

# ASSAULT ON EDDISTONE POINT

BY PATRICIA NEAD ELROD

What awaits you in  
the lonely signal  
tower?

*The creator of Assault on Eddistone Point is a writer who is also from Fort Worth, Texas. She makes her own chain mail armor and costumes, and is a long-time fan of the old television series Dark Shadows.*

This AD&D® game adventure is suitable for 3-5 characters of 1st-3th level. A ranger, cleric, and dwarf would be helpful but are not necessary for success,

## Adventure Background

The Old Crystals Mountains have long enjoyed a reputation of potential wealth as well as of certain danger, though the latter has had little effect in deterring adventurous souls. Populated largely by dwarves who mine for gems and valuable ores, the Old Crystals are crossed by trade routes that thread their way through the passes and into the lands beyond. In the cities that flourish on either side of the range, the dwarves trade gold and jewels for spices, expensive clothing, and certain other civilized comforts they do not choose to produce themselves.

Elves are found in the valleys of the range itself, hunting the plentiful game and fishing its streams. Though considered an unspoiled wilderness, the mountains are prowled by dangerous foes, and it is not unknown for small caravans to disappear in its forests — victims of roving bands of orcs and bandits.

Outside the range, the two most important trade centers are the city-states of Untala and Strafferburg. About 50 years ago, each tried to lay claim to the mountain trade routes and their wealth. War followed and disrupted all travel through the mountains, depopulating the region: The dwarves shut themselves away in their mines, refusing to produce gold for any conqueror and preferring to disappear from sight. The elves suffered to a lesser degree, but they were still forced to defend their lands against wandering freebooters, adding to the loss of life.

All was in chaos until a force of druids united and, with the aid of their combined magical powers, put a stop to the fighting. Treaties were drawn up and signed, and for the last fifty years there has been peace. Even now it is still unlawful to draw a weapon along the trade routes except for food or defense. At the same time, a brotherhood of

rangers was formed, sworn to watch the trails, keep them open, and generally guard the peace.

One of the ways peace is preserved is through communication. Realizing this, the two city governments agreed that they should have some reliable system of keeping in touch despite their great separation. The most successful of the methods tried was the establishment of a series of signal towers built upon mountain peaks, each about eight miles apart. Though the cities are separated by fifty-five miles of rough country, each can now know the latest news in as little as an hour, the time it takes to transmit on a clear day. Truly a miracle of modern technology!

Through the use of a flashing mirror and a signal code, each city keeps the other informed on current events — especially the price of gold and other precious metals. The prices are now competitive but fair, and each city has an equal chance of attracting the dwarven trade. As expected, official observers and spies ensure that all the information transmitted is the truth.

The eight mountain towers are maintained by the druids' Grand Council and by local dwarves and townspeople along the trails. Money for the towers' upkeep is provided by the city-states of Untala and Strafferburg. Business has been good in the last few years — so good that the two cities decided to extend the signal system beyond the daylight hours. After some negotiations, it was decided to modify the system with the addition of a shuttered box with a *continual light* spell placed inside it. When the shutters open and close, the brilliant light can be seen for miles in the clear night air.

The magic-user commissioned to do the spell-casting work has successfully visited the towers at Wyvern Peak and Fang Rock, and recently arrived at the town of Four Trails, at the foot of the Eddistone Point tower. She and her fellow adventurers have traveled slowly, joining up with trade caravans for greater safety as they head from tower to tower. When they finish a job, they wait until another caravan passes by and move on to the next town. At Four Trails, the magic-user met with the local mayor and gave him the details of what was to be done to renovate the tower. Since his town thrives on the trade coming through, he agreed to lend her party all possible aid, and she and

her fellows set off to their work.

Unfortunately, that magic-user and her entire party have now vanished. Foul play is suspected, and the mayor must form a rescue team to track down the lost adventurers. It is at this point that the player characters arrive in town. . . .

### The Missing Party

The magic-user was named Delea the White because, despite her youth, she had startlingly white hair. The mayor and townspeople remember a number of details about her from her conversations and from inferences they made from her appearance and mannerisms. She wore a plain dagger in a belt sheath and used no staves or wands. Aside from a little cooking and her magic, she seemed to have no other skills. A silver ring, possibly magical, was worn on her left ring finger. She mentioned to the mayor that her spells were kept in a traveling spell book which was always kept on her person. A large white crow, assumed to be her familiar (some say it was her personal demon) was usually found riding on her shoulder. Delea never called the crow by a personal name.

A dour dwarven warrior and several men-at-arms came into town with her, but no one found them to be as interesting as Delea since magic-users are rare in these parts. The dwarf, named Haril, spoke with some townsfolk in the local taverns before going up the mountain. Originally trained in masonry and carpentry, with a good education in engineering, Haril sought a more adventurous life by becoming a fighter and he had enjoyed some success at it. The son of the engineer who designed and built the towers, Haril was hired to join Delea's party to inspect the towers and make any necessary changes to accommodate the new signal boxes. He was last seen wearing ring mail with a shield, and carried a short sword and light crossbow.

The five mercenaries kept to themselves, as was the custom of their mercenary brotherhood, and spoke little to local people. The mercenaries were armed with long swords and long bows, wearing leather armor and using large shields. All seven in Delea's party were mounted on mules with four more mules carrying supplies, totaling eleven animals and their tack.

Delea and her party stopped at Four Trails six days before the arrival of the player characters. Delea rested a day and, with Mayor Edmond's help, hired a local ranger named Shaador to guide them up the mountain to the tower of Eddistone Point. Shaador rode a light war horse with chain barding. The animal was well-known to everyone in Four Trails; it was all black except for a white face, and half of its left ear was once cut off in a fight. Shaador was well armed as usual with a long sword, long bow, and throwing dagger. Shaador himself was a dark-haired man with years of experience in wilderness survival.

The trip up and back from Eddistone Point should have taken only three days, but the mayor was not unduly alarmed when Delea's group did not return in that time or even the day after. Cullivan, the lesser druid who was manning the Eddistone Point tower, was known to be quite friendly and eager for company, particularly since his fellow druids had left for the midsummer festival without him.

Mayor Edmond's complacency was shattered as panic literally flew into his window just two days ago. Delea's white crow landed on the mayor's ample stomach as he lay asleep, giving him and his wife a bad fright. Lighting a lamp, he recognized the bird and saw that it had a small scroll of paper in its beak. The bird dropped the scroll and flew away into the night. Unrolling the paper, Edmond saw a smudged message had been hastily scrawled in charcoal. In Common, it read: **Bandits in tower — help!**

Help is exactly what the mayor is now looking for, as this trouble could not have come at a worse time. All the druids in the area are away in the south for their midsummer festival, the guardian rangers are busy in the north taking care of an orc uprising, and all the local fighters-for-hire (or anyone else who might be useful) have been hired away to protect the caravans. Any adventurers are likely to be noticed as such the minute they come into town, and the mayor takes swift action to hire them to go up the mountain and investigate the trouble. Edmond is reluctant to send up a detachment of city guards because they are not trained to handle what may prove to be a sticky situation. Besides, if bandits have taken the tower, could they not be heading for the

town as well? (He won't necessarily mention this possibility to anyone he hires, however.)

The only good turn of events has been the weather, for the mountains have been enveloped in a thick layer of fog for the last few days. Mayor Edmond is in a great hurry to get a rescue party to the tower before the fog clears, as fog is a normal hazard to the communications line. Neither Untala nor Strafferburg is alarmed at the break in transmission, since they were warned of the change in weather by druidic tower operators — but fog won't last forever. The mayor fears that the bandits might damage the tower or even send false messages to stir up trouble again between the two cities. No matter what could happen, he sees it as a threat to the well-being of his people, not to mention his job.

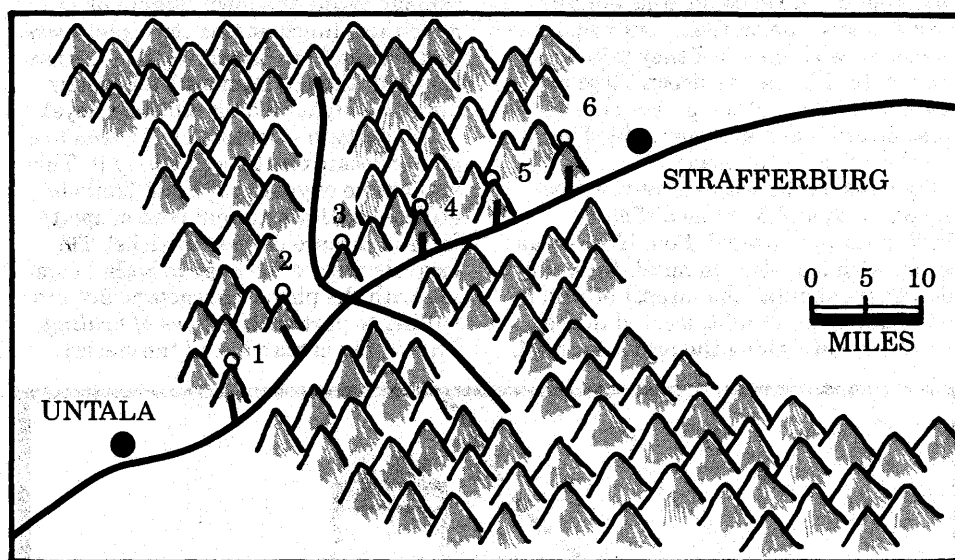
Mayor Edmond and the city offer the party 2,000 gp for successfully recapturing the tower, throwing in an extra 100 gp for each member of Delea's party rescued alive. The player characters are entitled to any booty they can take off the bandits (excluding hostages and their goods). The mayor hints that the cities of Untala and Strafferburg might also be financially grateful for the safe restoration of their signal line, but the player characters who read between the lines may guess that, lacking witnesses and evidence to support this, such rewards might be difficult to get. Then, too, the cities might not pay great rewards if aware that the adventurers were already rewarded by Four Trails.

### The Town of Four Trails

A thumbnail sketch of Four Trails is provided below. The DM may develop the town more fully if desired, but it is not necessary for this adventure to do so. The town is not particularly large, having a population of seven hundred adults at present.

From a few buildings set up as a trading post at a crossroads, Four Trails grew quickly with the increase in commerce following the end of the trade war 50 years ago. The east-west Untala-Strafferburg road and the north-south Elvenkings road became more heavily traveled by large caravans. Four Trails prospered greatly when the signal tower was built nearby. The citizens, mostly farmers and herdsman with a number of merchants, consider the tower a symbol of good luck for their town and extend

## THE OLD CRYSTOLS RANGE



1. Wyvern Peak
2. Fang Rock
3. Eddistone Point

4. Trolllight
5. Dragontooth
6. Scar Ridge

whatever help they can to the rescue party. The mayor tried to keep the story of the tower's capture quiet, but word leaked out and spread. There is now much conflicting gossip, and with each herdsman or prospector who wanders in from the vicinity of Eddistone Point being questioned, the stories are growing.

Each townspeople the party questions has his or her own opinion about who or what captured the tower. Rumors blame everything from a battalion of orcs to a lone black-clad figure that some claim to have seen riding a small dragon in circles around the mountain peak. (Considering the tower is a good five miles from the town and swathed in fog, the party need not take this last rumor seriously unless it seems willing to swallow it.) Four Trails has its share of strange folk, and the DM can have lots of fun stirring up the player characters with these stories, as well as relieving them of any spare change as they purchase this information.

Four Trails is surrounded by several miles of farmland, and the lower slopes of the mountain are rich grazing land for cattle and goats. Little mining is

done in this particular area, but an encounter with a lone prospector on his business is not unusual. The town proper is protected by a broad, shallow ditch with drawbridges crossing it on the four main roads that lead into the town. Within bowshot of the ditch is a 20'-tall stockade of thick tree trunks.

To cross any of the bridges, one must pay a toll. Locals are charged 1 cp per day, and visitors must pay 5 cp whether horsed or afoot, or 1 sp if driving a wagon. The toll is for the upkeep of the roads and bridges, and the bridge guards will *not* let anyone pass unless he or she pays. Each bridge has four guards (each AC 6; MV 9"; F1; hp 6-9; #AT 1; Dmg by weapon type; one spear and club each; AL LG). If forced into a fight over the toll, the guards are joined by 2-8 others from the city wall. In addition, 1-20 local boys and girls come to their aid by pegging rocks at the party. The children are zero level, but most of them are used to scaring away farm pests by throwing rocks, so they have a +2 bonus to hit their targets.

Should the player characters get into trouble with the bridge guards and be arrested, the mayor may use this situa-

tion to get them to solve his problem with the tower. He could (and would) levy a heavy fine on them, but be persuaded to withdraw it if they take on the job. In this way he doesn't lose any reward money, and the player characters can still earn experience by defeating their foes in the tower.

Once inside the wooden town walls, the party should have no difficulty finding its way around. Four Trails was set up with travelers in mind. Inns and ale houses abound, the largest of which is the Tower and Light, located in the middle of town along the east-west road.

It is just across the street from the town council house; the town fathers usually have their lunch at this convenient spot and are likely to be talking business as they eat (though Edmond's legendary appetite might be a bit off these days).

The party, if it lacks a cleric, won't be able to locate one to accompany it. This is the time of year that Four Trails is afflicted with its annual bout of spotty fever (a disease carried by ticks). The local clerics are too busy to bother coming with the player characters, but are willing to part a with *potions of healing*. The supply is scarce, and the clerics

charge double normal prices (800 gp) for the four such potions available.

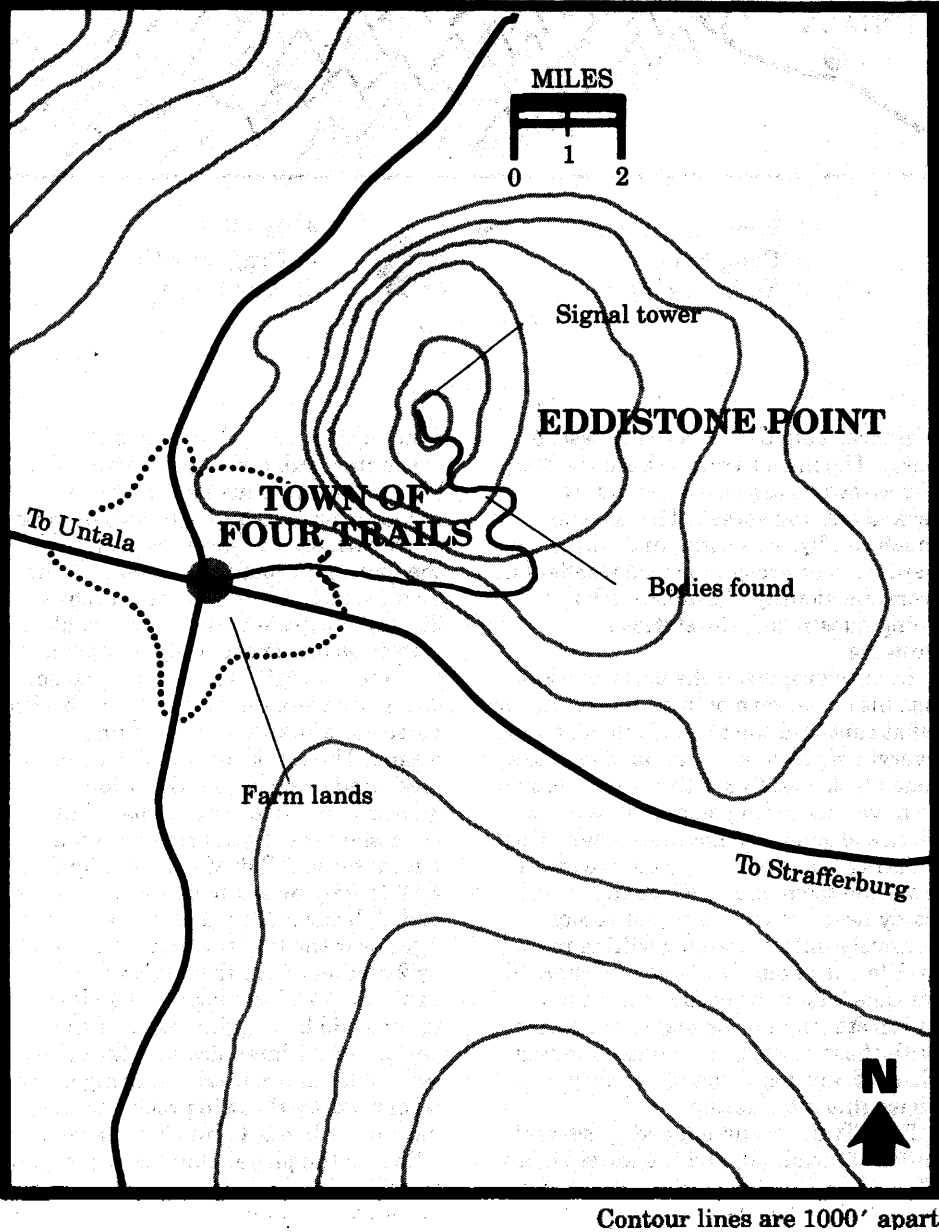
Speaking of spotty fever, there is little chance that any party member who wanders into town can catch it. The DM should roll a 1% chance (without modifiers) for each player character and henchman or hireling thereof for the disease to develop. It is not contagious and is treated as a mild, acute skin disorder manifested by huge red-and-purple spots all over the body and a general lethargy lasting 1-3 weeks. Spotty fever, if caught, appears 1-4 days after the affected character has reached Four Trails. A *cure disease* spell removes the affliction instantly.

Eddistone Point

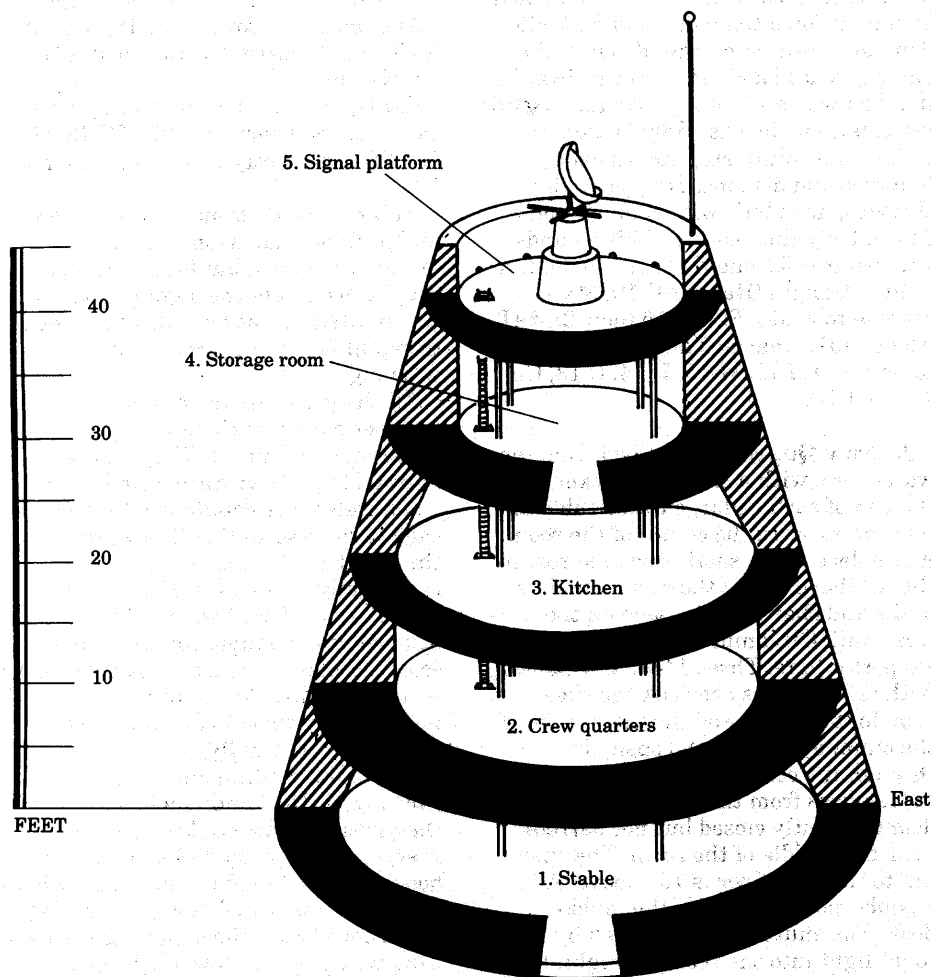
Eddistone Point is a large single mountain reaching an altitude of 6240' at the signal-tower base — not particularly high as the Old Crystals go, but more than suitable for signaling use. There is only one easy path to the tower on Eddistone Point, and that is by way of the original 10'-wide trail laid by dwarven engineers years ago. Still in very good condition and maintained by the town, it winds its way to the summit of the mountain. The rugged mountain terrain is sufficient to discourage all other means of getting to the tower by land transportation, though of course flight is possible if the appropriate means exist.

The fog currently wreathing the mountains helps the party remain unseen, cutting visibility to a quarter of a mile or less in some areas. All the same, if they wish to remain undetected by any watchers in the tower, the characters must use silence and stealth. There is virtually no wind, and any noise carries far in the still air (up to 240' for normal conversation).

Two-thirds of the way up the mountain, the party may notice disturbing signs in the hard earth of the trail. Obvious signs of a struggle have been obliterated, but some crushed plants and spattered blood may be found. Horses react unfavorably to the smell of blood in the still-damp soil. If the characters search the area, there is a 50% chance of finding the bodies of the five fighters who were known to be with Delea's party. The bodies were dragged off the main trail and roughly covered with brush. They have been stripped to their underwear and nothing of any



## EDDISTONE POINT SIGNAL TOWER



value is left on them. Two of the fighters have no marks on their bodies, but their faces are distorted with horrified expressions as if they had died of fright. The other three bodies have many wounds, and all of the mercenaries have been dead for at least three or four days. No other signs of battle exist along the trail.

### The Signal Tower

Standing 45' tall and 50' in diameter at the base, the signal tower sits at the

edge of an oval-shaped plateau on the mountain's summit. The northern half of the tower rests along the edge of a sheer cliff. From the trail approaching from the south, the tower appears to be completely smooth all around, with no visible doors and only one large, wooden, shuttered window 30' up on the south face. The shutters are currently closed.

On top of the tower is the mirror-signal apparatus, now covered with a heavy oilskin tarp to protect its silvered finish from the fog. On the east edge of

the top is a 15' metal pole that usually flies a flag (there is no flag now) and also acts as a lightning rod. If the party can get close enough without being observed, figures may be seen standing at the top of the tower, apparently look-outs. Since visibility is about a quarter mile, it is not likely that these figures could be easily and silently picked off with any missile weapon, even magical ones. Besides, the party cannot be certain of the identity of the targets (see section below on the signal tower's inhabitants).

If the party opts for a night assault, it has a better chance to get close to the tower, but it must be quiet about it. A few short trees, scrubby bushes, grass, and rock formations serve as cover. On the south face of the tower, almost under the window, is a secret door leading inside. Pushing the left side of the door makes it swivel inward on a vertical hinge — the left side of the door being 4' wide, the right side being 2' wide. Made of thick oak disguised to look like stone, the door is usually barred from the inside with a thick wooden beam set in notches in the stonework, as it is now. The door can only be opened by a *knock* or forced open by a group with sufficient combined strengths to lift 12,000 gp of weight. Of course, this makes more than enough noise to alert everyone inside.

No trees grow on the summit, though a few pines grow nearby. Delea's white crow is hiding in the pine tree nearest the tower, waiting for someone to rescue its mistress. The crow has acute sight and hearing, so it cannot be surprised save by a magically silent and invisible being. If it spies anyone, it caws softly to catch that person's attention, then flies down to land beside him. A *Speak with animals* spell works on the crow, who tells the party that its mistress is held captive in the second floor of the tower. Rescue is insisted upon. When pressed for details, the crow becomes too excited and impatient to be very clear, speaking only of the bad men in the tower who shot arrows at it. When asked about Delea, the crow says that its mistress is in a deep sleep and won't wake up (white crow: AC 7; MV 1"/36"; HD ½; hp 4; #AT 1; Dmg 1; SA 10% loss of opponent's eye; INT low; familiar of Delea; AL N). Note that killing the crow will badly injure Delea for 8 hp, which she cannot recover or heal.

## The Tower's Interior

It should be noted that the floors inside the tower are made from solid wood and supported by four huge wooden pillars. The whole interior structure is very strong and stable, but also subject to fire should someone set off a *fireball* or similar magical spell. Floors are about 6" thick, making the actual floor-to-ceiling distances 9' 6" (here called 10' for convenience).

**1. The Stable.** There are 11 mules and 10 light riding horses jammed into this area (including a black horse with a white blaze face and cropped ear). This area is extremely crowded and stuffy, and it smells like it has not been swept out in a week (which it has not). Opposite the door, 40' across the chamber, is a chicken coup with one bedraggled hen left. Loose feathers cover the floor here. The only fresh air comes from four grated windows not more than a hand's span wide, looking out over a sheer drop of several hundred feet. The grates are removable from the inside by means of swivel catches, and the mesh is spaced far enough apart for a small hand to go through. A small piece of charcoal may be found in the westernmost window, behind its grating.

East of the center of the stable is a covered box serving as the water well. In the ceiling just to the west is a 2'-square opening leading to the floor above, with an iron ladder securely mounted to it. The opening is currently covered with a wooden hatch. What little space remains in the stable is taken up with bales of hay, bags of oats, and tack. The animals are restive from being shut up so long; if the party is not careful, the beasts make enough noise to rouse the inhabitants of the floor above.

On the floor to the right of the chicken coup is a round grille-covered hole in the floor. The stable wastes are usually swept here, to fall down a 45° sloping shaft and out on the side of the mountain. The grating is removeable and has not been set flush with the floor. A low moaning sound can be heard if anyone successfully makes a listening roll within 15' of the hole; the moaning comes from within the hole itself. If they investigate, the player characters find Haril the dwarf has been shoved down the hole and lies only 10' from the grating, barely conscious and held

in the chute only by accident (his clothing caught on a sharp rock just 5' from the open end of the chute).

Climbing down the chute requires a thieves' *climb walls* roll to perform successfully (if done without a rope); failure sends both the rescuer and Haril bouncing down the mountain for 20d6 damage — almost certain doom. If the party rescues Haril, it finds the dwarf is in a bad way and cannot give any useful information. He was badly beaten and is delirious, muttering curses about half-orcs and demons. Stripped to his skivvies, he is blue with cold and near death. Only the healing of his wounds and bed rest for one week can bring him to full strength (Haril: AC 10; MV 0" (unable to walk); F2; hp 15 (now 2); #AT 0 (currently unarmed and incapacitated); S 14, I 12, W 10, D 14, C 13, Ch 11; AL CN).

**2. Crew Quarters.** Five beds line the walls here, with a small footlocker at the end of each. A large round table and five chairs sit-in the center of the room. A fireplace and a small woodpile rest in the northern end of the room, and five desks and chairs can be seen on the west wall. Oil lamps hang from the four support pillars. Three 1'-wide windows with tall shutters overlook the sheer drop to the north, and the metal tube of the chimney exits to the open air through the center window: A metal ladder rises from the 2'-square trap door (currently closed but not barred) near the middle of the room. The opening to the next floor is 10' above. A chamberpot rests under the middle desk. The shutters are left open by day to let light into the room; at night, they are closed and a fire is kindled to stave off the chill mountain air.

This floor is usually occupied by three armed bandits (each AC 7 (but see below); MV 9"; F2; hp 15; S 15, D 14; AL CE; studded leather armor, short sword, long bow, hand axe). One of the bandits stole Shaador's *ring of protection* +2, and his AC is now 5. Guarded closely are the following prisoners:

Delea (AC 10; MV 0"; MU4; hp 9 (13 while familiar is within 120 yards); #AT 0 (currently unarmed and incapacitated); S 9, I 15, W 12, C 8, D 11, Ch 15; AL NG; skilled with daggers; knows *read magic*, *find familiar*; *magic missile*, *ventriloquism*, *write*, *continual light*, and *levitate*, but has no spells currently memorized);

Shaador (AC 10; MV 12"; R3; hp 24 (currently 13); #AT 1; currently unarmed; S 14, I 14, W 15, C 15, D 13, Ch 12; AL CG; skilled with long sword, long bow, dagger);

Alf, a 0-level hireling who works with Cullivan, the druid in charge of the Eddistone Point tower (AC 10, MV 12"; hp 3; #AT 1; currently unarmed; I 16; AL N); and,

Clyde, another 0-level hireling who works at the tower (AC 10, MV 12"; hp 6; #AT 1; currently unarmed; S 15; AL N).

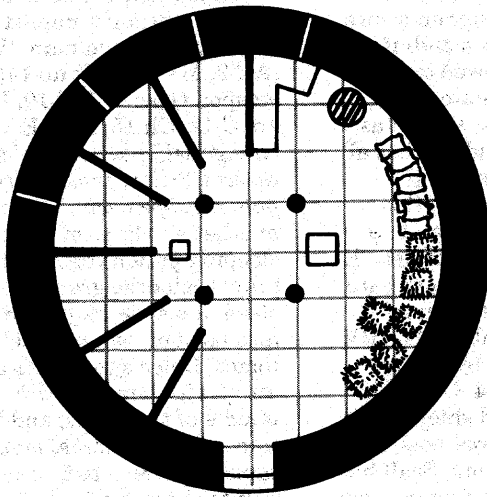
Alf and Clyde normally cook, clean, and perform routine maintenance around the tower, but both have been taught to operate the signaling mirror to a limited extent by Cullivan (enough to signal for help or send weather warnings).

All the prisoners have their hands and feet bound, with only very limited movement permitted. They had been allowed to go downstairs briefly, but when Delea was caught sending a message of some sort off with a white crow, this practice stopped. The prisoners receive slight amounts of food and water — save for Delea, who has been drugged into a stupor and is unconscious. Unless a *neutralize poison* spell is used, it takes 3-12 hours for Delea to regain consciousness and be able to move about normally.

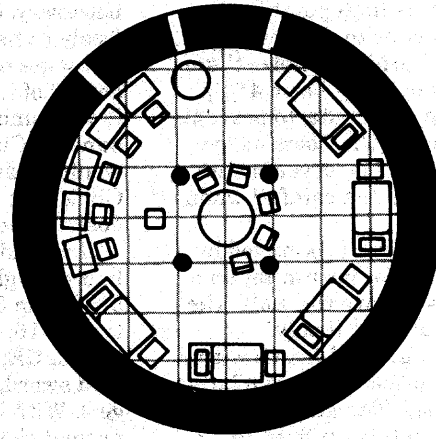
The chests contain only worthless clothing, as the bandits who have taken the tower have ransacked them. However, two large code books and three log books may be found on the desks, where they've obviously been well read. The code books detail the signaling system used for the signal towers. The log books detail the transmissions over the last two months, abruptly ending about five days ago. The value of these works depends on whether the DM wishes to detail the transmissions for the characters and whether the PCs wish to exploit any unusual information in them; such expansions on this adventure are left to the DM's imagination.

**3. The Kitchen.** The trap door from area 2 to the third-floor kitchen is 75% likely to be open. As on the floor below, there are three window slits about 1' wide, and the center window has the exhaust pipe for the fireplace-stove combination that rests on the north side. The east wall has a food preparation area, with a once neat array of

## EDDISTONE POINT SIGNAL TOWER



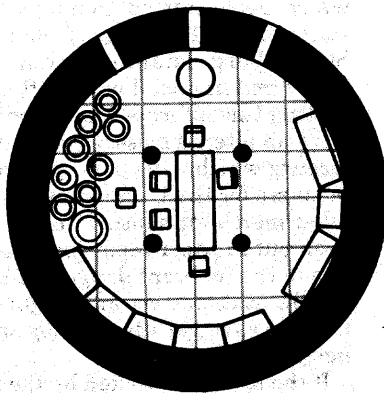
1. STABLE



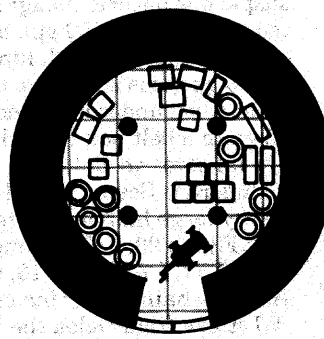
2. CREW QUARTERS



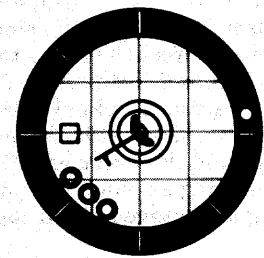
1 square = 5'



3. KITCHEN



4. STORAGE ROOM



5. SIGNAL PLATFORM

knives and other cutlery lining the wall. The kitchen is in disarray now, for the bandits are not very neat. Dirty pots, pans, and dishes litter the place. The south wall pantry is a mess — doors gape open, food is thrown around, and there are a lot of plucked chicken feathers on the floor. The barrels on the west wall are undisturbed; they contain only cooking fat, save for one large water-filled barrel with a bucket near it. (Signal tower rules forbid the presence of wine or spirits on the premises.) The center of the kitchen is occupied by a large wooden table and five chairs;

these, too, are in a condition similar to that of the rest of the kitchen. The metal ladder continues 10' up to the next floor.

If characters spend time in checking about, they note that about 12 person-days of food remain (enough for one person for twelve days, two people for six days, etc.). All of the food was either brought up by mules from Four Trails or gathered from the wilderness.

**4. Storage Room.** This room contains the only large (8'-square) window in the tower facing to the south. About 30' up

the smooth face of the tower, the shutters open outward on hidden hinges. Just inside the window stands a wheeled loading crane, used to haul cargo up for storage. The rest of the 23'-diameter room is filled with boxes and sacks of dried food, flour, sugar, and the like, as well as items that might prove useful for the maintenance of the tower. A spare signal mirror packed into one box, piles of spare rope ladders, tools, and other equipment lay about. None of the boxes are exceptionally large since they had to be carried by pack animal up the mountain.



**5. The Signal Platform.** Measuring 20' in diameter, the platform has a thick, 5' -high wall all around. The wooden floor is constructed at a very slight slope, with its high point in the center so rainfall runs to the outer wall through the small drainage holes there. The metal ladder opening has a 4" lip on which the trap door rests, to prevent rain from draining to the floors below. The opening itself can be covered with a canopy to keep out direct rainfall when the door is open.

The center of the floor is occupied by the tarp-covered signal mirror, set on a platform so it rests above the wall. The mirror is 2' in diameter, firmly mounted to a strong metal frame with a handle attached so the mirror can be swiveled and aimed. The mirror light is powerful enough in full sunlight to temporarily blind opponents out to a range of 120' from the tower for 1-4 rounds (-4 "to hit" and on saving throws). A number of screws, wheels, and sighting implements make the mirror a complicated-looking thing, and only trained signal people know how to use it. On the southwest wall are some empty barrels used as seats, and on the east wall is a 15' -tall lightning-rod flagpole firmly stuck into the stone.

The visibility from the tower top is about a quarter mile at present (1320'). Anyone serving as a lookout here can be surprised on a roll of 1-4 by anyone walking around the tower base (if that person is moving as quietly as possible and taking advantage of local cover).

### Major NPCs

The following major NPCs have no set location where they may be found in or around the Eddistone Point tower. The DM should read over these descriptions carefully and decide where these NPCs would most likely be when the party arrives, depending upon the time of arrival. The most likely areas for them to be found are areas 3-5, particularly the tower top.

Usually, five keepers are at the tower: three druids and two apprentices. At this time of year, the two higher-level druids are away at the midsummer festival to the south. Now manning the tower is the druid Cullivan (AC 10; MV 12"; D2; hp 7; #AT 1; currently unarmed; AL N; S 13, I 14, W 14, D 10, C 11, Ch 15; skilled with dagger, club; *predict weather; purify water, cure light*

*wounds* (the bandits do not permit him to pray for other spells)). He plans to pick up a knife from the kitchen or use a poker from a fireplace as a club if necessary. Cullivan is allowed to move freely so he can help translate signal messages once the fog lifts, as well as get rid of intruders (pretending that all is well) and act as a servant for the bandits. Cullivan won't flee, as this would mean the deaths of Alf and Clyde, but he is still watched closely. He doesn't know why the bandits are here.

The bandit leader is a hard-bitten half-orc fighter named Scalf (AC 4; MV 9"; F4; hp 34; #AT 1; Dmg by weapon type; S 16, I 13, W 10, D 14, C 15, Ch 10; AL CE; chain mail and shield, bastard sword, mace, heavy crossbow, dagger). With his 60' infravision, Scalf has normal chances of spotting anyone near the tower base at night (even in the fog) if serving as a lookout. He has been well paid for this venture of capturing the tower, but there is a 25% chance he will take a bribe, provided enough money is offered as a flat fee up front. He is of a suspicious nature, though; if the bribe is too large (over 1,000 gp), he figures the party is trying to trick him. Scalf has six 50 gp gems sewn into the cloth garment worn under his armor and carries 45 gp in a belt pouch. Scalf attempts to kill all elves on sight.

Unger is Scalf's second-in-command, a very large half-orc fighter (AC 2; MV 12"; F2; hp 20; #AT 1; Dmg by weapon type; S 17, I 7, W 7, D 13, C 15, Ch 5; AL CE; chain mail; *ring of protection* +3 stolen from Delea the White, short sword, long bow, four throwing daggers). Unger is vicious, brutal, and unimaginative. He carries 27 gp and 42 sp in a belt pouch.

The last member of this group is a wizened little man, past middle age, named Voro. If captured and questioned by the player characters, Voro begs for sanctuary from them, telling how he was captured by the half-orcs as he was cutting wood in the mountains and forced to be their servant. Half crazed with fear, he wants only to be set free.

As far as the party can tell, he is speaking the truth, for he is very frightened, but deeper examination brings out the whole story. *Know alignment, detect lie, detect evil, dispel magic, dispel illusion*, and like spells may work here. There is also a 5% chance that any member of the party may note that though he appears poor, filthy, and

ragged, Voro does not *smell* it.

In actuality, the little man is a young female illusionist named Voronia da Cancri, in her old-man "Voro" disguise (AC 9; MV 12"; 15; hp 14; #At 1; Dmg by weapon type; +1; S 10, I 16, W 12, D 16, C 12, Ch 15; AL LE; *dagger* +2; *change self, phantasmal force, darkness, detect illusion, invisibility, hypnotic pattern, rope trick*). Voronia carries another six doses of the nonmagical sleeping potion that she forced Delea to take, each dose granting 12 hours of sleep (if a save vs. poison is Failed). She also has her own and Delea's magic tomes. Delea's tome contains a spell scroll with *wizard mark* stuck in the middle of the pages, and Voronia's contains *read illusionist magic* and the cantrips *haze, mask, and noise* in addition to those spells she has ready.

Voronia hired the half-orcs and their mercenary friends to capture the tower. Voronia herself was hired by a merchant family in Untala (the city from which Delea started) to intercept a series of coded messages from Untala to Strafferburg, detailing current gold prices and financial news. After intercepting this information, Voronia is to have an altered message sent to Strafferburg which will subtly favor return business for the Untala family over all other merchant houses. Nothing has been put to paper regarding this plan due to the inherent dangers of being caught at it, but Voronia might spill the truth to save her life. The fog spoiled her plans.

If the tower is retaken by the party, Voronia tries to escape by any means possible. If necessary, she betrays her hired men or tricks them in order to escape. Voronia casts *change self* to appear as "Voro" should the opportunity appear. She usually wears a dark brown cloak with a hood and some plain traveling clothes, so if seen with her back to the viewer it would be hard to determine her identity, let alone her gender. Delea's white crow does not like Voronia and squawks rudely at her, whether Voronia is in disguise or not (it has seen her change into "Voro").

As her plans stand at present, Voronia means to have Cullivan perform the actual message interception and transmission. When he is finished, he and the others in the tower are to be slain, save for Delea and Shaador (who can be ransomed from Four Trails by the half-orcs at a later date). Voronia knows



enough signal code now to detect any distress-call messages Cullivan might send, and he is aware of this. He also suspects that he and his helpers will be disposed of before long.

### Additional Notes

If the captives are rescued or if *ESP* is employed, the player characters learn that Delea's party was surprised at night on the mountain road by Voronia's mercenaries. Using her *phantasmal force* spell, Voronia killed two of the men herself by conjuring the illusion of a hoard of demons falling upon them. In the confusion that followed, the other fighters were cut down quickly. Delea, Haril, and Shaador were captured, the dead stripped of their weapons and armor, and the pack animals taken. Delea used her spells up defending the party, and (since Voronia took away her spell book) she has been unable to renew them.

The attackers tied up their captives and, disguised as Delea's party, tricked their way into the tower. Unfortunately, Haril the dwarf had a big mouth and a strong hatred of orcs and half-orcs; after one insult too many, he was beaten and shoved down the stable drainage hole. After this, Delea got her crow (which had escaped the attack by hiding) to carry a message away from the tower, for which she was promptly drugged by Voronia.

For the duration of the adventure, the fog remains around the mountain top (unless it suits the DM's purpose to do otherwise). The fog is a natural phenomenon and not magical in nature.

Voronia's half-orc and human mercenaries fight fiercely, but if the odds go against them they either surrender or attempt to make a deal; after all, they are business men, and they cannot do business if they get killed. If they surrender or allow themselves to be bribed, Voronia tries to escape, leaving the men to their fate. She has told them nothing concerning her reasons for capturing the tower, so they cannot answer any such questions put to them about her plans. The DM may wish to continue the adventure into the wilderness as the party pursues Voronia. One good reason to capture her can be put forward by Delea: Voronia has stolen her magic tome, and Delea offers a reward for its return. The chase is on — but only if "Voro" escapes!

