



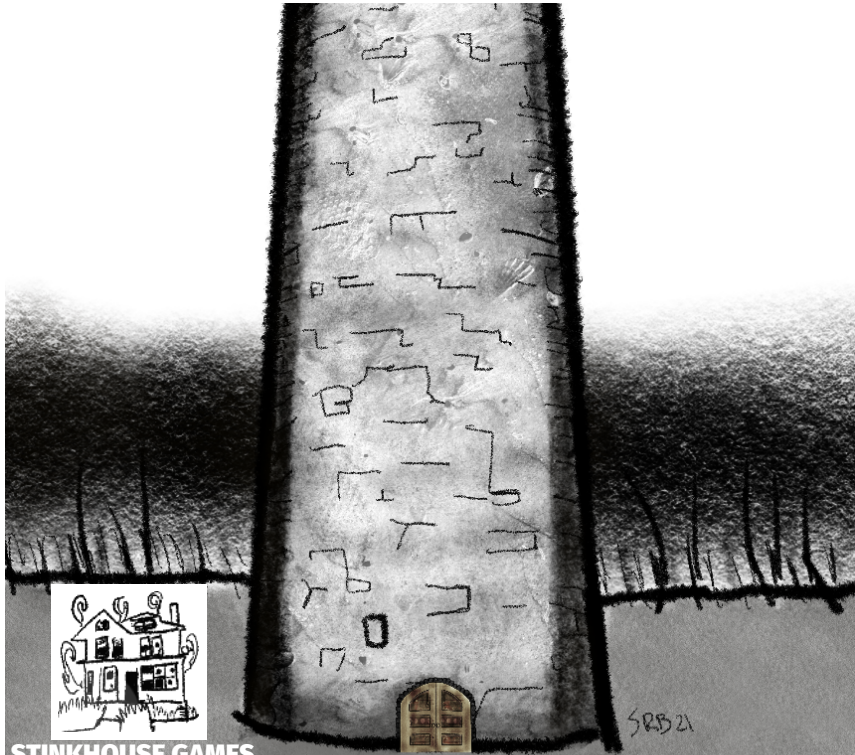
TRESPASSERS OF THE FULL MOON TOWER

In the deep woods just outside of Middleport, there stands the Full Moon Tower. In the days when the tower was new, children from Middleport began to disappear in the dead of night.

The villagers tracked the missing children to the tower, but not a single one was to be found inside. Only a beautiful woman, a witch, who would not tell where the children had gone.

Generations have passed since the children left. Still, the villagers do not go near the tower, for none have entered it and returned.

A Basic/Expert adventure. Requires Old-School Essentials Classic Fantasy.



Trespassers of the Full Moon Tower

AN ADVENTURE ZINE FOR 2-4 PLAYERS, LEVEL 1-2

By Andrew Zack & Reece Boston

With artwork by Reece & Nelly Boston



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Timothy a boy from the village who has been kidnapped, child of the innkeepers. Found in 5th floor.

Gert innkeeper, Timothy's father, stats page 3, see page 4. Can be convinced to accompany party inside the tower.

Lilly innkeeper, Timothy's mother, a great cook. See page 4.

Village Elder will present party their reward of 5d20 gp (see page 19) Reaction roll 7 for guide to tower; result 10 to get villagers to enter tower. Takes 3 hrs to arrive; without village guide will be ambushed by bandits

The Bandits – twelve, plus John and Tam, stats for all on page 6

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• Statue of her in basement, destroying it destroys tower

• For patron/deity writeup, email stinkhousegames@gmail.com

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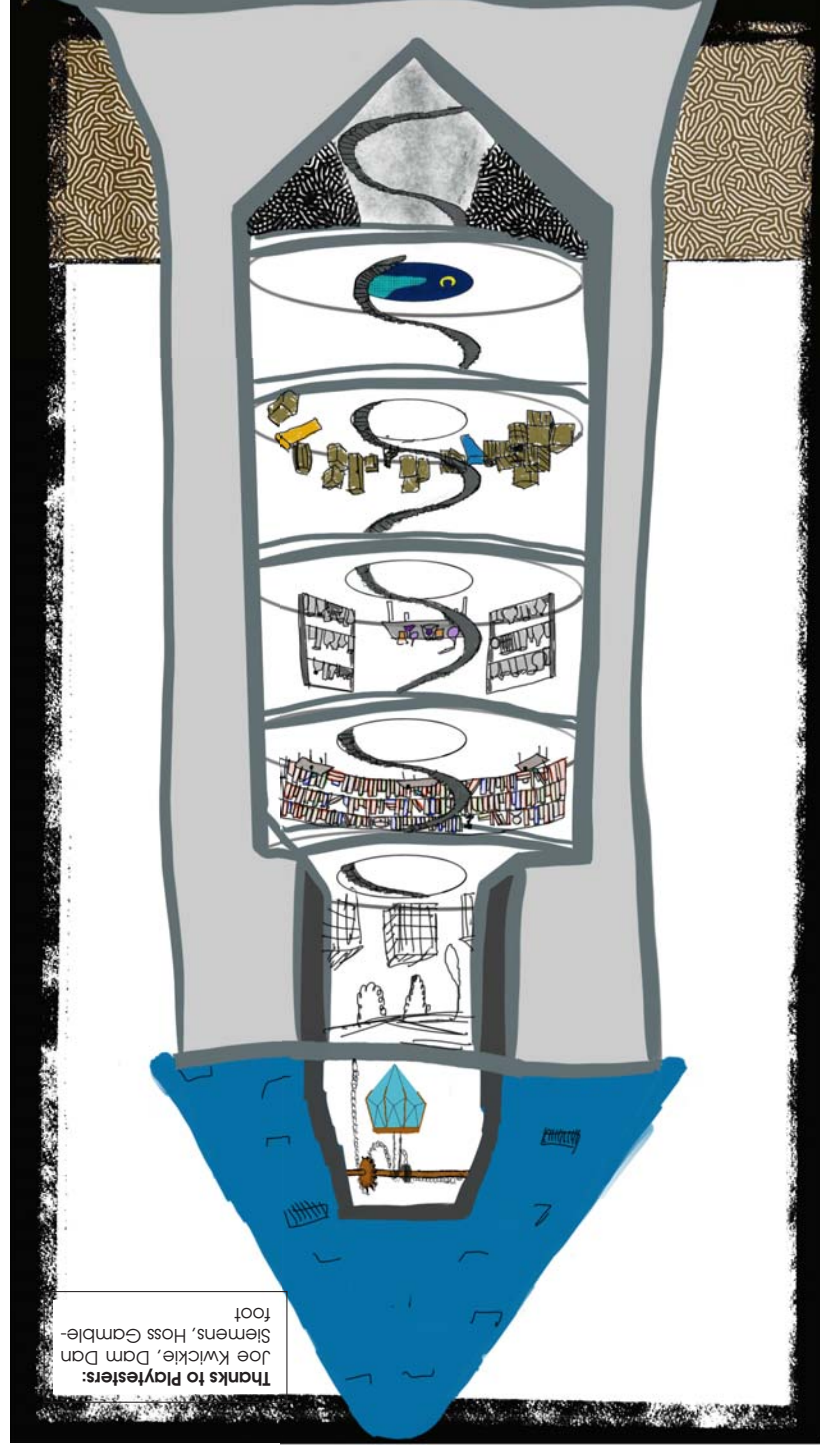
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Thanks to Players:
Joe Kwickie, Dam Dan
Siemens, Hoss Gamble-
foot

ITEMS IN THE TOWER

Potions – found on 3rd floor

There are four types of potion found in the tower. Do not tell the PCs what these potions are or do until they try them.

dark purple	The user's eyes turn violet, and he sees a shimmer around the source of an illusion. Useful for basement encounter.
light purple	Gain a permanent +1 to a random ability (roll 1d6).
light orange	The user becomes enchanted. He cannot resist the witch's charms or illusions for 1d6 turns.
dark orange	Draught of living devotion. See page 20.

After the first potion, with each potion drunk, a PC has cumulative 5% chance to be possessed by the witch (or Silver Goddess outside of tower).

Books – found on 4th floor

There are no labels on any of the books. Roll 1d4, unless a color is specified. The books are blank, unless read under glow of light crystal.

1	red	Potions recipe. This book can identify a potion, or be followed to make one from the ingredients. Most ingredients are mundane, but some are esoteric. In order to identify ingredients, PCs must consult flora and fauna books.
2	blue	Descriptions of common fauna. Nothing suggests magic.
3	green	Descriptions of common flora. Nothing suggests magic.
4	black	Roll 1d3: (1) book in an unknown language, (2) book with maps and rosters of other covens, (3) spell scroll (roll lv2)

One of red, blue, green is sufficient, but the PCs do not need to know this. After finding books (1) and (2), all further examined are scrolls (lv1).

Moon Crystals – found on 3rd and 4th floor

The purpose of a crystal is unclear until a PC uses one under moonlight.

dark purple	heat	When exposed to moonlight, these burn hot enough to boil potions, cook meat or start fires.
light blue	light	These glow with a pale blue light under moonlight, which allows the user to read words written with moon ink.

The intensity of these effects waxes and wanes with the moon.

The Glass Eye – found on ground floor

Looking through this eye, the user sees a deep violet aura emanating from the basement. The bandits glow a calm orange, thralls a clear indigo, and when inhabited turn violet. The user feels a malignancy associated with the auras. Outside the tower it can be used as **detect evil** thrice/day as cast by lawful cleric.

Full Moon Tower

In the deep woods just outside of Middleport, there stands the Full Moon Tower. In the days when the tower was new, children from Middleport began to disappear in the dead of night.

The villagers tracked the missing children to the tower, but not a single one was to be found inside. Only a beautiful woman, a witch, who would not tell where the children had gone.

Generations have passed since the children left. Still, the villagers do not go near the tower, for none have entered it and returned.

How to Use this Adventure

This is a short adventure, intended as a side quest or random travel encounter. It is intended for small parties of 2-4 players at level 1. This adventure is especially useful as a side quest for a partial party, if one of the players will be absent for several sessions; have that player's character be abducted by the bandits and held as prisoner.

Some examples of hooks to get the players involved are:

- The bandits stole a precious item from the PCs in a previous encounter (such as a magic sword).
- There is a powerful item the PCs need hidden in the tower (such as a spell book).
- The elder of Middleport's daughter has been kidnapped, and he promises a reward for her return (3d10 gp).
- One of the player characters is being held hostage by the bandits.

Whatever it is the PCs want out of this tower, it will be in the basement, and they will have to go to the fifth floor before they can access it.

How to Use this Booklet

All level maps are in the center-fold. Content uses "control-panel" format inspired by OSE by Necrotic Gnome. View in **two-page view** for full effect. A quick reference is available on the last page. Page numbers and many key words are hyper-linked within the document. For a d3, write numbers 1-3 on a white d6, twice.

Compatibility

This adventure was written to conform to the classic **Basic/Expert** rules as reincarnated in **Old-School Essentials** Classic Fantasy line. Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license.

MIDDLEPORT

The village of Middleport lies along a well-traveled river trade route. The river route is important to the kingdom, and soldiers of a nearby military outpost normally keep bandits and giffers away from the village. The village does not offer much to the adventurers, except for a few craftsmen of reasonable skill at repairing barges. The inn is unusually large and well-furnished for a village of this size. Middleport is otherwise indistinguishable from any other country village.

Approaching Middleport

As the party approaches, the villagers will shout to warn the adventures of an impending **bandit attack** (see page 6). An astute party member may notice the bandits in the tree-line (**1-in-6**); otherwise the bandits will ambush the group. The bandits are not interested in a drawn-out fight or risking their lives. They are professionals, and bring all needed gear to carry off even the heaviest crates. Once the bandits have acquired their stolen goods and kidnaped a victim, **they will flee** back through the woods. The bandits are very familiar with the woods, and have laid traps and false trails to distract pursuit. **Each turn tracking them**, there is a 2-in-6 chance of springing a snare trap, 2-in-6 chance of losing pursuit, and a 4-in-6 chance of 1-2 bandits ambushing with an arrow strike and fleeing; it takes 8 turns to reach the tower, and is probably hopeless.

Interactions in Middleport

The people are welcoming to travelers. If the party lost anything of value, the villagers will express their sympathy, informing the party it is gone for good. They explain that the bandits have taken residence in Full Moon Tower, also known as the dark spire or the witch's castle, which is considered an evil place. No one who enters the tower is ever seen again. The ancient tower lies in a clearing of the forest, only a few hours' walk from the village. The tower has existed longer than anyone in the town can remember. The villagers do not know why the bandits can come and go from the tower. They speculate: perhaps they sold their souls to a devil; or they may be specters. The villagers are sure the bandits are as damned as any others who enter. If the PCs seek help from the village, make a **reaction roll**; on a 7 a villager will lead the PCs to the tower (but stay away from it), and on a 10 they convince 1d4 villagers to enter the tower with them. If the players seek the tower's location on their own, the bandits will be alerted and plot an ambush.

Get the Inkeeper AC 7 (12), HD 1, AH 1 × iron sword (1d6+2), THACO 18 (+1) MV 120' (40'), SV ML 9, AL L	Villager AC 9 (10), HD 1/2, AH 1 × pitchfork (1d6), THACO 19 (+0) MV 120' (40'), SV ML 6, AL L
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Moon Magic and the Draught of Living Devotion

Silver Goddess

To gain the full power of a witch, you must drink this potion. It begins warm, then burns, and finally is Moon magic is the domain of witches, with strong ties to illusion, deceit, seduction and silence. Its power is especially strong under moonlight. Witches are devotees to the Silver Goddess of the moon, whose cult is forbidden in the kingdom. Covens are 3-10 witches, gathered to perform the worship he is too weak to move. He must rites and receive their sorcerous their swear devotion or pass a **SV P** powers. Covens are scattered throughout the world, and if the PCs search the library (Floor 4) carefully he can only sit and silently wither, they will find a book detailing locations of other covens like this one. The Silver Goddess is the woman depicted in the ground floor mosaic and the basemant statue. The PCs can worship at her statue if they choose; they can expect a similar outcome as the dark lady's coven.

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to the goddess.

remove curse

cure light wounds, bless, and

remove curse

magic jar. If the save suc-

ceeds, but gains

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AFTER THE WITCH'S DEFEAT

The dark lady still resides in the tower. To fully defeat her and leave by the door, the Silver Goddess statue on this level must be destroyed. Once broken, the tower will collapse. If the PCs approach it, they hear a woman's voice — a different voice — offering to let them escape if they spare the statue. The door upstairs audibly slams open to emphasize this. If a caster is present, she offers joining her coven, saying to drink the orange potion here. Only a sip is necessary.

If they break the statue, the witch is destroyed. The sounds of beams creaking and stones falling will be heard overhead. The players have **1d3 turns to flee**, or are crushed underneath the pile of stone. When they return upstairs, there are now-obvious holes in the walls and rotten beams in the ceilings, displaying the true state of the tower.

If the PCs drink the potion, they begin a process of living mummification. See the section on the Silver Goddess for more information.

If the PCs simply leave, the witch continues to haunt the tower. After 4d12 months a new victim will wander into the tower unaware and become the corporeal focus of her power. The witch will then leave her tower to seek retribution.

If the witch endures, as soon as the PCs climb to the ground floor, **the roof slams shut** and the floor returns to a stone mosaic. They cannot open the roof again. Once they leave, **the door inside will not open**

for them until the witch has regained enough power to have her revenge.

Any bandits still alive will flee as soon as the door opens. They will not attack the PCs or villagers...for now. They will shout their thanks, and flee under cover of darkness into the woods. There is no hope of chasing them in the dark, though the PCs may encounter them again later.

The Fate of the Thralls

Any thralls still alive are released from the witch's hold, but terribly malnourished. They require immediate healing or will die within 2 turns. Even if healed, they are too weak to move and must be carried to town. After a month of bedrest, the former thralls will be healthy enough to stand. Roll **reaction** for each saved thrall to join the PCs as a retainer (min 1 joins). They swear a life debt, and as payment ask only for upkeep for themselves and a few silver a week to send to their families (1d3 sp/week). They are loyal to the point of death, never checking morale in combat.

The Return to Middleport

The villagers freed from 5th floor will flee the tower as soon as possible. If the tower collapses they will shout warnings. The villagers happily guide the PCs back to Middleport, where the PCs are received as heroes. The villagers collectively award 5d20 gp, and if Timothy is returned the innkeepers offer them free lodging at the inn until they are fully rested.

Rumors

Asking about the tower in Middleport can generate some information. Roll d12 for each villager questioned.

1. The captured children are boiled down for their humors and turned into alchemical draughts (False).
2. Strange groaning noises come from the tower on nights of the full moon (True).
3. The witch worshipped dark gods of evil power (True).
4. The tower has no windows – only a single door to enter (True).
5. In the basement of the tower is the witch's monstrous spawn (half-man-half-snake) that devours intruders (False).
6. The witch conducted experiments on plague rats (False).
7. The last person to enter the tower was a lawful priest. He was never seen again (True).
8. The witch could trick people to see what wasn't there (True).
9. Each new moon, the bandits bring another hostage to the tower (True).
10. The witch could force people to obey against their will (True).
11. The witch took demons for her lovers. They still occupy the tower (False).
12. The tower exists in several places at once, and its doors open to many parts of the world (False).

The Innkeeper of Middleport

The inn is kept by **Gert** and **Lilly**. Their son **Timothy** was among the kidnapping victims. Staying in the inn is 2gp/night, which covers room and board. Lilly is the cook, and the food is especially hearty. Anyone shelling out 1gp for an extra helping regains double health that night. Gert spends all day sharpening an old iron sword, wishing the bandits would show up again. He mumbles that it will be worth it them doing it, if he can catch them doing it. If a member of the party shows interest in Gert's plight and encourages him to join them, he will accompany the PCs inside the tower the next day.

The Dark Lady of Full Moon Tower

The witch who once lived and even still inhabits Full Moon Tower is referred to by the bandits only as "the Dark Lady." The villagers of Middleport no longer remember her name. In life, she worshipped the **Silver Goddess** of the moon. In her devotion, she cut out her tongue and offered the Silver Goddess perfect silence and stillness. Her reward was an undying spirit.

Though she was once human, she is now only a malevolent spirit. Throughout the tower are numerous withered corpses of her half-living **thralls**, and the dark lady is capable of possessing and acting through any of them. While one of the corpses in the basement was once her physical body, it is long abandoned, and will only be taken up in desperation. Four of the corpses in the basement belong to the **witch's coven**.

As she has no physical form, the dark lady's presence is indicated the-matically through a dark violet glow. This is also the magic of moon magic, the particular sorcery giving power to both the lady's spirit and the magic of the tower. The violet glow appears in the eyes of any creature she inhab-its, and all of her spells are tinged violet.

The Dark Lady AC 9 (10), HD 4 (15hp), AH —, THACO spells 11 (+5) MV 0', SV D12 W13 P14 B15 S16 (4), ML —, AL C XP 200, NA 0 (0), TT 0, SF spells magic missile , mirror image , cause fear , charm , 1× cloudkill , 2× magic jar , project image as described below
Coven Witch AC 9 (10), HD 1 (4hp), AH —, THACO — MV 0' ML, SV D10 W11 P13 B14 S12 (1), ML AL C XP 10, NA 4 (0),
Thrall AC 9 (10), HD 1, AH 1d6, THACO 19 (+0) MV 20', SV NH, ML —, AL N XP 10, NA 5-10 (0), 0 SF when inhabited: ATT 1d8, HD 2 (+10hp), AC 5 (14), THACO 17 (+2)

While she was alive, the dark lady attracted followers who came to her tower to worship the Silver Goddess with her. These witches did not pos-sess the same strength of devotion or spirit, and over centuries their spirits were subsumed into their mistress. They are now part of her. As part of their worship of the Silver Goddess, coven witches do not move.

The Dark Lady's Coven

When she speaks to mortals, the dark lady projects the image of a haunt-ingly beautiful woman (similar to Mu spell **project image**). This illusory form is capable of casting all the spells of the dark lady. In interactions, treat the image as **CHA 19**.

The Dark Lady's Image

The witch in combat

The PCs cannot see anything but cooked meal. If a PC **flees upstairs** (four rounds), she closes the 5th floor aperture before the spell ends, trap-ping any PC upstairs until reopened. **4 witches**: she will cast **mirror im-age** (always 3-4 images of the pro-jected image), and continue with charm or fear. Note that mirror im-ages are always struck first.

3-2 witches: When she returns,

mirror image is already cast. She attacks with magic missile or cloud-kill, or uses **magic jar** to possess John (if he passes his save vs. spell, he will have enough and help the PCs). Whenever she is reduced to 2 or fewer mirror images, she **recasts mirror image** on her turn.

1 witch: When all coven witches

are slain the tavern illusion is dis-pelled and the dark lady's corpse can be seen, with a fierce violet glow in the eyes. The illusory woman continues attacking as before, and now the dark lady gets her own turn in initiative. On her turn she will use **magic jar** to possess one of the PCs. When the dark lady's corpse is de-stroyed, all illusions end.

The tavern is in fact a cave, and is

full of corpses. They are all pale and withered, and slouched against the walls. There is no obvious means of death. Some are past coven mem-bers, others are victims. There is a **charmed**, she will reinforce the illu-sion and offer the PC food to eat — it is in fact old sticks and leaves, but the PC believes it is his favorite home-

5 witches remain: the woman uses the dark lady's **charm** or **cause fear** spells against the PCs. If **charm**, she will reinforce the illu-sion and offer the PC food to eat — it is in fact old sticks and leaves, but the PC believes it is his favorite home-

image as **CHA 19**.

THE BASEMENT – The Witch’s Lair (map)

From the 5th floor the roof can be opened and the crystal lowered to ground floor. Moonlight reflected in the crystal causes the mosaic to vanish.

Read: As you return to the ground floor, you see the mosaic of the veiled woman has vanished. Instead, the stairwell continues further down, into a well that descends deep into the earth.

The well’s wall is encircled by the staircase. The stairwell is clearly illuminated by the moon crystal. The wall is the natural stone of a cave. At the bottom, the PCs find they are not in a stone stairwell after all.

Read: As you reach the bottom of the well, you find that you are not in a well, but actually in a warm tavern. A bartender is polishing bottles, and a fire roars in a far corner. Two patrons are seated at a table, happily drinking, eating, and chatting. Near the bar is a familiar statue of a woman in a veil. In front of you is a beautiful woman, with long dark hair and clothed in a dark blue gown. She is expecting you.

If the PCs speak to her, she is courteous and charming (treat as **CHA 19**). She will only allow the PCs to leave if they can offer her something. She considers the PCs and all they carry to already be hers. Examples of other offers: magical knowledge the PCs have; help to lure the villagers inside the tower; powerful artifacts the PCs prove they can find. She will not simply let the PCs go; half of their number must remain until the promise fulfilled. If any of the PCs are capable of magic, she will offer to let them **join her coven**.

One of the seated patrons is **John**. He is deeply traumatized and resigned to his damnation. The second patron is the **kidnap victim** the PCs are searching for; otherwise the patron is an illusion. The bartender is also an illusion. So is the bar, and the woman, and the entire tavern.



The Bandits of Full Moon Tower

The bandits are newcomers to the tower. Seeking a base of operation, they entered the old stone building. To survive and escape, they had to enter the witch’s service.

There are 12 bandits. They are led by **John**. His brother **Tam** is second-in-command. They are only allowed on the ground and second floor of the tower; they choose to reside entirely on the second floor, to stay as far from the basement as possible. During the day they may leave the tower, but four of their number must always stay behind. The four staying must always include the leader John. All raids are led by Tam and the other bandits.

The bandits are required to bring victims for the dark lady. If they fail, the four who stay serve as collateral. Many children have gone missing from Middleport, or have been stolen from passing ships.

The bandits are not devoted to the dark lady. They are cowardly and will surrender quickly. They are willing to negotiate and compromise with the PCs if possible. However, they fear the witch, and will not act against their treaty until her defeat is certain. For this they need sure signs. They will not trust in promises from the PCs, for they know her power.

John and Tam	AC 5 (14), HD 3, Aff 1×sword (1d8+3), THACO 15 (+4)
MV 120' (40'), SV NH, ML 8, AL C XP 30, TT Q	

Bandit	AC 7 (12), HD 2, Aff 1×club (1d6+2) or 1×bow (1d6), THACO club 18 (+1) or bow 16 (+3) MV 120' (40'), SV NH, ML 6, AL C XP 10, TT P
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The Thralls of the Dark Lady

Only John knows what uses the dark lady has for her victims. Some have returned from the basement to the higher levels of the tower. Those who emerge are changed. They shuffle mindlessly, not even as animals. These are the thralls of the dark lady.

Thralls are emaciated and withered, with tight skin pulled over their protruding bones. Their hair is unkempt and hangs in long, thin strands. Though they look like disinterred corpses, thralls are not dead. Their pulse is too weak to detect, but their breath can be heard and felt. The evil magic of the witch is what animates them.

The thralls no longer possess any semblance of sentience or will. When left alone, they follow the one or two commands they were left with, working on tasks of magical research for the witch. This research can only be conducted under the light of the moon. Otherwise the thralls will remain stationary. They will retaliate if attacked, but not otherwise impede the PCs in any way.

The thralls are effortlessly possessed by the witch. When inhabited, the dark lady can use their bodies to cast her spells. Thralls are not **turned**, but the dark lady can be driven from an inhabited one on successful roll (4HD).

APPROACHING THE TOWER

The tower is deep in the forest, a three-hour walk from the village. It stands alone in a clearing, with only dust surrounding.

The party may attempt to scale the tower, but there is nothing obvious for them to aim for. The only obvious way to get inside is through the front door.



Approaching with Daylight

The front door is flanked by two bandit guards. Each turn, there is a **2-in-6** chance for **1-3 bandits** (max 12) to enter or leave the tower, either going on a raid, carrying in loot, or changing watches. While PCs are inside, every 3 turns check for more bandits between 2nd Floor and Ground Floor.

Approaching at Night

As the sun sets, all bandits nervously file inside. Only one is posted on guard. The moon above is full and clearly lights up the area around the tower.

Note about timing

The PCs are assumed to arrive during a full moon. If you are not careful about tracking time, this will not be a problem. Otherwise, here are some options: The entry door does not open until next full moon. The moon around the tower is always full by magic. If you drop enough hints, you can let the players enter at any time but be unable to leave until the next full moon; over this time the witch torments them.

Tower Construction

Full Moon Tower is five stories tall with a basement. There are no windows, and only a single door. The tower is ancient, and remains standing only by the witch's magic. The center of the tower is pierced by a stair shaft to allow moonlight to reach all the ground floor. These stairs are the only way in and out of each level. The wall around the stair shaft has windows to allow moonlight to enter each floor, and which will allow monsters on each level to see the PCs on the stairs. By mechanisms in the 5th floor, the roof of the tower can be opened and a large crystal lowered through the tower. There is also an aperture in the 5th floor that closes to seal off moonlight from the shaft. The moonlight reflected in the crystal has magic effects on items inside the tower, including rendering permeable the ground floor mosaic. This is the only way to reach the basement.

Fifth Floor at Night

Read, Night: Candlelight flickers, illuminating the cages lining the walls. Haggard faces turn to you as you ascend the stair, and a glimmer of hope crosses them. In the nearest cage, a young boy raises a finger to his lip.

Pass a **surprise roll** to sneak further up the stairs. Tam the second-in-command stays here at night. Only he is allowed beyond the 2nd floor. Unless they kill him, the noise of the prisoners being freed will eventually alert him. As soon as he sees the PCs, he raises his hands:

Read in Voice of Tam: Alright. You got this far, there's no point in me stopping you. Listen, we don't want any part of this, okay. She keeps us here, she makes us do all this. The dark lady, she's got my brother downstairs. Once a month he comes out, looking like he's climbed out of hell. I dunno what she does to him, but what she does to these ones we capture is worse. It's us or them. That's why we do it. Us or them.

Listen, we don't like this anymore than you. Half a year we've been trapped in this hellhole, and it's killing us inside. She keeps some of us trapped here all the time, or the men'd have mutinied by now; suppose they will soon anyway. The dark lady is always watching, so I can't go down there with you or she'll do me like one of them. But I'll tell you what you need to know.

This conversation is likely the first time the PCs will hear the witch referred to as **the dark lady**. Tam is forthcoming with information. Whatever the PCs are looking for, he says **it is in the basement**, where his brother John is kept and where the dark lady resides. If asked, he will explain that the roof opens to let moonlight in, and will explain how to use the machinery. He doesn't know anything about the dark lady, except that she keeps them here, demands a new victim every lunar month, and controls the thralls. He does not understand her nature, but hints she may not be alive. He is sympathetic, hoping you will defeat the witch, which will free his men as well. He will cooperate as long as the PCs don't attack.

If the PCs free the villagers, they will be extremely grateful. Timothy, Gert's son, is up here; if Gert is with the party, the two share a touching moment. Gert will continue with the party, to see the witch slain. The prisoners will head directly for the door, unless told otherwise. Under no circumstances will they enter the basement willingly (not counting as replacement PCs). Forcing them into the basement will make the PCs as bad as the witch in the villager's eyes, and changes the reception back in Middleport.

When the roof is open moonlight floods in, and the crystal in the roof shines with supernatural light. It can be lowered one floor at a time. Each time it is lowered there is a loud, groaning halt from the floor below.

Note: If the roof is opened during the day, the aperture will slam shut, and will not open until nightfall, or until the roof is closed again.

FIFTH FLOOR – The Prisons (map)

The encounter here is different depending on when they enter.

Fifth Floor during Day

Read, Day: As you emerge into the pitch black room, the light of your torches illuminates cages lining the walls. From the stairs, you see sleeping prisoners blink awake, then stare at you with horror, shaking their heads.

If the PCs (or a single PC trying to sneak) continue ascending:

Read: The imprisoned villagers cover their eyes and turn away. Looking around the room, your eyes fall on an ancient corpse, little more than a skeleton, bones covered in a thin gauze of flesh, propped in a rotten wood chair. As soon as the light of your torch touches it, its slack jaws open and a violet fire roars inside its mouth. An aperture over the stair shaft slides from the floor, slamming shut, blocking all escape. The skeletal skull detaches from the corpse, a serpentine tail of violet fire trailing behind it.

The two PCs closest to the stairs may make a **save vs. death** to jump in or out before the aperture closes. If a single PC is trapped with the **arcane horror**, after 3d3 rounds the remaining PCs simply hear a scream, and 1d3 rounds later the aperture slams open; there is now a splatter of blood marking their former companion. Automatically take 1d6 hp off of the arcane horror. If more than one PC is trapped here, begin combat.

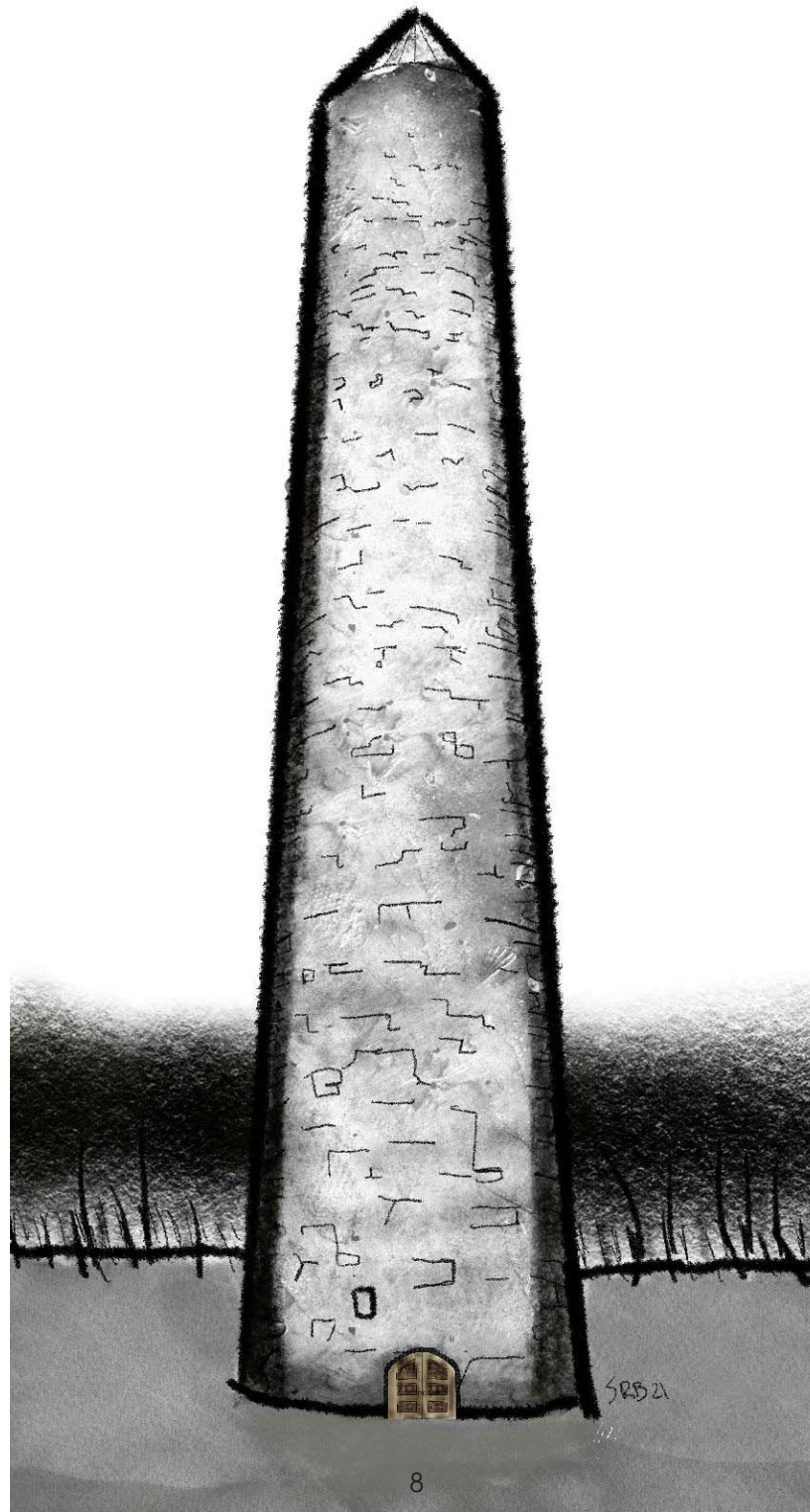
The arcane horror is the oldest thrall, where the witch harbors her focus during the day. She has owned it for over 800 years and is very comfortable manifesting inside it.

Arcane Horror AC 1 (18), HD 4 (30hp), Att 1×bite (1d6+1) or 1×spell, THACO 17 (+2) MV 150' (50') flying, SV ML AL XP 100, SP 4× lightning bolt at CL 2, resistance to physical (1/2 dmg)

Combat: The arcane horror flies lithely through the room like a water snake. Before the PCs have landed a hit, it will only use its attack to bite. After it is struck once, it attacks with its tail (as a **lightning bolt** made of the violet magical energy); this attack will ricochet off the tower walls once (randomly determine target, which may include villagers). Though it resists physical attacks (1/2 damage), it takes normal damage from pure iron weapons (not steel). If the **roof is opened**, it writhes in agony and crumbles to white ash in the sunlight.

If the PCs kill the arcane horror, the aperture remains shut until night. They have plenty of time to converse with the prisoners, who tell all they know. At nightfall, the aperture will open and Tam will ascend the stairs. Move directly to his dialogue in the **Night** section.

At night, this thrall is discarded in its chair. Tam will advise the PCs not to touch the thralls: if the arcane horror is defeated, no thralls below will bother the PCs; if not, the horror will not bother the PCs at night unless they touch it. **If PCs do not go up**, by night Tam ascends and explains.



GROUND FLOOR – The Empty Entrance (map)

Read: Only the light of the moon (sun) beyond the door pierces the darkness inside the tower. A faint glow from the ceiling illuminates a colorful pattern on the floor in the center of the room. The darkness is too thick to see anything else.

After the PCs have found a source of light:

Read: You are in an empty room which occupies the entire ground floor of the tower. The room is large and circular. There is no sign of bandits. In the center of the room is a mosaic done in the stonework of the floor. It depicts a young woman, presumably beautiful, but hidden under layers of veils. Behind her is a dark blue sky set with a crescent moon. Around the perimeter of this mosaic is a spiral staircase, ascending to a circular hole in the ceiling.

Once the PCs have crossed the threshold, **the door disappears** and the PCs are trapped inside. The door will only reappear if the dark lady wills, or if she is defeated. There are no other exits.

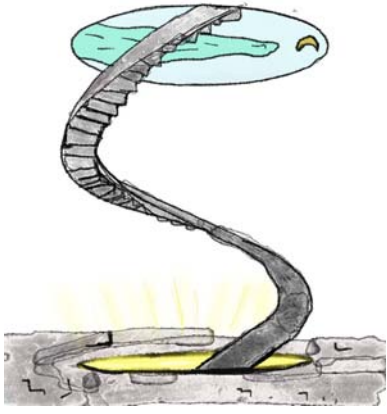
The bandits do not use this room for anything, fearing it is too close to the dark lady. They do not store anything here, nor do they stay in this room. They cross it only to enter and leave. **During the day every 3 turns, 1-3 bandits** cross the room in or out (max 12 bandits). A search of the room (or spotted by elf 2-in-6) will reveal a **glass eye** (see page 21) in the far side of the room.

The woman depicted in the mosaic is the **Silver Goddess** (see mosaic

on page 20). The drop of blood on her dagger is a **ruby**. Because her worship is forbidden, the PCs are unlikely to recognize her (1-in-12, 1-in-6 for elves). The PCs do not yet know this, but when struck by moonlight reflected through the tower's crystal, the mosaic will vanish, revealing a stair-lined well descending deep into the earth.

The stairs are rigged with a **noise trap**.

Almost anyone inspecting the stairs will **notice it, 4-in-6**. It is **2-in-6 to disable** by a non-thief, but failures will trigger the trap. The trap is **triggered 2-in-6** if PCs ascend unaware of it; otherwise it is **easily avoided (10-in-12** modified by DEX). When triggered, a string pulls a cascade of loud metal objects to clatter to the ground. This will alert the bandits on the second floor, who will come to investigate. If they immediately see the PCs, those with bows (1/3) will attack from the second floor, while those with clubs (2/3) will descend to fight the trespassers. Otherwise **1-3** bandits will come to investigate.



FOURTH FLOOR – The Moonlight Library (map)

Read, Day: Sprawled on the floor are five human bodies, similar to those you saw below. At five desks positioned against the walls, more bodies slump over wooden desks piled with books. Lining the walls around the desks are bookshelves containing a library. The floor is motionless.

Read, Night: The walls of the room are lined with the bookshelves of a massive library. Five human forms are shelving books — their long hair hangs in discolored strands, and they move without urgency. Five more are slumped over desks, motionless.

There are **ten thralls** on this floor; five as scribes and five as librarians. The scribes can only work under moonlight. During the day the librarians are left to fall to the floor, and at dusk they slowly rise and finish the drudgery of reshelving. Interacting with immobile thralls is as on the 3rd floor. Interacting with the mobile librarians starts at 4-in-6 for prodding. If the dark lady is alerted, she will inhabit a thrall and attack with **magic missile**, and direct all other thralls to attack. She will continue inhabiting thralls.

The **books** do not have any labels. An attentive PC will see their spines are one of



four colors. If opened, the books are blank — they are written with **moon ink**, and can only be read with a light crystal under moonlight. See page 21 for shelf contents.

At each desk is a pen and an empty bottle of ink — it is actually full of moon ink. Also is a stand like a desk lamp, holding a **light blue crystal** of no obvious use (see page 21).

There are various objects on the book shelves. Consult table below. **With Moon Crystal:** If the thralls are not killed, when the PCs return to this level with the moon crystal the scribes are dilligently writing, and librarians shuffling books. They ignore the PCs. None are inhibited.

Bric-a-Brac Table – 1d6

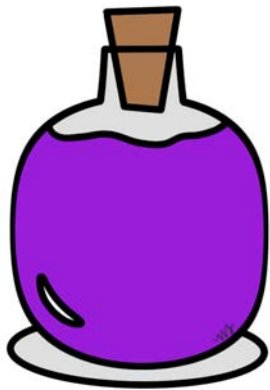
6	A small locked wooden chest. If opened, 3d10 gp.	<input type="checkbox"/>
5	A small gold statue of a bird in flight (2d10 gp).	<input type="checkbox"/>
4	An ornamental statue of a horse's head, carved in obsidian.	<input type="checkbox"/>
3	A silver-rimmed monocle (2d4 gp).	<input type="checkbox"/>
2	A wooden sphere with maps pasted over it....	<input type="checkbox"/>
1	A brass key with an intricate biting (for small chest).	<input type="checkbox"/>

Mark off each result when found. If rolled again, go to next lowest.

THIRD FLOOR – The Alchemy Lab (map)

Read, Day: As you emerge from the stairs, you see a withered human form collapsed on the ground. The body is emaciated, its shrunken skin pulled tight over protruding bones. You see four similar bodies, slumped in chairs at desks. All of the figures seem to be motionless. Shelves encircle the room, lined with glass jars and small wooden boxes. Gaps in the shelves lead to the four desks.

Read, Night: Shelves encircle the room, lined with glass jars and small wooden boxes. Four gaps in the shelves reveal four desks set against the walls. Slumped back in chairs facing the desks are four withered human forms. The figures are motionless. As you observe, from behind a shelf emerges a fifth figure. Its eyes glow with dark violet light.



The bodies are **thralls** of the dark lady (see page 6). They are alive, but barely. They will not interact with the PCs, unless attacked. If they move, it is a slight twitching of muscles, as though in a nightmare. The four at their desks are assigned to brew potions. The fifth is used for patrol.

On each desk is a set of alchemical equipment. There are flasks filled with **colored liquids**. The liquids are **potions**, 4 flasks of each color. Unless the PCs have seen moon magic, they do not recognize these potions and there are no hints at their use. Bunsen burners on the tables house **dark purple moon crystals**. See page 21 for both items.

The jars in the room are not labeled. The contents are mundane (leaves, sticks, mushrooms, bugs). Nothing about the jars suggests magic.

During Day: During the day, the dark lady's power wanes and she is less vigilant. Every time a PC interacts with the thralls, he risks alerting the dark lady. For minor interactions such as prodding she is alerted 1-in-6, up to 6-in-6 for direct attacks on the thralls. If noticed, the dark lady **inhabits the thrall** and attacks with **magic missile**. Once she is aware of the PC's presence, she will order all thralls to attack and continue inhabiting them.

During Night: If PCs were not careful climbing the stairs at night, the **inhabited thrall** on patrol will immediately attack. If they snuck carefully (**roll surprise**, or **HS** for thieves), they can wait until it passes. It will attack the PCs on sight, using the dark lady's **magic missile**. If they kill it unaware, interaction with other thralls is as during **day** above.

With Moon Crystal: If the thralls are not killed, when the PCs return to this level with the moon crystal they will begin methodically brewing potions. They grab ingredients or work with alchemical equipment. They ignore the PCs. None are inhabited.

SECOND FLOOR – The Loot (map)

To reach this room, the PCs must climb the stairs carefully. If alerted, the bandits attack seeking to kidnap. Captured PCs are brought to 5th floor **prisons** (page 15), then later (3d6 days) brought to witch; -1 CON each day in prison. There is **rope** if the PCs need to restrain bandits.

Read: Several oil lamps shed light on the room. You see boxes, crates and barrels piled against walls, with bed rolls spread out on the floor. This is where the bandits make their den, and stash their loot.

There are **2d8 crates/boxes/barrels** on this floor. Roll contents below.

During Day: There are three bandits in this room as collateral. The bandits are awake and bored, and immediately notice the PCs (no surprise). There is a **1-in-6 chance** that **1-4 bandits** will enter the tower and ascend behind the PCs. The bandits will parley with the PCs briefly, but fearing the dark lady, will ultimately attack the trespassers. They may offer "we know what's waiting if we don't" as their reason. Every **3 turns of combat**, and every **3 rounds** thereafter, roll for more bandits to come (2-in-6) until all 12 defeated. Surrendered bandits attack again when fellows join.

During Night: There are 10 bandits in this room, sleeping. There is another on guard, but half asleep. If **surprised (2-in-6)**, the bandits will immediately surrender, but not otherwise cooperate. If given time to awake, (such as by **trap** downstairs) they all attack.

Loot Table – d20

Mark off each result when opened. If rolled again, go to next lowest.

1	This crate is full of night soil. It smells terrible. (Do not mark)	
2-3	The bandits must have emptied this crate. (Do not mark)	
4	There is only water-logged grain. (Do not mark off this entry.)	
5	A bolt of silver cloth (there are 3; mark once for each). <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
6	Three bolts of dyed linen (mark off each color separate) roll 1d4: 1=purple <input type="checkbox"/> 2=yellow <input type="checkbox"/> 3=green <input type="checkbox"/> 4=brown <input type="checkbox"/>	
7	This small box holds a set of pan pipes. <input type="checkbox"/>	
8-9	This box holds a (roll 1d3): 1=lute, 2=lyre, 3=fiddle. <input type="checkbox"/>	
10-11	You find a polished bronze tube with glass fittings at each end. (It is a spyglass – the PCs can experiment to find this out). <input type="checkbox"/>	
12	Simple leather armor (+2 AC). <input type="checkbox"/>	
13	Set of twin daggers (both 1d4 DMG). <input type="checkbox"/>	
14	A pretty decent sword (one-handed, 1d6 DMG). <input type="checkbox"/>	
15	Warhammer (1d8 DMG). <input type="checkbox"/>	
16	Contains a matching set of sword (1d8 DMG) and shield (+1 AC). They are beautifully adorned. <input type="checkbox"/>	
17	Two-handed greatsword (1d10 DMG). <input type="checkbox"/>	
18	Fine-crafted recurve bow (1d6+2 DMG, +2 to attack). <input type="checkbox"/>	
19	Shield of superb quality (+2 to AC). <input type="checkbox"/>	
20	Packed inside of straw is a suit of plate armor. <input type="checkbox"/>	