Sision Tower

An OSR Module by Graphite Prime For Levels 3-5
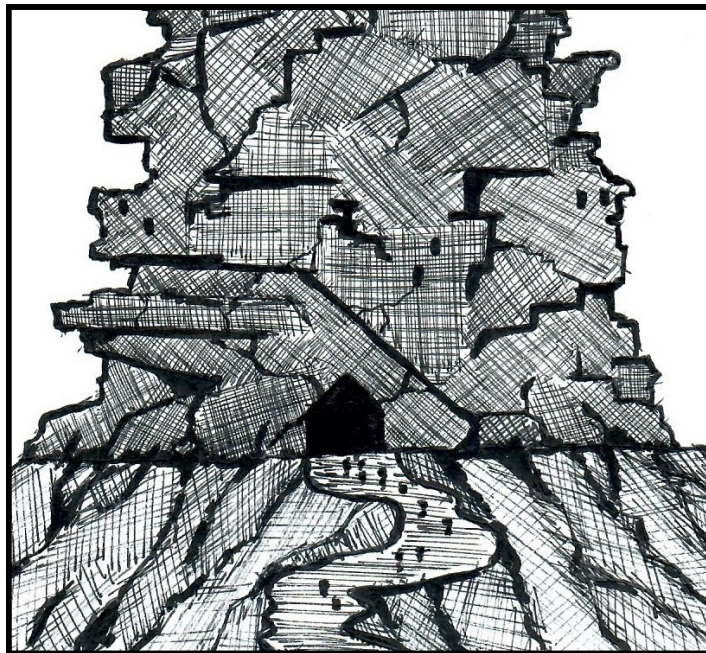
G P S

Graphite Prime Presents

Sision Tower

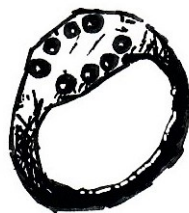Words, Pictures, Maps, and Design by Graphite Prime

graphiteprime.blogspot.com

Sision Tower is an **OSR** styled module for use with traditional fantasy role-playing games. Suggested for **character levels 3-5**.

GPS

Table of Contents

Introduction…

Sision Tower is a vertical dungeon crawl designed to challenge character **levels 3-5**. Like its predecessor, **Praise the Fallen**, this module spotlights the domain of a powerful **Angelic** being. This time, it's a domain of **Law**, where things have spun utterly out of control. It is designed as a one or two-shot adventure that can be placed anywhere on your map. A **sample map** is included to show where it exists in the world of **Rynath**.

The premise of this adventure is simple: One day a mysterious tower appears, haunting a region and attracting the attention of adventurers. Getting inside is easy; getting out, not so much. The PCs eventually discover that they have a choice — restore *order* or save their own hides and get the hell out!

As always, when you run this module, make it your own, if something doesn't fit your taste or campaign, change it.
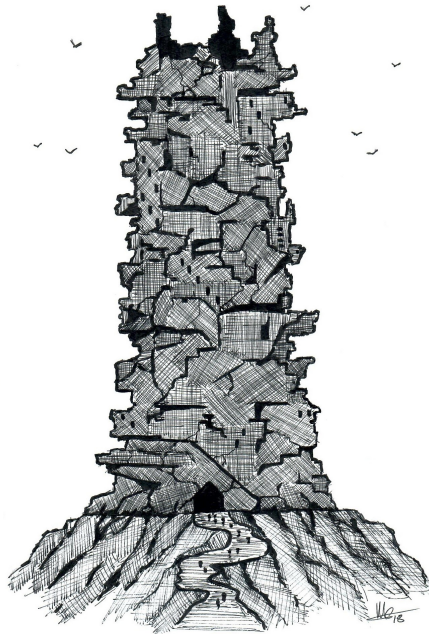
— Graphite Prime.

Background…

Sometime ago, the wind began to sing of death in the **Sision River Valley,** and if purgatory was a song, **Glovakians** are now listening to it. The source of this soul-crushing music was tracked to about 90 miles northwest of **Ambir**. What was found? A massive, oddly built stone tower that wasn't there before.

Word spread quickly and the curious set out in droves. Many turned back however, as every passing day the music got worse, but a brave, or foolish few, managed to make camp and eventually go inside. If anyone's made it out, no one really knows, but there's no shortage of rumors as to what's really going on in the place that has come to be known as, **Sision Tower**.
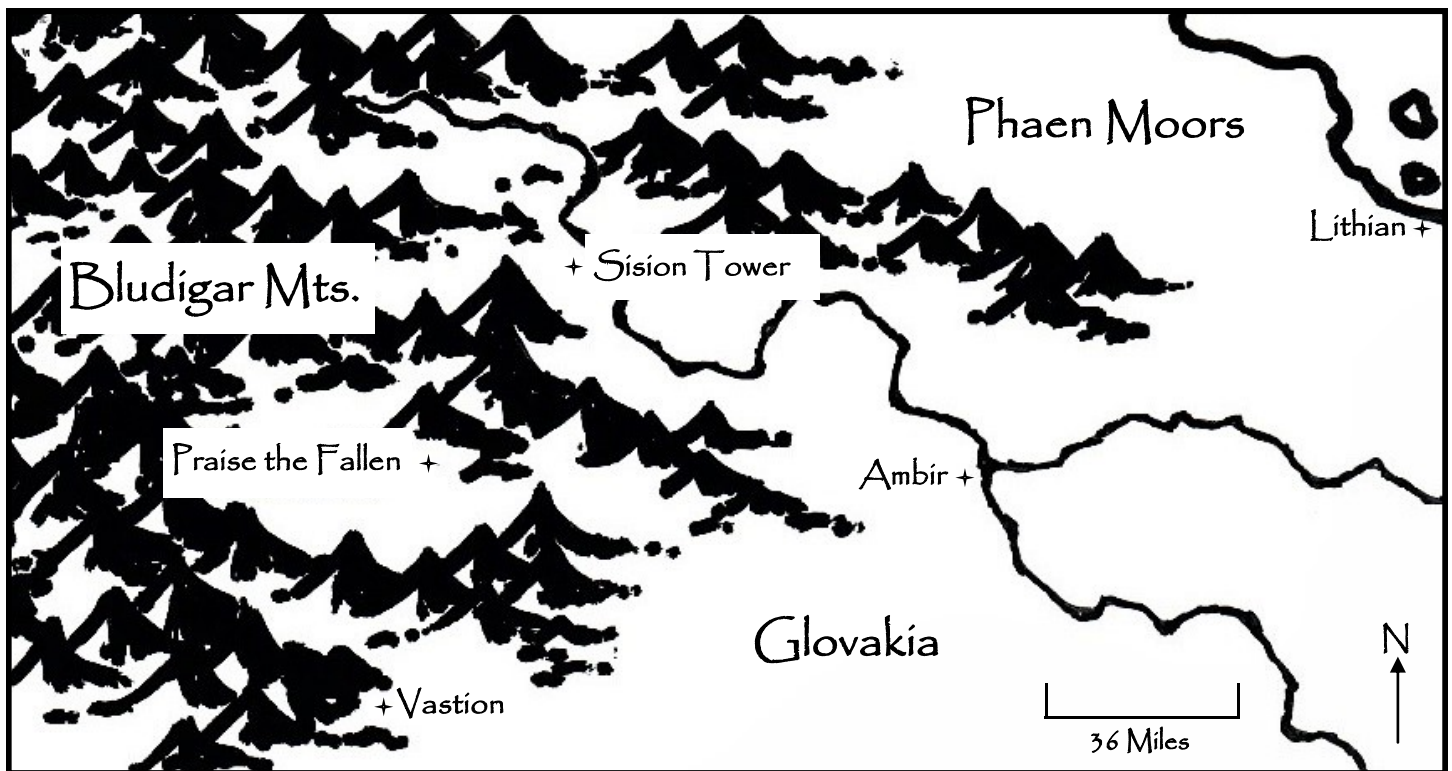
Rumors (roll 1d20)…

1. It was built by **Bludigar Dwarves**; blame them.
2. Hope you're not afraid of **spiders**.
3. The tower is home to a family of **vampires**.
4. Golden **eggs** can be found on top.
5. The tower has always been here, we haven't.
6. A resurrected **Fallen-Angel** is using the tower as a staging ground for the coming apocalypse.
7. The music is the chorus of the **dead**.
8. Inside, you can find **eternal youth**.
9. There is a secret **dungeon** underneath.
10. **Climbing** skills are essential.
11. You enter through the top.
12. Adults come out as **children**.
13. The campers are all **ghosts**.
14. It means the return of the **Ryn`Athel Elves**.
15. It is both museum and church.
16. It is simply a large nest.
17. A **Saint** once died in the valley.
18. It is home to a coven of **Phaen Witches**.
19. There is a secret back door.
20. It is a gateway to **Hell**.

The Truth…

The tower is exactly where it's supposed to be, just not *when* it's supposed to be. It is the domain of a **Time-Seraph** named, **Maakina** (Mah-keen-ah), who owns a wide collection of beings and things from throughout the *past*. A forgotten piece of her collection, the **White Widow**, over-powered the **Seraph** and trapped her in a wind-chime web of musical despair. Acting as the wind-catcher, **Maakina** now hangs helpless, listening to the songs of the dead as her home blinks in and out of *time*, allowing for all manner of unwanted guests...

Sision River Valley, Glovakia — Northeastern Rynath.

Sample Setting: The Sision River Valley…

Not much civilization exists north of the **Sision River Valley**, unless you count the **Phaen Moors** as civilized. Other than that, it's all dark forests and the frigid mountains of **Dwimorbora**, of which the **Bludigar** range is the southern most reach. Below are potential starting areas for the PCs. Moderately kept roads connect these three towns together.

<u>Vastion</u> is a **human** settlement built in and around an ancient **dwarven** mountainside fortress. New halls and passages continue to be discovered and there are always rumblings that the **Bludigar Dwarves** are plotting to take it back. **Population**: 9,000.

<u>Ambir</u> is one of the northernmost trading towns on this side of the world. Here, **Phaen** tragedy meets **Glovakian** grime laced with **Bludigar** bitterness. People *sometimes* smile here. Boatmen are charging 10 **GP** per head if the PCs wish to sail to the tower. This is far more expensive than normal, but the *music* coming from that place... **Population**: 7,000.

<u>Lithian</u> is the largest port town this far north and the last stop for many. **Fishing** is good and the **ale** is better, but keep your blade handy, as folks have a strange habit of getting lost here. **Population**: 15,000.

Overland Travel…

Consider travel in this region to be over moderately forested hills. Roads connect **Vastion** to **Ambir** and **Lithian** to **Ambir,** where one must ferry across the **Sision River** as there is no bridge.

- The road from **Vastion** to **Ambir** is roughly **140** miles.

- The road from **Ambir** to **Lithian** is roughly **105** miles.

- Every **1d4+1** x **10** miles, these roads cut through a small **village** with a population of **1d4** x **100** people.

- **Ambir** to **Sision Tower** is **90** miles over rough hills. It takes **3** days by **boat** and there's a **25%** chance at the end of the first and second day that **web-chime** music is heard and the boatman declares he will go no further.

- The tower is about **5** miles west of the River.

- The immediate area surrounding **Sision Tower** is quite barren and remarkably devoid of life.

Random Encounters in the Sision River Valley…

Check for encounters **once during the day** and **once at night** Some of these encounters can also be used inside the **Tower**.

Roll **1d20**.

1-7. No encounter.

8. 2d6 Black-clad **Void Cultists** preaching about the end of all things. **Cultists**: AC: none, **HD**: 1 (4 hp), **Attacks**: 1 dagger, **+1** to hit, **Damage**: 1d4, **AL**: chaotic, **XP**: 20. **Treasure**: A **map** containing the location of the landing site of a **Fallen Angel**.

9. 1d6+1 **Fighters** that decided to turn around, roll for **3 rumors**. __Fighters__: AC: chain, **HD**: 2d8 (11 hp), **Attacks**: 1 sword, **+3** to hit, **Damage**: 1d8+1, **AL**: neutral, **Morale**: 7, **XP**: 50. Treasure: 3d6 **GP** each.

10-11. Web-Chime music flows down the valley. Everyone has to save vs. **spells** or be overcome with despair. If at least half the party fails this save, an entire day of travel is lost. If this happens at night, the PCs dream of scores of webbed up corpses swaying in the wind, making disturbing music as they collide with one another. A day of travel is still lost as the PCs clear their heads.

12. 3d4 **Ghosts** walk by or even *through* the PCs as if they weren't there. These are ghosts of some of the fallen adventurers inside the tower.

13. 1d4+2 **Ogres** have wandered down from the **Bludigar Mountains** looking for some people to eat. __Ogres__: **AC**: as chain, **HD**: 5+1 (23 hp), **Attacks**: 1 great-club, **+8** to hit, **Damage**: 1d10 +3, **AL**: chaotic, **Morale**: 9, **XP**: 175.

14-15. The Fool's Ghost appears to deliver a riddle. (see pg. **9**)

16-17. A **Glovakian Black Wyvern** attacks the PCs with fly-bys targeting horses and mules (or the PCs if they have no animals.) __Wyvern__: **AC**: as plate+1, **HD**: 8d8 (42 hp), **Attacks**: 1 bite or sting, **+8** to hit, **Damage**: **bite**: 2d8+2, **sting**:1d8 + **poison** or **die**, **AL**: neutral, **Morale**: 9, **XP**: 950.

18. 2d6 **Bludigar Dwarves** on their way too or from a mine, roll for **2 rumors**. __Dwarves__: **AC**: chain, **HD**: 1d8 (6 hp), **Attacks**: 1 battle-axe, **+2** to hit, **Damage**: 1d8+1, **AL**: neutral, **Morale**: 8, **XP**: 50, **Treasure**: 1d4 x 10 GP each.

19. 2d6+8 **Peasants** or **Townsfolk** that eye the PCs warily, roll for **2 rumors**. __Peasants__: **AC**: none, **HD**: 1d8 (4 hp), **Attacks**: 1 staff or dagger, **+1** to hit, **Damage**: 1d4, **AL**: neutral, **Morale**: 6, **XP**: 25. **Treasure**: 5d6 **SP** total.

20. A wild **Vampire** preys upon the PCs as they camp for the night. __Vampire__: **AC**: as plate+1 (can only be harmed by magic and immune to *sleep*, *charm*, and *hold* spells), **HD**: 7d8 (37 hp), **Attacks**: 2 claws **+7** to hit, **Damage**: 1d6+2, **Stealth**: 4 in 6, **AL**: chaotic, **Morale**: 11, **XP**: 1,250.

- **Special**: 1 **bite**: 1d8+2 damage and the **Vampire** is healed the same amount (recharge **4-6**). Any PC that is bitten **3** times must save vs. **paralysis** (or **die**) on the **third bite** and every future time they are bitten by *that* **Vampire**. If they die, they must then make a **post-mortem** save vs. **spells** or rise as a **Vampire** the next day, unless their remains are *blessed* and they are **beheaded** with their heads buried separately from their body.

- A **critical hit** with a **wooden stake** goes through the heart and kills the **Vampire** instantly. (**wooden stakes** do **1d2** damage.)

- **Sunlight** does 2d8+2 damage to the **Vampire** per round.

Around the Tower…

Scattered around the desolate plain, a respectable distance from the tower, are the remnants of various camps. Only one soul is present out here and she perks up at the sight of the PCs. Her name is, **Una**, and she is a **one-handed** thief whose troupe entered the tower a few days ago and charged her with watching the supplies. If the PCs approach her she cautiously arms herself with a **crossbow** (which takes her **4** rounds to reload if she fires it.)

If a fight breaks out, **Una** will target a spell-caster first. **Don't be shy about pointing out that the bolt appears to be coated with a dark substance.**

If the PCs engage her in conversation, she tells them the following information depending on how and what they ask:

- She lost her hand to a trap on a previous expedition, which is why they left her on guard duty.

- 6 members of her troupe entered 3 days ago, **led by her sister**; she's seen no sign of them since.

- Climbers have all been killed by giant **White Ravens** that fly around the top of the tower. They only seem somewhat aggressive toward anyone trying to walk through the front entrance and they have a terrible sounding screech. They don't attack the camps. (3 climbers lie dead and broken at various locations around the tower.)

- She's willing to sell the PCs some supplies for double the standard price.

- She occasionally sees strange, ghost-like apparitions accompanied by the those awful wind chime sounds.

- She *might* be willing to join the PCs to look for her sister, but she wants to wait a few more days...

Una (4th level **Thief***)

AC: leather

HD: 4d4 (14 hp)

Attacks:

- 1 crossbow, **+3** to hit, 1d6 + poison (**save vs. poison** or die) 8 more non-poisoned bolts, 4 rounds to reload.

- 1 dagger, **+3** to hit, 1d4 + poison (save vs. **poison** or die; 2 uses on the dagger)

AL: neutral

Morale: 9

XP: 75

Treasure: 65 **GP** (hidden in her tent), 2 **Vials** of **Healing** (heals 1d4 hp), 7 doses of fatal **poison**.

*Thief abilities according to whatever system you are using with a focus on stealth if possible. For a default she has **Stealth:** 3 in 6.
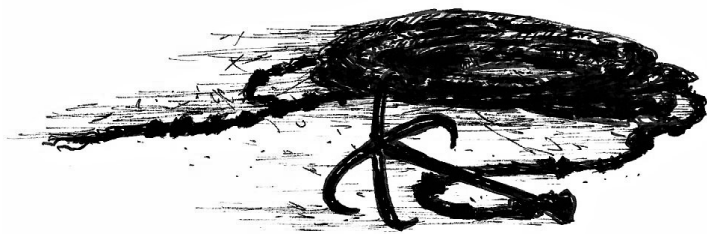
Una's Supplies…

Most adventurers that entered the tower did so with the expectation of making multiple trips in and out as they plundered it. They left camping gear, extra supplies, and mules at their camp sites. **Una** has since consolidated *most* of these items to her location which she will sell to the PCs at the prices listed below.

<u>**Supplies**</u>

2 **backpacks** 10 **GP** each

3 **grappling hooks** 50 **GP** each

12 **iron spikes** 2 **SP** each

2 **lanterns** 20 **GP** each

3 **flasks** of **oil** 4 **GP** each

1 **mirror** 10 **GP**

4 **50' ropes** 2 **GP** each

2 **tinderboxes** 6 **GP** each

4 **water-skins** 2 **GP** each

<u>**Supplies she WILL NOT sell**</u>

2 **weeks** of **iron rations**

7 **doses** of **fatal poison**

2 **Vials** of **Healing** (heals 1d4 hp each)

Her **wagon** and 2 **mules**

Searching the Camps...

The PCs may wish to search what remains of the other camp sites. In which case, roll **1d4+1** to determine the number of searchable sites. The camps are a motley mix of fire-pits, tents, and wagons. For each site, roll **1d12** on the following table for a chance to find something that **Una** missed.

1. A small, **locked** treasure chest buried in the dirt. Contains 200 **GP** and 3 **Vials** of **Healing** (heals 1d4 hp.) The chest is **trapped**, releasing poison gas when opened, save vs **poison** or suffer temporary blindness (1d4 days.)

2. **Climbing gear**: 1 **grappling hook**, 50' of **rope**, and 6 **iron spikes**.

3. Nothing.

4. 2 **10' poles**.

5. 1 **scroll** of *remove curse*.

6. Nothing.

7. **Iron rations** for 3 days.

8. A **quiver** of 10 arrows.

9. Nothing.

10. A **blowgun** with 5 **poisonous darts** (no damage but save vs **poison** or fall asleep for 1d4 hours.)

11. 1 **silver dagger** and 3 **vials** of **Holy Water**.

12. Nothing.

Try This…

While the PCs are talking to **Una**, or searching the camps, have them hear the eerie sound of wind chimes followed by an **apparition** of themselves approaching the tower. Then, they see themselves all suddenly turn back around to look at something as if startled, only to turn their attention back to the tower, then the **apparition** fades away.

When the PCs are *actually* approaching the tower, describe a sudden noisy event behind them, such as **Una** cursing as she accidently misfires her crossbow, or a mule getting startled and running away, or a wagon collapsing as a wheel falls off. Any meaningless noise will do. The players will turn to look and *hopefully* turn their attention back to the tower.

If you do this correctly, you will have fulfilled the **apparition** the PCs saw earlier and perhaps the players will notice without you having to point it out to them.

Just a little parlor trick.

Approaching the Tower…

As the PCs approach the tower, the **White-Ravens** begin to stir from their nest atop. These horse-sized ravens, once known for their deadly screech, are from another *time* and will not stray far because in their nest are 3 eggs they will die to protect. They will vehemently attack anyone who attempts to climb or otherwise get to the top of the tower. They will not attack anyone that simply enters the tower, but they will soar aggressively close. They'll certainly attack anyone that attacks them, but only in a hit-and-run fashion. They will not fight to the death unless their eggs are threatened.

<u>White-Ravens</u>(9): **AC**: as leather +1, **HD**: 4d8 (17 hp), **Attacks**: 2 claws, **+4** to hit, **Damage**: 1d6, **Special Attack**: 1 screech, 50'area attack (save vs **paralysis** or take 1d8+2 damage and be **stunned** for 1 round, recharge 5-6), **AL**: neutral, **Morale**: 6 **XP**: 120. **Treasure**: 3 giant eggs, each worth 1,000 **GP**, they each weigh 50 pounds.

Sision Tower Itself…

From the outside, the tower looks like a vertical jigsaw puzzle built by an eccentric. The top of the tower resembles ruins and there are "windows" scattered here and there, but those windows are mere alcoves of shadow. The stone is the color of dark grey.

The entrance to the tower has no discernable gate or portcullis and is cast in vision-killing darkness. **No amount of light, torches or magic will reveal what's inside**. If anyone enters or simply reaches out to touch the shadow, they will have entered the tower and find themselves in a moderately lit stone corridor. **If only one PC does this, do not tell them what they see, turn to the other PCs to see what they do**.

The stone-work on the inside consists of large, irregular blocks stacked with ungodly precision. The inconsistent light, beams down from windows that aren't actually there. Most corridors are **10'** x **10'** square tubes, leading in some cases, to the vertical center of a room with no way to get down. **Grappling hooks** will be helpful, but not essential, as the walls are often covered in thick **vines**...

Once inside, if the PCs turn and gaze back outside they will be staring out at an alien landscape; a past *time*. They can even step out into that past *time* if they wish... Roll **1d6** on the following table for a sample of what they might see:

1. The vastness of space. Here, the tower exists in the inconceivably distant past where **Sision Tower** resides on an asteroid floating among millions of other asteroids. If the PCs step out into space they will die.

2. Ancient times as opposed to medieval. A massive oil-filled trench has been dug in a 500 ft. diameter around the tower. Scale-clad guards can be seen on walls that surround this location. There is a drawbridge, but under no circumstances will it be lowered. If the PCs try to somehow cross or swim the oil-filled moat, flaming arrows will be let loose…

3. The PCs world **d100** x **10,000** years in the past. This was then the bottom of an ocean (have some bioluminescent sea creature swim by...) Step outside and death will follow.

4. Indeterminable past. The landscape is so alien it's indescribable (get creative and weird.) Let the PCs explore a little and then tell them to make a **saving throw** vs **poison** as the air doesn't quite seem right and they are beginning to cough and spit up blood. They must make the save every round spent here to avoid taking **1d4** damage. Don't let them stray too far…

5. Everything seems the same. If they left **Una** out here, she is still here and the ravens still hover over-head. But, the PCs are invisible and ethereal (though not to themselves,) essentially ghosts; they cannot interact with the world. If they try to talk to someone, that someone won't acknowledge them. They are free to wander wherever they like. The tower will disappear in **3d4** days and then the PCs will be ghosts forever.

6. The outside is a mirror of the inside, so walking out of the tower is essentially walking right back into it. **This is the safe default**.

Random Encounters within the Tower…

Random encounter checks should be made roughly every **2 rooms** *and* when the PCs linger too long or make a lot of noise. Areas on the map marked by an **X** *require* an encounter check. **Do not neglect random encounters, they're a vital part of this adventure**.

Random encounters will be a mixed bag of other adventurers, **Maakina's** collection, and creatures that have wandered in.
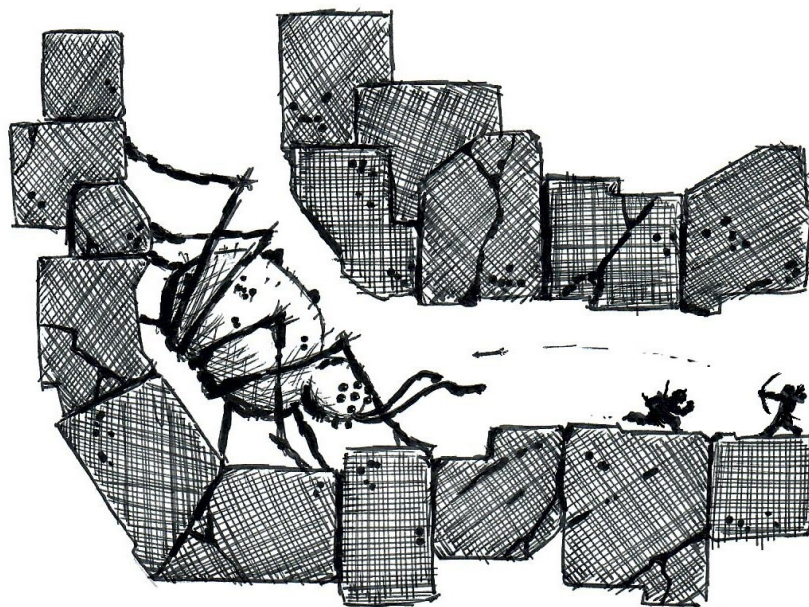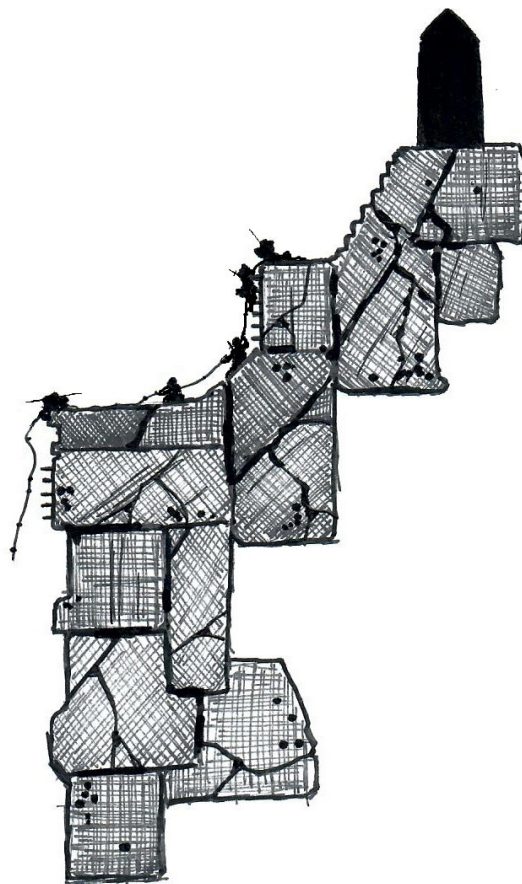
Start With The Fool's Ghost

These encounters can usually be used multiple times depending on the outcomes. The details for **NPC**s and **The Fool** are on the following pages.

All monsters *save* as **Fighters**.

Roll **1d100** to determine the encounter, then roll **1d6** to see where it occurs:

- **1-2**) Before they leave the room they're in.

- **3-4**) In between rooms.

- **5-6**) As they enter the next room.

01-20. No Encounter.

21-24. Orb-Walker: **AC**: as leather (only hurt by magic), **HD**: 6d8 (35 hp), **Attacks**: 2 appendages, **+6** to hit, **Damage**: 1d4 and save vs **wands** or be grabbed and **stunned** while held, **AL**: neutral, **Morale**: 11 **XP**: 1150. (room **24**, pg. **23**)

25-28. Web-Chimes: The depressing sound of the chimes drifts toward the PCs. They must save vs. **spells**. If they fail by less than **5**, they will wander off toward the chimes for the next 1d4 turns. If they fail by **6-10**, they will sink into a depressive state for 1d4 turns, and if they fail by **10+**, they will spend the next 1d4 turns trying to leave the tower no matter what they see outside.

29-32. The **Giant Talking Yellow Centipede** is hungry again. **Centipede**: **AC**: as chain +1, **HD**: 5d8 (30 hp), **Attacks**: 1 bite, **+5** to hit, **Damage**: 1d8 + paralysis (save vs **paralysis** or be paralyzed **until the save is made**), **AL**: neutral, **Morale**: 10 **XP**: 300. (room **9**, pg. **17**)

33-36. The **Cherub Haunt** has come to share her pain. **Cherub Haunt**: **AC**: as plate +1 (can only harmed by magic and/or silver weapons or lawful spells), **HD**: 8d8 (48 hp), **Attacks**: 1 touch **+8** to hit, **Damage**: 1d8 + save vs. **paralysis** or be stunned for **1** round, **Wail**: 1d8 damage + save vs **paralysis** or be paralyzed by fear **until you make the save** (recharge 5-6), **Move**: flight, stand-ard speed, **AL**: lawful (insane), **Morale**: 10 **XP**: 1500. (room **15**, pg. **19**)

37-40. 1d4 Widow-Kin Spiders. The spawn of the **White Widow** have become ubiquitous inside the tower. About 1/3 her size, their job is to kill and collect bodies for the **Web-Chimes**. **Widow-Kin Spiders**: **AC**: as chain, **HD**: 4d8 (20 hp), **Attacks**: 1 bite, **+4** to hit, **Damage**: 1d8 + poison (save vs **poison** or take a further **1d6** damage) or 1 web-spray (save vs. **wands** or be stuck until you make the save, recharge 5-6), **Stealth**: 3 in 6, **AL**: chaotic, **Morale**: 9 **XP**: 250.

41-44. NPC Group. Roll **1d6**: **1-2)** Lucan & Yeva **3-4)** Vassar & His Mutts **5-6)** Lythia & Her Purse-Cutters. (page **10**)

45-48. Killer Vines. The vines that cover the walls suddenly animate and attack the PCs. **Killer Vines**: **AC**: as leather +1, **HD**: 5d8 (28 hp), **Attacks**: 1 barbed vine, **+5** to hit, **Damage**: 1d6, **Special**: The vines attack each PC every round and each time the vines hit, they wrap around a limb causing a **–2** on attack rolls **per limb** that is constricted. Freeing **1 limb** takes a full round and a successful save vs. **paralysis.** If all 4 limbs are constricted, the next attack goes for the throat in which case the PC will have to save vs. **paralysis** or be strangled to death. **Stealth**: 5 in 6, **AL**: chaotic, **Morale**: 11 **XP**: 300.

49-52. Time Flux. As **Maakina** plays the role of **wind-catcher**, she struggles to keep control of her tower. The PCs have wan-dered into a time flux and one of them temporarily disappears. Randomly determine which PC vanishes. They will suddenly reap-pear in **1d4 turns** having zero knowledge of what just happened.

53-56. Slithering Black. An large ooze of chaos, **Slithering Black** *smelled* the disruption and joyfully slithered in under the cover of night. It gleefully feeds on anything, good or evil. This ooze of jet is about 20' long and slithers flat along the ground, walls, or ceiling; it can change its shape accordingly. It is a master of stealth that feeds by biting and cloaking itself around its victim, literal-ly sending them to oblivion — nothing left, they no longer exist. And like a black-hole, **Slithering Black** has no limit to its appe-tite. **Slithering Black**: **AC**: as chain +1 (can only be hurt by magic), **HD**: 7d8 (40 hp), **Attacks**: 1 bite, **+7** to hit, **Damage**: 2d6 + 2, **Special**: If the ooze hits on a natural roll of **19** or **20** it's target must save vs. **wands** or be engulfed and removed from existence, **Stealth**: 5 in 6, **Move**: standard, **AL**: chaotic, **Morale**: 11 **XP**: 1500.

57-60. Tower Urchin: A child draped in an over-sized tunic stalks the PCs. This is someone who drank heavily from the **Foun-tain** in room **19** (page **21**) and is now doing their best to survive in this strange place, having no idea how they got here. The child will attempt to steal food or water from one of the PCs. **Child**: **AC**: none, **HD**: 1 (3 hp), **Attacks**: 1 dagger, **+0** to hit, **Damage**: 1d4 -1, **Stealth**: 4 in 6, **Pick-Pockets**: 3 in 6, **AL**: neutral, **Morale**: 5 **XP**: 15.

61-64. Choir Doves. The flock of escaped **Choir Doves** engulfs the PCs who must now save vs **spells** or be swept away in a state of bliss. Look at the nearest **room #** to the PCs, if it's 15 or below, the doves will drop them off 1d6 rooms above that number. If they are near a room higher than 15, the doves will drop them off 1d6 rooms below that number. Anyone who fails their save will **drop whatever they're holding** and happily get swept away. The whole journey takes 10 minutes per number rolled on the d6 and heals the PC 1d4+2 hit points. The flock has **AC**: leather and **20** hit points. Any attacks on the flock have a 35% chance of hitting a person in their midst. (room **18**, pg. **20**)

65-68. Fungus Capsule. The PCs come across the corpse of an adventurer infected by the **fungus** in room **27** (page **25**.) The cap-sule is fully formed and will burst open if messed with (see page **25** for details.) Gems worth 2d6 x 10 **GP** can be seen spilling out of the adventurers backpack.

69-72. Sision River Valley Encounters. Something has wandered in from the valley…..**Ogres**? **Dwarves**? **Cultists**? **Vampires**? Roll or choose an encounter from the **Sision River Valley Encounters**. (page **3**)

73-100. The Fool's Ghost has come to deliver a riddle… (page **9**)
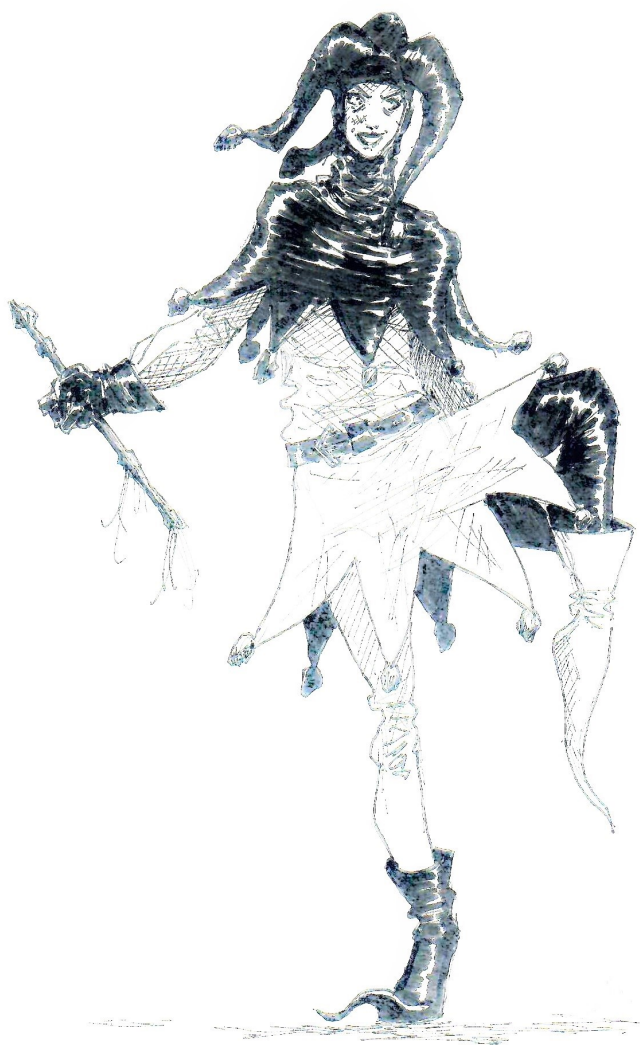
You Can't Fool a Ghost…

This nameless **Fool** was the first sap killed inside the tower, and thus, his ghost has had ample time to wander the place and discover its secrets.

When he is the result of a random encounter check, he **saunters**, **somersaults**, or **skips** toward the PCs and delivers a vague riddle of information before departing in dramatic fashion.

If he isn't coming up on your random encounter rolls, then just place him here or there as he will be the main source of clues for the PCs to figure things out.

If you've used up all of his riddles and the PCs say to him something like, "You said that already!" have him simply shrug and sink down into the floor with a sorry smirk on his face.

Of course, you can always use him to impart any information you want the PCs the have.

So Says the Fool… 1d12

1. If haven of safe is all you seek, then find the **mask** that has a beak.

2. When a **Seraph** keeps such nasty pets, her "just desserts" is what she gets!

3. The sound of sorrow fills the valley, the **Widow in White** grows her tally.

4. It's not a **Harp** that came from Hell, Holy Chords can break the spell.

5. A silver **ring** eight times can see, and make a spider bend the knee.

6. Horrors here will make you faint, find the **mirror**, find the **Saint**!

7. Don't be a dope, carry a **rope** and take care where there's a **slope**!

8. **Blood** and **Eggs** and **Arks** oh my! Hands to yourself or you will die!

9. Behold the **Chest**! It is a test, the Fool who would jest…...not...at...his...best.*

10. Kill the **White Widow**, for I am bored, slay the spider and **Time** is restored!

11. A sailor of wind a **Seraph** should be, not a **wind-catcher** as you will soon see!

12. See the **ooze**, the enemy of light, when it comes near, you better take flight!

*Save this one for when the PCs find the Fool's body in room <u>12</u> (page 18). Have him appear as they are pondering the situation.

How He Departs… 1d6

1. Cartwheels through the wall.

2. Bows in a courtly manner then disappears.

3. Runs away laughing maniacally.

4. Runs away crying hysterically.

5. Skips away whistling.

6. Falls backwards through the floor.

Lucan and Yeva are the last two remaining members of their party. They trust no one. If a fight seems imminent, **Yeva** will cast *Sleep* on the PCs. If successful, they will rob the PCs of valuables and rations. If defeat seems likely, she will cast *Web* or *Darkness* for their retreat. These two *can* be reasonable, it all depends on how the PCs approach them.

Lucan (5th level Fighter) **AC**: chain + 1 (Dex), **HD**: 5d8 (32 hp), **Attacks:** 1 two-handed sword, **+7** to hit, (1d10+2), **AL**: neutral, **Morale**: 10, **XP**: 175, **Equipment**: Backpack, 1 dagger, 4 days iron rations, 50' rope and grapple, **Treasure**: gems and coins worth 650 **GP.** (25% chance these two have an **Artifact** from the appendix, if it's a weapon, he should be using it.)

Yeva (5th level Wizard) **AC**: none, **HD**: 5d4 (17 hp), **Attacks:** 1 staff, **+2** to hit, (1d4) or 1 spell, **AL**: neutral, **Morale**: 10, **XP**: 175, **Spells**: *Sleep* (2), *Web* (1), *Invisibility* (1), *Lightning Bolt* (1) Also possesses 2 **scrolls**: *Dispel Magic* and *Darkness*, **Equipment**: Backpack, 2 daggers, 3 days iron rations, 1 spell-book, **Treasure**: gems and coins worth 250 **GP.**

Vassar entered the tower with 15 retainers, he has 6 left. It was his group that killed the **cherub** in room **15**. He is sadistic and confident and if the PCs appear weak, he will try to end them.

Vassar (4th level Fighter) **AC**: chain + shield, **HD**: 4d8 (22 hp), **Attacks:** 1 sword, **+6** to hit, (1d8+2), **AL**: chaotic, **Morale**: 9, **XP**: 100, **Equipment**: Backpack, 50' rope with grappling hook, 2 daggers, 3 days iron rations, **Treasure**: a handful of gems worth 320 **GP.** (15% chance he has an **Artifact** from the appendix.)

His remaining Mutts Fighters(6): **AC**: chain, **HD**: 2d8 (11 hp), **Attacks**: 1 sword, **+3** to hit, **Damage**: 1d8+1 (1 **Fighter** is armed with a bow **+3** to hit, **Damage**: 1d6) **AL**: neutral, **Morale**: 7 **XP**: 50. **Treasure**: 3d6 GP and a dagger each.
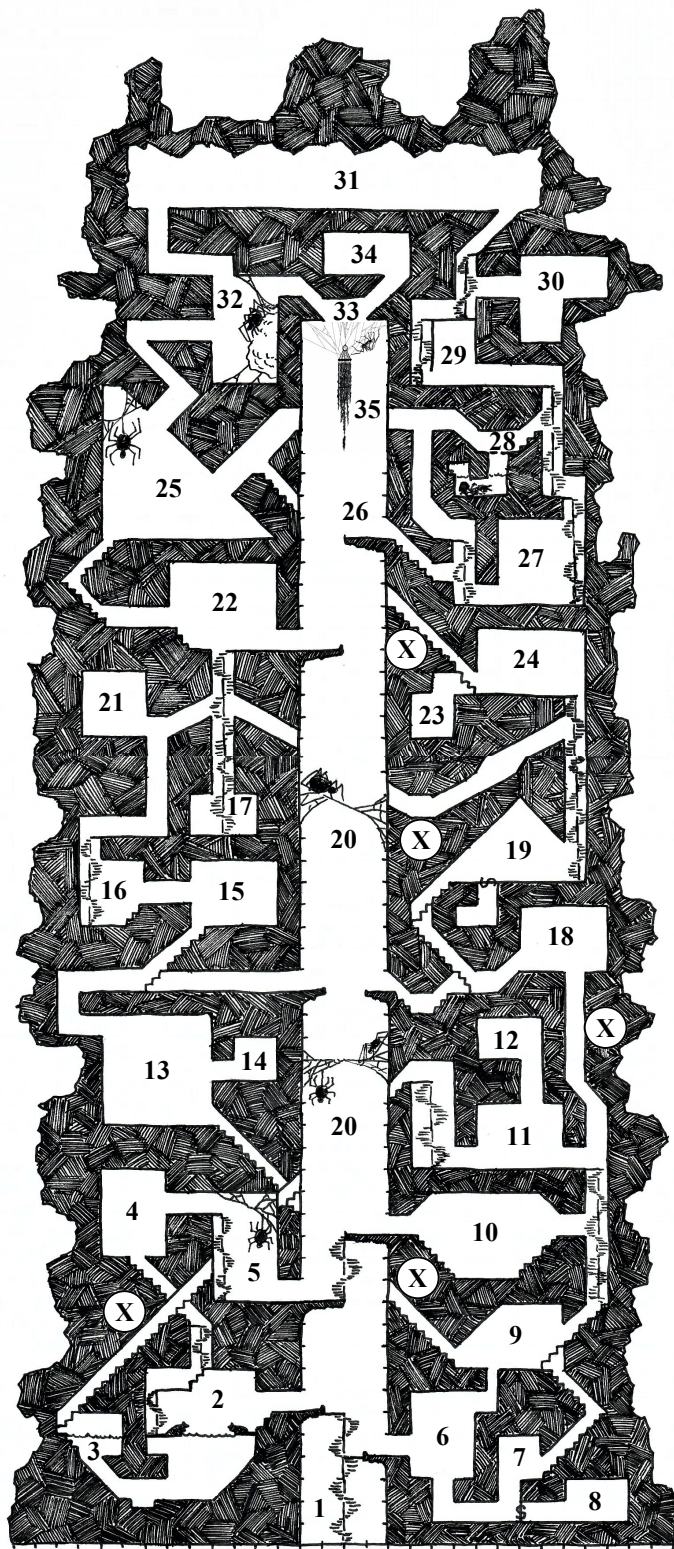
Lythia is **Una's** sister and the leader of an all-female band of thieves. They care mostly for themselves, but aren't sadistic like **Vassar**. When first encountered they will try to ambush the PCs, but only to rob them, unless forced otherwise. They all focus on stealth, climbing, and stealing. If **Una** is with the PCs, then these are potential allies.

Lythia (5th level Thief) **AC**: leather +2 (Dex), **HD**: 5d4 (18 hp), **Attacks:** 1 short-bow, **+3** to hit, 1d6 + poison (**save vs. poison** or die) 11 normal arrows, 3 poisoned, **Stealth:** 4 in 6, **AL**: neutral, **Morale**: 7, **XP**: 75, **Equipment**: Backpack, 50' rope with grappling hook, 3 daggers, 2 days iron rations, thieves' tools, **Treasure**: 100 **GP.** (20% chance she has an **Artifact** from the appendix.)

Her Purse-Cutters Thieves(5): **AC**: leather +1 (Dex), **HD**: 2d4 (6 hp), **Attacks**: 1 short-sword, **+1** to hit, **Damage**: 1d6 (2 are armed with a bow **+2** to hit, **Damage**: 1d6), **Stealth**: 3 in 6, **AL**: neutral, **Morale**: 7 **XP**: 50. **Treasure**: 2d6 GP and a dagger each.
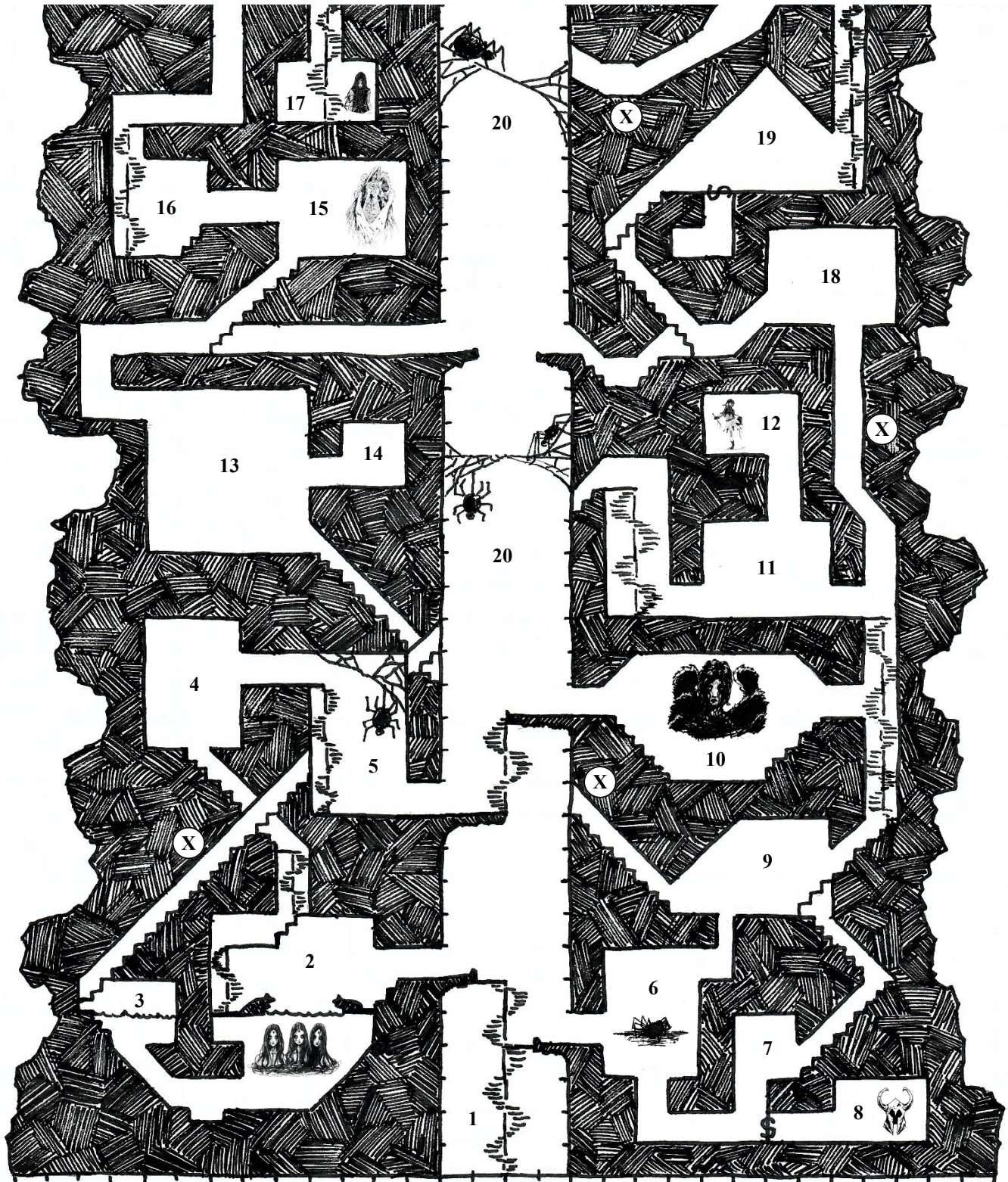
Sision Tower Map A

Sision Tower Map B: Bottom Half

X= Random Encounter   West ——————— East   ☐ = 10 ft.

Sision Tower Map C: Top Half

Navigating the Tower…

- Assume all passage-ways, shafts, and stairs are 10' x 10', though, a couple are wider and thinner as shown on the map.

- There are no actual doors in the tower, yet there are secret doors that resemble the stone walls.

- Remember, **light** sporadically shines down from somewhere. **Walking through the tower feels like walking through a vine-covered ruin**, but the source of **light** can never be truly identified because it comes from another *time*.

- Assume the directions, **Up**, **Down**, **East**, and **West**.

- Actual room sizes should be considered "cubed" versions of how they appear on the map with "*central exits*."

- The walls are impenetrable; they can not be turned to mud or transformed unless otherwise noted.

- Places on the map marked with an **X** (such as very long stairs) require a mandatory **random encounter roll**.

- On the maps, the central **Atrium** and bottom of the tower are notched to help you count 10' squares.

Climbing…

The walls of **Sision Tower** are sporadically covered in **vines**, enough so, that this place is a climber's dream. There are many vertical passages, sloped and straight up, that have no stairs or ladders, and thus, must be climbed. Don't sweat the small stuff, unless the PCs are under duress, let them climb.

Points to consider

- Assume climbing speeds of 1/3 or 1/4 the PCs normal movement rate; up to you.

- Random encounters can occur while the PCs are climbing.

- Roll twice and keep the worst result if you fight while climbing. Only make **climbing checks** if the PC takes damage while climbing.

- **Optional Climbing Check Rules**: Save vs. **paralysis** (adding both your **strength** and **dexterity** bonuses and **+3** if you are using **rope**; **-2** for **chain mail** armor and **–4** for **plate**.) If you fail, you are holding on for dear life and lose your next turn. If you fail by **5** or more, you fall. **Thieves** roll twice and keep the best result.

- Randomly determine how high up the PC was when they fell; look at the distance climbed and simply roll an appropriate die to determine falling distance, e.g., vertical passage is 80' up, you would roll 1d8; marching order may affect this result; use common sense.

Once inside the tower, the PCs find themselves in a 20'x 80' passage that leads straight into the central **Atrium**...

1. Atrium, well-lit. Central spiral staircase that leads up to two balconies (40' and 60' up.) Sorrowful wind-chime music drifts down from beyond the *day-light* far above. The walls are covered in vines all the way up to the ceiling of the **Atrium,** some 550'above, which can't be seen from down here due to balconies and webs. If anyone tries to climb the **Atrium** walls, see area **20** (page **21**.)

2. & 3. Moderately lit, stagnant water fills the lower part of the room, a spiral staircase is visible on the opposite side of a broken bridge. There is a 20'gap between one side of the bridge and the other. The water is up to 30' deep, anyone heavily encumbered or simply wearing metal armor who attempts to swim must make a save vs. **paralysis** (with **Constitution** bonus) every round or sink. If they sink, they must begin the process to avoid drowning (whatever rules you're accustomed to using.) The walls here are slimy, so **climb checks** are mandatory and rolled twice, taking the worst result.

While the PCs ponder their options, a **Haran Mermaid** surfaces saying, "I know a short-cut." Then a second one surfaces and says, "*I* know a short-cut," and then a third one does the same. These waters were once crystal and these sirens once good, but the **web-chimes** have corrupted them and they've since been leading adventurers to their doom.

If a PC goes with a mermaid, have them save vs. **spells** (adding **twice** their **charisma** bonus to the roll) if they pass this save, the mermaid *likes* them and takes them all the way through to room **3** west of here.* If they fail this save, the mermaid takes them through a passage in the floor between the rooms, which 10 rounds later, *mystically* leads up to the pool in room **17** (page **20**) where the **cursed medusa** stares down at her own reflection.

The mermaid stays back and lets the PC surface alone. There is a **50%** chance that the PC will have to save vs. **petrification** (whether or not the medusa is in a petrified state, this changes round by round, see room **17**.) If petrified, the *stone* PC will sink back down and up into room **2**, where if you could see in the murky water, the floor is covered with statues.

***Room 3 is moderately lit and filled with the same murky water.**

<u>Haran Mermaid</u>(3): **AC**: as leather +1, **HD**: 3d8 (15 hp), **Attacks**: 1 claw/bite barrage , +**4** to hit, **Damage**: 1d4+2, **AL**: neutral (currently chaotic), **Morale**: 7 **XP**: 75.

- Their kiss allows you to breathe underwater for 10 minutes; they can revoke this with another kiss (successful "hit".)

- Their voices are musical, but they've currently lost any ability to *lure* like a siren.

- **Haran Mermaids** are hunted for the gems in their foreheads. If swallowed, these gems have an invigorating effect and you gain +**1** to an **ability score** *or* a **saving throw** (**1-3**, +1 to an ability score, **4-6**, +1 to a save. Roll **1d6** to randomly determine which *stat* or *save*, getting to *choose* if you roll a **6** for which saving throw improves.) The gems are easily removed if the mermaid is deceased.

4. Brightly lit, has the feel of a garden. In the center of the room there is a cushioned dais where sits a large silver egg. If the egg is touched (by hand or object) it will crack open and out will step an exact **clone** of the person who touched it. This **clone** will not speak, but will follow their double wherever they go and mimic whatever they do, appraising and scrutinizing them intensely. **1d4+2 rooms from now**, the **clone** will try to assassinate its double. It has the exact same stats as the character it's a copy of.

5. Poorly lit, the shadowy ceiling is full of webs. One of the **Widow-Kin Spiders** resides here and will attack the last PC that enters the room.

<u>Widow-Kin Spider</u>: **AC**: as chain, **HD**: 4d8 (20 hp), **Attacks**: 1 bite, **+4** to hit, **Damage**: 1d8 + poison (save vs **poison** or take a further **1d6** damage) or 1 web-spray (save vs. **wands** or be stuck until you make the save, recharge 5-6), **Stealth**: 3 in 6, **AL**: chaotic, **Morale**: 9 **XP**: 250, **Treasure**: 250 **GP** and a 20% chance an **Artifact** (see appendix) can be found on a corpse hanging from the webbed ceiling.

6. Well lit, a trashed museum, and the corpse of a Widow-Kin Spider. Pedestals are knocked over and fancy debris litters the room. This room *had* valuables that were looted by people who came before. Lost in the debris are 1d4 **trinkets** each worth 1d4 x 10 **GP**.

The **Widow-Kin** corpse is upside-down with its legs curled over its abdomen. Blood abounds; some of it is human. **Poison** can be harvested from a **Widow-Kin** corpse using the following rules:

- Each attempt takes 2 **turns** (20 minutes) and provokes a **random encounter check**.

- A **successful attempt** produces **1d4+1** doses of **poison** that does **1d6** damage on a failed save. Each dose is worth 50 **GP**. Once an attempt is successful, no more can be made on *that* spider.

- **Fighters** and **Clerics** have a **1 in 6** chance of success.

- **Wizards** have a **3 in 6** chance of success, and **Thieves** have a **4 in 6** chance of success.

- **Failing** with a roll of **6** means you *may* have **poisoned** yourself and now have to save vs **poison** or take **1d6** points of damage. **Thieves** *roll twice* on this save and take the better result.

7. Poorly lit, frescos cover the walls depicting the Heavenly Host. Three panicked men will run through the room from the eastern stairs, they will run *to* the PCs, they will run *through* the PCs. They are the ghosts of the corpses in room **9** (page **17**.)

8. Secret treasure room, dark mood-lighting. Roll an **Artifact** from the **appendix** and place it here on a fancy pedestal with an inscription of what it is.

9. Moderately lit, otherwise plain. Three bodies lie about the room, one of which is being eaten by a very large (25' long) **yellow centipede**, who pauses momentarily to regard the PCs before speaking thus: "I require four bodies before I'm full, all but one of you may pass."
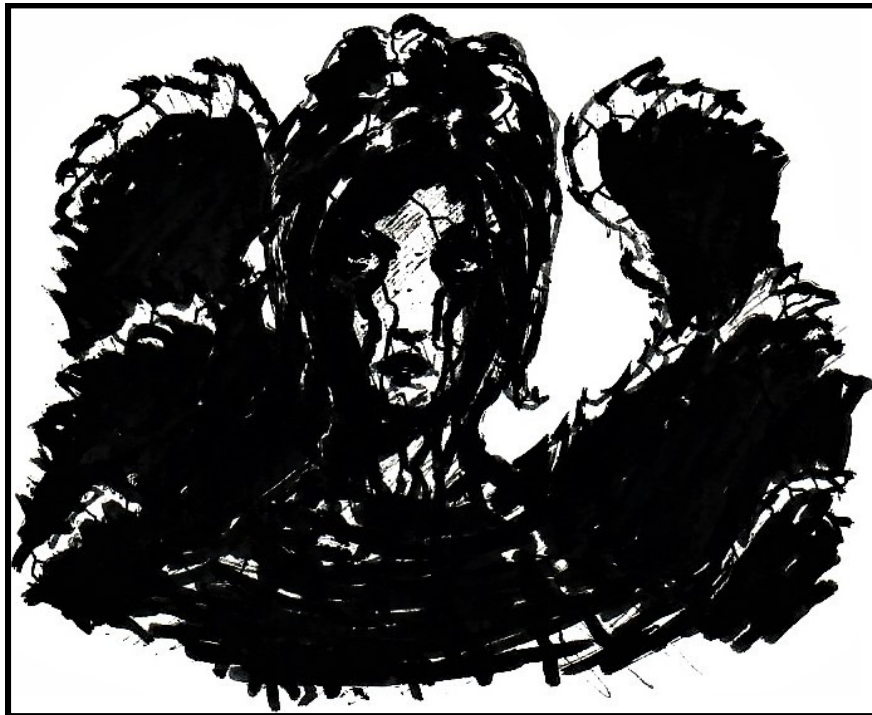
The **centipede** is shockingly fast for it's size and sounds like a horde of horses when it moves. It has **+4 initiative** (on 1d6). Once it has paralyzed someone, it will pause and offer safe passage to the rest, but will happily gorge on them all, if they insist. If they flee, there's 50% chance it'll chase them; it is four times faster than a person.

Giant Talking Yellow Centipede: **AC**: as chain +1, **HD**: 5d8 (30 hp), **Attacks**: 1 bite, **+5** to hit, **Damage**: 1d8 + paralysis (save vs **paralysis** or be paralyzed **until the save is made**), **AL**: neutral, **Morale**: 10 **XP**: 300, **Treasure**: on the bodies are gems and coins worth 200 **GP**.

---

10. Well-lit, a 5' tall, young-looking Seraph Statue stands on a 3' tall pedestal in the room center. This six-winged angel, arms normally out-stretched with eyes looking up in serenity, now stares out in sorrow. Tears of blood stream down from her eyes — and she has wept for awhile, so there's quite a mess. Also, two adventurers lie dead in the blood with no obvious means of death. Their equipment has been looted.

- If anyone collects some of the blood, it is toxic to **chaos** and will allow for **double damage** to chaotic beings if spread on a blade (**1** dose.)

- **4** doses in a vial can be thrown at **chaos** doing **2d6** points of damage.

- Tasting the blood is a bad idea for any **non-lawful** being, as you must now **save** vs. **poison** or convulse in pain for **2d6** rounds, screaming madness, and suffering **1** point of damage per round (Mandatory **random encounter** check due to noise.) Nothing happens if you're **lawful** other than a profound feeling of sadness.

- **1d6 + 4** total doses can be collected.

11. Moderately lit, copious vines on the walls. A miniature **Snow Dragon** is cornered by 2 **Widow -Kin Spiders**, a third spider is up-side-down in death spasms. The mini-dragon is clinging to the wall with one of it's legs hopelessly webbed to the vines. If the PCs help the mini-dragon, it will attach itself to the party, in particular, the PC with the highest **charisma**. This bright-white dragon is about the size of a dog and will never get bigger. It doesn't speak, but understands (and does not always follow) simple commands.

<u>Mini-Snow Dragon</u>: **AC**: as chain, **HD**: 2d8 (13 hp), **Attacks**: 1 bite and 2 claws, **+2** to hit, **Damage**: 1d4 each, **Breath Weapon**: 2d6 Ice-Blast, 10' Line, Recharge: 6 (on 1d6) save for 1/2 damage, **Intelligence**: 5, **Move**: flight, triple standard speed, **AL**: neutral, **Morale**: 8 **XP**: 100.

<u>Widow-Kin Spiders</u>(2): **AC**: as chain, **HD**: 4d8 (20 hp), **Attacks**: 1 bite, **+4** to hit, **Damage**: 1d8 + poison (save vs **poison** or take a further **1d6** damage) or 1 web-spray (save vs. **wands** or be stuck until you make the save, recharge 5-6), **Stealth**: 3 in 6, **AL**: chaotic, **Morale**: 9 **XP**: 250.

12. Moderate shadows, light spotlights a large chest. In the shadows, against the wall, is the body of **The Fool**. Blueish powder covers his face and lock-picks are loose in his grasp. He also has on his possession 2 **daggers** and 17 **SP**.

The locked chest is trapped, anyone tampering with it will be sprayed by powder from the deadly *Blue Vulon Flower* (**save** vs. **poison** or **die**.) If someone tries to forcefully bash open the chest, enough powder explodes from it to fill the room. Inside the chest is an **Artifact** (see appendix) sitting on top of 500 **GP**. The **Fool's Ghost** should appear and say riddle **9**.

13. Moderately lit. Once a pleasant shrine to the powers of **Law**, earlier adventurers saw fit to desecrate the place as they searched for valuables. Beheaded angel and saint statues and burned missals are among the mess here.

What the marauders missed are **3 cleric scrolls**: *Remove Fear*, *Silence*, and *Remove Curse*. Also in the rubble are **1d4** silver holy symbols. As the PCs search this room, they may notice a few prying eyes from the children in room **14**.

14. Poorly lit. There are 2d4+3 children hiding among the furniture here, draped in adult clothing; they range in age from 5 to 11. These "kids" are adventurers who drank greedily from the **Fountain of Youth** (room **19**, page **21**) , losing many years, all levels and the memories that went with them. They haven't got a clue how they got here or even that they discovered such a glorious fountain. They have managed to scrounge together some iron rations, **4 days** worth. They have **2** ropes of 50' with grappling hooks and all have daggers.

<u>Children</u>: **AC**: none, **HD**: 1 (3 hp), **Attacks**: 1 dagger, **+0** to hit, **Damage**: 1d4-1, **AL**: neutral, **Morale**: 5 **XP**: 15.

15. Poorly lit, nightmare scene. There was a battle here. A dozen or more adventurers — warriors, rogues, priests and mages, lie dead around the room and a beautiful 4-winged **cherub** hangs on the wall impaled by a spear. This is the **cherub** that now haunts the tower (see random encounters.) She was a guest and retreated to this room when all hell broke loose.

The spear is a mere **+1 Spear**, but was enough to end the angel. She can be saved however, at least her essence can, by perfuming **Turn Undead** on the corpse while dousing her with **2** doses of **Holy Water**. If the roll fails, you may try again, but each attempt uses up **2** doses of **Holy Water** (you might want to assume that any **Cleric** would know this as part of their training.) If successful she will haunt no more.

There is a **35%** chance that she haunts this room while the PCs are here. However, if anyone removes the **spear**, the **Cherub Haunt** shows up immediately and gets a free **Wail Attack** on the PCs.

The victors fled the room quickly, even they felt the gravity of **Sin**. Searching the bodies turns up:

- 4 **swords**
- 7 **daggers** (two of them *silver*)
- 3 **shields**
- 1 **battle-axe**
- 2 **staves**
- 4 suits of **chain-mail**
- 3 suits of **leather**
- 1 suit of **plate-mail**
- a total of 4d6 x 10 **GP** worth of coins
- a **spell-book** containing all 1st and 2nd level wizard spells
- 1 **scroll** of *cure light wounds*.

Cherub Haunt: **AC**: as plate +1 (can only be harmed by magic and/or silver weapons and *lawfully* cast spells), **HD**: 8d8 (48 hp), **Attacks**: 1 touch **+8** to hit, **Damage**: 1d8, **Wail**: 1d8 damage + save vs **paralysis** or be paralyzed by fear **until you make the save** (recharge 5-6), **Move**: flight, double standard speed, **AL**: lawful (insane), **Morale**: 11 **XP**: 1500.

- For purposes of *Turning* she counts as a **Wraith**. If *turned*, she will flee screaming, but can be encountered again later.

- **Holy Water** does **1d6** damage per dose to her and has a **25%** chance of *turning* her.

16. Semi-lit, walls profusely covered in grape vines. This area has the feel of a patio, albeit, one that's been wrecked, but inviting none-the-less, that is, until you notice the occasional hand sticking out.

The grapes are highly nutritious; **one grape** equals **2 days of iron rations**. Getting one is the trick. As soon as you reach for a grape, vines will wrap around your arm pulling you in. You will have to save vs. **petrification** twice consecutively to break free. Three failures in a row, and you've been pulled in and strangled to death. The vines can not be damaged by non-magical means, and it takes **12** points of damage to make them release someone, "hits" are automatic.

- If you were to drink **wine** made from these grapes you would not age for 10 years.

17. Dark room, eerily lit by a pool of water. Standing before the pool is a **Medusa** named **Eurisai**, locked in position, gazing down at her own reflection, phasing into and out of petrification. This is her curse for a multitude of sins.

The PCs can safely look at her reflection but she can not. However, if the PCs look directly at her, they have a 35% chance of having to save vs. **petrification**.

She is mostly oblivious to the current situation, but with staggered speech, offers to help if the PCs can somehow remove her from this curse. If they agree and somehow free her, she will wear a hood over her face and help them for two encounters, then she will: **1-2** turn on them, **3-4** abandon them, **5-6** help them one more time.

- She can be freed by casting a *Remove Curse* spell.

<u>Eurisai the Medusa</u>: **AC**: as leather +2, **HD**: 4d8 (18 hp), **Attacks**: 1 weapon, **+4** to hit, **Damage**: by weapon, or 1 **Gaze** (save vs. **petrification** or turn to stone), **AL**: chaotic, **Morale**: 9 **XP**: 250.

18. Well lit, smells of spring. There are 2d6+6 empty gold and silver bird-cages scattered around the room, some still on shelves, many on the floor. This is where the **Choir Doves** are from (see random encounters.) The cages vary in size and shape and each one is worth 1d6 x 10 **GP**.

About 25' up, there sits an undisturbed nest containing 1d10+6 tiny **Choir Dove** eggs. Now, eating a **Choir Dove** egg ranks among the worst sins anyone can make against the universe and you must immediately **save** vs. **poison** or die. However, if you make the save, you have defied the universe and gain **2** new **permanent** hit points. If you manage to survive the consumption of **4 eggs in a row**, you have bypassed all that is Holy and are rewarded by all that is not, with an instantaneous increase in **level**. The eggs are each worth 200 **GP**, but are extremely fragile, there is an 80% chance they will break if transported non-magically.

- This is an ideal hiding place for the **Sky Mask** (see **Artifacts**.) If here, the mask is hidden in the wall behind the nest. You could also have an NPC wear the mask, or chance it to come up randomly.

19. Day-light, scraps of clothing and armor lie around the room. An immaculate fountain is built into the far wall. This is not *the* **Fountain of Youth**, but the *water* is from *the* **Fountain of Youth**. This is the most refreshing looking water you have ever seen.

- Drinking from the fountain once heals **1d4 hit points** and **1 condition**, **curse**, etc., *and*...you must make a **save** vs **spells** to resist taking another drink…

- **Every** subsequent time you drink from the fountain causes you to age backwards **1d6** years and lose **1 level** of **experience**. Every time you drink, you must make an increasingly more difficult **save** vs. **spells** (due to level loss) to resist taking another drink. One can conceivably drink themselves into nonexistence.

- Once you make the save, you are immune to the effect, but you may have lost years, experience, and the memories and abilities that go with them.

There is a secret door in the floor which leads to a small treasure hoard of 1d6 x 100 **GP**, 2d6 x 100 **SP**, 1d4 x 10 **PP**, and 1 **Artifact** from the appendix.

---

20. Moderately lit, thick webs block passage up or down. 1d4+2 **Widow-Kin Spiders** hang out on these webs, blocking passage to the **Web-Chimes** above. Anyone lingering on balconies near these webs will be attacked by the spiders in 1d4+1 rounds.   If these webs are somehow searched, there is a 20% of finding an **Artifact** (see appendix) among the many corpses stuck there.

Widow-Kin Spiders: **AC**: as chain, **HD**: 4d8 (20 hp), **Attacks**: 1 bite, **+4** to hit, **Damage**: 1d8 + poison (save vs **poison** or take a further **1d6** damage) or 1 web-spray (save vs. **wands** or be stuck until you make the save, recharge 5-6), **Stealth**: 3 in 6, **AL**: chaotic, **Morale**: 9 **XP**: 250.

---

21. Somber lighting, ornate Holy-Water Fonts on both sides of the entrance, 4 columns and a central tomb. The tomb is made of stone (inscribed: "*Blessed are the Saints Unknown*") and inside are the remains of an **Unknown Saint**. **Maakina** herself, doesn't even know the identity of this soul and has futilely traveled the ages searching, but the Holiness that resonates, is undeniable...

There is a long kneeler the length of the tomb, anyone who kneels and prays will enter a trance if they *make* a save vs. **spells** (only one attempt ever.) While entranced, they will see through the ages, all manor of **Saints** *preaching* and *dying* and *burning* and *healing* and *sacrificing* and *suffering* until a plain, yet beautiful female face appears and smiles serenely up at them as if from the depths, reaching out, touching them...with a gift.

Roll 1d6: **1.** You now have a **natural armor class** bonus of **+2**, **2.** You now have the daily ability to heal someone else **1d4** hit points, **3.** You regain all used up spell slots from the day plus a brand new **2nd level** spell, **4.** You have a permanent **+2** bonus to saves vs. **spells**, **5.** Once per day you are granted a **vision** that can be used to **reroll** any failed roll,   **6.** One of your core six abilities permanently **improves** by **2** (randomly determined.)

Reroll any result that isn't applicable to the PC. In addition, the PC will now know what **Holy Chords** to play on the **Harp** in room **34** if they wish to destroy the **White Widow**.

The tomb is protected by Holy magic, anyone striking or tampering with it maliciously will be wracked by divine wrath suffering **6d6** points of damage. The **Fonts** at the entrance contain **2d6+6** doses of **Holy Water**.

22. Well lit, with a row of columns on either side. Almost cathedral-like in appearance, the columns lead to a raised dais with a large, ornate mirror set against the wall. This mirror is indestructible.

Inside the mirror resides the **Looking-Glass Saint,** a slain holy warrior whose soul was banished to the mirror-realm ages ago for reasons long forgotten. The **Saint** travels the mirrors of the world looking for worthy hosts that he can step into in order to right some wrong. He occasionally stopped here to chat with the **Seraph,** once warning her that the **White Widow** is not a *pet.* He has remained here sensing that all is not well.

He won't speak, but will "appraise" anyone standing in front of the mirror. That PC will have to save vs. **spells**, if they fail, he simply shakes his head in disappointment and waits for the next person. If they succeed, he tilts his head ponderously and they must save vs. **spells** again. If they fail, he shakes his head in disappointment and again waits for the next person. If they succeed a second time, the **Saint** steps through the glass and into the PC.

He will communicate with his new host telepathically, saying that something has happened to the **Seraph** and she must be saved. If the PC hears the **Web-Chimes** with the **Saint** inside them, he tells them they must play the **Seraph's Harp** to defeat the **White Widow** and he knows the **Holy Chords**. He doesn't know where anything is though. If the PC has no interest in setting things right, he will rip himself out of them and return to the mirror. The PC host must then save vs. **paralysis** or fall unconscious for **2d4** hours having no memory of the **Saint** when they wake up.

Like the **Fool's Ghost**, the **Looking-Glass Saint** can be used to impart any information you want the PCs to have.
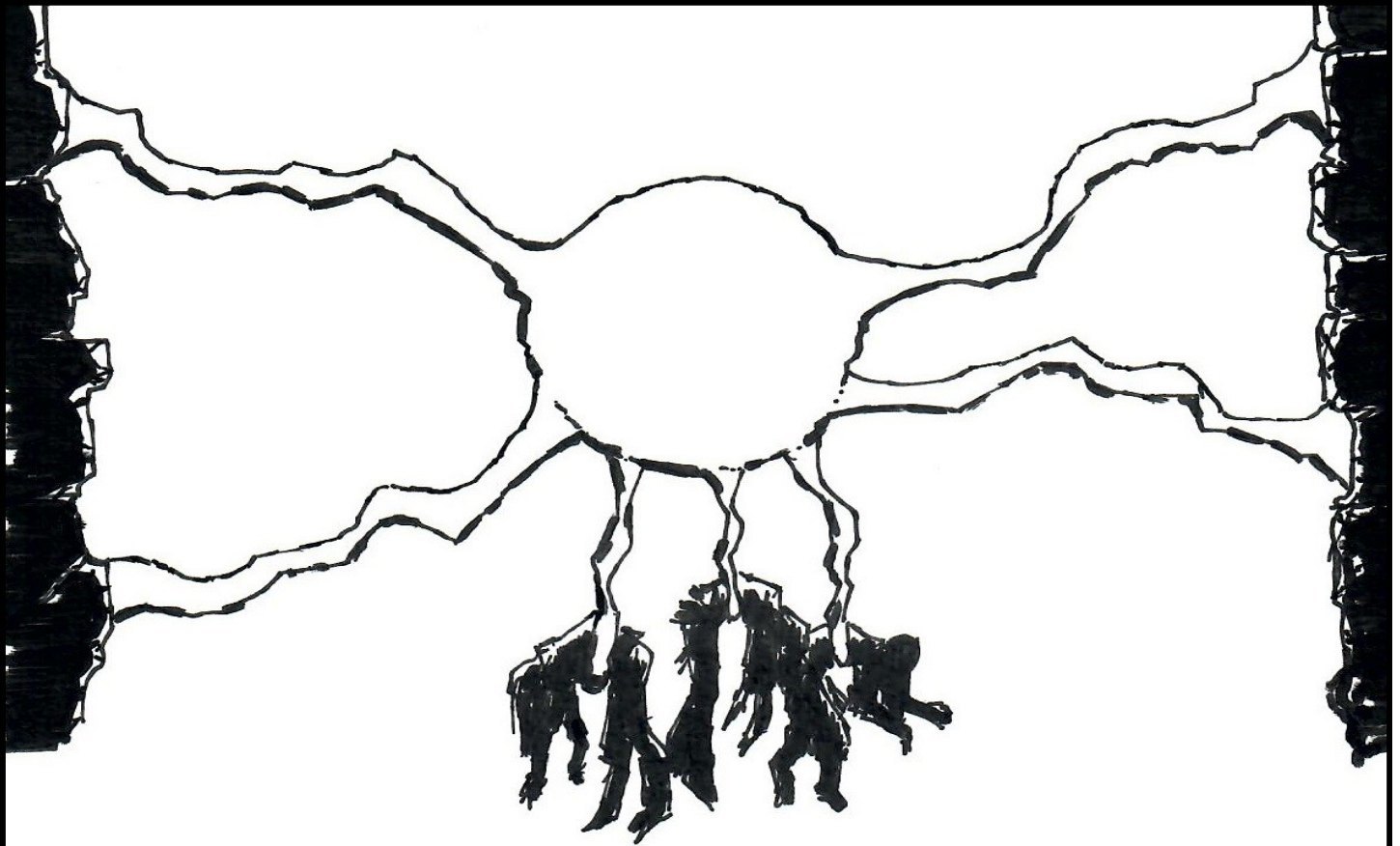
While inside the PC, the **Saint** can be seen in an aura-like fashion. He gives the PC the following benefits:

- +10 temporary hit points

- +3 to-hit and damage bonus and damage that counts as magic

- +2 Armor Class and +2 to all saves.

- Immunity to the **Web-Chimes** and poison.

If the PC dies with the **Saint** inside them, the **Saint's** soul moves on and the PC becomes the new **Looking-Glass Saint.**

23. Poorly lit, ransacked pantry. The cupboards, cabinets, and drawers here have long been plundered, except one cupboard central to the far wall. A dead warrior lies on the floor just left of the cupboard (he was actually killed by the **Orb-Walker** in room **24**.) The untouched cupboard is locked, no traps, no poison, just locked. Inside are 2d6+6 pieces of **wafer bread**, each piece is equal to one days **iron rations**. If the cupboard is unlocked, it can then pivot to reveal a hidden compartment containing **2d4+2** small **vials of healing**, each one heals **1d4** hit points. The warrior is wearing a suit of **chainmail**, has a **war-hammer**, and a **bag of gems** worth 2d8 x 10 **GP**.

24. Well lit, moderate vines, banquet tables line the room. Lurking here, or passing through, from a *time* way back, is a thing called an **Orb-Walker**. This sentient, static orb was not part of **Maakina's** collection, but one of the monstrosities that happened by. As it moves, its appendages never leave whatever surface they're touching. It slowly feeds off the life-force of other living things without a pinch of remorse, indeed, this thing is primordial.
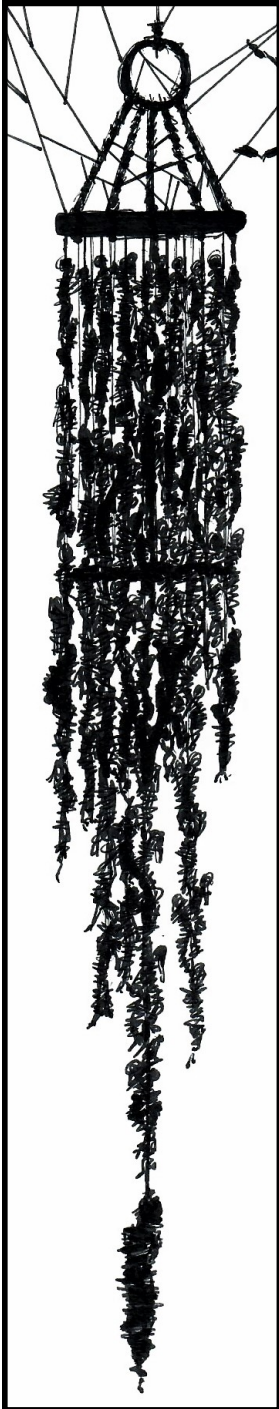
The **Orb-Walker** is currently feeding on three adventurers, but it has no limit to how many creatures it feeds on; it will simply lower another static appendage. Anyone caught by this hungry **Orb** is considered **stunned** and loses **1 hit point per round** until dead, at which point the **Orb** drops the corpse. Every hit point drained by the **Orb** is added to the **Orb's** hit points (there is no limit.) The current victims have the following hit points left: 3,4, and 6. <u>**Aiming**</u> for an appendage does no damage to the **Orb** but causes it to drop its victim who becomes **un-stunned** the following round.

<u>**Orb-Walker**</u>: **AC**: as leather (only hurt by magic, immune to *sleep*, *charm*, and *hold* spells), **HD**: 6d8 (35 hp), **Attacks**: 2 appendages, **+6** to hit, **Damage**: 1d4 and save vs **wands** or be grabbed and **stunned** while held, **AL**: neutral, **Morale**: 10 **XP**: 1150, **Treasure**: Lying on the floor of the room are 2 **spears**, 1 **sword**, 2 **shields**, and 1d4 x 50 **GP** scattered.

The **Orb-Walker** can also appear as a **random encounter**.

25. Poorly lit, webs cover the high ceiling. The first time the PCs enter this room they interrupt 1d6+1 **Window-Kin Spiders** dragging dead adventures through the web-covered upper shaft toward the **Web-Chimes**; always happy for more prey, the spiders will attack. Being so close to where they hatch (room **32**, page **27**), there will always be **1d6+1** spiders here.

<u>Widow-Kin Spider</u>: **AC**: as chain, **HD**: 4d8 (20 hp), **Attacks**: 1 bite, **+4** to hit, **Damage**: 1d8 + poison (save vs **poison** or take a further **1d6** damage) or 1 web-spray (save vs. **wands** or be stuck until you make the save, recharge 5-6), **Stealth**: 3 in 6, **AL**: chaotic, **Morale**: 9 **XP**: 250, **Treasure**: scattered gems worth 1d8 x 100 **GP** and a 15% chance an **Artifact** (see appendix.)

26. Brightly lit, giant wind-chimes hang above, covered with webbed corpses. This balcony sits 40' below **Maakina's** feet at the bottom of the chimes. From this distance it should be clear that the wind-catcher is some kind of winged being. The **White Widow** can be seen climbing around, spinning webs, perhaps adding more victims. When looking up at the webbed bodies, you might make eye contact — was it your imagination or did that person just blink?

While on this balcony, there is a **35%** chance that the chimes are actively making soul-crushing music. This **35%** base chance escalates by **10%** *every round spent here*. Anyone on this balcony hearing the chimes must save vs. **spells** or become mesmerized in a state of utter sorrow.

If they make the save they're fine, but feel a mighty strong urge to get the hell off of this balcony (if they don't try to leave warn them they'll have to make the save again, but this doesn't mean that they can't help get mesmerized friends to safety.) If they fail the save by **10 or more**, they simply step off the side of the balcony and either (roll 1d6) **1-3:** fall 50' to the balcony below suffering **5d6** damage, or **4-6:** fall 100' to the **Widow-Kin** webs in area **20**, only taking **2d6** damage from the fall.

Mesmerized PCs will remain mesmerized as long as they are here. They need to be physically removed from this balcony for the effects to wear off, which will happen **2d6** rounds later. If the PCs linger on the balcony too long, some **Widow-Kin Spiders** should arrive from area **20**. The **White Widow** will not leave the chimes, but will let out a *screech* summoning **Widow-Kin** if the PCs try to get close.

27. Moderately lit by a multitude of light rays seemingly filled with pollen. Four dead adventurers lie here all coated with yellow fuzz. One's head looks like it exploded, two others' heads are covered in fungus with the beginnings of a growth, and the fourth's face-down head has a 2' stalk growing straight up, ending in a **capsule**.

This **fungus** was brought in by a small, now extinct rodent whose remains are against the far wall. The pollen floating around is unnerving, but harmless. However, if the **capsule** is messed with in any way, it opens sending **spores** everywhere in a 20' radius. Anyone in that radius must save vs. **poison*** or become infected. Anyone infected now only has a few hours to live:

- For healing purposes, this fungus is considered a **disease**.

- The *infected* will become fatigued, losing **1d2** hit points **per turn**.

- **3 turns** after infection, they now have to *roll twice* and *take the worst result* on **all rolls**.

- **5 turns** after infection and every turn after, they must make a save vs. **poison** or fall unconscious.

- **1 turn** later a stalk begins to grow from the back of their head. The PC is now dead.

- **1d4+2 turns** later the 2'stalk will be fully formed with a **spore-filled capsule** at the end.

*An odd twist: Anyone that makes their **save** with a *critical success* is immune to the fungus but is now a *carrier*. They have the ability to breath these spores in a small cloud **once per day**, enough to infect one creature or person.

28. Poorly lit corridor. At the bottom of the slope is a **pit-trap** that falls 10' down into water 10' deep.

Anyone heavily encumbered or simply wearing metal armor must make a save vs. **paralysis** (+**Con** bonus) every round or sink. The PC will certainly panic, but this water is *breathable*.

There is a sentient **Man O' War** here (you can hear it talk but where the words come from is anybody's guess.) It will try to capture any PC that falls down and use them as a bargaining chip. It is starving and could eat the PC but much prefers the taste of **spider**. It will let the PC go if the other PCs bring it a spider.
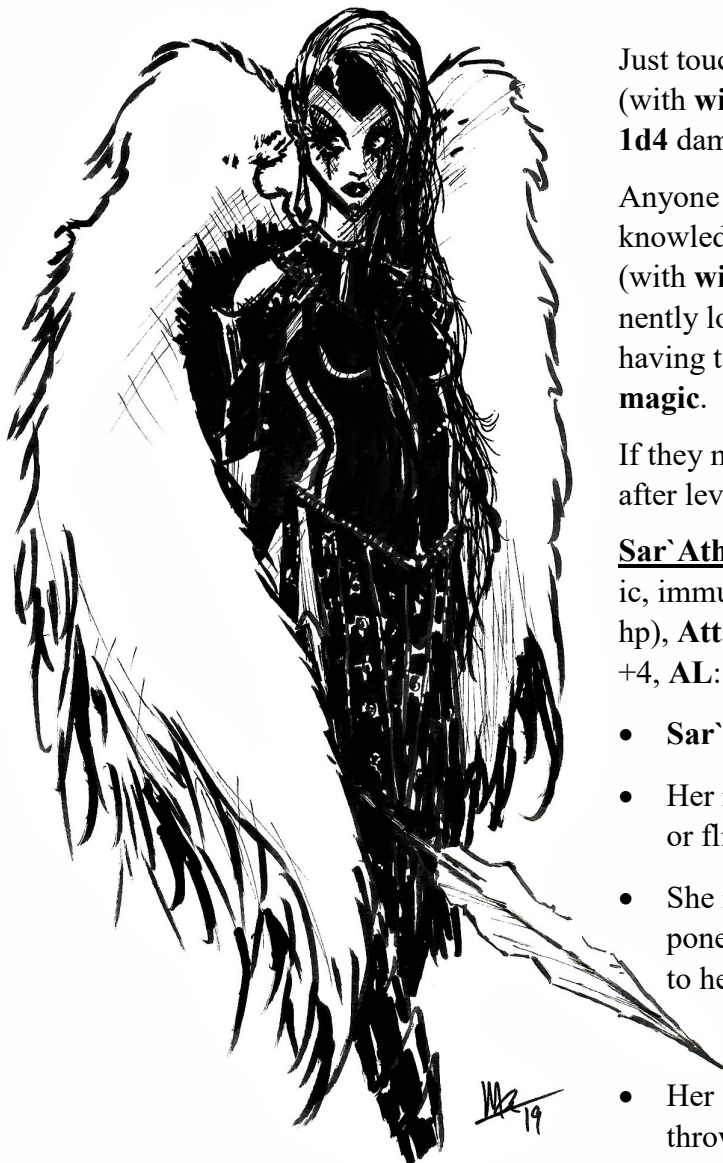
Man O' War: **AC**: as chain (due aquatic advantage), **HD**: 4d8 (22 hp), **Attacks**: 4 tentacles and/or 1 bite, **+4** to hit, **Damage**: 1d4 + save vs **paralysis** or be stunned for 1d4 rounds, **AL**: neutral, **Morale**: 10 **XP**: 325, **Treasure Chest**: 1d4 +2 x 100 **GP** and a 30% chance of an **Artifact** from the appendix.

29. Poorly lit, a 5' wide decorative, glowing waterfall cascades down the center of a wall. The sound of the waterfall is peaceful and if the PCs rest here for at least a *turn*, they will each be healed **1d4+1** hit points. Drinking the water does nothing but refresh you, yet there is a small, **15%** chance, that you will be healed of any diseases you might have.

Optional aspect: It is impossible to see through the waterfall. Prodding it reveals that there is no wall and if you peak through, you will get your head wet but see nothing. Anyone stepping through the waterfall will get **teleported** to a random location in the tower (those watching will get a quick glimpse of where they went.) Roll **2d20** to see where you end up, a result of **36** is the **Atrium.   37 or higher** and you are sent to the camps outside, in your own time period, congratulations.

!!!Warning, this option can completely split the party!!!

30. Moderately lit, an angel stands before a silver and gold Ark that sits on the far side of the room. The angel is, **Sar`Athiel**, and her sole purpose for being is to guard this **Ark** — no matter what.

In the pit on the west the side of the room are various corpses — adventurers, spiders and other strangeness. Scattered treasure down there equals 3d6 x 100 **GP**, and any supplies you want to make available.

Just touching the **Ark** makes you have to save vs. **spells** (with **wisdom** bonus) or take **2d4** damage, you still take **1d4** damage if you make the save.

Anyone peering inside the **Ark** is looking at forbidden knowledge and has to make **2** consecutive saves vs. **spells** (with **wisdom** bonus) or have their minds shattered, permanently losing **1d4+1** points of **Intelligence** and forever having to roll twice and take the worst result on saves vs. **magic**. They will also be **blind** for the next **3d4** days.

If they make the consecutive saves they will **gain a level** after levitating in a mind-blowing trance for **1d4** turns.

Sar`Athiel: **AC**: as plate +2 (can only be harmed by magic, immune to *sleep*, *charm*, and *hold* spells), **HD**: 9d8 (52 hp), **Attacks**: 2 with her Spear, **+13** to hit, **Damage**: 1d8 +4, **AL**: lawful, **Morale**: 12 **XP**: 1,200.

- **Sar`Athiel** regenerates **3** hit points per round.

- Her movement rate is double the standard rate, ground or flight.

- She may throw her **Spear** and have it strike all her opponents (roll **to-hit** for each foe) after which it returns to her. (Recharge **5-6**)

- Her **Spear** is a long-spear +2 (1d8+2) with the above throwing ability.

31. Open air, ruined walls, 1-3 daylight, 4-6 night. Three giant eggs nest in the far side of the eastern corner guarded by **1d4+1** giant ravens; the rest circle above. Anyone who comes anywhere near the eggs will be met with the full fury of all **9** ravens. If the PCs keep their distance they will still be met with very aggressive fly-bys.

Looking over the edge of the tower reveals the PCs' own *time-period*; but this will be harder for them to discern at night (clue: **Una's** single campfire, if she's there.) It is a **600'** climb down — possible due to the jagged nature of the tower, but still a huge risk (remember, falling damage is 1d6 per 10'.

- If one of the PCs is wearing the **Sky Mask** (see **Artifacts**) they can charm the **White Ravens** into flying them down safely.

White-Ravens(9): **AC**: as leather +1, **HD**: 4d8 (17 hp), **At-tacks**: 2 claws, **+4** to hit, **Damage**: 1d6, **Special Attack**: 1 screech, 50'area attack (save vs **paralysis** or take 1d8+2 damage and be stunned for 1 round, recharge 5-6), **AL**: neutral, **Morale**: 6 **XP**: 120. **Treasure**: 3 giant eggs, each worth 1,000 **GP**, they each weigh 50 pounds.

32. Moderately lit, a 40' high, web-sack of 150 eggs clings to the east wall. This is where all the **Widow-Kin Spiders** are coming from. This bulging egg-sack takes up most of the room and at any given time there are 1d4+2 **Widow-Kin** crawling over it who will attack anyone entering. Normally, one spider hatches every **4d4 turns**, but that number will accelerate if someone sets fire to the eggs. If they are burned, it will take **1 turn** (10 minutes) to be completely engulfed, before which, 6d6+6 **Widow-Kin** will be able to hatch *fully grown*...also, the **White-Widow** will then arrive in 1d4 rounds.

- Scattered across the egg-sack are various pieces of adventuring gear, 3 **swords**, 2 **daggers**, 2 **battle-axes**, 2 **spears**, a **back-pack** containing **50' of rope** with **grapple**, 1 **healing potion**, and 2 days **iron rations**, 3d6 x 10 **GP** worth of coins, and an **Artifact** (see appendix.) Anyone killed here will be taken and added to the **Web-Chimes**.

Widow-Kin Spiders: **AC**: as chain, **HD**: 4d8 (20 hp), **Attacks**: 1 bite, **+4** to hit, **Damage**: 1d8 + poison (save vs **poison** or take a further **1d6** damage) or 1 web-spray (save vs. **wands** or be stuck until you make the save, recharge 5-6), **Stealth**: 3 in 6, **AL**: chaotic, **Morale**: 9 **XP**: 250.

33. Moderately lit, bright light and webs below. The gap is **20'** across but **vines** are plentiful here. Have the PCs make a **climbing check** while crossing (see page **14** for **climbing**) to avoid falling into the **White Widow's** webs below, which will immediately get her attention. Breaking free from the **Widow's** webs is a **save** vs. **paralysis** (rolling twice and taking the worst result.) Whether or not you want the **Widow** to *hear* the PCs crossing above is entirely up to you, but she will be aware of them soon enough…

34. Well lit, the height of luxury, coated with webs, a prominent Harp. **Maakina's** personal lounge — seemingly carved out of white marble, literally veined with silver and gold. Webs completely coat the opulence here; couches, chairs, pillars, beds, paintings, artifacts (there is at least 1 **Artifact** here, **40%** chance of a second.)

Gems and precious stones are embedded everywhere; values are 1d6 x 100 **GP** each and each gem takes one PC **1 turn** to dislodge. Let the PCs recover a few stones if they want, but then start making random encounter checks every **turn**. If combat happens here, there is an *escalating* **2** in **6** chance per fight that the **Widow** appears.

And then there's the **Harp**, the source of music so pure, it was the bane of the **White Widow** for what seemed an eternity to the wretched beast. The **Harp** stands 6' high and is immobile; its value: *priceless*. It is the only thing not coated in webs. Any of the spiders suffer **1d6** damage if they physically touch the **Harp**.

Playing the Harp

- For every round spent playing the **Harp**, music lingers on for 1d4+1 rounds.

- After the first round of music, the **White Widow** will appear in 1d4 rounds and immediately use her *screech* to call **Widow-Kin** to her aide. They will focus their attacks on anyone playing the **Harp**.

- *While there is music*, the **White Widow** and **Widow-Kin** roll twice and takes the worst result for their attacks and saves.

Playing the Holy Chords on the Harp

- For every round spent playing the **Harp**, music lingers on for 1d4+1 rounds.

- After the first round of music, the **White Widow** will appear in 1d4 rounds and immediately use her *screech* to call **Widow-Kin** to her aide. They will focus their attacks on anyone playing the **Harp**.

- *While there is music*, the **White Widow** and **Widow-Kin** roll twice and takes the worst result for their attacks and saves.

- *While there is music*, the PCs are *immune* to **White Widow** and **Widow-Kin** poison.

- *While there is music*, spells cast by **lawful** people are twice as affective.

- *While there is music*, the PCs score **critical hits** on a natural **19** or **20**.

35. Almost day-light, colossal wind-chimes hang from webs. These chimes, that once belonged to a giant race, are now a twisted affront to all that is Holy. Scores of dead hang here, their souls trapped, crying out against this disgusting purgatory.

Maakina, hangs here too, half-alive at the bottom, catching the breeze, fueling the madness, suffering her own Hell, knowing full well...this is her fault.

As a **Time Seraph**, she surfed the past, collecting this and that, creature and trinket, dead/alive, whatever satisfied her curiosity. The **White Widow** was just a little thing, barely an afterthought. She set it aside. Forgotten, it grew and grew and grew and then it laid eggs.

Ambushed, that's an experience unusual for a **Seraph** and somewhere in **Maakina's** dazed mind, she vows it will never happen again.

The **White Widow**, an ancient thing, not overly intelligent, but instinctively evil, was overjoyed at the opportunity to foul the day of one so Holy.

The **Widow** regularly bites **Maakina**, keeping her in a poisoned daze, allowing her to listen to the growing song of sorrow and death filling her tower and beyond.

The White Widow

AC: as plate +1

- Immune to *sleep* and *charm* spells.

HD: 15 (90 hp)

Attacks:

- **1** bite, **+15** to hit, 1d8+4 and save vs. **poison** or **die**.

- **Web-Spray**: The **Widow** can spray everyone in a 50' cone with her webs. They must save vs. **wands** to avoid the webs and if they fail, they are immobilized and must save vs. **paralysis** every round to break free (rolling twice and taking the worst result.) **Recharge**, 4-6.

Special:

- The **Widow** can release an ear-piercing screech that summons all available **Widow-Kin** in the tower. Every two rounds after the screech, 1d4 **Widow-Kin** will arrive to defend the **Widow**. She can do this anytime, but will certainly do it if her hit points drop below 50.

AL: chaotic

Morale: 11

XP: 2,500

Maakina (Time Seraph)

AC: as plate +2

- **Divine Beauty**: You must make a **save vs. spells** to even think about striking her, if you fail, you hesitate long enough to lose your turn.

- Can only be harmed by **magic** and immune to *sleep*, *charm*, and *hold* spells.

HD: 10 (60 hp)

- **Regenerates** 1d4 hit points per round.

Attacks:

- **2** with her **spear of light**, **+12** to hit, 2d6+2 damage, if she has at least 20 hit points she can use it to stun her opponents with a blinding flash of **Holy Light** (save vs. **paralysis** or be stunned for 1d4 rounds, **recharge** 5-6.) She materializes this spear at will.

Special:

- **Maakina** can sacrifice her hit points to **heal** others at a rate of 1 hit point per 10 healed.

- **Time Freeze**: **Maakina** has a percentage chance equal to her current hit points + 20 to freeze time around her. She can choose who is frozen and who isn't. **Duration**: 3d4 rounds, **recharge** 5-6.

- **Reverse Time**: Once per round, **Maakina** can make an opponent **re-roll** a successful strike against her, or she can **re-roll** a failed saving throw.

AL: lawful

Morale: 12
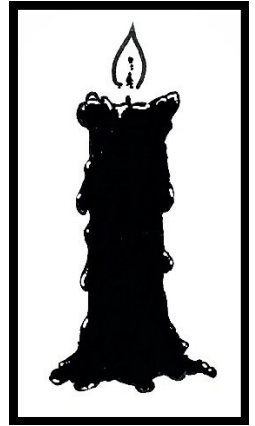
XP: 3,000

Escaping Sision Tower…

- The PCs could simply walk out the front door. The alternate *times* shown on page **6** are designed as fatal deterrents to keep the PCs inside the tower, but, you could use **Sision Tower** as a doorway to adventure.

- If the **White Widow** is destroyed, **Maakina** will be able to free herself soon after and she will be one grateful **Seraph.** *Time* will be restored, **Maakina** will heal all wounds, and allow the PCs to keep all treasure and **Artifacts** they found...except **En`Cial's Dagger**, she won't let that one out of her sight. Course, they could fight her for it… **Maakina** will also give the PCs each a *pearl amulet* that will allow them call on her for aid one time and one time only, in which case she will show up in 1d4 rounds and stay for 1d4 rounds assisting them however she can.

- The top of the tower where the **White Ravens** nest, is miraculously outside the time-flux. The PCs could attempt to climb down all **600'** of the tower. Follow the climbing rules on page **14** (or use your own) and call for a **climbing check** every **50'** or **100'**. If they fall, roll **1d6 x 10** to see how far they fell, rolling another **1d6** every time you roll a **6**. Not falling all the way down represents the jagged nature of the tower, but they may have lost their **rope** (50%), making things more difficult. As if this isn't dangerous enough, **Ravens** may engage in **sorties** provoking extra **climb checks**. Most likely, this will be a deadly exercise.

- If the PCs manage to get to the top and one of them is wearing the **Sky Mask**, they can charm the **Ravens** into flying them to safety and to hell with the fate of the tower….they are the children of plunder after all!

Appendix: Artifacts (roll 1d20)

1. **Candle of Remembrance**
2. **Inquisition Whip**
3. **En`Cial's Dagger**
4. **Shooting Star**
5. **Helm of Blood-Lust**
6. **Ring of Spider Turning**
7. **Onyx of Shadow**
8. **Scabbard of Restoration**
9. **Scepter of Protection**
10. **Ryn`Athel War-Bow**
11. **Ryn`Athel War-Hawk**
12. **Scepter of Secrets**
13. **Glaive of Gor Besh**
14. **Athel Chain of Silence**
15. **Sky Mask**
16. **Shell-Shocker**
17-20. *Choose one.*

Candle of Remembrance. Burning this black candle in the center of a rune-scribed circle will allow a wizard to regain access to spells they've cast that day. Each **half-hour burned equals a spell-level**, so if the candle is burned for 1 & 1/2 hours, a wizard can regain three 1st level spells, *or*, two 1st and one 2nd, *or*, one 3rd level spell. Each candle can burn for **1d6+2** hours before it becomes a useless glob of black wax.

Inquisition Whip. A Witch-Hunter's delight, this punitive whip does **1d4+2** points of damage and if it strikes a "magic-user" it depletes from their daily spells a number of spell-levels equal to the damage they took starting from the highest spell available. **E.g.**, if **3 points of damage** were dealt, the wizard would lose a third level spell, but if they had no third level spells left, then they would lose a second and a first level spell.
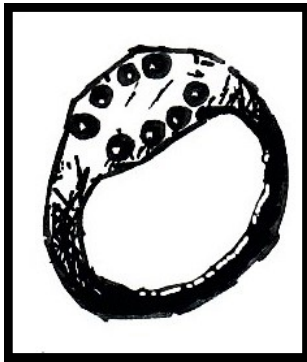

En`Cial's Dagger (unique)**. An ordinary dagger before the **Angel of Death**, **En`Cial, used it to slay 397 men in a single day, this mythical weapon is coveted by assassins everywhere. It is **+3** to-hit and does **1d6+3** damage. It scores a critical hit on a **19** or **20** and then the target must save vs. **poison** or be slain instantly.

Shooting Star. This Morning Star +2 (damage: **1d6+2**) can also be used as a missile weapon by spinning the ball in a circular motion like a sling and firing the ball at a target. For every round spent winding it up, the **Shooting Star** does an extra **1d6** points of damage if it hits (up to a maximum of **3d6** extra damage.) The ball automatically returns to the chain before the users next turn.
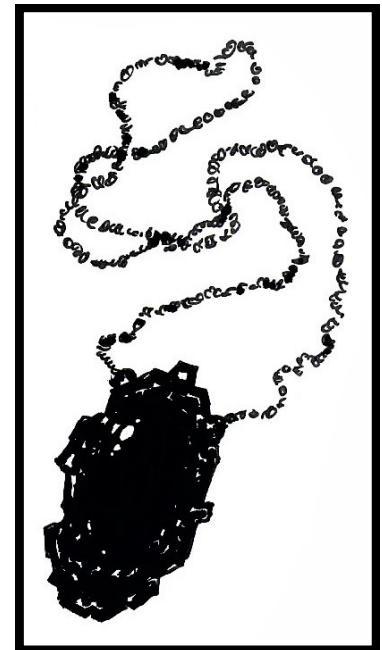
Helm of Blood-Lust. While wearing this helm, your face is hidden in shadow, your eyes glow red, you gain **+3** to-hit and damage, **+3** to all saves, and you do **triple** damage on a **critical hit**. You will **always** fight to the death, no matter what. Once the helmet is on, you can only attempt to remove it **once per day**, and to do so, you must save vs. **spells** (you do not get your +3 bonus to saves for this roll.)
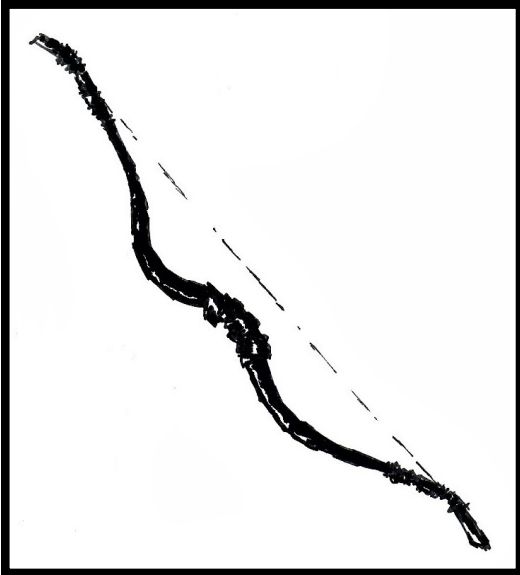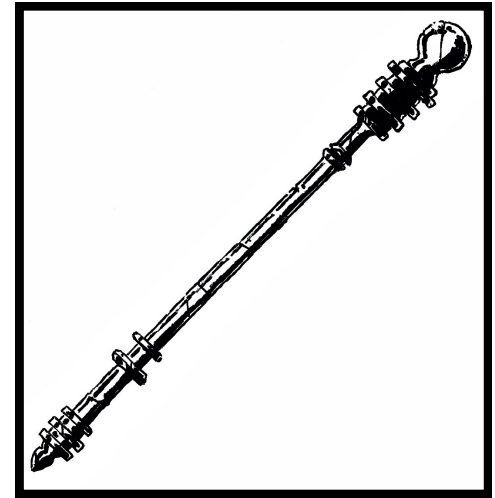
Ring of Spider Turning. You can turn spiders like a cleric turns undead. You can do this as if you are a "cleric" of the same level as yourself. Instead of fleeing, this ring simply mesmerizes the spider, causing it to stand still, and you can only use it on one spider per round. The spider will remain still for up to 1d4 rounds after you've used the ring on it. During this time, you may use it on another spider.

Onyx of Shadow. Donning this gem turns you into a shadow. No matter how bright or dark, you can only be seen by your reflection dancing on the wall as if by torchlight. You gain **Stealth** at **97%** (or **6** in **6**; only fails if you roll two **6's**,) regardless of any armor worn. **The catch**: You must make a save vs. **spells** to take it off. If you fail, you won't attempt to remove it again for **1d4** hours. If you stay in shadow form for **12** hours straight, you will become a shadow permanently, losing all class abilities and taking on the traits of a **shadow**. Nobody else can help you remove it.
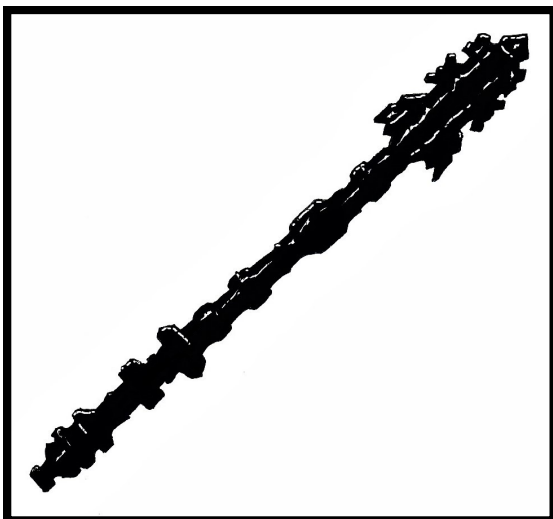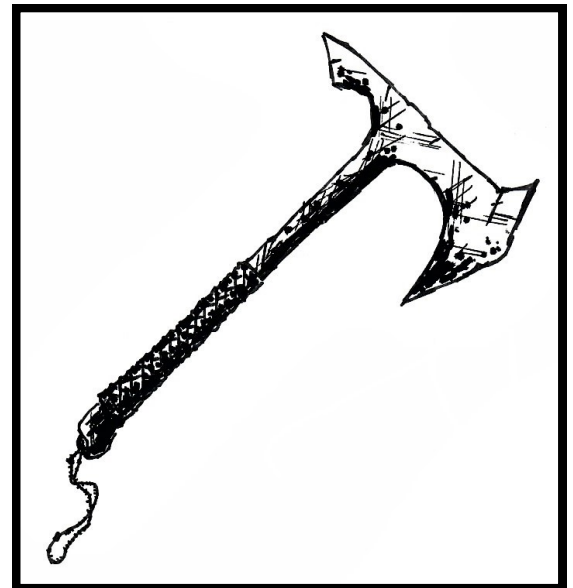
Scabbard of Restoration. This black-leather scabbard will repair any broken blade that you put into it, including, swords, short-swords, two-handed swords, and daggers.

Scepter of Protection. Slam this scepter into the ground and it will stand straight up projecting a **Holy Circle of Protection** 20' wide. Anything that tries to enter the circle will take **2d6** points of **Holy Shock** damage (save vs **wands** for half damage.) Uber-lawful beings such as **Angels** are immune to this damage. The circle also repels all spells. The circle of protection will last for **1d6+3** turns per charge (recharge 5-6, must roll just before using.) This scepter also functions as a **Mace+1**.
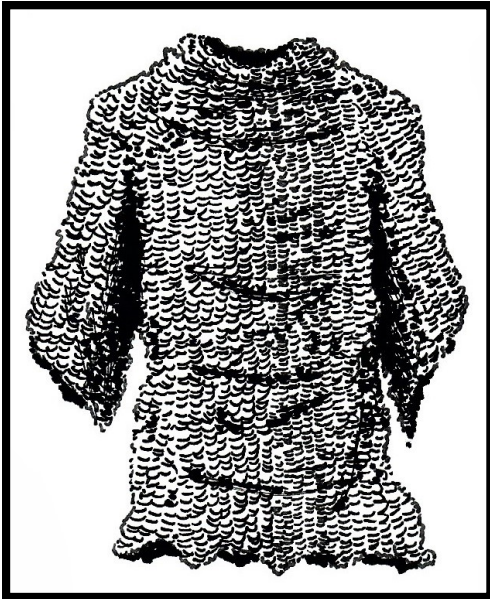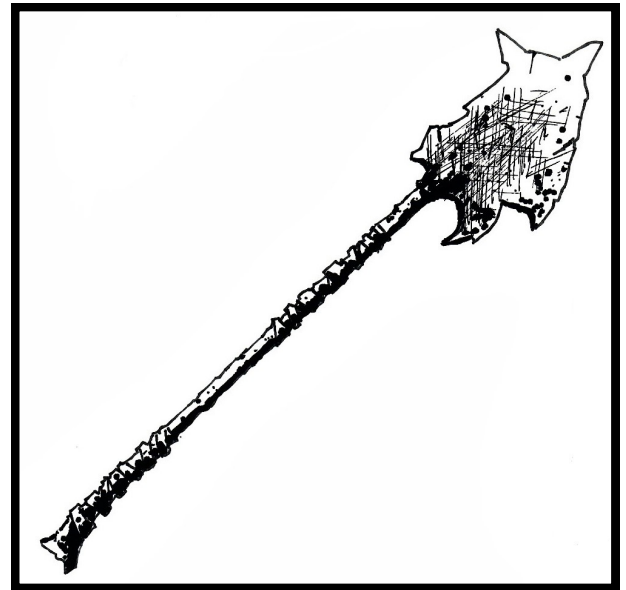
Ryn`Athel War-Bow. All arrows fired from this **+2 bow** are considered **magical** and if you are out of arrows, just pull the string back, hold it for 1 round and an arrow will appear. If this arrow isn't fired, it will disappear in **1d4** rounds. This bow is so dependable, that you can fire into melee and never risk hitting an ally.

Ryn`Athel War-Hawk. This hand-axe is so light and well balanced that the wielder gets **2 attacks per round** and 3 attacks per round if the wielder was to ever get their hands on a second one. Otherwise it functions as a **hand-axe +1**.
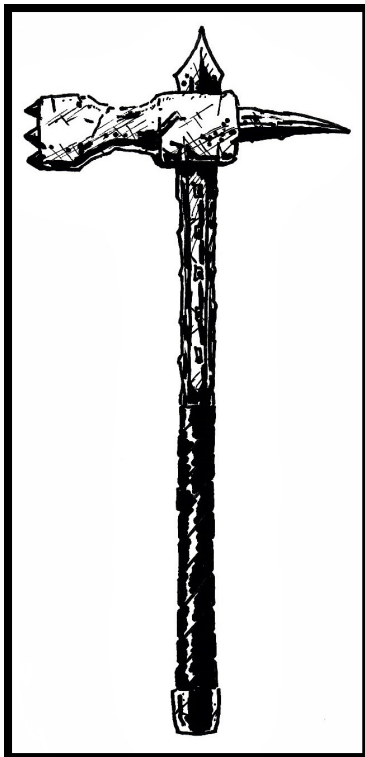
Scepter of Secrets. Pointing this scepter at a wall, ceiling, door, floor, or object, will reveal or unlock anything hidden. As this intricate scepter reveals hidden secrets, its many parts rotate and realign. Locked doors will unlock, traps will disarm, secret doors will open, etc. This scepter starts with a **usage die** of **d8** (any time it's used, roll a **d8**, if you roll a **1** or **2**, the usage die becomes a **d6**, if you roll a **1** or **2** on a **d4**, it is used up.) Once its uses are used, it seizes up for **1d4** days, during which, it functions as a **Mace +2**.

Glaive of Gor Besh (unique). It's no wonder that the infamous **Arbalonian** gladiator **Gor Besh** killed so many men in the arena...he was cheating. This glaive is only detectable as magic by a wizard of at least 10th level. It is **+2** to hit and damage (doing **1d10+2**) and scores a **critical hit** on a natural **19** or **20**. Also, if your strike brings your opponent to 3 hit points or less, you are given a **bonus strike** to finish them.

Athel Chain of Silence. This chain mail can be worn by any class and gives you the Thief's, **Move Silently** ability, as if you are a thief of the same level as your own. If you are a thief, this improves your **Move Silently** by 4 levels. (In a d6 system, this give non-thieves **Stealth 3** in **6**, and thieves improve to **6** in **6**.)

Sky Mask. Wearing this velvet mask allows you to *charm* birds of any size. The avian gets a save to resist, but does so at –4. Works on a flock of small birds or **1d4** large birds.

Shell-Shocker (unique). This two-handed war-hammer is **+2 to-hit** and does **2d6** points of damage. Further, if **10 or more** points of damage is rolled on the dice (before strength bonus) whatever armor the target is wearing loses **1 point** of **armor class** (until repaired) and the target must save vs **paralysis** or be **stunned** for 1 round. Requires at least a **15 strength** to use, otherwise, you roll twice and take the worst result.

Sision Tower

© 2019 Graphite Prime Studios