



Tower

Of
The

Moon

by David Pulver

the Tower of the Moon is a monster-haunted ruin, its shadow falling over dark forest and desolate wilderness. Only the brave or foolish dare its secrets.

An OSR adventure for levels 3-6

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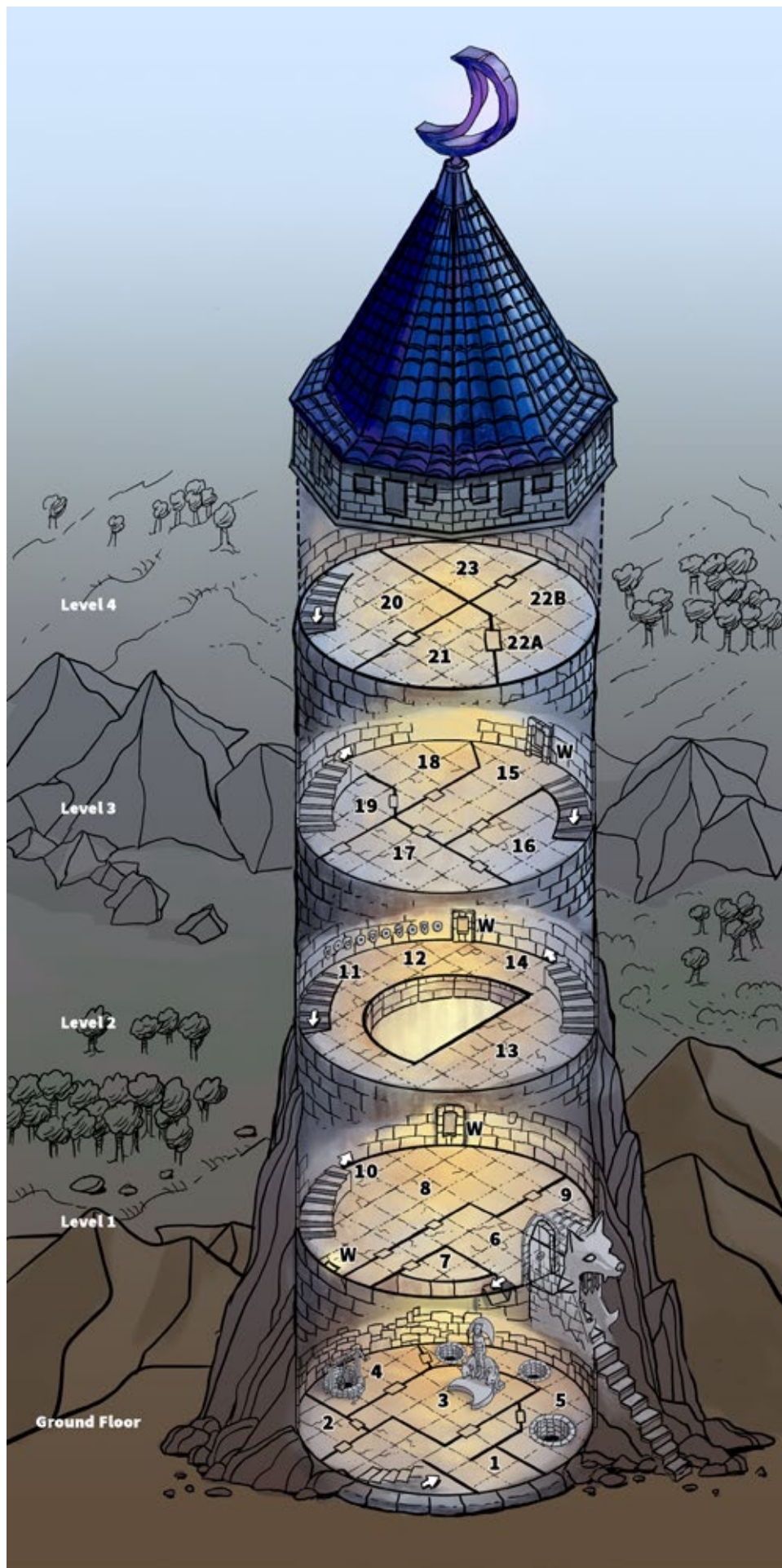
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Tower of the Moon

Introduction

This dungeon was written in the spirit of Gothic horror. It can challenge a good-sized party of 3rd or 4th level characters with a few magic items, or a few 4th-6th level adventurers. Delvers may stumble upon the Tower of the Moon while exploring the wilderness, but for a stronger horror atmosphere they may deliberately seek it out after learning of its Legend from bards or sages.

The Legend

A tall tower stands like a fang on a stark hill, silhouetted against the moon. The old folk say this hill was always sacred to the moon goddess Lukariel Sherikira, the Howling Huntress, patron of love, hunting, dance, and wolves. A generation ago, upon becoming high priestess of Lukariel, the cleric Artesia dedicated a great chapel on this holy site, the Tower of the Moon. Artesia began taming the borderlands around it in her goddess's name, with the help of her trusted henchman Mordark, a powerful magic user, and the aid of the pack of werewolves the goddess granted her. For a decade, Artesia ruled from the Tower of the Moon, and many youths and maidens were taken to serve in the temple as acolytes or transformed into wolves for her guardian pack.

But the minstrels sing that Mordark grew jealous of his mistress, and asked to rule as an equal, or sought her hand in marriage. When she refused both advances, the mage instead created a simulacrum of snow and magic in her shape, to replace her with it, and rule her domain with an icy puppet at his side. However, Artesia discovered his plot, and in her wrath sentenced Mordark to be torn apart by her werewolves. But Mordark had drunk a potion of silver dust and wolfsbane. The feasting werewolves, maddened by this poison, went berserk, turning against their mistress and her acolytes. The tower filled with howls and screams. Tales say that all perished in the struggle, the frenzied wolves even turning against their pack mates and devouring one another; only a few servants escaped to tell the tale, and recall Mordark's dying words to Artesia before he was eaten alive: "if I could not share the Tower of the Moon beside you in life, I do so in death..."

Today, the Tower of the Moon is a monster-haunted ruin, its shadow falling over dark forest and desolate wilderness. Only the brave or foolish dare its secrets.



The Lady's Butler

The legend may be enough to attract curious or greedy adventurers. To add extra urgency and provide a further opportunity for reward, the referee can add a personal appeal that will draw the party into the tower. When the characters visit the nearest village, some two miles from the Tower of the Moon, they will find a small inn or tavern (perhaps called "The Sign of the Thirsty Wolf"). There, they can hear the legend of the tower directly from the innkeeper, bar maid, or other local inhabitants. They will also encounter a butler from the village manor, who is seeking adventurers for a quest.

The Butler's Tale

A butler named Gervalt is seeking adventurers. His mistress, one lady Mariya Hawkwind, 24, is a young magic-user, heir to Hawkwind House, a once-wealthy manor now fallen on hard times after its lord, Bernard Hawkwind, was taken captive in the wars. The family is now impoverished, raising money for his ransom. With her manor but a day's ride from the Tower of the Moon, young Mariya grew up hearing tales of it. Upon finishing her apprenticeship as a magic user, she persuaded a party of three other novices to join her to raid the tower, seeking the truth behind its legend and a treasure that might restore the family fortune. This was two days ago. She has failed to return. Her aged mother fears for her safety; she sent Gervalt to offer any adventurers all they have left, 200 gold pieces, upon her return safe and alive, or half that to return her body and effects for decent burial, should she have fallen there. Of course, the Tower may hold other treasures as well.

If asked, the party are not the first adventurers Gervalt has approached over the last few days. A few other bravos boasted they would also dare the tower. They have not returned.

Getting There

Any locals know the way to the Tower, though all avoid it. An old track runs from the nearest village through the woods. By day these are strangely silent. At night flocks of bats sometimes darken the moon, and the howl of wolves can be heard in the distance. The tower stands on a featureless hill overlooking this grim woodland. It is unmistakable: five stories high, with a narrow stair rising to a foreboding gate carved like a wolf's jaws.

Entering the Tower of the Moon

Climb the stairs and enter the tower gate at the Teeth of the Moon (6.). Alternatively, one can scale the slippery stone of the tower. There are only four upper windows (small arrow slits) sealed with iron bars. Each is marked W on the maps. If a climber or flyer can pry one open, it provides access to its floor. All other windows have long-since been bricked up (the current occupant dislikes light).

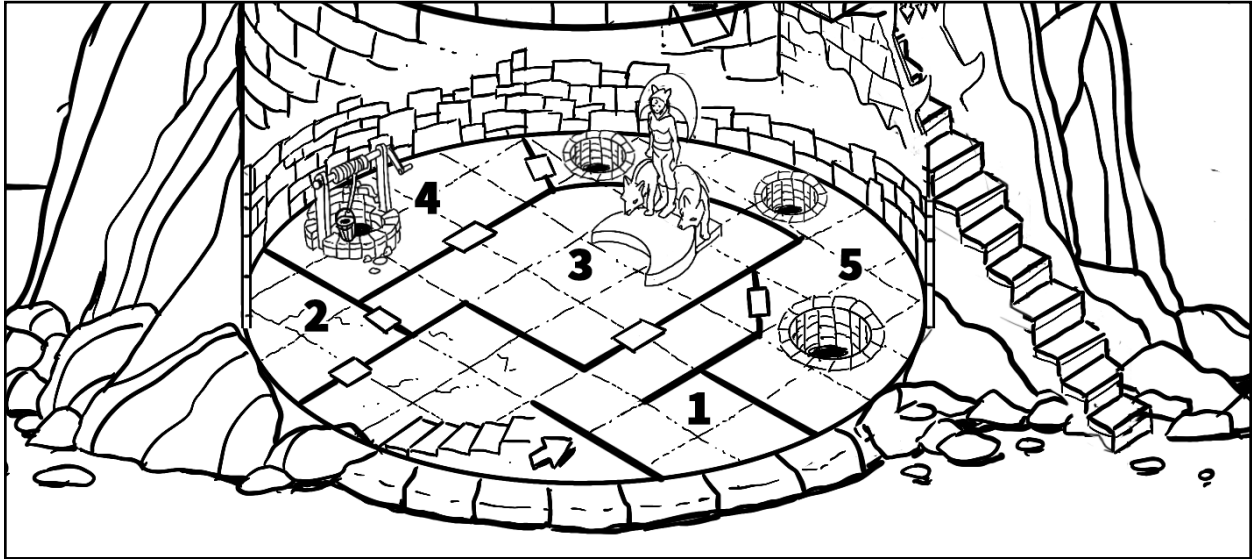
Orientation

The Tower of the Moon has five levels. The first level is the ground floor, but the stairs provide access to the first floor above that.



GROUND FLOOR

This is the cellar of the tower. It is not directly accessible from outside. It is reached from the first floor.



1. Cellar Steps

This flight of stone steps leads up to the first floor Guardroom (at 7).

2. Storage Room

The floor is filled with smashed crates, casks, and barrels, only one still unbroken, a shattered chicken coup, and numerous feathers. Blood stains the stone, and amidst the debris are three human skeletons, mostly stripped of flesh, in tattered bloody rags of what were once white robes, and the tiny bones of at least a couple of chickens.

A discarded mace and a broken quarterstaff also lie on the ground. Leaning on the wall beside the one unbroken cask is an incongruous sight: a stone statue of a female elf warrior, one arm raised in a gesture of defiance. A foul odor pervades the room.

Behind the barrel, squatting among the pile in a filthy nest is a cockatrice. It is a former pet of the wizard Mordark. In the nest are 3 black opals (150 g.p.), and an elf's bow and sword. The barrel holds wine that has since turned to vinegar.

Cockatrice: HD 5; hp 20; AC 6[13]; Atk 1 bite (1d3 + petrification); Move 6 (Fly 18); Save 12; CL/XP 7/600; Special: bite turns to stone on failed save

The statue is a petrified adventurer. If somehow revived, she is grateful but sad. She is a moody, doomed and unlucky female warrior who is fleeing outlawry for killing her elder brother in an angry practice duel. Her family ruled the woodlands long ago. Sharilyn is an adventurer who heard of the reward and came here to rescue Lady Hawkwind, but fell to the cockatrice instead. Note: If the party notice but don't rescue her, the Referee can have her kindred come seeking after her.

Sharilyn the Elf: L3 fighter/magic-user; Hp 10.

3. Chapel of the Moon

This chamber holds an altar to the moon goddess made of white stones. The altar is a simple white block of stone engraved with a crescent moon symbol. Behind the altar stands a marble statue of a beautiful woman with wolf's ears and tail, dressed as a huntress outfit, with a crescent moon on her forehead, flanked by a pair of wolves crouched at her feet.

4. Holy Well

This chamber holds a stone well. There is a hairy, half-naked man in ragged clothes here, sitting on the well, sadly examining a silver coin in his hand. Next to the man is a pitcher, a haunch of meat, and a sword. The well has a winch for lowering a water bucket.

Upon seeing any adventurers, he will drop the coin into the well, then transform into a werewolf and attack! He is Zoran, a former 2nd level thief in Lady Hawkwind's party, who unwisely took a coin from the well, and is now trapped by the well curse.

Zoran the Werewolf: HD 4+4; Hp 21; AC 5[14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; **Special:** Lycanthropy if 50% hp loss inflicted.

If a person drops a silver coin into the well, he may drink of it and be refreshed, and also heal 1 hp, but only one such draught can be drawn per person per day; further water is not sacred. The water also loses its power outside the room. Bathing a fresh wound in water from the well can prevent an infection of lycanthropy.

The Bottom of the Well: The well is 30 ft. deep. At the bottom are 2,232 silver pieces. If a person tries to climb into the well, or get the water without tossing a coin of silver, the water becomes poisoned. Those who drink who fail to save vs. magic transform into a werewolf and know they must guard the chapel and well against those who do not wear the sign of the goddess (the moon amulet) for a full month to be free of the curse. But if they instead drank the waters (willingly or not) during the night of the full moon they are permanently transformed; this was how the old priestesses created werewolves to serve the goddess.

Also, the waters have other properties, for they can remove a curse. If petrified victims of the cockatrice or another curse, are immersed in the well's holy water and the name of the goddess is invoked, the invoker will see a vision saying the goddess will restore them if they agree to a Quest. This may be "free my tower from the evil that dwells in it" (that is, Mordark), or possibly some other quest on behalf the Lukariel and her religion ("find another priestess to restore the tower" or some such duty at the Referee's option). Failure to fulfill the terms restores whatever curse was broken (e.g., victim turns back to stone).

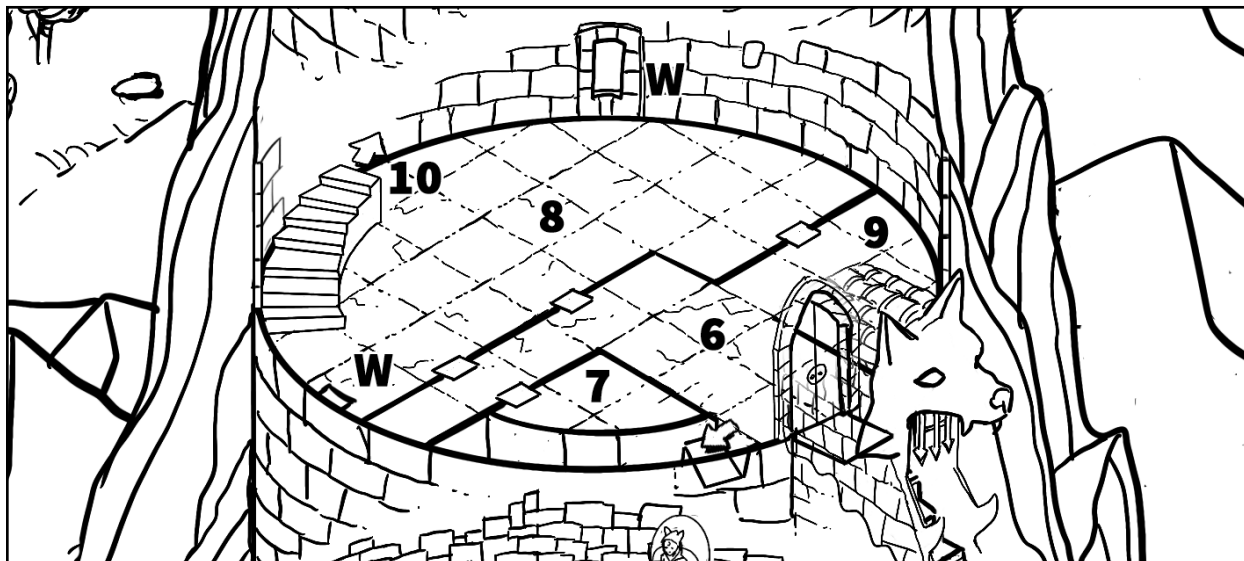
5. Torture Chamber

This is a plain room that smells of urine and fear. In the center of the room is a pulley and chain attached to a set of handcuffs, overlooking a 10-foot wide pit; there are two other pits without such an arrangement. The arrangement allows a chained victim to be lowered slowly into it. On the walls hang five sets of manacles, and a shield emblazoned with the symbol of a wolf's head and a crescent moon. There is also a stool holding an iron chisel, and a bucket filled with bloody water, also containing a set of two gold teeth (10 g.p.). The pit is 15 feet deep; at the bottom of the pit is a hungry green slime. Mordark has recently had his minions used the pit to strip the flesh from live victims to make more skeletons. Such a fate might befall adventurers who fall into his hands. The other two pits contain human and wolf bones. Before the tower fell, this chamber housed werewolves.



FIRST FLOOR

This floor is 12 feet above the hill, accessed by a flight of steps through the front gate.



6. The Teeth of the Moon

This is the entrance to the tower, a stout doorway carved to resemble the mouth of a giant snarling wolf, with a raised portcullis shaped like fangs. The gate can be pushed open easily enough, for it is neither locked nor barred. It leads through a narrow passage into the tower itself. Above the passage are four murder holes in the ceiling.

7. Guardroom

This room is furnished with six stacked bunk beds and in one corner, a rough-hewn table. A flight of stairs leads downward. An old bucket stands beside the table, next to a broken crossbow. In the corner under the table is a fouled chamber pot and pile of dirty straw. Strewn about the floor are the bones of five human skeletons, all showing signs of having been torn or clawed to death and the bones gnawed upon or cracked open; there are copious old bloodstains on the stone floor, and a pile of dirty straw in one corner.

Hiding in the straw under the table, willing to attack if their nest is disturbed, are three giant rats (Hp 2, 3, 1):

Giant Rats: HD 1d4 hp; AC 7(12); Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 1 in 20 bites are diseased.

In the rat's nest are 3 silver pieces. In the bottom of the muck in the chamber pot beside the nest is a crescent moon amulet (holy symbol of the clerics of the moon) worth 25 g.p.

Stairs Down: The stairs in the room go down to the Cellar (1.).

8. The Great Hall of the Moon

This high-ceilinged room is the tower's great hall, still hung with tattered banners, chief among them one depicting a silver wolf and moon on a black background. Cobwebs hang from the ceiling. Broken benches and a sagging table stand in one corner, strewn with cups and stained with old blood. Overlooking all is a throne-like chair on a dais, with ivory arms carved like crouching wolves. (The throne is worth 200 g.p, but weighs 400 lbs.; the arms, if removed, are 20 lbs. and worth 200 g.p. alone). Two shuttered and barred windows, if opened, look out upon the forests below the tower's hill. Circling above the hall is an upper minstrel gallery, hung with 10 shields adorned with the wolf and moon symbols (See 12).

The great hall is haunted. The shadowy outlines of three men and three women dance through the hall, spectral shapes in fancy clothing and long dresses. An eerie flute and violin music, a tune recognizable as one popular in these parts for wedding processions, plays from the upper gallery, where a few dim figures of musicians may be seen.

Rather than attack, a spectral lady or gentleman will offer an intruding character a hand. Accepting it requires a save vs. magic or the character will join the dance, losing 1d6 Strength each turn they dance and are periodically touched by their partner. A new save is allowed every hour as you change partners. If you survive three dances and half an hour, the shadow will kiss you and then release you; lost strength recovers in 90 minutes. If totally drained of strength, you join them as a Shadow. The shadows each have hp 16 and will defend themselves normally if attacked.

Shadows: HD 3+3 (hp 16 each); AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons. The magic of the Book of Elder Shadows (see below) protects them from being turned by clerics as long as the book itself remains intact.

9. Kitchen

The fireplace is open, and logs are crackling. There is a table, and two benches, a wash basin filled with water, and several barrels of old food and water. Shelves are piled with cooking implements (worth 20 lbs. worth about 10 g.p. There are three armed humans in the room, one feeding twigs into the fireplace, the others resting but on watch; they have some cuts and bruises visible. On the ground near them are two skeletons armed with maces and shields, recently hacked to bits: undead guards they found and dispatched.

These are three battered adventurers of neutral or chaotic alignment who are taking a rest here: drinking water and eating rations. They are talking in low tones, and are a bit afraid: maybe it wasn't a good idea to take the butler's advice and go looking for that missing Lady Hawkwind for the reward. Actually, if they found her, they planned to hold her for an even better ransom. The adventurers are:

Gretal Bloodhawk (2nd level fighter, hp 6 (down from hp 10), chainmail, longbow, 10 arrows (six are silver and two +1 arrows), sword, +1 dagger). Gretal is a cool warrior-woman with a no-nonsense skeptical approach and a strong sense of self-preservation. She is neutral.

Starkad the Younger (3rd level fighter, hp 13, chainmail, +1 sword, dagger). He wields a +1 sword; runes on the hilt name it wildbrand. Starkad is greedy and clever, of chaotic alignment; he threatens



his foes with vile torments in a quiet voice, and likes cunning plans.

Conroy the Sailor (1st level fighter, hp 5, down from hp 8 shield, spear, leather armor). Conroy is superstitious torchbearer who swears loudly “by the bloody sail of St. Sigmund.” He is neutral.

In a sack carried by Conroy is some minor loot they’ve found so far: 34 s.p., 12 g.p., a white fur hat made from winter wolf fur worth 40 g.p. that (unknown to them) is mildly magical (+2 to save vs. any cold attack), and a pair of silver wolf-shaped earrings worth 50 g.p., and a scroll of Cure Light Wounds.

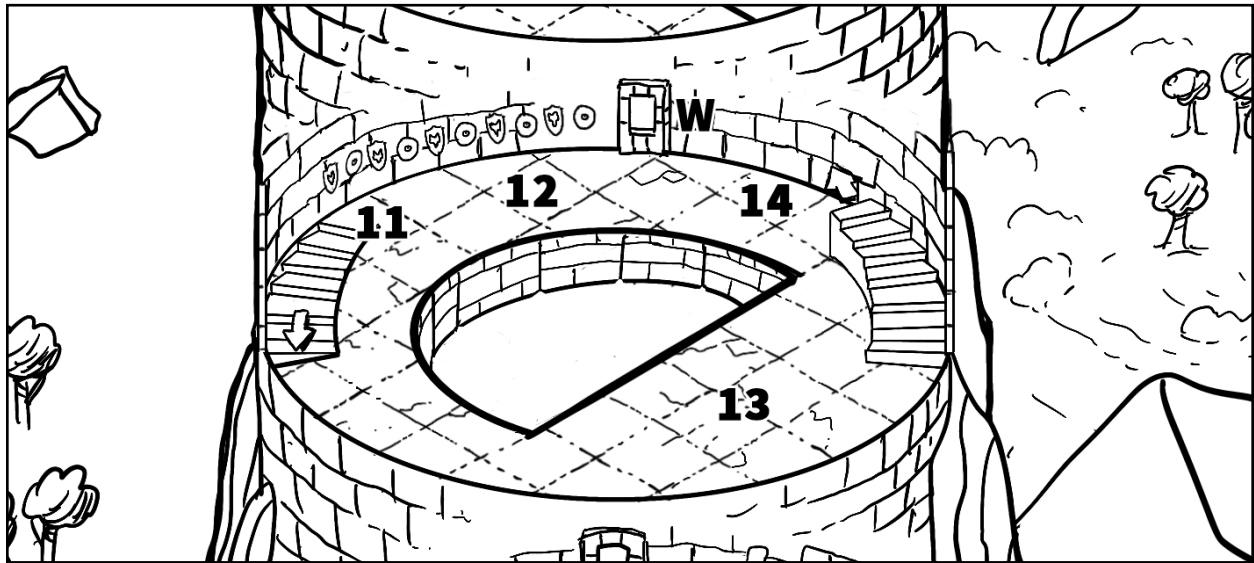
10. Stairs

An alcove leads to a flight of steps connecting to 11 on the third floor. On the landing is a pool of long-dried blood and a thin severed arm showing signs of having been gnawed by fangs.



SECOND FLOOR

This is 24 feet above the ground. Most of this floor is a “cut out” above the great hall, save for the minstrel’s balcony and two flights of stairs.



11. Stairs Down

These connect to the first floor. An oily substance oozes down the stairs. Make a Dexterity check or slip and fall for 1d4 damage.

12. Upper Great Hall: Minstrel Gallery

The upper level of the great hall fills this space, overlooking the great hall on the first floor. There is a gallery that surrounds the open space, looking down on the great hall at 8. some 12 feet below.

You can also reach down to grab the 10 shields emblazoned with wolf and moon from the gallery. The sixth shield is better made than the others, and is a +1 shield.

Four musicians are zombies, three with flutes and one with a violin, who perform the eerie dance that the shadows in 8. move to. If disturbed they drop their instruments and attack.

Zombie: HD 2; hp 7,8,6,10, AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.

The hp 10 zombie’s violin is especially well made, with silver strings, worth 40 g.p.

13. Chapel of the Wise Wolf

This chamber is dominated by a stone dais, faced by a double row of pews. On the dais is a huge (8’ high) stone sphinx-like creature, except rather than the body of a lion, it has the body of a wolf and the face, neck and torso of a young woman with a scarred face and stern features. The wolf-taur statue does nothing unless touched or addressed; then its mouth animates.

“I am the Wise Wolf, Servant of the Moon Goddess. I am thirsty. Bring me a drink from the pool of the moon, and I shall grant you wisdom.” It will simply repeat this if further queried.

If characters think to give it a drink of well water without first asking, it will respond similarly, identifying itself but thanking them and offering to grant wisdom in gratitude for the drink. After it has drunk, it will say *“Ask a question of this face, and this wolf shall answer of this place.”*

That is, if water from the well in the cellar (the pool of the moon) is fed to it, it will answer truthfully one succinct question about the Tower and its occupants. The answer will be brief, possibly cryptic, but useful. If the question is too detailed (“tell us every monster and treasure”) it will reply in vague terms (*“skeletons, shadows, and other fell beasts, but a specter of mordark rules all”*). If the party are more modest in their questions, the referee should be more forthcoming (e.g., if asked after Mariya Hawkwind *“the lady mage still lives, but maybe not for long; a dark marriage is coming; seek her in the upper chambers.”* If asked something else it will say *“With my priestess slain and the temple defiled, my wisdom is strictly local. Ask again.”*

However, the Wise Wolf is also a dangerous trap. If anyone gives it a second drink in the same day, or someone asks more than one question about this dungeon, it will say:

“I am the spirit of the Wise Wolf, a voice of the moon. I am not thirsty; I am lonely. A gift of immortality to anyone who pays my price: Kiss me.”

Anyone who kisses it and fails a save vs. magic at -4 vanishes and become the next Wise Wolf (their head and torso replacing the current ones on the statue) while the previous head and torso dissolves into a cloud of dust, gone forever. A successful save means they see a mental image of the moon goddess reaching for them and whispering to them, but can “resist the call” and step back, shaken but not transformed.

Someone transformed into the new head of the wise wolf may do nothing but ask and answer in sequence as above until freed by death. However, a combination of a Remove Curse and Flesh to Stone cast simultaneously will free them, as will a Wish. It is possible to ask the oracle how to be freed via the holy water gift; if so, the oracle will reveal the spell. Water from the holy well will not remove this curse, since the curse is part of the same divine moon magic that the well shares.

(The most recent victim of the head was Eliza the Black, a 2nd level fighter and local adventurer who was a companion in Mariya Hawkwind’s party; her face and torso are depicted on the Wise Wolf’s present incarnation).

14. Stairs Up

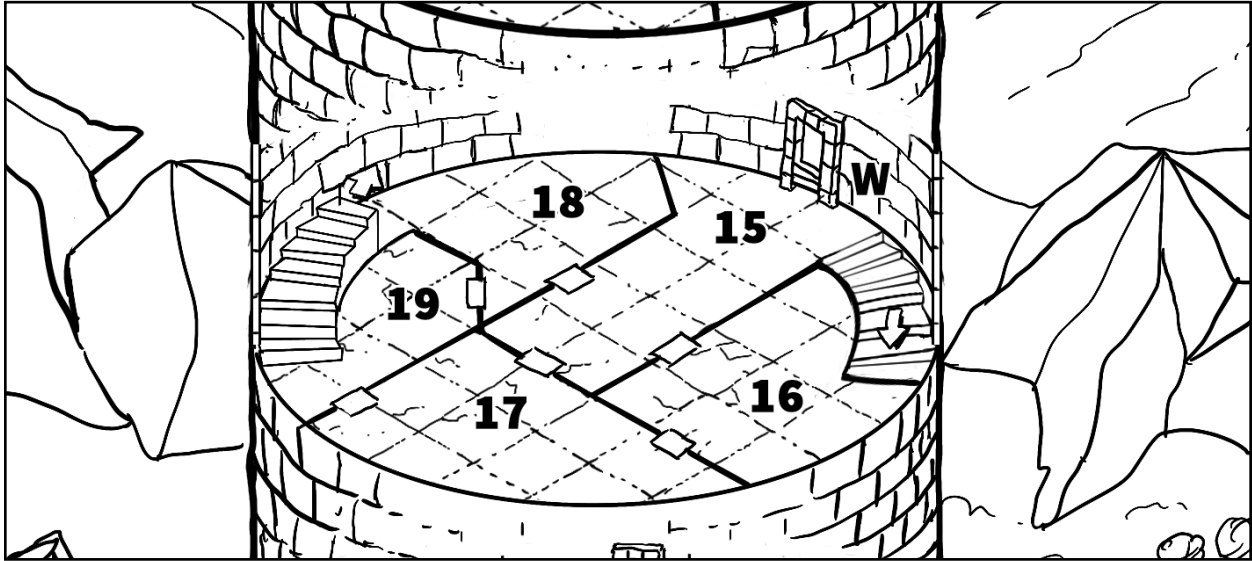
These lead up from the gallery to the fourth floor. On the stairs is an odd sight: a stone statue of a large and fierce wolf. In fact, it is a petrified werewolf (which fell victim to the cockatrice). If restored, it returns to life as a werewolf and ungratefully attacks its savior.

Werewolf: HD 4+4 (hp 18); AC 5[14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy).



THIRD FLOOR

This is 36 feet above the ground.



15. Upper Guardroom

A winding spiral staircase (connects to 14.) opens into another guardroom. It contains a table and two chests (holding 40 arrows in one, and 27 bolts and a crossbow in the other). There are four torch holders on the walls; the torches are unlit. There are five bunks beside the wall. Faint moonlight leaks into the room from a barred window looking out. An old black and silver moon banner and four shields hang on the wall.

Seven animated skeletal warriors guard the room, placed there by Mordark the Wraith Lord (using his Book of Elder Shadows) to prevent him being disturbed. Six skeletons (hp 5, 6, 3, 4, 2, 3) are armed with mace and shield; one (hp 6) has a two-handed hammer. All wear wolf-shaped helms. (They were former servants of the temple, slain by the maddened werewolves and reanimated by Mordark after he returned from the dead.)

Skeletons: HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None.

Due to the proximity to and evil power of the Book of the Elder Shadows that raised them, these skeletons are harder to turn them normal (turn as wights rather than skeletons) unless Mordark or the book are destroyed.

16. Novice's Chamber

This is a dusty bedroom, with cobwebs and small spiders. There are six broken bunk beds, smashed chairs and table, a bloodstained rug, and a closet.

On the floor are two mangled skeletons in bloody white robes. Around their necks they wear silver

crescent moon amulets (holy symbols of the moon goddess, 25 g.p. each). A third skeleton with a smashed skull lies amid a ruined bed. There is also a steel helm and a quarterstaff (+1) shod with an iron wolf-head on the floor.

A flock of three large moths with moon-shaped markings on their wings will fly out of the closet when it is opened, possibly spooking anyone, but they are harmless. A closet holds spare white robes, linens and cleaning equipment; the acolytes acted as servants for the priestess, wizard, and assistant priestess.

17. Assistant Priestess's Room

This is a furnished bedroom with a double bed with white sheets splashed with red, and a desk with a scented candle, and a scroll resting upon it. The bed's sheets are bloody. A feather pillow has been ripped apart, and feathers cover the floor. In one corner stands a small silver cauldron (8 lbs., worth 120 g.p) and a chest, locked but not trapped. It holds four sticks of fine incense (worth 10 g.p. each), and a belt pouch holding 24 s.p. There is a closet, with long claw marks on the wood of the door.

In the closet hangs a suit of finely-made chainmail (magic: +1 armor), a +1 mace on a wall bracket, oil for cleaning weapons and armor, a pair of woman's sandals, and a set of fur-trimmed white silk robes (worth 20 g.p.).

The scroll on the table records a sad but pretty hymn to the moon goddess, in which the souls of the dead are reincarnated in wolves who dwell in the "silver forests of the moon."

The room is haunted by a shadowy female shape that materializes if either the scroll, cauldron, or suit of the armor are touched. It appears as a gaunt woman with eyes that glow like a blue moon, and long, stringy hair.

Banshee: HD 7; AC 0[19]; Atk 1 bite (see below) 1d8; Move (fly 12); Save 9; CL/XP 11/1700; Special Magic or silver to hit; magic resistance 49%; shriek of death (Save or cursed); Immune to enchantments.

This is a weak banshee, with only Hp 21. Unlike a normal banshee, her wailing rendition of the hymn to the goddess does not kill but instead imposes a curse of bad luck (-3 on all attack rolls and saves until next full moon); bad luck can also be removed by a Remove Curse or holy water from the well below. After she has wailed once, she will howl like a wolf and attack, her face turning into that of a snarling wolf, as she bites and claws. She is the spirit of one of the priestesses, maddened by the cruel fate of the temple.

The cauldron (see above) is magic: if pure water is boiled within it can transform it into three doses of a potion of healing. It can do this a maximum of once every month, however.

18. Bathroom

This is a nicely furnished bathroom. A big porcelain bathtub rests on clawed feet, but is filled with old, sticky blood and a severed foot. Floating in the privy is a human skull. A broken silver mirror hangs on the wall. White towels, spattered with bloodstains, hang from pegs on the wall; on the mirror is written the phrase "Goddess, forgive me" in a shaky hand in blood. If anyone examines the mirror, they might find a hidden cabinet behind it, holding two vials of potions (one healing, the other a tooth paste).

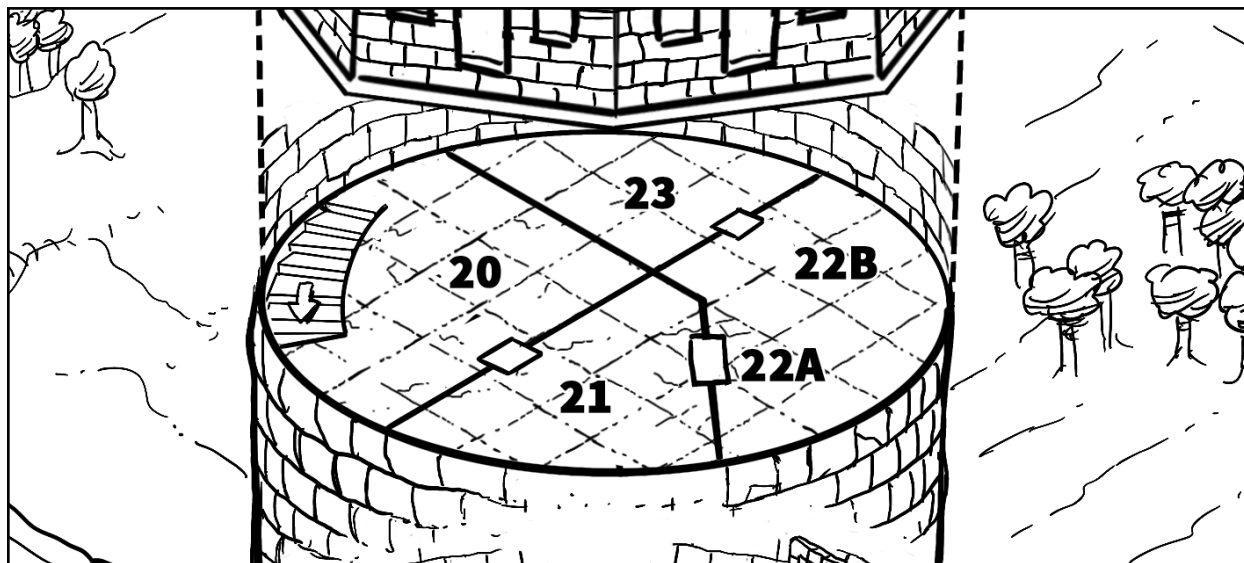
19. Stairs Up

These stairs lead up to the fourth floor at 20.



FOURTH FLOOR

This is the top floor of the tower, some 48 feet above the ground. This floor's windows are bricked up and inaccessible.



20. Stairway Down

These are stairs running down to 19. At the landing, an old suit of ordinary plate mail with a wolf-shaped open helm stands mounted on a pedestal here. It is hung with thick spider webs. Hiding in the torso of the armor is a small but deadly giant spider:

Giant Spider (1 ft. diameter): HD 1+1; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; CL/XP 3/60; **Special:** lethal poison (+2 saving throw).

The plate armor is not magical in itself, but the helmet is: anyone wearing it can speak to wolves (as if they had cast a *Speak With Animals* spell, once/day).

21. Study

A room with comfortable couch in one corner piled with cushions, and a mid-sized table with three carved wooden chairs (10 lbs. and 10 g.p. each). On the table are a candleholder with three candles, two glass goblets (worth 2 g.p. each), one overturned, and a well-aged bottle of white wine marked Hawkwood Estates (worth 4 g.p.).

A painting on the wall depicts an elegant woman in her 30s with long brown hair dressed in white robes, wearing a headband with a crescent moon symbol, with an enigmatic smile. (Crouched at her feet is a snarling man-wolf in a silver collar, wearing a leash who she holds in her hand. Behind her stands a slightly younger man with long black hair and a pointed beard, holding a staff and wearing a belted dagger. He is frowning. (It depicts high priestess Artesia, Mordark, and a werewolf pet. The painting weighs 10 lbs. it is well executed in oils by Yardik Plott, a local painter who became famous after he died several years ago; it is worth 250 g.p. to a collector or merchant.)

There is a ticking in the room: it comes from a clock that strikes the hours; it is topped with a mechanism in which a wolf and a robed huntress rotate around the clock, as if stalking one another, as



it counts the hours. It weighs 300 lbs., but is worth 1,800 g.p. Hidden inside the mechanism is a small gold key (see room 22).

22A. Wolf Serpent Door

The door to 22B. is emblazoned with a carving of a white-furred serpent with the head of a wolf carved on it. If the door is opened or attacked, the serpent will come alive as a giant wolf-headed snake.

The snake is a proto-hydra, however: it has only one head, but each time it takes even 1 hp of damage from a sharp weapon to its body or head, another head emerges from the wound, and it gains a HD and an extra 1d6 hp. After gaining four extra heads (total five) it ceases to grow and further hits damage it normally.

Lupa-Hydra (1-5 headed): HD 2 (hp 9); AC 7[12]; Atk 1-5 heads (1d4 bite); Move 9; Save 12; CL/XP 7/600; Special: Grows extra, gaining +1 HD (max 5 HD), each time hit by a sharp weapon like a sword or dagger.

22B. Lady's Chamber

This was once the private chamber of Artesia the high priestess. It is a tower room with a plush rug of white bear fur. There is a canopied bed in one corner, the covers concealing whatever may be in bed, if anything, but a faint sobbing or praying can be heard from within.

There is a simple desk, a high wooden chair, and shelves with books and papers and a small statuette.

On the shelves are five scrolls and a book, all illuminated manuscripts. Three of the scrolls are castle business accounts: the Book of Phases values the small villages, farms, orchards, and estates (including the Hawkwind Family) within an approximate 10 mile radius of the tower that, back in the day, swore allegiance to Artesia. It records religious tithes (some in coin, but mostly in food, clothing, or day labor) that were tithed to the priestesses of the Tower of the Moon; back then, 800 families in the region followed the Tower's faith.

Another work is the poem Lukariel's Dance, lost these years, telling of the mythic deeds of the moon goddess (worth 200 g.p. to sages and clerics of that faith) as she hunted down stray stars in the chaotic dawn of the cosmos.

Another is a scroll containing the spell Circle of Moonlight (cleric 2nd level) whose pale glow also transforms any un-transformed lycanthropes into were form; affects a 20' radius with soft light for 12 turns.

The statuette on the shelf is a 6-inch ivory figurine of a beautiful woman with a crescent moon on her forehead and wolf ears: another interpretation of the moon goddess (worth 100 g.p.). The statue is magic: once per day any believer who prayed to it can use it to cast a Cure Light Wounds spell.

In a drawer under the desk are a quill pen, a bottle of ink, and a tinderbox. On the table is a wine glass, a book, and a candle. The book, marked with a crescent moon, is a collection of prayers to the goddess Lukariel. It's worth 50 g.p. to a scholar or cleric of that faith.

The canopied four-poster bed is in the alcove. On the bed, secured with a chain about wrist and ankle, is the **Lady Mariya Hawkwind**, huddled shivering from the cold.

An iron box is under the bed (see below).

Lady Hawkwind is beautiful, with long brown hair and eyes a startling green, dressed in a white shift. Indeed, she somewhat resembles the long-dead priestess Artesia (who in fact was a distant relative of the Hawkwind family, a great-aunt). She has a small dagger concealed under the pillow, but it



is useless against the Wraith Lord. Mariya is scholarly and usually brave, but given to improbable archeological and adventuring schemes, and romantic, but this undead marriage is not to her liking! Her party accidentally disturbed the thing she calls the Wraith Lord. Her party is dead or transformed; she regrets this adventure and is eager and grateful for any chance to escape.

Mariya Hawkwind: 1st level magic user, hp 4, no spells left, age 21. Str. 9, Dex 11, Int 16, Wis 9, Con 11, Cha 15. Atk: Dagger (1d4).

Soon her captor, the Wraith Lord, will visit her again. He has promised to take her down to the Chapel, and after dancing with the shadows, they will be married, a fate she does not wish at all, after which he will claim her as his bride (draining away the rest of her life force and transforming her into a half-strength specter herself), to dwell forever in the Tower as his paramour, a replacement for the long-dead Artesia.

The Wraith Lord Mordark is in the next room (23), studying his necromantic works and rehearsing his marriage vows. Should he hear noises (e.g., adventurers attempting to free Lady Hawkwind or loot the room), he will summon a guard of 1d4 shadows (see below) and then enter accompanied by them. He will pursue anyone stealing his bride, demanding her return, though he will confusingly address her as “the priestess Artesia” instead of Hawkwind! Should adventures cravenly return the bride, he will not pursue them directly, but instead send shadows after them. He will not leave the tower in daylight, however.

There is a long iron strong box under Hawkwind’s bed, cunningly locked. The gold key in the clock opens it. There is a poison needle trap (save or die) but if opened it contains some of the temple’s remaining treasury: 372 g.p. and four moonstones (worth 250 g.p each).

23. Wizard’s Chamber

The chamber is furnished in shades of black and gray, dominated by a round table. A pentagram is carved on the floor, inlaid with silver paint

There is an iron bed in one corner, with black silk sheets, and a small desk and sturdy chair, and a magic lamp that burns with a cold blue flame, illuminating a 5 ft. radius on command (worth 100 g.p). There’s also a closet and bookshelf.

On the table, open, is a book bound in black dragon skin, entitled in gold letters: the Book of Elder Shadows. There is also a crystal ball with a crack in it, resting on four feet carved like wolf paws.

The Wraith Lord dwells here: a shadowy man-shape with eyes like blue ice, who is the specter of **Mordark Wintershade**, the wizard whose jealousy of priestess Artesia caused their doom. His tortured spirit returned as a specter, cursed to haunt the tower, but still seeks a bride to share it. At midnight, for one hour, he can become solid, a powerful lord; otherwise he is immaterial, but still dangerous as a specter.

Specter: HD 7; Hp 35; AC 2[17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

He can wield a staff of striking or can attack with his life-draining touch. His staff was cursed with him and can be wielded while spectral.

The Book of Elder Shadows: Anyone touching the book that fails to save vs. magic triggers a trap: it summons a shadowy duplicate of the person who touches it who attacks. It fights like a wraith (hp 25) but is not undead, rather a creature from the user’s possible future. The book contains magic words that let the speaker summon 1d4 shadows that will serve for six turns, and then vanish. It can be used but once a month, recharging every full moon. Additionally, the book allows its user to cast Animate Dead once per month. The book is worth 2,000 g.p.



The crystal ball on the table functions normally but its crack makes it erratic. Each time it is used the user roll 1d6. On a 6 they see a vision of a hungry wolf, and they must save magic or it will eat their souls, sending their spirit shrieking off to the moon goddess's realm. A cleric of the moon goddess's faith is immune to this effect, however.

The closet holds men's clothes, mostly black velvet robes and tunics and leather boots. A chest contains a bag with 40 g.p. and a vial with a potion containing an enchanted mix of wolfsbane, belladonna, and silver dust; any lycanthrope drinking it or eating the flesh of someone who has drunk it in the last day must save vs. magic at -3 or go insane, attacking all with berserk madness for 5d6 turns. Afterward they must make a second save or drop dead, reverting to human form.

The bookshelf holds Mordark's spellbook (typical mix for a 9th level magic user) but the book is bound with iron chains and cunningly locked (poison needle with rare poison: save or inflicted with insanity) as well as a magical treatise on the creation of simulacrums (equivalent to a scroll for casting that spell).

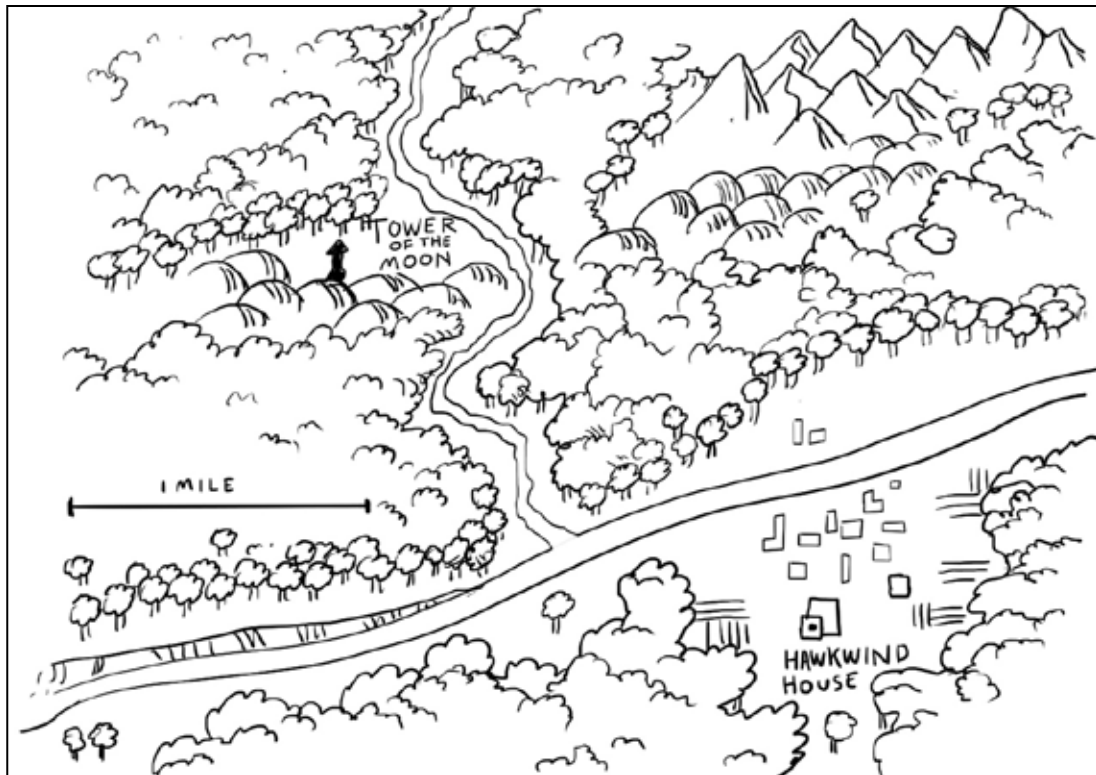
Referee's Note

If Lady Hawkwind is returned safely, her family will pay the reward agreed upon. Depending on how she was treated by the party, it is also possible Mariya might develop a further relationship with them. Although shaken by her encounter, her own resolve to be an adventurer and redeem her family's fortune, now further faded, remains undimmed, and after recovering she may sneak off to join a party that treated her gallantly, offering her assistance as a magic user within the group, or possible romance. If cleansed of evil, the Tower could also become a base of operations by adventurers, though its position in the wild might attract hostile monsters, and its status as a sacred site also draw the notice of followers of Lukariel cult, or other moon-themed creatures.



Tower of the Moon

Wilderness and surrounding area map.



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Tower of the Moon

A tall tower stands like a fang on a stark hill, silhouetted against the moon. The old folk say this hill was always sacred to the moon goddess Lukariel Sherikira, **the Howling Huntress**, patron of love, hunting, dance, and wolves. A generation ago, upon becoming high priestess of Lukariel, the cleric **Artesia** dedicated a great chapel on this holy site, the Tower of the Moon. Artesia began taming the borderlands around it in her goddess's name, with the help of her trusted henchman **Mordark**, a powerful magic user, and the aid of the pack of werewolves the goddess granted her. For a decade, Artesia ruled from the Tower of the Moon, and many youths and maidens were taken to serve in the temple as acolytes or transformed into wolves for her guardian pack.

But the minstrels sing that Mordark grew jealous of his mistress, and asked to rule as an equal, or sought her hand in marriage. When she refused both advances, the mage instead created a simulacrum of snow and magic in her shape, to replace her with it, and rule her domain with an icy puppet at his side. However, Artesia discovered his plot, and in her wrath sentenced Mordark to be torn apart by her werewolves. But Mordark had drunk a potion of silver dust and wolfsbane. The feasting werewolves, maddened by this poison, went berserk, turning against their mistress and her acolytes. The tower filled with howls and screams. Tales say that all perished in the struggle, the frenzied wolves even turning against their pack mates and devouring one another; only a few servants escaped to tell the tale, and recall Mordark's dying words to Artesia before he was eaten alive: "if I could not share the Tower of the Moon beside you in life, I do so in death..."

Today, the Tower of the Moon is a **monster-haunted ruin**, its shadow falling over dark forest and desolate wilderness. Only the brave or foolish dare its secrets.