

The Tower Of Refuge

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1. ADVENTURE TEXT

1.1. THE ENVIRONS & BACKGROUND

These details can be picked up from Flynn or other members of the crew who have heard the details below from people in Castletown.

"About 200 years ago a large fire swept through the town of Narborel. The fire started in the Wizard's Guild, killed a number of towns folk and destroyed almost a quarter of the towns timber buildings before it was put out. For this reason the Town Council told the Wizard's Guild to leave and set up their guild house on the large island in Narborel Bay on the condition that they set up a light at the top of the tower to warn shipping of the rocks in the bay. The wizards felt they were unjustly and harshly treated so they named their new guild headquarters "The Tower Of Refuge". The then leader of the Guild, Lazilan, build the tower, walls and guest house using magic and stone brought in from the quarries around Mt. Barule."

1.2. THE APPROACH TO NARBOREL OR NO LIGHT IN THE NIGHT

Approaching Narborel from the south late in the evening, the sun long sunk into its watery grave, you hear loud shouts and cries from the helmsman.

Rushing up on deck you see frantic action. Crew are in the rigging furling the sails while from the bow other crew are dropping the anchor. Flynn and Colm are standing by the bow looking towards the twinkling lights of a town.

"We will have to wait till dawn" says Flynn. "With no light we will not be able to find the passage."

"It's said that the light is never out." says Colm.

There is nothing the PC's can do at this stage the ship is safe but Flynn will not take her in until dawn when they can hopefully see enough to guide the ship through the treacherous rocks.

1.3. THE MORNING AFTER THE NIGHT BEFORE

"Well, where do you want us. Narborel harbour or the Island itself. We could anchor off shore and row you to the jetty that is marked on the map." asked Flynn

If PC's decide to go to the main harbour all inns are abuzz with the news of the light going out. Raistlin is not welcome at all as one ship ran aground losing its cargo of grain and silk. The people blame the wizards for going back on their word.

If PC's go to the island ...

1.4. THE ISLAND

You are rowed ashore by Aster and Barrin who remain in the boat after helping the PC's ashore.

The island is approximately round with steep cliffs all around. A flight of steps leads up to a grassy path that zigzags its way up to a low stone building with a thatched roof and another brick building with a tiled roof. Running beside the path is a high brick wall topped with broken glass. Beyond the two buildings you can see some fields and an orchard. The most dominating feature however is the tall square tower in the NE of the Island. Capped with a conical purple slate roof glistening after the early morning shower. It appears to be six or seven stories high. The road ends at a tall set of wood & bronze gates with the guild crest on it (A caged flame).

1.4.1. THE HARBOUR MASTER'S COTTAGE & THE SHOP

The harbour masters cottage (which has a sign saying Harbour Master) is empty. The main office is tidy and the map chests are locked. The door to the private rooms is also locked.

After a few moments a halfling enters.

"Can I help you? The harbour master is taking a lie-down. Oooh such a shock."

The wizards not answering the bell, the light going out Oooh such a shock.

I'm Twezel Tumblefoot. I run a the shop. Sell magic trinkets to tourists, food to the wizards, fruit from the orchard etc., maps etc.

Can't go through the gate. Applebaum did - that's why he's lying down monsters loose in the grounds, guest house on fire - lucky it rained it is Oooh what a shock.

Do you want some fruit? Eggs? Bread?

Any magic trinkets he has are low level except for a magic rabbits foot which gives a +1 to all saving throws. (100gp), a scroll on how to where to find the best and biggest fish (55gp), some weak poison (10gp) (+3 to roll or be sick for 1 day), weak healing potion (1d4-1), (30gp), dagger +1 with a nice bone handle (25gp) (first time it hits it breaks).

1.4.2. THE GATE TO WIZARD COUNTRY

The gate is locked and bolted from the inside. A knock spell will remove one or the other. Unless specifically stated the knock will unlock the lock. It is possible for someone to climb the wall and unbolt it from the inside. As soon as s/he clears the top of the wall the flamelings come bounding across from the acolytes residences where they have been eating coal. They throw fireballs as soon as they are within 10 feet.

Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	Attack 2	Attack 3	SvAs	Mor.	EXP.
1	Flameling	4	17	9		Walk 60	Tail 1d2	Bite 1d3	Fireball * 1hp	F2	8	175
2	Flameling	4	17	9		Walk 60	Tail 1d2	Bite 1d3	Fireball * 1hp	F2	8	175
3	Flameling	4	17	9		Walk 60	Tail 1d2	Bite 1d3	Fireball * 1hp	F2	8	175
4	Flameling	4	17	9		Walk 60	Tail 1d2	Bite 1d3	Fireball * 1hp	F2	8	175
5	Flameling	4	17	8		Walk 60	Tail 1d2	Bite 1d3	Fireball * 1hp	F2	8	175

1.4.3. INSIDE THE GROUNDS

The grass is scorched in places and the fine guest house is a burnt out shell, smoke still rises from its charred timbers. Searching the ruins reveals no bodies. The acolytes residences are simple log cabin affairs except for the northern most one which appears older and is made of the same stone as the tower. Once they have seen you dispense with the flamelings the door opens and a young face peers out.

"Are they gone?"

"A strange darkness came over the island 2 nights ago."

"No one has come in or out of the tower"

"Yes we have had one visitor recently. A elf with red hair, Rufus Temantelous. He came to see the wizards."

"No. I don't remember him leaving."

The tower is huge and solid. Smooth walls of stone topped with a slate roof. Around the top floor are large circular windows glazed with thick clear glass. Other floors have small windows except for the first floor which has two tall lancet windows.

It would be possible for a PC to fly to the windows and look in but all bar one are whole and the panes are small.

Rufus is actually a Red Dragon - The Lord Of Barule. He is angry at the Wizards playing with fire and has killed or trapped all the wizards and freed all the creatures from their menagerie. He is recovering slowly from the combat he has faced in the top of the tower.

If the PC's get to him today he will be at 50% hit points. Tomorrow he will be at 75% and he will leave the tower in elf form.

1.5. THE TOWER - GROUND LEVEL

1.5.1. PALATIAL ENTRANCE HALL.

The floor of this large (60'x40') hall is made of pink and grey granite hexagons which have been polished to a very high sheen. The high ceiling and walls have been painted a pale blue with a blazing sun at the zenith. From this sun on a long chain hangs a glowing glass ball which illuminates the room. There are 3 sturdy oaken doors leading from the room. One decoratively carved door leads north while the two set into the west wall are labelled 'Privy' and 'Cloaks'.

1.5.2. STOREROOM

This storeroom is ¼ full. Barrels of wine, salted fish, ale, grain, sausages, hams, eggs, cheese, bread and vegetables. A fine assortment although the vegetables are now a little limp and the bread slightly stale.

1.5.3. STOREROOM

This storeroom is ½ full. It contains sacks of dried beans, hard tack, dried meats and standard iron rations all in neatly labelled crates, boxes & barrels. There is a door in the south wall.

1.5.4. CLOAKROOM

A long rack holds outdoor gear such as waxed cloaks, tall boots, walking sticks (all non magical), fur trimmed coats and back packs.

If PC's search the closet there is a 10% chance (20% for elves) that they will find a Cloak Of Elvenkind with the initials R.T. embroidered on to a tag at the back of the neck. It is disguised as a normal cloak.

1.5.5. PRIVY

A row of four cubicles on the west wall contain wooden seats. These are connected by a series of pipes to a large tank on the wall from which hangs a length of rope. A pile of soft cotton squares is on a small shelf inside each cubicle. Outside the cubicles is a bowl and a ewer of water. A short length of silver chain hangs from a wooden rod by the side of the table. The chain ends in a bent metal clip.

The rod appears to have been gripped by clawed feet. It was where a baby fire Drake was tethered to dry hands after they were washed.

1.5.6. SERVANTS QUARTERS

Very tidy, but very full, room with two sets of bunk beds, 4 small chests, a table and four chairs.

Chest 1: Bandages, ladle with initials JE, spare clothes.

Chest 2: Clothes and a leather bottle.

Chest 3: Clothes, blue glass bottle, red glass bottle (traces of perfume), a cloth with 4 needles in it, a metal scraper used for cleaning hides.

Chest 4: Clothes, blue wool, some candles, a pewter flask and a copper basin.

1.5.7. SERVANTS QUARTERS

An untidy room for 9 people. There are nine small beds, 9 chests, 2 tables and a washstand. Lying on one bed is a lace shawl, a cheap grey woollen dress, a tatty coat and a mantle all beside a large shoulder bag. It appears the occupants of this room left in a hurry as the contents of the chests are scattered about the room.

If the PC's search under the beds they will find 2 Flame Snakes. They will surprise at -2. Bite paralyzes for 2d4 turns.

Num	Monster Name	AC	Thac0	Max HP	Cur HP	Move & Distance 1	Attack 1	Save As	Mor .	EXP
1	Fire Snake	6	17	14		Slither 40	Bite 1d4	F2	7	120
2	Fire Snake	6	17	11		Slither 40	Bite 1d4	F2	7	120

After the attack here a snuffling and whimpering sound from a small pile of clothes. Underneath is a dwarf fire Drake which bounces across the floor towards Raistlin and tries to climb up to his shoulder.

Num	Monster Name	AC	Thac0	Max HP	Cur HP	Move & Distance 1	Attack 1	Save As	Mor .	EXP
1	Dwarf Fire Drake	0	19	8		Hop 30'	Breath, 1d4	F2	7	120

1.5.8. SERVANTS QUARTERS

8 sets of bunks. Each with a two drawer locker at their foot and two large trunks. The room is tidy, not surprising as there is no room for mess in a room this size. There is nothing other than clothes and personal effects in the lockers or trunks.

1.5.9. THE KITCHEN

A large kitchen with a scrubbed wooden table (elm) in the centre with a pair of drawers. Cupboards containing copper and iron pans, earthenware bowls and pewter plates. A large fireplace stands cold in the east wall. A small door is set into the wall beside the fireplace. (Door leads via a steep path to the sea).

A hidden wall safe behind a set of copper pans holds a fine set of silver knives and forks. (24 pieces, value 25gp).

1.5.10. SERVANT'S DINING HALL

3 long tables each with 2 benches. The tables are clean and the floor is covered with fresh rushes.

Hidden amongst the rushes is a silver ring 5gp - non-magical.

1.5.11. THE STAIRS.

A ten foot wide spiral stair with a rope handrail on the inside and outside walls leads up and down. The treads leading up are more heavily worn than those leading down.

1.6. THE TOWER - BASEMENT.

The following monster is wandering around the dungeon. 1d6 to encounter. Treasure is in its stomach. Breath weapon or bite each round. Breath is 15' long and 10' wide. Save vs Breath weapon for ½ damage.

Nu m.	Monster Name	AC	Thac0.	Max. HP	Cur HP	Move & Distance 1	Attac k 1	Atta ck 2	Attack 3	SvA s	Mor .	EXP .	Treasure
1	Fire Lizard	3	11	34		Walk 90	Claw* 2 1d8	Bite 2d8	Breath 2d6	F5	7	1900	103 Silver Pieces 3 Platinum Pieces. 5 Gold Pieces

1.6.1. STOREROOM.

About ¼ full. Sacks of potatoes and turnips. Dried herbs hang from the ceiling.

1.6.2. STOREROOM

About ½ full. Crates of candles, glass beakers, finely crafted tools, flasks of oil (20), coal and charcoal.

1.6.3. PEN 1

The door is unlocked and the pen is empty except for a stone feed trough.

1.6.4. PEN 2

Door is locked. This pen contains 6 Fire Toads. The pen is empty except for a feed trough. The walls are badly scorched as is the door.

Nu m.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance 1	Attack 1	SvA s	Mor.	EXP.
1	Fire Toad	9	17	24		Hop 60	Fireball 2d8	F2	6	200
2	Fire Toad	9	17	15		Hop 60	Fireball 2d8	F2	6	200
3	Fire Toad	9	17	19		Hop 60	Fireball 2d8	F2	6	200
4	Fire Toad	9	17	12		Hop 60	Fireball 2d8	F2	6	200
5	Fire Toad	9	17	23		Hop 60	Fireball 2d8	F2	6	200
6	Fire Toad	9	17	18		Hop 60	Fireball 2d8	F2	6	200

Fire Toads can spit a fireball 30' and it has a blast range of 5'. Take 1 extra point of damage from cold attacks. Water or other liquid causes them to retreat but they then fire twice.

1.6.5. PEN 3

Door unlocked and empty. There are scorch marks on the wall and door.

1.6.6. PEN 4

Door unlocked and empty. A pair of hand prints are burnt 2 inches into the door. A stone bed with the faint outline of a human figure is set into the east wall.

1.6.7. STOREROOM

This room contains coal, shovels, chains, collars, brooms, buckets and other tools used for the maintenance of exotic animals.

1.6.8. STOREROOM

This storeroom contains lengths of seasoned timber, barrels of pitch, barrels of nails. One of the barrels has split and the pitch has seeped onto the floor giving an oily taint to the air.

Num.	Monster Name	AC	Thac 0	Max. HP	Cur HP	Move & Distance 1	Attack 1	SvAs	Mor	EXP
1	Pitchwife	-3	10	39		Ooze 10	Acid 2d8	F5	10	1900

Surprises on 1d4. Cold based spells act as sleep spell. Immune to mind control. Normal weapons do no damage. If hit by fire then must save vs. spells or explode doing current hp damage to all within 20'.

1.6.9. THE STAIRS.

The stairs end in a stout wooden door. The lock has been blasted away (from the stairs side) and the hole door appears scorched.

1.7. THE TOWER - FIRST FLOOR

1.7.1. DINING ROOM

Ornate crystal chandeliers hang from the ceiling. Long oak tables, highly polished with finely turned legs dominate the room. 6 large wooden chairs stand on each side and 2 more at the head of each table. A dresser on the east wall holds fine Ierendian porcelain (Value 200gp enc. 1000), Yulari glassware (100gp enc. 250) and silver cutlery from Rockholme(75gp, enc. 20). A large pot plant stands between the North windows in a fine terracotta pot. Its glossy green leaves and red blooms a striking contrast to the dark wood of the rest of the room.

Anyone approaching within 10' of the plant must make a saving throw vs. Poison which acts as a confusion spell. If a plant is brushed against or plucked then 1d10 thorns will spring out. If hit as well as 1d2 damage per thorn save vs. Paralysis or take 1d3 fire damage. Then a saving throw vs. Poison or die instantly. If make saving throw then just take 20 points of damage.

Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Attack 1	SvAs	Mor.	EXP.
1	Fire Thorn	8	15	21		1d10 Thorns 1d2	F1	6	725

1.7.2. ENTERTAINMENT HALL.

A gallery runs around the north and east walls of this large tall room. It is reached by a stair in the rooms S.E Corner. The walls are lined with fine tapestries of hunting scenes and paintings of old men in wizard's garb. The gallery has a low wooden railing carved in the form of vines and grapes. If the paintings or tapestries are handled then a Flame-Skull appears from nowhere.

Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance	Attack 1	Attack 2	Attack 3	SvAs	Mor.	EXP.
1	Flame Skull	3	15	22		Fly 210	Fire 2d4	Fire 2d4	Spells	M4	8	425

If the flame skull is attacked or the tapestries are removed from the walls then the flame skull will fight back. Else it will say things like "I wouldn't do that if I were you", and "What's happening. Has anyone seen Liambic?". It will not leave the room, unless turned (as a lich).

1.7.3. LIBRARY

The walls of this tall room are lined with bookshelves. However the first thing you notice as you enter is a smouldering pile of parchment and leather (constitution check or cough violently for 1d4 rounds) in the centre of the room. If the PC's search the smouldering pile take 1d4 points of damage. 10% chance of finding an undamaged scroll or grimoire page from one of the spells listed below.

Warmth (Level 3), Shadow Bolt (Level 2), Bloodglass (Level 2), Blast Bones (Level 2), Sunburst (Level 4), Animate Statue (Level 4), Lesser Guardian Seal (Level 4).

1.8. THE TOWER - SECOND FLOOR

1.8.1. BATHROOM

A small copper tub, big enough to sit in, a long handled brush, a fireplace in the north wall and a toilet cubicle. Soft linen towels hang on a wooden rack by the fire. There is a dirty ring around the tub. A large copper bucket filled with water is set beside the fire which still smoulders in the grate.

Num	Monster Name	AC	Thac0	Max. HP	Cur. HP	Move & Distance	Attack 1	Attack 2	Sv As	Mor	EXP	Treasure
1	Smoke Mephit	4	17	11		Fly 240	Claw*2 1d2	Breath 1d4	F4	8	175	See Below

The fire contains a smoke mephit. It will fail to gate in any other mephits. Smoke breath every other turn. Auto hit (no save) blinds for 1d2 turns. The mephit is carrying the following.

Arrow Of Slaying (Mages),

Cage Of Carrying,

Potion Of Anti-Sleep,

Oil of Ruc,

Scroll Of 4 Priest Spells (Animate Dead, Light, Hold Person, Speak With Plants).

1.8.2. SITTING ROOM.

A comfy, overstuffed, red leather armchair with a small round table beside it. The latter shows scorching on the edges and some circular stains. There is a small book on the table. The book is a diary and the last entry dated some two days ago reads thus; "Magnus will try tonight. If we can improve the power of the light and the focusing the Narborel may at last forgive us."

1.8.3. KELEM'S BEDROOM.

A small bed in an untidy room. The contents of drawers have been turned out and burnt. Scorched footprints in a rug lead towards a wardrobe. Inside the wardrobe there is a burning man and the charred remains of a human. The smell of burning is strong in the air.

Burning man's keening has a range of 80'. Each hit causes cinder shower for 1hp per round until doused. Regenerates at 1hp per round. Immune to fire and lightning. Needs +2 weapons to hit.

Num	Monster Name	AC	Thac0	Max. HP	Cur. HP	Move & Distance	Attack 1	Attack 2	Attack 3	SvAs	Mor.	EXP
1	Burning Man	4	7	56		Walk 120	Fist * 2 2d8	Keening Fear	Cinders 1hp	F14	18	480 0

1.8.4. ONATIS' BEDROOM

The bed and the rest of the rooms contents are a reeking charred mess. Everything has been broken and burnt. The window in the east wall has been shattered by the heat and the stone blackened.

1.8.5. SITTING ROOM.

A wicker chair has been pushed over, a small round table broken into match sticks. A small book has been torn into confetti. There are hand prints scorched into every surface.

If PC's carefully examine the shreds of paper 33% chance that they decide it was a book of poems, 33% chance that they think it was a spellbook 33% chance that they don't know what it was. (It was actually a book of poems.)

1.8.6. SITTING ROOM

Door locked. Room is undamaged and undisturbed. There is comfy armchair, a small table and a few sketches on the walls. A diary bearing the name Magnus is stuffed down the back of the chair (Only find if search chair or sit in it). The last entry reads "I don't trust Rufus. Today of all days he turns up and sticks his nose in. I **WILL** get the light to work, all his insistence and warnings will do him no good. He is not what he seems. I must warn Liambic.

1.8.7. MAGNUS' BEDROOM

The simply furnished bed chamber has a bed that appears not to have been slept in recently. A window in the wall overlooks the island with Narborel in the distance. Aside from the bed there is a Yulari rug, a pot with some flowers in now sorely in need of water, and a chest (contains clothes and a small leather pouch with 9gp in it).

1.8.8. NIAL'S BEDROOM

Lying on the dusty bed is a wizened figure, skin stretched like cling-film over angular bones. Eyes yellow and crusted with dust stare out of the face at you. He must have been here for years.

If MU checks then appears Haste + Permanency has been cast on the body.

If a figure tries to touch the figure then age 1d10 years, fingernails and hair grow astonishingly quickly. Take 1d4 damage and roll under constitution or faint for 1d4 rounds.

1.8.9. SITTING ROOM

Dusty and empty aside from a brown leather wing chair and small round wooden table. Despite the unlocked door, no one appears to have been in here for a long time.

1.9. THE TOWER - THIRD FLOOR

1.9.1. ONATIS' LAB.

Listening at the door you can hear a strange buzzing sound. On opening the door a swarm of red winged flies about an inch long fly out. Most vials and glassware have been shattered leaving a coating of sticky liquids on work surfaces and floor.

Searching the room will reveal a vial containing Salve Of Scar Removal.

Nu m.	Monster Name	AC	Thac0.	Max. HP	Cur . HP	Move & Distance 1	Attack 1	SvAs	Mor.	EXP.
1	Greater Fire Bugs	5	17	6		Fly 120	Contact 1d4	F1	10	30
2	Greater Fire Bugs	5	17	6		Fly 120	Contact 1d4	F1	10	30
3	Greater Fire Bugs	5	17	7		Fly 120	Contact 1d4	F1	10	30
4	Greater Fire Bugs	5	17	9		Fly 120	Contact 1d4	F1	10	30
5	Greater Fire Bugs	5	17	12		Fly 120	Contact 1d4	F1	10	30
6	Greater Fire Bugs	5	17	2		Fly 120	Contact 1d4	F1	10	30
7	Greater Fire Bugs	5	17	8		Fly 120	Contact 1d4	F1	10	30
8	Greater Fire Bugs	5	17	10		Fly 120	Contact 1d4	F1	10	30
9	Greater Fire Bugs	5	17	9		Fly 120	Contact 1d4	F1	10	30
10	Greater Fire Bugs	5	17	9		Fly 120	Contact 1d4	F1	10	30
11	Greater Fire Bugs	5	17	9		Fly 120	Contact 1d4	F1	10	30

Cold based attacks stun for 1d4 rounds. Fire based attacks 'kill' them but 1 round later 2d4 appear from the ashes. Touch flammable substance will set fire to it.

1.9.2. STOREROOM

The door to this room is locked. It contains neatly labelled shelves containing retorts, bellows, tongs and empty jars. One PC finds some strange grey metal blocks that stick to metal. A sack of charcoal and a stack of kindling sit under the shelves on the west wall.

1.9.3. MAGNUS' LAB

Listening at the door you hear a scrabbling, scratching sound. A bitter, burnt smell escapes and irritates the nostrils. It sounds like a dog, possibly a puppy, has been trapped in the room.

Nu m.	Monster Name	AC	Thac0.	Max. HP	Cur . HP	Move & Distance 1	Attack 1	Attack 2	SvAs	Mor.	EXP.
1	Hellhound	4	16	18		Run 120	Bite 1d6	Breath 3d6	F3	9	65
2	Hellhound	4	16	12		Run 120	Bite 1d6	Breath 3d6	F3	9	65

Hellhounds are immune to normal fire and will use fire breath 33% of the time.

It appears that the dogs have either turned on the occupant or were set on him. The burnt and chewed remains can be seen in the corner of the room. A broken arrow sticks out of the remains of his right eye. The room also contains broken glass and burnt stools.

In Magnus' right ear you find an ornate gold earring with 1 topaz and 2 turquoise in it. (525gp).

1.9.4. STOREROOM

The door has been broken in and the whole of the storeroom has been consumed in a huge blaze. Pools of melted metal and glass suggest that this room contained a variety of laboratory equipment.

1.9.5. KELEM'S LABORATORY

Nothing can be heard at the door. On entry the room looks fairly undamaged. Roll for surprised when searching as there is a group of fire beetles under one of the benches. There is a broken glass tank on the bench below the window. On a shelf is a potion of climbing and a vial containing Oil of Eve.

1.9.6. STOREROOM

Door unlocked. It contains neatly labelled shelves containing retorts, bellows, tongs and empty jars. A sack of charcoal and a stack of kindling sit under the shelves on the west wall.

1.9.7. SECRET STOREROOM

This room is reached via a secret door.

The door is also trapped with a mechanised trap.

Five spikes spring up from the floor in a 5' square in front of the door.

Inside the storeroom there are shelves containing spell components such as resins, powders and viscid liquids. Fine glassware, high quality magnifying lenses and gold needles in velvet pouches. (All at 2* standard prices). There are also 3 potions, labelled and boxed in silk lined boxes, (Steel Dragon Breath, Cold Resistance, Blue Dragon Breath), and a ring of Health (CON 15), in a blue silk pouch with a red and yellow drawstring.

1.10. THE TOWER - FOURTH FLOOR

1.10.1. LABORATORY

The nameplate is blank on the solid oak door which is unlocked. The room is tidy and apparently undisturbed. On the central table is a small brazier, an empty phial and a book. The book has had the first six or so leaves removed and there is some ash in the brazier. It appears to be some form of lab diary. There is a drawer set into the front of the table. The drawer contains a silver bowl (scratched and thin from much use (15sp). A stool is pushed under the table. A bench that runs along the north wall has a 4' square section of lizard skin (300gp, 40cn), a spool of platinum wire (2ft, 6pp) an hourglass and a stone jar.

Stone jar contains a yellow mould colony. Save vs. death ray or choke to death in 1d6 rounds.

Num.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Attack 1	SvAs	Mor.	EXP.
1	Yellow Mould	20	18	9		Spores 1d6	F2	0	25

1.10.2. STOREROOM

Door unlocked. It contains neatly labelled shelves containing retorts, bellows, tongs and empty jars. A sack of charcoal and a stack of kindling sit under the shelves on the west wall.

1.10.3. LABORATORY

No nameplate on the door. This lab may have been used for visiting magi. The lab is empty and almost unfurnished. The shelves are bare or all but a thin layer of dust. The only sound is that of a loose window catch rattling in the cold wind.

There is a secret door in the North wall. It is trapped mechanically. On turning the handle and pulling the handle breaks off releasing a gas that causes blisters to break out on exposed skin. Those within 5' have to make TWO saving throws vs. poison those within 10' 1 saving throw. Blisters cause 1d4 damage and unless cured within 1 day cause a permanent -1 to charisma. Also if a thief is affected then cannot use climb wall or pick lock proficiency till healed as hands are to sore (unless gloves are worn.)

1.10.4. STOREROOM

Door unlocked. It contains neatly labelled shelves containing retorts, bellows, tongs and empty jars. A sack of charcoal and a stack of kindling sit under the shelves on the west wall.

1.10.5. HIDDEN STORE

A long, dark room. Shelves line three of the walls. Books listing the people the magi have dealt with, both suppliers and consumers over the past 100 or so years. The writing is in the main unintelligible and you do not recognise any names. A small chest contains 5 large copper ingots (1000cn, 10gp), 1 topaz, 2 garnets and 3 opals. In a long wooden box filled with fine sawdust is a finely crafted sword with a bejewelled hilt. Attached to the outside of the box is a label which reads "Philippan. For Marcus Antonius, Thyatia. awaiting final payment of 1000gp. (This sword is +1/+2 vs. public officials). In a finely decorated silver tube (50gp) is a Scroll of Communication in a small box is a gold ring (Ring of Mind Shielding). The is also a small pot of thick black pigment in a glass jar (Black Pigment Of Blackmoor.). In a quiver there are 9 arrows (+2), and finally on a wooden mannequin is a set of plate armour +3 (actually Armour of Vulnerability -3).

1.10.6. AN OPULENT ROOM

This long room is lit by two crystal chandeliers which glow with a steady silvery light. A soft sofa is against the west wall, and piles of cushions lie scattered around. On the North Wall opposite the door through which you entered is a tall mirror. 5' tall and 2' wide set in a gaudy gilded frame set with emeralds and sapphires. It is firmly attached (physically and magically) to the wall.

The mirror is a mirror of Mental Prowess. To read thoughts the command word is Lignus, to scry the word is Distance, to use as a portal the word is Airos and to answer a question the word is Oracle.

1.10.7. SECRET STOREROOM

This storeroom is undisturbed by intruders. It is neatly laid out but almost empty. A box of glass bottles wrapped in straw is under one shelf, on top of which is a walnut casket containing spice (60gp, 30cn). On a shelf is a bottle containing a Cordial of Obsurement. In a secret compartment under a floorboard wrapped in silk is a Javelin Of Returning +1 which also has a Talent of Slowing. In a bone scroll tube on another shelf is a scroll with the following spells written on it *Dispel Magic, Hold Person & Hallucinatory Terrain.*

1.10.8. NIAL'S LABORATORY

The name plate on the door reads Nial. A well lit and tidy laboratory. Along the southern window sill are a few (3) sad looking cacti. A large workbench stands in the centre of the room and some bookshelves flank the door through which you entered. Apart from a pair of stool there are no other furnishings.

The cacti are related to Thornslinger and are called Pitchbarbs. These however come from desert climbs such as Sind and Yaruam. Auto hit.

Nu m.	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Attack 1	SvAs	Mor.	EXP.
1	Pitchbarb	8	19	7		Thorns 2d4	F1	12	15
2	Pitchbarb	8	19	5		Thorns 2d4	F1	12	15
3	Pitchbarb	8	19	4		Thorns 2d4	F1	12	15

There are two secret doors leading north from this room. The East door is magically trapped. If the trap is set off the PC touching it is teleported to Pen 6 in the basement. Others within 5' need to make a saving throw vs. spells or be teleported into Pens 3, 4 or 5. The western door has a poison tipped needle in it. The recipient needs to make a saving throw vs. poison or s/he can not tell the truth for 1d4 days.

1.10.9. THE STAIRS TO THE MASTER'S ROOM

In the western wall of the corridor is an imposing door. A large brass nameplate says 'Strictly Private.'. Behind the door is a 5' wide stair that leads up two flights, first west then east to another door.

This is literally correct as there is a Magic Mouth spell cast upon it which says, "Can't you read? This area is strictly private." if the door is tampered with.

1.10.10. THE LADDER

In the SW corner of the level is a wooden ladder bolted to the wall. It leads up to a trapdoor in the ceiling. The trapdoor is stiff and difficult to open. As it does open a fine sifting of soot as well as some larger chunks of ash fall through.

If Rufus has left there are sooty hand n footprints on the ladder and on the floor leading away from it.

1.11. THE TOWER - FIFTH FLOOR

1.11.1. THE FIRE ROOM

The soot blackened walls, columns and ceiling give this room a s sombre funereal air. The floor is about 3 inches deep in cinders and ash which crunches under foot.

The ash and soot on the walls aid hide in shadows by 20% but hinder move silently by the same amount.

There are three huge windows set into the N, S and E walls and two smaller ones in the W wall. These appear to be made of a thick crystal some 3 inches thick and is very hard. There are also small (1' square) openings at floor level all around the N,S and East walls.

If PC's search room then notice that there are grates in the ceiling and a large metal wheel in the NE corner. Also if they search the room they notice that the ash and scoria have been pushed away in an area between the two west windows suggesting that there is a doorway there. The wheel is very stiff and needs 3 revolutions to open the grates above and release the water. 1 open doors roll is needed for each revolution. The falling water will sluice all the ash and cinders away but will also do 4d6 damage to all in the room who also need to make a saving through vs. death ray or be knocked unconscious for 2d4 turns.

If he hasn't left then the PC's will encounter Rufus in his dragon form here.

Num	Monster Name	AC	Thac0.	Max. HP	Cur. HP	Move & Distance 1	Move & Distance 2	Attack 1	Attack 2	Attack 3	SvAs	Mor.	EXP
1	Red Dragon (Large) Rufus	-3	8	69		Walk 90	Fly 240	Claw * 2 1d10+1	Bite 4d8+4	Breath As HP	F30	10	5850

1.11.2. LIAMBIC'S LAB

A small but exquisitely furnished laboratory. A bench runs along the south wall holding glass phials which contain powders and liquids in a myriad different colours. A silver inkstand with several freshly cut quills and a jar of fine silver sand sits next to a book. The book is wizard locked (at L12). There are 3 drawers under the bench and a stool in front of it. A secret door leads East to the fire room. Sooty marks can be seen around the edges of it making it less than perfectly hidden (+2 to find secret doors).

If PC's try to open the drawer a fiercesilver tabby cat jumps up from nowhere and spits and hisses at them then bounds away again. Drawers are also wizard locked at L12.

1.12. THE TOWER - SIXTH FLOOR

1.12.1. LIAMBIC'S SITTING ROOM

A strange sight greets you as you enter this room. A middle-aged wizard in his night-clothes is staring wide eyed at a glowing, pulsing ball of sickly green light about a pace in diameter some 3 paces in front of him. He is sweating profusely and is not frozen or controlled just extremely concentrated. The room is sparse but tidy. A chair table and a painting of a ship hanging on the wall (painted by Liambic) are the only furnishings. A round porthole like window looks south.

If PC's touch or talk to him or make any loud noises there is a 75% chance that his concentration will be broken and a balrog will step through the then rapidly expanding gateway. If a magic user makes an intelligence check at -3 they will see what is going on and that Liambic is actually winning as the ball is shrinking very slowly (elves would be able to see this without making a saving throw.) Dispel magic (save as M12), lightning (25% chance of failure), hold portal (save as M12), cast on the glowing ball will cause it to wink out of existence. Physical attacks will cause 4d8 points of damage to the attacker, (save vs. spells for ½ damage) destroy the weapon, stun the attacker for 3d6-CON and open the gateway for the balrog. If PC's close the gate Liambic staggers then is most grateful for their assistance.

Nu m.	Monster Name	AC	Thac0.	Max. HP	Cur HP	Move & Distance 1	Move & Distance 2	Attack 1	Attack 2	SvAs	Mor.	EXP
1	Balrog, (Ostago)	4	13	41		Walk 90	Fly 180	2 Claws 1d4	Bite 2d4	F7	10	1250

1.13. THE TOWER - SEVENTH FLOOR

1.13.1. LIAMBIC'S BEDROOM

The bed, unmade, table, chest (clothes, staff, spell book (wizard locked at L12)), chair and candle holder have a very pleasing simple design. Two windows look south and another west giving wide views over the sea and towards the town of Narborel.

2. TIME LINE

Time	Location	Event
Arrival -2	Tower	Rufus arrives and asks to see Liambic
Arrival -1	Tower	Liambic and Rufus argue when Liambic refuses to stop the research into fire.
Morning of arrival	Tower	Rufus kills some of the wizards directly and releases some of the creatures they are experimenting on. Sets a trap that starts to gate in the Ostago which Liambic tries to defuse
Arrival	Tower	Rufus is recovering in the tower from his injuries
Arrival + 1	Tower	Rufus at 50% hp
Arrival +2	Tower	Rufus at 66% hp - Liambic defeated by Ostago which Liambic gated in
Arrival +3	Tower	Rufus leaves in the form of a elf.

3. TREASURE

Location	Description	XP Value	GP Value	Weight
Shop	Rabbit's Foot	100	100	1
Shop	Scroll on Fishing	0	55	1
Shop	Weak Poison	0	10	3
Shop	Dagger + 1 (Bone Handle)	0	25	2
Shop	Weak Healing	0	30	3
1.5.4	Cloak Of Elvenkind	1000	6000	15
1.5.9	Silver Knives & forks	0	25	24
1.5.10	Silver Ring	0	5	1
Fire Lizard	Coins (103sp,3pp,5gp)	0	38.3	111
1.7.1	Porcelain	0	200	1000
1.7.1	Glassware	0	75	20
1.7.3	Spells	0	0	1
Smoke Mephit	Arrow Of Slaying (Mages)	250	2500	1
Smoke Mephit	Cage Of Carrying	3000	15000	10
Smoke Mephit	Potion Of Anti-Sleep	350	500	3
Smoke Mephit	Oil Of Rue	100	300	3
Smoke Mephit	Scroll Of 4 Priest Spells	1000	3000	1
1.8.7	Yulari Rug	0	100	400
1.8.7	Coins (9gp)	0	9	9
1.9.3	Earring (topaz + Turquoise)	0	525	2
1.9.5	Potion Of Climbing	300	500	1
1.9.6	Oil Of Eve	300	900	3
1.9.7	Potion Of Steel Dragon Breath	500	1400	3
1.9.7	Potion Of Cold Resistance	250	500	3
1.9.7	Potion Of Blue Dragon Breath	500	1400	3
1.9.7	Ring Of Health (Con 15)	1000	5000	1
1.10.1	Silver Bowl	0	1.5	15
1.10.1	Lizard Skin	0	300	40
1.10.1	Platinum Wire	0	30	5
1.10.5	Copper Ingots * 5	0	2	200
1.10.5	1 Topaz	0	500	1
1.10.5	2 Garnets	0	100	1
1.10.5	3 Opals	0	1000	1
1.10.5	Sword +1 +2 vs. Public Officials (Philippan)	600	3000	60
1.10.5	Silver Tube	0	10	5
1.10.5	Scroll Of Communication	3000	15000	1
1.10.5	Ring Of Mind Shielding	500	5000	1
1.10.5	Black Pigment Of Blackmoor	300	2500	1
1.10.5	Plate Armour +3 (Armour of Vulnerability -3)	0	4500	60
1.10.7	Spice	0	60	30
1.10.7	Cordial Of Obscurement	300	700	3
1.10.7	Javelin Of Returning +1 (Slowing)	600	3000	20
1.10.7	Spells (Dispel Magic, Hold Person, Hallucinatory Terrain)	1000	3000	1
TOTAL		14950	70337.5	