

FOR THE FIRST
EDITION GAME

DUNGEON DELVE

Fantasy Game Adventure

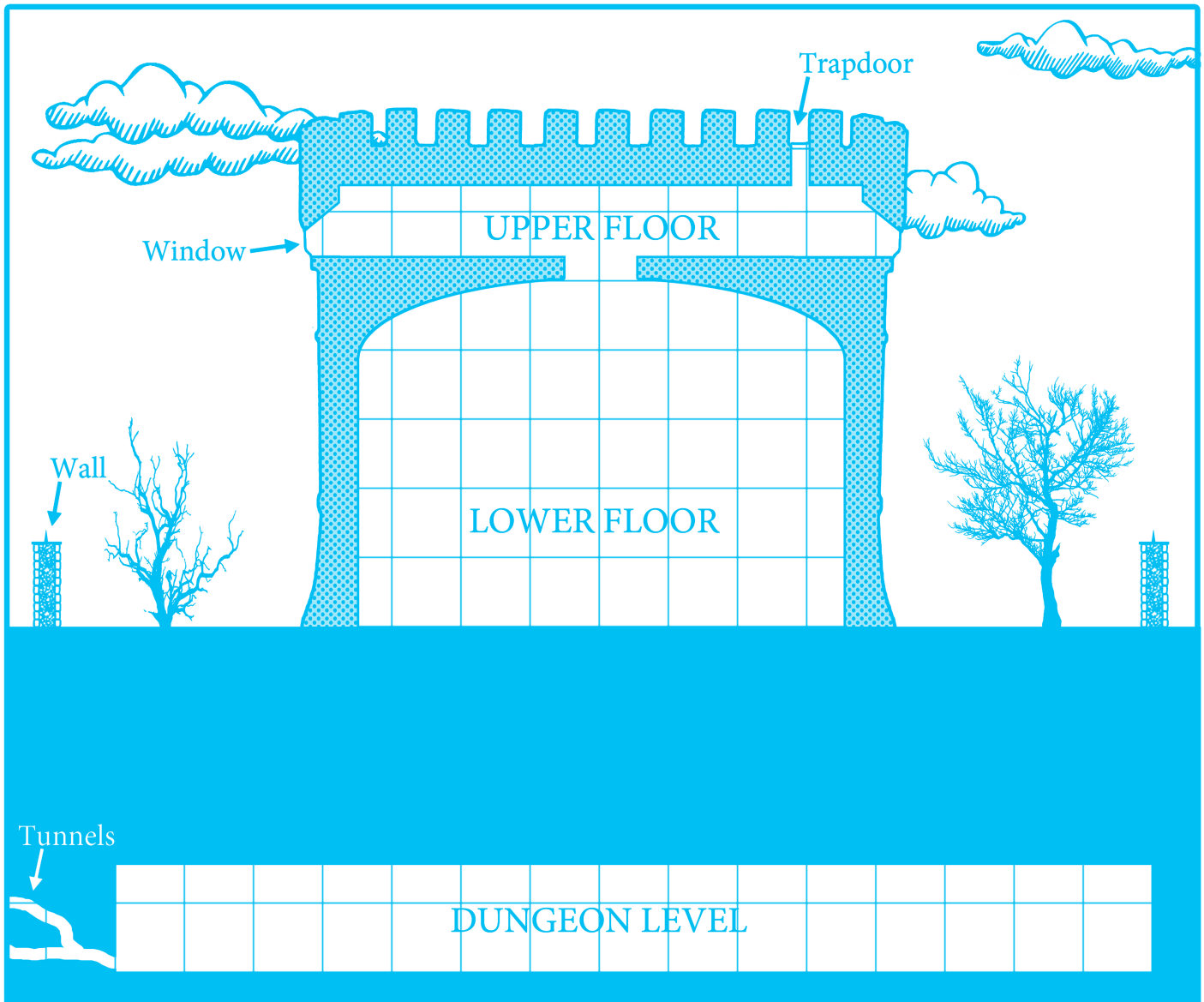
TOWER OF THE BLACK SORCERERS

by R. Nelson Bailey

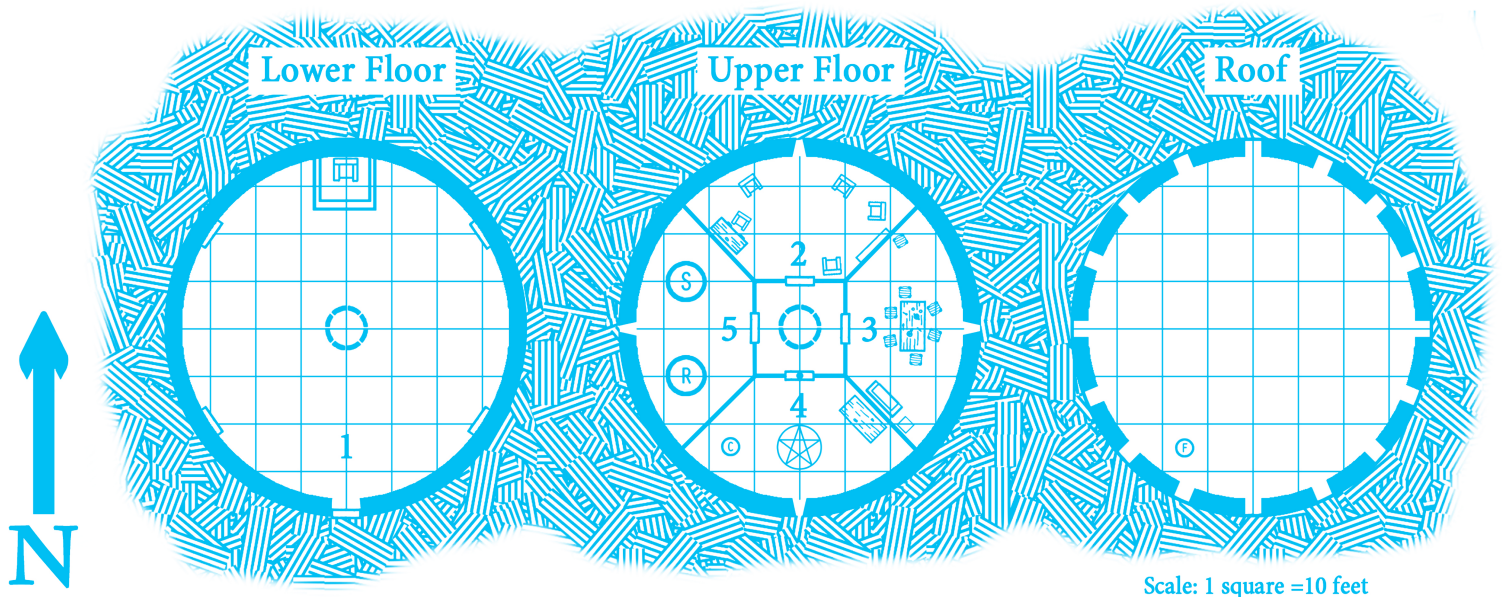


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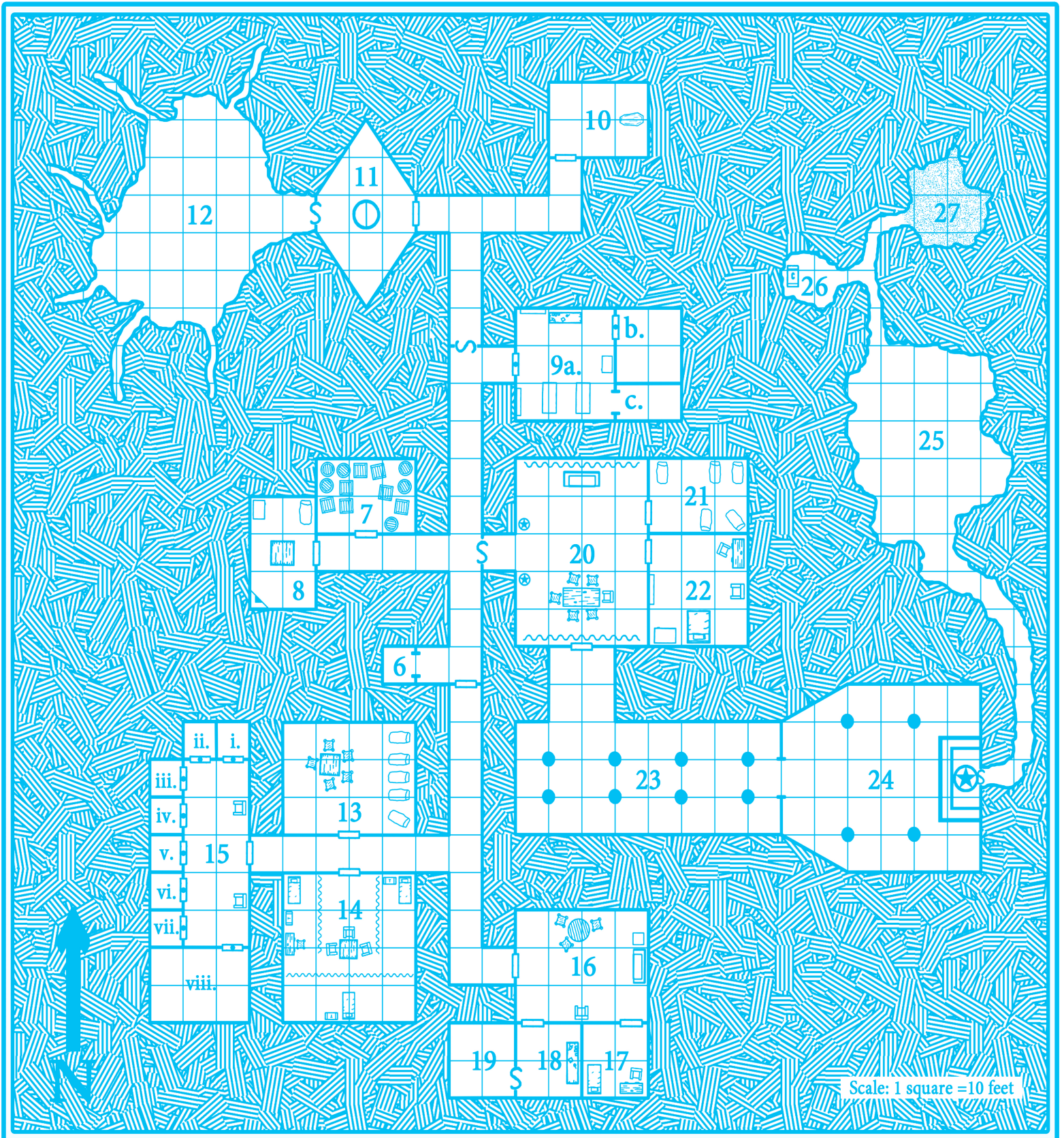
THE BLACK TOWER — CUT-AWAY VIEW



THE BLACK TOWER — UPPER LEVELS



THE BLACK TOWER — DUNGEON LEVEL



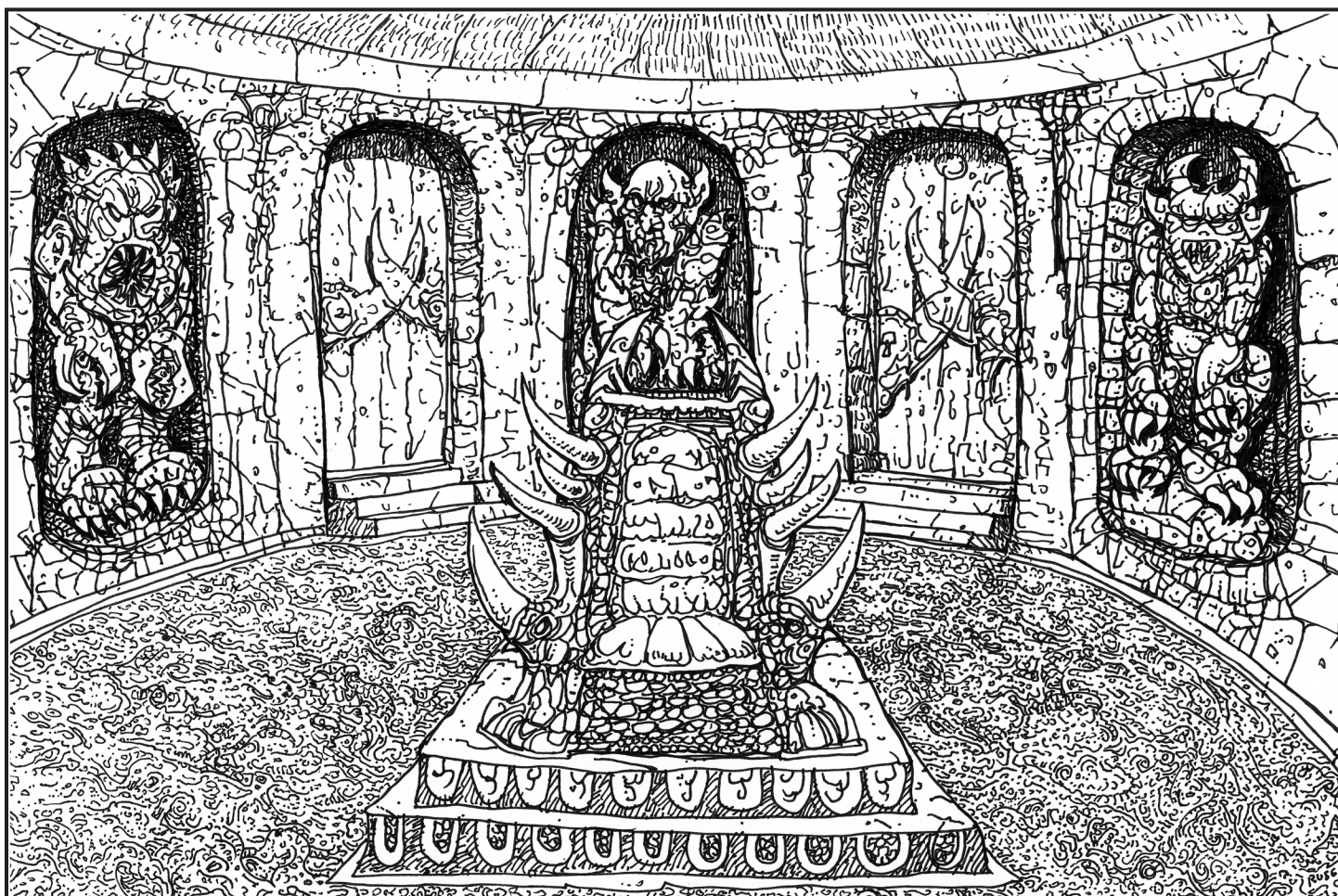
Map Key

DUNGEON DELVE ADVENTURE #1

TOWER OF THE BLACK SORCERERS

by R. Nelson Bailey

A FIRST EDITION ADVENTURE FOR 5-7 CHARACTERS LEVELS 5-8



The black sorcerers have dwelled within their baleful tower for hundreds of years. Now something evil stirs in the town of Bal-Curz — strange happenings of malefic magics and persons disappearing in the night. The fearful townsfolk whisper that its source stems from the Black Tower. Possibly a few bold heroes could investigate the tower to uncover its secrets and put an end to this unseen terror?

DUNGEON DELVES by Dungeoneers Guild Games are classic-style adventures with minimal plot for use with the 1st edition game. With little effort they can easily be adapted to most fantasy role-playing games including the advanced 2nd edition game, the original game, the BECMI (“Basic”) game, and most old-school renaissance (OSR) role-playing systems.

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DUNGEON DELVE ADVENTURE #1

Tower of the Black Sorcerers

INTRODUCTION

Tower of the Black Sorcerers is an adventure for 5 to 7 characters of levels 5 to 8 (about 40 levels total). In this module, the player characters (PCs) will explore a tower inhabited by a cabal of magic-users. Nominally set in the town of Bal-Curz, the Game Master (GM) can easily place this tower in an urban location in any fantasy role-playing game world they prefer. A good mix of character types — i.e. fighters, clerics, thieves, and magic-users — will prove most effective for thwarting the evil schemes of the sorcerers. The party should also contain one or more magic-user class player characters to deal with the many magical defenses in the tower.

BACKGROUND & NOTES FOR THE GAME MASTER

For as long as the citizens of Bal-Curz can remember, the ominous Black Tower has stood in the midst of their gleaming buildings like a rotten tooth. Situated amongst the shops and taverns of the merchant district, every arch-mage that has served the lords of Bal-Curz for the last four centuries has dwelled within its fuscous walls. The current arch-mage of the Tower, Basharn the Orotund, councils the lord of the city in all matters concerning eldritch dweomercraft and theurgies. The mages that reside in the tower are a secretive and aloof lot, rarely interacting with the ordinary folk.

Few citizens of Bal-Curz have ever been invited into the tower as guests; fewer still ever wish to set foot in it. Speculation of what goes on in the tower is rife amongst the peoples of the town, with each rumor more fantastical than the last. Current rumors tell of unspeakable experiments and magics practiced by the sorcerers. Many citizens speak of furtive scratching sounds heard in their cellars, and of seeing dark shadows creeping through the town's empty streets. Over the last few years, numerous townsfolk have disappeared from within the safety of their own homes, leaving no trace or sign of their fates. Others have been found dead in their homes or in the streets, slain by some mysterious creature and dying a quick and painful death by poison. All of these wild rumors suggest that some baleful working of the black wizards is afoot in Bal-Curz. To compound this problem, Ullvist, lord of Bal-Curz, has done little to assuage the concerns and fears of the townsfolk.

GETTING STARTED

This Dungeon Delve module contains little or no plot and has no predetermined adventure hook to get the players involved. This is by no means an oversight of design. Instead, it is an intentional feature that allows you — the Game Master — to make playing this module a unique experience, tailoring

it to fit your own campaign with little difficulty. The minimal plot allows you to use this module as a standalone expedition or as an adventure integrated into an existing campaign. As the GM, you should first read over the module in its entirety. Look for clues and hints in it to serve as seeds you can use to grow a plot. Think of the text of the adventure as the foundation and frame of a building that you side, shingle, and paint to fit your preferences and needs.

Listed below are a few plot suggestions to get you started:

1. The player characters hear rumors that the wizards in the tower possess an item they need, such as a magic item, book, or map. This item is required to complete another quest or adventure, or will help solve a problem of the PCs. Players will eventually approach the wizards to buy or trade for the item. However, they soon find that the price for it is too high to pay.
2. Fed up with the terror afflicting their town, a group of concerned citizens seeks to hire an adventuring party to investigate the tower. They have pooled together their meager moneys to offer a reward.
3. While visiting Bal-Curz, the party is attacked while they sleep in an inn by a number of huge spiders. A hidden trapdoor is soon discovered there, leading to a narrow tunnel that disappears beneath the streets of the town. The player characters soon learn of the strange murders and disappearances plaguing the town. The fearful locals hesitantly indicate that the spiders are minions of the sorcerers of the Black Tower.
4. In a highly unconventional proclamation, Ullvist, lord of Bal-Curz, announces that the most worthy citizen will marry his only daughter, Suvonna. To determine who will take his daughter's hand in marriage and eventually become the new Lord of Bal-Curz, the potential suitors will race on foot en masse from the town gates to the keep while pursued by a rancorous giant boar. However, this is simply a scheme hatched by the black wizards to gain legitimate control of the town. They have entered their champion, Engharn, in the race, who is sure to win against the other lackluster contestants. One astute citizen who suspects foul play approaches the party to enter one of their own in the race. Of course, the wizards will use their magics to ensure that their champion wins. Furthermore, they will seek vengeance on anyone that beats him.
5. A local cleric approaches the party for help. He tells the player characters that over the last year all of the temples in the town have closed — with the exception of his — because their priests have disappeared or have been murdered. This coincides with a new cult that has arrived in town who worships a heretofore unknown god named Morraith. The cleric has heard rumors that the wizards in the tower worship this foul god, and that they are behind this plot to rid the town of priests. Every night, unknown creatures creep in the darkness near the cleric's temple.

RUMORS

The party may wish to learn more about the sorcerers and their Black Tower before investigating the strange goings on in the town. By asking the right persons in town, the party can learn a few of the following rumors. Roll a d12 or select as you see fit from the following rumors:

1d12 Rumor

- 1 Basharn became the master of the tower six years ago after the previous master mysteriously disappeared. (True)
- 2 The wizards of the tower have joined forces with an assassins' guild that has recently set up shop in the town. These killers are responsible for the murders and disappearances of its citizens. (False)
- 3 Powerful creatures summoned from other planes of existence guard the tower. (True)
- 4 The original master of the tower lives on in undeath as a lich who resides deep beneath the tower. He is the true master of the tower; Basharn and the other wizards are simply servants who carry out his schemes. (False)
- 5 Over the last few months, Lord Ullvist has been acting quite strangely. He seldom leaves his keep, and is indifferent to the needs of his people. (True)
- 6 Recently, two young farm hands visiting town have disappeared leaving their ox and cart abandoned in the streets. (True)
- 7 A few years ago, strange lights and a horrid wailing were seen and heard coming from the tower. The wizards lost control of a powerful demon summoned from the pits of the Abyss. The demon slew all the wizards, and now rules in the tower. (False)
- 8 Some evenings, a sweet and mournful singing issues from the tower. This singing is from Basharn's ghostly lover that haunts the tower. (Partially true)
- 9 Basharn's champion, a warrior named Engharn, has sought the hand of Lord Ullvist's daughter and only heir, Suvonna, in marriage. (True)
- 10 The townsfolk who disappeared or were murdered were agents of the wizards who threatened to betray their secrets. They deserved the grizzly fate meted out to them. (False)
- 11 The sorcerers rarely leave their tower. Basharn, however, often speaks with Ullvist at his keep. He uses magic to get there since no one ever sees him entering or leaving. (True)
- 12 The wizards conduct ghastly experiments on those unfortunate souls that fall into their clutches. They seek to combine humans with the worst features of demons to serve as their minions. (Partially true)



ADVENTURE SECTIONS

The numbered areas on the module's maps are keyed to a specific encounter description that has one or more section headings detailing its contents and/or occupants. Each type of section heading is described below. Note that numbered areas will only contain those headings that are pertinent to the area.

Illumination: Notes the type of illumination in an area when first encountered by the PCs. Generally, the absence of this heading indicates that the area has no source of illumination.

Door(s): This section indicates whether or not any doors to the area are open, locked, and/or trapped when first encountered by the PCs. This might change with subsequent visits to the same area, so the GM should note any changes.

GMs Note: Alerts the GM of any special considerations of an area that might affect the PCs, occupants, or environment.

Description: This section provides a physical description of an area as it appears when first encountered by the PCs. The GM should not read this section to the players verbatim, but should instead paraphrase as they deem necessary. The area's description should be amended if its occupants or contents are destroyed, removed, or altered during the course of play.

Encounter: Any monsters or NPCs located in the area are noted in this section.

Tactics: This section provides general notes on the tactics used by any monsters or NPCs in combat upon encountering the PCs for the first time.



Alert: This section informs the GM of any special considerations that might arise after the PCs enter the area.

Development: This section notes any consequences that might arise from PCs entering a particular area that could later affect encounters in other areas.

Alarum!: This section notifies the GM to any actions or developments in the area when a general alarm has been raised.

Treasure: Any treasure found within the area is detailed in this section.

ABBREVIATIONS

The following abbreviations appear throughout this module:

AC = Armor Class; **MV** = Move; **HD** = Hit Dice; **hp** = hit points; **#AT** = Number of Attacks; **Dmg** = Damage; **SA** = special attack; **SD** = special defense; **MR** = magic resistance; **Int** = monster's intelligence rating; **AL** = alignment; **L** = large size; **M** = medium size; **S** = small size; **xp** = experience point value; **THACO** = the number to hit AC 0; **C** = chaotic; **L** = lawful; **E** = evil; **G** = good; **N** = neutral; **F** = Fighter; **MU** = Magic-User; **C** = Cleric; **T** = Thief; **S** = Strength, **I** = Intelligence, **W** = Wisdom, **D** = Dexterity, **C** = Constitution, **Ch** = Charisma; **d** = type of die; **rd/rds** = round/rounds; **cp** = copperpiece; **sp** = silverpiece; **gp** = gold piece; **ep** = electrum piece; **pp** = platinum piece.

KEY TO THE BLACK TOWER

PHYSICAL PROPERTIES OF THE BLACK TOWER

Courtyard: A 12' high stone wall topped with iron spikes surrounds the tower's courtyard. A single 10' wide wrought iron gate allows access to this area. A few forlorn stunted trees and patchy brown grass fill the courtyard.

Tower: The Black Tower stands 70' high with 5' high crenellations rising from its flat roof. The circular tower is 80' wide with 5' thick outer walls constructed of large, unmortared stones. A single door pierces this fell edifice at the ground level, while four slim, shuttered, and barred embrasures look out across the town from the upper level. An enchantment laid on the stones of the tower imbues it with a magic resistance of 50% against spells cast at its walls.

The interior of the tower and the dungeon level below are lined with smoothed, mortared, yellowish-brown stones. The mortar contains gorgon and basilisk blood to ward against access by ethereal beings, plus powered lead to prevent attempts at scrying within the tower from outside its walls. Ceilings are 10' high unless noted otherwise.

Roof: The tower roof is accessed via a trapdoor located in the ceiling of AREA 4.

Dungeon: Unknown to most townsfolk, a dungeon level, cut from bedrock, lays 50' below the tower. Access to the dungeon level is via a teleporter in AREA 5. Ceilings are 10' high in passages and 15' in rooms unless noted otherwise. Wall-mounted oil lamps illuminate the most frequently used passages in the dungeon. The teleportation platform in AREA 5 ventilates this level by continuously drawing in fresh air.

RANDOM ENCOUNTERS

No random encounters occur within the Black Tower. However, the GM should take care to note the locations of free-willed, intelligent creatures that move around during the course of the adventure. Once it has been determined that intruders are in the complex, these creatures will take proactive steps to thwart the party, as noted in the "Alarum!" sections of the keyed encounters.

GROUND FLOOR (USE UPPER LEVELS MAP)

1. THE GREAT HALL

Illumination: Four light stones placed along the walls light this area. Each of these magical lights can adjust its luminosity from a torch to a candle if commanded to do so. Currently, they each provide dim lighting equal to a single candle.

Description: The tower's heavy wooden outer door opens into a 70' wide circular room furnished with a throne mounted on a dais. The vaulted ceiling rises nearly 50' to a centrally located 10' circular opening. A half dozen leering gargoyle statues mounted in niches ring the chamber's walls. Colorful floor mosaics depict cavorting elementals and demons. Those entering the tower feel a slight swirling disturbance in the air equal to a light breeze.

Throne: Basharn receives guests to the tower in gauche haughtiness while seated on the ivory throne that rests on a dais that emerges from the north wall. The throne is carved from mammoth tusks and decorated with lapis lazuli and carnelian inlays (7,500 gp value; 4,000 gp for the gems alone).

False Doors: Other than the main entrance, the outer walls of the tower hold four false doors. Those attempting to open one of these doors are immediately teleported to an empty cell in AREA 15, while their gear is sent to AREA 26. Victims gain a saving throw vs. Spells to avoid this effect.

Ceiling Hole: The opening in the ceiling allows access to the tower's upper floor. The wizards of the tower use magical means to access the tower's upper level, such as *levitate* or *fly*, or they command the elemental to lift them up or down.

Encounter: A powerful air elemental guards the Great Hall. This being hovers in the shadows near the ceiling when the



party first enters the chamber. It attacks any creature that enters here with the exception of the wizards, or those whom they choose to pass freely. The elemental fights to the death and will not leave this room unless commanded to do so by one of the magic-users.

Air elemental: AC 2; MV 36"; HD 16; hp 62; #AT 1; Dmg 2d10; SA +1 'to hit'/+2 to damage when fighting aerial opponents, whirlwind; SD +2 or better magic weapon needed to hit; INT low (5-7); AL N; Size L; xp 6140; THAC0 7; MM 37-38.

Alert: If melee breaks out in this room, there is a 40% chance per round that Urgantz in AREA 2 will come to investigate. If destructive spells, such as lightning bolts or fireballs, or other very loud noises occur here, he has a 100% chance to hear them.

UPPER FLOOR (USE UPPER LEVELS MAP)

2. WIZARD LIBRARY

Illumination: Candles in two wrought iron candelabra light this room.

Description: This room is furnished with fine rugs, a polished wooden desk and chair, four padded armchairs, and a large bookcase. A few quills, blank sheets of vellum, and a key that locks the door to this room rest in the desk drawer.

Bookcase: The bookcase holds 24 tomes plus 34 non-magical scrolls on various subjects. To the right buyer the books will fetch 1d10 x 10 gp each and the scrolls 1d8 x 5 gp each. Roll a d6 to determine randomly the subject matter of each book.

1d6	Subject of Book
1	Astronomy
2	Bestiary
3	History
4	Letters
5	Mathematics
6	Philosophy

Unseen Servants: Two permanent *unseen servants* (q.v. 1st level magic-user spell) passively await instructions to assist any of the wizards that come here to peruse the books. They will not interact with anyone unless commanded to do so.

Encounter: Currently, an apprentice magic-user named Urgantz sits at the desk studying a spellbook. Once he detects intruders, he immediately snatches up the spellbook and casts *invisibility* on himself. If possible, Urgantz attempts to observe the party to determine their strength and intent before fleeing to the dungeon level to alert his compatriots.

Urgantz, male human, 5th level magic-user: AC 9 (Dex); MV 12"; hp 18; #AT 1; Dmg 1d4 dagger; AL NE; Size M; xp 285; THAC0 20; S 12, I 12, W 8, D 15, C 15, CH 9. His carried wealth consists of 20 gp in a pouch and an ivory armband (75 gp value). He has currently memorized the following spells:

- Level 1: *charm person, hold portal, magic missile, spider climb*
- Level 2: *flaming sphere, invisibility*
- Level 3: *fly*

The spellbook he is reading contains the following spells:

- Level 1: *affect normal fires, burning hands, charm person, detect magic, hold portal, identify, light, magic missile, read magic, spider climb*
- Level 2: *deephockets, flaming sphere, invisibility, knock, levitate, shatter*
- Level 3: *fireball, fly, invisibility 10' radius, protection from evil 10' radius*

3. MEETING ROOM

Illumination: A lit candle in a silver holder (50 gp value) lights this room.

Description: This comfortable-looking room holds a large wooden table covered with maps and circled by six stools. A stand next to a couch holds the silver candle holder (as noted above), a magnifying glass, a smoking pipe, and a pouch of tobacco. A large fur rug covers the floor, and a large harp sits next to a stool near a wall. The stuffed and mounted head of a basilisk caught in mid-roar hangs from a wall, along with two finely crafted tapestries (100 gp value each).

Town Map: A map of Bal-Curz lies unfolded on the table. It shows many dashed lines that snake out from the Black Tower like a web. Various points are marked with either a black or a red dot. This map shows the network of secret passages used by Basharn's spider minions for forays into the town (see AREA 12 for details). The black dots indicate exits while red ones indicates exits that have been sealed off.

Encounter: Seated on the stool next to the harp is a female half-elf named S'lari. A captive of Basharn, he inadvertently turned her permanently invisible when an experiment went awry. When the player characters enter the room, she asks them if they wish to hear her sing a dulcet tune as she strums the harp. If S'lari believes that the PCs are guests of the wizard, she will tell them about the rooms in the tower and their inhabitants, should they ask her. She knows that there is a dungeon level below the tower, and that the wizards and their minions dwell there. S'lari is deathly afraid of Basharn, and will not reveal anything about him or the tower to his enemies as long as he and the other wizards live.

S'lari, female half-elf: AC 10; MV 12"; HD 1 + 1; hp 5; #AT 1; unarmed; AL NG; Size M (5' tall); xp 30; THAC0 18; S 10, I 13, W 10, D 14, C 9, CH 14.



4. SUMMONING ROOM

Door: The door to this room is locked; Basharn keeps the key on his person at all times (see AREA 20).

Description: A large, ivory-inlaid summoning circle in the shape of a pentacle lies on the floor of this room. Pushed against the southeast inner wall is a heavy wooden table that holds many thaumaturgic wares such as braziers of various sizes, iron stands, a box of coal, candles, magnets, a few horned humanoid skulls, and jars filled with various powders, granules, and unguents. Additionally, a locked wooden coffer and a black tome lie on the table.

Trap Door: A 4' wide shaft in the ceiling leads to a trap door that allows access to the roof. A bolt affixed to inside of the trap door allows it to be locked; it is not currently locked.

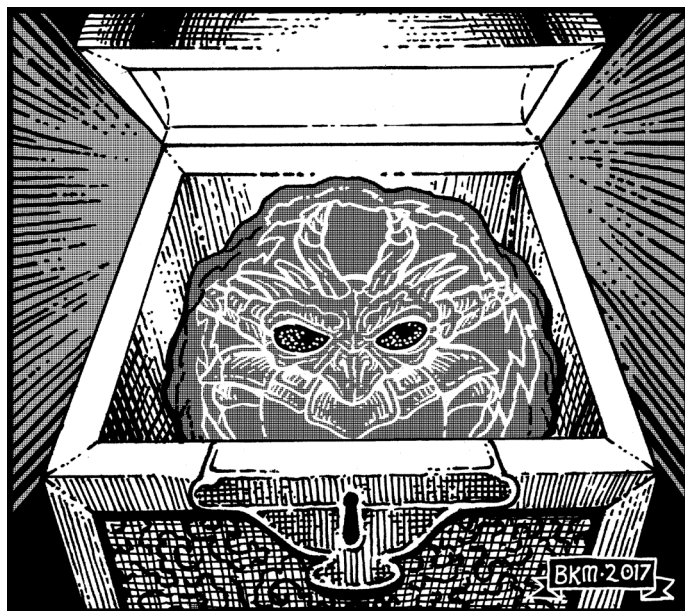
The Sanguine Stone: Inside the locked coffer is an opaque blood red stone the size of a fist that slowly pulses with an inner light. This object radiates *magic* and *evil* if detected for. This object allows its user to speak directly to a mezzodæmon named Gievya. The user must stare into the stone for two full rounds to contact the daemon whose voice will appear in their mind. It is up to the GM to determine exactly what information the daemon is willing to share with the stone's user. Whatever it is, the daemon will always attempt to manipulate the user with its information to further its own selfishly evil goals and machinations.

Ownership of this object is dangerous, as it serves as receptacle for Gievya to *magic jar* (q.v. 5th level magic-user spell) its owner. So long as the stone is within 30' of the character, the daemon will attempt to magic jar them while they sleep. The character will experience terrible dreams in which a gargoyle-like being pursues them. Should the magic jar fail, the daemon tries each night thereafter until it succeeds, or until a *remove curse* is cast on the stone and it is gotten rid of. Note that a character protected by a *protection from evil* spell (q.v.) will prevent possession by the daemon.

The character is allowed a saving throw vs. Spells to avoid possession. If they fail, Gievya controls their body. While possessing the character, the daemon has basic knowledge known to the character but cannot use any of their class abilities or speak their language. However, it can use its innate spell-like abilities (q.v.). Gievya will use its *ESP* ability to read the character's mind for more information about them and their companions, and *comprehend languages* to understand what they say. Allow the possessed PCs companions a Wisdom check with a -4 penalty to note any odd behavior they might exhibit. While possessing a PC, Gievya refrains from attacking their allies outright. Instead, the daemon bides its time, looking for the best opportunity to commit evil acts. If attacked, it turns *invisible* and flees using *dimension door* or *wind walk*. Once it has possessed a living creature, Gievya can attempt to possess any other character or being within 90' of the stone. The daemon's goal is to remain in possession of a body on the Prime Material Plane for as long as possible.

A successful *exorcise* spell (q.v. 4th level cleric spell) on the afflicted PC will free them from daemonic possession. Destruction of the stone while the daemon is in possession of a character ejects the daemon and soul of the character to the Glooms of Hades. While on this plane, the character's soul drifts helplessly and aimlessly. Their body, however, continues to live on mindlessly until reunited with their soul or the body dies. Additionally, there is a 5% chance per day that a wandering spirit (i.e. astral searcher, ghost, haunt, demon, daemon, etc.) discovers their body and possesses it.

The Black Tome: This large, folio-sized book is bound in black demon hide. Basharn often consults this book — titled *Codex Infernu* — when summoning beings from the lower planes. The book details the terrain and environment of the lower planes of Hades and Tarterus along with many unique powers and intelligent creatures that dwell there. Given 1d4 hours of study, a cleric or magic-user has a 50% chance to answer a single general question about these planes. With 3d4 hours of study, they can answer a specific question with a 30% chance of success. Result of 86%+ indicates the player has learned erroneous information, though they will not be aware of this at the time. It is up to the GM to determine the exact nature of any information learned from this tome.



5. TELEPORTER ROOM

Illumination: A wall mounted oil lamp lights this room.

Description: This room holds two 10' wide, 1' high circular platforms.

Teleporter Platforms: The platform marked "S" on UPPER LEVELS map teleports anything placed on it to the dungeon below the tower (AREA 6) (no save allowed to avoid teleportation). The platform marked "R" is where persons or objects return to the tower from AREA 6. Otherwise, it does nothing when stepped on.



DUNGEON LEVEL (USE DUNGEON LEVEL MAP)

6. DUNGEON ENTRYWAY

Description: Characters teleported from AREA 5 to this 10' x 10' room see an archway that debouches into a hallway. Those wanting to return from the dungeon to the tower must speak the phrase "*Beck and burl, return to rondure knurl*" before passing back through the archway (see AREA 14 for details). Those that do not are teleported to an empty cell in AREA 15 while their gear is sent to AREA 26 (save vs. Spells to avoid this effect).

7. STORE ROOM

Description: A multitude of boxes and barrels lie a-jumble in this room. Most contain a variety of dried foodstuffs, ale, and wine. Others hold unworked cloth, leather, metal, and wooden bits and strips. One box holds a number of workers' tools. Brooms, mops, buckets, rags, 100' of rope, 70 candles, and 60 torches are also stored here. A small keg holds oil, while a large sack holds coal.

8. KITCHEN

Illumination: A lit fireplace provides lighting for this room.

Description: This well-stocked kitchen contains a heavy table, a freestanding pantry, and a large corner hearth. A butchered and dressed goat lies on the table along with a large platter, knives, and bowls of ingredients. The pantry holds various kitchen-wares (plates, mugs, pitchers, forks, spoons, ladles, and so forth). A straw pallet in a corner serves as a bed for the kitchen's mistress. A 2' wide covered hole in the floor leads to a well, while a bucket next to it is used to draw up water.

Encounter: A grizzled bugbear matron runs this kitchen, assisted by two peasant lammikins. Created by Basharn, these creatures are humans that have had their arms and legs replaced with giant spider legs ending in human-like hands. Spider-like mandibles replace their human mouths. See the "**New Monsters**" section for details about these creatures.

Bugbear: AC 5; MV 9"; HD 1 + 1; hp 8; #AT 1; Dmg 1d8 fist or 1d4 knife; SA surprise on a 1-3 on a d6; INT low (5-7); AL CE; Size L (7' + tall); xp 36; THAC0 18; MM 12.

Peasant lammikins (2): AC 7; MV 6"; HD 2 + 1; hp 12 each; #AT 1; Dmg 1d3 bite; SD *climb walls* (90%); INT low (5-7); AL N; Size M; xp 71 each; THAC0 16; New Monster.

Tactics: When intruders enter her kitchen, the bugbear snatches up a large butcher's knife while screaming curses and insults in her native tongue. The lammikins will fight only if cornered and escape is not an option.

Treasure: A sack hidden under the matron's lice-ridden straw pallet holds her entire wealth of 188 cp, 65 sp, and 2 gp.

9. LABORATORY

Door: Iron bands reinforce the wooden door to this room. The door is locked; its key is located in Basharn's desk in AREA 22.

GMs Note: A juju zombie waits in the alcove (Area B on the map), watching the door. Anyone other than Basharn, or those escorted by him, who enters this room causes the zombie to pull a lever that releases the bolt to the cell door in Area C. After this occurs, the four killer lammikins held there move into the laboratory proper and attack anyone found there. See below for details.

Area A. Laboratory: The door opens into a 30' x 30' room that smells strongly of formaldehyde. The room holds two heavy tables with stone-surfaced tops, a wooden cabinet, a workbench, and a shelf. Three shaded oil lamps are mounted on the wall (not currently lit, however). A darkened archway to the southeast leads to an alcove-like closet (AREA B), while an iron door set with a closed loophole located on the northeast wall leads to a locked cell (AREA C).

Workbench: The workbench holds many medical and magical appurtenances, including alembics, a scale with weights, dozens of vials and beakers, a distilling coil, a small bellows, a brazier, oil burners, candles, filters, an hour glass, magnifying lens, mortar and pestle, racks and stands, retorts, glass rods, spoons, and dishes and pans of various types.

Cabinet: The cabinet holds bandages, sponges, hooks, wrenches, tourniquets, tongs, saws, and knives of various sizes.

Shelf: Jars of many different sizes on this shelf contain various powders, liquids, and unguents used in magical and medical processes. Most of these substances are harmless, although a few are poisonous. Characters foolish enough to ingest one of these substances have a 40% chance to be poisoned. Roll on the table below to determine the effects of poison. Characters are allowed a Constitution check (i.e. roll their Constitution score or less on a d20) to avoid being sickened.

1d6 Random Poison Effect

- 1 **Vomiting.** The character vomits continuously for the next 1d6 turns. No actions allowed (i.e. melee, spell-casting, or use of abilities) during this time.
- 2 **Fainting.** The character falls unconscious for the next 2d8 rounds.
- 3 **Paralysis.** The character cannot move for the next 1d4+1 turns.
- 4 **Blindness.** The character loses their sight for the next 1d4 hours.
- 5 **Delirium.** The character collapses, unable to wake up for the next 2d4 hours. Additionally, their Constitution score temporarily drops by 1d6 points for the next 24 hours.
- 6 **Choking.** The character will die in 1d6 turns unless they receive a *neutralize poison* spell.



Area B. Closet: This small closet holds a juju zombie who stands in the shadows watching the entrance to the laboratory. A wall-mounted lever here opens the bolt to the door of the cell at Area C. As noted above, this creature will pull the lever as its first action.

Juju zombie: AC 6; MV 9"; HD 3 + 12; hp 28; #AT 1; Dmg 3d4 fist; SD +1 or better magical weapon to hit, climb walls as 6th level thief, piercing and blunt weapons inflict half damage; MR immune to mind-affecting spells, poison, magic missiles, death magic, and electrical and cold-based spells, half damage from fire-based attacks; INT low (5-7); AL N(E); Size M; xp 222; THAC0 13; MMII 131.

Area C. Cell: Four killer lammikins occupy this filthy cell. Created by combining giant spiders with humans, these creatures appear much like their peasant cousins — a human-like torso with the mandibles, arms, and legs of a large, hairy spider, with the latter two ending in human-like hands. See the “**New Monsters**” section for details on lammikins. Basharn intends to use these creatures as warriors and assassins against his enemies. Physically, the lammikins are a total success. However, they yet remain obdurate and unheeding to the wizard’s commands, traits he seeks to remedy with further experimentation.

If they escape from their cell, the lammikins rampage through the complex attacking any creatures they encounter, including the PCs. Their ultimate goal is to find and kill the man that created their wretched existence — Basharn. They fight to the death, offering and giving no quarter.

Killer lammikins (4): AC 4; MV 9"; HD 5 + 2; hp 26 each; #AT 3; Dmg 1d4/1d4 claws, 2d4 bite; SA poisonous bite (save vs. Poison at +2 or die); SD *climb walls* (94%), *move silently* (55%), and *hide in shadows* (43%); INT average (8-10); AL NE; Size M; xp 381 each; THAC0 15; New Monster.

10. TOMB OF MALGRYS

Description: The faint smell of rot tinges the musty air of this room. The ceiling vaults upward 15' to form a V-shape. A rune-covered sarcophagus constructed of greenish stone shot with pale webbing lies near the east wall. A *comprehend languages* spell or thief successfully using their *read languages* ability reveals the runes to read, “Here lies wrathful Malgrys the sorcerer in torpid slumber. Woe to those that disturb his rest.”

Encounter: The sarcophagus holds a mummy named Malgrys. It attacks anyone other than Basharn who disturbs its rest (i.e. enters the room), without regard to self-preservation. A sinister magic rune on the mummy’s forehead keeps clerics and paladins from turning him.

Basharn discovered the location of Malgrys’ tomb some years ago and moved his sarcophagus to this room. Malgrys was once a powerful arch-mage from a great civilization that has since turned to dust, forgotten by all but the most astute of

sages. He became a mummy after an unsuccessful attempt to turn himself into a lich. Because of his wealth of thaumaturgic knowledge, Basharn keeps him here that he might consult the mummy for his magical workings. Basharn possesses a magic amulet that allows him to control Malgrys (see AREA 22 for details).

Malgrys the mummy: AC 3; MV 6"; HD 6 + 3; hp 42; #AT 1; Dmg 1d12 fist; SA the sight of the mummy causes *fear* and *revulsion* to all within 6", touch inflicts *mummy rot*; SD +1 or better magic weapon needed to hit, all weapons inflict half damage (round fractions down); MR immune to sleep, charm, hold, cold-based spells, poison, and paralysis, vulnerable to fire and holy water, a *raise dead* will turn a mummy into a human; INT exceptional (16); AL LE; Size M; xp 1446; THAC0 13; MM 72. Unlike most mummies, Malgrys has retained most of the intelligence he had in while alive. He wears an exotic-looking jade necklace (1,500 gp value) and a gold ring with his coiled viper sigil set in emeralds (2,000 gp value).

11. LOZENGE-SHAPED ROOM

Description: The door opens into a diamond-shaped room with a 20' high vaulted ceiling. A swirling vortex pattern of sickening violet-gray and lurid yellow-green is painted on the floor. An 8' wide, 4' high stone, hemispherical dome lies in the center of the room’s floor. The dome is made of made of two halves, with a visible seam bisecting it.

The Domed Gate: Pushing down both pieces of the dome’s shell causes them to disappear into the floor. Below the dome lays a 6' wide hole filled with twisting and roiling shadows. Stony ground glowing with a reddish cast can be seen faintly through the obscuring shadows. No light can seem to pierce these shadows even when it is thrust directly into them. The shadowy hole is a gate to the plane of Tarterus where the misshapen demigod, Morraith, dwells (see AREA 24 for details about this godling). The gate is one way: persons pass into the plane, but cannot return from it. A special spell known only to Basharn allows him to summon beings from Tarterus via this gate.

Those entering the gate are stranded on an orb located in Cathrys, the second layer of Tarterus, and must find their own means for returning to the Prime Material Plane. This orb, called Numnarcas, is Morraith’s demesne. A dense, damp forest of 200' tall, malformed trees covers the entirety of the orb. Below the trees is a near impenetrable tangle of undergrowth that sprouts razor-sharp spines and wicked thorns. Unmoving mists lurk between the trees, while shallow, swampy pools dot the lower parts of the woods. All terrain and plants native to this plane glow with a reddish cast. This orb is home to all sorts of creeping horrors such as spiders, pedipalps, frogs, toads, bats, and centipedes of all sizes. Additionally, catoblepas, gargoyles, su-monsters, dangerous plants, minor demons, lesser daemons, and other fell monsters are plentiful. Consult the **Planar Manual** for details about the plane of Tarterus.



12. CAVERN OF THE CRAWLING ONES

Description: The secret door opens into a large cavern. Layers of cobwebs coat its walls and ceiling.

Narrow Passages: Other than the secret door entrance, the only other exits in the cavern are five 2' wide irregular tunnels. These twisting passages lead into the cellars of various homes, businesses, and alleyways around the town. Basharn often sends his spiders into these passages to gather intelligence on enemies, hunt for victims, or filch treasures from the townfolks' homes. It is possible for a small unencumbered character — a halfling, gnome, or small elf, half-elf, or human — to wriggle into one of these tunnels. Some of the passages have steep chimneys that only characters equipped with climbing gear, the *climb walls* ability, or magical assistance can access. It is up to the GM to determine the exact layout of the passages, where they lead to, and what characters encounter in them should they choose to explore there.

Encounter: Twenty huge spiders dwell here although only 14 are present at the moment. The other six are creeping through the passages, out on missions for their master.

Huge spiders (14): AC 6; MV 18", leap up to 3"; HD 2 + 2; hp 14 each; #AT 1; Dmg 1d6 bite; SA surprise on a 1-5, poison (+1 to saving throw); INT animal (1); AL N; Size M; xp 187 each; THAC0 16; MM 90.

Treasure: Found amongst the webs are the dried husk remains of the spiders' victims, mostly giant rats, dogs, cats, small humanoids, and a few humans. One goblin husk has a gold nose ring (50 gp value), while that of a human has a pouch that contains 24 sp and a tiger eye gem (10 gp value).

13. MEPHIT BARRACKS

Description: This warm, humid room is misty with dripping condensation — conditions that the mephits who reside here find most comfortable. A table with five stools and five stone pallets constitute its furnishings.

GMs Note: Depending on whether or not an alarm has been raised by the tower's residents, the mephits might be elsewhere in the complex. See "**Tactics**" below for details.

Encounter: Five steam mephits reside here. These fellows work as servants for the wizards performing all manner of menial tasks. The mephits are currently relaxing on stone pallets or playing dice at the table. They wear gaudy, brightly colored clothes adorned with many shiny bangles. Some puff on acrid-smelling weed in clay pipes, while others grumble about their cheating comrades.

Tactics: If attacked, at least one mephit will rush out the door to alert the residents in AREAS 14, 16, or 20 of the presence of intruders. The others initially attempt to hold off the party with scalding water jets and their boiling *rainstorm* ability before commencing melee attacks.

Treasure: The five of them have a total of 98 gp, 166 sp, and 220 cp either on the table as gambling bets or in their pouches.

Steam mephits (5): AC 7; MV 12"/24"; HD 3 + 3; hp 18 each; #AT 2; Dmg 1d4/1d4 claws; SA fire a jet of scalding water up to 20' every other round (1d3 + plus 50% chance to stun victim for 1 rd.), boiling *rainstorm* (1/day; as *ice storm* inflicting 2d6 damage), *contaminate water* (1/day; reverse of *create water*), *gate* in 1d2 mephits (1/hour; 20% chance of success); SD touching a mephit with bare flesh inflicts 1 hp of heat damage and has a 50% chance to stun for 1 rd.; INT average (8-10); AL NE; Size M (5' tall); xp 247 each; THAC0 16; FF 64-66.

14. UNDERLINGS' ROOM

Illumination: Two oil lamps — one mounted on the wall, the other sitting on the table — light this room.

GMs Note: Depending on whether or not an alarm has been raised by the tower's residents, the underlings present here might be elsewhere in the complex. See "**Alarm!**" below for details.

Description: Red curtains divide this room into three apartments for Basharn's retainers: the apprentice wizards Kathar and Urgantz, and the warrior Engharn. It is furnished with three beds, three trunks, a table with three chairs, and a desk with a stool.

Desk: The desk contains many parchment scraps — mostly mundane messages and accounting notes — as well as an inkwell, quill, spider sigil stamp, wax pot, and an oil lamp. A desk drawer holds a **magic-user scroll** with *comprehend languages*, *mirror image*, and *slow* (cast at 7th level magic use), **potions of speed** (*container*: stone jar; *appearance*: glowing mauve syrup; *smell*: honeyed; *taste*: none) and **extra-healing** (*container*: jade phial [50 gp value]; *appearance*: watery brick red-colored liquid; *smell*: salty; *taste*: sour), and a scrap of paper containing the written phrase "*Beck and burl, return to rondure knurl*". This phrase allows characters to use the teleportation archway in AREA 6 to return to the tower.

Encounter: Unless alerted to the presence of intruders, Kathar and Engharn sit at the table drinking wine and eating foods laid out on a platter. If not already encountered, Urgantz will be in the library (AREA 2). If previously encountered, and he was able to escape to the dungeon level, he will be here.

Kathar, male human, 5th level magic-user: AC 8 (Dex); MV 12"; hp 24; #AT 1; Dmg 1d4 dagger; AL NE; Size M; xp 325; THAC0 20; S 8; I 15; W 13; D 10; C 16; CH 11. He wears a silver headband (100 gp value). Kathar has memorized the following spells:

- Level 1: *burning hands*, *charm person*, *detect magic*, *light*
- Level 2: *invisibility*, *levitate*
- Level 3: *fireball*



Engharn, male human, 7th level fighter: AC 2 (plate mail, shield); MV 12" (6" w/plate mail); hp 54; #AT 2/1 (w/long sword) or 3/2; Dmg 1d8+8 long sword (double specialized) or 1d4+1+4 horseman's flail; AL NE; Size M; xp 438; THAC0 14; S 18/80; I 13; W 9; D 13; C 15; CH 16. Engharn wears plate mail and shield, and carries a **long sword +1, +2 vs. magic-using & enchanted creatures** and a horseman's flail.

Tactics: The underlings' tactics in melee depend on whether or not they have been alerted to the presence of intruders. If not alerted, Engharn engages the party in melee while bellowing "Alarum! All sluggards to my side!" to draw assistance from the mephits across the hall in AREA 13. Kathar assists the fighter by *charming* player characters, *levitating* them to the ceiling, or blinding them with a *light* cast in their eyes (-4 'to hit', armor class, and saving throws). He uses his *fireball* only if he is certain that it will not blast his comrades or himself. Given the chance, Engharn will quaff the *potion of speed* in the desk before battle and snatch the *extra-healing* for later use. Kathar or Urgantz will retrieve the scroll from the desk for additional spells to use against the party, if need be.

Alarum!: When the underlings detect any intruders, they first alert Skewl in AREA 16, if possible. They next gather the mephits from AREA 13 and corodaemons from AREA 15 to repel the invaders.

Treasure: Each trunk holds the underlings' personal effects and 1d4 x 100 gp.

15. GAOL

GMs Note: Player characters who have sprung the teleportation traps in AREAS 1 or 6 will be confined to one of the empty cells listed below. Depending on whether or not an alarm has been raised by the tower's residents, the gaolers might be

elsewhere in the complex when this room is first entered. See "Alarum!" below for details.

Description: The tower's prison consists of an antechamber ringed with eight heavy wooden doors reinforced with iron bands. It contains no furnishings other than two wooden chairs.

Encounter: Two corodaemons serve as gaol-keepers for the wizards. These cruel yet efficient fiends appear as short, stoutly built black-skinned humanoids with a bird's head and black pupil-less eyes. Massy knots of long, porcupine-like quills cover their backs. See the "New Monsters" section for details on these creatures. These creatures possess no treasure.

Corodaemons (2): AC 2; MV 12"; HD 5 + 10; hp 35 each; #AT 3 or 2; Dmg 1d6+1/1d6+1 claws, 1d6 bite or by weapon type +2; SA fire 1d4 quills each causing 1d4 damage plus *irritation*; SD +1 or better magic weapon needed to hit, half damage from acid and cold-based attacks, immune to sleep, charm, poison, and paralysis; MR 50% to 1st level spells; INT average (8-10); AL NE; Size M (4'-5' tall); xp 660 each; THAC0 13; New Monster.

Spell-like Abilities: *bind*, *comprehend languages*, *curse*, *detect good*, *detect invisibility*, *haste* (1/day), *invisibility*, *telepathy*, *read magic*, *scare*, *word of recall* (1/day to plane of origin), *gate* in 1d4 corodaemons or 1 piscodaemon (30% chance of success). Each ability is useable once per round at will as a 6th level caster.

Tactics: If attacked, these two will first attempt to *gate* in allies before engaging in melee. One daemon, armed with a man-catcher, uses this weapon to entrap the arm of a spell-caster PC to prevent casting, while the other sprays the party with quills before *hasting* himself to engage in melee. Both daemons use their spell-like abilities, such as *bind*, *curse*, or



scare, to hamper a party that offers much resistance. Note that there is only a 50% chance that one of them will alert their masters telepathically of any intruders. Any captured PCs are stripped of their gear and hurled into an empty cell to await interrogation.

Alarum!: If the alarm is raised in the tower, it is likely that one of the wizards or their minions will fetch these fellows for additional support in fighting enemies. If they have not been alerted thusly, the daemons take the initiative to investigate any melee that erupts close to their room, such as in the hallway.

Cells: Each cell door is locked and has a small sliding loophole through which to look into the cells. An iron ring hanging from a peg next to the main entrance holds the keys to the cell doors. The interior of each cell contains moldy straw on the floor, and at least two sets of gyves attached to the wall by chains. The cells are currently occupied as follows:

- i. Empty.
- ii. Rival wizard of Basharn named Rheng the Flocculent (MU 7; hp 20 [currently 9]; AL CE). Rheng is in poor shape — malnourished and diseased from months of neglect. He has no spells memorized but will offer to join the party to fight Basharn. Once released he attempts to rob the party of all wealth, spells, and equipment that he can get before skulking away at the most opportune moment.
- iii. Empty
- iv. Ullvist, lord of Bal-Curz, (F7; hp 45; AL N). A few months ago, Basharn replaced the lord of the town with a more pliable clone (q.v. 8th level magic-user spell of the same name). The real Lord Ullvist sits in this dungeon cell.
- v. Two kidnapped farm hands (hp 5 each; AL NG). In short time, Basharn intends to experiment on these two to create the perfect killer lammikin.
- vi. Empty.
- vii. Empty.
- viii. This cell holds a bodak chained to the west wall. It cannot be seen by anyone looking through the cell's loophole and remains quiet should it hear the door open. This creature uses its *death gaze* ability on the first character who enters its cell. The bodak is the former master of the tower before Basharn rose to power. It seems that Basharn inadvertently gave the wizard the wrong information concerning a specific layer of the Abyss he intended to travel to. There the pure evil of the Abyss transformed him into a dreaded bodak. Basharn then summoned his former master back from the Abyss to employ him as a servant. However, the bodak remains rebellious, not yet submitting to the magic-user's will.

Bodak: AC 5; MV 6"; HD 9 + 9; hp 56; #AT 1; Dmg by weapon type; SA *death gaze* (3" range; save vs. Death Magic or die); SD cold-wrought iron or +1 or better magic weapon needed to hit, immune to charm, hold, sleep, and slow spells, half damage from cold, electricity, fire, and gas attacks; INT low (5-7); AL CE; Size M; xp 2734; THAC0 10; MMIII 19.

16. SKEWL'S SITTING ROOM

Illumination: Two wall mounted oil lamps and one sitting on the table illuminate this room.

Door: A wooden bar lying just inside the main entrance of this room allows it to be secured shut, should the need arise.

GMs Note: Depending on whether or not an alarm has been raised by the tower's residents, Skewl might be elsewhere in the complex. See "**Alarum!**" below for details.

Description: Skewl's sitting room is lavishly furnished with two fine fur rugs (300 gp value each), two lewd paintings (200 gp value each), six lewd statues (100 gp value each), a small table with three stools, a padded chair, a couch, and a stand holding a silver tray (200 gp value), pitcher (300 gp value), and five cups (100 gp value each). An *unseen servant* will proffer anyone that sits on the couch or chair wine and a smoking pipe (see AREA 2 for details about these unseen servants). A number of exotic weapons hang from the walls: a kris, an aklys, a holy-water sprinkler, repeating crossbow, harpoon, khopesh, two fighting sickles, and a saw-toothed flatchet.

Encounter: Most of the time (60% chance), Basharn's chief assistant, Skewl the Wittol, is present in this chamber. If not here and the alarm has not been sounded, he will be either in his bedroom (AREA 17)(20%), with Basharn in AREA 20 (10%), or walking through the halls in transit to another location (10%).

Skewl the Wittol, male human, 8th level magic-user: AC 10; MV 12"; hp 24; #AT 1; Dmg 1d6 staff; AL NE; Size M; xp 1065; THAC0 19; S 12; I 16; W 10; D 10; C 15; CH 12. Skewl wears velvet robes with ermine trim (350 gp value), has a key to the desk in AREA 17, and carries a staff topped with large chalcedony gem (200 gp value). He has *stone-skin* pre-cast on his person. Skewl is considered a 9th level caster when his familiar is within one mile; additional spells for this are indicated in parenthesis below. He has memorized the following spells:

- Level 1: *charm person, light, magic missile x2*
- Level 2: *invisibility, levitate, web*
- Level 3: *fly, lightning bolt, slow*
- Level 4: *confusion, dimension door*
- Level 5: (*monster summoning III*)

Skewl is a petty, vindictive man with a taste for the good things in life. He patiently awaits for the right opportunity to usurp Basharn's position as master of the tower. Skewl has only disdain for Basharn's worship of the demigod, Morraith.



He considers Basharn's werepanther lover, Yloon, a threat to his influence on his master.

Tactics: In the event of intruders in the complex, Skewl first calls upon his familiar Haffrue in AREA 17 to turn *invisible* and spy on the party. He then casts *invisibility* and *fly* on himself, in that order. Skewl prefers to let the underlings and minions directly battle any intruders, but will hit the party with *confusion*, *slow*, *web*, and/or *charm person* to check their progress and facilitate capture (the wizards need live bodies to experiment on, after all). If the party proves too strong for the defenders, he blasts them with a *lightning bolt* and *magic missiles*. If all seems lost for the defenders, Skewl will flee the tower, taking as much treasure as he can carry.

Alarm!: If the alarm is sounded, Skewl heads to AREA 14 to alert the underlings first before alerting Basharn in AREA 20. He will use his *dimension door* spell if the PCs block his path to that room. The underlings, in turn, will fetch the mephits from AREA 13 and corodaemons from AREA 15.



17. SKEWL'S BEDROOM

Illumination: A lit candle on the desk lights this room.

Door: Skewl always leaves the door to this room slightly ajar.

GMs Note: As noted in AREA 16, Skewl will summon his familiar from this room to reconnoiter the location and intents of the party once they are discovered.

Description: A bed covered in furs, a desk with comfortable chair, and a large rug on the floor furnish this room. An inkwell, quills, demon-faced sigil stamp, wax pot, large candle in a pewter holder, and a brass candel snuffer lie on the desk. A locked desk drawer contains a bone scroll tube and Skewl's spellbook. The wizard keeps the key to the desk on his person at all times.

Treasure Map: The scroll tube contains a map that purports to detail the location of the lair of the dread wyrm, Felmurnuzza. This infamous red dragon possesses a hoard of gold, jewels, and potent magics like no other of her kind. Cruel and devious traps protect the dragon's lair from would-be plunderers. It lies hidden in a remote volcanic stretch of hills located far from the Black Tower.

Spellbook: *Explosive runes* ward this standard type spellbook from covetous eyes. Magic-users have a 5% chance per level of experience to detect the presence of the runes, if searched for, while thieves only have a 5% chance to detect them. Those opening it without first speaking the command word 'zamamaz' cause the runes to detonate inflicting 6d4+6 damage. The reader gains no saving throw while all others within 1" distant can save vs. Spells for half damage. When the runes detonate, the spellbook must save vs. Fireball on the ITEM SAVING THROW table in the **DMG** with a +2 bonus to avoid destruction. The spellbook contains the following spells:

Level 1: *charm person, detect magic, feather fall, floating disc, hold portal, light, magic missile, protection from evil, read magic*

Level 2: *detect invisibility, forget, invisibility, levitate, rope trick, web*

Level 3: *explosive runes, fly, item, lightning bolt, slow*

Level 4: *confusion, dimension door, fire charm*

Level 5: *contact other plane, monster summoning III*

Encounter: Skewl's balweeg familiar, Haffrue, currently invisible, rests in here on the bed. Native to the lower planes, this loathsome creature appears as a large house cat with a grotesque human-like face. Haffrue can polymorph into a crow or poisonous snake at will. See the "New Monsters" section for details on balweeg.

Haffrue, balweeg: AC 2; MV 15"; HD 3 + 2; hp 18; #AT 2; Dmg 1d3/1d3 claws; SA surprised only on a 1 on a d6, claw wounds heal only with magical healing, purr acts as *sleep* spell (3" range), spell-like abilities: *detect good, detect magic, turn invisible, hypnotic pattern* (1/day); SD +1 or better magic weapon needed to hit, immune to cold, fire, and electrical-based attacks, save vs. Spells as a 7 HD monster; MR 25%; INT average (8-10); AL NE; Size S (2' long); xp 397; THAC0 15; New Monster.



Tactics: Haffrue immediately telepathically contacts Skewl to inform him of the presence of any intruders. More likely, Skewl will learn of intruders first and inform his familiar. Haffrue then sets about roaming the complex while invisible to spy on the party. Once they are located, it uses *detect good* and *detect magic* on the party to learn more about them. This creature will avoid direct confrontation with the party unless it encounters a single individual that it can dispatch with its *sleep*-inducing purr or *hypnotic pattern* ability. However, it will help defend its master, if need be.

Treasure: A locked wooden coffer hidden under the bed holds Skewl's treasure. A spring-loaded poison-coated needle strikes anyone that attempts to pick the lock (**Type C insinulative poison** — *chance to detect:* 40%; *save modifier:* +2; *onset time:* 1 round; *damage:* 35 hp, 0 if save is successful). The coffer contains 525 gp, 15 carnelian gems (50 gp value each), **potions of healing** (*container:* pewter vial; *appearance:* iridescent turquoise-colored liquid; *smell:* herbal; *taste:* sweet), **ESP** (*container:* ceramic flask; *appearance:* effervescent colorless liquid; *smell:* coppery; *taste:* oniony), and **gaseous form** (*container:* crystal phial; *appearance:* colorless liquid with violet flecks; *smell:* earthy; *taste:* tart).

18. SKEWL'S ALCHEMY ROOM

Illumination: A candle heating a retort provides dim lighting here.

Description: Skewl manufactures potions and other alchemical substances in this room for the wizards of the tower. The room holds a heavy workbench with various alchemical equipment, including an alembic, a scale with weights, vials, beakers of various sizes, a distilling coil, three burners, candles, an hourglass, various jars, a mortar and pestle, a wooden vial rack, metal heating stand, two retorts, glass rods, and tongs. A **potion of poison** (*appearance:* luminous oily amber; *smell:* none; *taste:* spicy) bubbles in a glass retort. A sealed glass sphere holds a small green slime (hp 6).

Green slime: AC 9; MV nil; HD 2; hp 6; #AT nil; Dmg nil; SA consumes wood, leather, and metal, infects living flesh turning them into a green slime in 1d4 rounds; SD immune to most physical attacks and spells; INT non- (0); AL N; Size S (1' patch); xp 622; THAC0 nil; MM 49.

19. HORROR ROOM

Door: Constructed from stone, this secret door is locked by means of a hidden bolt. A seal on the door prevents all but air from passing under it.

Encounter: A gibbering moulder dwells in the room behind the secret door. It can sense the opening of the secret door, which causes the monster to close all of its eyes and remain motionless. It attacks any creatures entering into the room. Skewl intends to experiment on the 'moulder sometime in the future.

Gibbering moulder: AC 1; MV 3" (6" on fluid surfaces); HD 4 + 3; hp 28; #AT 6+; Dmg 1 bite (x6); SA spittle blinds victims for 1 rd. unless a save vs. Petrification is made, bubble causes *confusion* to all within 6" unless save vs. Spells is made, mouths that hit inflict automatic damage each round thereafter; if more than 3 mouths hit a single victim, the moulder will flow over them, attacking with 12 more mouths (a roll of 2-3 on 2d6 to avoid); SD control ground density in 5'-radius; INT semi- (2-4); AL N; Size M; xp 350; THAC0 15; MMII 69-70.

20. BASHARN'S SITTING ROOM

Illumination: Two candelabra situated on stands illuminate this room.

Door: Opening the secret door without the appropriate password causes a *magic mouth* to appear and shout, "You should know better than entering uninvited!" Simultaneously, a *hold person* spell cast at 12th level strikes the door opener (save vs. Spells with a -3 penalty to avoid). The occupants of Basharn's chambers (AREAS 20-22) cannot be surprised by the PCs under normal conditions if they set off the magic mouth.

Description: The sitting room is furnished with a plush couch, a polished table with a padded chair and five stools, two candelabra on stands, and two small spider statues on stands. A shelf holds six gold goblets (200 gp value each), a gold carafe (400 gp value), and four jars of potent mushroom wine. Black and red curtains hang from the north and south walls. Additionally, a **shadow lantern** hangs from a chain attached to the ceiling (see "**Alarum!**" below for details).

Encounter: Basharn's personal servant, a steam mephit named Oblo (hp 16), greets any guests that enter the room if his master is not present. Oblo wears silver and blue servant robes and carries a silver-tipped baton (100 gp value). Oblo is insouciant and petulant to anyone other than Basharn. Given the chance, he will criticize the party's lack of good fashion sense.

Basharn spends most of his time (60%) in this room, usually lounging on the couch reading ponderous and recondite tomes related to his craft. When not here, he will be in either his bedroom (AREA 22)(15%), laboratory (AREA 9)(15%), another room in the complex (5%), or away from the tower attending to some important business (5%). The latter two results the GM should determine randomly or as desired.

Basharn the Orotund, male human, 12th level magic-user: AC 7 (Dex); MV 12"; hp 40; #AT 1; Dmg 1d6 staff; AL NE; Size M; xp 3490; THAC0 18; S 14; I 17; W 13; D 17; C 16; CH 12. Basharn wears black robes, a **ring of free action**, and an **amulet of controlling mummies** (see "**New Magic Items**" section for details about this amulet). He also keeps the key to the door in AREA 4 in a pocket in his robes. He has *stoneskin* cast on his person at all times. Basharn has memorized the following spells:



Level 1: *charm person, detect magic, magic missile, protection from good*

Level 2: *flaming sphere, invisibility, levitate, wizard lock*

Level 3: *hold person, fireball, fly, slow*

Level 4: *dimension door, minor globe of invulnerability, polymorph other, wall of ice*

Level 5: *black tentacles, cone of cold, conjure elemental, stone shape*

Level 6: *stone to flesh*

Tactics: Basharn prepares for any coming confrontation with the party by first casting *invisibility* and *fly* on himself. When melee breaks out, Basharn will cast *minor globe of invulnerability* before hitting the party with *slow, stone to flesh, polymorph other, black tentacles*, and/or *hold person* to neutralize their capability to fight. Given the chance, the mage will also block off the space between himself and the party with a *wall of ice*, leaving a 2' or so gap at the ceiling. He then flies up to the opening to blast the party with spells like *cone of cold* and *magic missile* from behind the relative safety of the wall.

If the player characters overwhelm the tower defenders and Basharn lives, he will attempt to flee to AREA 26. There, he gathers the magical treasure located in the chest there before fleeing to the Astral Plane in AREA 27. Alternately, if he is unable to reach AREA 26 and 27, Basharn will flee through the permanent gate in AREA 11 to Tarterus. If possible, he will first retrieve his spellbook from AREA 22.

Alarm!: Basharn's method for dealing with trespassers depends significantly on whether or not an alarm has been raised in the tower.

If the alarm has not been raised and PCs catch him off guard, Basharn will immediately *dimension door* to somewhere in the upper tower that allows him to prepare a counterattack without interruption. He then casts *invisibility, fly*, and *protection from good* on himself, in that order. Next, he commands the air elemental in AREA 1 to assist him, and together they both head back into the complex to destroy the invaders. If the PCs already have defeated the elemental, Basharn uses his *conjure elemental* spell in AREA 4 to summon a replacement before counterattacking.

If forewarned by a raised alarm or the *magic mouth*, Basharn first summons the werepanther, Yloon, from AREA 22 while Oblo lights the *shadow lanthorn*. This device will summon 1d4+4 shadows. He orders these undead to defend him against the party. They serve until the lanthorn's oil is depleted (1 hour) before returning to whence they came from.

Shadows: AC 7; MV 12"; HD 3 + 3; hp 18 each; #AT 1; Dmg 1d4+1 + Strength drain; SA touch drains 1 point of Strength (returns in 2d4 turns), when Strength reaches 0, victims dies and becomes a shadow; SD +1 or better magic weapon needed to hit, 90% undetectable in normal lighting; MR immune to sleep, charm, hold, cold-based spells, poison, and paralysis; INT low (5-7); AL CE; Size M; xp 327 each; THAC0 16; MM 86.

Furthermore, if Basharn has enough time, he will head to AREA 10 to fetch his mummy servant to help defend the complex.

21. SERVANTS' QUARTERS

Description: Five crude straw sleeping pallets are the only furnishings in this room. Loose straw covers the floor.

Encounter: Five peasant lammikin servants — two males and three females — reside in this room. Currently only one male and two females are present; the other two assist the kitchen matron in AREA 8. These miserable creatures cannot speak and will flee if attacked.

Peasant lammikins (3): AC 7; MV 6"; HD 2 + 1; hp 12 each; #AT 1; Dmg 1d3 bite; SD *climb walls* (90%); INT low (5-7); AL N; Size M; xp 71 each; THAC0 16; New Monster.

22. BASHARN'S BEDROOM

Illumination: A wall-mounted oil lamp lights this room.

GMs Note: Depending on whether or not an alarm has been raised, Yloon might be elsewhere in the complex. See AREA 20 for details.

Description: This room holds a large bed heaped with furs for bedding, a polished desk with a chair, a padded leather chair, a shelf, and a wardrobe.

Wardrobe: This piece of furniture contains Basharn and Yloon's personal effects and clothes. A box inside the wardrobe holds an electrum headband set with jet (500 sp value).

Shelf: A set of six canopic jars rests on this shelf. Faded writing reveals them to hold the preserved organs of the mummy Malgrys (see AREA 10 for details; a *comprehend languages* spell or a thief's *read languages* ability is needed to decipher the ancient script). Destroying the organs in these jars will instantly turn the mummy to dust.

Desk: Sitting atop the desk are the usual items (parchments, ink, quills, etc.), a silver candleholder (100 gp value), and Basharn's spellbook. The drawer holds spell components in a dozen small jars and the key to the door at AREA 9.

Spellbook: Basharn's personal spellbook lies closed on the desk. Opening this book without first uttering the password 'simoom' instantaneously summons an invisible stalker who arrives within 10' of the book. This being then attempts to retrieve the book from the opener. If successful, it immediately returns to the Elemental Plane of Air to safeguard the tome until the wizard can summon the creature to return it.





Invisible stalker: AC 3; MV 12"; HD 8; hp 40; #AT 1; Dmg 4d4; SA surprises opponents on a 1-5 on a d6; SD naturally invisible; MR 30%; INT high (13-14); AL N; Size L (8' tall); xp 1490; THAC0 12; MM 55.

Basharn's spellbook contains the following spells:

Level 1: *affect normal fires, burning hands, charm person, detect magic, hold portal, identify, light, magic missile, magic mouth, mount, push, read magic, spider climb*

Level 2: *deppockets, flaming sphere, invisibility, knock, levitate, shatter, wizard lock*

Level 3: *clairaudience, hold person, fireball, fly, invisibility 10' radius, protection from evil 10' radius, slow*

Level 4: *charm monster, dimension door, minor globe of invulnerability, polymorph other, stonewall, wall of ice*

Level 5: *animate dead, black tentacles, cone of cold, conjure elemental, dolor, stone shape*

Level 6: *geas, invisible stalker, move earth, stone to flesh*

Level 7: *phase door, reverse gravity*

Encounter: When this room is first entered, Basharn's lover, Yloon, lies on the bed dozing. A dual-classed 6th level thief/3rd level magic-user by profession, Yloon is also a rare lycanthrope called a black werepanther (See the "New Monsters" section for details). Yloon can backstab with her short sword in human or bipedal cat form, though in the latter form she gains no claw or bite attack when doing so. Furthermore, she can cast spells while in bipedal cat form.

Yloon, black werepanther: AC 3; MV 12"; HD 5 + 1; hp 30; #AT 3 or 5; 1d4/1d4 claws, 1d10 bite or 1d4 claw, 1d10 bite, and *short sword* +2; SA surprise on 1-5 on a d6 when in dim light or darkness, if both claw attacks hit rake with rear claws for 1d4+1/1d4+1; SD silver or +1 or better magic weapon needed to hit, 85% invisible in twilight or darkness, *move silently* (85%); INT very (11-12); AL NE; Size M; xp 555; THAC0 15; New Monster. Yloon wears black and gray silk clothing, silk slippers, and wields a magic **short sword** +2. She has memorized the following spells:

Level 1: *charm person, spider climb*

Level 2: *levitate*

Tactics: Yloon prefers stalking opponents in darkness while in her cat form, if possible. While hidden thusly, she approaches her victims unseen before shifting to her bipedal cat form to strike with a backstab. If the situation warrants it, she will use *spider climb* to gain an advantageous position for surprise.

23. PILLARED HALL

Description: The pillars, walls, and ceiling of this hall are constructed from a dull black stone that seems to devour any light source brought into this area. Leering demon faces with spidery arms are carved in bas-relief on the pillars. The floor consists of polished red-and-black checkered stone tiles.

Morraith's Unease: This hall radiates *antipathy* (q.v. 8th level magic-user spell) for any being of non-evil alignment that enters here. Characters entering the hall will feel an overwhelming urge to flee this hall. Those who fail a saving throw vs. Spells will forever shun this area, never willing to move past its entrance again. Characters who successfully save versus the effect feel unease in this area causing them to lose 1 point of Dexterity for each round they remain here to a maximum of 4 points. One point of lost Dexterity returns each hour after the afflicted character has left this hall.

24. SHRINE OF MORRAITH

Illumination: The shifting shadows of gloaming that drape this room reduce all forms of illumination to half their normal radius.

Description: Like in AREA 23, the walls, ceiling, and pillars of this room are constructed of dull black stone. The main feature of this room is a statue depicting the repugnant demigod, Morraith, whom Basharn worships.

Statue of Morraith: The 13' tall, squat black statue depicts Morraith as a spider-like creature with a human torso and cadaverous head with spider mandibles. Folded up at its sides are eight spider legs that end in human-like hands. Any being that does not revere Morraith who touches the statue causes it to disgorge webs that fill the entire room. This effect is equal to a *web* spell (q.v. 2nd level magic-user spell) cast at 12th level magic use. However, the webs differ from that spell in that they will not burn. Additionally, the webs exude acid that initially inflict 2d4 points of damage to all creatures caught in its strands. Thereafter, victims suffer 1d4 points of damage for each full turn they remain in contact with the webs. Non-living matter exposed to the acidic webs must save vs. Acid on the ITEM SAVING THROW table with a +2 bonus to the roll for each full turn of exposure or be destroyed. The statue can disgorge these webs once every 24 hours.

Secret Door: The hollow statue is affixed to the wall with hinges on one side that allows characters to open it like a door. A secret door behind it leads to AREA 25.

25. WEBBED CAVE

Description: The walls of this cave glisten with water that seeps down them. Thick webs anchored to the floors, ceilings, and walls fill the cave's open spaces. These dense webs will ensnare any creature (other than a spider) that touches them. However, if the players observe the webs closely, they can discern a hidden tunnel-like path that leads through them to AREAS 26 and 27. Characters can detect this path as a secret door. Basharn uses it to gain access to his treasure.

Encounter: Six giant spiders, pets of Basharn, dwell within this cave. They attack anyone entering here other than their master.



Giant spiders (6): AC 4; MV 3"*12"; HD 4 + 4; hp 25 each; #AT 1; Dmg 2d4 bite + poison; SA poisonous bite (save vs. Poison or die), webs; INT low (5-7); AL CE; Size L; xp 440 each; THAC0 15; MM 90.

26. TREASURE GROTTO

GMs Note: If enemies have overrun the tower, Basharn will flee to this room. He then gathers the magical treasures from the chest before heading to AREA 27 to journey to the Astral Plane.

Description: A narrow passage leads from the spiders' cave to a small grotto. There are two objects of note found at the back of this cave: a pile of dust and bone fragments with a bejeweled skull sitting atop it, and an ironbound wooden chest.



The False Demi-lich: Placed here to deter any anyone that has made it this far, the skull and bone pile greatly resembles a demi-lich. Should the mere sight of a demi-lich fail to discourage any would-be thieves, a powerful enhanced *programmed illusion* takes effect whenever anyone other than the current master of the tower (i.e. Basharn) enters the grotto. The illusion causes the bone and dust fragments to begin to swirl. One round later, the skull floats into the air. Those witnessing this spectacle must save vs. Paralyzation or stand paralyzed with fear for 2d4 rounds. The floating skull then mimics the *soul drain* ability of the demi-lich on one character. Those in the grotto will see a pallid beam of light emanating from its eyes strike the victim. This is followed by a ghostly form speeding from their body into one of the skull's gemstone teeth which then gleams balefully. The character must successfully save vs. Spells or collapse into unconsciousness for the next 1d4 turns. Characters that fail this save must also make a *System Shock* roll. If this roll fails, the character dies as their heart stops from the jolt of witnessing their own illusory death.

The skull then continues to repeat this process for any remaining characters present. The process will begin anew whenever characters leave the grotto and reenter it. Destroying the skull or removing it from the grotto dispels the illusion. The skull can take 10 hp of physical damage before being destroyed. The five gemstone teeth set into the skull are really glass imitations with a value of 2 gp each. These will shatter if the skull is destroyed.

Chest: The 2' x 3' x 3' chest at the back of the grotto holds Basharn's treasure. It contains the following treasure: 5,000 gp, 200 pp, two gold rings (500 gp value), a platinum necklace set with pearls (3,500 gp value), 30 agates (10 gp value each), 10 bloodstone (50 gp value each), 2 topaz gems (500 gp value each), a jade scroll tube with a platinum cap (1,000 gp value; see below for details about this item), a platinum brazier (800 gp value), a pouch containing 6 blocks of incense (35 gp value each), a **wand of illusion** (25 charges), 2 packets of **dust of sneezing and choking**, and a **necklace of adaptation**.

Scroll Tube: This jade tube holds a vellum scroll which details the tomb where all the former masters of the Black Tower are interred. Located on the Astral Plane, the tomb is hewn from a massive chunk of earth pulled from the Prime Material Plane. The scroll chronicles the lives of the 16 arch-magi of the tower and lists how long they served as masters. It also details how the player characters can reach the tomb on the Astral Plane via the vapor-filled cave in AREA 27. To travel there, the PCs must recite a short incantation found in the scroll while in the cave (see that area for details). Note that the incantation is not a spell and can be read by any character class.

27. VAPOR-FILLED CAVE

Description: Rose-colored vapors shot with silvery ribbons fill this small cave. The slowly churning vapors fully obscure the interior of the cave, and never flow past the entrance.

The Astral Threshold: This cave lies in an area where the fabric between the Astral Plane and the Prime Material Plane is thin enough to allow passage more easily than usual. Those that enter the cave and speak the incantation found on the scroll in AREA 26 are instantly transported to the Astral Plane a short distance from the tomb of the 16 arch-magi. Conversely, persons at the same arrival point on the Astral Plane that speak the incantation in reverse can return to this cave.

If the party succeeded in defeating the tower's defenders, Basharn will speak the incantation in this cave and flee to the astral tomb. (Note that Basharn has memorized the incantation so he does not need the scroll from AREA 26.) The party may wish to pursue him to the Astral Plane to mete out justice. The tomb contains many deadly traps and fell guardians to thwart the player characters. It also contains many powerful magics, undead, and constructs that can assist Basharn. It is up to the GM to map and detail this place.



FINISHING THE ADVENTURE

The Game Master may wish to award the party the bonuses of 500 and 100 experience points for rescuing the real Lord Ullvist and the farm hands, respectively, from the dungeons of the black sorcerers.

If the party rescued the invisible half-elf S'Lari from AREA 3, she returns to her home located in a nearby forest as soon as possible. A few weeks later, an elf warrior tracks down the party to reward them with 500 gp.

Depending on how the adventure plays out, there might be a number of loose ends for the party to follow up on that can continue the adventure further:

- Some of Basharn's spider minions might still be hiding in the network of tunnels located under the town from the Black Tower. They will continue to terrorize the citizens of Bal-Curz unless they are stopped.
- If Basharn or some of his more intelligent minions have survived, they will seek revenge on the party. It may take some time to rebuild their power to strike at the party, but they are a resourceful lot who will have more evil minions at their command in short order. If Basharn fled

— NEW MONSTERS (OPEN GAME CONTENT) —

BALWEEG

FREQUENCY: Very rare (on Prime Material Plane);
Common (in Lower Planes)

NO. APPEARING: 1

ARMOR CLASS: 2

MOVE: 15"

HIT DICE: 3 + 2

% IN LAIR: 0%

TREASURE TYPE: Q (x2), X

NO. OF ATTACKS: 2

DAMAGE/ATTACKS: 1-3/1-3 claws

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 25%

INTELLIGENCE: Average (8-10)

ALIGNMENT: Neutral evil

SIZE: S (2' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

LEVEL/X.P. VALUE: III/325 + 4/hp

Rarely seen on the Prime Material Plane, balweeg are common on their native planes of Gehenna, Hades, and Tarterus. Night hags, greater daemons, and powers that dwell on those planes create them from larvae (q.v.). A balweeg is a minor daemon that serves as familiar to a Neutral Evil magic-user or cleric. In its natural form, this creature appears as a gaunt black or dark gray house cat with a mis-

shapen human-like face. A balweeg can *polymorph* into two of the following forms at will: a crow, normal cat, normal rat, or poisonous snake.

- And what of the godling Morraith? Surely, he will not be pleased that a band of adventurers has destroyed the base of one of his few worshippers. He has a surfeit of time to sit on his stinking throne in Tarterus, pondering nefarious schemes to entrap or destroy the party.

THIS ENDS THE EXPLORATION OF THE BLACK SORCERERS' TOWER

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shapen human-like face. A balweeg can *polymorph* into two of the following forms at will: a crow, normal cat, normal rat, or poisonous snake.

In its natural form, the balweeg attacks with two claws that inflict 1d3 damage each. Only magical healing will heal the wounds inflicted on living creatures by its claws. In its polymorphed forms, it possesses the attack methods normally afforded to that type of animal. Consult each animal's entry in the manuals of monsters for details on their movement rates and attack forms. Furthermore, the balweeg's loud purring

acts as a *sleep* spell to all within 3". It can use this ability while making melee attacks.

In all of its forms, a balweeg can use the following powers, one at a time, at will: *detect good*, *detect magic*, and *indivisibility*. It *regenerates* 1 hit point per round. Once per day it can create a *hypnotic pattern* (q.v. 2nd level illusionist spell). It has infravision with a range of 90'. Only magical weapons can harm a balweeg, and they are immune to cold, fire, and electrical-based attacks. Balweeg makes saving throws versus magical and spell attacks as a 7 Hit Dice monster. Due to its keen senses, this creature is only surprised on a 1 on a d8.

A greater daemon, daemon lord, or Neutral Evil-aligned power can grant a balweeg to a human as a familiar. In this role, the human "master" gains the following abilities: *telepathic* link between the two that allows the "master" to receive sensory impressions of the balweeg up to one mile, including its infravision capabilities; the "master" has 25% magic resistance and regenerates 1 hit point per round when the familiar is within 1"; if the balweeg is one mile distant or less, the "master" gains one level; if it is over one mile distant, the master loses one level; the "master" permanently loses four levels if the balweeg is killed; once per week, it can *commune* (6 questions allowed) with a greater daemon or daemon lord at its "master's" behest.

Despite possessing only average intelligence, balweeg are sly and scheming. Their role as familiars is to assist their masters in spreading evil throughout the mortal world. At the moment of their "master's" death, the balweeg familiar seizes their soul and takes it to the lower planes. Here it trades it to a night hag who, through eldritch processes, transforms the soul into a larva (q.v.). If the balweeg has been sufficiently evil and assisted its master in the cause of evil, it might be "promoted" to a lesser daemon.

DAEMON, Corodaemon (Lesser Daemon)

FREQUENCY: Common
NO. APPEARING: 4-16
ARMOR CLASS: 2
MOVE: 12"
HIT DICE: 5 + 10
% IN LAIR: 50%
TREASURE TYPE: C
NO. OF ATTACKS: 3 or 2
DAMAGE/ATTACKS: 2-7/2-7 claws, 1-6 bite or
by weapon type +2
SPECIAL ATTACKS: Quills
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 50% to 1st level spells
INTELLIGENCE: Average (8-10)
ALIGNMENT: Neutral evil
SIZE: M (4'-5' tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/nil
LEVEL/X.P. VALUE: V/450 + 6/hp



The weakest and most numerous of daemonkind, corodaemons appear as bird-headed humanoids, most often a crow or rook. Their torsos are barrel-chested and stout, with a mass of porcupine-like quills sprouting from their backs. Their sturdy arms and legs are hairless (and featherless), with hands ending in thick, four-fingered claws. The daemonic workforce of the Gloom of Hades, these creatures perform all sorts of menial tasks, such as guards, soldiers, servants, laborers, and hordling herders. Domineering and cruel to those weaker than themselves, corodaemons serve powerful daemons with unquestioning efficiency.

Corodaemons typically fight with two claw attacks that inflict 1d6+1 points of damage each, and a beak attack for 1d6. They infrequently (40%) fight with battle axe, military fork, footman's pick, metal-tipped scourge, or barbed spear (treat as harpoon). When fighting with a weapon they also may still use their beak attack.

Additionally, once per melee round, they may fire a volley of 1d4 quills (up to 12 per day) from their back, hitting targets up to 5" distant. Each 2-3' long quill strikes as a javelin and inflicts 1d4 damage. Multiple targets within a 120° arc behind them can be fired upon. Furthermore, anyone hit with a quill must save vs. Spells or be affected with an irritating itch that lowers their Armor Class by 4 and 'to hit' rolls by 2 for 1d4+1 rounds. There is a 40% chance that the burning itch disrupts spellcasting causing the spell to be lost. While victims must save for each quill that strikes, their effects are not cumulative.



In addition to those available to all daemons, corodaemons have the following spell-like abilities usable at will, one at a time, as a 6th level spellcaster: *bind*, *curse* (reverse of *remove curse*), *detect good*, and *scare*. Once per day they can *haste* themselves. They can also *gate* in 1d4 corodaemons or a single piscodaemon once per day with a 30% chance of success.

Given the opportunity, corodaemons mercilessly attack anyone or anything they consider beneath their station.



LAMMIKIN

	<u>Peasant</u>	<u>Killer</u>
FREQUENCY:	Very rare	Very rare
NO. APPEARING:	2-12	1-6
ARMOR CLASS:	7	4 (3 w/ shield)
MOVE:	6"	9"*12"
HIT DICE:	2 + 1	5 + 2
% IN LAIR:	60%	40%
TREASURE TYPE:	Nil	P
NO. OF ATTACKS:	1	3
DAMAGE/ATTACKS:	1-3 bite	1-4/1-4 claws, 2-8 bite
SPECIAL ATTACKS:	Nil	Poisonous bite
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Standard	Standard
INTELLIGENCE:	Low (5-7)	Average (8-10)
ALIGNMENT:	Neutral	Neutral evil
SIZE:	M	L
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/nil	Nil/nil
LEVEL/X.P. VALUE:	II/35 + 3/hp	V/225 + 6/hp

Originally created by evil magic-users to function as servants, spies, and warriors, lammikins are the result of combining a

human or demi-human with a monstrous spider. There are two types of lammikins: peasant and killer. Both types appear as loathsome creatures with human torsos and heads with eight spider legs that end in human-like hands. Spider mandibles replace their human mouths. Neither type of lammikin has the ability to speak, though they can follow orders. They can flatten or fold themselves to fit into very small spaces. While these creatures have the ability to reproduce, few (10%) of their young survive long after birth.

Peasant: The lesser variety of lammikin are human/huge spider hybrids. They are created to serve as factotums for their master's demesne. These pusillanimous creatures are obedient and docile. Their only form of attack is a weak bite that inflicts 1d3 damage. However, they will only fight if cornered and cannot flee. Peasant lammikins *climb walls* equal to a 5th level thief (90%).

Killer: These monstrosities are created by conjoining a human with a giant spider. Killer lammikin are merciless cutthroats that excel at spying, assassination, and fighting in small groups. They lack the will and discipline to fight in larger groups, however. Killers are intelligent enough to follow and carry out complex orders.

The killer lammikin's primary attack form is with two claws that inflict 1d4 points of damage each and a bite for 2d8. The poisonous bite will slay any victim that fails their save vs. Poison. Saving throws are made with a +2 bonus on the die. Killers can wield most types of weapons or a weapon combined with a shield. They prefer using swords, garrotes, daggers, spears, darts, or light crossbows in battle. The latter two weapons they coat with their poison before battle. They lose their claw attacks when using weapons, though they retain use of their bite. Killers can move freely in webs, but do not have the ability to spin them. They *climb walls* (94%), *move silently* (55%), and *hide in shadows* (43%) equal to a 7th level thief.

LYCANTHROPE, Werepanther

FREQUENCY:	Very rare
NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVE:	12"
HIT DICE:	5 + 1
% IN LAIR:	15%
TREASURE TYPE:	C
NO. OF ATTACKS:	3 or 5
DAMAGE/ATTACKS:	1-4/1-4 claws, 1-10 bite
SPECIAL ATTACKS:	Rake with rear claws for 2-5/2-5, see below
SPECIAL DEFENSES:	Silver or +1 or better weapon to hit
MAGIC RESISTANCE:	Standard
INTELLIGENCE:	Very (11-12)
ALIGNMENT:	Neutral evil or neutral good
SIZE:	M (6' long)
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/nil
LEVEL/X.P. VALUE:	V/375 + 6/hp



Both types of werepanthers can converse with any type of cat. If three or four are encountered, one or two respectively will be cubs. Cubs have 3 Hit Dice and inflict 1d3/1d3 with their claws and 1d6 with their bite.

— NEW MAGIC ITEM (OPEN GAME CONTENT) —

Amulet of Controlling Undead

This amulet allows a magic-user or cleric to *charm* undead. It operates similar to a *potion of undead control* (q.v.). Each amulet is keyed to a specific type of undead, allowing its user to charm up to 16 Hit Dice of that type of undead at any one time. Any additional hit points should be rounded down, i.e. 5 + 2 equals 5 Hit Dice. Intelligent undead are allowed a saving throw vs. Spells to avoid being controlled. Undead that fail their saves are permanently charmed. The amulet is stamped with runes that reveal its purpose.

Roll a d20 and consult the table below to determine what type of undead a particular amulet affects.

Werepanthers are a rare type of lycanthrope that inhabits tropical or sub-tropical regions. These creatures possess all the standard attributes inherent to all lycanthropes (q.v.). Werepanthers come in two varieties: black and white. Black werepanthers are of Neutral Evil alignment and seek to further their own selfish desires, while the white variety are of Neutral Good alignment and dedicated to protecting the weak from the forces of evil. Both types of werepanther are clever and cunning in attaining their objectives.

Werepanthers can take the form of a human, panther, or bipedal cat-human. While in their panther form, and if both claw attack successfully hit, they can rake an opponent with their rear claws for 1d4+1/1d4+1 points of damage. They can leap up to 15' vertically or 30' horizontally while in this form. In their bipedal cat form, they can exchange one claw attack for a single, one-handed weapon attack.

Black werepanthers are especially adept at prowling unseen in darkness. They are 85% invisible while in conditions from twilight to full darkness, and have a 85% chance to move silently in any condition. While lurking unseen in darkness, they surprise opponents on a 1-5 on a d6.

White werepanthers can use *protection from evil* once per day. They can also *charm* up to 24 Hit Dice of normal felines once per week (i.e. domestic cats, lions, tigers, leopards, etc.).

1d20	Result
1-2	Ghasts
3	Ghosts
4-5	Ghouls
6	Mummies
7-8	Shadows
9-11	Skeletons
12	Spectres
13-14	Wights
15-16	Wraiths
17	Vampires
18-20	Zombies

X.P. Value: 4,000

G.P. Sale Value: 16,000



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DD #2: DUNGEONS OF THE DREAD WYRM. No one has seen the wicked red dragon, Felmurnuzza, ravager of the northlands for decades. Some believe that she has perished, while others believe that she sleeps away the years ensconced in her fortress-like lair. Rumors suggest that over the centuries she has amassed a vast hoard treasure that is second to none. Cunning traps, devious tricks, and powerful guardians defend the dragon's dungeons from would-be looters. This challenging adventure is for characters levels 10-15.

Forthcoming.

DD #3: THE MISTY HALLS OF KALÁVORKA. A lost vale located in a high mountain range is home to a clan of mysterious giants. Sages believe the giants have strange powers that no other of their kind possesses. Yet, no one has heard anything from these giants in decades. Do they still dwell in their misty fastness? Do they really possess these reputed powers, and if they do, what are they? Crafty giants, evil gnomes, and a weird guardians await any adventurers who go seeking the lost halls. An adventure for characters levels 5-7.

Forthcoming.

DD #4: SECRET OF THE SILVER SPIRE. Rumors speak of mysterious silver tower that shines like a polished mirror that has recently appeared out of thin air. Bizarre creatures believed to have emerged from the tower roam the land. Some learned sages suggest that the tower is really a dimension-hopping fortress. Possibly a few adventurers could go to the tower to find out why it has come here? Brave adventurers who gain access to the spire discover a semi-living tower inhabited with weird minions and their enigmatic silver masters. An adventure for characters levels 3-7.

Forthcoming.

DD #5: MYSTERY OF THE WOOD OF DARK BOUGHS. A strange blight has descended on the land turning the crops and plant life into ash. Now the village of Alfandi accuses its neighbors of using black magic to destroy their crops. The villagers intend to execute eight men accused of causing this blight in a few days' time. The families of the men implore the adventurers to intervene and search for proof of their innocence before it is too late. The adventurers who investigate will discover a confusing magic forest and a fetid swamp home loathsome frogmen. An adventure for characters levels 3-5.

Forthcoming.

DD #6: THE BURNING PITS OF CER-NOTH. Hidden somewhere in the wild, craggy hills lies the lost dwarven stronghold of Cer-Noth. In centuries past, a clan of industrious dwarves mined, smelted ore, and constructed wondrous objects in their labyrinthine dungeons. Their stronghold was said to sit over the 'burning pits', an area of geothermal activity that gave their home its name. The dwarves are long gone now, but the legends of a great treasure hidden in a vault still fire the imagination of treasure-seekers to this day. Does this treasure still exist, or have looters already discovered its secret hiding place? An adventure for characters levels 4-9.

Forthcoming.

DD #7: THE FORLORN CASTLE. Something stirs within the abandoned keep of Huginn's Nest. Legends tell of the betrayal and rebellion of its former masters sealed alive in the crypts below the castle's ramparts as punishment for their crimes. Now, strange men creep like furtive shadows through the mountain valleys around the keep at night, returning to the darkness of the castle at dawn. Travelers and shepherds who wandered too close to Huginn's Nest have disappeared without a trace. The adventurers must investigate to find out what these mysterious beings are up to and put an end to their unspeakable deeds. An adventure for characters levels 5-10.

Forthcoming.



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Adventure Notes

DUNGEON DELVE #1

TOWER OF THE BLACK SORCERERS

by R. Nelson Bailey

SOMETHING SINISTER LURKS IN THE TOWN OF BAL-CURZ

The townsfolk simply call it the "Black Tower." If it had another name at one time, no one remembers that now. They speak of it only in tremulous whispers as they cast furtive glances toward its gloaming edifice. Few know exactly what lies behind the tower's the sable walls that are most surely magicked with eldritch sorceries. What is known is that a cabal of wizards resides there, aloof in their sorcerous workings. Salacious rumors of foul and abhorrent misdeeds carried out by these wizards abound throughout the town.

Recently rumor has become reality. The townsfolk now speak of creeping adumbrations spied in the night. Of disappeared neighbors never seen again. Or those that never woke up after going to sleep. That something nefarious stirs in the tower of the sorcerers is wholly evident. What this is — no one can say for sure. A cloud of fear has paralyzed the locals from confronting this growing menace. However, a few courageous adventurous might be able to look into the situation. It could just be idle gossip from timorous townsfolk. Or maybe something more sinister hides beneath the dark parapets of the Black Tower.

An Adventure For Characters Levels 5-8

DUNGEON DELVES by Dungeoneers Guild Games are classic-style adventures with minimal plot for use with the advanced 1st edition game. With little effort they can easily be adapted to most fantasy role-playing games including the advanced 2nd edition game, the original game, the BECMI ("Basic") game, and most old-school renaissance (OSR) role-playing systems.

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