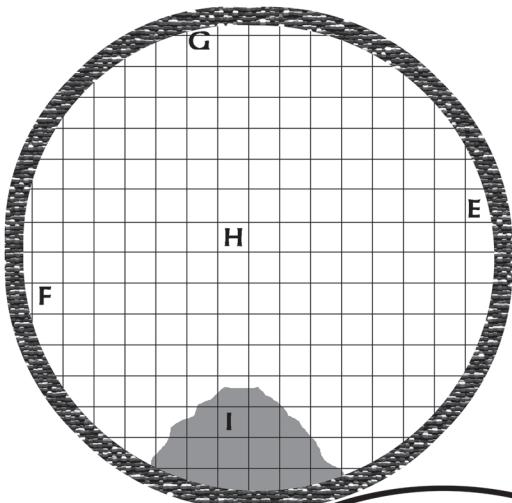
## Tower Level One

Alternate Plane Lowest Level



## Tower Level Two

Alternate Plane Center Level



## Tower Level Three

Alternate Plane Highest Level

