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# Adventure Module G1 Tyranny of the Black Tower

Folio Edition

By Extildepo

AN ADVENTURE FOR CHARACTER LEVELS 3-5



The village of Sacrabad is a wretched place. Dark rumors abound concerning its steward, "His Lordship" Nim Sheog, who rules the place through terror and cruelty. Merchants who have passed through Sacrabad tell tale of how chaos thrives while the good folk wallow in misery. Nim's guard are no more than a well-paid gang of thugs, hired to enforce his relentless and often bizarre laws and what's worse, they seem to be in league with a nearby band of goblins, The Yellow Fang, who are often left to terrorize the villagers without reprisal. It is rumored that Nim keeps the rightful and lawful lord of Sacrabad locked away in the dungeons of the keep, the ominous Black Tower. An imposing structure that once afforded the village protection, the Black Tower has become a symbol of tyranny. But there is hope on the horizon. Hope in the form of a secret society who conspire to rescue the rightful lord and overthrow Nim and his guard. Can our heroes champion the cause?

Tyranny of the Black Tower is a short (single session) adventure module for characters of around 3rd to 5th level. It is a classic "rescue operation" complete with a strong villain and espionage intrigue. It is an ideal one-shot adventure with room for expansion into an ongoing campaign. Bonus side-trek hooks and a bonus dungeon are included as a means to build up low-level parties. This module is setting-generic and can be dropped just about anywhere in the multiverse.

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Sacrabad was not always plagued by tyranny. According to local legend, the village was established when retainers of the good wizard, Thonilly Bibotrob were permitted to farm the land in peaceful times. They built farmsteads and a mill under the protective shade his great Black Tower: a rather imposing structure atop a hill not far from the crossroads near the River Twine. For generations Sacrabad was peaceful and prosperous but Bibotrob had little interest in his worldly charges and he retreated into his tower to ponder deep thoughts and the strange mysteries of the universe. Shortly after, the town Steward Nim Sheog the Elder, suddenly passed away. He was usurped by his son and although Nim Sheog the Elder was loved by the village folk his son was his antithesis. What was once a beacon of protection has become a symbol of tyranny, for Bibotrob has not been seen in over 50 years. Some villagers believe, half-drunk with optimism, that the wizard still lives but is somehow trapped in a labyrinth beneath the tower – perhaps the victim of his own esoteric research. Meanwhile, Nim and his Guard have taken over the tower as their own. Who knows what secrets they hoard there?



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## INTRODUCTION

The village of Sacrabad is a wretched place. Dark rumors abound concerning its steward, "His Lordship" Nim Sheog. This man is renowned for his zealous enforcement of taxation laws and twisted cruelty. Merchants who have passed through Sacrabad tell tale of how miserable the village folk are and how Nim's Guard are no more than a well-paid gang of thugs hired to enforce his relentless and often bizarre laws. Those who are foolish enough to protest are quickly brought to their knees, if not by the sword of the Guard then by the Yellow Fang: a notorious goblin tribe encamped somewhere in the nearby forest. It seems that any establishment or homestead not under the Guard's "protection" is suddenly ripe for merciless plunder. Indeed, it is whispered, that on that fateful night when the beast-men of the Yellow Fang razed the solitary village temple, many of the Guard were spotted standing idly by - as if ordered to do nothing! Of course, any public accusation of such would be treated as conspiracy or possibly treason and no doubt punished severely.

The night is wretched. Rain relentlessly pours down and the road is muddied and slow-going. There is a faint orange glow in the small window of the gatehouse ahead. Two well-armed men step out from the alcove. Occasional flashes of lightening reveal the massive and imposing silhouette of the Black Tower high upon the hill just beyond the huddle of cobblestone buildings that is the village of Sacrabad.

Why are you reading this? If you are an old game master, like myself, it is because you seek an old school "adventure module" for you and your players - a module that will bring back that sense of awe and wonder from "the good old days." If you are from another generation you might learn a thing or two. Fair warning: this adventure will not be organized in the same manner as typical modern adventures. Furthermore, it is meant to truly challenge your players. Adventuring is a dangerous business and sometimes (through no fault of their own) player characters will die. Be sure to warn them! With cunning, wit, and some good ol' fashioned luck, your players may survive.

Welcome to *Tyranny of the Black Tower* - a short (approximately four-hour) adventure module for characters of around 3rd to 5th level. It is an ideal "starter" for a campaign. This module is designed to be used with *Swords & Wizardry* because it most

resembles the **Original** and "Classic," editions of the *First Fantasy Role Playing Game*, which is the system I prefer and run my games in. This work is therefore fully compatible with said rules systems, but it is also a wireframe on which you can easily adapt to your favorite edition or simulacrum. I should note here that *Swords & Wizardry*, S&W, and Mythmere Games are trademarks of Matthew J. Finch. Verisimilitude Society Press and myself are not affiliated with Matthew J. Finch, Mythmere Games™, or Frog God Games.

Be sure to read the entire contents of this book before you attempt to run your players through this adventure and make notes where necessary. There's work to be done here. Stat blocks are included for all potential adversaries and a few NPCs who might be willing to join the party, but this author will not tell you how to describe or run your encounters, traps, obstacles, etc. That is for you to decide.

For those who want to run more than one session there are two side treks included in the appendices. These side treks are less developed than the main adventure and can easily be tailored for beginning 1st-level characters should you want to "build them up" to the main mission. *Tyranny of the Black Tower* is setting-neutral and can be easily placed anywhere in your current campaign milieu where there is a forest's edge, some hills, a road and the nearest major town is perhaps 2 days journey away. Somewhere near a mountain range or on the far side of a barony would suit this adventure very well. The Black Tower rests upon a large plateau called "the hill," overlooking rolling hills of farmed lands and an isolated village with a few dozen buildings - mostly cottages with cobble stone foundations and thatched roofs. Players will interact with NPCs in the village to learn more about, and gain access to, the Tower's dungeon.

## BACKGROUND

The following information is of the referee's purview but may be related to the players in game as needed.

Sacrabad was not always plagued by tyranny. According to local legend, the village was established when retainers of the good wizard, Thonilly Bibotrob were permitted to farm the land in peaceful times. They built farmsteads and a mill under the protective shade his great Black Tower: a rather imposing structure atop a hill not far from the crossroads near the River Twine . For generations Sacrabad was

peaceful and prosperous but Bibotrob had little interest in his worldly charges and he retreated into his tower to ponder deep thoughts and the strange mysteries of the universe. Shortly after, the town Steward Nim Sheog the Elder, suddenly passed away. He was usurped by his son and although Nim Sheog the Elder was loved by the village folk his son was his antithesis. What was once a beacon of protection became a symbol of tyranny, for Bibotrob has not been seen in over 50 years. Some villagers believe, half-drunk with optimism, that the wizard still lives but is somehow trapped in a labyrinth beneath the tower – perhaps the victim of his own esoteric research. Meanwhile, Nim and his Guard have taken over the tower as their own. Who knows what secrets they hoard there?

Nim is the son of Nim Sheog the Elder, the original steward whom Bibotrob appointed. Nim Sheog the Elder is remembered as a good soldier, righteous and just (unlike his son, who is universally loathed). Nim the Son trained in soldiery and chivalry under his father, however on his twenty-first birthday he suddenly ceased further training so that he could concentrate on his newly self-proclaimed vocation: magic. Bibotrob begrudgingly adopted the young pupil as an apprentice – mostly out of respect for Nim the Elder (who after all was a good friend who had served him so well for so many years). As an apprentice, young Nim was at first a sharp student if perhaps a bit too curious. He often reached beyond his grasp and over the months became increasingly unfocused and impatient. Bibotrob soon decided to end the young pupil's training, for he feared that young Nim might bring great danger upon himself and perhaps the entire village if he were to continue in this vein. It was shortly thereafter that the wizard suddenly went missing. Not before long, at the ripened age of seventy-one, Nim Sheog the Elder fell ill and died. With Nim the Elder dead and Thonilly Bibotrob in absentia, Nim the Son became Steward of Sacrabad and has remained so for over fifty years. There are not many left in the village who remember the peaceful time before his reign.

Of course, Nim the Son was the cause of both Bibotrob's disappearance and the death of his own father. He was a precocious student with a knack for spying and quickly learned every inch of the tower (with the exception of the dungeon). Early on the

young pupil was fascinated with the darker side of magic. At night, while the old wizard slept, he would sneak into the lab to peruse the forbidden books so he could copy spells well beyond his mettle. He began experimenting in the necromantic arts, speaking to the dead and worse. It is no wonder that the boy was quickly corrupted, perhaps driven mad, by his own unguided discoveries. He eavesdropped, as was his custom, on every private conversation between Thonilly and his father. Angered by the realization that the old wizard planned to end his apprenticeship, Nim wickedly schemed to imprison Bibotrob and then poison his father. The plan worked splendidly and the young mage, after assuming the role of Steward, continued his necromantic studies in secret while “running” the village with an iron fist.

Thonilly Bibotrob is currently imprisoned in the dungeon below his tower – a place designated for some of his more “dangerous experiments.” As an apprentice, young Nim was prohibited to enter the dungeons below the tower and even to this day he only frequents the old wizard's main laboratory. He has not fully explored the place, for many of the old wizard's experiments have been left to fester for decades within its twisting labyrinthine walls. In recent times Nim has ordered members of the Yellow Fang (a local goblin tribe) down in an attempt to rid the place of danger, for the goblins fear his magic and thus secretly serve him, but none have returned alive. Nim is aware of all the entry points into this underworld, of which there are many, but only uses the secret dumbwaiter hidden within the fireplace of the Tower's Great Hall.

How Thonilly came to be entrapped by the young apprentice is a long tale. The boy, rather cunningly, used both his natural charm and spells he discovered and hid from his teacher. Finally, the right moment came to trick the old man into gazing upon the Mirror of Imprisonment where his life-force has remained trapped for more than fifty years. Ironically, Nim is now roughly the same age as his old mentor (who cannot not age while trapped in the mirror).

As for the town: the native populace is wretched and constantly made poorer by relentless taxation. To fulfill Nim's necromantic needs, livestock is often stolen and young maidens, the elderly, even small children are abducted from time-to-time (always by the Yellow Fang). Many wayward souls seem to find themselves travelling to this forsaken place only to end up begging

in the village streets and many more just mysteriously disappear. Since the razing of the temple, the new village priestess has been relegated to a small cottage she rents from Nim. Sacrabad has become a favorite stopover for unsavory types – mercenaries, thieves, and worse.

### **GETTING THE PLAYERS “HOOKED”**

There are several means with which you can entice the players into adventure. I encourage you to simply have the characters arrive at the town, describe the setting and show some conflict between Nim’s guard and the locals. At some point, have one of the NPCs tell the story about Thonilly Bibotrob’s disappearance and how Nim came to power - let the hook develop naturally and the “goal” emerge in play. On the other hand, you may want to cut straight to the action, in which case the characters can be hired by one of the townsfolk (most likely Percy Stevens, leader of the resistance) to find the old wizard. Under these circumstances the characters are told to meet Percy and Aaron at the Apothecary shop and are given information and access to the dungeon straight away. Nevertheless, some of you may want explicit events to hook the players in. Here are some:

If the characters visit the Snake and Weasel Tavern, have an altercation break out between the town guard and a local villager (farm hand). Show that the guard are, like their master, cruel and unjust. The villager who dared argue will be arrested for “gross subordination” and taken to the tower (and publicly flogged the next day). If the characters get involved they will be arrested too (see below). If the characters keep to themselves or manage to stay out of trouble, Percy Stevens will tell them some backstory once the kerfuffle has died down.

If the characters manage to get arrested (a very easy task), Nim will recognize the characters as “rogues and mauraders” and throw them in the dungeons below the tower to “fight their way out” (he will find the idea quite amusing). The characters will be taken to the secret trap door entrance inside the tower (area 3, guard’s mess hall, trapdoor entrance B). Guards will watch in horror as the characters are thrown down the stairs...this is a mode of punishment often used by Nim. Nim will assume the dungeons will be enough to “take care of them,” but he will keep a watch on the dumbwaiter entrance in the great hall (area 4), just in case.

If the players lodge in the Inn, have some “strange and near-amicable activity” between the nightwatch and some goblins of the Yellow Fang occur outside - perhaps some loud drinking/gambling, a kickback being paid, or worse. Most of the locals have learned to ignore or deny these events but it should unnerve your players. If confronted, the goblins will quickly flee and the guard will make every attempt to arrest the characters on false pretenses (they have no qualms about killing the non-locals to silence them). If the guards are subdued and brought to Nim the characters will be given a rude awakening.

### **KEY TO THE VILLAGE OF SACRABAD**

#### **1. South Gatehouse:**

If the referee wishes, this particular location makes a good starting point for the adventure, for the southern road is the most common entry point into Sacrabad. Perhaps, the party arrives at night during a pounding thunderstorm, drenched and sniffling. Flashes of lightening highlight the ominous silhouette of the Black Tower looming above the village as two well-outfitted guards step out of the alcove and ask them to state their business in Sacrabad. The guards will demand a toll of 2gp per head plus a tithe (10%) on any perceived goods for sale.

The stone gatehouse, with its deep arched entrance and large iron-reinforced door is, nearly impenetrable to outsiders. The fieldstone wall that runs along the southern side of the village is only six feet tall but is regularly patrolled. A quarry (located east of the gatehouse) also functions as a natural defense barrier. Four more guards stand by, hidden by the shelter of the archway beyond which lies the half-opened village door (a large wooden door of good construction). If the characters are carrying a light source of any kind it will be seen well in advance by both the gate guards and the men posted high up in the Black Tower’s battlements. Looking in from outside the gatehouse the players might spot a warm fire hearth, over which simmers pot of hot broth, and a rustic table with kitchen implements and chairs. The guards often indulge in a bit of dice while they are passing the hours.

**Six Guards** (0-level human): HD: 1d6 hit points, AC: 5 [14] (ring mail + shield), Attacks: spear (1d6), Saves: 17, Special: none, Move: 12, Align: Neutral, CL/XP: B/10, 1d20 sp per guard, HP: 5 each

**Leader** (Lieutenant): (2nd level fighter) HD: 2, AC: 5 [14] (chain mail), Attacks: long sword (1d8), Saves: 13, Special: none, Move: 9, Align: Neutral, CL/XP: 2/30, 1d20 sp, 1d4 gold, HP: 11

## 2. and 3. The Eastern and Western Guard Posts:

These entrances into the village are simpler and less defensible than the southern gatehouse. Each post will have one lieutenant and four to six guards assigned to them at all hours. Two guards will always approach the party first, at least 20 feet from the post. The toll is the same as noted above (2pg per head plus 10% tithes). The gate houses themselves are merely open shacks, poorly constructed from wood planks with a small thatched roof. A hot coal brazier provides some heat for a pot of broth and a means to light their single lantern or torches (some half-dozen torches are stacked in a corner).

**Six Guards** (0-level human): HD: 1d6 hit points, AC: 5 [14] (ring mail + shield), Attacks: spear (1d6), Saves: 17, Special: none, Move: 12, Align: Neutral, CL/XP: B/10, 1d20 sp per guard, HP: 5 each

**Leader** (Lieutenant): (2nd level fighter) HD: 2, AC: 5 [14] (chain mail), Attacks: long sword (1d8), Saves: 13, Special: none, Move: 9, Align: Neutral, CL/XP: 2/30, 1d20 sp, 1d4 gold, HP: 11

## 4. The Northern Guard Post:

This post is exactly as explained above and appears unremarkable except that there's a narrow trail in the meadow that leads to a concealed bridge crossing the River Twine. The trail is difficult to spot. The nearby concealed bridge is of crude design, consisting mainly of wood planks, and only one horse (or two persons) may cross at any given time. For each additional person beyond two, the referee may roll to see if the bridge suddenly collapses (treat as a dangerous trap). Those who fall into the river are likely to be carried downstream (perhaps injured or drowned). On the east bank of the river there is a forest trail that leads to the cave of the Yellow Fang. Indeed, this is the common rendezvous point for Nim's clandestine meetings with the clan. Once on the other side, there is a 1 in 6 chance of being ambushed by a goblin patrol. Note: for a side-trek see Appendix B: Cave of the Yellow Fang.

**Six Guards** (0-level human): HD: 1d6 hit points, AC: 5 [14] (ring mail + shield), Attacks: spear (1d6), Saves: 17, Special: none, Move: 12, Align: Neutral, CL/XP: B/10, 1d20 sp per guard, HP: 5 each

**Leader** (Lieutenant): (2nd level fighter) HD: 2, AC: 3 [16] (plate), Attacks: long sword (1d8), Saves: 13, Special: none, Move: 9, Align: Neutral, CL/XP: 2/30, 1d20 sp, 1d4 gold, HP: 11

**Goblin Patrol** (Ten Goblins): HD: 1d6 hit points, AC: 7 [12], Attacks: short sword (1d6) / spear (1d6), Saves: 18, Special: -1 to hit in sunlight, Move: 9, Align: Chaos, CL/XP: B/10, HP: 5 each

## 5. Crossroads Inn:

This three-story, Tudor-style building appears to be a typical traveler's inn. Individual rooms are 10 silver per night but a whole party can sleep in the common hostel for only 2 silver. The hostel room has only small cots but sports a large open fireplace complete with kettle and cooking implements. The walls are cluttered with (worthless) memorabilia (a goblin war drum, decorative and dull swords, an inoperable blow horn, old maps, and the like). The proprietor is a middle-aged (70 years) bachelor-halfling named Saulo Pepkin. The place is well kept. Private rooms come equipped with a small iron chest or safebox each of 300 coin capacity (Saulo provides a key but keeps a skeleton key). The beds therein are large, firm and clean. Saulo is a gracious host (if overly verbose) and gladly serves hot biscuits and tea in the hostel every morning. He remembers "the good ol' days," and is a good friend of Aaron Blake, the Apothecarist (see area 9 below). He is the type of halfling who doesn't wear shoes. Saulo keeps his own safebox in his quarters (1d100 gp, 2d100 sp) a short sword, leather armor and a fairly large stash of the best pipe weed. Saulo could be enticed to adventure, but will prove to be a physical coward.

**Saulo Pepkin** (3rd level halfling fighter): HD 3, AC: 7 [12] (leather armor +1), Attacks: magic short sword (1d6+1), Saves: 15 (11 vs magic), Move 12, Align: Law, CL/XP: 3/60, HP: 18

## 6. The Snake and Weasel Tavern:

This modest single-story building is the ever-cozy and singular village tavern. A colorful sign, bearing both a snake and a weasel lunging at a flagon, hangs above the door. Up to ten local farm hands will typically frequent this place around the dinner hour or later. Unfortunately, up to four off-duty guards will also frequent the place at all hours before closing time (usually midnight). The tension between the guards and the rest of the villagers is palpable, but each will mostly keep to themselves (unless they are made to overdrink). The guards will have an air of arrogance and, at the slightest provocation, have no qualms about getting physical with anyone (including the characters). Percy Stevens, the tavern keeper, is middle aged but fit (4th-level human fighter). Percy is the leader of a secret resistance against Nim which also includes the apothecarist Aaron Blake and the village priestess Reverend Bona Lindy. Percy will be more than willing to recruit the characters if they seem able and trustworthy. However, Percy will NOT speak to the characters within earshot of a guard, and even then the party must earn Percy's trust (or the trust of other villagers) by way of gratuity. Speaking the password, "killfang" will help earn Percy's trust. Percy is the only member of the resistance who will happily join and fight alongside the characters if they have a concrete plan of action (the others will simply aid them and Saulo Pepkin, although willing to join, will run at the first hint of real danger). If the referee desires, Percy may be able to muster a few common farmhands to the cause under extreme circumstances.

Percy's late father spoke often about the years of Nim the Elder's reign, including Nim the Elder's sudden death and the disappearance of the old wizard, Thonilly Bibotrob. Percy is convinced that Nim the Son is behind it all, for :

*"Nim, as long as I remember, has an evil streak in him. As a boy he played nasty tricks, tormenting animals and children for no good reason. He soon became a bane to the village. Nobody would speak to him unless spoken to. Everybody feared him, even before he took over as town steward."*

To aid you, here are more rumors from Percy Stevens:

*"It is said that Nim ordered the Yellow Fang to burn the temple and kill Father Pucci, for the old priest would not share sacred knowledge with him. Nim is a necromancer(!) and the goblin tribe fear him more than their own chieftain. There is no way the goblins could have reaped such damage themselves! His demonic necromancy has made the temple ruin and the cemetery an evil place!"*

*"The new priestess, Bona Lindy, knows how to raise the dead – for lawful purposes only, mind you. I saw her do this myself!" (Percy won't speak more of it however).*

*"I, and many of us, believe that the Old Wizard still lives! For he was very powerful indeed and it is said that such wizards cannot truly die. No, ol' Bibotrob must be imprisoned! And he must be freed! For the good of the village! Only Thonilly Bibotrob can defeat Nim Sheog the Son!"*

*"As for Nim Sheog the Elder. Aaron will tell you, he was poisoned by his own bastard of a son!"*

**Percy Stevens** (4th level human fighter): HD 4, AC:5 [14] (leather+shield+1), Attacks: short sword 1-6 (+1 Str), Saves: 13, Move 12, Align: Law, CL/XP: 4/120, HP: 20

**Resistance Militia** (0-level farmers): HD: 1d6 hit points, AC: 5 [14] (ring mail+shield), Attacks: morning star (1d6) or spear (1d6), Saves: 17, Special: none, Move: 9, Align: Neutral, CL/XP: B/10, 1d20 sp per, HP: 5 each

**Off-Duty Guards** (0-level human): HD: 1d6 hit points, AC: 5 [14] (ring mail + shield), Attacks: spear (1d6), Saves: 17, Special: none, Move: 12, Align: Neutral, CL/XP: B/10, 1d20 sp per guard, HP: 5 each

**Off-Duty Leader** (2nd level fighter): HD: 2, AC: 3 [16] (plate), Attacks: long sword (1d8), Saves: 13, Special: none, Move: 9, Align: Neutral, CL/XP: 2/30, 1d20 sp, 1d4 gold, HP: 11

## 7. Brian's Trading Post:

The trading post is a wood building, resembling a barn or stable. Most mundane weaponry and sundry items can be found here. Be judicious about what you allow for sale here! Not everything will be available (certainly NO magic items). This a good place for finding and outfitting henchmen/hirelings for many wayward travelers often gravitate here. Brian is not a happy man but to survive he must tow the line with the guard. He is sympathetic to Percy and The Resistance. Saying the password, "killfang" will earn the Party 15% discount.



### 8. Reverend Bona Lindy, Village Priestess:

Because the village temple was razed years ago the current village priestess, Reverend Bona Lindy (level 9 Human Cleric) is forced to work out of a modest single-room cottage she rents from Nim herself. Any tithes the priestess collects from the faithful are sunk into the rent. Bona Lindy is a faithful and pious woman thus she will not leave her post as village priestess for she believes it is her calling is to serve this poor community. For the appropriate donation (or if they speak the password "killfang") she will supply the Party with holy water, heal potions (one per party member only) and even raise dead (once per week). She obviously has no love for the Nim Sheog the Son or his "so called" guard and is a member of the secret resistance (see The Snake and Weasel above).

In addition to the basic history of the place, Bona Lindy will divulge the following rumors (if the Party appears lawful and/or gains her trust):

*"Do not go near the temple ruin or the cemetery at night – the place is haunted by the evil spirit of Ranest Burus!" See Temple Ruin (Area 10) below for Ranest Burus' story. Elaborate at will!*

*"Speak to Aaron Blake (the Apothecary) if you need an unseen way into the tower!"*

*"There is a "resistance" against the His Lord's Guard. I do not know much more. Speak to Percy, the tavern keeper. The secret codeword is "killfang."*

**Reverend Bona Lindy** (9th level human cleric): HP:53, AC:9 [10] (no armor worn), Attacks: footman's mace (1d6+1), Saves: 7, Special: spells/turn undead, Move 12, Align: Law, Spells typically prayed for: 1st: cure light wounds, detect magic, protection from evil, 2nd: hold person, silence 15' radius, hold poison, 3rd: cure disease, remove curse, prayer, 4th: neutralize poison, cure serious wounds, 5th raise dead, dispel evil, CL/XP: 9/1100, HP:53

### 9. Aaron Blake, Apothecary:

This fanciful and quaint shop appears to be built right into the side of the hill on which the Black Tower stands. Aaron Blake is (at first) distrustful and perhaps paranoid. The characters must prove their trustworthiness before he will speak of the Tower or allow them to purchase some of his healing concoction (a family secret, treat as a common potion of healing). Knowing the village priestess, Bona Lindy is a good

start. Knowing about the resistance (and the codeword, "killfang") is even better. In the back of Aaron's shop there is a secret tunnel to the dungeons of the Black Tower. He will warn the characters that he himself has never dared enter the place and in recent months he has heard "terrible echoes of agony and death" coming from beyond the heavily locked iron-gilded door that leads to the place. Since hearing the sounds he has placed a full bookshelf in front of the locked door.

Aaron's father was a dear friend to Thonilly Bibotrob. Indeed, the whole purpose of the secret tunnel was so the wizard could visit Aaron's father without the trouble of being seen in the village. As a boy Aaron remembers the wizard being around often. The wizard and his father would spend many an evening smoking by the fireside and talking of worldly events. He didn't learn about the tunnel until taking over the family business after his father's death, but he quickly realized its purpose without having to explore it himself. If his trust is gained, Aaron will allow access to the door but he will never, under any circumstance, pass its threshold.

Once the wine/tobacco is flowing Aron will divulge:

*"I remember a few months before old Nim Sheog the Elder died. There was a robbery here in the shop – two cloaked men who were not from the village, or so we thought. They only wanted the jar of concentrated Spider's Venom – enough poison to slowly but surely kill, if hidden in food or drink. It would look natural and only take several days. "*

When asked about his father's death Aaron will state:

*"But what of my father you ask? He was beaten to death ten years ago by His Lord's Guard for no apparent reason."*

**Aaron Blake** (0-level merchant): HD 1d6, AC:9 [10] (no armor), Attacks: dagger (1d4), Special: none, Move: 9, Align: Law, CL/XP: B/10, HP: 4

### 10. Temple Ruin and Cemetery:

The temple and cemetery, razed some years ago by the Yellow Fang, is haunted by various angry spirits. The villagers steer clear of the area and any hireling/henchman native to the village will NOT follow the characters into this place at night for any reason. During the daytime, the place is relatively safe. The undead who haunt the cemetery hate and envy all life but hate the Black Tower and Nim Sheog the Son even more! Note: For a side trek see **Appendix A: Beyond the Bolted Doors.**

**Tormented Spirit of Ranest Burus, the Bell Ringer** (Ghost): HD: 10, AC:0 [19] (when semi-materialized) or 8 [11] (in ethereal plane), Attacks: age 10-40 years, Special: sight causes victim to age 10 years and flee in panic 2-12 turns unless save vs magic made, magic jar with 60 foot range, struck only by silver (half damage) or magical weapons, can only attack/be damaged if semi-materialized (or opponent is in ethereal state) Saves: 12, Move: 9/12 (flying), Align: Chaos, CL/XP: 10/1400, HP:50

Ranest Burus was a temple acolyte with a twisted mind and a bizarre appetite that did not go unnoticed around the village. He was the bell ringer and was hung in the church tower by an angry village mob many years before Nim's reign. He continues to haunt the temple, even after the razing.

**The Spectre of Father Pucci:** HD: 7, AC: 2 [17], Attacks: spectral weapon or touch (1d8 + level drain), Saves: 9, Special: level drain (2 levels) with hit (victim becomes a spectre if killed) SPECIAL DEF: +1 or better weapon to hit, not affected by sleep, charm, hold, cold, para, or poison, WEAKNESS: daylight makes them powerless, holy water causes 2-8 dmg, raise dead spell destroys it, Move: 15/30 (flying), Align: Chaos, CL/XP: 9/1,100, HP: 38

The Spectre of Pucci is the restless and angry spirit of the former village priest, killed by the Yellow Fang with the aid of Nim's necromancy. It is bent on revenge and will likely send any spectres it creates to the tower to slay Nim!

## **KEY TO THE BLACK TOWER (Ground Level and Above)**

The Tower grounds, a round plateau known as "the hill," rises almost 100 ft above the village. The Tower itself is an imposing 120 ft in height. Thus, the tower can be seen from almost any vantage point in and around the village (and indeed from miles away) and likewise the guards in the battlements atop the tower can see the entire village as well as those who approach the area (including the hidden bridge). The men positioned on the top of the tower are armed with heavy crossbows and cauldrons of hot oil. The walkway leading up to the tower would appear of "suspicious design" to dwarves and is much too steep for horses. The tower itself appears to be made of jet-black hewn stone. Dim lights shine from small arrow-slit shaped windows high on the southern wall.

### **1. Grand Foyer:**

This opulent hallway has a marble floor and an elaborate vaulted ceiling, decorated with gaudy frescoes and gold leaf. The frescoes depict an epic battle between elves dressed in regal greens and blues and vile men (possibly orcs) dressed in black. A large and ornate door at the end of the hall leads to the Great Hall (area 4 below). The door is "Wizard Locked."

### **2. Guard's Chamber:**

Here is where Nim's Guard are housed. It is an orderly, if ripe-smelling, place lined with enough bunks for 100 men. At any time, 3-30 guards and their leaders will be "at ease" in here. Weapon racks (spears, short bows, arrow quivers, swords) line the walls. Interlopers will be attacked on sight. If the referee wishes the characters may gain an advantage since the weapons are out of reach.

Regular Guards (0-level human): HD: 1d6 hit points, AC: 6 [13] (ring mail), Attacks: spear (1d6+1), Saves: 17, Special: none, Move: 12, Align: Neutral, CL/XP: B/10, 1d20 sp per guard, HP: 5 each

Leaders (Lieutenant): 1 for every 5 regulars, HD: 2, AC: 5 [14] (chain mail), Attacks: long sword (1d8), Saves: 13, Special: none, Move: 9, Align: Neutral, CL/XP: 2/30, 1d20 sp, 1d4 gold, HP: 11 each

### **3. Guard's Mess Hall:**

Once a grand sitting room this place has been converted to a dirty mess hall and galley kitchen built to feed up to 100 men. The two long tables and benches are basic in design and rustic in appearance. The once-colorful tapestry on the walls is blackened with oily soot. In the southwest corner of the room there is a well-hidden trapdoor that leads to the dungeon below the tower (entrance B). There will be 3-30 guards in here at any given time.

**3d10 Guards** (0-level human): HD: 1d6 hit points, AC: 6 [13] (ring mail), Attacks: spear (1d6+1), Saves: 17, Special: none, Move: 12, Align: Neutral, CL/XP: B/10, 1d20 sp per guard, HP: 5 each

**Leaders** (Lieutenant): 1 for every 5 regulars, HD: 2, AC: 5 [14] (chain mail), Attacks: long sword (1d8), Saves: 13, Special: none, Move: 9, Align: Neutral, CL/XP: 2/30, 1d20 sp, 1d4 gold, HP: 11 each

#### 4. The Great Hall:

This opulent room, complete with a huge dining table and kingly throne, is decorated by colorful imported tapestry (depicting glorious battle scenes of some unknown time and place). The large dining table can seat up to twenty-six, and is usually set with a spread of fruits, bread and meat. On the north wall there is a huge fireplace (usually with a lamb or pig on a spit).

Nim often hosts his top guardsmen here, including the captain, Gunter Gaad and sometimes Yorgoth, the chieftain of the Yellow Fang (see Appendix B). At all times, there is a 60% chance that Nim will be here with said companions, a cook, plus five special guards. Otherwise, if Nim is not there, he and Gunter Gaad are on a hunting expedition and will be gone for 1d4 days. Behind the secret door on the east wall is a staircase that leads to the dungeon (entrance A). The very large fireplace contains a **hidden dumbwaiter** behind the grill that descends to the tower's underground dungeons (entrance C). It can hold one person (crouching) and (by way of counterweights) will allow them to safely and slowly descend the 100 ft shaft. The pulleys (which are only accessible from the dungeon level below) allow one person to elevate the dumbwaiter back up to ground level. Thus, if a character decides to exit the Great Hall in this manner, they will be stuck down in the dungeon until another person joins them. This is because one person must remain down in the dungeon to work the pulleys! Nim uses telekinesis to work the dumbwaiter himself.

**Six Regular Guards** (0-level human): HD: 1d6 hit points, AC: 6 [13] (ring mail), Attacks: spear (1d6+1), Saves: 17, Special: none, Move: 12, Align: Neutral, CL/XP: B/10, 1d20 sp per guard, HP: 5 each

**Leaders** (Lieutenant): 1 for every 5 regulars, HD: 2, AC: 5 [14] (chain mail), Attacks: long sword (1d8), Saves: 13, Special: none, Move: 9, Align: Neutral, CL/XP: 2/30, 1d20 sp, 1d4 gold, HP: 11 each

**Gunter Gaad** (Captain of the guard (100 men) and secret ally of the Yellow Fang):

(4th level human fighter) HD 4, AC:5 [14](chain mail), Attacks: long sword 1-8 (+1 Str), comp bow 1-6 (+1 Str), Saves: 16, Move 9, Align: Law, CL/XP: 4/120, HP: 20

Note: See **IMPORTANT NPCs** for Nim's stats.

#### 5. Stairs Leading Up:

These stone steps lead up to the second floor. The stairway is lit by torch sconces (one every level).

#### 6. Stairs Leading Down:

These narrow steps are concealed behind a secret door, hidden only by tapestry. They lead down into the dungeon (entrance A).

#### 7. Nim Sheog's Bedchamber:

This is an opulent bedroom, fit for a king. Nim keeps nothing of real value here except his non-magical jewelry and fanciful wardrobe. Total value: 200gp. The referee is encouraged to tailor the booty to their personal taste (but there will be no items of magic here).

#### 8. Nim's Lab:

This room contains bookshelves, several plush chairs and a large work table with glass beakers, flasks, mortar and pestle, strange smelling candles, papers, books, scrolls and more, all neatly arrayed. There is a bellows near the fireplace. A search will reveal all of Nim's spellbooks and scrolls, neatly filed on a shelf. There are 5 books (one for each spell level) and the following scrolls: Animate Dead, Wizard Lock, Stone to Flesh (cures Flesh to Stone).

#### 9. Ritual Chamber:

This room, now altered for twisted and demonic purposes, was once the "apprentices' lab" or secondary lab. The room contains only a pulpit, a small dais (made of solid rock and thickly blood stained) as well as five burning coal braziers that smell of sulfur. The tattered, blackened and burnt remnants of beautiful elven tapestries remain hung on the walls. On the south wall there is a large ceramic urn (painted black). This contains the rotted and bloody entrails of many sacrifices (both animal and human). On the north wall there is a wooden locked chest that contains an angry gargoyle. The thing will quietly lay in wait until the chest is picked and opened but will also violently and profanely scream if the characters decide to ignore the chest.

**Gargoyle:** HD: 4+4, AC: 5 [14], Attacks: 2 claws (1d3), 1 bite (1d4), 1 horn (1d6), Saves: 13, Special: +1 or better weapon, Move: 9/15 (flying), Align: Chaos, CL/XP: 8/800, HP: 24

## 10. Stairs up:

These stairs lead to the observation deck and the battlements atop the tower. As with the other stairs, it is lit by torch sconces.

## 11. The Old Lab:

This room is empty except for a few pieces of broken furniture, dust and cobwebs. Tattered and dirty tapestry hang from the walls. It was once Bibotrob's lab, now unceremoniously gutted and abandoned.

**Eight Special Guards:** HD: 3, AC: 5 [14] (chain mail), Attacks: long sword (1d8) or heavy crossbow (1d6+1), Saves: 12, Special: none, Move: 9, Align: Neutral, CL/XP: 3/60, HP: 15 each

## 12. Observation Deck and Turrets:

Guards with heavy crossbows and swords are always on duty here, two per battlement. Coal-fed braziers keep the cauldrons of hot oil boiling.

## IMPORTANT NPCS

### Nim Sheog the Son aka "The Necromancer:"

Nim the Son is now over sixty years old, but he appears to be merely forty. He is the steward of Sacrabad and the leader of the guard. He is also a secret cult leader and a sorcerer. A former apprentice to Bibotrob, his father was the Captain of the Guard and town Steward before Nim poisoned him.

There is a 40% chance that Nim will be away on a hunt most days and will return to the tower in 1d4 days, always at nightfall. Once there he will be found in his lab (60% chance) or in the ritual chamber, or Bibotrob's summoning room below the tower. Late at night (3 AM) he retires to his bedchamber.

**Nim** (10th level wizard [necromancer] / 2nd level fighter): HD 9, AC 9 [10] (no armor worn), Attacks: sword 1-8, magic dagger 1-4 (+3) fights as a level 2 fighter with his sword, level 10 magic user with his dagger, Saves: 6, Special: spells, STR 14, INT 14, CHR 9, all other stats 12, Move 12, Align: Chaos, CL/XP: 12/ 2000 HP: 45

Spells known: At least 5 spells from each Level, 1 through 5:

Spells Memorized:

Level 1: Hold Portal, Light, Charm Person, Magic Missile

Level 2: Levitate, Phantasmal Forces, Web, Darkness  
15ft radius

Level 3: Hold Person, Lightning Bolt, Protection from Normal Missiles

Level 4: Wall of Fire, Monster Summoning II, Polymorph Self\*

Level 5: Monster Summoning III, Telekinesis

If attacked within his own lair (i.e. in the relative seclusion of the tower) Nim prefers to use Summon Monster III and II first before "finishing" anyone with Magic Missile (three at DMG 2-7) and then Wall of Fire (DMG 1-6).

\* **Note:** Polymorph Self is a bonus spell (if you allow such). Nim likes to Polymorph into something more intimidating, like Orcus, a type IV Demon or a Barlog.

For simplicity, the referee may have the following appear (but feel free to roll your own):

Monster Summoning II:

Two Giant Ants appear: HD: 3, AC: 3 [16], Attacks: bite (1d6 + poison), Saves: 14, Special: none, Move: 18, Align: Neutral, CL/XP: 4/120

Monster Summoning III:

Two Swashbucklers appear: (5th level fighter) HD:5, AC 4 [15] (chain mail), Attacks: two-handed sword (1d10), Special: none, Move 9, Align: Chaos, CL/XP: 5/240

**Thonilly Bibotrob the old wise wizard who is trapped below the tower:** (13th level wizard), HD 11(+1), AC 9 [10] (no armor worn), Attacks: magic dagger 1-4 +2, Staff of Thunder and Lightning 6d6 (60ft long, 1ft wide, will double back, unlimited use), INT 18, all other stats 10, Saves: 5, Special: spells known: All spells levels 1 through 6, Align: Law, Move 6, CL/XP: 13/2300, HP: 41

**Note:** When first released from the mirror, Bibotrob will not have any spells memorized. He requires proper rest and time to regain spells.

If dueling with Nim, Bibotrob will attempt Feeblemind on his ex-apprentice (-4 to save, 24 foot range) followed by Magic Jar (he will go into some object and then attempt to possess Jian's body and cause Jian to kill himself).

## UNDER THE BLACK TOWER (Dungeon Level)

Entrances and exits in and out of the underground are labelled A, B, C and D. Area A leads from the stairs beyond the secret door in the Great Hall. Area B leads from the secret trapdoor in the Guard's Mess. Area C is the hidden dumbwaiter located in the fireplace of the Great Hall. Area D leads from the secret passage in the pantry of the Apothecary shop in the village (note: **Appendix A: Beyond the Bolted Door**, reveals yet another way into the labyrinth).

### 1. Bibotrob's Hallucinatory Terrain:

When approaching the Summoning Room (area 2 below) from this point the long passage appears to lead through some sort of vast mushroom forest, complete with a variety tiny and massive brightly colored mushrooms (ranging from bright orange to dark crimson, some only a few inches high, some over 20-feet tall). All this appears below a starry, deep-purple night sky. A narrow trail of dark soil leads only north or south. Once the party chooses a passage at this "T" intersection the whole illusion will vanish, but if they look back from where they came it will still be there (and it will only show trails that lead north, east or south). This permanent illusion was obviously placed here by Bibotrob to conceal the door to his summoning room, for none of the mushrooms have any real substance. One can easily walk straight through them (west) revealing the hidden wooden door (which is locked).

### 2. Bibotrob's Summoning Room:

The walls of this place have been painted black and in the center of the floor of the room, gilded in silver, is a 20-foot wide pentagram. Large candles (3-feet in height) mark the five points. A large unlit crystal chandelier (value 100gp) hangs 20 feet from the vaulted ceiling which peaks at 50 feet in height. Two wicked gargoyles are hiding in the rafters. They will pounce on any party seen as weak or lawful.

**Two Gargoyles:** HD: 4+4, AC: 5 [14], Attacks: 2 claws (1d3), 1 bite (1d4), 1 horn (1d6), Saves: 13, Special: +1 or better weapon, Move: 9/15 (flying), Align: Chaos, CL/XP: 8/800, HP: 24 each

### 3. Bibotrob's Smoking Parlor:

This room contains a nice Persian-style rug, a cabinet with stain glass doors containing several glass bottles of fine spirits, silver goblets, and smoking paraphernalia, including a box of fine halfling tobacco. The total value of the contents is about 100gp. There

are two sitting chairs and a small table with a chessboard (in mid-game, white to checkmate in 3 moves, if black takes the queen).

### 4. Bibotrob's Scrying Room:

This dusty and cobwebbed room is empty except for a large crystal ball on a podium (treat as a typical crystal ball with scrying). This is an old scrying ball, one of Bibotrob's first creations, and is therefore atypical in the following manner: it may only be used up to three times per day by any magic user (or he/she will risk madness). Prolonged use will create extreme fatigue, perhaps a loss of all spells for that day (adjudicate as you will).

### 5. Giant Spider:

A massive spider (more than 10 feet in diameter) lives in this room. Her webs can be seen throughout the northern passage leading to the room and the adjacent room as well (the domain of the rat king). When she cannot feast on giant rats she feasts on larger prey - many of the cocoons located in the southwest corner are members of Yellow Fang in paralysis. Nim sent them down here to "clear the place out." No goblins returned from this expedition.

**Giant Spider (Huge):** HD: 4+2m AC: 4 [15], Attacks: bite (1d6+2) + poison, Saving Throw: 13, Special: poison (save or die), webs, Move: 4, Alignment: Chaos, CL/XP: 7/600

### 6. The Rat King:

This room is littered with filth and the partial remains of humanoid (goblin) corpses. Here rests a hideous aberration - a sort of rat deity. The beast is comprised of twenty or more permanently entwined giant rats but somehow functions as a single entity with very high intelligence. The creature can communicate telepathically with the giant rats in area 7 and order them to attack at will. The thing understands common and, by means of telepathy, can send images to the minds of a human, demihuman or humanoid (once per turn or once during a melee). These images are so disturbing that they cause temporary confusion (treat as the spell, confusion). The Rat King is slow in movement but its many mouths and claws can make 8 attacks per round on up to 3 man-sized foes simultaneously.

**The Rat King:** HD 7, AC 9 [10], Attacks: 8 or more bites (1d3), Saves: 9, Special: disease save or die, confusion, Move: 1, Align: Chaos, CL/XP: 9/1100, HP: 30

## 7. Minions of the Rat King:

This filthy room is infested with giant rats. They maw off the limbs of goblin corpses scattered throughout the dungeon and bring them back here for the Rat King. They will attack any opponent who dares to enter their territory.

**Ten Giant Rats:** HD: 1d4 hit points, AC: 7 [12], Attacks: bite (1d3), Saves: 18, Special: 5% are diseased. Move: 12, Align: Neutral, CL/XP: A/5, HP: 3 each

## 8. Holed Up Goblins:

These survivors are nervously hiding out in this room. They've build a small coal fire – the light blueish smoke is apparent from up to 240 feet away. They roast rats (and the occasional giant rat). They are planning to escape this terrible place, but they know of and fear the Basilisk and the Rat King. However, they fear and hate their Chieftain, Yorgoth even more and have pledged never to return to The Cave of the Yellow Fang. They may aid the characters in an assault on the Basilisk if it could mean their escape back through the river tunnels (area 13) that brought them here or escape by some other way. Of course, these vile and chaotic creatures constantly squabble among themselves, are disorganized, and will only defer to blatant displays of cruelty, cunning and power. Without a strong and feared leader, they are difficult to corral. They will attempt to steal from the characters (pickpocket 45%), will turn and run if things look too dangerous, and (if success is imminent) ultimately betray their human bosses.

**Ten Goblins:** HD: 1d6 hit points, AC: 7 [12], Attacks: short sword (1d6)/dagger (1d4)/spear (1d6), Saves: 18, Special: -1 to hit in sunlight, Move: 9, Align: Chaos, CL/XP: B/10, HP: 5 each

## 9. Bibotrob's Laboratory:

This room contains several chairs, a full-sized mirror and a large work table littered with glass beakers, flasks, mortar and pestle, a small lantern (broken), candles papers, books, scrolls and more. There is a bellows near the large fireplace - the very same chimney with the **hidden dumbwaiter** (see The Great Hall above). The dumbwaiter pulleys are next to the fireplace. The pulleys (which are only exposed on this level) allow a person to elevate the dumbwaiter back up to ground level (into the fireplace of The Great Hall). *Thus, if a party decides to exit the dungeons in this manner, one person will end up remaining behind!*

As it turns out, Thonilly Bibotrob was working on an antidote for the Basilisk's powers of petrification. In the center of this chaos is the item: a green orb about the size of a softball. If held aloft it will begin to glow a 10-foot radius of green light. Any creature within the 10-foot radius will be turned back to flesh and, as long as within this radius, immune to the Basilisk's gaze. Bibotrob's notebook will indicate this. This item's protection only works against this particular Basilisk and no other creature. The aforementioned mirror is the **Mirror of Imprisonment** which contains the old wizard. A close inspection will reveal this. Breaking the mirror will set him free. Gazing directly into the mirror will (likely) entrap the looker!

Having been trapped in the mirror for fifty years, Thonilly's mind has become vacant. If he is released he will not remember anything for several turns. Eventually his memory will return, bit-by-bit however he will not be able to cast any spells that day! If there is a magic user among the party he may (Referee's discretion) lend out his Staff of Thunder and Lightning (see Important NPCs for Thornilly Bibotrob).

## 10. Bibotrob's Library, Tome Room:

The secret door is concealed by a false bookshelf and opens into the room. In the center of the room there is a reading podium where a large tome lay open (an Atlas). The remainder of the room is wall-to-wall bookshelves containing all manner of books. All the books are mundane in topic except for one: a misplaced spellbook containing all of the spells for a given level (1d4 to determine level or Referee's choice). It will take 2 full turns of searching through the books to find the spellbook.

## 11. Bibotrob's Library, Map Room:

This room contains wall-to-wall shelves containing scrolls. Most of the scrolls are maps – mostly property deeds for the village and survey maps of the surrounding lands as well as a few detailed maps of distant and unknown lands (perhaps extra-planar). Among these mundane scrolls there will be 6 scrolls containing spells (Referee's choice).

## 12. Bibotrob's Wine Cellar:

This room contains wall-to-wall shelves of various bottled libations – wines and spirits from all over the known world and beyond. Among the fine alcohol there are six bottles labeled in Ancient Elven script. These spirits are enchanted and will function as a common healing potion.

### 13. Lair of the Basilisk:

This room is massive and well-appointed with a smooth tiled floor, huge green marble pillars and massive colorful frescoes depicting some ancient mythos of an alien culture. The room seems to be punctuated, quite randomly, by life-size statues of warriors. Some of the statues have been knocked over and are fractured. Close inspection will show these statues to be goblin warriors, grimacing with fear, with the occasional human guard-type thrown in here and there. The Basilisk, a huge 10-foot long reptile with six-limbs, bathes in the fountain (actually a part of an underground river complex fed from the Cave of the Yellow Fang). It will rise out of the water with beaming white jewel-encrusted eyes. Any creature that meets the Basilisk's gaze must make a save or be turned to stone! Fighting the creature without "looking" grants the attacker a penalty to hit! The creature's eyes are actually precious jewels (quartz or diamond, Referee's choice).

**The Basilisk:** HD: 6, AC: 4 [15], Attacks: Bite (2d6), Saves: 11, Special: Petrifying gaze (turns victims to stone), Move: 12, Align: Neutrality, CL/XP: 8/800, HP: 24

### 14A., 14B., 15., and 16. The Lair of the Night Sky Horror:

**14A:** Indicates the site of a dead goblin. His half-rotted body is still in its final death pose. The unfortunate creature managed to scrawl, in his own blood, a message on the ground: the goblin rune of "death" and an arrow pointing to the north passage (area 14B). Any dwarf of average intelligence or a character who speaks goblin will recognize the symbol.

**14B:** No one knows why Bibotrob either created or summoned this terrible creature. All that is known is that it has been left to fester in the dungeons for decades and has recently feasted upon the unsuspecting goblins sent here by Nim. The Horror's lair is comprised of three rooms: It could be in any room (14B, 15 or 16). It is up to the referee to determine which room the thing is in at any given time. Each room is filthy and littered with broken and fractured bones (various animals, goblin and human) rusted and broken weaponry, and some sort of disgusting brown slime. Some foul black fungi can be seen growing in the corners of the room.

The Horror looks like it is made of the night sky, for stars and starlight pockmark its entire form except for one huge yellow eye that looks like a flaring sun and a

gaping maw that looks like a great black hole utterly void of any light. It is roughly cylindrical or mound-like in shape and stands over ten feet tall. It possesses six long snake-like tentacles, made of the same "astrological" material. It is like the night sky in beast form. The tentacles are 50 feet long and will attempt to constrict a victim and then drag it into its gaping void, causing the victim to get "sucked in" and vanish into silent nothingness. Tentacles require 10 points of damage to sever or maim. Severed or maimed tentacles disappear in 1 or 2 rounds. Victims eaten by the Horror will find themselves trapped in an extra-dimensional space - sometimes this space can be reached by an alternate means. If the Referee wishes, victims will end up trapped in one of two Mirror of Imprisonment: either Bibotrob's mirror in room 9 or the mirror in room 17 (along with seven goblins). The Horror makes no sound.

**Night Sky Horror:** HD: 10, AC: 0 [19], Attacks: 6 tentacles drains strength (-2 per round), Saves: 5, Special: tentacles are 50 feet long, if the victim is caught constriction will cause weakness (-2 strength per round), the weakness lasts one turn, victims can free themselves on a successful "doors" roll (or strength check), tentacles draw victims into the gaping maw at a rate of 10 feet per round, cannot be charmed, unaffected by lightning, cold or fire attacks, once inside the maw victims are sucked into an extra-dimensional space, Move: 3, Align: Chaos, CL/XP: 2600, HP: 43

### 17. The Shadow:

This dusty and cobweb-infested room is made up to look like a guest's bedroom complete with a large bed, full-sized mirror, bedside tables, rug and a chest at the bed's foot. The mirror is a Mirror of Imprisonment that contains the lifeforce of seven goblins (victims of the Night Sky Horror). Breaking the mirror will free them. Lurking behind the mirror is a shadow. This creature is not harmed by normal weapons. Inside the chest are several (1d12) magic items of the Referee's choice.

**Shadow:** D: 3+3, AC: 7 [12], Attacks: 1 touch (1d4 + Str drain), Saves: 14, Special: drains 1 Str with hit, can only be hit by magical weapons, Move: 12, Align: Chaos, CL/XP: 4/120, HP: 19

**Seven Freed Goblins:** HD: 1d6 hit points, AC: 7 [12], Attacks: short sword (1d6) or dagger (1d4) or spear (1d6), Saves: 18, Special: -1 to hit in sunlight, Move: 9, Align: Chaos, CL/XP: B/10, HP: 5 each

### 18. Lair of the Carrion Eater:

This thing prefers to roam the dungeon ceiling, waiting to pounce on anything larger than a giant rat. Below this creature, in the center of the room is a trapdoor pit, 20 feet deep with nine ten-inch spikes on the bottom. This creature knows its way around the spikes and will crawl down into the pit to paralyze and begin eating its prey. Once the creature leaves the pit, the change in weight will cause the trap to reset itself. It takes 10 combat rounds for the doors to close entirely (thus trapping any victims inside until the trap is sprung again).

**Carrion Eater:** HD: 2+4, AC: 7 [12], Attacks: bite (1 hp) and 6 tentacles, Saves: 14, Special: tentacles cause paralysis, Move: 12, Align: Neutral, CL/XP: 4/240, HP: 19

### 19. Trapdoor Acid Pit:

This ten-foot wide trapdoor pit is 10 feet deep (1d6 falling damage) with roughly hewn and sides. After the trap is sprung the pit will begin to fill with a powerful corrosive (1d4 damage per round) via a small 5-inch wide opening.

### 20. Pit Trap Room:

Two or more man-sized creatures will set off this trapdoor pit. The pit is 20-feet deep. The walls of the pit are roughly hewn and irregular (2d6 falling damage, save versus breath weapon for half damage, +4 for thieves). *Note: The Horror's tentacles (see areas 14 through to 16) are long enough to strike and even grasp a victim of the pit!*

## WANDERING MONSTERS UNDER THE BLACK TOWER

Check for the following creatures every 2 to 3 turns of exploration:

(Roll d12)

1 - 2 **Giant Rats** (1d4 rats): 1d4 hit points, AC: 7 [12], Attacks: bite (1d3), Saves: 18, Special: 5% are diseased. Move: 12, Align: Neutral, CL/XP: A/5, HP: 3 each

3 - 4 **Goblin Patrol** (3d6 goblins): HD: 1d6 hit points, AC: 7 [12], Attacks: spear (1d6+1), Saves: 18, Special: -1 to hit in sunlight, Move: 9, Align: Chaos, CL/XP: B/10, HP: 5 each

5 - 6 **The Carrion Eater** (from area 18): HD: 2+4, AC: 7 [12], Attacks: bite (1 hp) and 6 tentacles, Saves: 14, Special: tentacles cause paralysis, Move: 12, Align: Neutral, CL/XP: 4/240, HP: 19

7 **Carnivorous Levitating Eyes** (2d6 eyes): HD: 1d6 hit points, AC: 8 [11], Attacks: bite (1d3), Saves: 18, Special: hypnotize or fear gas, Move: 36, Align: Chaos, CL/XP: B/10, HP: 4 each

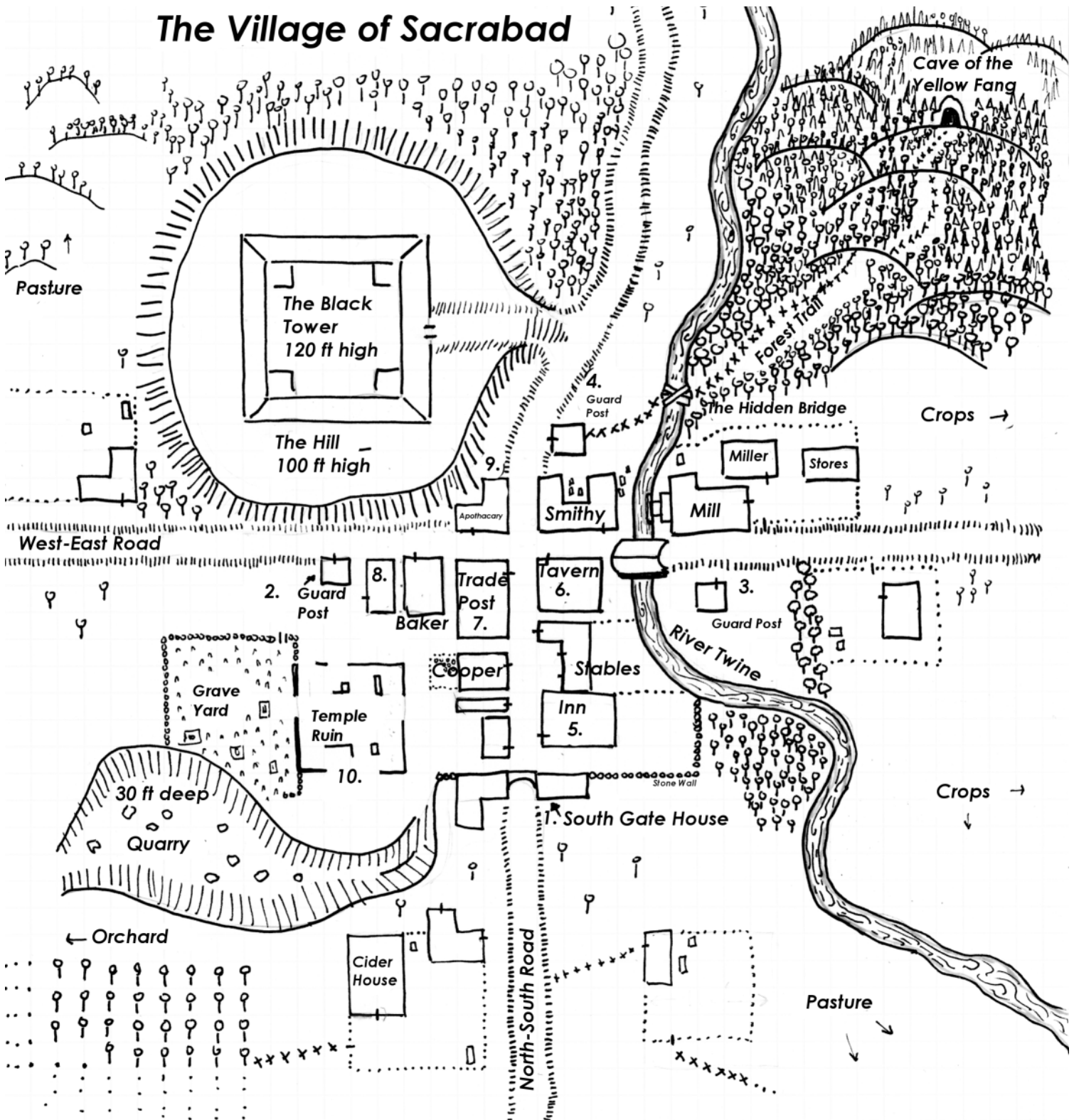
8 **Shadow**: HD: 3+3, AC: 7 [12], Attacks: 1 touch (1d4 + Str drain), Saves: 14, Special: Drains 1 Str with hit, can only be hit by magical weapons, Move: 12, Align: Chaos, CL/XP: 4/120, HP: 19

9 - 12 **Troop of Homicidal Skeletons** (3d6 skeletons): HD: 1, AC: 8 [11], with shield 7 [12], Attacks: rusted sword (1d6), Saves: 17, Special: none, Move: 12, Alignment: Neutral, CL/XP: 1/15, HP: 6 each





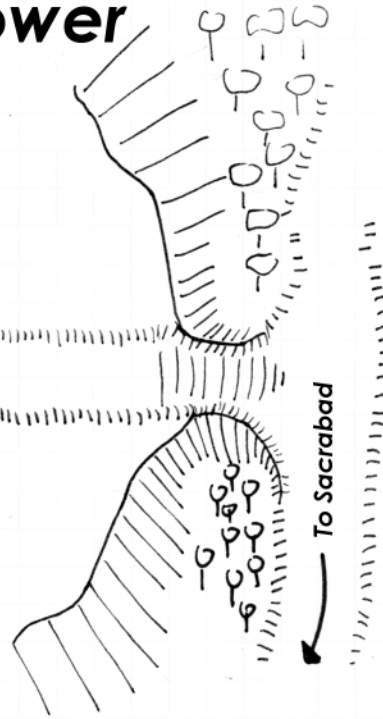
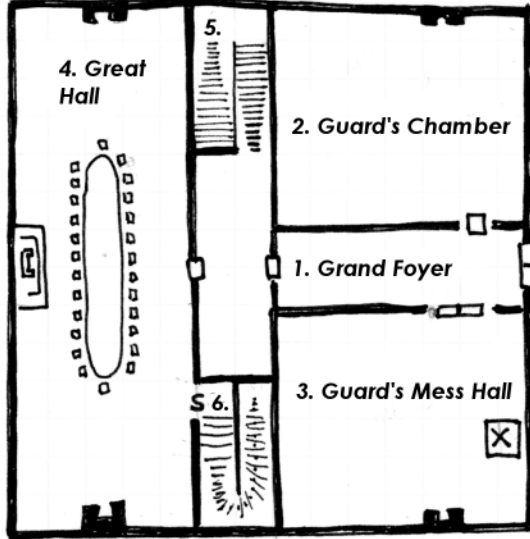
# The Village of Sacrabad



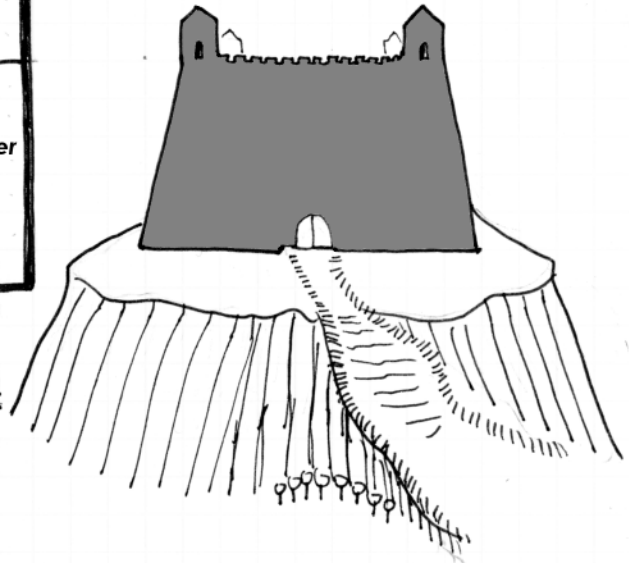
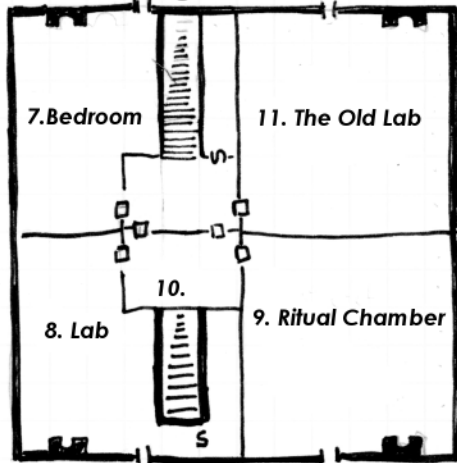
- = 20 ft
- = Cave
- = Hills
- = Rockface/Elevation
- = Building/Cottage
- = Fence
- = Road
- = Stone Wall
- = Covered Bridge
- = Forest
- = River
- = Path/Trail

# The Black Tower

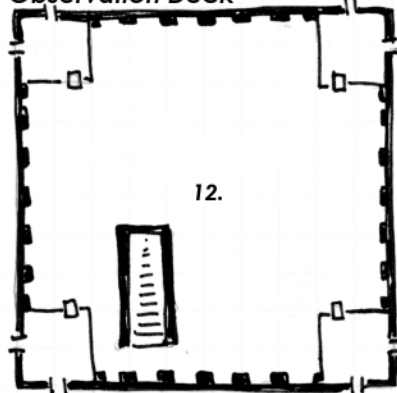
Level 1  
50 ft Ceilings



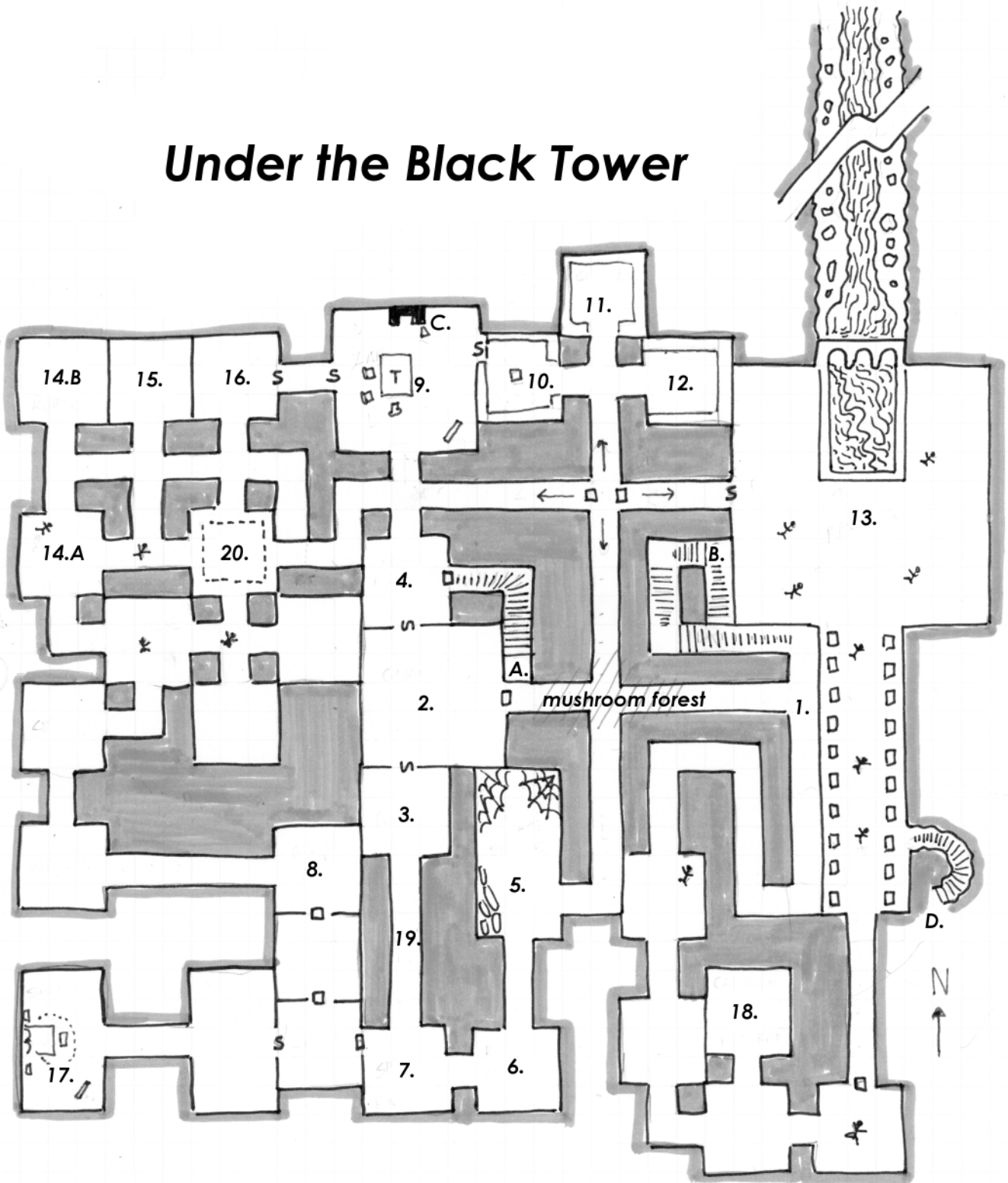
Level 2  
50 ft Ceilings



Level 3  
Observation Deck



# Under the Black Tower



## APPENDICES: SIDE TREKS

If you are not running this adventure in a single-session and intend on beginning a campaign, or a mini-campaign stretching over several sessions, the following additional information on the Razed Temple Ruin, and further information on the Cave of the Yellow Fang may come in handy. Perhaps your players have defeated Nim Sheog the Son and have freed Bibotrob from his entrapment and are eager for another mission. Or perhaps you wish to send your players on a small mission before entering the Black Tower or facing Nim. Whatever your reasoning, there is more adventure to be had in Sacrabad!

Please note that, unlike the Black Tower, it is up to you, the referee to develop these environs. A map of the dungeons under the temple site are provided but not stocked and the occupants of the Cave are provided, but it is up to you to detail their hideout and add treasure.

### APPENDIX A: BEYOND THE BOLTED DOORS: UNDER THE RAZED TEMPLE RUIN

The following background can be related to the players by Bibotrob himself, Reverend Bona Lindy or the apothecarist, Aaron Blake:

**More than a century ago, the architects and builders of the Temple at Sacrabad made an interesting discovery. While breaking ground on the chosen temple site they discovered the remnants of an ancient and long-forgotten town, supposedly buried for several millennia. Not being wasteful, the builders made use of the subterranean structures while constructing the temple crypts. Although most of these ancient walkways, streets and buildings were destroyed and buried over in some ancient catastrophic event, several passageways and buildings remained somewhat "intact" (if precariously so) and stretched for what appeared to be hundreds of yards (or more!). Soon after this discovery, strange things started happening on the site. Workers mysteriously disappeared, and the night watch reported "unnatural and eerie" sounds. The workers were keen to seal off the ominous main tunnel, but the Wizard Bibotrob had an interest in all things ancient and so a compromise was made: close off the foreboding passage with a heavy, bolted door. Despite the relative safety of the great door, Father Pucci and his Acolytes rarely frequented the crypts and it was not uncommon for young clerics to request, ever-bowing for forgiveness, to be stationed somewhere else in the realm - for on still nights those**

**eerie sounds could still be heard beyond the bolted door!**

**Many years later, in the reign of Nim Sheog the Son, the Temple was razed by the Yellow Fang. What remains there is known to be haunted and no villager will go near the place (day or night) but surely there must be treasure below the ruins and behind the bolted door!**

### REFEREE INFORMATION

Of course, Bibotrob was aware of the ancient civilization beneath Sacrabad although he felt no need to reveal this information to his retainers and followers. Indeed, he made use of the ancient structures in the construction of lower dungeons under his own Black Tower - the lair of the Basilisk is a perfect example of some unmodified ancient architecture.

### RUMOURS AND KNOWLEDGE

Thonilly Bibotrob: If Bibotrob has already been "rescued" and Nim and his garrison brought under control, perhaps he will send the Party on a mission to finally clear out and explore the underground city ruins beneath the Temple (or what's left of the Temple). Bibotrob was not around to witness the razing of the temple, but he does recall the temple's construction and can fully relate the background information presented above.

Reverend Bona Lindy: The previous village priest, Father Pucci, was but a young boy when the Temple was constructed. Even so, he heard the rumors and was made aware of the strange history of the place upon joining the temple, many years ago. He related this information to his soon-to-be successor a few nights before the Temple was attacked by the Yellow Fang. Bona Lindy is aware of the hauntings of the temple ruin (see The Village of Sacrabad, Area 8 above) but does not know that Father Pucci haunts the place as well. She can relate stories of "strange unnatural sounds" emanating from beyond the bolted door in the crypt and how she was instructed to never open the door. She does know of a hidden porthole on the door however (which swings open) from which one can "peer into the darkness beyond," but she never dared do so herself. She can also give the Party a key to the padlock on the bolted door. She would appreciate the temple grounds being "cleansed" and will do everything to aid the party (e.g. provide holy water, heal, bless, etc.) short of accompanying them.

## KEY TO THE TEMPLE CRYPTS

Note: This dungeon is not stocked. It is up to you to design this adventure.

### E. Entrance and stairway down:

As the characters descend the stairs the brickwork will take on a very ancient cyclopean appearance. Dwarves and those who are wise may know that this stairway was (partially) original to some older building. The nature of the older building is unknown. The stonework is similar to that found under the Black Tower.

#### 1. Temple Crypt:

Here rest the skeletal of Father Pucci and three of his adepts. If the Spectre of Pucci has not already been destroyed it will surely make an appearance if his body is in any way disturbed.

#### 2. Chamber of the Bolted Door:

#### 3. Ancient Street:

#### 4. through to 8. Ancient Shops:

#### 9. through to 11. Doors to Nowhere:

#### 12. through to 13. Buried Courtyards:

#### 14. Doors to the Temple & The Pit:

#### 15. Temple to the Ancient Deity:

#### 16 . through to 17. Shops with Pit Trap:

#### 18. Hidden Ritual Room:

#### 19. though to 20. Courtyards:

#### 21. Closed Courtyard:

#### 22. Agora:

#### 23. Town Hall & Treasury:

#### 24. through to 27. Ancient Shops:

#### 28. Ancient Crypts:

#### 29. King's Crypt:

#### 30. Lair of the Guardian:

## APPENDIX B: CAVE OF THE YELLOW FANG

The hidden path behind the north guard post leads to a makeshift bridge crossing the River Twine (see North Gatehouse above). Beyond that there is a very slow-going and treacherous trail leading to a hidden cave in the hills – the outpost of the Yellow Fang. There will be 20 to 40 goblins, their chieftain Yorgoth and various stolen livestock dwelling in and around there.

**Goblin Warriors:** HD: 1d6 hit points, AC: 7 [12], Attacks: spear (1d6+1), Saves: 18, Special: -1 to hit in sunlight, Move: 9, Align: Chaos, CL/XP: B/10, HP: 5 each

**Yorgoth, Chief of the Yellow Fang:** HD: 3, AC: 3 [16] (plate), Attacks: long sword (1d8) / dagger (1d4), Saves: 18, Special: -1 to hit in sunlight, Move: 9, Align: Chaos, CL/XP: 4/120, HP: 18

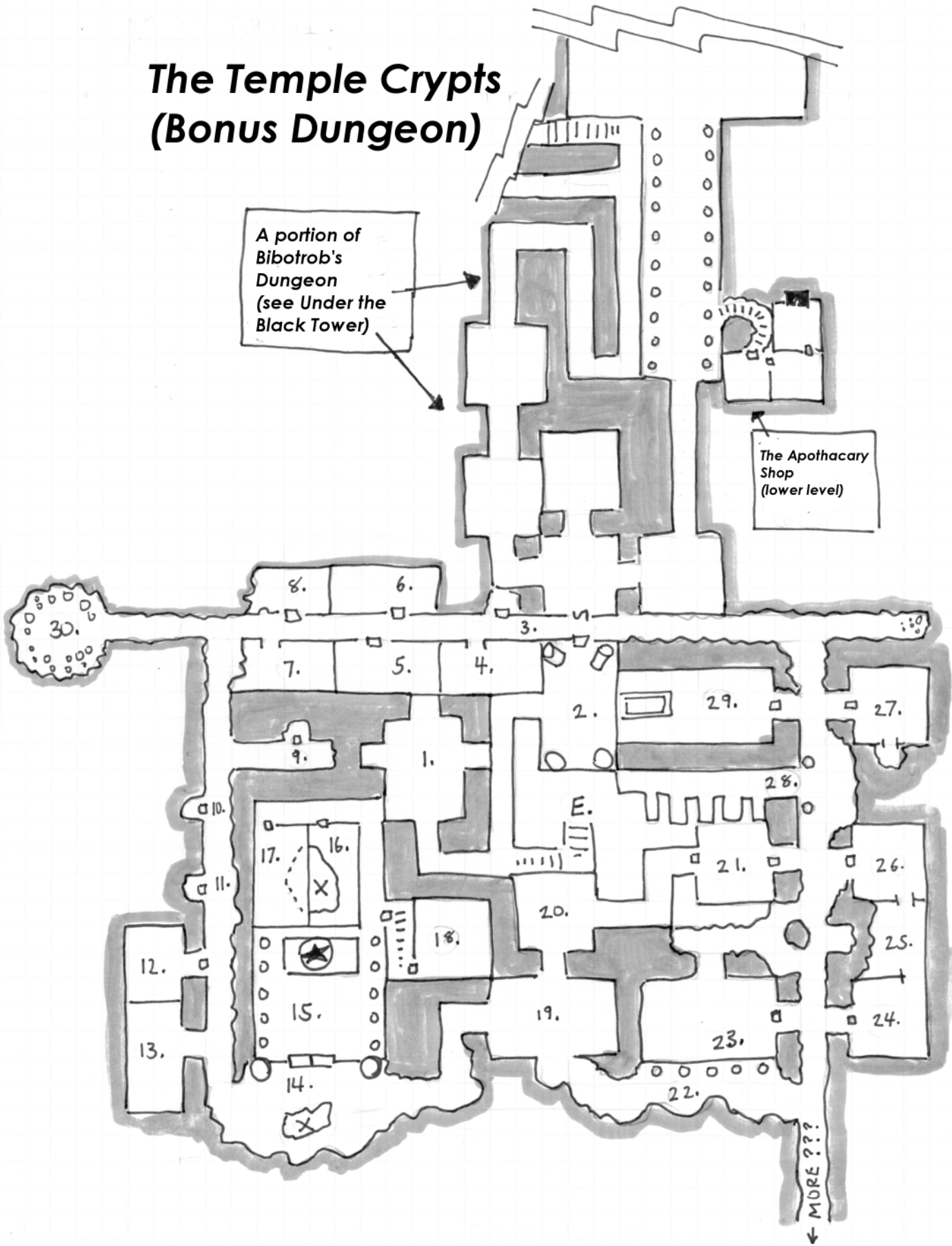
Yorgoth will likely have both a Yellow Fang treasury kept in plain view and a secret stash of his own. The secret stash will contain the most valuable items. If there are any magic items stored in the secret stash they will most likely be ornate but beyond the scope of Yorgoth's knowledge and abilities to use (scrolls, staves and wands come to mind).



# The Temple Crypts (Bonus Dungeon)

A portion of  
Bibotrob's  
Dungeon  
(see Under the  
Black Tower)

The Apothacary  
Shop  
(lower level)



## Credit:

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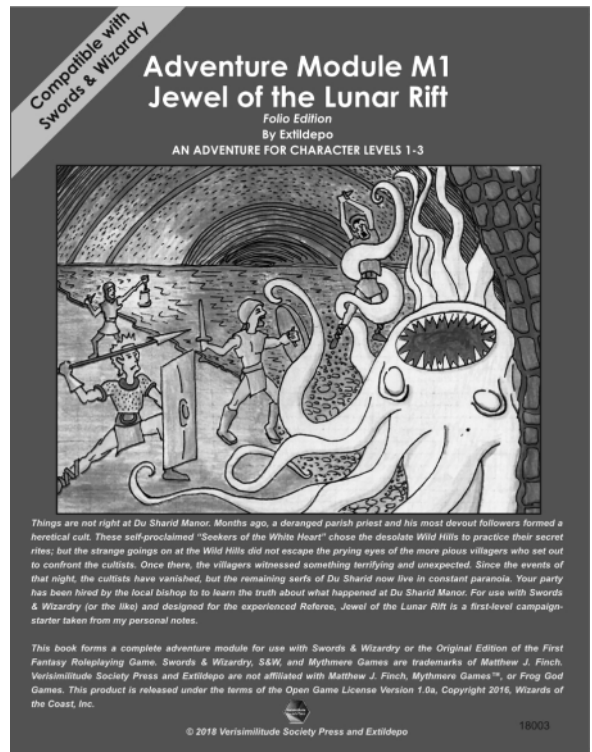
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Things are not right at Du Sharid Manor. Months ago, a deranged parish priest and his most devout followers formed a heretical cult. These self-proclaimed "Seekers of the White Heart" chose the desolate Wild Hills to practice their secret rites; but the strange goings on at the Wild Hills did not escape the prying eyes of the more pious villagers who set out to confront the cultists. Once there, the villagers witnessed something terrifying and unexpected. Since the events of that night, the cultists have vanished, but the remaining serfs of Du Sharid now live in constant paranoia. Your party has been hired by the local bishop to to learn the truth about what happened at Du Sharid Manor. For use with Swords & Wizardry (or the like) and designed for the experienced Referee, Jewel of the Lunar Rift is a first-level campaign-starter taken from Extildrepo's personal notes.

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