



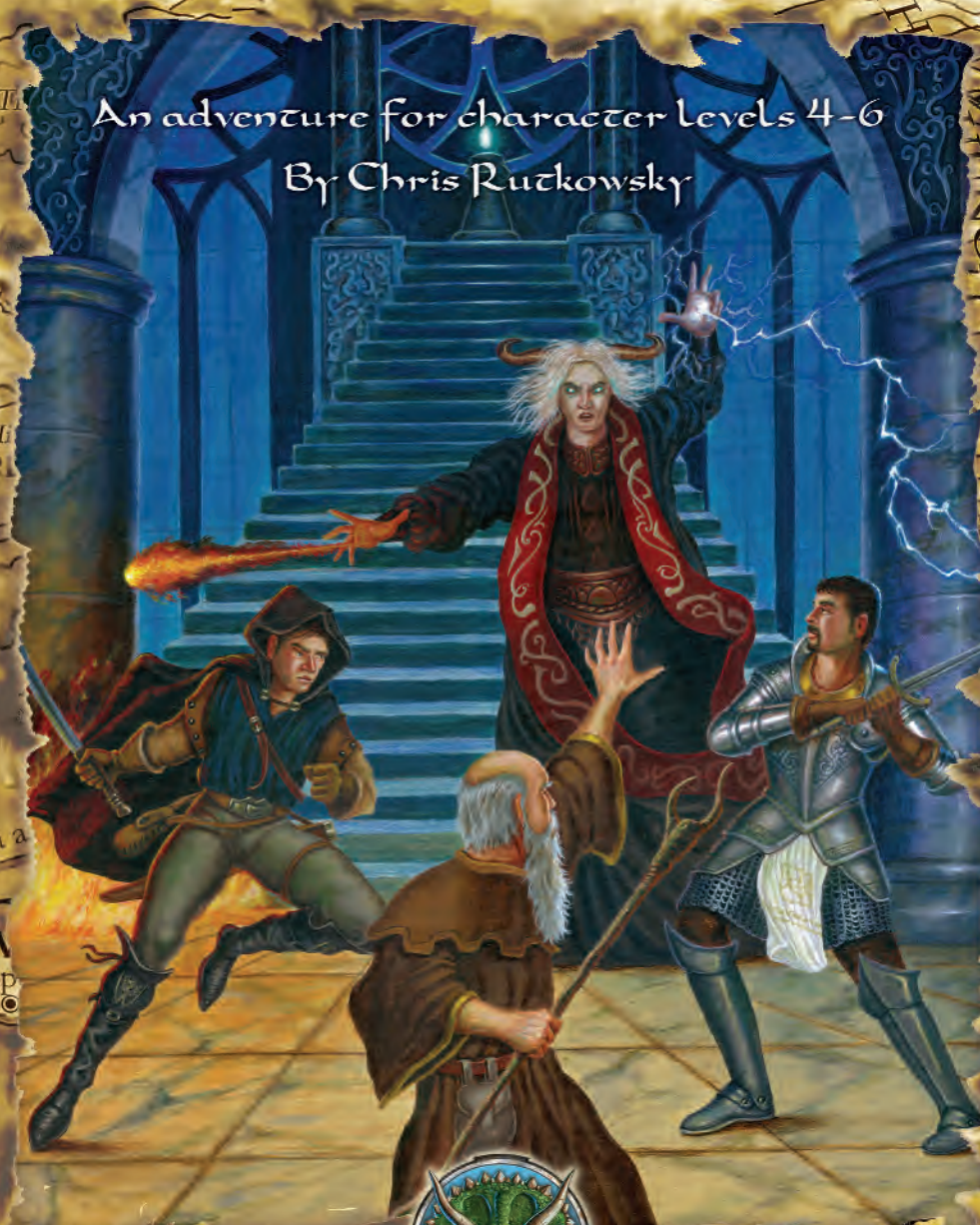
# CASTLES & CRUSADES™

COLNMARK

## Palace Of Shadows

An adventure for character levels 4-6

By Chris Rutkowski

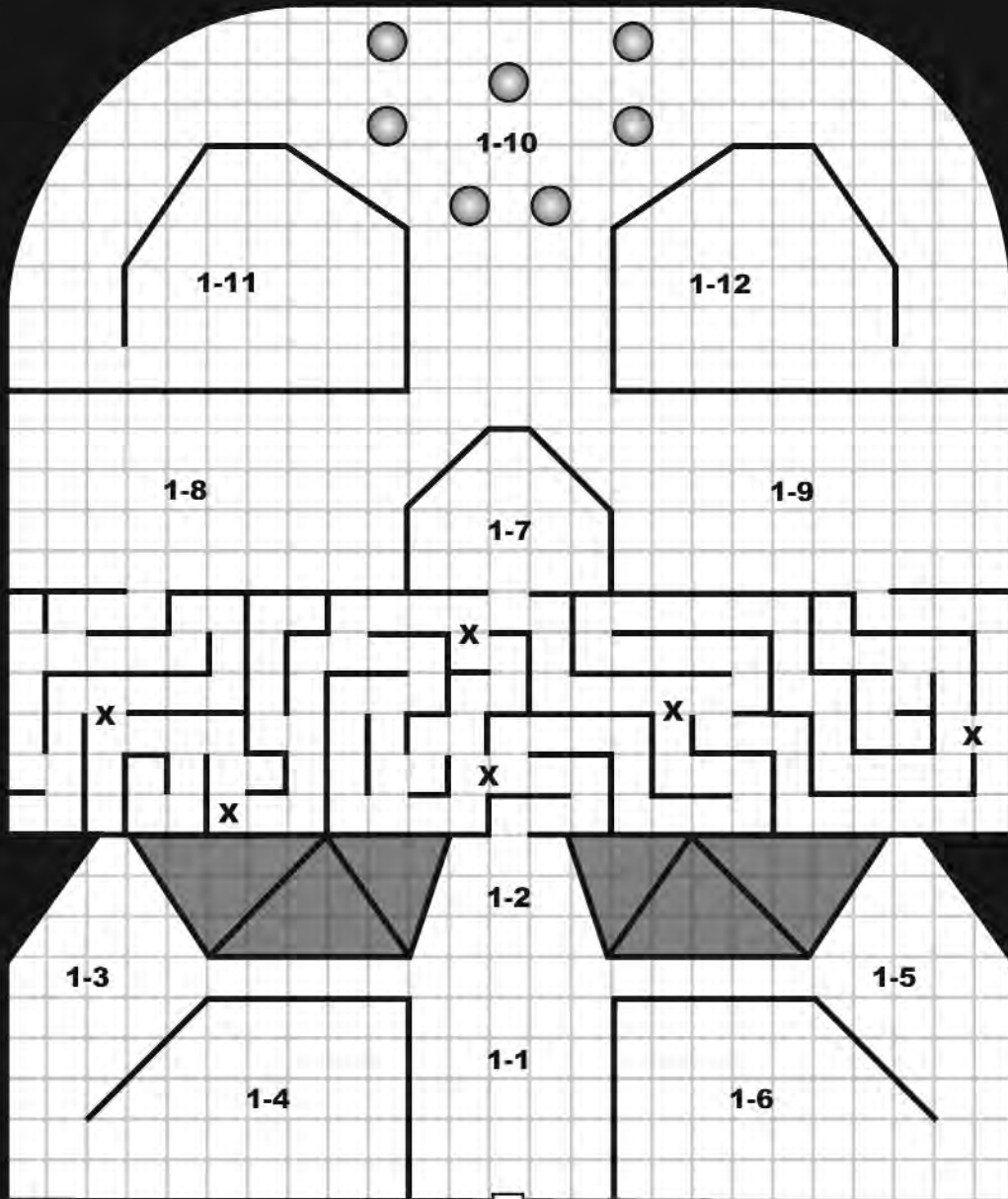


MARK RIDG  
Ekwood  
Ekwood  
DEFENSTADT  
North Tl  
ECCLE'S LEDGE  
The Cumb  
Shiplake Hi  
ASPERI  
Shiplake  
L MARLAND  
Egglake  
Otter  
CAMPAGN  
The Maa  
ALON  
Oselstrei  
Arnshop  
Port Trier

ANGAL'ANKKEEF  
K'Dir Marsh Bay

# The Garden

□ = 5 ft.



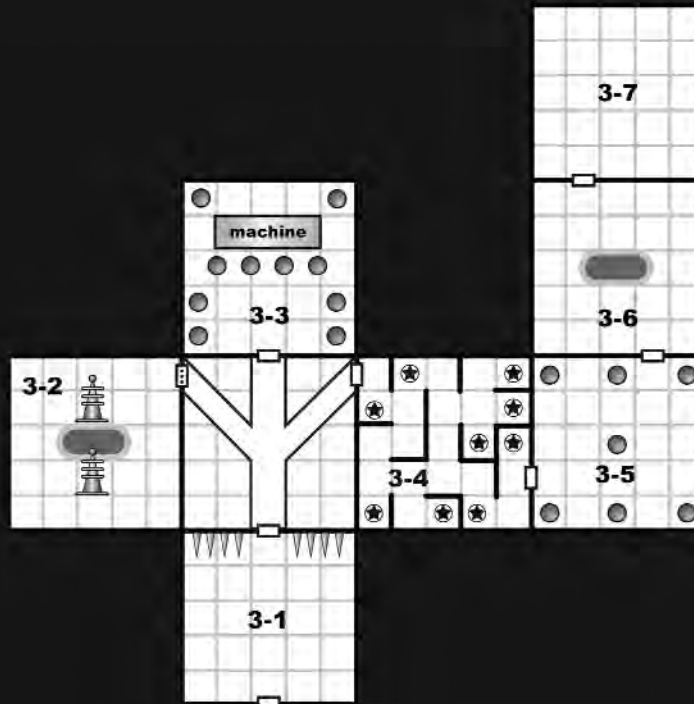
x - chance for random encounter

● = tree

# The Laboratory

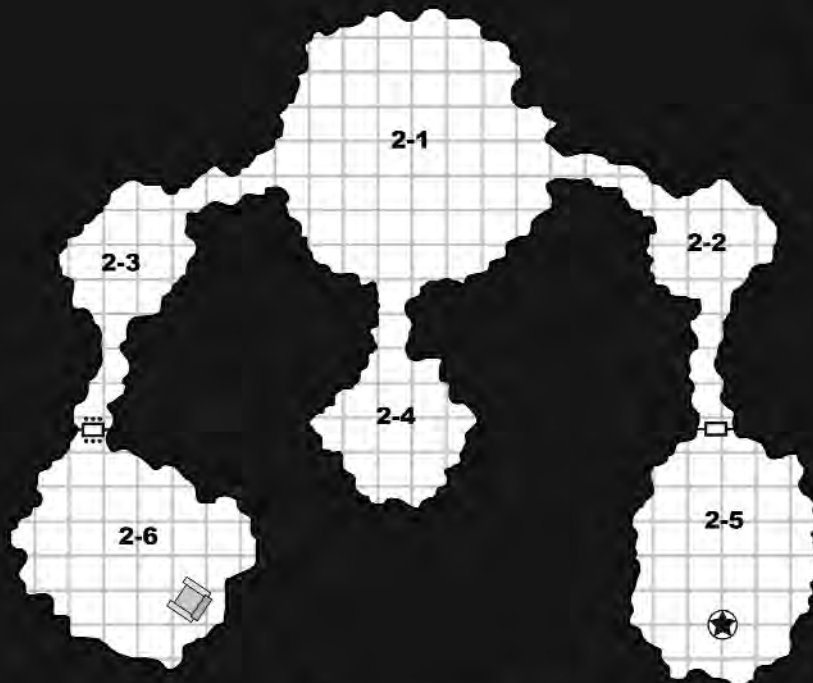
□ = 5 ft.

-  = electrode
-  = spikes
-  = bath
-  = locked door
-  = vat



# The Pool

□ = 10 ft.



-  = barred door
-  = throne

# Palace of Shadows

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Non-player Character (NPC), Turn Undead, Spell, Arcane, Divine, Magic, Spell Resistance, Item, Equipment, Armor, Weapon, Potion, Rod, Staff, Wand, Scroll, Ring, Wondrous Item, Artifact, Cursed, d4, d6, d8, d10, d12, d%, round, and turn.

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# Introduction

The Palace of Shadows is designed for four to six players of around 5th level of experience (average of 20,000 XP per character). Characters can be of any of the character classes, and a good mix of abilities is recommended. However, there is no single class that is required for this adventure. There should be at least one +2 weapon between the characters (and several +1 weapons) as well. See scaling information on how to adjust this adventure to fit your own group's unique style of play.

## Adventure Summary

The heroes are hired by a wealthy noble in exile to save his long lost father, imprisoned in the tower of the wizard Egarim. They will first traverse a dangerous swamp and overcome a fearsome black dragon before they finally reach Egarim's tower. Within, they face deadly traps, ingenious riddles, and heinous monsters collected from all over the world until they reach the chamber at the top of the tower. Many of the challenges that await the characters are riddles and traps, the ultimate puzzle being how to ascend the tower...

The Palace of Shadows itself is divided up into five demiplanes, each one revolving around some theme. Within each plane, there is a crystal key protected by a powerful guardian that the heroes must retrieve and put into the correct slot in the grand hall. Once this is done, runes will light up about the room and teleport the heroes to the first floor of Egarim's tower which can only be entered in this way.

At the top of the tower, on a pedestal, they will find a crystal sphere. Inside, they will see the King himself, alive. He will explain how he came to be so imprisoned, and what foul scheme Egarim has set into motion that desperately needs to be stopped.



# Castle Keeper Section

## Encounter Table

Loc	Pg	Type	Encounter	XP
Swamp	4	C	<i>Ebonacht</i> , Black Dragon	4,075
1-2	5	P,C	Maze, Random Encounters	Sp.
1-3	5	C	Man-eating Plant	160
1-4	6	P	Magic Mushrooms	-
1-5	6	C	Fleshcrawler	105
1-6	6	C	Manticore	588
1-7	7	C	Gazebo	396
1-8	7	C	Achaierai and chick	767
1-9	7	C	Giant Spider	365
1-10	8	NPC	Treant	-
1-11	8	NPC	Satyr	-
1-12	9	C	Bulette	2,096
2-2	9	C	8 Locathah 4 Giant Eels	780
2-3	9	C	2 Locathah/PC	10+2/hp each
2-4	10	C	Giant Crab	230
2-5	10	C	12 Devil Squid	422
2-6	10	C	Sea Hag	2,005
3-1	10	T	Conveyor Belt	-
3-2	11	C	Flesh Golem	564
3-3	11	P	Potion Machine	-
3-4	11	C	Gorgon	1,210
3-5	12	C	6 Mutated Bugbears	486
3-6	12	C	Giant Leach	456
3-7	12	C	Ogre Magi	350
4-1	12	NPC/C	Lamasu/Rakshasa	1,450
4-2	13	T,C	Portcullis Trap, Salamander	445
4-4	14	C	Rakshasa	1,450
4-5	14	P	Book Shelf	-
5-2	14	C	4 Gargoyles & Assassin Vine	1,575
5-3	14	C	Brass Golem	1,850
5-4	15	NPC	Banshee & Ghost	-
5-5	15	C	Mimic	830
5-6	15	T,C	Gelatinous Cube	226
6-1	16	P,C	Clock Tower, Random Combat	Sp.
6-2	17	C	50 Giant Rats	150
6-4	17	P,C	Trophies, Weak Vampire	506
6-5	18	P	Vertigo Room	-
6-6	18	NPC/C	20 Goblins	Sp.
6-7	18	P	Illusionary Bridge	-
6-8	18	C	Were-tigress	450
6-9	18	P	Talking Twin Doors	-
6-10	19	C	River Troll	570
6-11	19	C	<i>Egarim</i> , 2 Owlbears	1,960

## Scaling Information

Scaling a Castles & Crusades adventure to fit the needs of your PCs is actually rather easy. For parties that are weaker than a 5th level average, simply lower the hit dice of the monsters and the Challenge Ratings of the traps and checks by an equivalent amount (to a minimum of half the listed hit dice or CL). For instance, a party of 3rd level characters is taking on the adven-

ture (a difference of 2 levels from the recommended level), and run into a salamander... but it only has 3 HD instead of the usual 5. Making the adventure more difficult is just as easy for more powerful parties. A party of 8th level PCs encounters a trap is listed as having a CL 6. Simply increase the CL to 9 (because of a 3 level difference from the recommended level). Damage can also be scaled based on level. Any damaging effect (including traps, monster's attacks, etc, but not magical spells) likewise given a +1 bonus per level difference the party is higher, or a reduced by a die type (minimum of half the listed die) per level difference the party is lower. Effects that do multiple dice of damage (falling and many spells) will simply do more or less dice of damage based on the difference in party level. For instance, a party of 6th level characters facing a trap listed as doing 6d6 damage would instead take 7d6 due to one level difference between the recommended average level of 5. However, the same party fighting a monster listed as having claws that do d4 damage would instead take 1d4+1 when struck by its claws.

## Getting the Players Involved

The main way to get the players involved in this adventure is to have the heroes hear that Lucindo, the former Prince of the West, now in exile, is seeking skilled adventurers to take on a quest of great importance. Altruistic heroes may become interested if they hear that the mission is a rescue mission to save the prince's father. More mercenary heroes may be swayed by the more tangible reward offered (3,000gp plus a choice of a magical item, +2 or less from Lucindo's holdings—each). If still a greater hook may be needed, the heroes might in fact "owe" Lucindo something, and this quest may be a means of repayment, or the heroes were in fact caught committing a crime (or stand accused of one, least ways) and the mission may be a trial itself. All this failing, you could have the party's "moral compass" (most usually a paladin) begin having dreams that s/he will be a part in "setting a great wrong undone", and "freeing the righteous wrongly imprisoned, falsely believing his sacrifice saves; finding the truth beneath all envisioned, setting kings on their thrones, and dethroning knaves".

## Curious Magical Properties of the Palace of Shadows

While within the Palace of Shadows, the following spells (and spell-like abilities) simply do not function: *detect evil/good/chaos/law*, *detect magic*, *detect traps*, *dispel magic*, *discern lies*, *identify*, and *detect thoughts*.

*Detect illusion* causes a caster to immediately take 3d6 damage and be blinded for d4 rounds. The caster will also hear a strange voice in his head say "Naughty, naughty. We mustn't spoil the surprise!" or "Ah, ah, ah. You didn't say the magic word." A Constitution save halves the damage and negates the blindness.

# Background Story

Twenty years ago, the kingdom was under threat by the dark sorcerer Egarim. Egarim had placed all the land under a veil of darkness, demanding that the Princess, Sonja, who was but a maid of six, be wedded to him, and the King abdicate, giving him the crown. The King refused, and despite the prevailing darkness, the people refused to bow before the dark lord. It was during this dark time that a traveling soothsayer prophesied that only by traveling to Egarim's tower alone, could the King hope to lift the darkness, and let light shine upon the land once again. Though he knew the sorcerer to be a treacherous and powerful magi, the King embarked on a quest to restore the light to his people. He left amid cheers, and trumpeters, determined to restore hope to his people... and never was heard from again.

For ten years, the land remained cast in shadows, jointly ruled by the King's twin sons, Heralgran and Lucindo. Though their lands bore no wheat or grass due to the decades of perpetual night, the King's people were made of sterner stuff. The Kingdom began importing food and fodder to keep the people fed and their livestock alive. In short order, the Kingdom focused its men on mining, forging, and exporting their mineral wealth for life-giving food. But these men were not dwarves. Every day, their hearts ached to see the sun and feel its warmth again.

After ten years had passed in relative prosperity, however, the Twin Princes, who had ruled together in their father's absence, became enemies. None now know who turned the brothers against one another, but in a short time, they were at war with one another. The King's knights divided between their banners, and the prosperous kingdom became embroiled in a bitter civil war. For five years, the armies were locked in a stalemated war of attrition – and the people starved.

Looking to end the conflict, so that the people might once again rebuild their lives, Heralgran took into his service a young and ambitious magic-user named Vale. With Vale's aid, Heralgran was able to turn the tide, retake the throne, and banish his brother and his supporters. As a reward for his role in the victory, Vale was granted a Duchy, and was married to the Princess Sonja, now a beautiful woman of twenty-one. All was well, but not was all as it seemed.

Heralgran had been grievously wounded in the final battle of the war. Though Vale had healed him, after a time, his condition worsened, and he died. Vale, as Duke and the Princess' husband, reluctantly ascended the throne. While the country mourned the passing of their new king, Vale brought them hope again. He announced that he would attempt to dispel the darkness surrounding the kingdom. Though it took him a year and a day to succeed from the time he proclaimed it, King Vale became known as "the Light Bringer" to his people, who were joyful again for the first time in many years.

But all was not joyous in the house of Vale. Vale's magical experimentation drove a wedge between him and his bride. Sonja, was unhappy in her marriage to a man she saw evermore to be a stranger to her. On the eve before the sun was restored

to the land, Sonja fled the house of her father, choosing to live in exile with her brother Lucindo. Vale has spent the past four years trying to rebuild the Kingdom, but his solitude weighs heavy on his heart, and now some have begun to fear that their light bringer may hold a darker secret...

The story begins when Lucindo, the surviving prince in exile, hires a party of stout adventurers to search Egarim's tower, the Palace of Shadows, for his father, who he had recently dreamed to be still alive and imprisoned within it, at the top of the black spire. Lucindo will paraphrase the story above to the PCs should they ask questions.

## Player Beginning

### The Black Swamp

On their way to the palace, the PCs will have to make camp at the top of a hill. The next morning, they will be able to see the Palace of Shadows from the hillside. Read the following description:

*The morning sun illuminates your destination. While the sun shines high over your heads, its light is dimmed by the thick dark clouds that bathe the land below in a bleak gray tone. Within the very heart of a black and dismal quagmire, you see a tower. It is made of a jet black stone, and has five points at its base, much like a star. At the center, a great curved spire rises into the sky like a fang. You will surely be able to find this place from the swamp below.*

When the PCs get into the swamp, the marshy terrain reduces all of their movement speeds to half. Be sure to remind the players of this during combat. This has no effect on druids of 3rd level or greater due to their woodland stride ability.

### Black Dragon Guardian

When the PCs get within 100 yards of the Palace of Shadows, they will be noticed by Ebonacht, the black dragon who guards the Palace of Shadows. He is currently hiding himself, mostly buried in the muck, awaiting an easy meal and a chance at revenge. Twenty years ago that his mate, Nightshade was slain by the King on his way into the tower. Ebonacht returned from his hunt to find his mate, and the eggs she carried inside her destroyed. Since then, Ebonacht has stood vigil in this place, readying himself to slay the next person who comes in or out of that tower.

**Ebonacht, Black Dragon** (*This chaotic evil creature's vital stats are 12d12 HD, AC 21. His primary attributes are physical and mental. He has 4 attacks per round at +6 to hit (not +12) bite 2d12+4, 2 claws 1d4+1 and a tail slap 1d8+4 dmg. His special abilities include breath weapon, wind blast, deep-vision 120', keen senses, frightful presence, immune to sleep and paralysis effects and water breathing. He also has spell-like abilities including darkness 3/day, corrupt water 1/day and spells prepared as if a 12th level wizard: charm person, magic missile x2, shield. He also has a +16 to all saves (not +12). XP: 4,075*)

## Tactics

Ebonacht is hiding beneath the sludge of the swamp, waiting for the characters to get close. When he notices them coming, (about 100 yards away) he casts *shield* on himself. It lasts for 12 minutes, and takes the PCs probably about 5-10 minutes to get within 30' of him if they continue at their pace.

As soon as they are within 120', he will enact his *corrupt water* ability, hopefully turning their potions into useless muck without their knowledge. Ask each PC for their character sheet, and secretly roll to see if their potions saved (remember, they don't know that there is a dragon there yet). The CL of the save is 12, and potions get a +1 bonus per 100xp of value (thus a potion of *heal* has a +6 to save, while a potion of *cure light wounds* only gets a +1. See page 97, table 4.1 Potions in the Monsters & Treasure guide). This save is considered prime for the potions. Be sure to keep track of which potions of which characters are blighted, and then hand their sheets back.

When the characters are within 50' (just out of his *acid breath* range), have each PC roll a CL 12 wisdom check. If they succeed, they will notice a tree limb that looks more like a giant alligator tail about 70' away (on the other side of its body from the characters). When the PCs are within 30', Ebonacht will spring out of the muck (PCs must make a TN 12 wisdom/hear noise check or be surprised for this round; PCs who noticed the tail get a +6 to the save) and blast his *acid stream* into as many characters as possible. At this point, before they can act, all of the characters must also make a Charisma save vs. the dragon's frightful presence (see above).

On the second round, he will cast *charm person* on the party cleric (who gets a +5 bonus to the Charisma save due to this being a combat situation) hoping to gain the use of a healer for this combat. He will not command the cleric to attack friends, only to heal him when they hurt him.

The next round, Ebonacht will cast *magic missile* on the party wizard, druid, or illusionist. If the person is not protected by a *shield* spell, he will do it again the next round. If they are, he will cast it on one of the weakest looking party members who is unshielded.

After this, Ebonacht will continue attacking with his bite, two claws, and tail slap. If brought down to 25 hit points or less, Ebonacht's next action will be to use his *darkness* ability and then fly away as fast as he can. He will come back in a week or so, after healing, presuming that the PCs don't kill him first.

### Ebonacht's Treasure

Black dragons do not usually keep much in the way of treasure, but there is quite a bit accumulated in the muck where Ebonacht has been living. It will take quite a bit of searching through the sludge however (presume 10 minutes per find). Each time the characters want to look for something in the sludge, they will find something in the following order: a flail of expert craftsmanship (+1 to hit, but not damage), a jade and ivory religious icon worth 1,000gp, a crossbow with its firing

mechanism ruined by the sludge, and a scroll in an ivory tube (worth 50gp) detailing the quest of Quentin the Cleric and his party to slay the dragon Ebonacht. The last entry reads, "I feel we are close. I suspect we will be upon his lair within the day. He seems to make his home near that ghastly tower. We dare not go within that, however. We may be brave enough to attack a dragon in its den, but we are not so mad as to enter Egarim's Palace of Shadows for there lies an unnatural fate worse than mere death..."

There is also magical treasure. *Detect magic* will make these items easier to find than the mundane items above. A *rod of withering*, *tome of understanding* (+2), and a suit of *padded armor +1* are all beneath the muck.

## Palace of Shadows: Foyer

After defeating Ebonacht, the PCs will be free to enter the Palace of Shadows. If they decide to explore around it, they will see that there are no windows, and only a single entrance on the ground floor – an obsidian door. The door is unlocked. No matter how the PCs get into the tower (for instance if they disintegrate a wall in the ceiling and fly in, or come in the front door, they will always end up in the foyer (magical properties of this extra-dimensional space)

The entry room is hexagonal in shape. On each side of the hexagon, there is a door, each a different color. Clockwise from the entryway (a solid obsidian door), there is a green door, a gold door, a silver door, a red door, and a blue door. Each leads to a different demi-plane within the extra-dimensional space that makes up the Palace of Shadows. Consult the chart below:

Door	Destination
Green	Garden
Gold	Library
Silver	Grand Hall
Red	Laboratory
Blue	Pool

None of the doors are locked or trapped. Each destination has its own separate map you can consult, and each one is home to a guardian, who holds a key, necessary to begin ascending the tower itself, where they can find the king and free him.

## The Garden

### Area 1-1 – Courtyard

Read the following description out loud:

*"You have seen many wonders within this palace, but this one leaves them all behind. Before you is a lush garden, filled with red and white roses. The very walls of this place are in fact coils of brambles on an iron lattice. Most remarkable, however, is the ceiling. It appears to be the bright blue sky of day, with puffy white clouds and a gentle breeze. And yet, you know this cannot be, for the outside of the palace was wreathed in black clouds, and a gray sunless sky."*

The sky is indeed an elaborate illusion – an illusion so perfect that the sun in here really does generate light and heat in the proper manner to sustain plant life. On occasion, it even rains here in the garden (about every week or so there is a gentle shower). However, the sky actually is a ceiling. Any attempt to climb the brambled walls of the garden will be stopped by it about 20 feet up. The bramble walls are reinforced by iron bars. Anyone trying to cut their way through will take 1 point of damage from the thorns, and be stopped by the bars (unless they have a way of cutting through them).

### Area 1-2 – Hedge Maze

Read the following to the PCs as they enter the hedge maze:

*"As you venture forth, the bushes seem to twist and wind around. You seem to be entering a maze of some sort. You'd best keep track of where you are going."*

One way the heroes can do this is by leaving a string behind them, so they can find their path back. Alternatively, they can leave various markers by the areas they have already gone, etc. While inside the hedge maze, the heroes will have several "random" encounters. Whenever they cross an area marked with an "x" on the map, roll on the random encounter chart below:

1d10 roll	Encounter
1	1 man-eating plant (see area 3 for stats)
2-3	3d6 giant worker ants
4-5	2d4 giant soldier ants
6	1 giant spider (see area 9 for stats)
7-9	2d6+2 giant bees
10	2d4 achaierai chicks (see area 8 for stats)

**Giant Worker Ants** (These neutral creatures' vital stats are 1d6HD, AC 16. Their primary attribute is physical. They have a bite attack dealing 1d3. XP: 5 per ant, +1 per total HP)

**Giant Soldier Ants** (These neutral creatures' vital stats are 2d8 HD, AC 16. Their primary attribute is physical. They have a bite attack dealing 1d4+1. Their special abilities include acid sting. XP: 20 per ant and +2 per total HP)

**Giant Bees** (These neutral creatures' vital stats are 2d6 HD, AC 15. Their primary attribute is physical. They have a sting attack dealing 1d4. Their special abilities include poison. XP: 20 +2 per total HP)

### Area 1-3 – Man-Eating Plant

This corner of the garden is the home to a man-eating plant (a gigantic Venus flytrap). When the heroes round this corner, make sure you have a marching order clearly determined. The first character in the marching order must make a Wisdom saving throw CL 4, or be surprised and attacked by the man-eating plant without rolling initiative.

The plant appears to be an ordinary plant, except that it has four very large, flat, round, leaves. These leaves are in fact jaws that will lunge out and attack anyone who walks within 5 feet of the plant. The plant has no eyes or ears, and senses where food is by vibrations in the ground and air. As such, it is immune to light and sound effects, and cannot be blinded, etc. In addition,



as it has no higher brain power, it is incapable of being influenced by spells that require Intelligence, Wisdom or Charisma saves, although any spell that specifically was intended to affect plants will work on it, regardless of the save involved.

**Man-eating Plant** (*This neutral plant creature's vital stats are 4d10HD, AC 18. Its primary attribute is physical. It has 4 bite attacks per round dealing 2d6. Its special abilities include swallow, immunity to light and sound effects and immunity to effects requiring Intelligence, Wisdom or Charisma saves. XP: 160*)

### Area 1-4 – Mushroom Land

This section of the garden has a circle of mushrooms spread about the lawn. This circle was the home to a now-dead group of grigs, and the mushrooms within it have been enchanted by them. When a PC eats one of the mushrooms, roll a d12 on the table below to see what the effect is. All effects last 24 hours unless otherwise stated:

<b>1d12 roll</b>	<b>Result</b>
1	Forget all spells prepared for the day!
2	+1d6 Strength
3	Regain all 1st-2nd level spells cast today
4	-1d6 Wisdom
5	-1d6 Intelligence
6	-1d6 Dexterity
7	Spontaneous combustion – take 3d6 damage in 2d6 hours (Constitution save for half damage) as you belch fire!
8	Your friend becomes a monster (a hallucination)! You are compelled to attack with all your might (or cast your best spells, etc), or flee in terror unless you make a CL 5 Charisma saving throw!
9	Turn <i>invisible</i> and <i>ethereal</i> as per the spell, but you also become <i>silenced</i> for 2d6 hours!
10	Your skin turns a lovely shade of green for a week, and you are jealous of those with ordinary skin. One might say that you are green with envy.
11	Can only tell the truth for next 2d4 days.
12	A character thinks they are a totally different class! The character will not gain any abilities of the perceived class, but will act as if they do. Fighters who think they are wizards will spend combats trying to cast spells ( <i>darn, out of components again!</i> ) while wizards who think they are knights will charge headlong into battle, probably donning armor and wielding weapons they are not proficient with. The effect last for 2d6 hours. Roll a d6, then pick a class from the chart below:

<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>
1	Fighter/Ranger	4	Wizard/Illusionist
2	Rogue/Assassin	5	Cleric/Druid
3	Barbarian/Monk	6	Paladin/Knight/ Bard

### Area 1-5 – Dead minotaurs (and a fleshcrawler)

Read the following to the PCs as they approach this area:

*“Your nostrils are suddenly hit by a nauseating odor of rotting meat. As you approach, you also hear the intense droning noise of flies. As you turn the corner, you see the source of this shock to your senses – a pair of dead minotaurs, still clutching their axes. One of the axes is beginning to glow a reddish color at your approach, and the beast begins to stand...”*

The axe is indeed, a +2 *Battleaxe of Human's Bane*. Whenever humans are within 50 feet, the axe begins to glow a reddish color. Naturally, it will glow continually while in the party's presence (unless there are no humans, half-elves, or half-orcs in the party).

What is more dangerous to the heroes, though is the fleshcrawler hiding inside the body of one of the minotaurs. It will use its ability to animate the corpse of the minotaur to attack the party. As soon as someone goes to get the axe, the minotaur (who has an axe wound in the middle of his forehead!) will get up and approach them! When it gets within 5 feet, the fleshcrawler bursts out and attacks. PCs must make a CL 3 Wisdom check or be surprised by this!

**Fleshcrawler** (*This neutral creature's vital stats are 3d8HD, AC 17. Its primary attribute is physical. It has 2 bite attacks dealing 1d6 or 6 claw attacks dealing 1d4 points of damage. Its special abilities include paralysis and death throes. XP:105*)

### Area 1-6 – Manticore's Lair

Read the following to the players:

*“As you turn into this area, you hear a sickening crunch from beneath your feet. The ground is strewn with bones and desiccated husks of all manner of woodland creatures. Ahead, within the thick of the brush, you hear a rustling sound followed by a growl. Before you can react, a great winged beast bursts from the bushes, and raises its stinging tail to attack!”*

**Manticore** (*This lawful evil creature's vital stats are 6d10 HD, AC 17. Its primary attribute is physical. It attacks with 2 claw dealing 1d3 and a bite dealing 1d8, or 6 tail spikes dealing 1d6 per spike. Its special abilities include twilight vision 60' and darkvision. XP: 588*)

Among the corpses and bones, there is the body of a mage who once attempted to make himself Egarim's apprentice. On his person, there is a *ring of regeneration*, a *wand of fireballs* (11 charges left), and a scroll tube. He also has a coin purse holding 500gp worth of coins. Inside the tube, there is a scroll entitled “Belthezad's Journal”. Most of the information is trivial things, telling about the fledgling wizard's life, his fascination with dark magic, and his intent to become the greatest sorcerer ever to live by studying under Egarim. At this point, the information gets interesting, and useful for the PCs. You can read the entry out loud to them:

*“I have finally won the privilege of an audience with Master Egarim, and he has agreed to allow me to become his apprentice – though I must first pass a trial. He has instructed me to meet him in his chambers atop the tower, where he will give me my first lesson on my path to glory. However, to gain entry to the tower, I must find five crystal keys which will enable me to be transported to the tower. This shall be no easy task, but Master Egarim has assured me that anyone worthy to be his apprentice should have no trouble with it.*

*Each key is protected by a guardian, who I will either have to defeat, deceive, or bargain with to gain the keys. Once I have all the keys, I will be able to activate the transporter device in the foyer which will enable me to enter the tower.*

*I have elected to begin my quest in the master’s garden. This should be easy enough.”*

### **Area 1-7 – Gazebo**

This part of the garden is a dead end, with a white gazebo standing amid a bed of green grass and wild flowers. However, this gazebo has been enchanted to come to life, attempting to devour anyone who steps inside, or too close. If any PC goes into the gazebo, it will wait for more to join. If more than two people are inside it, or if the person inside attempts to leave, it will strike with its bite attack. Its bite damages all who stand inside the gazebo (the gazebo rolls one attack roll against all targets’ armor classes). Because of the unexpected nature of this attack, the gazebo automatically surprises opponents.

**Gazebo** (This neutral creature’s vital stats are 6d10 HD, AC 15. Its primary attribute is mental. It has a bite attack dealing 2d6 and affects all inside it. Its special abilities include engulf and minimum damage (the gazebo automatically takes the minimum damage possible from all attacks and spells – no dice roll is necessary). XP: 396)

### **Area 1-8 – Achaierai’s nest**

Read the following to the PCs as they emerge from the hedge-maze into this area:

*Just outside the hedge maze you see a ghastly sight. Upon the ground is a massive mound of vegetation, piled high with the bodies of a minotaur and several giant insects. Amid the carcasses stands a great four-legged bird, stooping over the nest dropping a ragged chunk of minotaur flesh into the maw of its squawking young. Suddenly aware of your intrusion, the mother springs to the defense of its young, attacking with blind fury!*

**Achaierai** (This chaotic evil creature’s vital stats are 6d8HD, AC 20. Its primary attribute is physical. It has 2 claw attacks dealing 1d6+2 and a bite dealing 1d6+4. Its special abilities include darkvision, spell resistance 5, limited regeneration and height. XP: 732)

The achaierai’s legs are each 10 feet long, making its body very hard to hit (you must be either raised off the ground, using a missile weapon, or using a reach weapon to attack the body directly). Each leg can take 25% of the creature’s total hp in damage before being destroyed. Destroying 2 legs reduces the

creature’s movement to 25 feet, and reduces it to a single claw attack per round. Destroying 3 legs makes the creature unable to move (it collapses to the ground, enabling PCs to attack its body with melee weapons. It is also prone, giving the PCs a bonus to strike it of +5).

The creature’s great height gives it a disadvantage when trying to claw creatures on the ground. Its attack rolls with its claws are made as if by a 4HD monster. However, if it successfully claws a victim, it can follow immediately with its bite, attacking as if a 9HD creature.

**Limited Regeneration:** The achaierai regenerates damage to its legs at the rate of 1 point per hour, regrowing an entire limb every 2 days.

**Achaierai chick** (This neutral creature’s vital stats are 2d8HD, AC 16. Its primary attribute is physical. It has 2 claw attacks dealing 1d4 and a bite dealing 1d6. Its special abilities include darkvision, spell resistance 5, limited regeneration (as above). XP: 35)

Of course, the PCs may choose to be merciful and spare the achaierai chick. If they do this, grant them each 50 bonus XP. It is also possible that the chick could be taken from the Palace of Shadows and trained to become a mount, as it has not yet inherited its mother’s evil nature. Such a chick could fetch a price of about 5,000gp to the right trainer. If the PCs wish to keep the beast for themselves, it will require at least 4 years of training before it becomes a proper mount, which will cost around 1,000gp per year. Food for the chick (it eats large quantities of meat, and will probably be most fond of horseflesh or beef) will cost 5gp per week per year the animal is kept to a maximum cost of 20gp per week. When the creature is old enough to be ridden, it must be equipped with a special saddle, which will cost 1,000gp, and enable it to carry 3 riders plus their saddlebags. Each year the creature is kept, trained, and nurtured, it will gain 1d8HD, +5’ Mv, and +1AC for up to 4 years. During the 4th year, it will become so tall that it acquires the height issues specified above.

The following treasures can also be found in the achaierai’s nest strewn amid the bodies: 300gp, 400sp, 1,000 cp, an emerald worth 1000gp, an agate valued at 53gp, a star ruby worth 2,500gp, and an opal worth 100gp. There is also a set of *dragonclaw panpipes* (they belonged to a satyr who went missing from room 11) worth 500gp, a silver and gold (nose) ring worth 250gp (still on the minotaur’s carcass), and an expertly crafted scimitar worth 150gp, balanced so well it grants its wielder a +1 bonus to hit.

### **Area 1-9 – Giant Spider Web**

When PCs enter this area, make sure that you have a definite marching order established, as they are entering the lair of a giant spider. The first PC must make a Dexterity save to avoid being caught in the spider’s web. Once caught in the web, a PC may attempt a Strength save each round to break free. As soon as someone needs to make a save, the spider is alerted to their presence and jumps down. If there is space in the marching order, it will jump down between the first and second person.

**Large Giant Spider** (*This neutral creature's vital stats are 5d8HD, AC 16. Its primary attribute is physical. Its attack is a bite dealing 1d8 + poison. Its special abilities include twilight vision and poison. XP: 365*)

### Area 1-10 – The Grove

This section is the home of the Guardian of the Garden, a treant named Oakheart. He stands among a circle of 7 other oak trees here. Oakheart is not evil, and he does not wish to engage in combat with the PCs, but he will defend himself if attacked. Rather than engage in combat, he will give them a quest that they can perform for him. In exchange, he will give them the green emerald key. When the heroes enter this area, read them the following description:

*“Before you stands a grove of mighty oaks. As you begin to approach, you hear a voice and then realize that one of the trees is speaking to you! “Good Afternoon, my little friends! Welcome to my grove! I am Oakheart the tree keeper! May I be of some assistance?”*

If the heroes ask about the key, he will say this:

*“Ahhh. Yes. The builder once entrusted me with the task of keeping it safe for him. However, that was so long ago... by your reckoning of time. I suppose that I would be willing to entrust you with it... but you must first prove your worth! No, no, don't worry, I don't mean you must fight me for it – I am not a barbarian! I have been having a problem with a...a...very large mole, here in the garden. I would be most grateful if it were exterminated, as it has been wrecking havoc on our roots, and eating some of my friends. Seek out the beast. When it is vanquished, bring me one of his claws, and I will grant you the key. Farewell, my little friends!”*

If the PCs need directions, Oakheart will point in the direction of area 12, where the bulette is currently keeping its lair. He will also point them in the direction of Otto in area 11, so that they can be healed before taking care of the problem (they're going to need it).

**Oakheart, Treant** (*This chaotic good creature's vital stats are 7d8 HD, AC 20. Its primary attribute is physical. It attacks with 2 slams dealing 2d8. Its special abilities include blend, animate trees, trample and vulnerability to fire. XP: 830*)

### Area 1-11 – Satyr's Spring

Read the following to the heroes as they approach this area:

*“As you walk, you hear the sounds of a babbling brook, and the sweet, haunting melody of a wind instrument. When you turn the corner, you see a satyr perched on a rock, next to a spring absorbed in his music. When he ends his song, he looks up at you. ‘Hello, there! My name is Otto. Please, come and drink from my spring. It will soothe your wounds and your spirits too, I think.’”*

Drinking from the spring directly has the same effect as the heal spell. If the water is bottled, it will function as a potion of cure light wounds for the next 24 hours, and then become ordinary spring water.

While the heroes are resting, Otto will engage them in conversation, and ask if any of them has anything stronger to drink than spring water. If they do, he will volunteer some information to them (he will tell them two stories from the list below). He will also ask the heroes if they are willing to engage in a riddle contest. If so, he will take turns asking and answering riddles with the PCs. If the PCs answer a riddle correctly, he will tell another story about the Palace of Shadows to them.

#### Riddles:

*“What is invisible, but you can see it, and when you put it in a barrel, it makes the barrel lighter?”* [a hole]

*“I never was, am always to be, No one ever saw me, nor ever will.”* [tomorrow/the future]

*“At night they come without being fetched, And by day they are lost without being stolen.”* [the stars]

*“Which room has no door, no windows, no floor and no roof?”* [a mushroom]

*“I molder men within their graves, and bare witness to the birth of countless babes; I give equal treatment to masters and slaves; and see the mountains both crumble and raise.”* [time]

#### Stories:

*“I have been here in the garden for many years now, but I have also wandered around the rest of this palace. I once had the nerve to visit the grand hall. The music drew me there...but when I glimpsed the dancers...I froze in fear! They were both ghosts! I thought they'd kill me sure, but instead, they insisted that I play my pipes for them while they danced...”*

*“The library is probably the best place to go in this palace. There is a winged chap with a lion's body who lives there. A right knowledgeable fellow. We have had many discussions about the nature of this place. If anybody can help you get into the tower, it is him.”*

*“Beware the laboratory! There are far worse ways to die in there than in battle with beasts! Machines, traps, and foul fumes and philters have claimed many lives within. I have also heard that the head of the lab is a bit deranged.”*

*“I hear that the wizard who created this place is ancient indeed. He raised this palace from the ground, and filled it with beasts and traps summoned from all corners of the world. I think that this place may be more than a mere building...There is something different here. Magic does not work the same... it has its own rules...”* (he might be able to explain some of the alternate spell effects from the list in the beginning).

*“I have never been into Egarim's tower myself, but I hear that it is quite different from the rest of the palace. The librarian has been in it before...He told me that some things change from day to night, and that much of what seems to be is not.”*

**Otto the Satyr** (*This neutral creature's vital stats are 3d8HD, AC 15. His primary attribute is mental. He attacks with a headbutt dealing 2d4. His special abilities include hide and pipes. XP: 115*)

## Area 1-12 – Mt. Molehill

*“A half eaten corpse of a gigantic bird lies at the foot of an enormous mound of earth. As you examine your surroundings, the very ground beneath your feet begins to boil and shake, and then a massive beast bursts through the earth as if it has splashed through water. Before you stands Oakheart’s “mole” – an armor-plated, twelve-foot long roaring horror of claws and teeth. It is moving in your direction...”*

**Bulette (the “mole”)** *(This neutral creature’s vital stats are 9d10 HD, AC 22. Its primary attribute is physical. It attacks with 2 claws dealing 3d6 and bite dealing 4d12. Its special abilities include darkvision 60’. XP: 2,096)*

The dead bird next to the bulette’s nest is the male achaierai that was mated to the one from section 8. There are no other interesting things here. If the PCs bring the claw of the bulette to Oakheart, he will give them the green emerald key, which will help them enter the tower itself from the teleporter in the foyer.

## The Pool

This is Egarim’s pool, though it does not appear to be used for recreational purposes. The heroes will arrive into a grand room – a hundred feet square – in which there is an enormous circular pool, that takes up most of the room. However, the pool is much wider than the surface would reveal.

### Area 2-1 – Entering the Deep

Read the following to the PCs when they enter this area:

*“You stride into this grand room through a wide set of double doors. Before you are no doors, no passages, no winding stairs, or windows. Instead, you see an enormous pool of water, nearly 100 feet in diameter. The water is a still black mirror – you cannot see what is beneath its surface. Near the left edge of the pool you see a set of robes hanging on hooks. There happens to be just enough robes for each of you...”*

The robes each contain a *potion of water breathing* in their pockets. There is exactly one per party member. Each potion will last for 24 hours before expiring. If the PCs decide to shine a light down into the water (using a magical spell or item), it will reveal that the pool seems to widen as it descends into a much larger chamber below. If the PCs go into the pool, and go down to the bottom, read the following, assuming they have a light source:

*“As you reach the bottom of the pool, you see that it has widened a bit, and that there are three tunnels before you. To the left, you can hear a hissing, swishing sound. To the right, you hear the faint sound of a woman’s pleas for help. Ahead, you hear nothing.”*

### Area 2-2 – Locathah Hunting Party

This chamber contains a band of locathah hunters, some of whom are mounted on giant eels! They will attack the party on sight.



**Locathahs (8)** *(These neutral creatures’ vital stats are 2d8HD, AC 14. Their primary attribute is physical. They carry tridents dealing 1d8 each. XP: 268)*

**Giant Eels (4)** *(These neutral creatures’ vital stats are 4d10HD, AC 15. Their primary attribute is physical. Their bite deals 2d6. Their special abilities include hold fast. XP: 512)*

### Area 2-3 – Damsel in Distress

There is a group of locathah dragging a mermaid in a net away from the party. There are 2 locathah per party member. The mermaid’s hands are bound, and she begins yelling at the heroes to help free her from these foul monsters before they sacrifice her to their vile master.

**Locathahs (2 per PC)** *(These neutral creatures’ vital stats are 2d8HD, AC 14. Their primary attribute is physical. They carry tridents dealing 1d8 each. XP: 10+2 per HP each)*

Once she is freed, the mermaid will reveal that her name is Alise, and that she was going to be sacrificed to the horrible sea hag who is now the guardian of this part of the palace. She will be able to answer questions about the hag as regarding the following information:

*“She has the locathah totally enthralled to her by the magic of this place.”*

*“If a guardian of a section of the palace is destroyed, the next most powerful being there becomes the new guardian.”*

*“The original guardian was an aboleth, but Razelle (the hag) betrayed it and took over. She then started having her locathah minions find and destroy all who opposed her.”*

*“Egarim used his magic to bring magical creatures to his palace from all over time and space. It is a strange and unnatural menagerie he has collected here.”*

Everything that Alise has said is true, however, there is much that she is not telling. Alise is no mere mermaid. She has become a powerful wizard in her own right since coming to Egarim's tower and has even considered becoming an apprentice to him should the opportunity present itself. She has decided to prove her worth by doing away with Razelle. However, the hag had grown aware of her plot and decided to be rid of her – just as the heroes happened to free her.

If freed, Alise will tell the heroes where to find the hag and that she is the one who guards the blue sapphire key. Alise is hoping that the heroes will slay Razelle for her, so that she can assume control over the pool, and gain the favor of Egarim, hopefully enabling her to leave the palace.

**Alise, 6th level Mermaid Wizard** (*This neutral evil creature's vital stats are 6d4HD, AC 13. Her primary attribute is mental. She has 1 attack by weapon (only +2 to hit, not +6). Her prepared spells include magic missile x2, sleep, shield, invisibility, ray of enfeeblement, web, lightning bolt x2 (underwater, lightning bolt actually functions just like fireball except the source of the damage is electrical rather than heat). XP:264*)

#### Area 2-4 – Crab, Anyone?

This cavern is the home of a giant crab. It has been living on stray fish and locathah foolish enough to go in here. Heavily armored, hungry, and utterly fearless, it will attack the PCs as soon as they enter its chamber.

**Crab, Giant** (*This neutral creature's vital stats are 5d10HD, AC 18. Its primary attribute is physical. Its 2 pincer attack dealing 2d6 each. Its special ability includes darkvision 60 ft. XP: 230*)

#### Area 2-5 – A Religious Squid? Now I've seen everything!

*In this room, there is a chamber with a great statue in the middle. At the statue's base, there are what appear to be a dozen squids, each bedecked in some jewelry and holding a mace. They seem to be worshipping the statue, chanting an archaic mantra to their deaf stone god...*

These cultists are a group of Devil's Squid, an evil race of sentient squids. All devil squid are clerics of equal level to their hit dice. These are all 2nd level clerics. They have been praying for a sacrifice worthy for their god. It seems that they have found one! If the PCs alert them to their presence, they will attack without ceasing.

**Devil Squid (12)** (*These lawful evil creature's vital stats are 2d8HD, AC 14. Their primary attribute is mental. They have 1 attack by mace dealing 1d6. Their special ability includes spells as a second level cleric (2 first level spells, usually cure light wounds, and protection from good), XP: 422 total*)

#### Area 2-6 – Razelle's Chamber

Read the description to the players:

*"You have come to the end of a long winding tunnel to find a heavy coral door bedecked with gold and turquoise. Beyond the door, you can hear chanting in the watery language of the locathah, and the cackling of a crazed old woman.*

The door is barred shut from within, and will take either a CL 10 Strength check or 50 damage to break it open. It cannot be picked open. The door can be magically opened by means of a knock spell as well. Banging on the door will, of course, alert Razelle and her minions within to the party's presence. They will cease chanting and prepare for battle.

Once the door is open, read the following:

*"Before you is a great group of locathah – dozens of them, all surrounding their mistress, a great green witch sitting upon a coral throne. She looks right through you, hissing, before she speaks; "Well, well, well. It seems that someone has come looking for my key... Well you can have it... just as soon as you pick it from my cold dead hand! Stay out of this my pretties...I intend to take care of this disturbance myself."*

Razelle then will attack the party without hesitation!

**Razelle, Green (Sea) Hag** (*This chaotic evil creature's vital stats are 9d8HD, AC 22. Her primary attributes are physical and mental. She has 2 claw attacks dealing 1d4+4 each. Her special abilities include darkvision 60 ft. and spell resistance 6. She has spell-like abilities (2/day each) audible glamour, dancing lights, invisibility, pass without trace, change self, speak with monsters, water breathing. weakness (1/day)-similar to ray of enfeeblement. She also has a horn of blasting and she is crazy enough to sound it each round. Razelle has the following a blue sapphire key, 1400gp in coins and a horn of blasting. XP: 2005*)

After the combat is over, the locathah will begin advancing towards the party, eager for blood. At that moment, Alise will arrive, and command them to stop, claiming that she is the new ruler of the deep! One will question her rule, be promptly slain by a magic missile, and the rest will begin bowing to her.

Alise gives the heroes her thanks for helping to destroy the vile witch, and tells them about a secret cache in the room. Inside, is one *potion of cure critical wounds* per PC, and 3,000 gold pieces.

## The Laboratory

#### Area 3-1 – Faster...Must go Faster!

If there is someone in the party who can check for traps, roll a CL 4 Wisdom check for him/her. A success means that they feel something "odd" about this room and are not sure they want to enter it. Whenever someone reaches the halfway point in the room, it will trigger the trap. The floor will start to move slowly to the other side. The next round, it will begin moving faster, until it is going so fast that the PCs may not be able to run fast

enough. As it is getting up to speed, spikes will pop out of the wall that the conveyor is moving towards. Each round, if they are running away from the spikes, the PCs must make a CL 0 Dexterity check or be flung into the spikes for 2d6 damage. Each round that the PCs make the Dexterity check, they must also make a CL 0 Constitution check. If the Constitution check fails, the CL of their next Dexterity check increases by 1 (this is cumulative). The only way to turn off the trap is to close every door to the room. After three Dexterity checks, successful or not, they manage to make it to the other door on the way out. When any door is open, the conveyor is moving. Of course, flying or levitating would also be good ways to maneuver.

### Area 3-2 – It’s Alive...and you’re not!

The door to this room is constructed of iron and bolted shut from the inside, and locked by a great combination lock, much like a safe. The lock is a 4-digit combination. A rogue can make a CL 10 Intelligence check to open the lock. Otherwise, the PCs can try to get lucky figuring it out (though there are 10,000 possible combinations). The combination is 1212. Attempting to break the door down is possible, however, the PCs will need to somehow weaken the door itself or the stone around it to do so. Acid may be helpful for this, as might a rust monster or a *disintegration* spell, etc.

If the PCs do find a way past the door, read the following:

*“As you move through the doorway, you hear a loud, rhythmic hum. Rounding the corner, you see an enormous body upon a stone slab, hooked to a great pair of electrodes, humming with electricity. You see a medallion clutched within its massive hand. You also see the creature’s chest rise and fall.”*

If the PCs move closer to it, it may awaken. Anybody who can move silently should make a CL 0 Dexterity check if they wish to move closer. If successful, a rogue can attempt to back attack, or an assassin can attempt a death attack. Or, they can attempt a CL 5 pick pockets check to take the medallion. They may also attempt to disable the electrodes (CL 5 traps check). Doing so will prevent the golem from using it to heal itself. Failing to move silently, attacking the golem, or turning off the electrodes will awaken it (read the text below if this happens).

*Suddenly, the creature’s eyes open and it pops off its restraints. It looks to be in agony, enraged at its condition. Then it notices you...*

The flesh golem will attack immediately. If it gets injured, it will use one of its attacks to touch the electrode device healing itself 3HP (unless it is disabled or broken). If a character touches the device (including with a metal weapon) s/he will take 3d6 electrical damage (CL 5 Constitution for half damage). The device has 40 HP if the PCs try to destroy it in combat. The medallion in the golem’s hand is a *periapt of proof against petrification*. It is a magical item that makes the wearer utterly immune to the petrifying effects of a variety of monsters and *flesh to stone* spells (value 10,000gp, 1,000 XP). Onikage wanted the golem to have the item so that his great investment would not be ruined if it happened to run into the gorgon.

**Flesh Golem** (*This neutral creature’s vital stats are 7d10 HD, AC 18. Its primary attribute is physical. It attacks with 2 punches dealing 2d8 each. Its special abilities include immunity to magic. XP: 564*)

### Area 3-3 – Potion Machine

Read the following to the PCs as they enter this room:

*“You feel a slight rise in temperature as you enter this room, and all around are bubbling kettles and cauldrons, hissing and sputtering, exuding vapors both noxious and delightful. In the room’s center, there is a place where many different glass tubes converge, each one set to flow into an empty flask below. Beneath each flask, there is a brass lever affixed to a gauge, now set to “empty”, with a another setting “full”.*

There are 10 tubes and 10 flasks in all. This machine is a potion mixer. With it, a single potion is created having the properties of two. Unfortunately, there are a lot of bugs that need working out. The lever that is pulled will always give the same property to any potion it creates, however, the secondary effect is determined randomly. Use the table below to figure out what kind of potion the PCs create with the machine (if they decide to use it). Ask the PCs which lever they are pulling (labeled 1-10) and roll a d10. Look up the property of the label chosen and the number rolled below. The potion created will have both properties. If the number rolled and the lever chosen are the same, it creates a potion with two doses of the same effect. If the heroes hold onto the potion to try later, just have them label it on their record as the two numbers for the two effects. For instance, a *potion of heroism/neutralize poison* would be labeled “potion 9-0” on a character sheet, while a *potion of Gaseous Form/Growth* would be labeled “potion 4-6”. There is only enough material in the tubes to make 10 potions in total.

1d10 roll	Potion
1	<i>Cure Light Wounds</i>
2	<i>Poison</i>
3	<i>Diminution</i>
4	<i>Gaseous Form</i>
5	<i>Giant Strength</i>
6	<i>Growth</i>
7	<i>Invisibility</i>
8	<i>Levitation</i>
9	<i>Heroism</i>
10	<i>Neutralize Poison</i>

### Area 3-4 – Bull in a China Shop!

The PCs enter a room that is full statues and mirrors. The PCs may begin to get paranoid that there is a medusa in the room. *Let them!* If they start putting on blindfolds, so much the better, because in truth, the creature that has been turning these people to stone is a gorgon, which does so with a breath weapon – so mirrors and blindfolds will do the PCs no good. However, the golem’s medallion will render the wearer immune. Read this description when they enter:

*“As you walk into this room you see a party of adventurers moving towards you in the gloom...and meet your own reflection. You are staring into a mirror – one among thousands making up a grand maze before you. Strewn about are dozens of statues, all posed in recoiled positions of horror: A white mist clings to the ground below, and rises up to your knees. Suddenly, you hear a snorting sound, and a click-clacking sound of nails on the flagstones growing ever closer.”*

**Gorgon** (This neutral creature’s vital stats are 8d10HD, AC 20. Its primary attribute is physical. Its gore attack deals 2d6. Its special abilities include breath weapon, trample and darkvision 60 ft. XP: 1210)

### Area 3-5 – Mutated Bugbear Guards

This room is the home of Onikage’s guards/test subjects. They have all been mutated by Onikage’s experiments, which has given each of them unique powers as well as a hideous disfigurement. All of them use the regular bugbear template provided below for their basic abilities, but you also add their mutation effect to the individuals combat abilities. Also in the room are seven vats of various chemicals. One of the seven is full of salt. Two are full of flammable oil. The other four contain materials that are poisonous when ingested, but otherwise inert.

**Bugbears (6)** (These chaotic evil creatures vital stats are 3d8 HD, AC 17. Their primary attribute is physical. They attack with a greataxe dealing 1d12 points of damage. Their special abilities include darkvision 60’. XP: 486)

#### 1d6 roll Mutation

- 1 **Tough hide:** +3 AC, Its skin is green and extremely scaly, and it has no hair
- 2 **Three eyes on stalks:** 360° vision (cannot be back attacked)
- 3 **Death breath:** 10’ cone 4d6 acid damage (Dexterity for half), teeth are totally rotted away
- 4 **Electrified:** all attacks do +1d10 electricity damage (Constitution for half), its fur is continually standing on end.
- 5 **Bite:** gets to make an additional bite attack per round for 1d8 damage, has huge gnashing teeth.
- 6 **Green and warty:** regenerates 2HP per round (it is part troll).

### Area 3-6 – The Growing Room

Read the following to the PCs:

*“You enter a room containing many plants and flowers, each easily as tall as a tree, contained in enormous earthenware. Above, a great glowing sphere of daylight sheds light and warmth throughout the room. In the center, is what seems to be an enormous bird bath, about ten feet in diameter, but there is no bird inside. Not far from the entry, you see several burlap sacks labeled “Magical Grow Formula”.*

The sacks of formula essentially have to be dumped on a target to function. The effect is that the subject is affected as if by an *alter size* (+50%), spell, which is permanent until counteracted by a *remove curse* spell. One victim of the formula is a leech,

who lives in the enormous bird bath. Anyone who goes near the water must make a CL 0 Wisdom check or be surprised when the giant leech bursts from the brackish water and latches on.

**Giant Leech** (This neutral creature’s vital stats are 6d10 HD, AC 13. Its primary attribute is physical. It attacks with 1 bite dealing 1d6 points of damage +1d6 additional damage per round until a strength save is made to break free. XP: 456)

### Area 3-7 – Onikage’s Chambers

This room is the home of the laboratory guardian Onikage, a bitter and ruthless ogre magi who has been imprisoned here for the past 20 years as a result of a bargain with Egarim. In order to pass the time, Onikage has been performing experiments on the various creatures living here, the crueller, the better.

**Onikage, Ogre Magi** (This lawful evil creature’s vital stats are 5d8HD+5, AC 18. His primary attributes are mental and physical. He attacks with a martial arts strike doing 1d12 damage. His special abilities include darkvision 60’, regeneration (2hp/round) and spell-like abilities: fly (12 turns/day), sleep (1/day), invisibility, darkness, polymorph self (bipedal form only), gaseous form (1/day), charm person (1/day), blast of rime (cone of cold 20’ long and 4’ wide, 5d8 cold damage, Dexterity for half, 1/day). In a belt pouch, Onikage has 350gp and 3 gems, worth 20gp (garnet), 140gp (sapphire), and 500gp (ruby). In addition, he also has a ruby key in the pouch. XP: 350)

## The Library

### Area 4-1 – Boro, the Guardian

When the PCs first enter this area, read the following:

*You enter a room of grand splendor. The floor and columns within are made of gilded marble. A great winged lion with the head of a bearded man sits before you, upon a blue velvet cushion, with a look of utter serenity upon his face. He speaks to you. “Hello, my friends. I have been expecting you! Please, make yourself at home here, as we have much to discuss!” He then beckons you each by name to sit before him on cushions prepared for company. Beside each cushion is a silver platter with food, and a full goblet of wine. It seems your “friend” was expecting you for some time...*

This room is the home of the guardian of the Library, a rakshasa named Boro who is currently transformed into the form of a lamasu. Boro intends to leave the Palace of Shadows himself, and wants to use the party to make it happen. He will pretend to be a friendly lamasu, and will offer healing to the party, as well as aiding them with information about the palace and the various guardians of each section. He will tell them that he will gladly give them the gold topaz key, but must first know that they are “ready” to move on to the tower by showing him the other keys. When they do, he will then attempt to seize his moment and destroy them, in order to take the keys from them and leave on his own. The useful information he can provide is listed below:

“Onikage is the Guardian of the Laboratory and a cruel and hideous fiend. Beware of his powers – he is able to become invisible, fly, and turn into smoke. Also, beware of his freezing breath.”

“Oakheart, the treant is the guardian of the Garden, and would make a powerful enemy... or ally”

“Razelle the hag is the guardian of the Pool, and it is said that she possesses a magical horn that can kill! Beware of the horn...”

“The Grand Hall is a miniature version of the Palace itself. You will have to place the appropriate key in the room that mimics the part of the palace from which it came. Then, you will be able to finally open the gate to the obsidian tower above...”

“Do not trust what you see in the tower. In addition to being a wizard beyond the pale, Egarim is most skilled in the arts of illusion.”

“Egarim is fascinated by the number twelve. If you ever have need of a number in this place, twelve is your best guess.”

**Boro, Rakshasa** (This lawful evil creature’s vital stats are 7d8HD, AC 21. His primary attributes are mental and physical. He has 2 claws attacks dealing 1d3 and a bite for 1d4. His special abilities include detect thoughts, immunity to surprise and sneak attacks, change shape, immunity to magic, blessed vulnerability, spell resistance 16 and spell casting. His treasure includes a gold topaz key and a rod of wonder XP: 1450)

**Tactics:** Boro will begin combat by casting *ray of enfeeblement* on the party’s strongest fighter, then cast *mirror image*. He will then cast *magic missile* until he runs out, then begins to use his *rod of wonder*. When he is down to less than 15 HP, he will cast *gaseous form* and escape into room 4.

#### Area 4-2 – Portcullis Trap & Salamander Showdown

Ahead, you see a circular room with a large sturdy looking chest at the far end. There are also several books along the shelves on the walls.

There is a portcullis trap in the doorway to this room. Have the PCs make a marching order. Whoever is first, if they are able to spot traps, secretly roll a CL 4 check for them to notice that a step in front of him is a pressure plate trap. If the trap is unnoticed, tell the third person in the marching order (who is directly under where the portcullis is coming from) to make a CL 2 Dexterity save to get out of the way. They can choose to end up on either side of the portcullis. Number two or four in the marching order can attempt a CL 6 Dexterity save if they wish to dive past the portcullis to the other side. If anyone fails the save, the door clips them, and they take 3d10 damage, but end up on the side they want.

As soon as the portcullis drops, a salamander leaps out of the treasure chest, and moves to attack PCs trapped in the room with it. Read the following:



As suddenly as the portcullis fell, the lid of the chest flies open, and a great fiery orange snake-man bursts up and out of it. It holds its arms folded across its chest, each bearing a wicked-looking blade of beaten brass. The air before it shimmers with heat, and the wooden chest behind it begins smoldering. It hisses at you, and moves to strike!

**Salamander** (This chaotic evil creature’s vital stats are 5d8HD, AC 19. Its primary attribute is physical. It attacks with 2 shortswords dealing 1d6 points of damage+1d6 from heat, or 1 tail attack dealing 1d6+1d6 from heat. Its special abilities include constrict, darkvision 60’, immunity to fire and enchantments and vulnerability to cold. XP: 445)

The door is a CL 10 Strength check to lift. Each person who helps can add 1/6th their Strength score to the total result of the person rolling (who should have Strength prime). Note: the salamander can reach its tail through the lattice of the portcullis to attack PCs on the other side trying to lift it!

Surprisingly, after the battle is concluded, there is a book inside the chest, completely unharmed. The cover and even the pages are entirely made of brass (the book has an encumbrance of 3) and utterly fireproof. The book is a magical treasure—a *tome of clear thought* +1.

#### Area 4-3 – It’s Just BOOKS!

The door to this room is locked. A CL 5 open locks check will enable the PCs to enter. Also, the door can be breached by a CL 10 Strength check or doing 50 damage to it (50% chance per round of such noise that Boro will come by and ask them nicely to stop).

As you walk into this room, your eyes feast upon a plethora of archaic tomes. Surely great knowledge lies within their pages.



While there are indeed 350 books in here, each worth about 2gp (and weighing about 1 pound on average), there is nothing magical here. If you like, have the PCs spend time searching the room for special books. Here are some examples of titles: *The Twelve Most Evil Halflings Ever To Live*, *A Dozen Ways To Curse A Sword*, *Twelve Finest Undead Chefs*, *Twelve Tricks to Teach Your Golem*, *A Dozen Ways to Serve Man at Parties*, *A Dozen Divinations for Fun and Prophets*, and *Twelve Tricks and Traps Not in this Dungeon*. There is nothing especially valuable inside, but the books have a pattern – they all have the number twelve in the title. Let the PCs make of this what they wish.

#### Area 4-4 – Boro’s Refuge

The door to this room is masked by a strong illusion (CL 10 Intelligence check to notice) that makes it appear to be nothing but a tapestry on the wall. If Boro is in a hurry to escape, however, the illusion drops. The door to this room is solid oak reinforced with iron. The door is locked (CL 6 to pick) and barred shut from the inside (CL 6 Strength check to force it open). In the door, there is also a small portal covered with a metal grate. This enables Boro to come here in *gaseous form*. Inside the room, there a trap that will blast jets of frost onto anyone opening the door. This does 6d6 cold damage to anyone within 10 feet of the doorway (CL 6 Dexterity save for half). Boro is positioned in such a way that he will not be struck by the blast, and has assumed his true form. Additionally, there is a *potion of cure critical wounds* in here that Boro will drink as soon as he enters the room, healing much of the damage that he sustained fighting the PCs! He also has prepared a scroll, containing *magic missile* x3, and *fireball* (both as a 5th level wizard).

#### Area 4-5 – Book Shelf

Before you stands a small bookshelf, with six slots for individual books. Strewn about the floor is a pile of tomes, each bearing a title in large print vertically down the spine. The books carry the following titles: *Valor and Vanity*, *Western Dragons of Ancient Times*, *Luther’s Apology*, *Thane’s Discoveries*, and two copies of *Eastern Mysteries and Monsters*. There is a note on a piece of parchment laying on top of the pile.

The note says:

*“It seems that my books are out of order again. If they are placed in order, you get a reward. If placed in the wrong order, you get a different sort of surprise. To make it easy, I will even tell you the order they belong in!”*

*“The twins are separated by two, Luther joins after West meets East, discovery comes before valor.”*

The correct order of the books, from left to right is as follows: *Thane’s Discoveries*, *Western Dragons of Ancient Times*, *Eastern Mysteries and Monsters*, *Luther’s Apology*, *Valor and Vanity*, *Eastern Mysteries and Monsters*. If placed in the incorrect order, the person placing the last book takes 1d10 electrical damage (Constitution for half). If the books are placed in the correct order, a stone in the wall will fade away, revealing buttons numbered 1-20. Give the players *handout #1* to help them make the choice. They should notice that the book titles

are spelling the word T-W-E-L-V-E. Pushing button 12 will cause a jewelry box to magically appear on top of the bookshelf. The box contains a *Scarab of Protection*.

## The Grand Hall

#### Area 5-1 – Foyer (foyer)

*This room is entirely bedecked in marble, with colors ranging from black to green, red to white, and even blue. Before you stand two doors – one green, the other red.*

The green door leads to room 2, the red door leads to room 3.

#### Area 5-2 – Green (the green room)

*The floor of this room is made of tiles of brilliant green, each one shaped like a leaf, and slightly different in shade from the next. To the south, you can hear what sounds like a waltz playing. Upon the wall is a tapestry depicting a grove of trees, one of which has the face of a man. A great growth of ivy hangs from the ceiling and along the walls. In the center of the room there is a quartet of winged statues.*

Mixed into the ceiling ivy is an assassin vine. It is in the very center of the room, between the statues. The statues are in fact, gargoyles, standing perfectly still. They will not move unless attacked or if the assassin vine attacks (CL 10 wisdom check to avoid being surprised this round). Then, they will attack party members not already engaged by the vine (if any).

**Assassin Vine** (*This plant’s vital stats are HD 5d8, AC 15. Its primary attribute is physical. Its 8 vine attacks deals 1d4 points of damage each. Its special abilities include constrict, improved grab, camouflage and resistance to cold and fire. XP 445*)

**Gargoyles (4)** (*These chaotic evil creatures vital stats are 5d8 HD, AC 16. Their primary attribute is physical. They have 2 claws dealing 1d3 points of damage, a bite dealing 1d6 points of damage and gore dealing 1d4 points of damage. Their special abilities include darkvision 60’ and freeze. XP: 1,130 total*)

When all four gargoyles are defeated, the secret door in the south wall will automatically open.

If the assassin vine is destroyed, a small emerald keyhole will appear on the floor. It can only be unlocked by the emerald key from the garden. This is one of the five locks to the teleporter in room 4.

#### Area 5-3 – Crimson (laboratory)

*The walls and floor of this room are decorated with tiles of red pumice. To the south, you can hear a waltz playing as if it is coming through the wall. At the room’s center is a great brass statue of a knight in full plate armor, brandishing a sword and shield. It stands at least 10 feet tall.*

**Brass Golem** (*This neutral creatures vital stats are 8d10 HD, AC 21. Its primary attribute is physical. Its 1 attack by sword dealing 2d10 damage. Its special abilities include immunity to poison and immunity to magic (all spells requiring an*

*Intelligence, Wisdom or Charisma save*). *Special: The inside of the brass golem is full of molten brass. Any attack with a piercing or slashing weapon that does damage will cause the golem to spew its molten "blood" on the person who made the attack (providing they are standing within 5 feet of the golem) for 2d6 fire damage (Dexterity save for half). XP: 1,850*

When it is destroyed, a ruby keyhole will appear on the floor. It can only be unlocked by the ruby key from the laboratory. It is one of five locks to the teleporter in room 4. Also, the secret door to room 4 will automatically open.

#### **Area 5-4 – Black & White (ballroom)**

*The floor of this room is checkered with white marble and obsidian. Before you is a group of musical instruments, seemingly playing themselves. Above, near the crystal chandelier, you see an apparition of a beautiful woman dancing through the air with a transparent man. When they become aware of your presence, the music stops, and they turn to you, angrily saying, "Is there some reason you so disturb us?"*

The woman is, in fact, a banshee. She is dancing with a ghost (the instruments are being played by his telekinesis effect). They have been trapped in this ballroom by Egarim for several decades. They are very anxious to get out, but do not have the ability to do it themselves.

While their evil natures would enjoy nothing better than ripping the life out of the PCs, their better judgment makes them realize that perhaps these intruders could aid their escape. They will trade information with the PCs, and will explain about the teleporter – how they need to use their keys in rooms 2, 3, 5, and 6 in order to unlock the gateway to Egarim's Tower in room 7. If the PCs attack, they will have a very dangerous fight on their hands. Between the two of them, the ghost and banshee can drain life and even cause PCs to drop dead with fright. It is much more in the players' interest to cooperate here than to merely attack.

The banshee can tell the heroes the following:

*"This palace is not normal. It seems to be a plane unto itself."*

*"Egarim is an expert at trapping souls, and can bend reality to his will."*

*"The way to enter the tower is to collect all the guardian's crystals, and unlock all four locks here in the grand hall."*

*"Not all the guardians need be slain. Some can be reasonable about giving the keys, as we are. Here is the key from this room (a silver diamond key appears before you as the banshee waves her hand. The ghost waves his, and a solid silver keyhole appears in the floor)."*

If the heroes decide to attack the pair anyway, here is the banshee and ghost's information:

**Banshee** *(This chaotic evil creature's vital stats are 7d8HD, AC 20. Her primary attribute is mental. Her chilling touch attack deals 1d8 points of damage. Her special abilities are keening wale, immunity to cold and electricity damage and spell resist-*

*ance 10. Requires +1 or better weapons to be harmed; Vulnerability: casting restoration on her will cause her to immediately disappear. XP: 965)*

**Ghost** *(This lawful evil creature's vital stats are 10d8 HD, AC 20. His primary attributes are mental. His attacks are 1 touch of death attack per round. His special abilities include incorporeal, touch of death, frightful moan and telekinesis. XP: 2,250)*

If the banshee and ghost are both destroyed, the silver diamond key and keyhole will appear as well. This is one of the five locks that must be opened to unseal the way to the tower.

#### **Area 5-5 – Gold (library)**

Read the following description to PCs as they enter this room:

*You are standing at the entrance of a room made of finely polished honey-colored wood. At its center, a great leather-bound tome rests upon a marble lectern.*

The tome is in actuality, a mimic. Anyone who approaches the book to open it will be immediately attacked.

**Mimic** *(This neutral creature's vital stats are 7d8HD, AC 15. Its primary attribute is physical. Its slam attack dealing 3d4 points of damage. Its special abilities include adhesive, crush, mimic shape darkvision 60' and immunity to acid. XP: 830)*

When the mimic is defeated, and moved off of the marble platform, a golden keyhole will reveal itself there. This can be unlocked with the gold topaz key from the Library. This is one of the five locks that must be opened to unseal the gate in area 7.

#### **Area 5-6 – Blue (pool)**

*This walls of this room are decorated in a myriad of blue stone, coral, and seashells. In the center, appears to be an enormous aquarium, at least 10 feet in all dimensions. At the bottom, there is what appears to be a blue keyhole, in a miniature castle nestled amid the rocks and gravel. Resting above it is a pearly white skeleton. You do not see anything swimming within the water.*

The "water" within the aquarium is in actuality a gelatinous cube! Give any PC attempting to dive into the water a CL 4 Wisdom check to realize that it is not water first! Anyone diving into the cube is engulfed by it unless they make an immediate CL8 dexterity save.

**Gelatinous Cube** *(This neutral ooze's vital stats are HD 4d10, AC 3. Its primary attribute is physical. Its slam attack deals 1d4 points of damage plus 1d4 acid. Its special abilities include immunity to electricity, transparent, engulf, paralysis, partial cold immunity, acid and blindsight 60'. XP: 226)*

Once the cube is dead, its toxins and acids will become inert within five minutes. At this time, the keyhole can be unlocked (by the blue sapphire key from the pool). It is one of the five locks that must be unsealed to open the gate to the tower in area 7.



### Area 5-7 – Banquet Hall

*You are standing in what seems to be a grand banquet hall. The size and grandeur of this place only serve to amplify its quiet emptiness.*

If all 5 locks have been unlocked, a swirling, misty black portal will appear at the southern end of the room. This is the entryway room 1 of the Tower.

## The Tower

The tower itself is twelve stories tall, with each room taking up an entire floor.

### Area 6-1 – Clock Tower

*In an instant, you have appeared in the center of a large round room. The floor is covered in mosaic tiles of black and white. In the center of the floor, there is a large design of two enormous black arrows (one larger than the other) superimposed on one another (they are both pointing directly at your entrance). All around the room are a dozen doors, each decorated with a large black iron numeral. They are numbered 1-12 (you are standing at door #6). Upon the floor, there appears to be a message written in Common script; however, it seems to be nothing more than gibberish.*

The message on the floor is included in Player Handout #2. It is a cryptogram – a code in which one letter of the alphabet is substituted for another. Give the handout to the players, and give them a chance to solve the puzzle. They have 30 minutes (of real time) before the room starts to suddenly move. The message should translate to: “*Even a broken clock is right twice a day*”. The implication is that the way out of the room

can only be accessed when the clock strikes a certain number – in this case, twelve. At noon and midnight, the PCs will be able to open door 12 and enter Egarim’s Tower. At any other time, it cannot be opened.

After 30 minutes have passed, the entire room will begin to rotate, making a terrible rumbling sound. The arrow will seem to switch from pointing to door number 6 to door number 7. At that time, the PCs will hear a very loud bell chime twelve times. Every hour, the room will rotate again to the next higher number, but always chimes twelve times.

The only door that can be used to leave the room is door 12. This door can only be opened when the arrows in the middle of the room are pointing at it, however (basically at noon and midnight).

Each of the other doors holds a nasty surprise for anyone who tries to open it. Consult the chart below to see what happens:

Door	Result of Opening
1	Electrocutes opener, does 6d6 electrical damage CL 6 Constitution save for half.
2	Poison Gas in a 20’x20’ cloud. Does 6d6 poison damage CL 6 Constitution save for half.
3	Flaming jet blasts in a 20’ cone. Does 6d6 fire damage CL 6 Dexterity save for half.
4	Doorknob grabs the opener, CL 6 Strength save to break free, take a 1d4 points of damage each failed save.
5	Webs fill a 20’x20’ cube by the door. CL 6 Strength save is needed to break free.
6	Door is really top of a mummy’s sarcophagus!
7	Door releases a gibbering moulder.
8	The door is stuck. Make a CL 0 Strength save can be used to push it open. However, it opens to an empty shaft 50 feet straight down (5d6 points of damage). A CL 0 Dexterity or Wisdom save (player’s choice) prevents the PC that opened the door from falling in.
9	A rust monster is released from its prison!
10	A skeleton comes out, but it is dressed in rich purple robes, carries a wand, and has an elaborate crown on its head. It has also been enchanted with a <i>ventriloquism</i> spell, to make it seem as if it is chanting a spell (PCs should jump to the conclusion it is a lich). The outfit is nothing more than a worthless costume – CL 6 Intelligence to notice.
11	A flock of 12 stirges pour out of the doorway, and begin attacking the party.

If the PCs attempt to open door 12, it will not budge, unless it is noon or midnight. At that time, the bells again chime 12 times, but this time, the arrows in the floor are pointing at door 12. It then opens on its own, revealing a shimmering dark portal. A voice fills the room: “You have proven worthy guests. Enter my domain if you dare!” If the PCs enter the portal, the room around them will fade away, and they will find themselves ascending a winding staircase into room 6-2.

**Mummy** (*This lawful evil creature's vital stats are 7d12HD, AC 20. Its primary attribute is physical. Its slam attack deals 1d12+mummy rot. Its special abilities include despair, mummy rot, darkvision, fire vulnerability, subject to raising and have undead traits. XP: 1070*)

**Gibbering Moulder** (*This neutral creature's vital stats are 4d8HD, AC 19. Its primary attribute is physical. It has 6 attacks by bite (1d3 points of damage) or spittle. Its special abilities include gibbering, spittle, blood drain, engulf, amorphous and darkvision 60'. XP: 240*)

**Rust Monster** (*This neutral creature's vital stats are 5d8HD, AC 18. Its primary attribute is physical. It attacks with its antenna's rusting touch. Its special abilities include darkvision 60' and rust. XP: 285*)

**Skeleton** (*This neutral creature's vital stats are 1d12HD, AC 13. Its primary attribute is physical. It deals 1d3 points of damage by claws. Its special abilities include undead traits. XP: 17*)

**Stirges (12)** (*These neutral creatures' vital stats are 1d6HD, AC 16. Their primary attribute is physical. They attack with a proboscis dealing 1d3 points of damage. Their special abilities include attach, blood drain, agile, darkvision 60' and twilight vision. XP: 207 (total)*)

### Area 6-2 – The Crypt

*You wind your way up the steps to find yourself standing in the entrance of a filthy room littered with cobwebs and grime. In its center, there is a stone sarcophagus, featuring a relief sculpture of a robed man, his hands folded across his chest, a hood shrouding his eyes. Next to this hangs a rope that goes up into the ceiling.*

Pulling the rope will open a trap door in the ceiling, which will send 50 giant rats pouring into the room from portals on all sides. Opening the lid of the sarcophagus will reveal some skeletal remains wearing a robe. On its hand, the skeleton is wearing a ring (40gp value) with a cross on top. A CL 6 Intelligence check will reveal a half inch diameter hole in the bottom of the sarcophagus, with a cross shaped indentation. The ring is a key, which when put in the hole and turned, will cause a secret compartment to open in the sarcophagus, revealing a rod of lordly might.

**Giant Rats (50)** (*These neutral creatures' vital stats are HD 1d4, AC 13. Their primary attribute is physical. They bite dealing 1d2 points of damage. Their special abilities include twilight vision and disease. XP: 150 (total)*)

### Area 6-3 – The Chapel

*You find yourself standing at the entrance of what appears to be a chapel. A stained glass window depicting a legendary battle adorns the left wall, shedding a tinted light upon the floor. Ahead, there are two rows of solid oak pews. The far end of the room has an altar upon a dais. Though it does not look recently used, the room is immaculately clean, and the sweet, heavy smell of incense still clings to the air in here.*

There is a secret door in this room, in the floor, outlined by the moon/sunlight that comes in through the window (CL 3 Wisdom to find). The trapdoor leads down to a small cellar, where there are several casks of wine. The wine has been enchanted, and drinking it during the day causes it to function as a *cure light wounds* spell. Drinking it at night causes it to function as the reverse form of *bless* upon the drinker for 1 hour. If the wine is put into a flask and drunk later, its effect will depend on the time of day.

### Area 6-4 – Trophy Room

*This room holds a vast array of curiosities. Along one wall, you see the head of a great red dragon, mounted on a plaque. Held fast in its jaws, is the head of a knight in a visored helm. Adorning another wall, is a broken spear pinning a desiccated corpse to the wall. A pair of crystalline slippers hangs on a hook directly above a framed pressing of a dried fairy under glass. There is also a wolf-skin rug, directly above a picnic basket. Directly above the rug, is an axe hanging upon a hook. Near the fireplace, is an old antique spinning wheel.*

The spear is a magical *spear of vampire hunting*. Its magical effect is that it ignores all penalties for staking a vampire through the heart. If the PCs are foolish enough to remove the spear from the corpse's heart, the vampire will immediately awaken and attempt to feed (CL 5 Wisdom check or be surprised by this). Hopefully, they will think to use the spear. Note, this vampire is significantly weaker than a fully fed one, and thus, lacks many of its normal abilities.

**Weak Vampire** (*This chaotic evil creature's vital stats are 8d12HD, AC 20. Its primary attributes are mental and physical. Its slam attack deals 1d6 points of damage. Its special abilities include blood drain. XP: 506*)

The picnic basket is in truth, a *basket of holding*, which acts almost the same as a *bag of holding*, apart from it being rather cumbersome, having an encumbrance rating of 2 (however, everything inside has zero encumbrance). The axe is a +1 axe, +2 vs. wolves. This includes all magical varieties of wolf.

The spinning wheel is actually not a cursed item, but instead, a *wheel of fortune*. Any person who says they desire to use it, roll a d6. After rolling, tell them "okay nothing happened that time, do you want to spin it again?" Each time they do, roll another d6, with the same result, regardless of the roll. After 10 such rolls, the wheel breaks. However, award the person who spun it, XP equal to the total of the d6 rolls.

The glass slippers magically conjure a set of clothes of whatever the wearer desires. This enchantment lasts until midnight, the slippers are taken off, or the clothes are removed, whereupon the clothes disappear. The slippers cannot be reused until noon the next day.

### Area 6-5 – Vertigo Room

*There is a sparkling prismatic pinwheel design on the floor of this circular room, with mirrored ceilings and walls. Apart from the door you entered, there are three others. As soon as the last among you has entered, the floor, begins to spin with increasing speed. You hear a deranged chuckling voice echo, “Enjoy the ride!” You are beginning to feel a bit dizzy!*

Leaving this room requires a CL 3 Dexterity check combined with an Intelligence check to leave through the right door. Have the PC choose which door they want to leave (door 1-4, 4 being the one they came in). That PC must make a CL 2 Intelligence check to actually choose the right door. If the check fails, roll a d4 to decide what door they moved to. Each round that the PC is in the room, he or she must make a CL 4 Constitution check, or feel nauseous, taking a -2 to all dice rolls. If they fail three Constitution checks, they pass out for 1d20 rounds. Note that using ropes tied to the outside, levitating, or flying will make getting through the room much easier.

Door 1 leads to a portal teleporting the person entering it to the Library, room 1.

Door 2 leads to a portal teleporting the person entering to the Garden, area 1.

Door 3 leads to a stairwell going up to the next level.

Door 4 leads to a stairwell going down to the previous level.

### Area 6-6 – The Mightiest Army

*You ascend the stairs to see an entire platoon of goblins assembled in close order, armed and ready for your approach. As you begin to prepare for the ensuing melee, the band prostrates themselves before you, making pitiful whining sounds in their native tongue...*

The goblins are trying to surrender. If any PCs speak goblin, they can figure this out. The goblins were brought here by Egarim for his sheer sadistic amusement, as no creatures this weak belong this high in a dungeon like this! If the PCs spare the goblins, they will pledge fealty to them, and will tell the PCs the secret of the next floor *“The bridge you see is fake. Kills you it does. Safe to walk when bridge is gone.”* They will also state: *“Look out for the tiger above that! Eated three of us it did!”*

If they spare the goblins, award any Lawful, or Neutral Good PC 200 XP for accepting a surrender in good faith. Neutral characters get 100 XP. If the PCs decide to kill the goblins use the stats below.

**Goblins (20)** *(These chaotic neutral creatures’ vital stats are 1d6HD, AC 15. Their primary attribute is physical. They deal 1d6 points of damage by shortsword. XP: 10 per goblin +1 per total HP)*

### Area 6-7 – A Bridge Too Far

This room is different depending on whether it is day or night. The room opens across a chasm that falls 50’ down. At the other

end, is a doorway. During the day, there is an illusion of a bridge leading to this doorway at the other end of the room. A PC attempting to cross this bridge must make a CL 5 Intelligence check, or fall into the chasm. At night, the bridge materializes – but it is invisible! It will take a great deal of poking around and “checking” to discover this. *Detect invisibility* would also help. Unless the bridge is somehow “revealed” (throwing paint or sand on it, etc) anyone attempting to cross it must make a CL 0 Dexterity check or also fall (they lose balance because they cannot see where to step).

On the back of the door entering this room, there is a tiny brass plaque that reads, *“Twas once a bridge of moonbeams made, that is yet cannot be, by light of day, its form will fade, trust what eyes don’t see.”*

### Area 6-8 – Were-tigress’ Lair

This room is the lair of a were-tigress, who is also one of Egarim’s lovers. She will converse with the PCs for a while, pretending to be a prisoner within the tower. When she has gained their trust, she will turn on them, and attack. Read the following description as the PCs enter:

*“Before you is a richly appointed room, adorned with silks and smelling of incense. At its center is a beautiful red-head dressed in purple silks and gold buckles, laying on her side upon a divan. Opal eyes widen and drink you in for a moment before words flow like honey from her ruby lips.*

*“Hello. My name is Ophelia, and I am a prisoner here in the tower. I am under a curse, and I cannot leave this room. Can you do anything to help me? Do you have any news that might bring me hope that I might leave this wretched place?”*

Of course, Ophelia has no desire to leave the tower. She is not imprisoned here in any way, but will pretend that she was brought here a few years ago by Egarim as “decoration”. She claims that she has grown weary of these ornaments and attentions, feeling more as his pet than a person here. This is just a ruse to make the PCs let down their guard. When they do, she will transform into a tiger and attack. Anyone failing a CL 10 Wisdom check is surprised!

Were-tigress *(This neutral creature’s vital stats are 6d8HD, AC 16. Her primary attribute is physical. She has 2 claws dealing 1d4 points of damage and a bite dealing 1d6. Her special abilities include rake, twilight vision, curse of lycanthropy, immunity to polymorph attacks and susceptibility to silver (double damage). XP: 450)*

**Treasure:** there is a gold, emerald encrusted snuff box (worth 400gp) in the room.

### Area 6-9 – Which Door is the Right Door?

*You now stand in a room with a black and white checkered floor, and a pair of intricately carved stone doors. Each door has a face carved on it. They are both incredibly lifelike and totally identical. In an instant, their eyes flash open, and they speak in unison: “One of us always lies, the other never false; One door’s opener surely dies, the other safely walks; One*

*question you may ask of us, to tell the safest way; But trust not the word of the two-faced door whose words were meant to slay". The doors then cease their speech, awaiting your single question.*

The PCs must choose a single question to ask one of the doors (or both if they wish). As soon as one question is asked, the door asked will immediately answer and then freeze again. The door to the left is the safe door, and the door to the right is the death door. The door to the left always lies, and the door to the right always speaks truthfully. Anyone opening the door to the right must make an immediate CL 6 Constitution save or die instantly. A successful save causes the opener to be drained of 2 energy levels, but survive. This door also leads to nowhere but a blank wall.

The problem with simply asking a door if they are safe, is that the PCs cannot know which door is the liar. However, this can be overcome by asking either door "which way would the other door say is safe". Whatever the door answers, is obviously, the death door.

Opening the left door will reveal a face on the other side of the door, which will frown, "Oh joy... you survived" (it is the lying door after all) as the PCs can safely ascend the stairs beyond.

#### **Area 6-10 – Troll Bodyguard**

*You ascend the stairs to see an enormous, ugly, green and warty troll standing between you and the eleventh level of the tower. It runs its black tongue over rotting yellow tusks, and shambles towards you, intent on a good meal...*

**River Troll** (This chaotic evil creature's vital stats are 7d8HD, AC 16. His primary attribute is physical. Its two claws deal 1d4 points of damage and bite deals 2d6. Its special abilities include rend and regeneration. XP: 570)

#### **Area 6-11 – Egarim's Chambers**

*Before you stands a man of great power. You feel both cold and hatred emanating from him, enveloping you like a winding sheet. Ram horns protrude from his head, his unfocused green eyes wreathed in white flame. He is dressed in a black and crimson robe etched with numerous geometric designs that play havoc upon your senses. When he speaks to you, his voice is seemingly that of six people, all speaking in unison.*

This is not truly Egarim. It is a clone that Egarim created of himself when he was quite a bit weaker, to defend his palace in case of intrusion. The clone has all the memories and abilities that Egarim had about twenty years ago. He also has no notion that he is a clone, nor will there be any means for the PCs to discover this.

**"Egarim"** (He is a 10th level human wizard. His vital stats are 10d4+10 HD, AC 17. His primes are Dexterity, Constitution and Intelligence. His attributes are Strength 10, Dexterity 16, Constitution 13, Intelligence 18, Wisdom 10, Charisma 13. He carries a Staff of Striking+2 does 2d6+2 damage (using a charge each time; it has 30 charges); robe of scintillating colors (Wisdom save when seen or be dazed 1d4+1 rounds) +10%

*concealment per round it is on (max 50%), usable 10 rounds per day. bracers of armor +5. His spells prepared: hold portal, shield, magic missile x2, shocking grasp x2, acid arrow x2, mirror image, ray of enfeeblement x2, fly, fireball x2, haste, fire shield; minor globe of invulnerability; resilient sphere, faithful hound, summon monster. XP: 1,350)*

**Tactics:** The very first thing that Egarim will do is cast *haste* upon himself, increasing his AC to 22, and enabling him to make an attack each round with his staff in addition to casting spells. As soon as the PCs see Egarim, they must save against the effect of his robe (see above). The following round, he will cast *fire shield* to discourage melee attacks against himself. On the third round, he will cast *minor globe of invulnerability*. Round four, he will cast *summon monster*, calling a pair of owl-bears to his aid. Round five, he will cast *faithful hound*. Round six and beyond he will begin using various other spells.

**Owlbears (2)** (These neutral creatures' vital stats are HD 5d10, AC 15. Their primary attribute is physical. They have two claws dealing 1d6 points of damage and a bite dealing 2d6. Their special abilities include improved grapple. XP 610)

#### **Area 6-12 – Return of the King**

*This room is bathed in a bright white light, emanating from a fist-sized crystal set upon a pedestal in the room. Within the crystal, you can see swirling mists and pulsating lights. Slowly, the mists congeal and form a face. It is the face of a man, who appears to be in his forties. He looks into you and speaks. The words echo not off the walls of this chamber, but within your very mind.*

*"Thank the gods! It has been many long years that I have been imprisoned within this gem! I came believing that I would thwart Egarim and restore the light to my land. However, he deceived me and I was trapped herein. The mad mage cackled that with my disappearance, soon my people would beg him to return and lift the curse. After many years, he grew tired of their stubbornness.*

*He came before me, laughing, claiming that if he could not make my people bend the knee through terror, he would win them over with love. He informed me that my beloved sons were engaged in a civil war for my throne, and that he was going to decide the winner and save the kingdom. Right there before me, he transformed into a young man, referring to himself as "Vale". He claimed that he would offer his service to my son Heralgran, end the curse of darkness, and seat himself upon the throne beside my daughter.*

*I pray nightly that this is not true, that it was just the boastings of a lunatic, but the look upon your countenance tells me that this is indeed so. If that be the case, we must ensure that Vale is brought to justice, and that the rightful ruler is once again upon the throne. I beseech you, return me to my son. He will be able to decipher a means to free me from this prison. I promise, if I am freed, and my kingdom restored, you are all to be richly rewarded.*

# Aftermath

After finding the king's crystal prison, the PCs will need to bring it back to Lucindo in order to receive their payment. For the time being, Lucindo's top magicians and clerics will be examining the device, in order to divine how the king can be freed. This could take quite some time. In the mean time, Lucindo will give the PCs their promised payment (if any) and also give one among them an enchanted seashell. If Lucindo has need of the PCs in the future, he will use it to contact them. He is sure that no matter what the sages discover must be done to free his father, it will be dangerous, and requiring people of the skill and strength of the PCs to accomplish it!

## Player Handouts

*Player Handout #1*

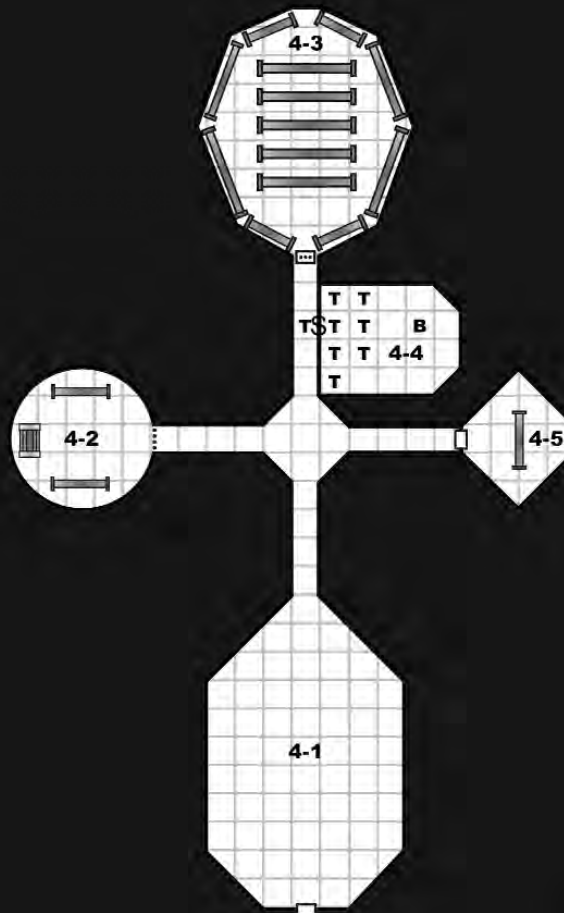
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*Player Handout #2*

**RBRM S**  
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**TOHJY**  
**YEOVR S**  
**FSU**

# The Library

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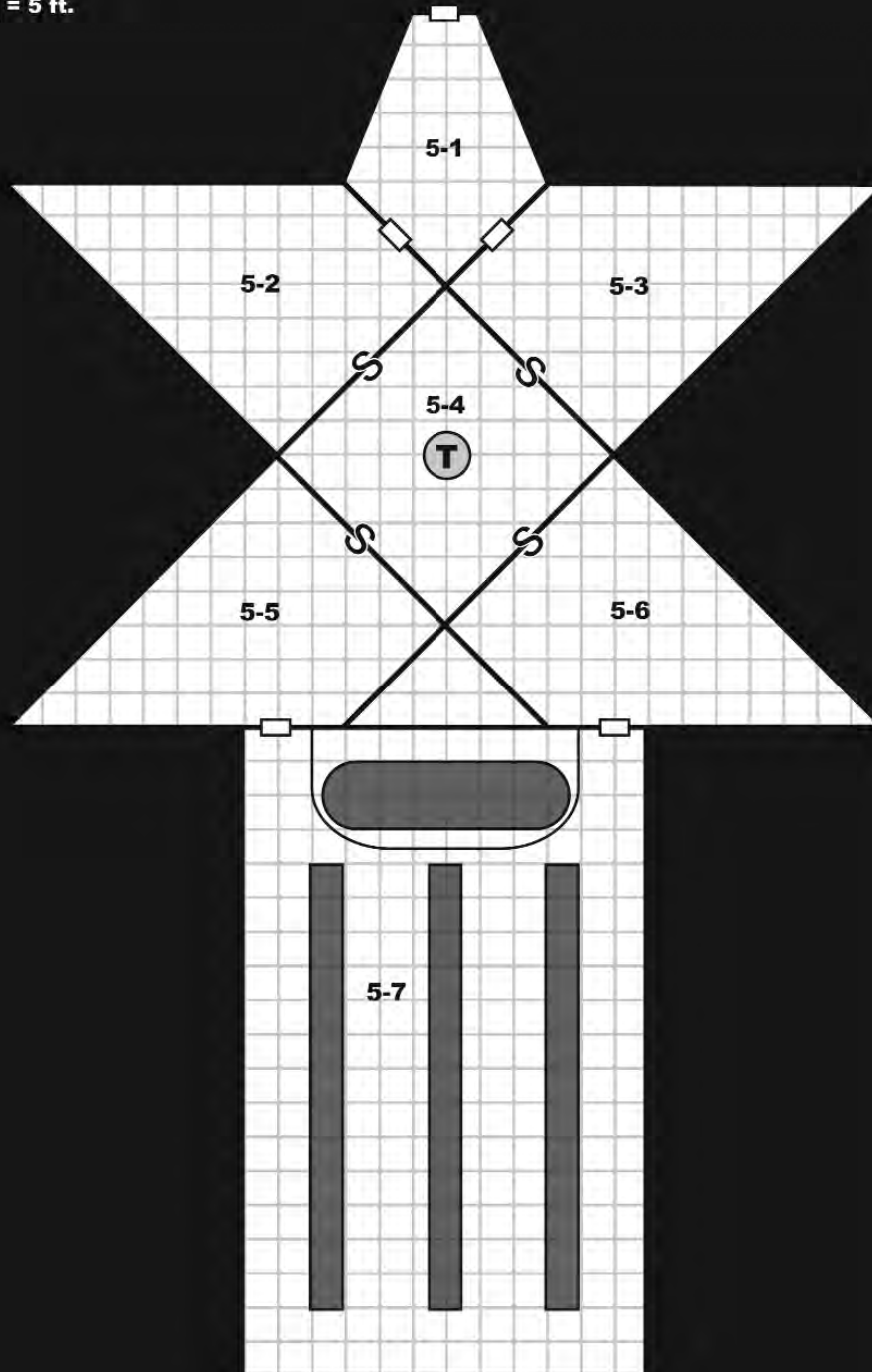


- = locked door
- = chest
- = areas hit by frost jet trap
- = boro's hiding place
- = portcullis trap
- = bookshelf

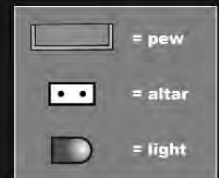
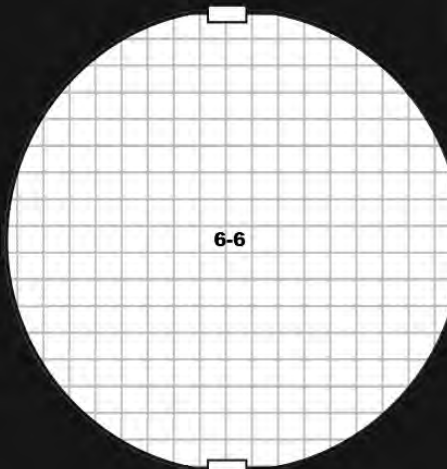
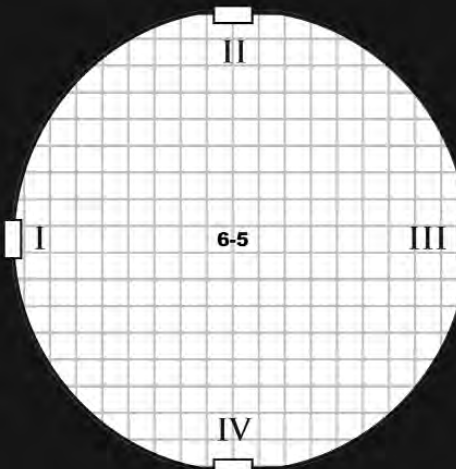
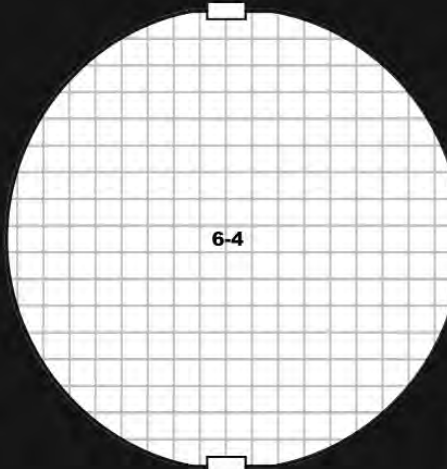
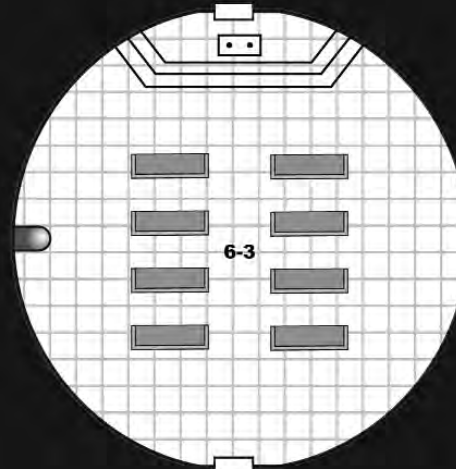
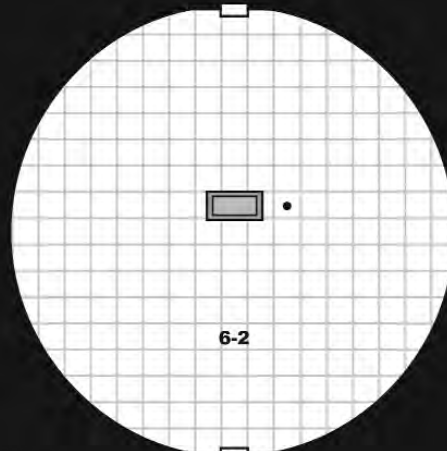
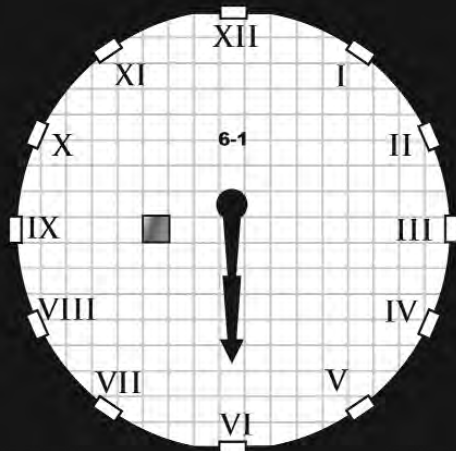


# The Grand Hall

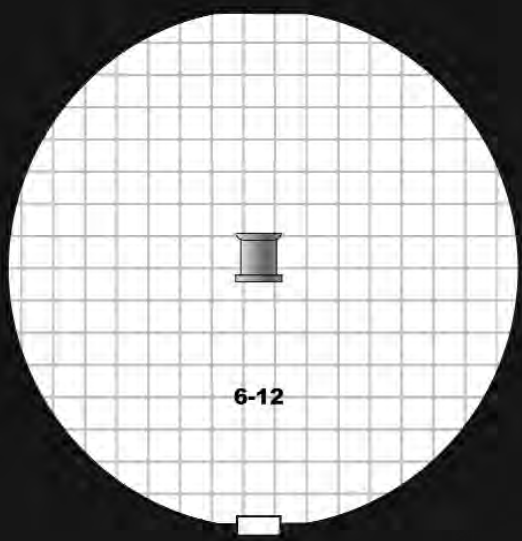
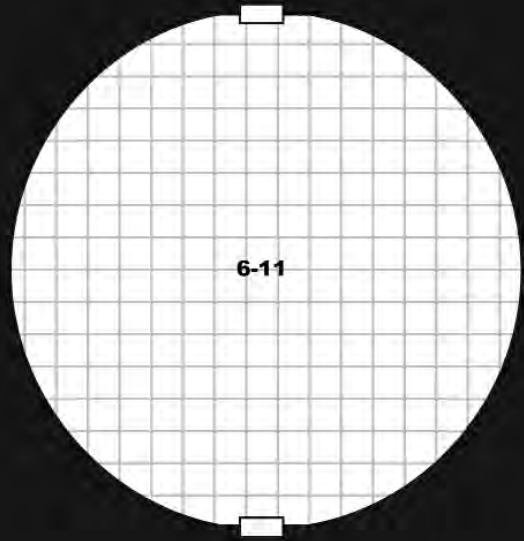
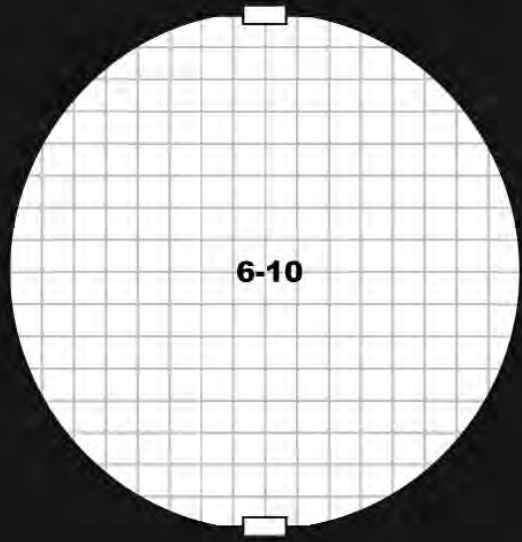
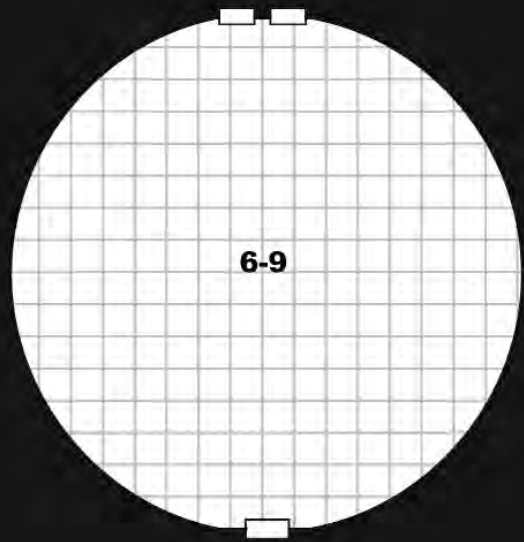
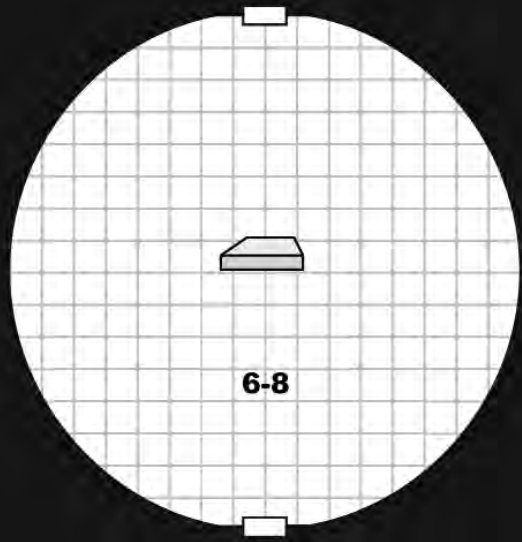
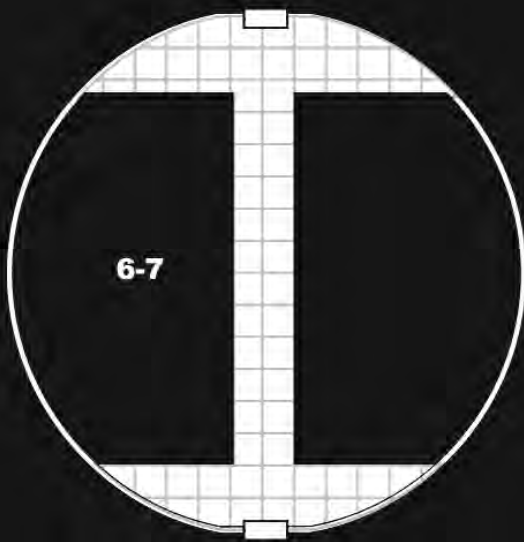
□ = 5 ft.



# The Tower



[square] = 5 ft.





# Alea lacta Est

*The Kellerwald*

*This book requires the use of the  
Castles & Crusades Player's Handbook®,  
published by Troll Lord Games®.*

*The Prince has hired you to find his father, gone these  
past twenty years, his soul trapped in a gem atop a tower.  
You must venture across a vast swamp, find your way into  
the tower, and retrieve the gem from the Palace of  
Shadows. But a twisted menagerie of fell beasts and foul  
magics await you inside....*



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