

WIZARD'S VENGEANCE



DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

WIZARD'S VENGEANCE

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+OVERVIEW+

Wizard's Vengeance is an adventure for a party of characters with level 2 or more. It is a familiar exploration of a wizard's tower, but with a time limit, problematic escape and potentially long term consequences for the region or the world. While there is an opportunity for combat, a smart party should be able to avoid most of the violence.

Low level parties should focus on looting and retrieving as much low hanging treasure as possible. Higher level groups can think of taking over the tower and turning it into their stronghold.

The setting for this adventure is weird Europe around the 16th or 17th century. It should be easily adjustable to any game where lawful churches oppose wizards practicing demonology.

This adventure is inspired by the *Tower of the Stargazer*. I liked the idea of taking a known fantasy trope and squeezing something new out of it.

Requires **Old-School Essentials**.

+BACKGROUND+

Albrecht Spitzweg, a wizard, lived peacefully near the village of Ravenstein for the last 40 years. Unfortunately for him, two weeks ago **Ulrike von Dornheim**, a ruthless witch-hunter, arrived in the village. When **Albrecht** came from the tower with an apprentice, they were ambushed by **Ulrike** and her henchmen. The apprentice was killed on the spot. His master was captured and after a night of torture burnt at a stake.

Albrecht warned his captors that he has a contingency for this turn of events. Sadly, **Ulrike** didn't believe him, because all witches are liars after all. But the contingency is real and will wreak havoc in the radius of 32 kilometers from the tower in the near future. The animals will turn into undead abominations and attack any humans in sight, killing hundreds. **Ulrike** is planning to go to the tower the next day and torch it and all the devil's tools inside. Until then, the tower is ripe for plunder.

+STARTING THE ADVENTURE+

The party visits Ravenstein and comes across a short window of opportunity to plunder a powerful demonologist's tower. The main obstacle in the way of looting, the sorcerer himself, is gone - he is confirmed dead. However, there are two time limits. First, the wizard left the curse that is slowly taking effect and will make it hard to escape the region with the loot. Second, in the near future the witch hunter will arrive to torch the tower.

Ideally, the characters would already have a reason to visit Albrecht - learning a spell, acquiring a magical item or gaining knowledge. Albrecht specializes in demonology, so perhaps the adventurers are seeking advice on how to defeat or summon a demon. Alternatively, they might be seeking employment and want to offer his services. Finally, they might have just stumbled on Ravenstein on the day of the execution and will discover the opportunity.

+RAVENSTEIN+

The party is not expected to spend too much time in the village, but it is a necessary stop for them to get the adventure hook. Facts about the village:

- + About 300 souls.

- + "Steins", the inn, owned by **Harold Stein**. He is a war veteran and is missing his left eye (**Veteran, HD 2 (9hp)**). Likes to gossip. He happily reads the characters in and provides information about the location of the village, as well as some rumors about Albrecht.

- + Church, run by father **Werner (Acolyte, 2nd level Cleric, HD 2 (7hp), Spells: Protection From Evil)**. Older, long beard, looks like a hermit. Very impressed by **Ulrike**. Has 50% chance of accompanying her to the Tower.

- + **Jürgen**, the mayor of the village. He knew about the promise of retribution from **Albrecht**, but kept his mouth shut around **Ulrike**. He might hire the adventurers to verify that it was indeed a lie.

DESCRIPTION

- + forlorn streets
- + stench of burnt flesh
- + blackened corpse
- + crude stake
- + fearful looks

+THE CONTINGENCY+

Albrecht realized early on that sooner or later some of the common folks might come up with a catchy slogan "Burn the witch!" and disturb him in his tower. To prevent this he prepared a special

contingency and then informed mayors of the neighboring villages about the promise of vengeance if something were to happen to him.

To enforce the contingency **Albrecht** summoned a demon in his tower. It is called **Drekavac**. He bound him in one of the chambers and then compelled it to unleash its powers in the event of the untimely death of the wizard. Some time after **Albrecht** expires on the stake, the curse is activated and then gradually grows in strength until its limits. The curse doesn't kick in immediately after the death of the wizard, in case the demise is temporary or it's a ruse of some kind concocted by **Albrecht**. It

leaves the referee flexibility to start the contingency any time they want. The adventure module assumes the contingency starts roughly around the time when the adventurers arrive at the tower.

The contingency starts with a radius of 1 kilometer and then doubles every hour until it reaches 32 kilometers. Within that distance any animal (humans are the exception - ostensibly because they have souls) larger than the mouse instantly dies and then immediately returns as an undead abomination, violently hostile towards any human.

Drekavac remains bound inside the tower. It is a humanoid,

+RUMORS ABOUT ALBRECHT+

He organizes orgies with demonic guests of both sexes (Unfortunately, untrue)

He saved the city of Utrecht from a demonic infestation (True, but for a hefty price)

He can shape-shift and frequently travels across the lands to seek secrets (False)

He makes human sacrifices to demons (True)

He has a network of agents across the land (False)

He has recently taken in a second apprentice (False - He employed a servant instead)

He employs adventurers to retrieve artifacts and magical knowledge (True - but, well, not anymore)

He promised to cast a terrible curse if something ever to happen to him (True - though technically he is not the one causing the curse)

with a goat's head, a snake's tongue and miniature bat wings. It hates **Albrecht**, as well as other humans. It is very excited about both the death of the wizard and ability to cause suffering and death. However, it will be most pleasant and cordial when talking to any adventurers he meets - no point in discouraging potential customers. It will truthfully explain that there is only one way to resolve the curse - a self sacrifice of willing creatures. For every level (0-level humans are treated as level 1 for this purpose) of a willingly sacrificed human the radius of the curse would be halved and the undead abominations would be instantly destroyed. Destroying the circle that binds him will merely send him back home.

The devil will hastily explain that there are ways to increase the range of the curse past the current limit of 32 kilometers - through sacrifice of an unwilling person. For every level of the sacrificed human (again, 0-level humans are treated as level 1 for this purpose) the radius will double. Additionally, the demon offers to grant an immediate level increase to a single character for every doubling of the curse's range. The death of the creature must occur somewhere within the tower and be done in the name of **Drekavac**. It effectively allows trading lives of 0-level humanoids for arbitrary high level increases.

+ALBRECHT+

Albrecht Spitzweg was a vile human being. He imprisoned and murdered multiple people during his lifetime. Recently he acquired the Infernal Sphere (15 Albrecht's quarters) and peered into it, hoping to gain more control over the summoned devils. The experience did leave him stronger, but also made him lose a whooping 6 points of Wisdom. As a result, he succumbed to clinical anxiety over his imminent damnation in hell.

He turned his anxiety into an obsessive study of the scripture in multiple languages, as well as seeking ways to redeem his soul - ideally through magical, non-repentant ways. He is on the brink of discovering the Scepter of Redemption (22 Artifact Room) through a magical game of chess with a devil, but he hasn't sealed the deal yet. If he wins, he can ask any question. He was saving the victory to the last moment, hoping he can find the Scepter in another way. Then he could ask a different, perhaps more beneficial question.

His obsession led to his demise. He made another human sacrifice and summoned a powerful devil (23 Sacrificial chamber) to reveal the way to redeem his soul. The fiend told him he should immediately leave for Ravenstein, where his salvation awaits him. Well, it turns out the devil was right - apparently being tormented and burnt at a stake is a solid penance and granted **Albrecht** a couple

millenia of purgatory instead of eternal damnation. Or perhaps the devil just lied.

+ULRIKE+

The witch hunter **Ulrike von Dornheim** used to be a nun. Years of prayer and contemplation made her manifest cleric powers, but she kept them secret. It wasn't until war came to the doorstep of her convent. A band of marauders assaulted the congregation, seeking riches and treasure. **Ulrike** was forced to use her gifts and to her

horror she discovered that some of brigands were using sorcerous powers and unholy artifacts. Seeing the corruption brought by the dark forces, she decided to take a mantle of a witch hunter and face the darkness directly. If anyone had a problem with her taking that role, they were wise to keep quiet after witnessing her wonders.

Ulrike, Level 6 Cleric
AC 3 [16], **HD** 6 (32hp), **Att** 1
x weapon (1d6), **THAC0** 16
[+3], **MV** 60' (20'), **SV** D9
W10 P12 B14 S12, ML 11, **AL**
Lawful, **XP** 1000, **NA** 1, **TT**
None
▶ **Divine spells:** Cast spells as
6th level cleric.
▶ **Turn the Undead:** Turns
undead as 6th level cleric.

+ THE TOWER +

+ THE GROUNDS +

The area around the tower is surrounded by a stone wall 8' tall. Inside the enclosed area there are also a barn and a coop. There is an open gate facing east. At the gate there are 2d4 undead cocks, several hens and a rooster. They stand completely still and don't make any sounds. They will attack any human that comes within 50'.

Undead cock

AC 6 [13], HD: 1 (4hp), Att: 1 x beak (d4), THACo 18 [+1], MV 90' (30'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 20, NA 2d4, TTT None

THE COOP

The coop is empty save for some eggs inside and a couple of live chicks. They were too small to turn into undead abominations.

THE BARN

- + Unpainted, two stories high.
- + There are two undead goats and one undead cow in the barn. If someone opens the

barn door, they will attack. They are completely quiet.

+ On the upper floor of the barn hides **Rupert**, **Albrecht's** servant. He is a level-0 commoner. He was milking the animals, when the contingency started. He was lucky enough to survive by climbing upstairs. If he hears any noise outside, he will start screaming for help and warning about the monsters in the barn.

+ If the party saves him, he is grateful and helpful. He offers to become a retainer. He is very enthusiastic about looting the tower.

+ He knows that **Albrecht** left a curse in case of his death that will wreak havoc, but doesn't know the details

Undead cattle

AC 7 [12], HD: 2 (9hp), Att: 1 x horns or teeth (d6), THACo 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 30, NA 1d6, TTT None

THE outhouse

Beside the obvious content, there is a small shelf next to the seat with a copy of **Dante's Divine Comedy**. It's worth 100sp to a collector.

+ALBRECHT'S TOWER+

The tower is 40 meters tall. There are three balconies at elevations: 10, 20 and 30 meters. They face respectively west, east and north. The door on the lowest balcony is closed, but the other two can be potentially open depending on PCs luck. Climbing without the gear requires a test for climbing sheer surfaces. Additionally, there is a chance of undead birds attacking the climber. The chance is equal to how high they are climbing: 10% for climbing 10 meters, 20% for 20 meters, and so on.

The entrance to the tower is in the south-east, on the ground floor.

Read the following information before the game. It contains general information about the tower, as well as some background and fluff. When running the game use the map at the end of the chapter and its key for narration. Only switch to the text when you need additional details, e.g. when characters are looking at books in the library or when they are looking for treasure in a room. There are no read aloud boxes - they suck. Improvise a description from the map key. If you don't remember a detail, look at the detailed description and scan for bolded keywords.

I FOYER

+ Spotlessly clean, free of any dust or dirt. It is well lit by candles in brass candle holders. Whenever **Rupert** has nothing to do, he cleans it out of anxiety. If the PCs missed the barn, this should give them a hint that there is someone else in the tower.

+ **Painting of Albrecht** on the wall opposite of the door. His eyes follow anybody in the foyer. The painting is magical and allows Albrecht to see through the eyes of the image - not anymore of course, but the effect remains. **Albrecht's** full name - **Albrecht Rutger Spitzweg** - is written on the back. If another character writes their name, they immediately gain the ability to look through the painting. The painting can be moved and it retains its properties, but it's large (100cm x 70cm) and unwieldy. The field of view is 130 degrees.

2 SERVANT QUARTERS

+ **Rupert** lives here. **Simple living quarters**. There is a bunk bed, tub, small wardrobe with cheap clothes, table and a stool.

+ There is a **lantern** on the table and 20sp hidden in a **money bag** under the bed.

3 KITCHEN

- ‡ Pans, pots, knives, spit roaster and a cauldron with soup left on fire by **Rupert**. Small smoke outflow pipe in the northern wall.
- ‡ There is a dumbwaiter going up on the eastern side. PCs with both Strength and Constitution below 12 can squeeze through it and attempt to climb. The dumbwaiter leads to Steffen's quarters (13) and Albrecht's quarters (15).
- ‡ There is a hatch with a ladder to room 4 in the southern part of the room.

4 BASEMENT PANTRY

- ‡ Fully stocked pantry: vegetables, grains, cured meats. A keg of beer. Cool and dark. Enough food for a month for 3 people.
- ‡ If a character thoroughly searches the room and succeeds on Architecture roll, they find the hidden door to the Panic room (9).

5 TRAPPED CORRIDOR

- ‡ The corridor is **trapped with magical electricity**. Every round anyone steps on the floor they take 1d6 electric damage and must **save against paralyze** or lose consciousness (likely taking damage on subsequent rounds).

- ‡ In the southern part there are **carcasses of a swarm of rats**, all fried by electricity. They are not immediately visible, unless someone sticks out their head into the corridor.

6 GERTRUDA'S CELL

- ‡ **Gertruda** is a 1-level specialist captured by Albrecht. She tried to steal from the wizard and fell into a trap.
- ‡ She is in a poor mental state. If she is freed and not properly comforted, she runs out of the tower into the wild. The undead kill her soon afterwards.

7 THOMAS' CELL

- ‡ **Thomas** is a 0-level commoner captured by Albrecht. He was traveling looking for work, when he was ambushed by **Albrecht**. If freed, he offers to become a retainer. He is loyal.

8 SYLVIA'S CELL

- ‡ **Sylvia** was another victim of Albert. Unfortunately, her cell opened to a rat nest. When the Contingency kicked in, the rats rushed into the cell and ate the woman alive. Her **half-eaten corpse** remains in the cell.
- ‡ The other prisoners are deeply shaken by the dying shrieks of the woman.

9 PANIC ROOM

- ‡ Secret room that has occult symbols making it an **antimagic zone**. Spells and magical items don't work here. Magical beings are destroyed or banished if they enter.
- ‡ There are several **iron rations** and a deep hole for physiological needs dug out in the corner.
- ‡ There is a magical item near the wall. It's a **teleportation cylinder**, with a single charge. It doesn't work in the panic room. The cylinder looks like a large cryptex, with letters for direction (N, S, O, W) and two digits (for distance in geographic miles, equal roughly 7.420 kilometers), repeated twice. There is also a button. Setting the both directions and distances will teleport the holder using these coordinates into possible safe space.

10 TRAPPED DOOR

- ‡ Wooden door with a round, **jet-black iron handle**. Whoever grabs the handle must make a save against magic or their hand will stick to the handle, making it impossible to let go unless the hand is severed. Once that happens, the iron will start engulfing the rest of the body: it will cover the arm within a

minute and the rest of the body within the next five minutes. The character will suffocate soon after. The iron will recede and form the handle again after 30 minutes.

- ‡ **Rupert** knows about this trap, because **Albrecht** tricked him into trying to open the door and prevent him from ever going upstairs. **Rupert** had to change his soiled clothes once the ordeal was finished and will mention that without shame.
- ‡ Destroying the door doesn't trigger the trap, but requires three full turns of hard work and tools - a hatchet or a battle axe will work.
- ‡ If the character is wearing gloves (either leather or steel) and they are explicitly mentioned on their character sheet, they are allowed another saving throw to remove their hand from the glove before they get engulfed.

11 CLEANSING ROOM

- ‡ Small chamber covered by healing and cleansing sigils. If 'Cure disease' spell is cast in the chamber, it is strengthened and affects all living creatures inside. The spell sanitizes the space and the people.

† Some players might notice that as Magic-Users neither **Albrecht**, nor **Steffen** would have access to 'Cure Disease'. Indeed, **Steffen** was using a magical amulet that allows casting this spell once a day. The amulet is still on his buried body.

12 DISEASE LABORATORY

† **Cages with undead rats, rabbits and pigeons** stack on the eastern side. They thrash furiously.

† In the center is a large desk with vials, beakers. **Dissected, undead rat**, pinned to the wood.

† For every turn spent in the room the PCs must make a **save against poison or contract bubonic plague**. They have a 90% chance of dying in the next couple of days, potentially starting another outbreak if they spread it.

† There is a large **book with research on contagious diseases**, immunity and virology. If delivered to the hands of a notable physician, for example Santorio Santorio or William Harvey, it will change human history. Scientific breakthroughs in medicine will advance by a full century. The notes are worth 200sp to any person with a medical background.

13 STEFFEN'S QUARTERS

† Modest, but comfortable **living quarters**.

† A rat familiar, **Moritz**, lounges on the bed. Loud and foul-mouthed. Immediately starts screaming, reviling and calling: "Steffen! Albrecht! Looters! Fuckin' adventurers! Bitch, the wizard gonna lit your ass!!" Fiercely loyal to wizards. Refuses to believe they are dead, unless irrefutable evidence is presented. If convinced, can begrudgingly join the party, especially if there is a magic-user present. Runs away if mistreated. Knows a lot about the tower and provides a vulgar commentary.

† There is a **spell book** on the shelf. It contains 2d4 random 1st level spells.

† **Potion of cure disease** on another shelf, for emergencies.

† There are sliding, slightly rounded, iron **doors to the balcony**. They are usually locked from the inside. There is a 10% chance that they remained open as Steffen forgot to close them.

† **Dumbwaiter** from the kitchen can be accessed here.

14 SECOND TRAPPED DOOR

- ‡ This door has a **jet-black handle** and **jet-black iron bounds**. Touching the handle has the same effect as touching the handle of the door on the previous level (9).
- ‡ Attacking the door triggers a retaliation, as long as the attacker is within 10' from the door. The **jet-black iron bounds** turn into thorns and stab the attacker for 2d6 damage or half on a successful save vs wands.

15 ALBRECHT'S QUARTERS

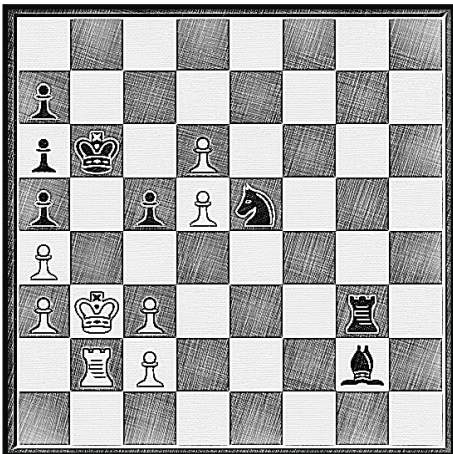
- ‡ Large canopy bed. **Bibles** in three different languages (Latin, Hebrew, Greek) on a night stand. Each is worth 50sp.
- ‡ Bottle with **potion of sleep** with three doses.
- ‡ Golden **chamber pot** worth 100sp. Full. Stench of urine.
- ‡ On a coffee table there is a metallic, **magical sphere** covered with a shroud. Lifting the shroud and looking into the sphere grants vision of hell and eternal damnation. This makes the character lose 1d6 points of Wisdom and gain 1000xp. It is the Infernal Sphere and it trades sanity for forbidden knowledge. Losing all Wisdom means permanent madness and a permanent state of fugue, where the PC

loudly describes the visions of hell. Every character can only look once. It is either a trap, or a good deal. The sphere is valuable to satanic cults and can be sold to them for 1000sp. Lawful good clerics feel its presence and will burn you on a stake if they catch you with it.

- ‡ On the table there is an ornamental **chess board** with the following pieces. Only white pieces can be moved, the black won't budge. The only winning move is king to a2. If the PC makes that move, a horned devil appears.
 - ❖ The devil offers: "You win, you old cuck. So, do you want me to answer your original question or do you have some other question?"
 - ❖ If the party foolishly asks "What was my original question?", the devil grins and happily answers: "Your original question was: where is the scepter of redemption?". Then it disappears with a cackle.
 - ❖ Otherwise, the devil answers one question truthfully. If the PCs tell it to answer the original question, it responds: "Scepter of Redemption is in a cave near the shore, south east from Narbonne." The scepter is indeed there, guarded by deep-water abominations. The redemption it offers might work unexpectedly.

- ❖ If the PC makes any other move, the devil appears too. It moves the black bishop to d5, flips them off, tells them to go fuck themselves and disappears. Making further moves on the chessboard has no effect.

- ⊕ Painting **Salvator Mundi** by Leonardo da Vinci on the wall. 45x65 cm, worth 500sp.
- ⊕ The **dumbwaiter** from the kitchen ends here.
- ⊕ There are sliding, slightly rounded, iron **doors to the balcony**. **Albrecht** was recently lax about keeping them locked, so there is a 50% chance they are open.
- ⊕ Large, standing **mirror**. Mundane, but worth 200sp if sold in one piece.



16 THE LIBRARY DOOR

- ⊕ The library door is made completely out of jet-black iron. The party should know by now that this spells trouble. If a character comes within 5' of the door, it turns into black iron pudding and attacks the character. It won't leave that tower level and if the party retreats, it will turn into the door again.

Jet-black Iron Pudding
 AC 6 [13], HD 10* (45hp), Att 1 × touch (3d8), THACO 11 [+8], MV 60' (20'), SV D10 W11 P12 B13 S14 (5), ML 12, AL Neutral, XP 1,600, NA 1 (0), TT None

17 THE LIBRARY

- ⊕ The library **spans two levels** of the tower vertically.
- ⊕ The **walls are covered by shelves** with books from the floor to the ceiling. Next to them are **ladders** with wheels. There are several desks with comfortable leather chairs and ottomans.
- ⊕ The library is lit through a **magical crystal** built into the ceiling. The crystal can be extracted with the use of proper tools and will retain its qualities of perpetual light.
- ⊕ The library has a large number of volumes in various languages, mostly Latin,

LIBRARY FINDS (2D8)

2 **True names of Fae.** In Old Gaelic. Having Fae's true name allows you to give them orders and obviously incur deadly wrath. The tower shields the tome from detection by the fair folk, but if taken out, they will become immediately aware of it. They will send their flunkies to destroy the book and kill the owners. The book is a Fae artifact and will not leave its owner. If thrown away, it will return to the owner the next day. To any competent Mage-user who knows to hide it, it will be nigh-invaluable. There are very few that can overcome the Fae magic.

3 **Flos Duellatorum.** In Italian. This is a fencing manual by Fiore dei Liberi. If a fighter studies for an hour once per week, they get the following benefit: once per combat they can make an additional attack in a round. The book is worth 2000sp to any collector.

4 **Tzadikim Nistarim.** In hebrew. Identities of the 36 righteous men across the ages. Satanic cults are interested in assassination of these in order to bring the end of the world. They will do whatever they can to put their hands on the book, including paying the characters off. One of the characters should find their names in the book, to incentivize them to not part with it.

5 **Journeys through Leng.** Author unknown. Grimoire bound in human skin. Reading it makes the character permanently lose one point of Wisdom. Teaches a ritual that allows opening a two-way gateway to Leng Plateau. Alien beings might take advantage of the gateway.

6 **Gladius Maleficarum.** Neatly typeset, well organized and plainly written in German and Latin for convenience of the reader. Author, Heinrich Remarque, promises methods of fighting against witches and sorcerers, including ways of protecting against their unholy powers. Utter bullshit. Written and distributed by an unnamed wizard who wanted to make sure wannabe witch hunters can be easily dealt with. Worth 20sp.

7 **Prathama Adhyaya.** In Sanskrit. Tractat about peaceful ways and non-violence. If the PC studies this for an hour they lose the ability to attack any sentient creature for a week. In the same period, reaction rolls are made with a +1 bonus.

8 **Spellbook** containing a random Cleric spell but modified to allow a Magic-user to cast it. A magic-user has a 20% chance to learn it.

9 **Foundations of Nanotechnology** by Douglas Sanders. Written in modern English, hardcover, 642 pages. **Albrecht** recovered this manual from an alternative dimension.

LIBRARY FINDS CONTINUED (2D8)

10 **Natural poisons.** Book describes plants and herbs that can be used to create poisons. Allows the character to concoct poisons from plants provided they find the right ingredients. The PC following instructions from the book has 2-in-6 chance of finding the ingredients in a given region. The pages in this book are coated in poison. A reader who doesn't use gloves must save against poisons or die in the next d6 hours.

11 **Spellbook** containing a random Magic-user spell of any level.

12 Random **self improvement book.** Studying it for an hour a week improves checks related to the skill by 1. For example foraging would improve from 1-in-6 to 2-in-6. The PC can only benefit from one such improvement at a time.

13 **Universal law of attraction.** In modern English. **Albrecht** summoned this book from the future, asking for the most influential book of the future. The book promises that if you truly want something and believe in it, the cosmos will scheme to grant it to you. Complete nonsense. Nevertheless, it led **Albrecht** to seek redemption of his soul. The cosmos schemed to attract **Ulrike**.

14 **Scroll** with a map to the Scepter of Absolution. The scepter is not there. The map leads to an old temple in the middle east already visited by **Albrecht**. He left an enormous mess there - summoned several devils, went toe-to-toe with Old-Testament-looking angelic guardians and brought destruction to the local population. There is still treasure in the temple, but it's a place of a constant battle between the forces of heaven and hell that both went completely insane.

15 **Codex Lustrationis Aspersus.** Latin. Promises purification from sin, devil's influence and mark of witchcraft. Does exactly that, by gradually removing the ability to memorize magic-user spells, one-by-one. Losing ability to memorize all spells renders the character unable to advance as a magic-user again.

16 **Accounting book** describing **Albrecht** expenditures and assets. Besides the tower he owns two other mansions in different parts of Europe. There are no deeds. The mansions can be future adventure sites or if they are mundane, safe houses for the party.

Greek, Arabic; some more recent are in German. Majority of **books are mundane**. They cover topics like philosophy, theology, poetry or natural sciences. Each book is worth 6d6sp and counts as an item.

‡ There are also **special books** in the library. For every turn spent digging through the library, the PC can roll a D6. On 6 they find one of the special tomes. Roll 2D8 and consult the Library find Table. There is no obvious key or organizational structure. Albrecht used a spell to maintain knowledge of where each volume was.

‡ If you want to nudge players in some direction a book might be a good medium. For example, if you want players to look for a magical item, they can find a book about the supposed location of that artifact. If you want to have to travel to a fantasy realm, they might find the description of it. You control what they can find, so simply hand it to them.

18 THE 2ND FLOOR OF THE LIBRARY

‡ Because the library spans two levels vertically, the next floor of the tower contains only wooden walls and stairs up.

‡ It is possible for the party to break down the wooden walls, but it requires some equipment (at least a hatchet or an axe) and takes several turns to complete.

19 THE WORKSHOP

‡ Jet-black iron 8-legged chandelier. Turns into a **spider-construct** and descends onto the floor as soon as someone enters the room.

Jet-black iron spider
 AC 4 [15], HD 4 (16hp), Att 2 x leg stab D6, THACo 17 [+2], MV 90' (30'), SV D12 W13 P14 B15 S16 (2), ML 12, AL Neutral, XP 125, NA X, TT None

‡ Near the wall stands a **jet-black iron frame**, 2 meters wide and 2 meters high, weighing 100kg. The iron constantly moves and fluctuates, but retains its general shape. It is a portal to the dimension and time from where the jet-black iron originates. Objects passing through the frame will appear in the other dimension. Destruction of the frame collapses the portal.

‡ On the table there is an almost finished **scroll of petrification**. It has 75% chance of success and 25%

chance of petrifying the caster.

† On a stand **Albrecht's spell book**. Tightly locked and bound in jet-black iron. Small concave in the center. The only way to open is to have **Albrecht's** genetic material come into contact with it. That might be hard to come by - the only available specimen is on the stake in Ravenstein. The book contains a large variety of spells across all levels of a magic-user.

† On a shelf there are six massive jars with jet-black iron inside. The iron is inert. It requires a jolt of electricity to activate. Being hit by a lightning or a Lightning Bolt spell cast by a level 6+ Magic User works. Activation causes it to turn into one of the jet-black monsters described in this book. The creature is confused and will attack the closest persons, unless pacified with charming magic.

† **Albrecht's** journal lies on the table. The journal is encrypted with wizard's personal code from Latin. Unless magical decryption is applied, it requires a highly skilled mathematician and D6 years to decrypt the journal. The topics covered in the journal are:

- ◆ Research into summoning

devils. Understanding this research allows the Magic User to use Summon spell to call for a devil instead of a random entity, provided that the succeeded on other checks. The devil must be bargained with to do work.

- ◆ Information about the properties of the jet-black iron. Activation through electricity and control through charming magic are described in detail.

- ◆ Recent entries about frantic search for ways to avoid damnation.

† There are three chests in the room. Two are unlocked and contain magical equipment. The third one is made out of steel and is locked. Inside, on pillows is a metal skull with carved patterns. The closest person within 5ft who sees the skull must save vs spell or have their face melt off and their soul be consumed by the item. After 6 souls are consumed, a powerful demon named Alastor is released and will wreak havoc until banished.

† The workshop has a value of 2400sp in terms of magical laboratory.

† There are sliding, slightly rounded, iron **doors to the balcony**. They are unlocked. As soon as someone appears on the balcony, the spider is activated and tries to ambush

+JET-BLACK IRON+

The iron is actually nano-machine material that originated in alternate reality. The nano-machines got out of control and destroyed human civilization in that dimension. **Albrecht** discovered and started visiting it regularly, taming some of the nano-machine constructs and embedding them in his tower. They are very obedient to magical influence and can be shaped for a variety of purposes. Unfortunately the humanity in the alternate dimension never discovered magic.

If the party travels through the frame in the workshop, they will discover a similar one in the alternative dimension as well as a ruined world roamed by a variety of jet-black iron constructs. The constructs are very susceptible to magic - charm person, charm monster, suggestion, mass suggestion and geas all work on them. The existing population didn't invent any magic and as a result haven't implemented any protections in nanotechnology against abuse by magic-users. This is how **Albrecht** was able to force them into servitude.

The ruined world can be either a deadly trap if the party doesn't have such magic or a place to explore and use for their purposes. Perhaps there are even pockets of humans somewhere. It's up to the referee to decide how they want to use it. If it is intended as a trap, jet-black iron monsters will soon start harassing the party. Use the stat blocks for the iron spider or iron guardian, or one of the following two.

Black wind

A tornado of nano-particles that devours flesh. Any creature within 120 feet loses 1hp per round. Any creature within 30 feet loses 1d6 hp per round. Can be calmed down with charming/suggestion magic.

Black blob

An amorphous behemoth that consumes anything that encounters. Attacks once per round with slamming. The attack deals no damage, but the target must save vs paralysis or be instantly consumed by the black mass.

AC 10, **HD** 20 (80hp), **Att** special, **THAC0** 6 [+13], **MV:** 60' (20'), **SV** D6 W7 P8 B8 S10 (10), **ML** 12, **AL** Neutral, **XP:** 2000

Black moloch

Humanoid. 10 feet tall hulk. Intended as a siege machine.

AC 0 [19], **HD** 12 (60), **Att** 2 x slam (D10), **THAC0** 10 [+9], **MV** 90' (30'), **SV** D8 W9 P10 B10 S12, **ML**12, **AL** Neutral, **XP:** 1100

anyone who enters the workshop.

20 JET-BLACK IRON TREE

- ‡ In the middle of the room grows a **jet-black iron tree**. It is immobile, but will attack anyone it doesn't recognize with its branches.
- ‡ It attacks as soon as even a single limb appears at the stairs, but at this place it can be avoided after a successful Dexterity check. It cannot move and the branches are not very dextrous. They will smack wildly, but aren't smart enough to go over cover.

AC 7 [12], HD 10 (40hp), Att 3 x D6 (every attack must be a different target), THACo II [+8], MV 0', SV D10 W11 P12 B13 SI4, ML 12 AL Neutral, XP 900, NA X, TT None

21 SACRIFICIAL CHAMBER

- ‡ **Silver pentagram** installed in the floor, worth 1000sp. Requires tools and at least an hour to be extracted.
- ‡ Inside the pentagram a **dead body**, with its heart cut out. 5 golden candle holders surround the body, each worth 100sp.
- ‡ There is a **stone table** in the corner with a sacrificial dagger worth another 50sp.
- ‡ This is, of course, a trap. If someone crosses the

pentagram threshold, the body - a **wight** - will leap up and attack them. Once the pentagram is crossed, the wight will not be bound by it anymore and will chase the characters. It's extremely pissed about having been sacrificed.

- ‡ Ranged attacks on the body count as crossing the threshold.

22 ARTIFACT CHAMBER

- ‡ Various artifacts on **marble pedestals**.
- ‡ Four 12-inch **figurines of devils**, each weighs 10 kilos. If broken, a devil will appear and attack the closest creature. The devil is unstable. Every turn roll D6; on a 6 the devil returns to hell. These are effectively unholy hand grenades.
- ‡ **Scepter of Repentance**. Holding the scepter makes you feel a sudden need to confess your sins and ask for forgiveness. Save against magic or spend the next 3d6 minutes on nothing but contrition. Hitting someone with the scepter doesn't trigger this effect, but making someone forcibly grasp does. Unlike the Scepter of Redemption it doesn't come with any guarantees of salvation. Heavy item.

‡ **Jet-black iron printer.** It has a feeder tube with visible grinding mechanism and a spout. If fed organic matter it produces an equivalent amount of inactive jet-black iron. Electricity can be used to activate it. Heavy item.

‡ **Golden chalice.** If held, even through a glove, requires save vs spell. On failure the chalice fills up with cursed black blood. The holder is compelled to drink taking D6 damage per turn. They will do all in the power to continue. The chalice affects the next 3 people who hold it and then becomes inert. Afterwards the chalice is worth 500sp.

‡ **Cast iron ring.** Believe it or not, it's a regular ring of protection, +1 to AC. However, you must have fat fingers (Strength and Constitution above 12) for it to fit, otherwise it will slip. A skilled jeweler can adjust it for more petite appendages without losing its properties.

21 DREVAKAC CHAMBER

‡ The **demon** sits in the middle of the pentagram drawn in ever fresh blood. If the pentagram is disturbed, it returns to wherever it came from.

‡ The demon is welcoming and interested in conversation. Check the details of the

Contingency for the offer it makes.

24 ATTIC

‡ A rack with 2 muskets, an arbalest and 8 oil flasks.

‡ Stairs end here, there is a hatch to the roof with a ladder.

25 TOWER ROOF

‡ Nothing interesting, but any character stepping onto the roof has 50% chance of getting attacked by a flock of undead birds.

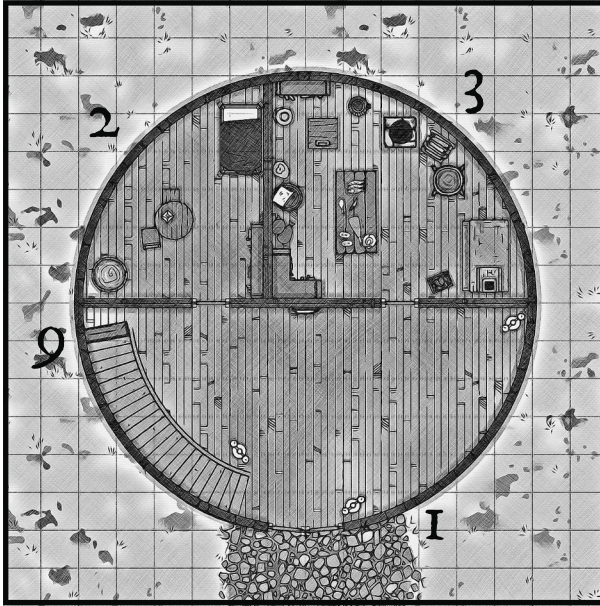
THE MAP

The map on the following pages contains the key and hints about the content of rooms. Large images, both color and B&W are available here (watch out, it's almost 100MB archive):

<https://bit.ly/3eOjBzM>

2 Servant quarter.
Rupert's Simple
quarters. Lantern.
Hidden moneybag.

1ST FLOOR

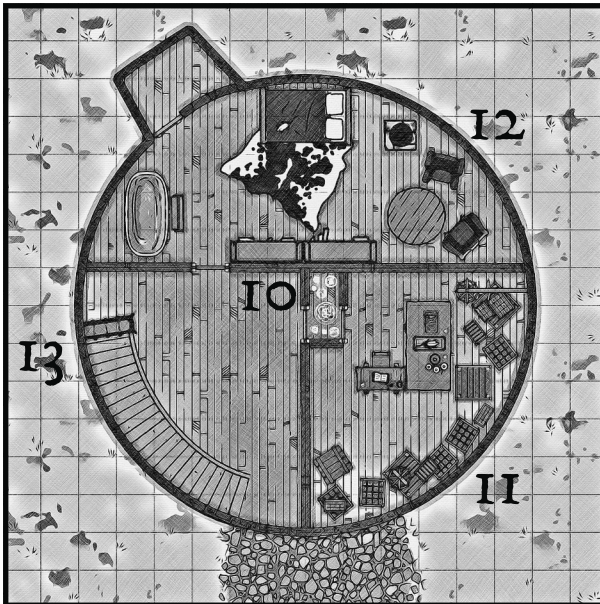


2 Kitchen. Hatch to
7. Dumbwaiter to 12
and 14.

9 Trapped door. Jet-
black door handle,
save vs wand of get
engulefd.

1 Foyer. Spotlessly
clean. Picture of
Albrecht.

2ND FLOOR



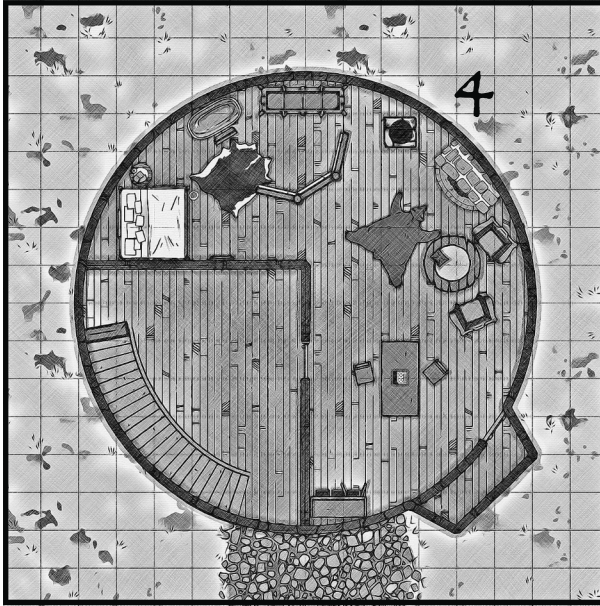
12 Steffen's quarters.
Spellbook. Moritz,
the rat familiar.
Balcony, usually
locked.

14 Trapped door.
Jet-black door handle
and bounds.

4 Cleansing room.
Occult symbols
enhancing cure
disease.

10 Disease
laboratory. Undead
animals in cages.
Dissected rat.
Research book.

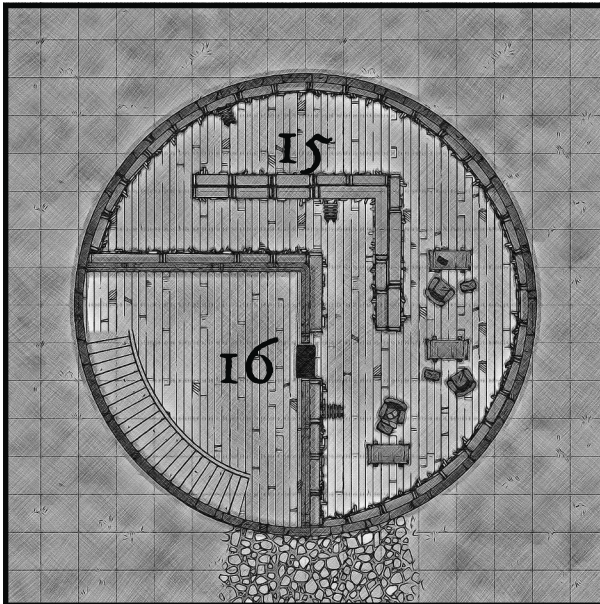
3RD FLOOR



4 Albrecht's Quarters.

- + Luxurious.
- + Bibles.
- + Potion of sleep.
- + Magical sphere under a shroud.
- + Chessboard.
- + Salvator Mundi.
- + Chamber pot.
- + Standing mirrors.
- + Balcony, sometimes locked.

4TH FLOOR



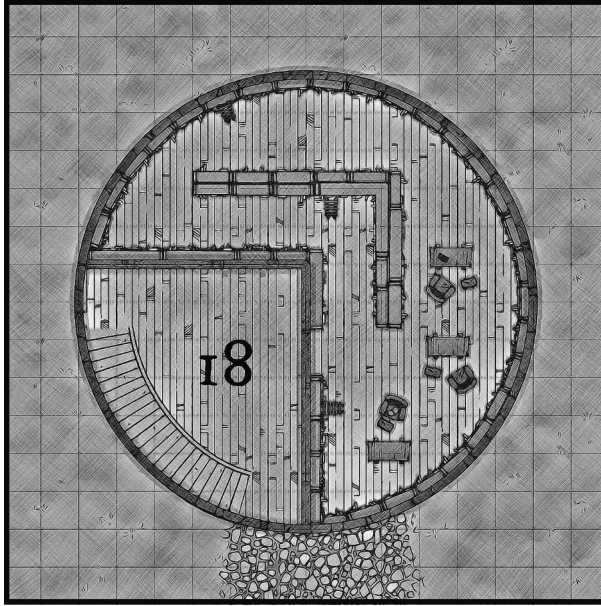
15 Library.

- + Two floor tall.
- + Magical light crystal in the ceiling.
- + Mundane books about philosophy, poetry, theology, natural sciences.
- + Special books. Consult the table.

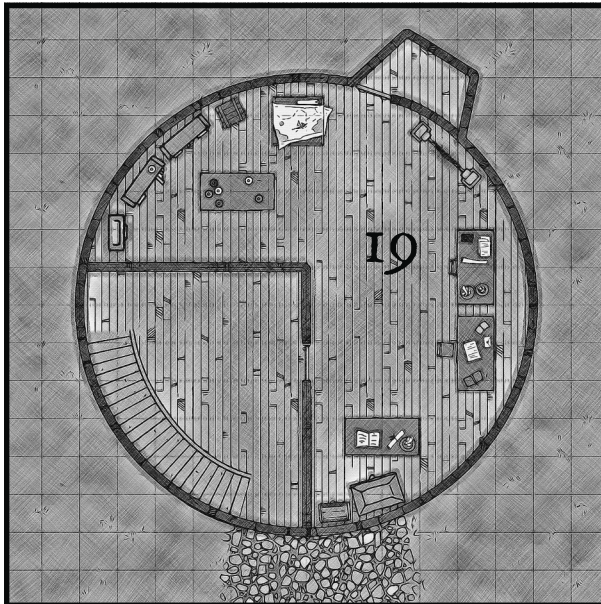
16 Jet-black iron door. Turns into jet-black iron pudding.

18 Second floor of the library. No access from the staircase, but wooden walls could be breached.

5TH FLOOR



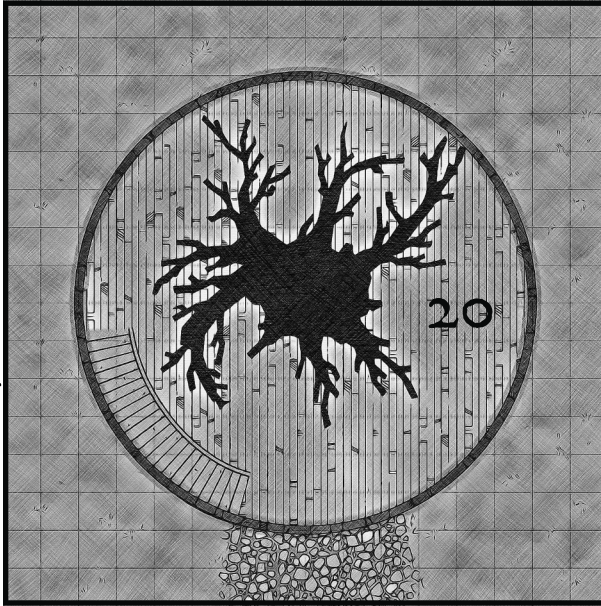
6TH FLOOR



- 19 Workshop**
- + Jet-black iron spider.
 - + Jet-black iron frame
 - + Albrecht's spell-book
 - + Scroll of petrification
 - + Jet-black iron jars
 - + Albrecht's journal
 - + Chests, one with cursed skull
 - + Balcony door

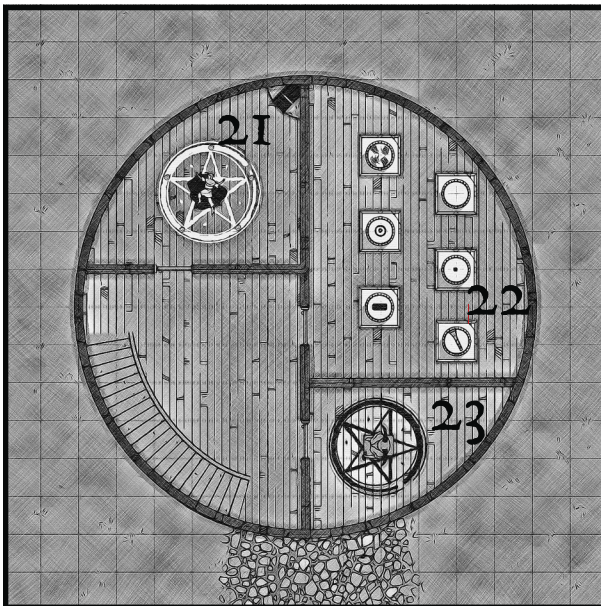
20 Jet-black iron tree
Attacks anyone in sight.

7TH FLOOR



21 Sacrificial chamber
Silver pentagram mounted into floor.
Wight ambush inside.

8TH FLOOR



22 Artifact chamber

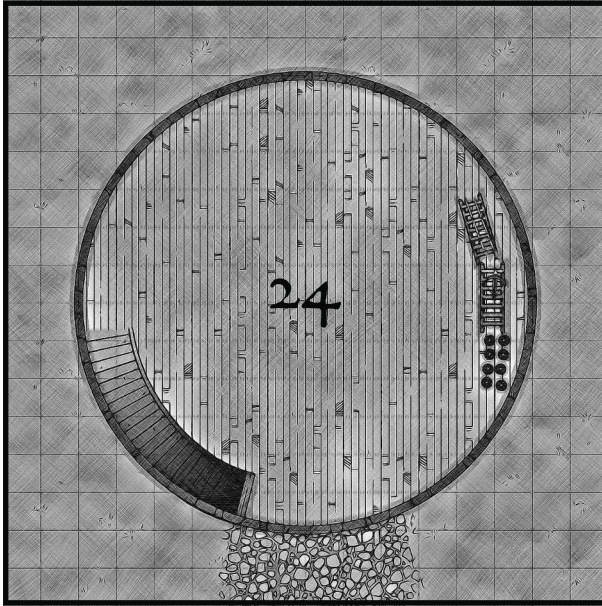
- ⊕ Devil figurines
- ⊕ Jet-black iron printer
- ⊕ Ring of protection
- ⊕ Scepter of Repentance
- ⊕ Poisonous chalice

23 Drevakac chamber

It is eager to come to an understanding with the adventurers.

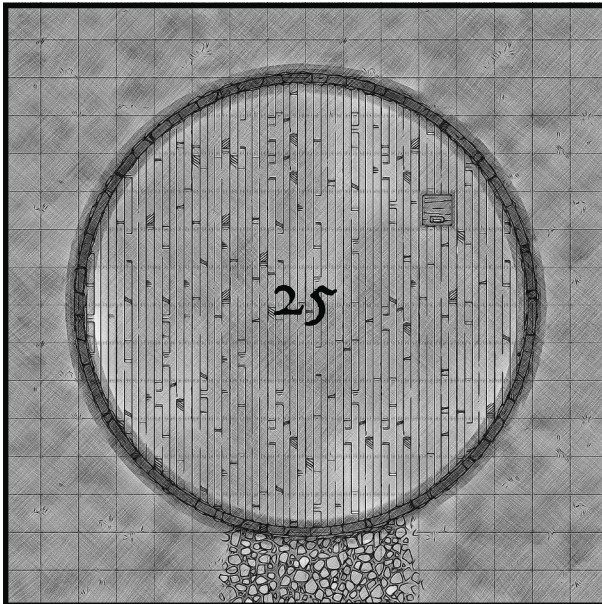
24 Attic
Ranged weaponry.

9TH FLOOR



25 Roof
50% of bird attack.
Great view.

10TH FLOOR



5 Trapped corridor

Electrified floor.

6 Gertruda's cell

1st level specialist.

Poor mental state.

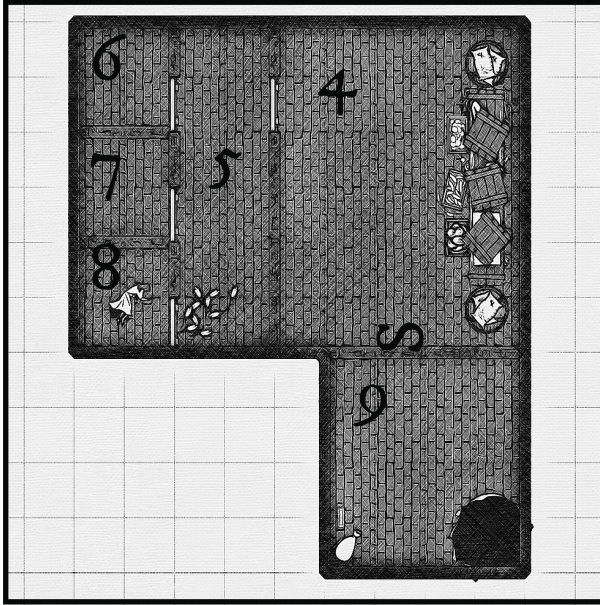
BASEMENT

7 Thomas' cell

0 level commoner,
loyal & helpful.

8 Sylvia's cell

Half-eaten corpse.



4 Basement

+ Food storage.

9 Panic room

+ Anti-magic zone

+ Teleporation
cylinder

+ Iron-rations

RUNNING THE ADVENTURE

+CHARACTER DEATH+

If one of the PCs dies during the exploration it is not a problem - they can take over the character of Rupert, Gertruda or Thomas. If none of them is attractive to the player, a random traveller might be seeking refuge in the tower after being harassed by some undead monsters. This allows the player to construct any character they want, as long as they are interested in joining the party.

+ULRIKE'S ARRIVAL+

If **Ulrike** arrives at the tower while the party is still there she will initially try to negotiate with them, to avoid any additional bloodshed or failing to destroy the tower. She is shaken by the effects of the contingency and doesn't want to be the reason for any more deaths. She will allow the party to exit with gold and treasure, but not magical items or magical books. She might be convinced to allow taking some non-magical books, but since she doesn't have time to thoroughly

inspect them, it will be a tough bargain.

If the party doesn't want to leave the tower or leave the magical items behind, **Ulrike** will use all power at her disposal to set the tower on fire and let the element do her job. If the characters want to escape at this point, she will allow it, but without any treasure whatsoever.

If the party knows about the contingency and explains it to **Ulrike**, she will be shocked and devastated that she caused such loss of life. If the party explains to her that a willing sacrifice can end the curse, she will ascend to the **Drevakac** without hesitation, instructing her followers to torch the tower afterwards. The demon will gladly accept her death.

STAYING IN THE TOWER

The party might decide to stay in the tower and defend it against **Ulrike**. This is a perfectly acceptable solution, but they must be ready to overcome a siege by a powerful cleric and 2d6 level 1

fighters. If they do, the tower is theirs.

There is enough food in the basement to sustain them for a while, but not until all the abominations are cleared. The party will need to figure out a way not to starve in a region that has a severe food shortage due to a sudden death of cattle.

Maintaining the tower is an idea for a whole campaign. Other adventuring groups, old enemies, monsters and factions will hear about the death of **Albrecht**. They will descend on the tower to retrieve books or artifacts. Keeping the tower should be a challenge and a solid idea for a full blown campaign.

+ESCAPE+

Tf the party escapes the tower with treasure before **Ulrike** arrives, they must survive 32 kilometers of travel through undead infested dlands. Make an encounter check every 2 hours they travel. Determine how long it takes the party to travel based on their encumbrance. Be ruthless about enforcing their travel speed - if they want the treasure, they need to pay the price. If they saved some of the people in the tower, they might employ them as servants who help them with carrying items. However, the people will be reluctant to leave the tower, if they know about the curse and that **Ulrike** is coming. It will require a hard loyalty check to

make them travel through the land swarming with undead.

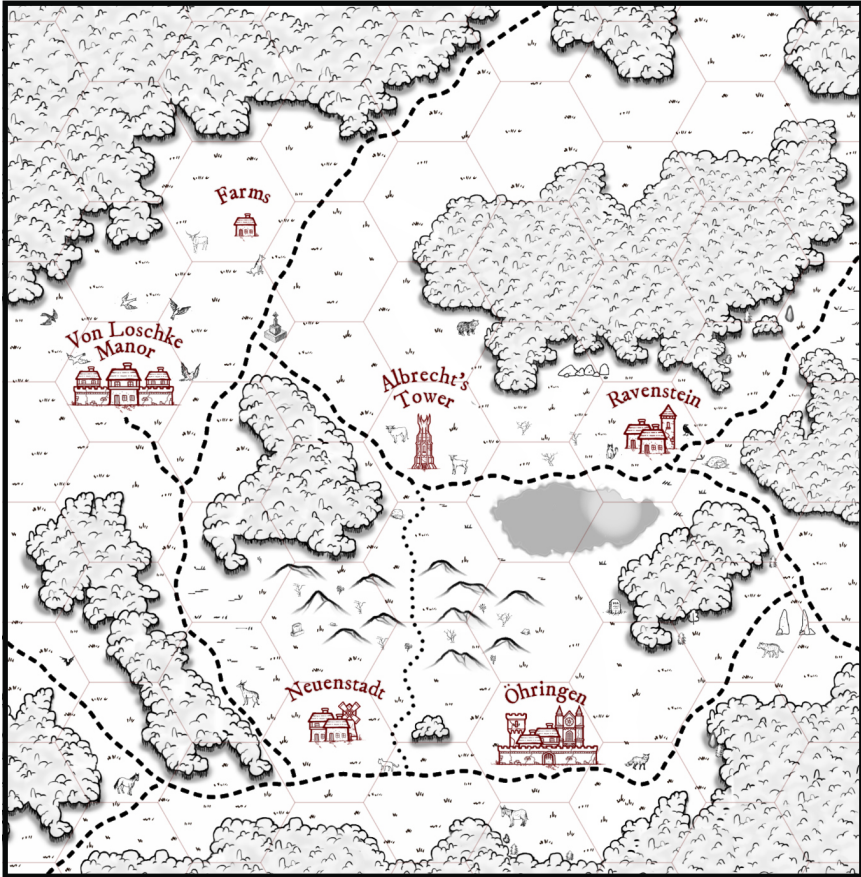
The party can try taking refuge in one of the nearby settlements, instead of traveling full 32km in one attempt. There are following options, each with its own risks. The party might be aware of them, if they have maps of the inquired about the lay of the land in Ravenstein.

✦ Returning to Ravenstein is always an option. If father **Steffen** stayed behind he gathers people in the church and conducts a non-stop mass for multiple days until he succumbs to exhaustion. As long as the mass keeps going, it repels the abominations. Another cleric in the party can take over to relieve the priest.

✦ Village of Neuenstadt has no church, as people visit the neighboring town of Ohringen for Sunday service. The whole village will be destroyed.

✦ The town of Ohringen will go under siege and suffer many casualties, especially among the frail and the young. Anyone who can't escape their bed, will be eaten alive by the rats. The local priest recovers a holy relic - the left foot of St. Drogo, which continuously turns the undead. It also turns anyone with Charisma higher than 14.

WIZARD'S VENGEANCE



‡ The manor of the von Loschke family was attacked by a flock of birds and everyone is dead. The manor can be fortified and defended, but getting inside would be a full blown battle with the birds - unless the party figures out a smart way to avoid the birds.

‡ The Johannes family farm. Their livestock turned on them and they were killed by

the hogs. A single child, Hans, barricaded himself in the house.

High resolution map of the region is available at:

<https://bit.ly/3dPN2SP>

+ESCAPE ENCOUNTERS (D12)+

1 Undead boar. Charges from the bushes. 5 small piglets (1HP, Attack 1 damage) follow.

2 Mystic hermit, Johan, emerges from the woodworks after being disturbed by the undead animals. He is a level 10 cleric and can protect the PCs, but orders them to leave all the belongings except the clothes on the backs (no shoes either). Once the abominations are destroyed in the region he will conclude he is the second coming of Jesus Christ and establish a sex cult around himself.

3 A child, Katarina. Her parents and siblings were killed by the undead. Their remains and a cart are nearby. She clings to any friendly looking character, preferring women.

4 Four landsknechte, Albert, Bernard, Claus and Dieter, each level 2 fighter, are returning from war. They are well organized, equipped and know how to handle themselves. They offer to join forces for survival. Once they reach a larger settlement they decide to take advantage of the situation to loot, pillage and plunder. They aren't interested in sharing.

5 Murder of crows. 2d6 of them. Each 1HP.

6 Wolfgang von Loschke, a noble. He was hunting with his servants, when the contingency hit them. He offers the party a 100sp payment for safely delivering him to his manor.

7 Undead war horse. Frothes from the mouth. Strong and dangerous, can't be outrun.

8 Hrrrad, a confused troll. He doesn't understand why the animals are attacking him. PCs can convince him with valuables of 500sp to help them reach safety.

9 3 dead road wardens. No sight of their horses. They have breastplates, pistols, cutlasses, and 4d6 sp in coins.

10 Undead brown bear. Mountain of brown death. AC 13 HD 5 Attacks: claws 1d3/1d3, bite 1d6 Attack bonus: +3

11 Ox with a plough. Very slow, but will relentlessly follow the party to murder them.

12 A man in puritan hat and black coat. Lawful level-5 fighter. Insists on helping anyone in need. Balks at any vile deeds.

LONG TERM CONSEQUENCES

If the party doesn't address the contingency in any way and escape with some treasure before **Ulrike** arrives, the witch hunter burns the tower. She hopes that this will stop the curse, but it doesn't have any effect except freeing **Drevakac**. Most people living in the proximity of the tower perish and for a while the region becomes inhabitable. **Ulrike** starts cleansing the lands, using her powers to turn and destroy the undead animals. She is soon joined by a group of landsknechte sent here to aid the villagers against what is described as beast attacks. Together they spend the next season seeking and destroying the abominations.

The overall experience leaves **Ulrike** bitter and even more radicalized. Seeing, again, firsthand the destruction caused by a wizard, she becomes far more aggressive in her efforts. A mere suspicion of sorcery is sufficient for her to send people to a fiery death. A few of the landsknechte remain by her side. After witnessing the horrors of **Albrecht's** contingency they are convinced they were chosen to do God's work. **Ulrike** and her entourage become a terror in the region and commit unspeakable atrocities until someone stops them. If the party stays in the area, they should get to witness **Ulrike's** work.

The village of Ravenstein is destroyed. If father **Werner**

remained in the church instead of joining **Ulrike**, he would shelter a few survivors. The undead are not able to enter the place of worship. If he joined **Ulrike**, he would become a fervent follower and help her burn whomever she wants.

If the characters sacrifice anyone things will change dramatically. Even a single increase in the range of the contingency means the destruction of towns Würzburg and Heilbronn. Flocks of undead birds, rats, dogs descend on the townspeople, killing most of them. Local authorities muster troops and the people of the cloth arrive in the region to combat the abominations and offer shelter. The cleanse takes a full year of dangerous hunting, but the danger of undead attacks remains for many years. Lairs of undead animals form in abandoned manors, villages, mines. The larger region faces famine, as the game disappears, the herds are lost and fields must be plowed by hand.

Increasing the range even further puts the region, Europe or even the world in apocalyptic scenarios. For many years the affected land faces the constant threat of undead abominations. Any survivors must constantly seek shelter in holy places and only high level clerics can guarantee safety when traveling. The famine further decimates the living. The reconstruction is arduous, as all beasts of burden are gone, making farming extremely labor intensive. Small rodents and insects flourish,

becoming ubiquitous and providing a much needed source of nutrition. The human cuisine is forever changed, with mice stew and beetle flour becoming staples. Vegan jokes are never developed. The temperature drops, as the greenhouse emissions are reduced. Without the beasts of burden, slavery or serfdom are re-established.

If the party decides to use **Drevakac** to quickly increase their levels, they will be leaving the

tower into a shattered world. Any money and jewels are likely worthless at this point, so they won't count as additional experience. However, a high level party likely becomes a major player in the world and if they take over the tower, it might become their base of operations. In any case, they now enter a post-apocalyptic sword & sorcery world, where clerics rule, civilization is in ruins and new order must emerge.