



THE TOWER OF DOOM

## KEY TO THE GROUND FLOOR

- I. Meeting Chamber - This is the chamber where the guards or other people meet for instructions, meals or visiting. Around the room except on the wall where the double doors are located are benches. In the room are 30 Bandits (AC 6, HD1, HP8, At1, D1-6, MV 120'/turn) and one Berserker leader (AC7, MV 120'/turn, HD 1 + 1, Hp 9 At 1 D 1-8) 15 of the Bandits have light crossbows and will immediately start firing. The other 15 will retreat and go to the armory through a secret door in the back of the room and return through another with short swords ~~sword~~ and shields. The berserker has a flaming sword and shield and fights at +2 because of battle lust. In the room there is 10,000 g.p., 6,000 s.p., 4000 pp, and 21(10 g.p.) gems If the leader is killed the flaming sword may be claimed.
- II. ARMORY - This chamber is what looks like an old armory. There are broken swords, shields and axes laying around. Against one wall are 15 shields and 15 swords 3 Bandits are guarding the weapons. (AC 6 HD1 Hp8, At1, D1-6, MV120' turn) The bandits each have 15 g.p. One has a horn which will alert the others in 1.
- III. Store room - this is a large room. On the wall opposite the door are 9 barrels, 6 boxes and 10 quivers of arrows (good.) The contents of the boxes are unrecognizable due to rot. The barrels have various contents. The arrows are all good. In the closest barrel is ale which is in good condition.
- IV. WORSHIP ROOM - This room is where the bandits come to worship. There is nothing special about the room. At the far end of this room is a raised platform with a large statue on it. Possibly of some former bandit king... (Lurking behind the platform are a two Wraiths (AC3, HD4, HP7, At1, D 1-6) hidden in the base of the statue is a scroll of protection from Lycanthropes a potion of gaseous form, a sword (+1, +3 against dragons) and a wand of fear.
- V. STATUE ROOM - There are nine statues in this room. 1) Zargon 2) Zelligar 3) Rogahn 4) Beserker 5) a fair maiden 6) small child 7) arc 8) troll 9) ogre. Other than that the room is empty.
- VI. TRAINING ROOM - this is a warrior training room. The room is 30 ft. wide and 50 ft. long it has a narrow part 10 ft. by 50 ft. running off of one end there is a target set up at the end. There is heavier than normal practice weapons, sword, mace, axe, flail, spear
- VII. Utility Room - this is a totally empty room.
- VIII . CHAPEL - This room is a chapel for the religious people of the building. In the room is a were boar (AC4, HD 4+1, Hp 24, MV 120 ft./turn At 1 D2-12) 1000 GP
- IX. ENTRANCE - This is a small bare room that appears to be an Entrance of some kind two doors can be seen.
- X. GUEST LOUNGE - This is the guest lounge at one end of the room is a low table on this table is a large 5,000 gp. gem. Scattered around this table are five skeletons that appear to be the remains of a battle all of the skeletons have swords stuck through their ribs. ...(If the gem is touched the skeletons will remove their swords and fight. (AC8,Hit Dice - 1/2 HP8)

- XI. GUEST ROOMS - These rooms are identical rooms each contains a bed, 2 night tables and a basin. In the eastern guest room behind the most easterly night stand is a secret door this leads through to the Hydra's Den XII.
- XII. hyāros den contains a 9 beaded hydra (Hp 54 At1/head D1-6/head MV120 AC5) in the corner is a pile of weapons and armour. A small maze with which to lose prisoners (See note) next page
- XIII. HALLWAY - this is a hallway leading to the access room XIV. It appears to be well used.
- XIV. ACCESS ROOM \_ This room is the access room to both the up and down stairs it is guarded by 3 Gnolls. If caught off guard they will be found to be playing some unknown game Gnolls are (AC5 HP12 HD 2 At1 D2-81) each has 10 g.p. on them an on examination there is a wand of cure disease in the room.

\* NOTE      7000 copper pieces  
             2000 electrum pieces  
             7 gems  
             500 g.p. large Jade, green  
             1000 g.p. very large Emerald, green  
             10 g.p. very small obsidian, opaque, black  
             500 g.p. large pearl, black  
             5000 g.p. huge diamond, Blue White  
             500 g.p. large Topaz yellow  
             50 g.p. small onyx, black whitestriped, opaque  
VORPAL SWORD

2nd Level

(AC7 HP8 HD1 At1 dl-6) 5 g.p. each

- I. contains 20 orcan guards. If caught by suprise can be locked in.
- II. two dead bodies 1 g.p. (if you really want to get it save vs poison  
of contract disease)
- III. 5 dwarves (AC 4 HP12) - two handed swords shield
- IV. 5 dwarves (AC4 HP12) - Battle axex shield weapons are outside
- V. 5 dwarves (AC4 HP12) - maces shield
- VI. 5 dwarves (AC 4 HP 12) - spears shield
- VII. 5 dwarves (AC 4 HP 12) long bows - no arrows - dagger (hidden)
- VIII. 5 dwarves (AC 4 HP 12) - heavy crossbows - no arrows dagger (hidden)
- IX. 5 dwarves (AC4 HP 12) - heavy, crossbows - no arrows dagger (hidden)
- X. 5 dwarves (AC4 HP 12) - long bows - no arrows dagger (hidden)
- XI. dwarf leader (AC 2 HP 24) - +1 two handed sword hidden in sell shield
- XII. rebellious orcs - no valve
- XIII.
- XIV. Empty
- XV. Rabbit (AC-1 AT6 D3-18 HD 6 HP 48)
- XVI. Bones (from rabbit cage)
- XVII. 4th level - Evil cleric (AC 4 AT1 D 1-6 HD 4 HP 20)
- XVIII. Empty
- XIX. mule good shape
- XX. empty
- XXI. empty
- XXII. Empty
- XXIII. Empty
- XXIV. Empty secret tunnel t1 (MXXII)
- XXV. Pit, 10 $\frac{1}{2}$  deep
- XXVI. dead orcs
- XXVII. 5 g.p.
- XXVIII. one old dwarf
- XXIX. empty
- XXX. ex guard
- XXXI. traitor workmen
- XXXII. traitor workmen
- XXXIII. traitor workmen
- XXXIV. Petty thief
- XXXV. Empty
- XXXVI. empty
- XXXVII. In a state of ruin
- XXXVIII.
- XXXIX.
- XXXX.
- XXXXI.
- XXXXII.
- XXXXIII.
- XXXIV.
- XXXXXV.
- XXXXVI.
- XXXXVII. In a state of ruin
- XXXXVIII. One lizard man AC5 HP8 AT3
- XXXXIX. Empty
- M. Empty
- MI. Small table
- II. mirror
- MIII. small chest poison dart 758 for thief to find scroll of invisibilty
- MIV. Three harpies, 1000 g.p. (AC 7 H3 HD 3 HP 24, 21, 15)
- MV. large chest empty

MVI. red cloth, worthless  
MVII. empty  
MVIII. empty  
MX. ruined  
MXI. ruined  
MXII. Centaur lawful good AC 5 HD 4 HP 28 AT 2  
MXIII. 3 cloaks  
MXIV. Empty  
MXV. Empty  
MXVI. chair  
MXVII. small dagger 25 g.p.  
MXVIII. Jail masters room - a jailer who goes around the cells armed with sword, mace, axe, spear flail morning star, crossbow 100b arrows # helpers ogres  
MXIX. two candlesticks  
MXX. Doppleganger will appear as a dwarf  
MXXI. empty  
MXXII. empty (end tunnel from XXIV, also secret stairs to 3 level  
MXXIII. empty  
MXXIV. guard AC 5 HP 8 HD 2  
MXXV. weapons locked 3 axes 3 5 short bows 300 arrows  
3 swords 3 flails 25 spears 100 daggers  
4 maces  
MXXVI. 2 ajilers live here AC 4 hp 8 1 hit die monsters  
MXXVII. empty  
MXXVIII. empty  
MXXIX.  
MXXX. Barracks each contains 5 arcs AC 6 HP 5 HD 1  
MXXXI.  
MXXXII. large chest (actually a mimic AC 7 HP 20 Atl always supprises  
XXIII  
MXXXIV.  
MXXXV.  
MXXXVI. Barracks each contains 5 orcs AC 6 HP 5 HD 1  
MXXXVII.  
MXXXVIII.

### 3rd Level

#### Dwarves dwelling

This entire level belongs to the dwarves imprisoned on level 2. at some time or other they were captured.

- I. Apartments - this is where the dwarves lived before they were captured each room contains 4 beds, a table, 5 chairs, a stove and a large chest (empty  
1 see a bed)
  - a. in the chest in this room is a +3 battle axe
  - b. in the chest in this room is wand of fears 13 charges (1-4d arrow trap)
  - c. in the chest in this room is a potion of hill giant control
  - d. in the chest in this room is 4,000 g.p.
- II. General meeting room - here signs of family meeting and such can be seen nothing of value.
- III. Guard room in this room are five dwarves\* if a dwarf is with the party they will talk or if someone speaks in dwarf to them, they appear to be guarding a large oaken door. (door will not open as it is false) a secret door to the right of it leads to room IV.
- IV. Chief dwarves room: This is the dwarf kings room in it is a bed, table, four chairs 1 large chest in the chest are 3 cloaks, belts, boots, caps and 2 short swords, hanging on the wall is a dwarf sized +2 platemail a shield and a battle axe.
- V. Competition Room. In this large room 4 targets are set up on the east side of the room about a hundred stools are set up. The targets were used for archery and axe hurling competitions an axe is stuck in one of the targets. (The axe is a 3.9 lives stealer 3 lives left if touched 12 ghouls will rush out and attack.
- VI. Kitchen. In this room all of the food is prepared. scattered around the room are pots and pans and other cooking utensils. in the middle of the room is a large cooking fire. This fire is still burning. In the center of the fire a sword hilt can be seen (+3 dragon slayer (red), fire resistance, if the fire is doused the sword is cool and can be removed. also in the fire is a potion of fire resistance a third thing in the fire is a fire elemental.) around the fire put is a small moat of water (to keep the elemental in)  
ELEMENTAL AC2, HP 48, HD 12, D 324
- VII. Supply Room. Here all of the supplies are kept for the kitchen at VI. around the room are various containers. The contents are as follows:
  1. flour (dl2)
  2. salt
  3. wine
  4. water
  5. sour milk
  6. barley
  7. rations
  8. salt pork
  9. 25 storges Hp 8
  10. beer
  11. empty
  12. empty

(Don't read)

- VIII. Dining room. In this room all the feasting was done. Large tables lay turned over all over the room lurking behind one of the tables are 2 owl bears in the far corner of the room are a potion of hill giant control and +2 leather armour.
- IX. Throne room of the dwarf chief. outside the door to this room are two dwarves. Inside are 17 dwarves and sitting on the throne is dwarf queen. the queen holds a ring of +1 protection a potion of human control and a +2 battle axe
- X. Guest quarters - here visitors stayed while with the dwarves. the room is empty now except for an Etten Hp 60 at 2 AC 3 D(2-16 3-10)

#### Fourth Level

- I. Throne room - The entire walls are covered with tapestries in the centre is a throne with the name Zargon carved into the top. behind the throne is a secret chamber. This can be entered one at a time by sitting in the throne and pushing on both arm rests.
- II. Zargons sitting Chamber. in this room there is a large sitting chair, two end tables, a large ornamental rug, a small work table with ten potions on it. (see other page)
- III. Large garden with a large statue of some god in the center. (behind the statue is an Owl Bear (AC5, HP38 HD5+2 AT3D 1-6/1-6/2-12
- IV. This 30' by 30' room has a large ring in the middle of the floor set into a small block (if this ring is pulled by someone with 18<sup>00</sup> strength the whole floor falls away into a 10' deep pit.
- V. s small pillow on which sits a gem (of seeing)
- VI. Zargon's Chambers - This 90' by 70' contains a double bed, a desk and chair and a round table with six chairs also there is a small couch. On the desk is a sheet of paper is a curse scroll when read cause disease of the eyes 50% chance of blindness for both eyes.
- VII. Zargons Bathing quarters 20' by 70' pool 4' deep. (inside are 5 ~~KW~~0 toa AC4 HD2 10 2x98  
  
These will attack if any one enters the pool area. Scattered along the bottom of the pool are 10 base 500 g.p. gems.
- VIII. false door when someone tries to open door a thirty foot section of the floor drops away into a ten foot pit 1 - 10 damage



1st Level

Aa 5 Bugbears (22, 19, 22, 19, 25) AC 5 AT 1 (2-8)  
3000 g.p. 1000 e.p. (3 jewelery, 12000 s.p. 1,100 g.p. 5,000 s.p.)

Ab 5 Ghouls (16 Hp each) AC 6, AT 3 (1-3, 1-3, 1-6)  
7000 c.p. 3000 s.p. 3,000 e.p.

Ac 3 Trolls (36, 54, 54) AC 4, AT 3 (5-8, 5-8, 2-12)  
3000 g.p. 4 jewelery, (800,4,000, 5,000, 5,000, 6,000)  
Potion

Ad 5 Goblins (7 Hp each) AC 6 AT 1 (1-6)  
6000 silver jewelry 6000 g.p. value  
2 magic items

A. When any A room is disturbed the others with its similar sub letter will come to aid in the battle. The dm should keep track of what has been killed in case the party returns to this area.

I. Guest Room. This room contains beds a table and some chairs. This is the room where the guests of the evil cleric stay until they can obtain an audience with him. No monsters or no treasure is found, Eventually if they are waiting for the cleric one of his guard will come for the party (see table at end)

II. On a throne in this room sits Zafar the evil cleric at his feet on either side sits a dire wolf. and stationed around the room are guards. 3 of each Bugbears, goblins, trolls, and ghouls

Zafar will offer the party members each a magic item if they will go into the others levels of the dungeon and return with five sacrifices for every 3 party members.

dire wolves: Hp28, 36 AC 6 AT1 (2-8)

guards

Bugbears (22,22,22) AC 5 AT1(2-8)

Goblins (7,7,7) AC6 AT1(1-6)

Ghouls (16,16,16) AC 6 AT 3 (1-3,1-3,1-6)

trolls (36,54,54) AC 4 AT 3 (5-8, 5-8, 2-12)

Zafar cleric Hp 94 18th level AC-2

1st Defect good

cause light wounds

light

protection from good

remove fear

sanctuary

Bless

2nd know alignment

silence 15' radius

slow poison

resist fire

spiritual hammer

chant

hold person

3rd animate dead  
curse  
cause blindness  
cause disease  
speak with dead  
dispel magic  
Glyph of warding

4th cause serious wounds  
detect lie  
protection from good 10'  
tongues  
exorcise  
neutralize poison  
sticks to snakes

5th cause critical wound  
dispel good  
quest  
raise dead  
flame strike  
true seeing

6th Blade barrier  
conjure animals  
speak with monsters  
animate object  
word of recall

7th unholy word  
resurrection\*  
\* extra reason unknown

If the party declines Zafars offer he will offer them a supply of frozen food. He will say it is beef. Once the party gets out of the area it will thaw and become 2 trolls 60 h.p. each.

III. Front Desk: At this desk sits a Lamise 72 Hp 9HD AT1 (1-4) wisdom drain. If questioned she will say she received information from Zafar and is paying her fee. She will write the names of the party members in a book and escort them to the guest room (I). If resistance is given she will call for help and then fight.

IV. Lamia's Quarters. This is where the Lamia (secretary of Zafar) lives. Inside is a bed, a table and a small dresser. In the dresser is a Potion of Philites of love. There is a 30% chance of the Lamia being in her quarters. The dresser is rigged with a poisoned trap save vs poison or death.

V. Treasure room of Zafar. This is the treasure vault of Zafar. Inside is 3,000 c.p. 7,000 s.p. 9,000 e.p. 12,000 g.p. 1000 p.p. and 6 randomly rolled magic items. When the party enters the room a portcullis drops down 20' from the door and 5 guards (see table at end)

VI. Wolves Keepers Room. Here lives the keeper of the wolvers agnarted old gnome who will not fight. He has 10 s.p.

VII & VIII. Wolf Dens: This contains the mates of the dire wolves in room II HP 34,28 There is a 25% chance for each female that she will have a litter of 2-5 pups.

IX.

Guard Room: This is the guard room with a random guard (5 in total) see table at end

X.

This is the treasure room (false) see 4 gems (500,50,50,10 gp value) and 1000 g.p.  
(There is a secret door that leads to the real treasure room)

X Randomly rolled guard (see table) behind an illusionary wall. These  
will rush to aid the Lamia

#### GUARDS

##### single

- 1 Bugbear
- 2 Ghoul
- 3 Goblin
- 4 troll

##### guard group

- 1 1 troll 4 goblins
- 2 5 bugbears
- 3 5 goblins
- 4 1 troll 3 ghouls
- 5 2 ghouls 3 goblins
- 6 3 trolls

-4th LEVEL DRAGONS LAIR

THIS IS THE END OF YOUR QUEST, YOU WILL FINALLY DISCOVER WHAT LURKS AT THE BOTTOM OF THE TOWER, AND HAS THE MONSTERS OF THE AREA LIVING IN FEAR. WHAT POWERFUL FORCE CAN KEEP AN ENTIRE VILLAGE FULL OF DWARVES CONFINED IN THIS AWFUL TOWER.

- I. In the far corner of this room, against the far wall is an enormous pile of gold, silver, copper, electrum swords, and other assortments of treasure. sitting on this pile of treasure is an:

ENORMOUS, RED, ANCIENT DRAGON  
HIT DICE: 11  
HIT POINTS: 88  
A.C: -2  
ATTACKS: 3 2 claw+1 bite  
DAMAGE: claw/1-6 bite/4-24  
BREATH WEAPON: FIRE 90 x 30 foot cone

50,000 copper pieces  
10,000 gold pieces  
5,000 electrum pieces  
7,500 g.p worth of gems

POTION OF GIANT STRENGTH(STONE)  
SCROLL OF PROTECTION +1  
SCROLL OF TWO SPELLS  
POTION OF HEALING  
BAG OF DEVOURING  
+1 SHIELD  
+1 WAR HAMMER  
+2SWORD  
+4 DEFENDER  
RING OF THREE WISHES (BOTTOM OF PILE)

## WANDERING MONSTERS

00 5 wights  
01 carrion crawler  
02 7 troglodytes  
03 5 bugbears  
04-06 10 orcs  
07 2 werewolves  
08-09 6 ghouls  
10-20 4 jackalweres  
21-30 7 gnomes  
31 3 lizardmen  
32 doppelganger  
33 3 shambling mounds  
34-37 3 ogres  
38-40 10 gnolls  
41-45 4 ghosts  
46-70 10 bandits  
71-75 20 kobolds  
76-80 10 mummies  
81-90 wererat  
90-94 owlbear  
95 5 harpies  
96-97 manticores  
98 displacer beast  
99 centipede





