



ARDUIN DUNGEON #2

Design Rating: Character Levels 1-4



THE HOWLING TOWER

by DAVID HARGRAVE

Compatible with Most Fantasy Role-Playing Systems

HOWLING TOWER TRAP MATRIX (con't)

Trap Designation	Type of Trap	Description of Trap
Y (con't)		to attacks of the sonic sort which do quadruple (4 times normal) damage! It will also flinch back from and not go near loud noises of any type. It can and will use magik of up to third level (preferring spells of pain and flame). It will use magik on a 5% chance each melee round in addition to its other attacks that turn, however it never uses more than five spells of all types each day.
Z	Floor, a 20' square	This section of floor is a teleportation pad that works 95% of the time, but only when four or more people are on it at the same time. It resets in 24 hours, but the destination is always different. (It sends those on it to a random room in the dungeon).

OPENING COMMENTS

This dungeon was deliberately constructed as a moderately dangerous low level adventure. For those of you requiring one of greater hazards (but as much fun!) you can purchase my first dungeon: CALIBAN.
Remember also that each new adventure will have all new treasure and artifact cards as well as at least eight new monsters. Speaking of which, the below codes will help you understand those cards completely.

IMMUNITY CODES

(The presence of any of these codes indicates that the creature is 100% invulnerable to anything represented by the code.)

- | | |
|--------------------------|----------------|
| FR = FEAR | CH = CHARM |
| F = FIRE | CF = CONFUSION |
| SL = SLEEP | C = COLD |
| S = SONICS | P = PARALYSIS |
| LB = LIFE LEVEL BLASTING | PO = POISON |
| LD = LIFE LEVEL DRAINING | V = VENOM |
| L = LIGHTNING | A = ACID |

ABBREVIATIONS

- | | | |
|-----------------|-----------------------|------------------|
| HD = HIT DICE | DEXT = DEXTERITY | AC = ARMOR CLASS |
| I = INTELLIGENT | MR = MAGIK RESISTANCE | |

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The artists for this were: Greg Espinoza and Erol Otus, truly remarkable talents!

Special thanks to our fine typist, Michelle McAvoy, without whom none of these works would have come to light, for typing not only this dungeon but Caliban, and soon to be published Citadel of Thunder!

FANTASY GAMERS

For the convenience of Arduin Fans, the following items may be ordered by mail if they are unavailable from your local retailer. Please list the number of each item desired and enclose a check or money order for the total amount. Add 50¢ for postage and handling. California residents add 6% state sales tax. Please make the check or money order payable to *Grimoire Games* and allow 3-4 weeks for delivery. The following are currently available:

The ARDUIN GRIMOIRE volume I	\$9.50 @	Arduin Artifact Cards	\$3.50 @
		24 magik artifacts	
WELCOME TO SKULL TOWER	\$9.50 @	Arduin Weapon Cards	\$3.50 @
Arduin Grimoire Vol. II		24 magik weapons	
The RUNES OF DOOM	\$9.50 @	Arduin Monster Cards	\$3.50 @
Arduin Grimoire Vol. III		24 monsters from the Arduin Grimoire	
CALIBAN Arduin Dungeon #1	\$6.50 @	Arduin Treasure PAK	\$7.95 @
Level 8+		72 combined monster, weapon and artifact cards.	
The HOWLING TOWER	\$6.50 @	Arduin Character PAK	\$6.50 @
Arduin Dungeon #2 Lev. 1-4		24 illustrated Arduin characters. All different with blank stat cards.	
CITADEL OF THUNDER	\$6.50 @	Arduin Character PAD	\$3.50 @
Arduin Dungeon #3 Lev. 5-8		40 blank character statistics sheets.	
DEATH HEART	\$6.50 @		
Arduin Dungeon #4. Combined dungeon and overland adventures. All levels.			

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LEVEL "B"

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M F O U R	This room is entirely of rough, dusty granite from floor to its 45' ceiling. It smells of musty, mildewed clothes and makes people feel "sticky" after being in the room for more than a minute. In the center of the room is an 8' square, closed, wicker basket. In it are 500 G.S., a bundle of 24 magik arrows (+2 to hit) and a beautiful silver chalice studded with garnets, opals, peridots and amber (value: 2,000 g.s.). Any wine put in this goblet will have all poison instantly neutralized. It is called "The Kings' Friend"	There are four guardians, all 3+1 HD, 27 HP, AC 3 Morghouls with 19 dexts. They move 90' per turn and get two claws for 1D8 each and 1 bite for 1D6 each turn. All hit are paralyzed and rot for 1 point per turn thereafter. See AG I for more details.
R O O M F I V E	The entire room is of deep blue marble with gold flecks throughout. The 50' ceiling is highly polished but the floor is very dusty. Against the center, south wall sits a 9'x6'x4' dull iron chest containing 750 gold crowns, 7,250 s.p. and a large blue ceramic jug (1 gallon). Its stopper is sealed in red wax which has a 7 pointed star as a seal imprinted upon it. It is actually 100 one hour doses of a "Potion of Absolute fear protection." Once drunk, a person is totally fearless as long as its effects last.	The sole guardian is an 8+1 HD, 72 HP, AC 2 (he's wearing chain armor), dext. 12 "sand giant." (also called "dune giants") he strikes once per turn at plus eight (+8) to hit for 2D8 plus his weapons damage which is a 6' long spiked maul. He is 12' tall and not unhandsome, however, he is totally insane and hates everyone and everything! KILL!
R O O M S I X	The entire room, from floor to 40' ceiling is of dull, tarnished copper. The air smells strongly like pine needles. Phew! In the north west corner is a 6' steel cube-like chest containing 1,700 gold crowns and 300 platinum coins as well as a +3 to hit, dumb but true chaotically aligned battleaxe called "Cruncher." Hanging from the ceiling (25' rope) invisibly is a sack with a 60' spider silk rope ladder and a scroll of seven (7) spells (each are 3 uses each) of a random choice of the 3rd level.	The guardians are all 4th level warriors in chain armor with shields. Each is 4+1 HD, 38 HP and have 15 dexts. Four have broadswords and two have maces (there are 6 total). Each is wearing a pear-shaped onyx amulet that allows the wearer to ignor (no damage!) any one "critical hit". It only works once and automatically then becomes unmasked. These warriors are all chaotic evil and have a "Spell of the Lust for Killing" on them, thus they are berserkers. All their attacks are at +8 to hit.

LEVEL "B"

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M S E V E N	The entire room, from 60' ceiling to its dusty floor is of Black Basalt. The sole treasure is a magik heavy crossbow called "Thunder Child." It is +5 to hit and all bolts fired from it become magik. It has an intelligence and ego of 10 each, speaks: law, neutral and chaotic and thrice per day can cause any bolt it fires to explode in a 4D6, 6' diameter sonic blast (ThunderClap). Boom! This weapon is in the secret compartman in the north wall. Suspended from the ceiling is a 30' rope which has a blood-stained sack tied to it. In it are 48 pairs of very old to very new pairs of eyes! Guess where they came from!	The guardians are a pair of 5+1 HD, 45 HP great white apes. Their AC is 5 and they move 90' per turn. They get 2 claws per turn (at +4 to hit) for 1D10 each and if they both hit they can bite for 1D8 more that turn and "squeeze" for 3D6 each turn thereafter. These creatures are 100% immune to cold, fear and paralysis. Fire does double damage to them.
R O O M E I G H T	The entire room, except the 45' ceiling which is of white marble, is shiny blue mosaic tile, inlaid in beautiful swirling patterns. In the triangular niche in the south wall the following treasure is stacked: 1800 loose s.p. and 200 g.s. as well as a round, wooden +1 shield and a small wooden box of (8 sticks) magik chalk. This chalk is used to blaze a trail, leave warnings, etc. in dungeons. However only the person who writes with it can see what's written! Each stick is good for 40 uses.	The sole guardian is a beautifully made silver polished steel mechanical tiger. Its AC is 2+1 and its dext. is 18. It moves 90' per turn and roars and growls mettalicly as its eyes glow redly. It gets 2 claws for 1D8 each (at +4 to hit) and 1 bite for 1D12 each turn. It is 6+1 HD and 54 HP. Lightning has a 50% chance of reflecting harmlessly off it as do all missile attacks!
R O O M N I N E	The entire room, floor to 18' ceiling is of pearlescent quartz, all shimmery and twinkling in the pale rose colored light that fills the room to 2/3's day light brilliance. There is a smell like roast turkey in the room. Yummy! In the center of the room is a 9'x7'x6' brass bound oak chest containing 36 bars of gold (yep, this is a biggie!) each weighing 1,000 ounces (that's 2,250 lbs). That's the sole treasure, but lets see you carry out those 62 1/2 lb. bars of gold! The guardians are in the chest.	There are six (6) 1+1 HD, 10 HP, -ext. 20, AC 6 guardian wolf spiders in the chest. These cat-sized creatures move 90' per turn and can leap 18'. Their bite is 1D3 but their venom paralyzes all (-2 save) and does 3D8 damage. They zip along the floor and ceiling, ricocheting off walls and continuously attack! Attack! Attack!

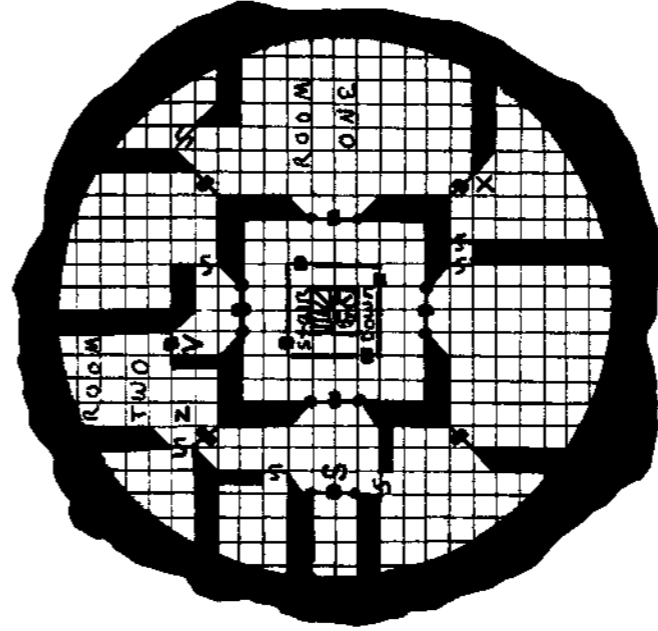
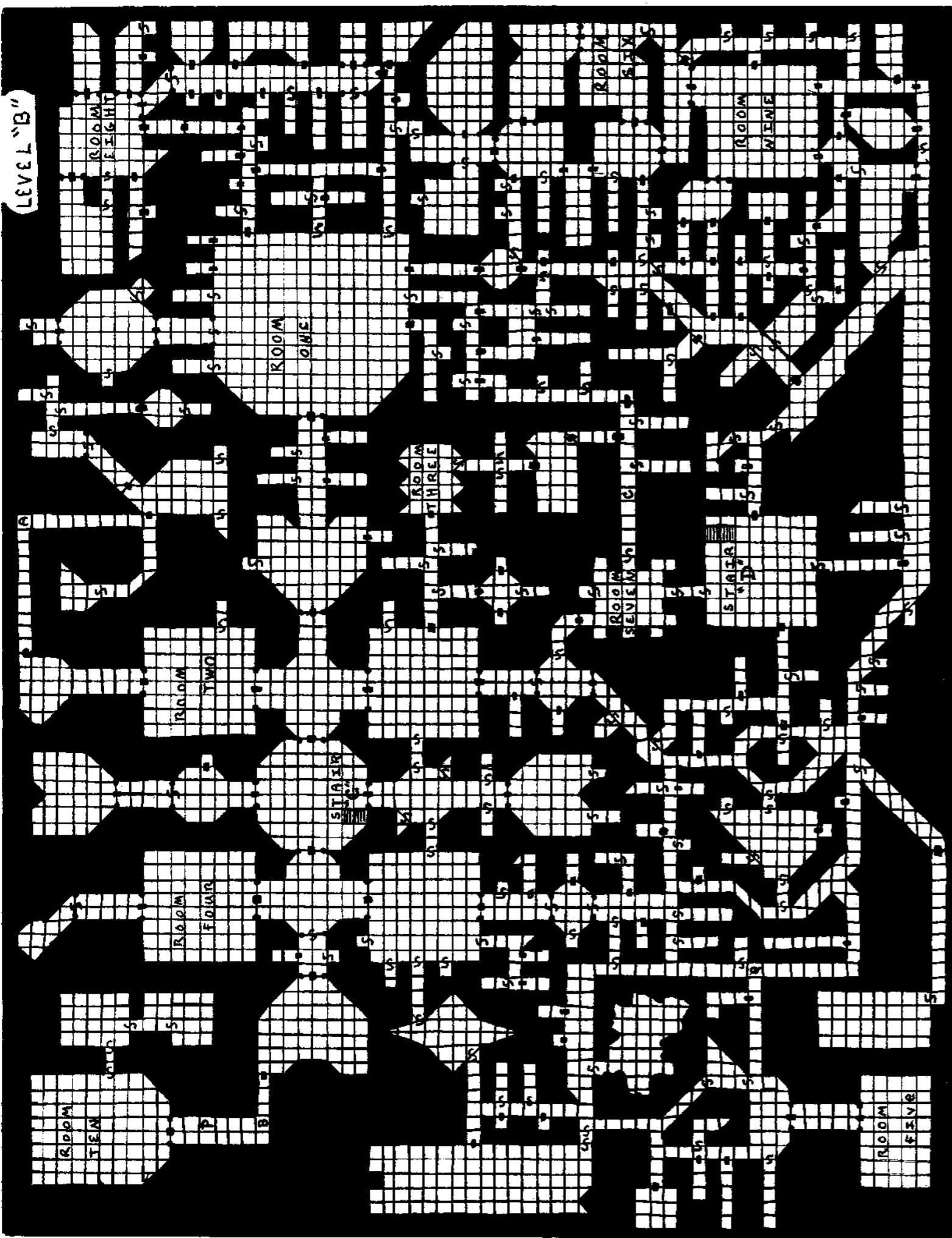
LEVEL "B"

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M T E N	The entire room, floor to 20' ceiling is of a dark green, rough and jagged glass. A fall does 1D4 cut damage! Watch you step! In the corner (northwest) is a 9'x8'x8' bronze chest containing a disassembled magik light Dart Engine. It weighs 640 lbs. total and is +4 to hit. Also there are twelve +2 to hit 6' long catapult bolts. That's the sole treasure!	The sole guardian is an even two dozen skull warriors (<i>free willed</i> skeleton warriors) each with a shield. All have an AC of 6 and dexs of 15 and all can move 100' per turn. Eight have scimitars, 4 have 7' spears, 4 have hand axes, 4 have short swords, and 4 have tridents. Each gets one attack per turn for 1D4 or by weapon type (which is at +2 to hit). They all have gold coins for eyes.

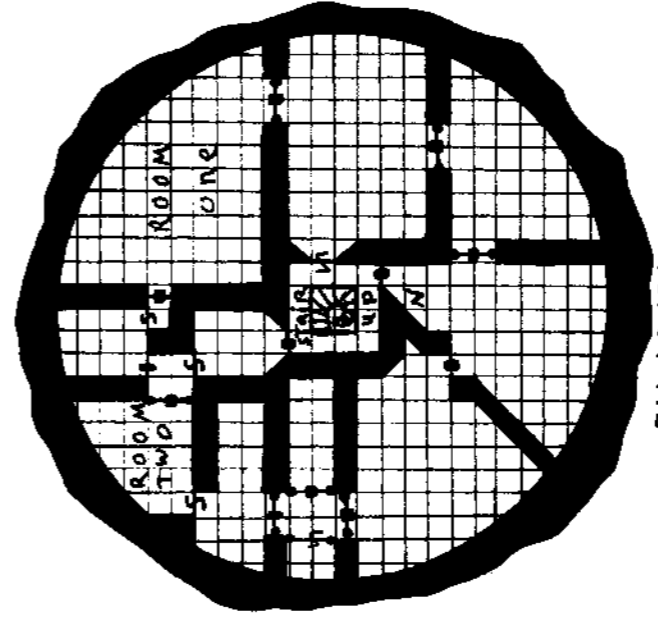
LEVEL "B"

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M O N E	This huge room (150' ceiling!) has walls of deep red carnelian, a floor of shiney steel and a ceiling of thick, clear quartz. Behind the Quartz is molten lava which casts an eerie flickering orange-red glow (2/3 day light) into the room below. Carefull! The treasure is in the secret room on the northwest side of the room. It consists of "The Heaven Harp" (see appropriate card), 30 leather sacks of 250 s.p. each, a small pouch of 27 fire opals (1/2 carat each), a suit of +3 chain armor (no helmet, gauntlets or boots) that fits all humanoids 6'-6'2" tall and 180 to 200 lbs and a pair of scrolls. One has a clerical "Raise dead fully, all elves" (1 use only) and the other is a very bad curse that causes the reader (it's for Mages) to become (<i>no save</i>) only one half (1/2) his or her height! <i>This is permanent!</i>	Circling high above are the seven (7) guardians. They are 4+1 HD, 36 HP, AC 5, and dext. 18 SKYRAYS. Each gets one tail slash at +4 for 1D8. They move 240' per turn and attack instantly all who enter the room or who attack them. See AG I for "Deathspore" facts.
R O O M T W O	The entire room is of pale golden sandstone from its smooth floor to its crumbly 18' ceiling. The air is thick with a cloyingly sweet Honeysuckle smell. The treasure is behind the secret door in the east wall. It consists of 18 leather sacks of 1000 copper pennys each, a pair of "Boots of Bouncing" (which allow the wearer to "bounce" once each turn up to 60' <i>straight up!</i>). and a magikal light crossbow called "ALYDAX" that is +3 to hit. There is also a case of 30 silver-tipped, <i>non-magikal</i> bolts.	The guardians are a pack of wild African (Razorback) dogs. There are 24 of them, each is 1+1 HD, 10 HP, AC 7 and dext. 15. They move up to 150' per turn and can bite for 1D4. The leader (the 25th dog) is 3+1 HD, 27 HP, AC 6 and has a dext. of 17. He can bite for 1D6 and move up to 180' per turn. If the leader is killed there is a 10% chance, increasing 5% per turn thereafter, that the pack will flee.
R O O M T H R E E	The floor and 20' ceiling are of bright orange painted granite. The walls are of bright scarlet painted limestone. In the center of the room is a 9'x5'x4' polished copper chest containing 7200 s.p. and 800 gold crowns. In a hole <i>under</i> the chest is a dumb, no alignment, 8' halberd called "ORODRYN" that is +1 to hit, but +8 to damage, as well as a pair of yellow suede gloves keyed for women only that give the wearer +3 dexterity.	The sole guardian is a "Red Troll." It is 9' tall, has an AC of 4, a dext. of 10 and can move 120' per turn. From his clawed feet to his pointy-eared head this bright red thing <i>IS UGLY!</i> YUCK! It is 100% totally fire proof and regenerates at one (1) point per minute. It gets <i>either</i> one claw for 1D10 or one bite for 1D8 each turn. Those bitten have a 10% chance of being paralyzed (no save). It hates cold which does double damage to it.

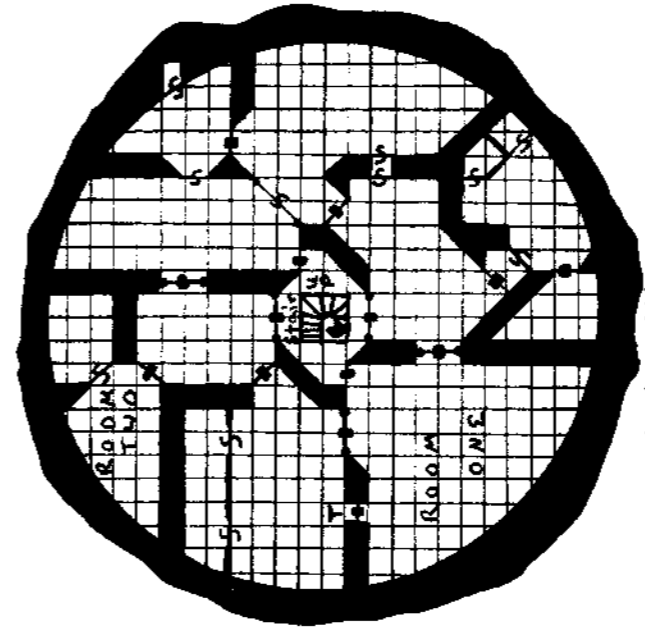
LEVEL "B"



TOP LEVEL

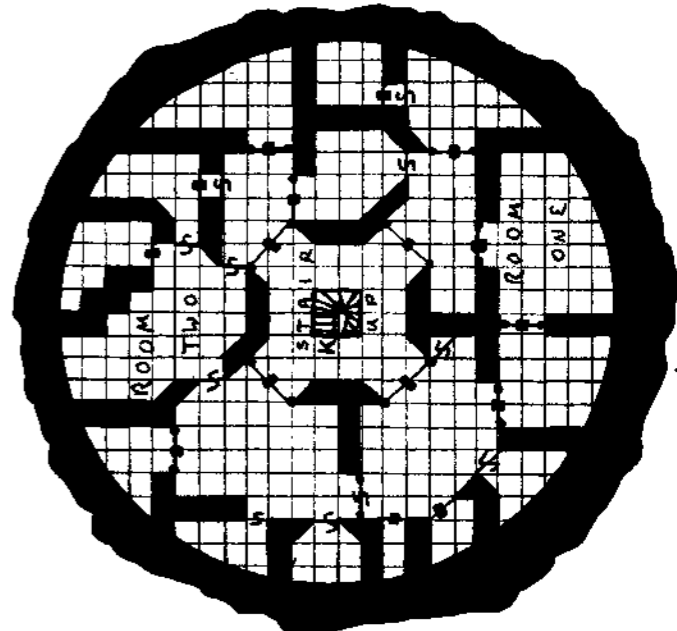


5th LEVEL

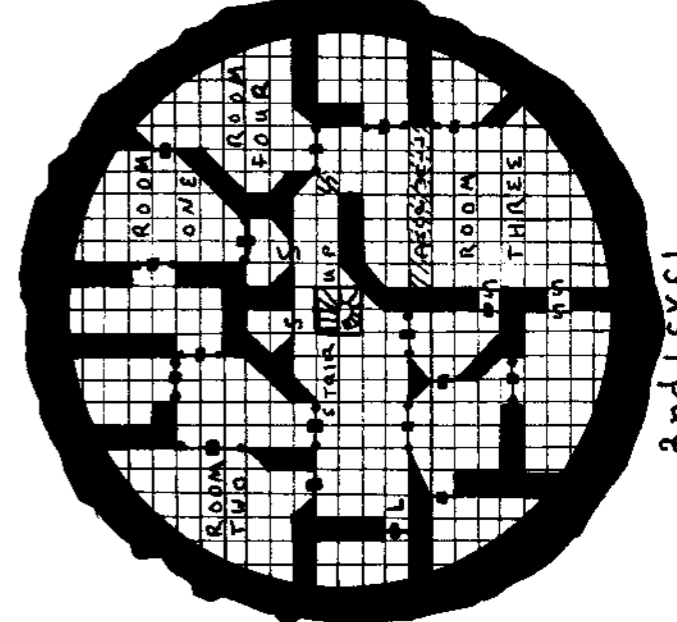


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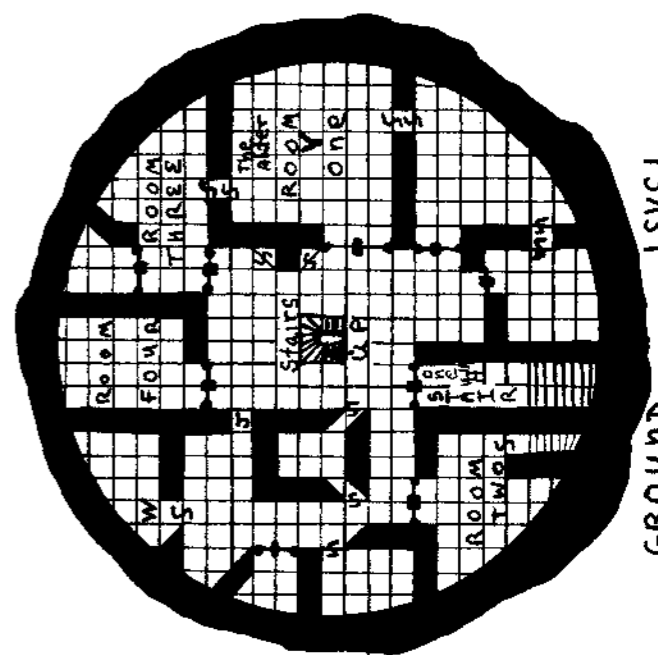
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3rd LEVEL



2nd LEVEL



GROUND

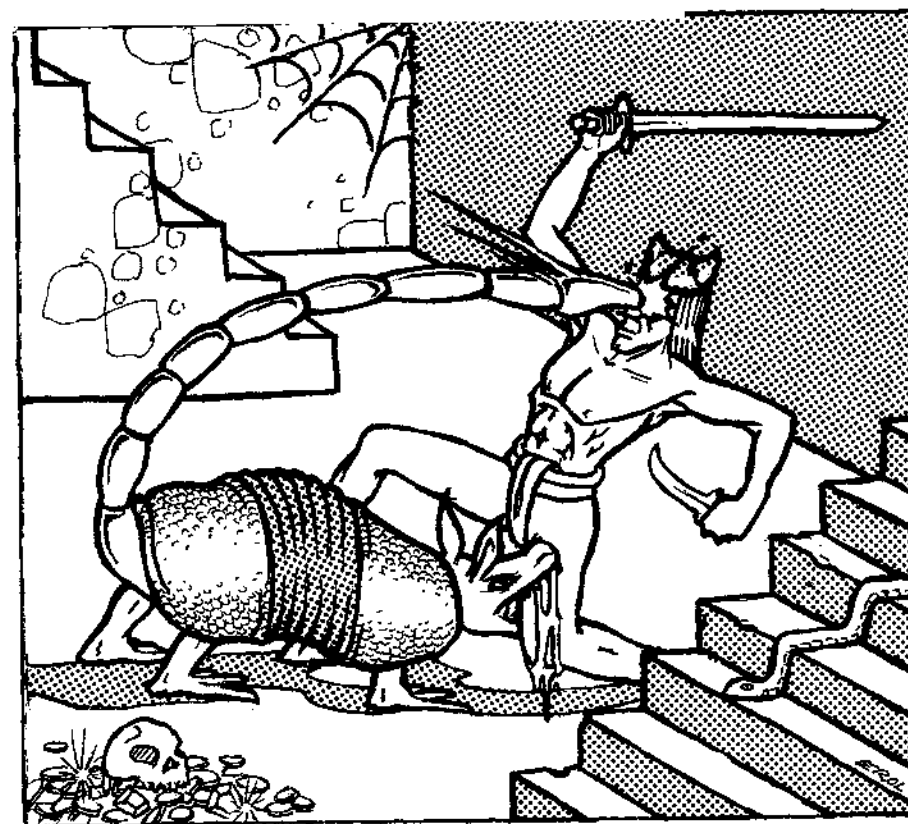
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TOWER GROUND LEVEL

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M O N E	<p>This is "The Temple of the Demon Toad" (see illustration) and is all of black marble. The room is lit by the alter flames in an eerie flickering green glow of 2/3 daylight intensity. It smells heavily of a sweet incense and herbs. The treasure is piled at the "God's" feet and is hidden by the glare of the green flames which leap 15' into the air. The main treasure is "The Orb of the Eldest Dragon" (see appropriate card) but also there are 13 assorted leather bags, boxes and baskets with some 39,870 g.s. worth of gems, jewelry, coins etc. The only other magik item there is a gold urn filled (it has a stopper) with 30 one hour doses of 100% fire resistance. There is a 50' ceiling.</p> <p>The room is completely built of dull red bricks, floor to 15' ceiling, and is lit by a flickering oil lamp place- 7' up each wall (1/2 daylight). There are wood chairs, small 3' square tables, shelves and the like throughout. There are decks of cards, a dart board (10 darts stuck in it), a set of white ivory dominoes (worth 800 g.s.!) and other "game room" paraphenalia. The sole treasure is one (1) of the three decks of cards. Each card may be used once <i>by being eaten!</i> Each card is one, 1 hour dose of 100% protection vs all <i>spoken</i> magik! Once eaten it takes 1D20 minutes to take effect (the user <i>doesn't</i> know when it starts to work!).</p> <p>The entire room, floor to 18' ceiling is of gold leaf (total value is 1,000 gs.) over granite. There is a very faint smell of roses in the air and the atmosphere is very cold. (about 45°). An <i>invisible</i> 5' square iron chest sits in the middle of the room. In it are 1800 gold crowns, a finely woven Elven cloak, a pair of beautiful suede boots of Elven make and a crude but magikal backpack capable of holding up to 330 lbs. (and items up to 8'x4' in size!) without weighing more than 50 lbs.!</p>	<p>The sole guardian is a 6+1 HD, 54 HP, AC 2+2 (shell--AC 2 elsewhere), dext. 15 GAMERON (see appropriate card). It is maxed out in its stats and will attack relentlessly. See the trap matrix for trap "y" because the statue itself is a living trap!</p> <p>The sole guardian is a 3+1 HD, 27 HP, AC 6, dext. 19 Voloe. It gets one bite for 1D3 plus 9D8 venom! It is hidden on a small shelf <i>under</i> one of the game tables. See AG III for more information.</p> <p>Sitting atop the invisible chest (apparently floating on air) is the room's sole guardian. It is an 8+1 HD, 72 HP, AC 2, dext. 19 Ice Tiger. It can move 180' per turn (240' charge) and is 100% impervious to cold and paralysis. It gets 2 claws (at +4 to hit) for 1D12 each and 1 bite for 2D8 each turn. Fire does 50% more damage to it. See AG III for more information and "fear" stats.</p>
R O O M T W O		
R O O M T H R E E		

LEVEL "A"

Room Number	Room Description and Treasure	Monsters and Guardians
R O O M T E N	<p>The entire room is of pale red translucent glass. The 45' ceiling is lit from within by a glow of 2/3's daylight intensity and the room smells strongly of sulphur. A 9'x6'x4' iron chest stands in the center of the room. It contains 5,000 g.s. and a rolled flying carpet capable of moving 600' per turn and of carrying up to 1,000 lbs. It is 8'x3.5 and is woven of beautiful red, white and blue silk.</p>	<p>The guardians here are a dozen orcs in plate armor with shield and battleaxes. They're AC 2+2 and their dexts. are all 12. Each one's attack is +3 to hit and they have <i>all</i> drunk a potion of 1 hour protection vs fear. Each has a shortsword and dagger as well as one (1) heavy javelin which they will throw before attacking with their axes. Two guard each door with 4 in reserve in the center of the room by the chest.</p>



LEVEL "A"

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M E I G H T	The entire room, from floor to 25' ceiling is a silver leaf covered granite. The air glows pale green (1/2 daylight) and smells like peppermint. In the center of the room is a 9'x5' table and 3 padded chairs. On the table are various retorts and alembics in which are three potions. The red is 4 doses of invisibility (1 hour duration). The blue is 6 doses (20 minutes duration) of ESP and the clear one is of "delayed flesh dissolving." If drunk there is a 1D20 minute delay and the <i>entire body dissolves</i> killing the drinker irrevocably and permanently. There is <i>no saving roll</i> .	There are 2 guardians. One is a 5th level mage with a dext. of 17. He is wearing a blue magik robe which gives him an AC of 3. He has a "Wand of Webs" with 33 shots in his belt (a find red silk one) and on his left hand is a blue jade and opal ring of "Seeing all Invisible." The second one is his "familiar" a 3+1 HD, 27 HP, dext. 17, AC 5 Moon Dog. It bites for 1D6 (see AG II for its "special" poison/insanity rules) and has a howl that causes "fear" to all up to 4th level. The mage's name is Arundeth the Blue and he is very evil. His "pet" is called "Boulder" and just loves to eat people.
R O O M N I N E	The entire room is dusty, cracked and crumbly basalt. The 18' ceiling has a large crack in it running the length of the room from east to west. Loud noises have a 10% chance of causing a cave-in doing 10D6 damage to <i>all</i> in the room. In the southwest corner is an 8'x4'x4' brass chest containing 2,775 s.p. and 225 gold crowns. In a hidden side compartment is a book containing <i>all</i> of the 1st level spells in the "Arduin Trilogy." It has a rune of insanity on it so that whoever touches the book must save vs magik at minus three (-3) or go insane for 1D100 days (there is a 10% chance of permanency).	The sole guardian is an <i>illusory</i> Red dragon that roars, breathes fire, and attacks all who even open the doors. Boo!
	The entire room is of pale red translucent glass. The 45' ceiling is lit from within by a glow of 2/3's daylight intensity and the room smells strongly of sulphur. A 9'x6'x4' iron chest stands in the center of the room. It contains 5,000 g.s. and a rolled flying carpet capable of moving 600' per turn and of carrying up to 1,000 lbs. It is 8'x3.5' and is woven of beautiful red, white and blue silk.	The guardians here are a dozen orcs in plate armor with shield and battleaxes. Their ACs are 2+2 and their dexts. are all 12. Each one's attack is +3 to hit and they have <i>all</i> drunk a potion of 1 hour protection vs fear. Each has a short-sword and dagger as well as one (1) heavy javelin which they will throw before attacking with their axes. Two guard each door with 4 in reserve in the center of the room by the chest.

TOWER GROUND LEVEL

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M F O U R	The entire room is of scored, scratched, pock-marked and very dented iron. Even the 12' ceiling is badly banged up. The sole treasure is <i>around the guardian's neck</i> . It is a leather collar with 10 one carat rubies sewn visably to it. Sewn <i>inside</i> it is a scroll (one use only) of "Gathering the Sheaves."	The sole guardian is an 8+1 HD, 72 HP, AC 4, dext. 20 giant red scorpion. This 15' long beast is 100% fire proof and gets 2 claw attacks for 2D8 each turn. If one (1) hits it will sting for 1D4 and 4D8 venom. If <i>both</i> claws hit it will <i>also</i> bite for 1D6 (all thus bitten is <i>chewed off</i> and gone!). This guardian never knows fear and always attacks!

TOWER, SECOND LEVEL

Room Number	Room description and Treasure	Guardians and Monsters
R O O M O N E	This room is done entirely in granite but every square inch from floor to 20' ceiling is paneled in varnished oak (very flammable). There is a large bed, dresser, small desk, chair and a large hanging circular chandelier of brass with ten lit lamps fully lighting the room. A 12th level warrior named Danelorn the Grim is the guardian. He is an evil black Paladin and all the treasure is worn by him. He has +4 black chain armor. The magik shield "Jaws" (see appropriate card), boots of silent movement, a silver mesh belt of Ogre power, (+4 to hit, extra 1D10 damage to attacks) and a dragon's head shaped helm of "See invisible and +2 hearing." He carries a black, runed bastard sword called "Rune Doom." It is chaotically aligned, +3 to hit and +3 to damage but has no other powers, intelligence, etc. He hates elves.	See "Treasure," his attack is plus nine (+9)! His dexterity is 18 and his AC is 4+4 (+4 for dext!). He is never asleep, surprised or talked into being reasonable. He just attacks!
R O O M T W O	The room is entirely of yellow jade, floor to 12' ceiling. It stinks badly of rotted meat and the air is damp and feels "greasy." There is a large canvas sack in the southeast corner containing 1,000 s.p. and four scrolls. Two have 2 spells (2 uses each) on them of random choice of spells of the 3rd level. The third is a permanent scroll of clerical healing of all light wounds for all types. The last is a foul curse that causes the reader to save vs magik at minus four (-4) or immediately teleport to the nearest room that has a monster or guardian still in it.	The guardians are a mated pair of giant cobras. Each has 5+1 HD, 45 HP, AC of 6, a speed of 60" per turn and is 35' long. Their bite does 1D3 plus 10D8 venom.
R O O M T H R E E	The room has a blue brick floor, red brick walls and a 10' yellow brick ceiling. There is a 10'x6'x6' oak chest (brass bound) in the southwest corner of the room containing 5,000 s.p. Remember, the guards can operate the drop wall.	The guardians are 13 Goblins in leather armor and with shields. Each has an AC of 4, a dext. of 14 and is 3 HD, 24 HP. 8 have short-swords, 4 have 6' spears and one has a magik scimitar called "Elf Slicer." It is +2 to hit (only) is of a neutral alignment and has no other abilities. Each has a pouch of 25 gold crowns and 25 s.p.

LEVEL "A"

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M F O U R (con't)	The entire room is of translucent black obsidian. The 33' ceiling has fresh blood splashed all over it and dripping down. In the northeast corner is a 6'x4'x4' bronze chest containing 2,850 copper pennys and 150 s.p. In a secret lid compartment is a Doom Fire wand with 24 charges left.	There is a 20% chance it comes back to life instantly, completely healed!
R O O M F I V E	The entire room is of pale blue marble from floor to 20' ceiling. In the secret compartment in the northeast corner of the room is a single treasure. It is the sword called "ELFENELD." See the appropriate card in this set.	The sole guardian is an 8+1 HD, 80 HP Skorpoorn. Its AC is 6 and its dext. is 17. It hits with 2 claws at 2D8 each, 1 bite for 2D6 and 1 sting for 1D4 (plus 8D8 venom) each and every turn! It is a berserk and terrible guardian that never retreats! Remember the sting also causes blindness.
R O O M S I X		The sole guardian is a seven (7) headed hydra! Its AC is 3 and its dext. is 15. It moves 90' per turn and each head does 1D10 bite damage. It can also rise up and fall onto a victim doing 4D6 crush damage. At least 3 heads will strike each turn (1D4+3) and each head has a silver band around it (worth 25 g.s.) that protect 100% vs all "vorpal" or "sharpness" type weapons. The heads simply cannot be chopped off. The Hydra is 9HD, 72 HP and for each 10 points of damage it takes, a head dies, (the last takes 12 points). The beast cannot be frightened or confused and will attack as soon as a door is opened.
R O O M S E V E N	The walls are of granite but covered floor to 20' ceiling in beautiful tapestries depicting forests, flowers, deer, etc. The ceiling and floor have been painted pale blue. In the southwest corner is a 7'x4'x4' iron (polished) chest. It is unlocked. In it are 1500 gold crowns and seven scrolls. Each has but one spell on it usable once only of a random choice of spells 1st to 3rd level. But the scrolls may be used by anyone who can read! The guardian is in the chest.	The sole guardian is a cloud of Scarlet Screaming Itchies! See AG II (Welcome to Skull Tower) for the results of this surprise!

LEVEL "A"

TOWER, SECOND LEVEL

Room Number	Room Description and Treasure	Guardians and Monsters	Room Number	Room Description and Treasure	Guardians and Monsters
R O O M O N E	The entire room is of grey-green malachite from dusty floor to 25' ceiling. Painted in white pain are cabalistic designs of an arcane and horrible type. Against the east wall is an oak chest 5'x4'x4' in size that contains 2,000 s.p. and a rolled Bat cloak. In a secret floor compartment is a single scroll. On it are six spells (random) of the 3rd level. Each may be used thrice. However who ever breaks the seal on the scroll must save vs magik at minus four (-4) or be shape-changed into a random human sized monster. This change has a 75% chance of permanence otherwise it lasts 1D20 days.	The sole guardian of the room is an 8+1 HD, 72 HP Throon. His AC is 2 (he's armored) and he has 2 two handed swords and 2 two handed battle axes. He gets 1D4 attacks (roll!) each turn and has a dext. of 16.	R O O M F O U R	The room is entirely built of grey basalt from floor to 20' ceiling. There is a small 2' square iron chest in the center of the room. It contains a single, huge, 81.5 carat emerald and nothing else.	The box has a cloud (it fills the room in only one <i>melee round</i>) of poison gas that <i>kills</i> all who fail their saves (at -4!) and does 4D8 damage anyway! Gasp!
R O O M T W O	The entire room of a red marble with silver swirls through it. The 45' ceiling has a 10' silver charm hanging down with a 5' diameter glowing crystal globe (full daylight equivalent). The air smells like cinnamon and fried chicken. Against the west wall is a 5'x4'x3' steel chest containing 1600 gold crowns. In a hole <i>under</i> the chest are a +2 shield and a red silk scarf (3' square) of "binding and healing wounds." <i>Thirteen times</i> it can bind a "light wound" and totally heal it at 1 point per minute.	The room's four guardians are all 4+1 HD, 36 HP, dext. 18 Black Lions. They're AC's are 3 and they get one bite (for 1D10) and two claw attacks (for 1D6 each) each turn. They can move 120' (150' charge) per turn and are 100% fear proof. Each wears a silver mesh collar studded with emerald chips (each is worth 175 g.s.).			
R O O M T H R E E	The floor is of grey stone, the 20' ceiling is of red sandstone and the walls are all of purple painted granite. The air feels hot and damp and smells of honey and cheese. Against the north wall is a 10'x5'x4' chest of brass bound red wood. In it are 1,000 s.p. in a layer over a blue silk cloak of +7 fire resistance. Also there is an 8" square silver box (worth 95 g.s.) with a pair of jade rings in it. The black one gives the wearer a plus three (+3) save vs all magik but the white one is cursed so that whoever puts it on dies instantly (<i>no save</i>).	The sole guardian of the room is a 6+1 HD, 54 HP, dext. 22 fire snake. Its AC is 3 and it can breathe a 35'x10' cone of fire (6D6 potency) up to four times a day and can bite for 1D8. If it bites there's a 50% chance it will wrap and squeeze at 3D6 per turn. Its glowing red hot skin does 1D4 heat damage even if lightly touched. Its favorite food is Hobbitts.			
R O O M F O U R	The 20' ceiling is of pale violet jade, the floor of black marble and the walls of polished granite. The only treasure is a leather collar on the Guardian, <i>inside</i> of which are sewn 24 one carat blue diamonds worth 500 G.S. each!	The sole Guardian is a 5+1 HD, 45 HP, AC 4, dext. 18 Phandelion. It can "phase" in and out of the astral plane at will and gets 1 bite for 1D10 and 2 claws for 1D8 each, each turn. It will be "astral" and thus invisible when the room is entered. <i>Remember!</i> They love dwarves (yuck!).			

TOWER, THIRD LEVEL

Room
Number

Room Description and Treasure

Guardians and Monsters

ROOM
ONE

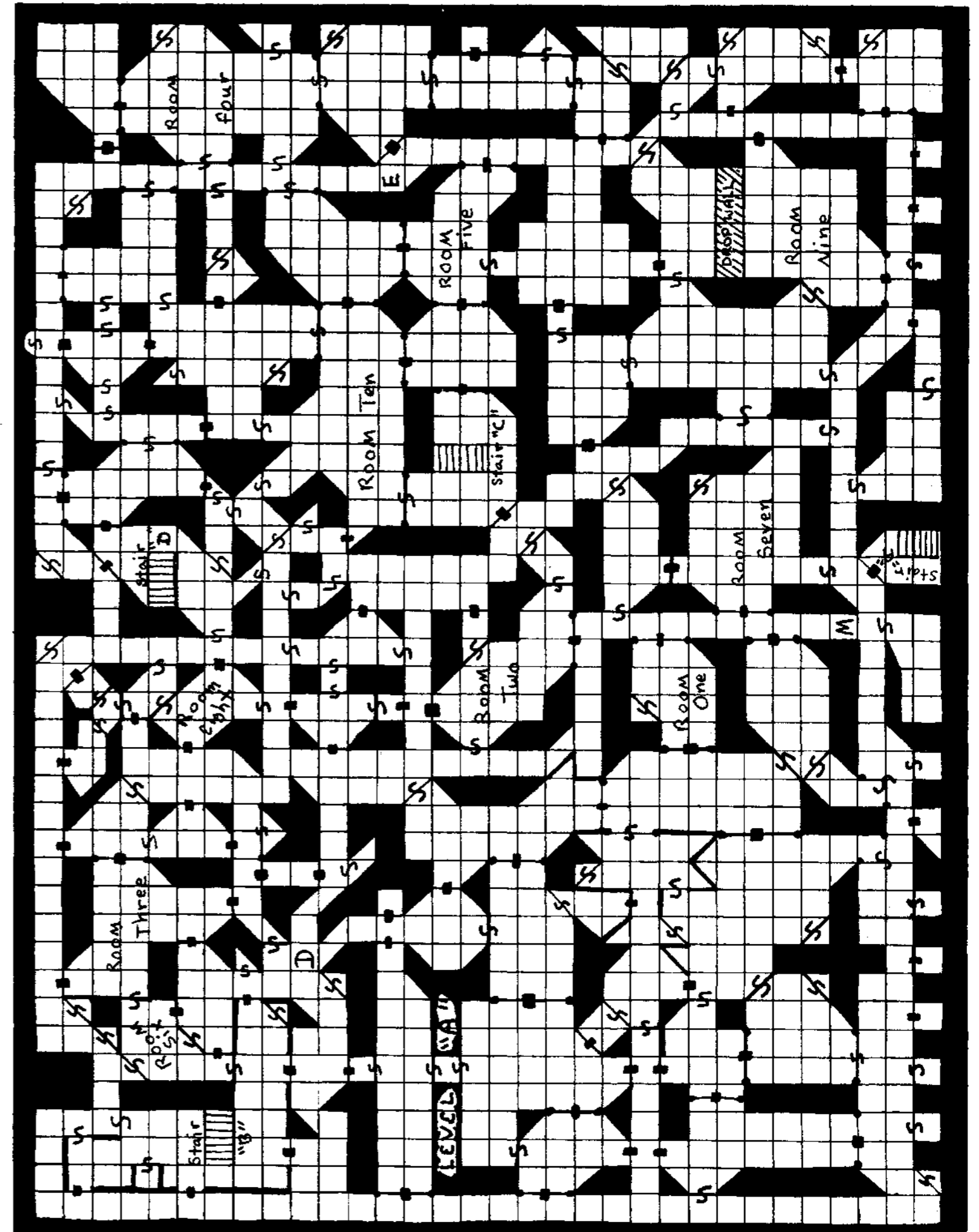
The room is completely sheathed in polished steel from floor to 15' ceiling. There are tubular aluminum and glass (futuristic) tables, chairs, bunk, etc. A Techno Warrior lives here. The room is lit by fluorescent strip lights around the upper walls. The man's name is Taxon Thalk. He is wearing the "TERRAZON Battle Gear" (see appropriate card) and is never caught asleep, or by surprise. He is slightly mad and hates all women, especially Amazons. His gear is the treasure.

His dext. is 15 and he has 5+1 HD, 44 HP. See the "card" for other statistics.

ROOM
TWO

The room is all of strange rainbow sparkling metal. There are blue fur rugs on the floor (worth 1500 g.s. each--they're 8) and the 10' ceiling has four 2' diameter glowing globes hanging from it by 18" chains thus lighting the room brightly. There are large multi-colored cushions (3'x2') of silk and cotton scattered about (10 of them) and the room is warm (75°) and has a faint but pleasant perfume in the air. Inside one of the cushions (the purple one) is a single scroll of 13 spells (each usable but once only). They are of a random choice but are of spells of the 4th through 6th level.

There is no guardian as such. The "perfume" itself is magikal. All who are in the room have a 5% chance per minute's exposure to it of permanently becoming *oppositely aligned!* There is no save vs this as it is a *chemical reaction not magikal!*



GROUND LEVEL

Room
Number

Room Description and Treasure

R O O M
N I N E

The floor and 40' high ceiling are of pale yellow marble. The walls are of pale violet marble and have iron torch sconces 15' up set every 10' (the torches are unlit). The treasure is stacked behind the secret door in the northeast corner. It consists of 6 leather bags of 100 g.s. each, a magik wineskin capable of holding 300 gallons of liquid, a crystal ball keyed for Illusionists only and a +5 magik kite shield only Paladins may carry (it has a white unicorn on a gold background).

R O O M
T E N

This room has walls of red painted limestone, a floor of red, white and blue inlaid tile (in floral patterns) and a 35' ceiling of yellow pointed granite. The treasure is behind the secret door in the southeast door. It consists of ten bags of 100 s.p. each, a dumb and unaligned +2/+2 spear called "long point" and a set of leather Amazon's armor (it is +1), with a helmet of 120' infra vision. There is also a coiled spider silk rope 33' long.

Guardians and Monsters

The guardians use ten (10) 1st level zombies in chainmail and with shields and broadswords. Each has an AC of 3, is of 4+1 HD, and has 38 HP. Five have dexs. of 10 and five have dexs. of 12. They are led by a 4th level Priest-Mage of Cthulhulos (see appropriate Monster Card) with a dext. of 14 and carrying a Witchfire wand (with 23 charges) and a blue jade ring of becoming invisible for 10 minutes per day. He will be invisible as the door is opened. Surprise!

In the room is a Teng Swarm (see AG I) of 120 Tengs. They attack D20 at a time as soon as a door is opened.

TOWER, FOURTH LEVEL

Room
Number

Room Description and Treasure

R O O M
O N E

This huge room, from floor to 30' ceiling is built all of human skulls fused and melted together. The footing is treacherous (20% chance of stumbling each turn) and all of the eyes glow with a weird green aura that dimly lights the room (1/4 daylight). The treasure is piled in the southeast corner and consists of six large sacks of 1,000 gold crowns each, a keg (20 gallons) of Elven wine and inside that keg is a 6" square gold box (worth 480 g.s.) is a plain iron ring that has one (1) limited wish "stored" in it.

R O O M
T W O

This room is bare, grey rock from floor to 10' ceiling. The sole treasure is a +3 to hit two handed sword of no other power or ability. It is Lawfully aligned. It lays in the center of the room where it fell. The shattered skeletal remains of its former owner. The sword's name is "ANDOGON"

Guardians and Monsters

The sole guardian is a huge (30' across) 8+1 HD, 72 HP, AC 5, dext. 16 land Kraken (giant ground Octopus). It can strike 1D8 times per turn for 1D8 each time with a 25% chance the tentacle will "wrap" and do 2D8 crush damage thereafter. The beak does 1D12 but is only used after a victim has been held 1D3 melee rounds. It moves at 75' per turn and can put out a 60' diameter black cloud to hid in if hard pressed.

The guardians are all 2+1 HD, 18 HP, AC 7, dext. 16 white wolves. They can move 120' per turn (150' charge) and bite for 1D6. They are 100% immune to cold or fear and hate mankind with a passion. There are twenty (20) of them.

TOWER, FIFTH LEVEL

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M O N E	<p>The room is entirely of iron sheathed in silver (4,500 g.s. worth). Even the doors (inside only) are thus covered. The ceiling is 33' high and glows with a blue magikal aura lighting the room to half daylight. Chained, with magikal silver chains to the northern corner of the wall is the room's sole treasure; a Demon Horse (Hell Horse) called "Chryanthax" (see the appropriate card). He is <i>maximum</i> all his attributes. Free him and he'll befriend you. To do otherwise is downright dangerous! Its intelligence is 15 and it speaks chaotic, high and low demonish as well as the "elder tongue."</p>	<p>The sole guardian is a 12+1 HD, 108 HP, AC 4, dext. 14 Triclops (see appropriate card). He is only surprised on a 15% chance due to his keen sense of smell.</p>
R O O M T W O	<p>The room, from floor to 18' ceiling is built all of a pink ceramic material (about as hard as wood). The air smells of violets and is very warm (80°). In the northern corner is a 6'x4'x3' chest containing 1,000 g.s., and three bottles of potion. Each has 7 one hour doses in it and are wax sealed. The red bottle has +5 fire resistance in it. The blue one has +5 cold resistance in it, and the black one has 100% immunity to <i>all</i> forms of life level loss. In a secret lid compartment is a scroll of three random 2nd level spells. Each may be used twice. There is a 30' cloud of 5D8 poison gas in there also!</p>	<p>Inside the chest is the guardian. A 3+1 HD, 27 HP, AC 9+10, dext. 19 Brain Eater (see appropriate card for other information). He first attacks whoever opens the chest.</p>

GROUND LEVEL

Room Number	Room Description and Treasure	Guardians and Monsters
R O O M S I X	<p>This large room (75' ceiling!) is entirely built of blue marble and every 10' along the walls (20' up) are lit torches in brass sconces. The treasure is under a concealed trap door (50% chance to find) in the northwest corner of the room. In the 10'x5' hidden compartment are: 3,000 g.s. under 2,000 copper pennies. Under <i>all</i> the coins are a dumb, unaligned (no power) magik mace called "Thumper" (it is +2/+2) and a quiver of 17 magik arrows (+1 to hit).</p>	<p>Behind four (4) secret doors 50' up (one in each wall) are a dozen (12) 1+2 HD (10 HP) 2nd level Knoblins. Each has 8 poisoned darts (3D8 potency) and a shortsword. They are +4 with their darts and +1 with their swords. All are AC 6 (8 for their wings) and have dexts. of 16. They will attack all who find the secret trap door.</p>
R O O M S E V E N	<p>This large room is covered in lichen, moss, mold and slime. Water drips constantly from its 30' ceiling into 4' of black, stinking water. The lid of a 4'6" tallx8' long by 5' wide stone chest is barely visible (it is moss-covered) in the room's center. In it are 2,500 s.p. and a magik long bow that is +3 to hit. In a hidden lid compartment are a pair of scrolls. One is a clerical scroll of 4 random 1st through 4th level spells and the other is a foul and powerful curse (-4 save) that permanently blinds (the eyes teleport away!) the reader.</p>	<p>Submerged in the water near the chest are three 5+1 HD 45 HP, AC 5 Vroats. Each has a dext. of 14 and a speed of 100' (120' charge) per turn. There is also a clutch of seven (7) Vroat eggs stuck to the back of the chest. They'll kill to protect those eggs!</p>
R O O M E I G H T	<p>The entire room from floor to 30' ceiling is of pitted, corroded and acid-etched bronze. The room reeks of a potent acid overlaid by a strong and nauseating carrion odor and the floor is strewn by shattered and partially dissolved bones of all types. Shoved into a pile of bones in the southeast corner is a silver (unblemished) 4' long egg. In the egg are 250 Royal Sovereigns, a pouch of 10 one carat common rubys and three scrolls. The first two are of the magikal variety and have one (1) random 1st level spell on them <i>permanently</i>. The third is a Druidical scroll with a seven (7) use "raise dead, fully, all horses" spell on it! Also there is a sheathed +2 (to hit only) dumb broadsword. This True Neutral sword is called "Gold Finder" and will vibrate if within 30' of gold (80% chance).</p>	<p>In a narrow (3' wide) tunnel hidden by the grisley debris are three 3+1 HD, 27 HP Yellow Perils. They exit the tunnel one at a time over a three melee round span of time and can move 150' per turn. They all have ACs of 5, bite for 1D6 and can constrict for 1D12. Their venom and acid spray is 6D8 in potency and they will use the spray on a roll of 9-12 on a D12 roll each turn. They attack as soon as anyone approaches within 10' of their lair in the southeast corner.</p>

GROUND LEVEL

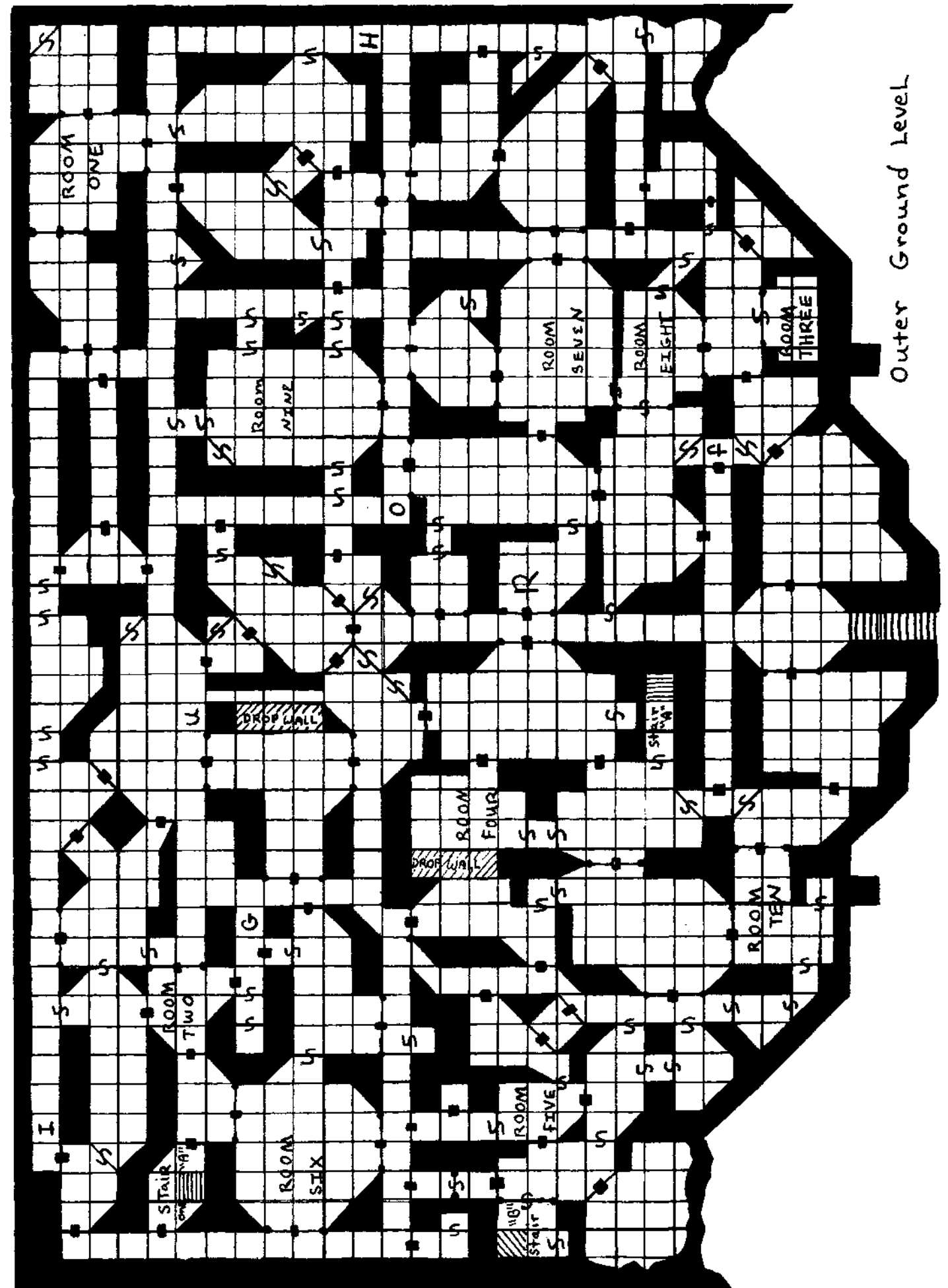
Room Number	Room Description and Treasure	Guardians and Monsters
ROOM ONE	The entire room is of black marble from floor to its 45' high ceiling. The floor is a tangled mass of humanoid skeletons, armor, weapons, etc. as if some great battle was fought here. The debris is old, and dust covered. On one of the bodys is "the Gear of Spartakkon the Bold" (see the appropriate treasure card).	Intermixed among the bones are a dozen (12) 2+2 HD, 18 HP, dext. 16 Battlebones. Each has two broadswords and two rapiers and is wearing chainmail (AC of 4). Six attack three turns after the room is entered, and one per turn thereafter join in the melee until all 12 are up.
ROOM TWO	The floor is of rusty red iron and the walls are of burnished copper. The 30' ceiling is of carved and arabesqued white marble and a pale blue licorice-smelling haze fills the room. In an 8'x6'x4' bronze chest in the southwest corner of the room are the following: 7,550 s.p., 450 g.s., and a pair of boots of silent stealth.	The sole guardian is a 4+1 HD, 36 HP, dext. 16 Skorpadillo. It is hidden <i>behind</i> the chest under an illusory section of the floor.
ROOM THREE	The entire room is paneled in old, dry pine boards and the floor is 3' deep in very, very dry straw. There is a distinct "barnyard" smell. The ceiling is 9' up. Sticking out (partially) of the straw is a 5'x4'x4' iron chest. In the chest are 500 gold crowns a broken +1 broadsword and a pair of steel mesh gauntlets (human sized) of +2 dexterity.	Burrowed into the straw are a pair of 3 HD, 24 HP, AC 6 and dext. 19 Giant Ferrets. They each bite for 1D8 once each turn and can travel 300' per turn. They are very, very, very hungry.
ROOM FOUR	The entire room is of dry, crumbly red sandstone. The ceiling is 20' up. The air glows a dull red and it is about 130° in the room. The air smells of molten metal and faint mettalic ringing can be heard. In the center of the room is a black iron chest 8'x6'x4' in size. In it are 4,000 sp. In a hidden floor compartment is a tin (10 doses) of Golden Centaur Salve.	The two guardians are hidden under an illusory floor <i>directly</i> in front of the chest. They are a pair of 4+1 HD, 36 HP grey horrors of AC 5 and 18 dexts. They can move 150' per turn and will attack 3 melee rounds after the double doors are open or if they're attacked.
ROOM FIVE	The walls are of phosphorescent blue plastic (if it is burned it produces an opaque, 8D8 poison gas) and the floor and ceiling are of granite. A beautiful, unlit crystal chandelier hangs from the 30' ceiling. A faint air current causes the chandelier to tinkle faintly like wind chimes. In a large (6'x5'x4') redwood crate in the center of the floor are 880 g.s. and 120 platinum coins. Sitting on top of the chest in plain view is a silver-chased, horned helm of true sight. Only warriors may wear it. All others simply fall asleep!	As soon as the door is opened the sole guardian attacks. It is a 4th level ogre warrior (56 HP) in chain armor (AC 2), with a two handed sword in each hand. His dext. is only 9, but on turn two he becomes faster (dext. 16) due to a potion he took (there's none left). His attacks are all +6 and he hits <i>twice</i> each turn!

TOWER, SIXTH LEVEL

Room Number	Room Description and Treasure	Guardians and Monsters
ROOM ONE	The entire room is a huge Alchemical and magikal laboratory. The walls are black onyx and the floor is a blue jade. The 40' ceiling is a pale blue crystal that glows brightly filling the room with full (but blue!) day light. The treasure is all about being random rolled by the DM. 1D6 potions (1D4 doses), 1D6 lesser magikal artifacts and only one of a "greater" type. There is a 5% chance the mage named in the opening story will be here, but DM's should use caution in playing him as he's 17th level and a <i>real meanie!</i> Have fun! The main (double) doors have a 17D6 fireball triggered to detonate <i>outside</i> as the doors are opened!	The guardian here is a <i>fully powered</i> T'Cheem Battle Spyder" (see appropriate card). However it <i>will not attack</i> unless attacked first itself! This is due to a faulty computer input lead. It will just sit and watch as the treasure is hauled out! This one mounts a laser instead of the missile launcher.
ROOM TWO	This is the great mages living quarters. The black jade floor has gold inlay runes and cabalistic sigels. The 25' ceiling is likewise in construction. But the walls are of blood red marble and hung with red velvet hangings floor to ceiling. Sumptuous furst cover the bed (7 of them worth 18,000 g.s.!) and random magikal items (see room one) abound. There is a 15% chance he'll show up here. All doors into the room are magikally trapped with three spells: fear, paralysis and disintegrate! Those who tamper get clobbered!	The sole guardian (hiding under the bed) is a Skullmonculus (see appropriate card). It is to the maximum as per its listed limits. It is ferocious in its defense of its master's room!

HOWLING TOWER TRAP MATRIX

Trap Designation	Type of Trap	Description of Trap
A	Wall, 3' up	A +3 heavy crossbow fires from a hidden slit. It will reload every third melee round and fire. It <i>always</i> works.
B	Floor, a 10' square	There is a 45% chance that as each person walks on this section, it will open up, dropping the victim 15' down onto a dozen 7' spears doing normal spear damage (plus 1D4) but with a 75% chance of impalement. Roll 1D12 to see how many spears the victim hits.
C	Ceiling, a 5' square	This trap in the <i>middle</i> of the corridor ceiling wall, 50% of the time, opens and dumps 500 lbs. of rocks on hapless passersby. Those thus hit will take 5D8 in damage and will have a 75% chance of being knocked unconscious for 1D100 minutes.
D	Walls, both	35% of the time someone passes <i>between</i> these wall sections, spring loaded 5' spears shoot out, impaling (75% chance) the victim for normal spear damage <i>plus</i> 1D4 extra. There is a 10% chance these spears have a 4D8 poison on them.
E	Floor, a 10' square	50% of the time when this section is walked upon, it will open up under the passerby causing hapless adventurer to fall 30' down a <i>greased</i> chute into 10' of ice cold water. It is so cold that it numbs the victim into unconsciousness in one melee round plus one melee round per each constitution point he/she has.
F	Ceiling, a 10' square	This section of ceiling is actually a porous material, and 30% of the time a passerby will be sprayed with a 3D8 acid! The acid will then do 3D8 damage on the second turn and 1D8 on the next (for a 6D8 total). However water or wine will immediately neutralize the acid if applied directly onto it.
G	Wall, a 4' square	This wall section will, 25% of the time it is passed, punch outward like a giant fist, striking passersby with 7D6 of force.
H	Wall, 5' up	33% of the time that this wall section is passed, a 4' long sword blade sweeps out decapitating (25% chance) <i>normal</i> sized humanoids. It does two handed sword damage <i>plus</i> 1D8 extra.

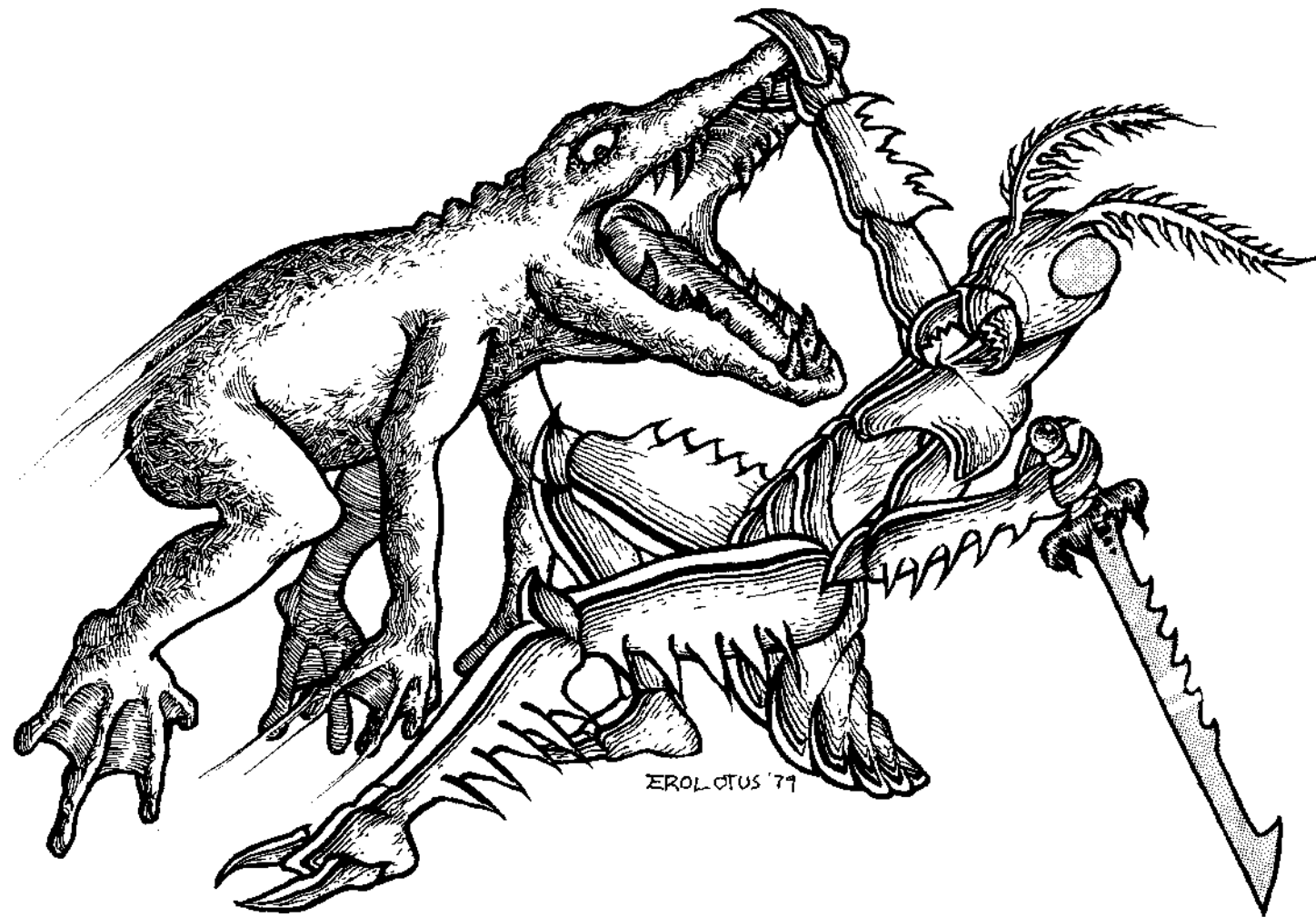


HOWLING TOWER TRAP MATRIX (con't)

Thus it was that Sorven of the Seven Lights came into the land, from whence he came and from what doom he so obviously fled it was never known. What remains is his tower, his paen of demonic prowess that to this day howls to the three moons each darkening dusk to gold dawn. Howls its lost souls, pain and damnation.

Adventurers occasionally dare the dungeons in the mountain beneath the tower proper, but only by day. For to hear the howls of that demented creation by night is to court insanity, or worse, or so say those who profess to know.

So enter at your own risk, oh brave traveller, who knows, perhaps you will find the tower stairs at last. Perhaps you'll find even more. . . .



Trap Designation	Type of Trap	Description of Trap
I	Wall, 18" up	As above, but slicing off the feet (both) of passersby on a 35% probability.
J	Ceiling, a 7' square	This ceiling, 40% of the time it is passed under, will fire a bright blue ray that causes those hit to save vs magik at minus two (-2) or have <i>all</i> of their attributes halved. This lasts for 1D12 months but also has a 20% chance of being permanent.
K	Ceiling, a 5' square	This trap <i>always</i> works, as soon as the <i>third</i> person passes beneath it. A pale green ray fires downward causing the hapless victim to save vs magik at minus one (-1) or have their body become covered (<i>permanently</i>) with pale green fur, and have their ears grow to three times their normal size and become pointed. Finally their eyes will become a solid (no pupils) ruby red color, and they will have infra vision with a range of 300 feet, and have plus two (+2) added to their hearing.
L	Floor, a 4' square	75% of the time that this section of floor is stepped upon, it will spring upward, hurling the hapless victim upward with enough force to strike the ceiling and do 4D6 damage to him/herself, and with a 45% chance of being knocked out for 1D4 hours.
M	Floor, a 8' square	90% of the time that this section of floor is walked upon, it will open up causing the hapless victim to fall 10' into a large pit (20' in diameter). There is a 20% chance that the victim will be stunned for 1D4 melee rounds and a 1% chance he/she will be knocked out for 1D4 minutes. In the pit is a pair of giant weasels with 24 HP each (3HD), dexterities of 18 and ACs of 6. They get one bite per melee round that does 1D8 damage, and will attack immediately. Look out!
N	Ceiling, a 1' circle	20% of the time that this ceiling section is passed under, it will fire an eye-searing red ray that does 8D8 of heat damage to the hapless victim. There is also a 45% chance that those hit will catch on fire and burn for 1D6 per melee round for 1D6 rounds or until put out. It resets in three melee rounds.

Trap Designation	Type of Trap	Description of Trap
O	Wall, 4'6" up	From a hidden slit a light crossbow bolt will fire 55% of the time it is passed (it can re-load and fire every melee round, up to 12 times total). It does normal damage but is plus three (+3) to hit and is coated with spider venom. All hit will be paralyzed for 6D12 minutes if their save vs poison is failed.
P	Floor, a 10' square	75% of the time that this section of floor is stepped on, it will open, dropping the hapless victim 5' into a 20' deep pit of boiling tar. The initial damage is only 1D8, but each turn thereafter it is 2D8. The victim will sink into the tar a percentile (roll) of his own body length each turn. If the victim sinks down over his/her head death occurs in 1D4 melee rounds. Once pulled out, the hot tar does damage for three more melee rounds at 1D6, 1D4 and 1D2 points potency. If the victim survives the ordeal, but cannot scrape the tar off, all movement is halved and all attack and defense is at minus three (-3) until it can be removed.
Q	Ceiling, a 10' square	35% of the time that this section of wall is passed under, it will open dropping a dozen (12) spears straight down for plus eight (+8) attacks that do normal spear damage plus 1D8 extra damage. Roll 1D4 to see how many spears hit each person in the area.
R	Floor, a 20' square	50% of the time that the west door is opened this floor section will open, spilling all on it 20' down into 10' deep water. In the water is a 48 HP (6HD) giant octopus that can attack up to eight times per turn. Each tentacle does 1D4 damage, then wraps for a 1D10 crush attack the following turns. Its beak does 1D8 bite damage but it will use it only after a victim has been crushed for 1D4 melee rounds. Its AC is 6, and it is very, very hungry!
S	The entire door	These 20' tall and 20' wide double bronze doors have fake hinges, and are finely balanced so that when an unsuspecting victim pulls on them to open them, they immediately fall onto him/her and the entire section of corridor facing them. The falling doors do 1D100 points of damage to all that they hit.

The canyon echoed with the sound of thunder as the wild east wind licked hungrily at the shivering, cloak wrapped riders. Single file they wended their way through the rubble strewn chasm, heads bowed and eyes slitted against the swirling dust.

Abruptly the leader's horse halted and his hand raised to stop those who followed behind. "It is here" he rasped from a grit choked throat. They began to dismount with painful grunts and not a little cursing, stumbling some in the gathering gloom.

"This place is forsaken and ill cursed" spat the tall blonde warrior with the three pig tails. "The world is cursed," snarled the short, slant-eyed bowman, and most of the party laughed.

Leading the way swiftly and unerringly, like a bat in the dark, the mailed leader came soon to a cave among the every lengthening shadows. Dark and foreboding it was like the womb of the night itself.

"In there?" the red bearded dwarf said incredulously, "not this one! No sir, not this old bird!"

"Quiet!" snapped the leader, nervously fingering his strange amulet of black jade. "You're being well paid for this job, so get yourself ready, we go in in five minutes." Half turning away, the leader's hollow voice spoke once again, "There's a wineskin on my horse if you've need of extra courage, take it if you will."

The tall blonde barbarian, swallowing his second mouthful passed the wineskin to the others and each in turn drank. All except the leader.

Within a minute after the last had drunk, the first to drink screamed, and toppled to the ground clutching his throat spasmodically. Shrieking curses and frantically looking for the leader that had faded away into the shadows the others fell, one by one, to kick and gasp and then lie still.

Silently coming from the shadows, the white-faced "leader" came, clutching his amulet in a white knuckled grip. Pausing, he raised his eyes heavenward and spoke: "It is time, oh master, it is time." He then began arranging his six followers into a five pointed shape, into a pentagram. The sixth's throat he slashed there in the center of the others, and with his blood traced the arcane pattern, chanting black incantations all the while. Then point to point, uttering unspeakable runes he took the hearts of the other five. Each heart he offered to the nameless demons, each soul he cast into hell. And when he'd finished it all, he again paused, clutching that five sided amulet, and closing his eyes spoke the final words.

"You have done well my faithful servant," the voice of coldness spoke, "climb to the cliff top there, to claim thy just reward" it whispered. And the faithful one climbed. "Now grasp the talisman with your left hand and summon me forth!" Trembling in fear and adoration the iron clad figure bowed his head and called "Come forth! Come forth! I the heart of the talisman command it! Come forth!"

What happened next no one can say, yet where the faithful one stood, now stands a dread tower, misshapen and dark and with a face of fear. The face of he who called.

Beneath it lies a dungeon, mountain held and darkly evil, into which, it is said, he who was summoned, went. But none can say, for none lived who held the truth to speak. Only the warning above the entrance speaks: "Let none pursue where I now dwell, for this haven of safety, I've sold my soul to Hell!"

A SPECIAL NOTE

This dungeon is deliberately gridded in two (2) different scales for the simple reason of economy of space. Some of the areas were larger than others and in order to fit them in the same space a smaller grid was used.

All of the *non-tower* levels are at ground level or below in the ground level or below in the following sequence: Ground level, Level "A" and then level "B". The *only* access to the tower itself is via the main stairs (marked "A1") in the ground level.

Note that there are nine (9) total levels in this adventure as well as eight each new magikal artifacts/monsters. Be sure to add in *your own* "goodies" to make the dungeon a more *personal* one for you. That's what fantasy role playing games are all about; *YOUR IMAGINATION!*

Random Traps of Treasure Chests

Die Roll	Trap
one	Poison needle with 2D8 to 6D8 poison.
Two	Spring loaded sword blade that does +4 to hit and an extra 1D6 damage.
Three	Glass poison gas vial with 3D6 to 8D6 of potency (10' cloud).
Four	Acid spray (7' x 4') of 2D8 to 4D8 potency (25% chance of blinding).
Five	Fire a random first through third level spell at the opener.
Six	Broken trap, you are a lucky fellow!

Roll these traps up for each treasure chest on a 90% chance.

HOWLING TOWER TRAP MATRIX (con't)

Trap Designation	Type of Trap	Description of Trap
T	The entire door	This otherwise normal appearing and sized door is actually a horrendous (and very rare) "Lavender Ooze," that has been polymorphed to look like a door! It is 5D8 HD, has 40HP, can move at 65' per turn, has an AC of 5 and hits 1D4 times per turn with psuedopods it extrudes for that purpose. The hits do 1D4 initial damage but if those hit fail to get away, the ooze begins to do 1D12 acid damage each turn. All damage thus taken is dissolved and gone! It will "eat" even wood or metal in this manner, but at only half the normal speed. It is immune to paralysis, psychic attack or compulsions of all types and only takes 1/2 damage from lightning and fire. Cold, however, does <i>triple</i> damage to it, and slows it to half speed. It senses its victims through a crude motion detecting ability with a 65' range. If a victim stays <i>perfectly</i> still, he/she will be ignored.
U	Ceiling, a 5' square	65% of the time that this section of ceiling is passed under it will open and dump flaming oil down, covering a 20' area (with its splash). The oil does 2D6 initial damage to all in its area, with each person having a 75% chance of bursting into flame and burning for 2D6 per melee round for 1D4 melee rounds thereafter. Those who do not catch fire will sustain 1D6 fire damage for each melee round that they remain in the splashed area, which will stay aflame for 1D8 melee rounds.
V	Wall, 9' up	A single shot .58 calibre flintlock pistol will fire from a hidden arperture 80% of the time a movement passes in front of its location. It is plus six (+6) to hit, and fires a <i>silver</i> bullet.
W	Floor, a 7' circle	This floor section will become so highly magnetized that anyone wearing metal armour of <i>any</i> sort will be pulled violently to the floor suffering 1D6 damage. Those thus stuck will be totally unable to move until the floor shuts itself off in 1D4 days! All other metal objects like swords and other weaponry will be pulled off belts and out of characters hands to lay there stuck just as firmly as those in armour are. This trap will fire 45% of the time that it is walked upon.

HOWLING TOWER TRAP MATRIX (con't)

Trap Designation	Type of Trap	Description of Trap
X	The entire door	This otherwise normal appearing door has had a seal of potent magikal runes put upon it which causes three things to happen immediately after anything attempts to open it. The first is an "Aura of Intense Fear" that radiates from it to a distance of 20' all around it. Those in that radius must save vs "Spoken Magik" at minus four (-4) or flee in abject terror for 1D12 melee rounds <i>in a random direction!</i> The second thing is a cloud of yellowish gas exudes from the door covering everything within 30' (it takes one melee round to do so), and causing those thus covered to take 3D8 poison damage for every turn they are in the gas (which lasts 1D10 melee rounds). The last thing that happens is the door handle becomes a "winged wraith serpent" of 2HD in size, with a dexterity of 24, a speed of 360' per turn and an AC of 2 (+4 for dexterity). It can only be hit by magikal or silver weapons and will attack once per turn doing 1D4 bite damage and draining one life level per hit. It will attack all who attack itself or who approach within 30' of the door.
Y	The statue itself	The statue of the Toad Demon (see illustration) will come to life <i>if and only if</i> its treasure is tampered with. It will be 20' tall, of 12 HD and 96 HP in size and have an AC of 2+2. Its dexterity is 17 and it can move 240' per melee round. It strikes one of three ways: on a 75% chance with 2 claws (+4 to hit) for 6D6 each or on a 20% chance with a single bite (+2 to hit) for 9D6 with a 50% chance he will <i>swallow</i> his victim (stomach acid does 2D8 per melee round). Those thus killed are <i>forever</i> gone unless three (3) <i>simultaneous</i> and "full" wishes are used! The last attack (on a 5% chance each melee round) is his breath. Like a dragon he can breathe up to three times each day every other melee round. His breath is 8D6 extra damage for 1D4 extra melee rounds). The breath covers an area some 45' long and 30' wide (a cone) at its widest point. Remember, this "God" is equivalent to a "Greater Demon" and has all of those type of attributes as well as the following: 100% immunity to acid, paralysis or psychic suggestions/attacks. Fire does only 1/4 damage and lightning and cold do only 1/2 damage. It is, however, highly susceptible

INTRODUCTION

This is the second of a series of "dungeons" based on the best selling "Arduin Trilogy." Contained within each new dungeon will be: four separate maps, eight new monsters and eight new magik treasures (all on handy pocket sized cards), a capsule history of the dungeon and other "goodies" unique to each separate release.





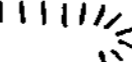
The dungeon maps are all *hand drawn* by David A. Hargrave, author of the three Arduin Volumes: "The Arduin Grimoire," "Welcome to Skull Tower," and "The Runes of Doom." This was done to preserve the authentic "feel" of the maps and to add a personal touch so often lacking in slick, over processed games and game products.

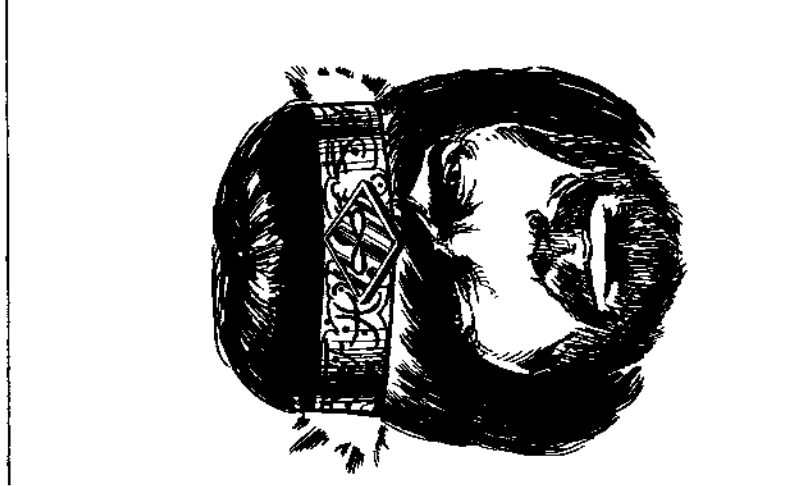
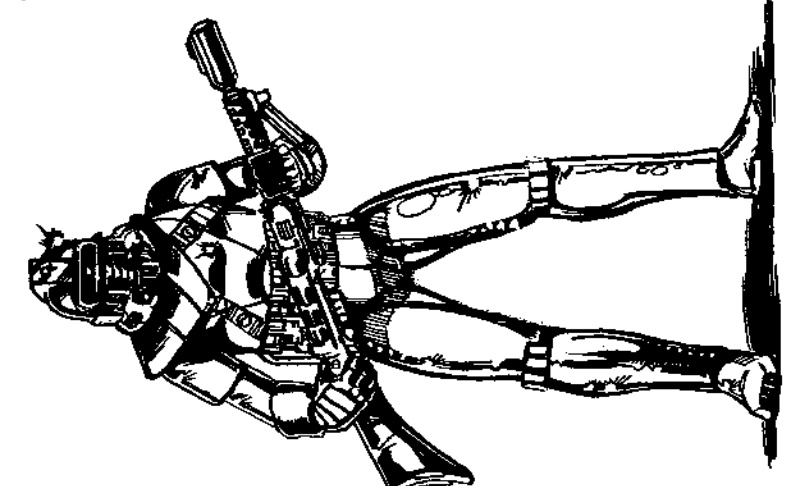
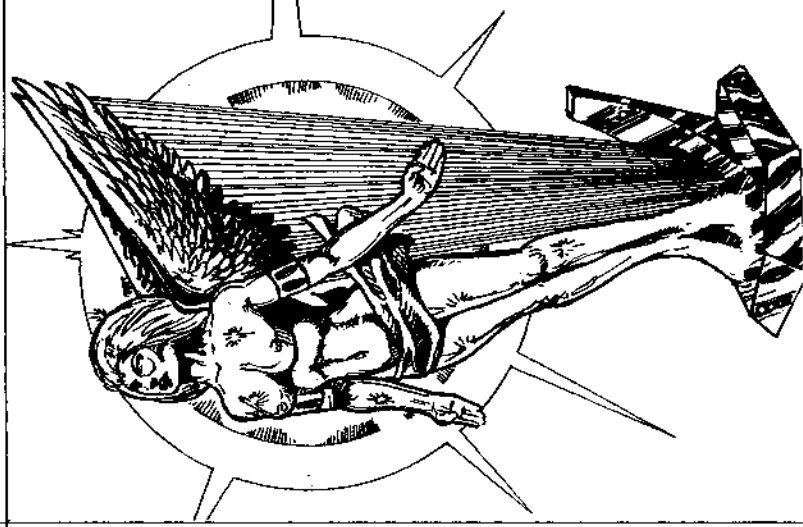
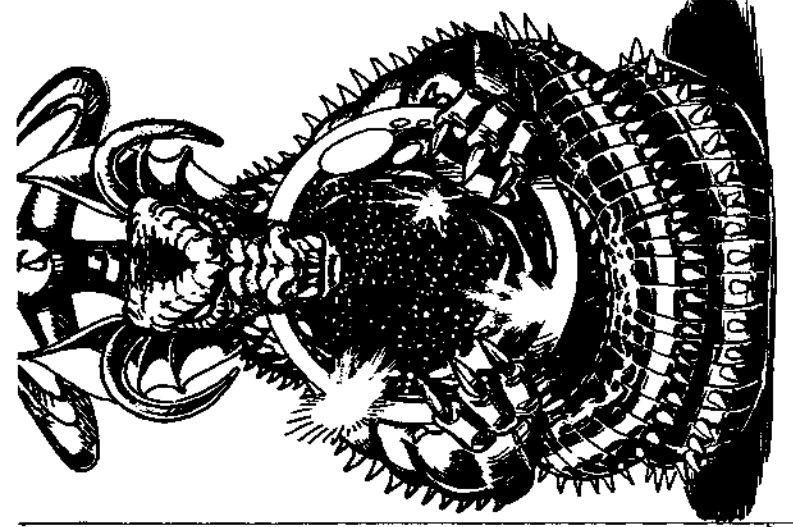
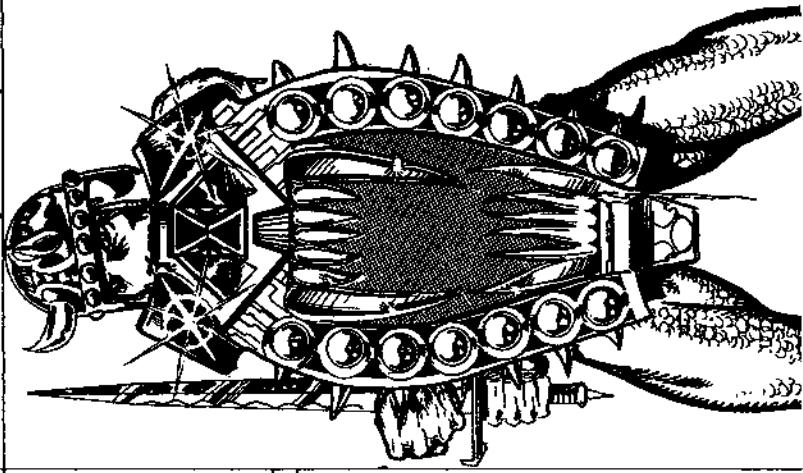
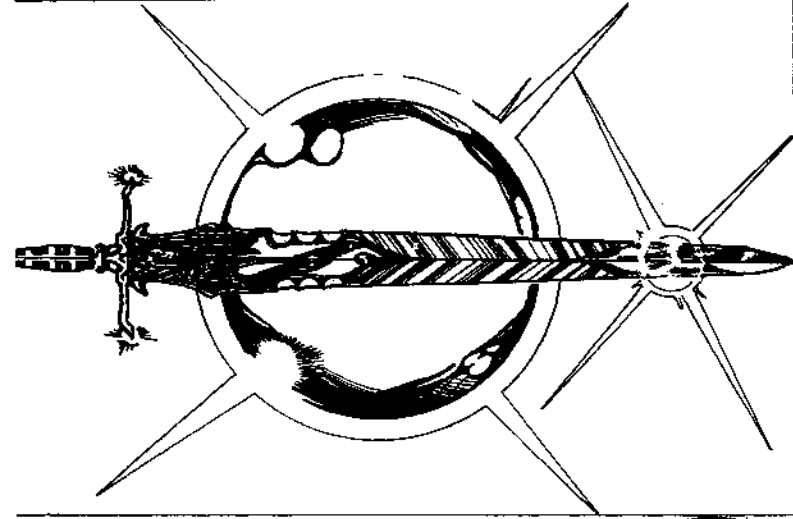
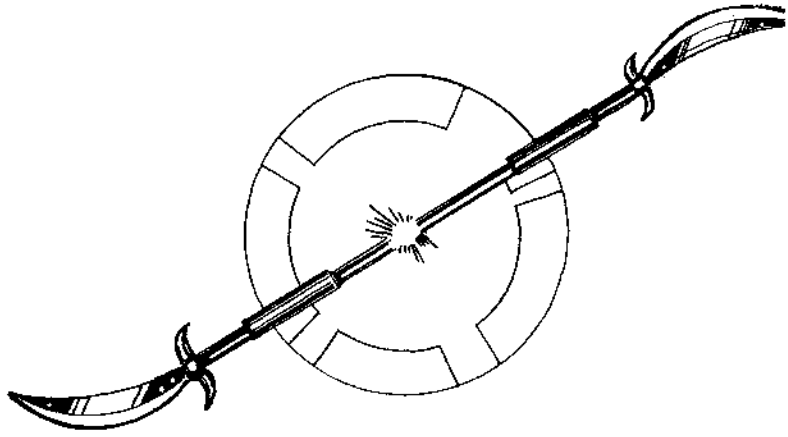
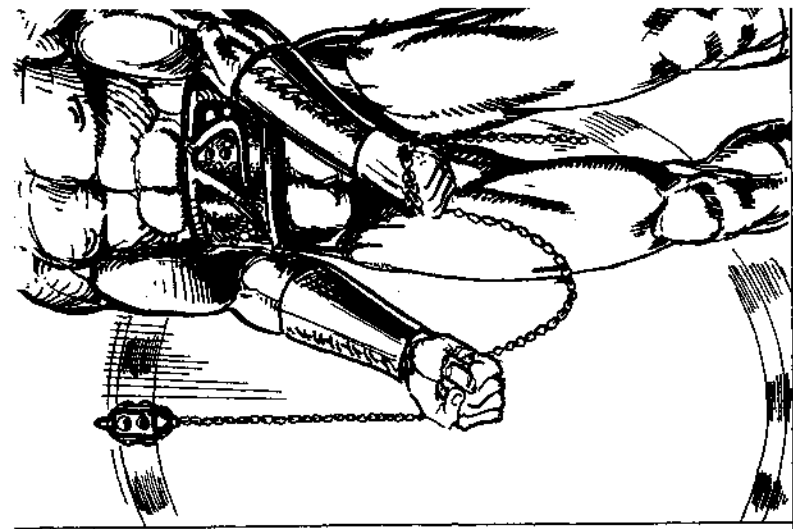
This dungeon is stocked but has room for much, much more. The idea is to utilize not only what is provided but to *add your own ideas* into it, thus making it truly unique. The three Arduin books are packed with monsters, treasures and stocking charts, and ideas to help you in this. We also recommend "Wizard's Aide" from Grimoire Games and "Runequest" from the Chaosium.

This low level dungeon is designed for use with the Arduin Grimoire Game system. However, with minor modifications, it is compatible to most other FRP systems. Due to the lesser dangers presented by this dungeon, it is highly recommended that *only* characters of a 4th level or less enter it.

Look for my next dungeon; "The Citadel of Thunder," at your favorite game store soon. This will be an intermediate level adventure for parties of 4th through 7th level.

DUNGEON KEY

	Double Leaf Doors
	Regular Door
	Secret Door
	Movable or Drop Wall
	Stairs



TECHNO ARTIFACT: TERRAZON (STORMTROOPER'S) BATTLE GEAR

Value: Varies according to world. **Composition:** Boron filament wrapped titanium (armour) and other various light metals/plastics and artificial components. **Age:** 1200 years or more. **Looks:** See illustration. Usually a highly reflective silver-blue. **Weight:** 35 lbs. (armour), 8 lbs (helmet) and 12 lbs (laser rifle). **Power Source:** Nuclear pellet (\$50 hours usage) for the armour, the same for the rifle (1,000 shots/1 second each). **AC:** 2+2 (lasers have a 70% chance of reflecting harmlessly off the armor). The helmet is AC 2+7. **Sensors:** The audio pick ups are 90% effective within 120', decreasing 10% per 20' thereafter. The visual acquisition infra red and radar scanner (VAIRRADS) is effective out to 400 yards and adds plus four (+4) to the wearers attack. **Weapons:** The Long Range Laser Rifle (LORALAR) does 30 points damage, has a 1,000 yard range and can fire up to three (3) shots per melee round. **Notes:** The armour is 100% gas, etc. proof and the wearer cannot be "flash" or otherwise optically blinded. The suit will absorb up to 20 points of damage daily and self-repair at 1 point per four (4) hours. Fire does only 1/4 damage and cold does absolutely none to the suit. Sonics do half damage but lightning does double damage. All missiles, bullets etc. have a 25% chance of ricocheting harmlessly off the armour. The suit is water tight down to 300' and has a 20 hour air supply. It also functions as a space suit. These suits are seldom found intact and due to their age are 20% unreliable in any given situation.

MAGIK ARTIFACT: HEIRO'S HEADBAND

Value: 10,000 G.S. **Composition:** Gold with mithril inlay and insignia. **Age:** 3,500 years. **Looks:** See illustration. **Size:** Fits all normal human(oids). **Weight:** 4 lbs. **Magik Powers:** The wearer has "Improved True Sight" and gets a plus six (+6) save vs all forms of psychic attack/probe etc. Undead hate this artifact (for no known reason) and will always attack its wearer first.

MAGIK ARTIFACT: THE ORB OF THE ELDEST DRAGON

Value: 100,000 G.S. **Composition:** Mithril and crystal **Age:** 100,000 years or more. **Looks:** See illustration. **Size:** 20" tall and about 20 lbs. **Magik Powers:** With this device, once per month a dragon (random) may be summoned for a day's servitude. The dragon must serve (though it may be very mad afterwards). It also has all other "normal" crystal ball powers, but with triple the range. It can also "Legend Lore" any object up to 10' away once daily. **Notes:** Dragons, seeing the orb will always try to acquire the orb, for it's the greatest artifact of their ancient legends. Only they can unlock its full and true powers!

MAGIK ARTIFACT: THE HEAVEN HARP

Value: 100,000 G.S. or more. **Composition:** Mithril base, gold leaf covered ivory statue, ivory wings, silveel "strings" and 1 carat emerald eyes. **Age:** 25,000 years. **Looks:** See illustration. **Size:** 39" tall. **Weight:** 20 lbs. **Magik Powers:** All "Bardic Magik" is doubled in all respects when done with or by this harp. It can beguile all non-magikal animals within 60' 75% of the time, (for as long as it's played) and has a 15% chance of beguiling "Magikal Monsters." While Played the players charisma is increased by four (4). Lady Bards have been known to "charm open locked doors" with this artifact!

MAGIK ARTIFACT: ELFENELD

Value: unknown **Composition:** unknown **Age:** unknown **Looks:** See illustration. The blade is a mirrored black, the handgrip, etc. a dull silver color. **Size:** The blade is a full 44" but the grip is for a single hand. **Weight:** 9 1/2 lbs. **Magik Powers:** The weapon is plus four (+4) to hit and to damage. Due to its size a strength of 17 or more is needed to wield it properly. It has neither ego nor intelligence and as far as can be ascertained it has no alignment. All hit by it must save vs life drain at minus six (-6) or lose 1D3 life levels (each and every blow). The weapon has a geas upon it so strong only a full wish can break it (and only for 1D100 days!). The wielder gets no save vs this geas and must seek out and destroy all Priest-Mages of Cthuihulos and their kind. This is a ceaseless and never ending quest. The wielder is 100% immune to the magik of those mage-priests (only)! Surprise! The wielder has a 75% chance of becoming "asura" of and being able to "track" priests and worshippers of the "sider gods" within 360'.

MAGIK ARTIFACT: JAWS

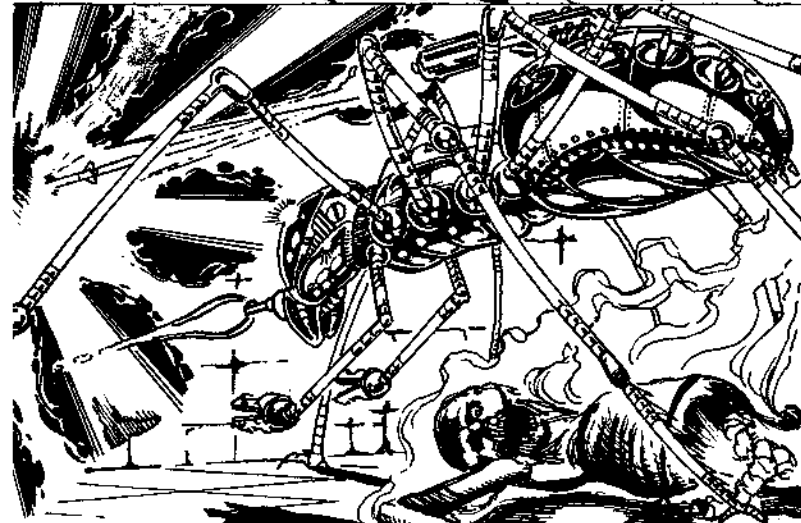
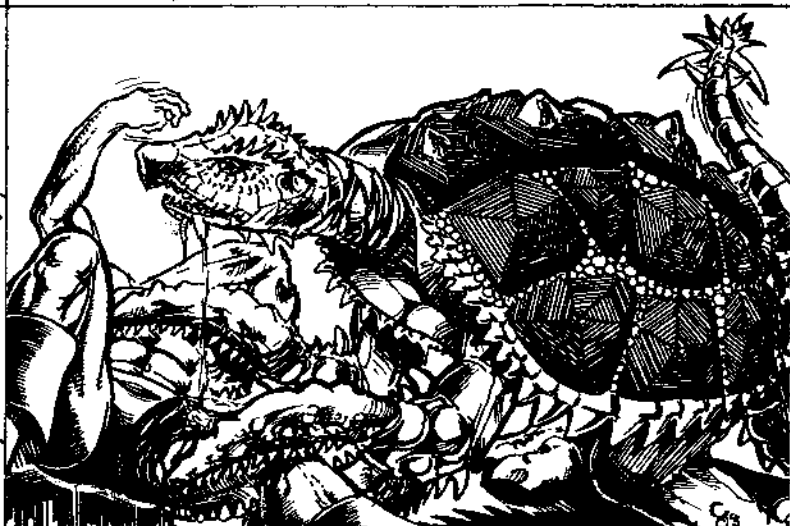
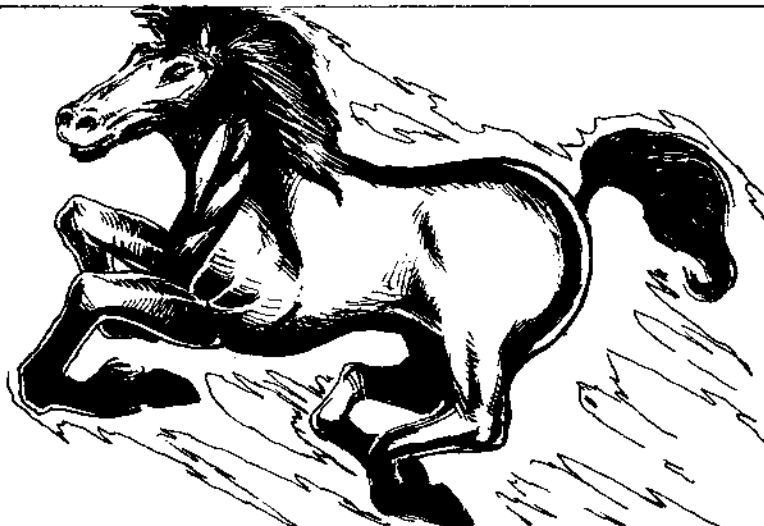
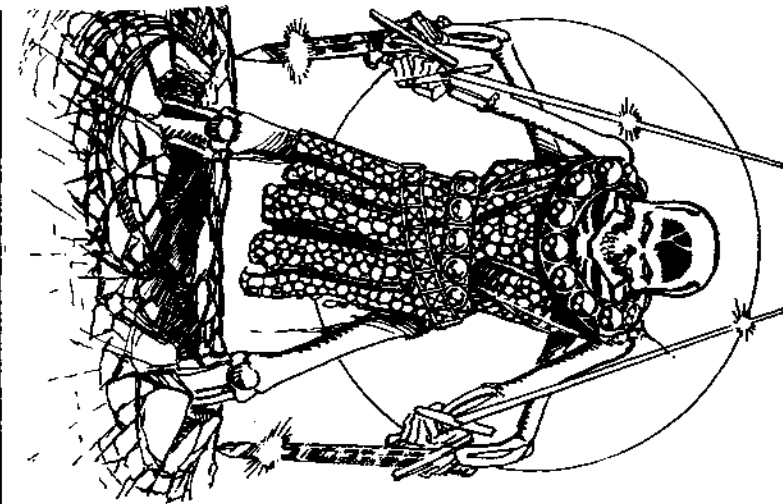
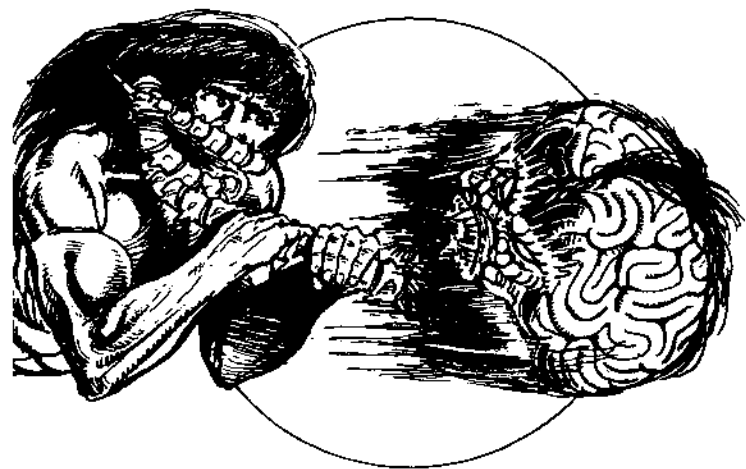
Value: 39,500 G.S. **Composition:** Mithril alloy steel with adamantite leaf and inlay work. **Looks:** See illustration. **Age:** 500 years. **Size:** As per a "normal" shield (but twice as thick). **Weight:** double normal shield weight (thus a 16 or more strength is required to use it properly). **Magik Powers:** Once each battle turn it can bit [attack as an 8HD (non-weaponed) monster] for 3D8 damage. All thus "bitten" is immediately chewed (1D3 melee rounds) and then swallowed (gone forever). It roars (twice as loud as a saber-toothed tiger) in combat and pants loudly at all times. Only true, single purpose warriors may wield it in safety (it tries to bite all others!).

MAGIK ARTIFACT: THE GEAR OF SPARTAKON THE BOLD

Value: 25,000 G.S. **Composition:** Silveel, red dragon leather and gold inlay. **Age:** 400 years. **Looks:** see illustration. Silver and dull red predominant with some gold. **Size:** The belt fits all normal human(oids) as do the bracers. The chain is six (6) feet long. **Weight:** 11 lbs. total. **Magik Powers:** The belt gives the wearer a giants power (a strength of 24). The bracers give an "Aura of AC 2" but no other armour or shield may be used with this. The chain/weight strikes like a plus four (+4) to hit and plus eight (+8) to damage ~~meat~~ or as a plus eight (+8) to strike bullwhip (plus 1D4 to the damage). ALL skeletal type undead it strikes take double damage. It is called "Doom Chain." All may use this set.

MAGIK ARTIFACT: WHIRLING DEATH

Value: 10,000 G.S. **Composition:** Steel, oak and leather. **Looks:** see illustration. **Age:** 750 years. **Size:** 8' long. **Weight:** 40% more than a standard pole arm. **Magikal Powers:** This double ended weapon always gets two (2) attacks per turn at plus three (+3) to hit and to hurt. It has no alignment, ego or intelligence but does allow the user to parry (instead of his/her two attacks) any weaponed attack at a 95% efficiency. It attacks as a two handed sword or halberd at the wielders option.



BATTLEBONES

Type: Undead *HD*: 2+2 *Size*: Man sized. *AC*: 6 or by armor worn. *Speed*: 90' to 120' per turn. *Dext*: 15 to 20. *Number*: 1 to 20 or more. *Attacks*: four per turn by weapon type or for 1D4 each. *Looks*: A four armed human(oid) skeleton with glowing green eyes of flame. *Notes*: These creatures only take half damage from cold. They usually wear chainmail and carry two rapiers and two broadswords (see illustration).

LD/CH/FR

GAMERON

Type: Reptile/crustacean hybrid. *HD*: 3+1 to 6+1. *Size*: see illustration. *AC*: 2+2 (shell) and 2 everywhere else. *Speed*: 60' to 75' per turn (land) and 75' to 100' per turn (water). *Dext*: 10 to 15. *Number*: 1 or 2. *Attacks*: 2 claws for 1D6 to 2D6 each and 1 bite for 1D8 to 1D12. There is a 20% chance each turn that the Gameron will only "tail slash" for 2D6 to 4D6 as its attack. *Looks*: A heavily armoured dragon-turtle like creature with huge claws and a barbed and spiked tail. *Notes*: This creature takes only half damage from cold or fire and lightning has a 90% chance of ricocheting off doing no damage at all. However sonic attacks do double damage to it. Its "armour" is highly prized by armourers and alchemists.

SKULLMONCULUS

Type: undead/homonculus *HD*: 1+4 *Size*: Skull sized. *AC*: 5 *Speed*: 45' per turn (it can leap up to 7') *Dext*: 16 to 19 *Number*: variable but usually alone. *Attacks*: 1 bite for 1D6 plus a toxic saliva that causes the victim to fall into a sleep like stupor for 1D4 days. The bite also rots at 1 point per day unless a disease curing ritual is performed. *Looks*: Like a human(oid) skull with "walking fingers." *Notes*: This creature is a magical construct, usually done upon a mage's slain enemy. The being thus created is used as a watchdog and warning device. It cannot speak but has a loud hissing screech and a staccato gobbling like sound it uses instead. They can "see" into the Astral and Ethereal planes and all invisible beings. They save versus magik like an 8th circle mage.

FR/CF/CH/LD

TRI-CLOPS (LUPOCLOPS)

Type: Giant *HD*: 8+1 to 12+1 *Size*: 18" per *HD* *AC*: 4 *Speed*: 20' per turn per *HD* in size. *Dext*: 12 to 15 *Number*: 1 to 4 *Attacks*: 2 claws for 2D8 to 4D8 each per turn. If they grab a victim (15% chance per hit) then they can bite 1 to 3 times for 3D6 to 6D6 each. *Looks*: Huge, furred humanoid with three cyclopic wolf like heads. *Notes*: These giants are ravenously carnivorous and will always attack, regardless of the odds. They are 10% magik resistant, and paralysis only slows them by half (once) and sonics do only half damage. They can "sniff out" (smell) victims up to 1/4 mile away and are keen crackers.

C/FR

BRAIN EATER

Type: Demon kind (lesser) *HD*: 3+1 only. *Size*: See illustration. *AC*: 9+10 *Speed*: up to 360' per turn. *Dext*: 18 to 21 *Number*: Always alone. *Attacks*: One tentacle (attacks as an 8th level warrior with a +7 bullwhip) that does 1D8 initial damage and 2D8 crush with 1 life drain each turn thereafter. *Looks*: A pulsing, glowing red brain like creature with fiery yellow eyes and a grey-green spine like tentacle. It constantly oozes and drips a foul smelling black and smoking slime that does 1D4 acid burn to all it touches. They get all "lesser demon" saving rolls. However they do not have the "aura of fear" like other demonic types.

DEMON HORSE (HELL HORSE) *

Type: Magical Equine *HD*: 6+1 to 9+1 *Size*: 50% to 100% larger than "normal" destriers. *AC*: 2 *Speed*: Twice that of a light warhorse (ground) or 600' per turn in the air. *Dext*: 18 to 23 *Number*: 1 to 12 *Attacks*: 2 hooves for 1D8 to 2D8 each and 1 bite for 1D6 to 2D6. On a 20% chance each turn it will breathe a 15'x3' 4D6 flame instead of biting. This flame will burn even those normally fire proof! Remember also that they are red hot thus all who touch them take 1D4 heat damage extra. *Looks*: Very large "horses" that resemble red hot glowing metal. Their eyes are white hot flames and their hooves strike sparks wherever they touch. Pale red fire drips from their nostrils and mouths and in flight they resemble fiery meteors streaking across the sky. *Notes*: They are "demonic" in origin (thus getting all "lesser demon" saving rolls) but are of true Chaotic nature, neither hating nor helping those they meet. They can be fierce foes or fast (if somewhat wild) friends.

T'CHEEM BATTLE SPYDER

Type: BIOBOT Biological-Robot hybrid *HD*: Always 8 *Size*: 50% larger than a human. *AC*: 2+5 *Speed*: up to 450' per turn (it can leap up to 25 feet). *Dext*: Always 24 *Number*: Nearly always alone. *Attacks*: one burst (of 1D12 shots) of .30 calibre machine gun fire, 880 rounds carried. And one missile (it carries up to 8 reloads) with a 1 mile range (treat as an 8 inch artillery shell). It can also strike with 1 or 2 of its forelegs for 1D4 each or attack with 1 or 2 of its pincers for 1D6 each. However it seldom uses those types of attacks (15% chance) unless hard pressed at close range. *Looks*: See illustration. Some models have a 24 point laser (500 yard range) instead of the missile launcher. *Notes*: It uses infra red and radar (1 mile range) sensors so its attacks are always plus six (+6). Its power source will allow it to operate for 1,000 hours at full power (or longer in a lesser power status). Lasers have a 50% chance of reflecting harmlessly off its silvery body surface. Fire and cold do only half damage and sonics and lightning do 50% more damage. These units can move on any surface (even upside down) and are programmed to immediately attack all humanoid life forms or other robots not of their kind. They are seldom found in a fully operational state or in full repair. DM's should use them sparingly.

PRIEST-MAGE OF CTHULHULOS

Type: Metamorphed human(oid) *HD*: Always 6+1 *Sizes*: As per Human(oid) *AC*: 5 base but variable by magical protects, robes etc. *Speed*: 90' per turn. *Number*: Usually alone but never more than thirteen. *Looks*: See illustration, generally grey-green and tentacle faced human(oids). *Attacks*: Two (2) magical attacks per turn! Or one (1) hypnotic mesmerizing attack usable against any single entity within 30'. Those thus psychically attacked must save at minus five (-5) or become zombie-like servants of the dread priests for 1D20 melee rounds! *Level*: They can be any level but are seldom seen under 6th level. *Notes*: These are evil beings who have sold their souls to the "Dark and Elder Gods" of prehistory and in return have been granted the ability to use magik at twice the normal rate and speed. They can use all levels of normal magik and clerical and druidical magik up to the 13th circle. They prefer spells like: "Morgorn's Spell of the Red Death" and "Haraag's Hellfire." They practice human sacrifice, bestiality and cannibalism and are feared throughout the multiverse. They never have more than thirteen servants or guardians, and prefer those types which are horrific to look upon. They get a plus ten (+10) save vs psychic probes and/or attacks. Cold only does 1/4 damage to them but "holy water" burns them like fire/acid at 2D6 per vial in potency (they hate it!).

FR/Stoning