



# ESCAPE FROM THE TOWER OF MIDNIGHT

BY PAUL KANE

Run silently; the Midnight Stalkers are after you.

Artwork by Roger Raupp  
Cartography by Diesel

*Paul is a high-school junior who would someday like to combine his hobbies of writing and astronomy into a career. This is his first published writing. Escape from the Tower of Midnight was used as an official RPGA™ tournament module at the Frontier War game convention in Bloomington, Ill., last year.*

*Escape from the Tower of Midnight is an AD&D® game module for 2-5 thieves of 2nd-4th level. The Dungeon Master may change the names of the thieves' guilds, countries, deities, and so forth to fit the individual campaign. Note that all player characters are assumed to have been imprisoned at the start of the adventure; little or no equipment will be available at first. This module is well suited for tournament use.*

## Adventure Background

The following information is read to the PCs at the start of the adventure. It must be assumed, for the sake of the adventure to follow, that the PCs have no way of avoiding capture by the Midnight Stalkers. However, the DM may find a way to play out this adventure and have some or all of the PCs captured, allowing any who escape to attempt to rescue their comrades.

The lands are being torn apart by a guild war between the two most powerful thieves' guilds in the country. The Gray Slayers and the Midnight Stalkers have instituted a reign of terror in which all thieves are hunted down and killed, even if they are not participating in the guild war. Your guild, [the DM should insert the name of the characters' guild here], is loosely associated with the Gray Slayers. Unfortunately, the headquarters of the Stalkers' guild is said to be very near your own guild's home city, a small seaport.

You and your companions have gathered at your favorite tavern after a particularly successful night. You are sitting in a back room, drinking and talking among yourselves, when a town guardsman steps in. "Every able-bodied person is to come with me!" he shouts. "The deserted warehouse down by the wharf is on fire, and all of you have just been drafted as firefighters!" You gasp in

horror; that warehouse is the location of your guild! "I want you all, too!" the guard adds, sticking his head through the curtain dividing your room from the main barroom. He herds everyone out the door, but you slip into the shadows just outside, and the fire detail heads off without you.

Quickly, you pry up the secret hatch entrance to the sewers, one route to the underground part of your headquarters. After much slogging through low tunnels lit only by the torch kept near the entrance for just such contingencies, you emerge in a corridor at the lowest level of your guildhouse. You hear voices, but recognize none of them. Extinguishing the torch, you proceed cautiously.

The main meeting room is brightly lit, its glow spilling out into the corridor. The voices are louder, but still not recognizable. Prudently, you flatten yourselves against the corridor wall and approach the meeting room silently.

"The rest of these creeps either escaped or died in the blaze upstairs," someone says. The voice is definitely not that of a friend. You cautiously peer around the doorway. All those still alive in the room wear the gray-and-tan uniforms of the Midnight Stalkers. The dead lying on the floor were once your friends.

"Not much loot off these scum. Let's move out!" The Stalker lieutenant and his underlings begin moving in your direction, and you turn and run back down the corridor. A shout comes from behind, and several dark forms drop from the ceiling a short way ahead of you. More Stalkers! Surrounded and greatly outnumbered, you decide that the best course of action would be to surrender. The last thing you remember is a crunching blow on the back of the head and a burst of brightness behind your eyes . . . then nothing.

You awaken in a small chamber, and almost wish you were still unconscious when you realize you are chained, spread-eagle, to a not overly smooth stone wall. Before you have time to whisper hurried plans for escape, three guards arrive and unchain you. Allowing no time for the circulation to return to your limbs,

they lead you into the main meeting room of what can only be the headquarters of the Midnight Stalkers. It is a massive, beautifully decorated throne room. On a golden, gem-encrusted throne at the far end of the room sits a halfling with a badly scarred face.

"Greetings, Slayers," he says in a surprisingly deep voice. You realize that he believes you are actually Gray Slayers, not just members of an allied guild. "Welcome to the Tower of Midnight, our humble abode. I am Ragor, guildmaster of the Midnight Stalkers. As you now realize, your guild has been destroyed. You are all that remains of the Slayers guild in this pitiful little port city."

Ragor notices your glances at the elegant and obviously expensive decorations that dominate the room. "Yes, all of the decorations in this room are stolen. Why, this throne that I sit on once belonged to the mighty King of Sark. But enough of this prattle. In keeping with our tradition, you will be executed at noon, two days hence. I apologize for giving you so little warning, but we have been quite busy lately and have little time for social amenities."

Two muscular men appear, followed by a figure dressed in a black cloak. "Ah," says the halfling, "I see that the high priest of Hendas, God of Thieves, has arrived. As we are not uncivilized, I will allow him to administer your last rites. Guards, escort the good priest and our prisoners to the holding cell."

You are blindfolded and lifted off your feet. By the posture of your bearers and the occasional banging of your feet against the steps, you know you are being carried up many flights of stairs. Finally, you are dropped to the ground and kicked into a dank, musty cell. The man in the robe removes your blindfolds and motions for the guards to leave. They close the door behind them with a resounding clang.

The priest removes his cowl to reveal the face of Deos'nt, a prominent out-of-town thief from another guild who often talked with your guildmaster as an ally.

"My guild regrets your position," he whispers, "but we cannot spare

enough agents to free you right now. By the time that we can, it will be too late. I have one set of picks, the key to these cells, and one dagger with me. These I leave with you. It is up to you to break out. If you succeed, go to the city of Posidonis and give this ring to the innkeeper of the Black Boar Inn. I will try to meet you there." He slips off his ring and sets it, along with the set of lock picks, the dagger, and the cell key in the straw that covers the floor. He then pounds on the door, and the guard lets him out. You are now alone.

### For the Dungeon Master

This adventure is designed to be played as a tournament module, although it can easily be adapted into an existing campaign. In running my campaign, I have added some rules and changed others; if the DM disagrees with them, feel free to remove or alter them.

I do not have separate guilds for assassins and thieves. They all belong to the same guild, as do thief-acrobats. Additionally, each individual guild has its own sub-dialect of thieves' cant, so that rival guilds cannot interpret messages. All Midnight Stalkers speak the Stalkers' cant, and all Gray Slayers speak the Slayers' cant. It is impossible to learn a particular cant except by joining that guild. Therefore, a high-level assassin cannot learn the cant dialect of his rivals, although he could spend some time and money in an attempt to break the code.

The only items that the characters have with them when they are thrown into the cell are normal clothes. All of their equipment is in room 2 on the first floor. The Stalkers listed in the NPC table are those quartered at this tower. Also, 1-6 additional Stalkers are in the tower, visiting or reporting in. These additional Stalkers should be taken from *The Rogues Gallery* AD&D® game supplement or designed by the DM. Since there are no windows in the tower, the PCs are bound to lose track of time. The DM must do the timekeeping, as many of the encounters are based upon the time of day.

### Special Encounters

The Stalkers found within the dreaded Tower of Midnight are listed in the

### The Midnight Stalkers NPC roster for the Tower of Midnight

Name	Sex	Race	Class/Lvl.	S	I	W	D	C	Ch	AL	hp
Agel	M	H	T10	12	7	9	13	10	11	NE	36
Alg'nn	F	D	A2	12	11	9	12	13	7	LE	10
Amal	M	H	T13	11	9	12	16	16	11	LN	59
Andrei	M	H	A11	12	11	8	13	9	10	CE	45
Argor	M	H	T1	13	13	10	15	15	7	LE	5
Asa	F	H	T4	10	9	16	15	17	6	NE	23
Balt	M	H	T6	9	6	5	14	8	13	CE	27
Basina	F	1/2E	T5	11	9	10	13	11	9	CE	27
Cedric	M	H	T9	10	10	11	11	10	9	CE	37
Etain	F	H	A3	13	11	12	12	10	10	NE	8
Fand	F	H	T9	10	12	5	14	12	14	LN	27
Fiona	F	H	T8	11	9	4	17	8	10	NE	35
Frea	F	H	A10	18	12	8	14	10	8	CE	33
Hewald	M	H	T3	8	10	8	14	15	12	NE	14
Ibor	M	1/2	F3/T3	10	10	7	12	17	9	CN	22
Justin	M	H	T8	7	9	8	14	9	14	LE	27
Kara	F	H	T1	17	10	10	18	6	6	N	5
Marfa	F	H	A9	12	11	6	14	10	9	NE	25
Morfan	M	H	T8	10	12	10	15	13	16	N	25
Mrr'mst	F	H	F10/T5	7	7	11	15	14	17	LN	53
Octa	M	H	T1	9	7	13	17	13	11	CE	3
Ragor*	M	1/2	F5/T12	17	18	15	18	17	15	LE	60
Senan	M	H	A3	12	11	9	12	12	5	NE	12
Verca	F	1/2O	T6	8	7	11	13	15	9	NE	31
Volodar	M	H	A4	13	11	10	12	10	7	NE	14

\* Guildmaster of the Midnight Stalkers.

Race: 1/2 = halfling; 1/2O = half-orc; 1/2E = half-elf; D = dwarf; H = human.  
Class/Level: A = assassin; F = fighter; T = thief (number indicates level).

table above. The use of monsters and such is not recommended for this module. If the DM feels additional encounters are necessary for the adventure, he or she should first answer the following questions:

1. What is the person encountered doing? Each NPC should have a purpose for being here.
2. Is the NPC a resident of the tower or a visiting thief? Where is the NPC going, and for what purpose (resident on way to the privy, courier reporting in, sweetheart of a resident, etc.)?
3. If a visitor is encountered, is he or she alone or accompanied by a tower resident? If the resident left his duty post to accompany the visitor, did someone else take over the post?
4. Is the NPC going someplace or staying in the area? Does the NPC move about on a regular schedule?

Note that there will be a general coming and going of thieves on personal business throughout the day, and the stairs will often be in use. The DM must create a general pattern of activity within the tower and use it to establish the chances of encountering any one thief or group of thieves therein.

The following regularized "wandering

NPCs" will be encountered as noted below.

**Asa.** At 1:00 P.M., and 7:00 P.M., Asa carries trays of table scraps up to feed the prisoners. She may have one or two people help her carry the trays. At 1:00 P.M. she also takes a tray of food to Agel. At 8:00 A.M., 1:00 P.M., and 7:00 P.M., she take trays of food up to the ailing Andrei. She may also be encountered going back to the kitchen.

**Hungry Stalkers.** At 8:00 A.M., noon, and 7:00 P.M., the Stalkers leave their posts in turn for 15 minutes each. They go to room 9 on the first floor to get their meal trays and return to their posts to eat. After finishing their meals, they take their trays back to the kitchen.

**Cedric.** On the first day after the characters are captured, the Stalker Cedric returns from a mission in the far away country of Phaldephius. He informs Ragor that he has definitely located a Slayers branch guild in the capital of Phaldephius. (If the PCs discover this information, they can try to warn their allies and mess up the Stalkers' plans.) Cedric spends the night talking with Ragor and then falls asleep in his own quarters for eight hours. At

1:00 P.M. on the second day, Cedric, Basina, Verca, Mrr'mst, Ibor, and Fiona head to Phaldephius to deal with the Slayers there. They each take a horse and ride in the direction of Posidonis. It is possible that they will overtake the escaping characters on the road, but they might not stop due to the urgency of their mission if they fail to recognize the PCs.

**Frea.** At midnight, Frea makes her rounds of the tower, checking to make sure that all is well. This takes one hour.

All Stalkers wear leather armor, and each carries a dagger and long sword unless otherwise noted.

### Time Limits

The characters are to be executed two days after they are put in the cell; obviously, it is important for them to escape before this time is up. Consider that the characters are put into the cell at 10:00 A.M. They have until noon, two days hence, to escape the tower and their own executions. They could possibly be out of the tower before their escape is discovered.

Each day at noon, after everyone has eaten, Asa and some of her drafted workers take scraps of food up to the prisoners. At this time, there is a 75% chance that their escape will be discovered when their food is pushed through the door slot. At noon of execution day, the escape will definitely be discovered when their last meal is brought to them.

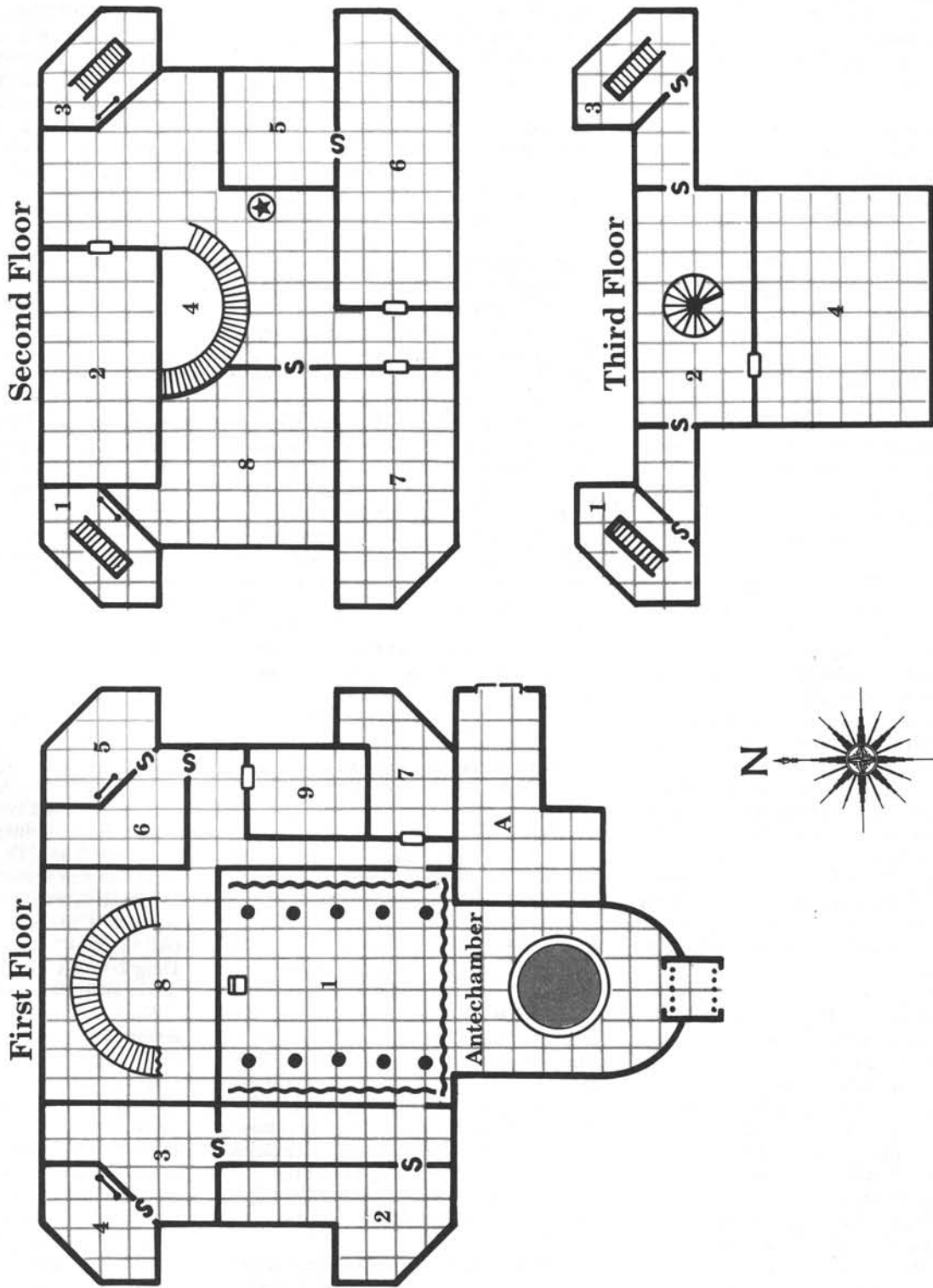
### Tower Encounter Key

The Tower of Midnight is set on a hill near a mountain range. The tower is made of black granite. Each floor is 10' above the floor below. If this module is inserted into a campaign, the DM should note that very few people have ever seen this tower due to its remote location.

### First Floor

**A. Stable.** There are from 2-12 light riding horses here, and half of them are in condition to ride. There is a 5% chance that a stablehand (AC 10; MV 12"; zero level; hp 4; #AT 1; Dmg by weapon type (dagger); AL N) is here caring for the horses. All of the equipment necessary to ride (saddles, bridles, etc.) can be found hanging here.

**THE TOWER OF MIDNIGHT**  
Lower Levels



1 square = 5'



**Antechamber.** This room contains a pool filled with small goldfish. Many chains are set into the walls. A large lever on the wall beside the entrance raises and lowers the portcullises. This room is empty unless someone is entering or leaving the tower.

**1. Throne Room and Meeting Hall.** Following the first time the characters entered this room, only a single guard is present. Frea usually has the night guard duty here, and Morfan takes the day guard shift.

The throne is indeed the throne of the King of Sark. The Stalkers stole it several years ago, in what is commonly referred to as the "theft of the century" (because, when the Stalkers were done, the palace was almost picked clean of treasure). The tapestries on the walls also are from the throne room of Sark. They are made of silk embroidered with golden thread in exquisite detail. The scenes are all from Egyptian myths of the creation of the universe (as presented in *Legends & Lore*).

**2. Treasure Hoard.** The secret entrance to this room opens onto a scene of carnage. On second glance, the room appears to be the workroom of the guild's butcher. Slabs of raw meat hang from hooks on the walls, and a half-carved carcass lies alongside an assortment of knives and cleavers on a worn, wooden table.

The room, however, is under a *permanent illusion*. The illusion is not broken if the characters try to pick up any of the meat or utensils; however, any items they pick up will revert to normal form when removed from the room. This area is the treasure storage vault for the Midnight Stalkers in this area. It is well stocked.

The characters' equipment, as well as the loot taken from their guild hall, is sitting almost in the doorway. At the back of the room are several loose piles of gems and money. An assortment of miscellaneous magical items hangs on the walls. The treasure in this room includes the following: 14,500 cp; 5,000 sp; 2,000 ep; 3,000 gp; 567 pp; 100 diamonds (100 gp each); 30 emeralds (400 gp each, one of which contains the trapped soul of a type IV demon; if the gem is broken, the demon is released and will be, to say the least, a bit perturbed); five *rings of invisibility*; seven pairs of *boots of elvenkind*; three *cloaks*

*of elevenkind*; 15 *potions of poison*; three *manuals of golem creation*; a complete set of the Royal Encyclopedia of Sark; six suits of kobold-size *chain mail* +1 (taken from the bodyguards of the princess in dungeon B on the fifth floor); a crown of finely worked silver encrusted with rubies, sized for a kobold (the whole thing is worth 300 gp and belongs to the princess); and 16 *long swords* +1.

The south wall is covered with 15 tapestries (each worth 100 gp, taken from the palace of Sark). The room also contains the spell book of a 15th-level magic-user, a *crystal ball*, a cane of worked ivory studded with diamonds (the cane of the King of Sark, valued at 20,000 gp) and, a *long sword* +5 *Holy Avenger*, all on a high shelf on the north wall. Resting in the northwest corner is a saddle of the type dragon riders commonly use. Beside the door is a table set up for a Game of Kings (a popular game among the nobility which is very similar to chess). The table is of oak inlaid with gold and silver squares on the playing board, and the figurines are made of exquisitely hand-carved obsidian and marble. The table is worth 200 gp, and the playing pieces are worth 50 gp each.

There is no way that the characters can carry off more than a small amount of the treasure in this room. DMs should strictly enforce this point!

**3. Guard Room and Quarters.** Hewald, Senan, Octa, and Ibor are quartered here. Senan is here resting in the daytime, and the others sleep here at night. The room contains two bunk beds and four lockerlike closets set into the wall. Each locker contains three extra uniforms and some normal clothes, 20 gp and two daggers. Senan's closet also contains a short sword and long sword.

**4. Stairwell.** The outer walls of this small room are pierced with spy holes that look out into the wilderness which surrounds the castle. There is nothing of value here, although there is a 10% chance per round that a Stalker comes into the room through the door or down the ladder from the trapdoor in the ceiling. Senan is on guard here at night, and Hewald is here during the day.

**5. Stairwell.** This room is similar to room 4, but is not guarded, as the tower faces the mountains on this side. The kobolds who live in that direction be-

lieve the tower to be haunted and never approach it.

**6. Guard Room and Quarters.** Kara, Etain, and Asa are quartered here. There is one bunk bed and one bed which folds down from the wall. Three lockers are built into the wall. Each locker contains 20 gp, three uniforms, a dagger, and a short sword. Etain sleeps here during the day, and the others are here at night.

**7. General Storeroom.** Food, blankets, mattresses, extra clothing, eating utensils, etc. are stored here.

**8. Stairwell and Armory.** A circular staircase winds upward from this room. On the walls are hung seven long swords, five short swords, 30 daggers, 10 spears, four hand crossbows, 40 darts, and three shields. There is a 10% chance per round that someone will enter the room, either from the stairs or from the hallway. A guard has been posted here if it is discovered that the characters have escaped (DM's choice as to guard's identity). Otherwise, the room is empty.

**9. Kitchen.** For one hour before each meal time, Asa (the cook) is here preparing the meals. The room contains a large oven, several long tables, and a large buffet where the food is served. There are stacks of trays and silverware beside the buffet. After the meals are served, Asa and two drafted helpers (thieves not on duty anywhere else) clean the trays. They then take the scraps to the prisoners. In the back of the room is a chute that dumps trash down 250' to the lair of a neo-otyugh (AC 0; MV 6"; 10 HD; hp 43; #AT 3; Dmg 2-12/2-12/1-3; SA disease; SD never surprised; AL N).

## Second Floor

**1. Tower.** There are many spy holes in the walls of this room. A staircase gives access to the floors above, and a ladder leads to the floor below. Illumination comes from a *continual light* cube hanging from the ceiling. There is a 10% chance per round that someone will enter the room via the stairs. Kara is on guard duty here during the day; at night, Octa is the guard.

**2. Barracks.** Argor, Volodar, Alg'nn,

Balt, and Morfan are quartered in this room. There are two bunk beds, a bed that folds down from the wall, five closetlike lockers, and a large table. If the characters' escape has been discovered, 30 gp and a full set of cards are lying on the table. If not, Argor, Volodar, and Alg'nn are here playing cards when they are off duty. Each locker contains three extra uniforms, a short sword, a dagger, and 20 gp. Morfan does not stay here, although this is his official room, as he is married to Mrr'mst. He spends most of his free time in his wife's quarters. (Ragor does not know of this, and he does not like marriages within the guild.)

**3. Tower.** This room is the same as room 1 on this level, except no guards are posted here as this side of the tower faces the mountains.

**4. Stairwell.** A guard is posted here if the characters' escape has been discovered. There is a 10% chance per round that someone comes up the stairs.

**5. Brewery.** This is where Agel, the Stalker's poison expert, brews their poison. There are 1-20 jars of poison here, along with the herbs, plants, and equipment necessary to make it.

**6. Agel's Quarters.** This room is very dreary looking. The walls are all of the darkest black, and the wall hangings are all of dark color. The bed descends from the ceiling on pulleys. The room also contains an iron maiden, a set of broken thumbscrews (which Agel is trying to repair), a large black wardrobe, and a large desk of oak painted black. The second drawer on the right-hand side of the desk has a false back, concealing a compartment which contains 400 gp and a diamond worth 20 gp. The door to this room has a portcullis trap which is activated by stepping into the doorway. The trap can be deactivated by twisting the left hand of the gargoyle (which is built into the wall beside the door) slightly to the left.

**7. Barracks.** Justin and Cedric are quartered here. The room contains two bunk beds (the second belonged to two Stalkers who were killed in the raid on the PCs' city), four closetlike lockers, and a billiards table. Two of the lockers contain: 20 gp, three extra uniforms, and five darts coated with type D poison

(see *DMG*, page 20). Because this poison is compounded from a secret formula known only to the Stalkers guild, it causes the loss of half the victim's current hit point total, even if the saving throw succeeds. Failure of the saving throw means death in 1-4 turns. The other two lockers are empty. This room is empty during the day; at night, both Justin and Cedric are here.

**8. Records Room and Library.** The door to this room is trapped with 10 poison needles (doing 1-8 hp damage if the save is failed, 1-4 hp damage if it succeeds) that shoot out in all directions if triggered. The trap can be deactivated by pulling the torch on the far side of the hallway down and to the right.

The first row of shelves in the library contains nothing but stolen spell books. The next three shelves contain regular books. Behind these shelves are seven filing cabinets; the last two are completely empty. Each of the filing cabinets is trapped with three poison darts (type D, as in room 7 above). All of the darts are deactivated when a book on the shelf facing the cabinets, entitled *Traps and Snares for the Unwary*, is removed from its shelf. The first two cabinets contain personnel files on all members of the Stalkers guild (including real name, place and date of birth, and all relevant information). The rest of the cabinets contain files on miscellaneous subjects, including several with information on the more prominent Slayers, case files detailing the Stalkers' assassination targets, and inventory lists of stolen goods and their original owners. (Some of this information could be very useful to the Slayers!)

### Third Floor

**1. Tower.** In addition to the stairway leading down, this room contains a table and two chairs. A *continual light* cube is suspended from the ceiling. Many spy holes pierce the walls. Argor is on guard here during the day, and Alg'nn at night. There is a 10% chance per round that an additional Stalker will enter this room, either from the floor below or through the secret door.

**2. Stair Room.** Someone is on guard here if the characters' escape has been discovered. The room is otherwise empty.

**3. Tower.** This room is identical to room 1 on this floor. There is a 10% chance per round that someone will enter the room via the stairs. Volodar (a muscular man of Viking heritage) is on guard here during the day, while Etain (a jovial person, the only native Phaldephian staying in the tower) is the night guard.

**4. Barracks.** Verca, Basina, Marfa, and Fiona are quartered here. The room contains two bunkbeds, four closetlike lockers, a table, and a roman bath. Each closet contains three uniforms, 20 gp, a dagger, and a long sword. The room is empty during the day; Marfa is here during the night. On the second day, the rest are sent out of the tower on a mission. The door to this room is locked and trapped with five small (*sleep*) poison darts that fire out from the opposite wall if activated. Pulling down on the torch beside the door deactivates the trap.

### Fourth Floor

**1. Stair Room.** There is someone on guard here if the characters' escape has been discovered.

**2. Frea's Room.** This room is furnished with an elegant canopy bed on a raised, central dais. There is also a beautiful, solid treant-wood wardrobe and a whirlpool bath. The wardrobe contains three extra uniforms, a *long sword* +2, and three beautiful gowns. In the false bottom of the wardrobe are hidden 300 gp, a *wand of enemy detection*, and a *ring of invisibility*. Frea is here at night, but during the day this room is empty. Frea teaches physical education and combat skills to the apprentice (low level) Stalkers who live in the tower. She is a tall (6'6"), muscular woman. During the day, she can be found outside the tower with some of the younger Stalkers. Frea is the arm-wrestling champion of the tower.

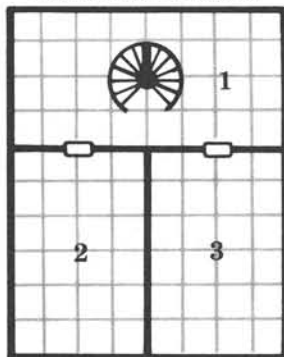
**3. Amal's Room.** This exquisitely furnished room is the quarters of Amal, the Master Journeyman and Second Grandmaster of the Midnight Stalkers. Amal is also the person in charge of new recruits and training. When he is here, he is personally responsible for instructing the younger apprentices in their thieving skills. Amal is currently on a mission in Sark and will not be

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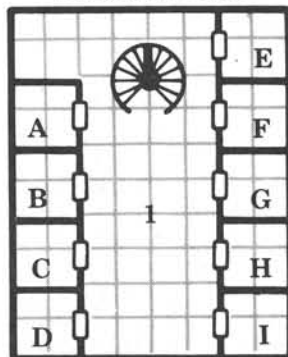
## Upper Levels

1 square = 5'

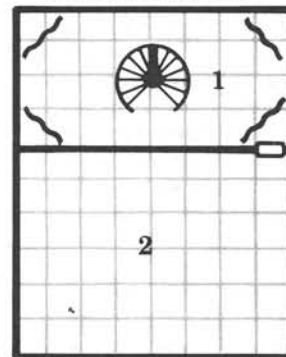
Fourth Floor



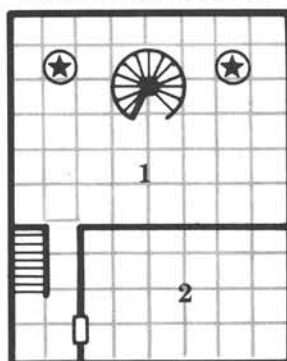
Fifth Floor



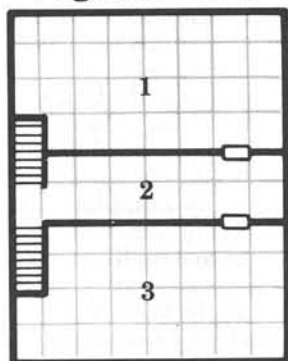
Sixth Floor



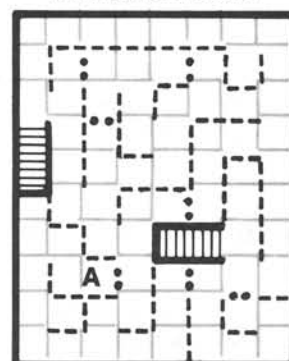
Seventh Floor



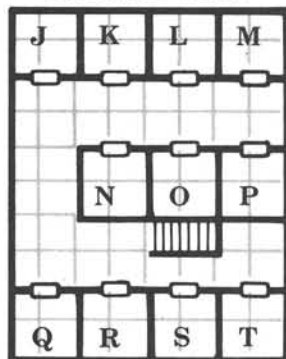
Eighth Floor



Ninth Floor



Tenth Floor



- Pillar
- Ladder
- S- Secret door
- ... Portcullis
- Illusionary wall
- ~ Curtain
- ★ Statue



back for several weeks. The room contains a bed with a solid oak frame covered in silk sheets, a wall hanging that depicts a massive battle between humans and demons (worth 100 gp on the open market, but worth more to a sage), a Roman bath, and a large footlocker. Inside the footlocker are five extra uniforms and a dagger. The false bottom of the footlocker contains 750 gp, a *hand crossbow* +3, and an emerald worth 200 gp. Amal is the older brother of Frea, but the two of them do not get along very well. When he is gone, Frea takes over his duties.

### Fifth Floor

**1. Torture Chamber.** This entire floor is soundproofed to prevent the moans of the prisoners from disturbing the Stalkers. The room is empty in the evening from 6:00 P.M. to 7:00 P.M. (when Agel is at dinner), and from 11:00 P.M. to 8:00 A.M. (when he is sleeping and having breakfast). At noon, Asa (the cook) brings Agel a meal tray. She also brings some table scraps for the prisoners. At all other times Agel, the turnkey (or torturer), is hard at work on some poor, hapless subject. If the characters move quietly, there is only a 50% chance that Agel notices them. Agel is semi-insane ("sadistic" on the sanity charts in the *DMG*, page 83) and really loves his work. He is also very good at what he does and can get whatever information he wants out of almost anyone. When the characters enter the room, they can hear the moans of the prisoners regardless of the time of day. During the day, they hear the screams of the poor soul Agel is interrogating. (Agel is questioning the Slayer from cell D, and the door to that cell is open).

**Cell A.** This cell contains a kobold (AC 10; MV 6"; HD 1/2; hp 2; #AT 1; Dmg 1-2 (bite); AL LE) that Agel used to test a new drug he developed. The results turned out differently than he expected. Instead of making the kobold his willing slave, it destroyed any resemblance of intelligence that the kobold had. He can still use hand tools, but he acts as a frightened animal would. He was one of the princess's bodyguards (see cell B), and recognizes and listens to her, although he now has the intelligence of an average dog. Agel is not quite done experimenting with him; that is why he is still alive.



**Cell B.** This cell contains a beautiful (for a kobold) female kobold (AC 10; MV 6"; HD 1/2; hp 3; #AT 1; Dmg 1-4; AL LE). She is the daughter of Gort, the king of the kobolds of the Northern Mountains. She is terribly frightened and tells the characters (in Common) that her father will greatly reward anyone who helps her (since she is a skilled warrior) and returns her to him. Agel does not know who she is, and plans only to try his drug out on her.

**Cell C.** The deceased lizard man in this cell bled to death, the effects of his last "session" with Agel. If this cell is searched in detail, a map is found. The map leads to the lost tomb of Tatalackstri, an ancient Sarkian king. His crypt is rumored to be full of treasure. The lizard man was an explorer who found the tomb. The Stalkers learned of his find and captured him in order to learn the location of the tomb. Unfortunately, the guard who searched him was in a hurry to pick up his dinner tray, and so never found the map before the lizard man was thrown into the cell. The lizard man hid the map (which was waterproofed and concealed in his mouth)

behind a loose stone in the southeastern corner of the cell, near the floor.

**Cell D.** This cell contains a low-level thief of the Slayers guild (AC 10, MV 12" (1"); T2; hp 6 (2); #AT 1; Dmg by weapon; S 7, I 11, W 5, D 15, C 9, Ch 10; AL CN; pick pockets 35%, open locks 29%, find/remove traps 25%, move silently 21% (0%), hide in shadows 15%, hear noise 10%, climb walls 86% (0%)). So far, he has revealed nothing, but he is afraid that he will soon break. If the characters do not help him escape, he asks them to kill him so that he does not reveal guild secrets. He cannot reveal much of use. During the six weeks he has been a prisoner, the Slayers learned of his capture and had all of his contacts change identities and move to new locations. If Agel is in the torture room, he is questioning this man. The Slayer can no longer walk, a result of Agel's experimental methods of questioning (stats in parentheses reflect his crippled state). It will take a *heal* spell to fix the severed tendons in his lower legs so that he can walk again. He will, however, help the characters in any way possible.



**Cell E.** Empty.

**Cell F.** Empty.

**Cell G.** This cell contains one kobold (AC 7; MV 6"; HD 1½; hp 4; #AT 1; Dmg 2-5; S 17; AL LE). He can no longer talk as a result of Agel's tortures. This kobold was one of the princess's bodyguards (see Cell B). He is a lack-wit, but very strong. The princess can soothe him, and he listens to her. He attacks anyone else who enters the cell, regardless of appearance.

**Cell H.** This cell contains the guard who tried to draft the PCs as fire-fighters in their home city (AC 10; MV 12"; F1; hp 8; #AT 1; Dmg by weapon; S 11, I 7, W 8, D 12, C 12, Ch 11; AL LG). He saw the Stalkers running from the fire with lighted torches, gave chase, and was taken prisoner.

**Cell I.** Empty.

## Sixth Floor

**1. Stair Room.** This room is lighted by a small *continual light* cube suspended from the ceiling. The cube is the only thing of value in the room. The pattern of a dagger in red tiles is inlaid into the white tiles of the floor. If the characters step on one of the red floor tiles, a poison dart (1-20 hp damage if the save fails, 1-10 hp damage if the save succeeds) shoots from the mouth of one of the statues that line the walls. The only door out of this room is made of iron and is hidden behind a red curtain.

**2. Ragor's Quarters.** This room is the personal abode of Ragor, the supreme Guildmaster of the Midnight Stalkers. As such, it is exquisitely furnished. The canopy bed has a golden frame and is covered in silk sheets. A massive oak desk sits beside a large wardrobe. The room also contains a golden statue of Hendas, the god of thieves. The statue was the first work of Angn'u, one of the most famous artists in the world, and is valued at 20,000 gp. A large sunken bath is set into the floor next to a glass case that is half filled with sand.

Close examination reveals that the case contains five fire lizard eggs. The eggs will hatch in two weeks and must remain in warm sand until that time.

As fire lizards are very rare, each egg is worth approximately 1200 gp. The wardrobe is locked and contains many clothes. There is a false bottom in the wardrobe which contains 10,000 gp, a *long sword* +5 of magic-user slaying, a *gem of true seeing*, a fist-sized diamond (worth 5,000 gp), and 10 packets of *dust of disappearance*. The desk contains only papers and pens (the pens are made of gold and are worth 10 gp each). None of the papers are valuable.

Ragor is not here during the day, but from midnight to 9:00 A.M., he sleeps in this room. The room is messy, with dirty clothes and crumbled paper lying about. Ragor hates to clean, and it will take him a while to notice if anything is missing in his room. Ragor is a very honorable (though evil) person. Once he gives his word, he will never break it.

## Seventh Floor

**1. Stair Room.** This room's only decorations are two marble statues positioned on either side of the stairs coming up. The statue on the left is of a mighty warrior, and the statue on the right is of a old man dressed in elegant clothes and wearing a crown. The one on the left is A'lstru, a legendary Sarkian war hero, while the one on the right is the current king of Sark. Both of the statues were carved by Angn'u, and each is worth 2,000 gp. They are both extremely heavy, requiring the equivalent of four persons with 18 strength to move them. The statues were stolen from the king of Sark during the raid that the Stalkers made upon the palace.

**2. Fand's Quarters.** This room is the abode of Fand, one of the higher-level Stalkers. The room contains a large bed, a black oaken wardrobe, and a large desk. A massive chandelier hangs from the ceiling. The wardrobe contains four extra uniforms, several elegant silken gowns, a *dagger* +1, a bottle of poison, and 75 gp. The desk contains some paper, a large bottle of ink, and five copper pens (each pen is worth 1 gp). The chandelier is made of glass and has 15 candles hanging in it. Fand is not here during the current adventure, as she is on a foreign mission.

## Eighth Floor

**1. Andrei's Quarters.** The master

assassin of the Stalkers lives in this large room. Andrei is here at all times, recuperating from the serious wounds he suffered in a fight with the PCs' guildmaster (who, incidentally, escaped). Andrei is well enough to fight and, although greatly weakened (having only 10 hp left), is still a formidable foe.

The room contains a bed, a wardrobe, and an extensive weapons collection which takes up all of the west wall of the room. The wardrobe contains three uniforms, several disguises, copies of handwriting from several prominent people (Andrei is a master forger), and 210 gp. The weapons collection is the most interesting thing in the room. It has at least one of every type of weapon the characters have ever seen, and some they have not. Several of the weapons radiate magic. Some of the weapons found are a hammer with a secret compartment containing a *ring of invisibility*, a *long sword* +2, *thief slayer* (thieves and assassins save vs. death magic at -4 or die instantly upon being struck; sword does not function for anyone of these two classes), a *war hammer* +2, and a *dagger* +1 (+3 against humanoids). The walls of the room are painted in bright colors, and the ceiling and floor are covered with bright tiles.

**2. Stair Room.** This room contains nothing other than the stairs along the west wall.

**3. Mrr'mst's Quarters.** This room belongs to Mrr'mst, a fighter/thief working for the Stalkers. The room contains a bed, a billiard table, a wardrobe, and a lute. The wardrobe contains three uniforms, 200 gp, and a dagger. The only thing of great value in the room is the *Doss Lute*.

Mrr'mst's father was a very popular bard in Sark, and he taught his daughter to play and sing. This was his lute, and she can use it. Mrr'mst was working her way through the thief levels to be a bard when she decided that she liked being a thief, so she has never pursued additional bard training. When she uses the lute, she has the powers of a 1st-level bard (her father taught her that much). At night, on holidays, or when there is an important visitor, Mrr'mst sings and tells stories to provide entertainment.

A secret compartment under the billiard table contains a golden chest in-

laid with silk. The chest contains seven bottles of perfume. The chest itself is worth 50 gp, and the perfume is very expensive (25 gp a bottle). The room is meticulously clean, because Mrr'mst is a perfectionist. She notices the slightest difference about the room (such as a rumple in the bed covers).

Mrr'mst is secretly married to Morfan, who can be found here whenever they are both off duty.

### Ninth Floor

Upon entering this floor, the characters are faced with the entrance to a maze. As the characters traverse the maze, they notice that several of the wall sections are barred, with the bars fixed to the walls, ceiling, and floor. The stony walls of this maze are covered with nasty-looking spikes that appear to be tipped in poison. From time to time, the grunts of a large creature that sounds much like a minotaur may also be heard.

In truth, the maze is actually part of a special *permanent illusion* that cannot be dispelled by any magic short of a *wish*; however, the spell may be "turned off" like a modern electric light, as noted below.

The maze appears completely believable except to those who use magical means to see through it (as per the illusionist spell *veil*). Purposefully touching the walls of the maze causes a character to take 1-4 hp damage from the spikes (if a saving throw vs. spells is failed) and fall unconscious for 3-6 hours (no chance of being awakened beforehand). The "minotaur" is simply a set of illusion-based sounds, also permanently placed here, but the bars are quite real. A *bend bars* roll is required to pass through them, as the gates cannot be lifted.

Attempts to disbelieve the maze's existence will not work unless the disbeliever purposefully makes physical contact with the walls while trying to disbelieve them. A save vs. spells is then required, but failure indicates that the "poisoned spikes" take effect at once, rendering the toucher unconscious.

A golden ring (indicated by the letter A on the map) is also present here. Agel lost the ring in here several days ago while coming up to get a prisoner. The ring is a *ring of magic detection*, allowing the wearer to note all magical items



(though not their powers) within a 10' radius.

The illusion can be "turned off" by the use of a switch located next to the stairs descending to the eighth floor. Slayers normally shut off the illusion when passing through this area, as they are also affected by its powers; they then turn the maze "on" again as they descend the stairs, having finished their business on the upper floor. Those who are not aware of the switch's location must make a *find traps* roll in order to locate it.

### Tenth Floor

While laid out differently, this floor resembles the dungeon on the fourth floor. All of the cells are small, cramped, and musty smelling. Moldy straw is the only bedding, and it is never changed. At 1:00 P.M. and 7:00 P.M., Asa brings table scraps and water to the prisoners that Agel is not trying to starve into submission.

The characters are put into cells on this floor. Agel believes them to be apprentice thieves with little important knowledge. He is therefore not going to waste his time torturing them.

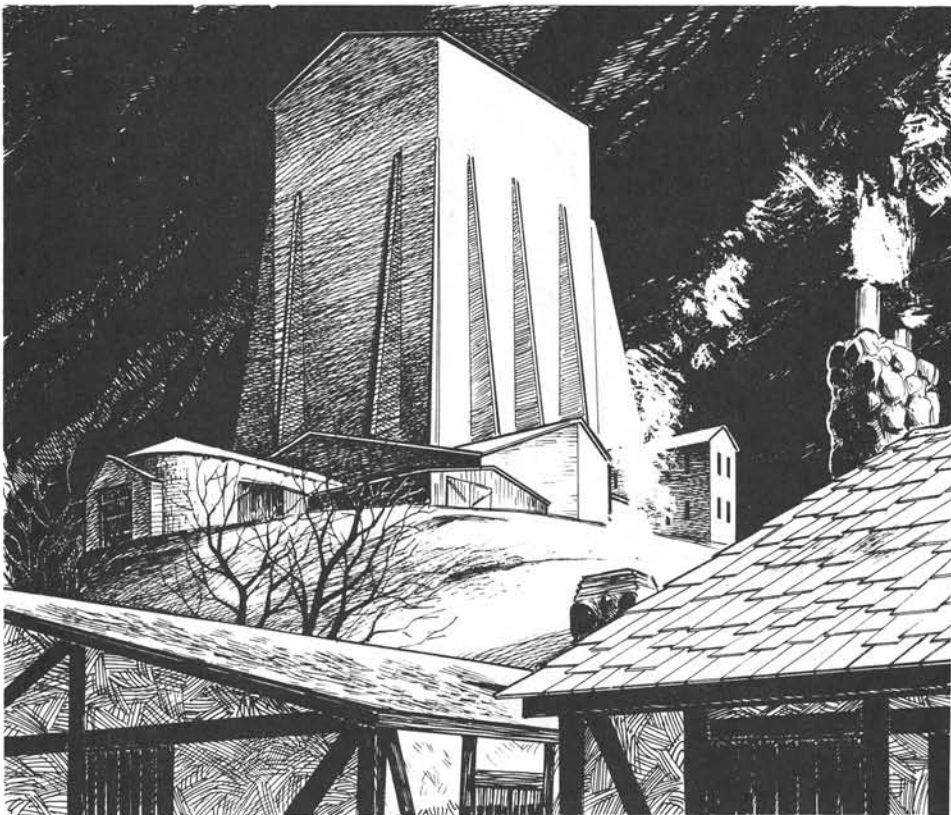
Cell J. Empty.

Cell K. The resident of this cell is a badly wounded orc (AC 6; MV 9"; HD 1 (C1); hp 2; #AT nil; AL CG; spells: *cure light wounds*). He is the 1st-level shaman (cleric) of the rare orcish sect of Herone, a god of peace, and he is a pacifist. He has no idea why he was taken prisoner. Actually, an orcish priest of Gruumsh paid the Stalkers to take him prisoner, as the two sects do not get along. The orc cleric is being kept alive while the Stalkers decide what to do with him.

Cell L. The lizard man (AC 5; MV nil; HD 2 + 1; hp 7; #AT nil) in this cell was caught snooping around the outside of the tower. He is unconscious and remains so despite any attempts of the characters to awaken him.

Cell M. The PCs go into this cell.

Cell N. This cell contains another pacifistic orc (AC 6; MV 9"; HD 1; hp 2; #AT nil; AL CG) similar to the one in cell K. Since he was accompanying the high priest when the Stalkers attacked, they took him prisoner too.



**Cell O.** The goblin (AC 6; MV 6"; HD 1-1; hp 5; #AT 1; Dmg by weapon; AL LE) in this cell is awake, and he is trying to carve a way out through the wall with a spoon. He has managed to dig a 1/2" groove around the lock on his door. The goblin is very grateful to the characters if they rescue him, offering his services to them for up to six months. His name is Chaderon, and he is a battle champion among his people (gaining +1 to hit when wrestling).

**Cell P.** This cell contains a minotaur (AC 6; MV 12" (3"); HD 6+3; hp 31 (10); #AT 2; Dmg only by weapon type; SD surprised only on a 1; AL CE). He is chained to the wall and is in very bad shape (see stats in parentheses), being blind in one eye and having a broken left leg. Agel has also pulled all of his teeth, and his horns have been sawed off until only stumps are left. The minotaur was taken prisoner because he was responsible for the death of Agel's wife, and Agel is torturing him in revenge. The minotaur has been left to heal in this cell so that Agel can torture him some more. Crazy with pain and enraged at his captivity, the minotaur will attack anyone who rescues him.

**Cell Q.** Chained to the wall in this cell are five very odd-looking mongrelmen (AC 5; MV 9"; HD 1, 1, 1, 1, 2; hp 3, 3, 4, 5, 8; #AT 1; Dmg 1-4; SD camouflage; AL LN). Each is 3' tall, with the face of a lizard man, the body of a bear, and dragonlike wings. Their left arms are human, but they have lobster claws in place of their right hands. Each of them can cast several cantrips (*mouse, firefinger, moan, whistle, footfall, belch, sneeze, giggle, palm, and hide* are possessed by all, and each also has 1-4 additional cantrips). The Stalkers captured them from the stronghold of Alstre the Mighty, a powerful magic-user. They are creatures Alstre created to serve him. Two are female and three are male.

If freed, they are willing to assist the PCs, though they are basically mischievous creatures who love to use their cantrips to play jokes on people. They laugh at any joke and love to hear them. They consider Alstre to be their father and wish to return to him. If one of the PCs has a charisma of 16 or better, there is a 10% chance that one of the creatures (of the sex opposite from that of the character) falls in love with the character and follows him or her

around until falling out of love (this occurs after 1d4 weeks, upon meeting the next person with a charisma above 16.)

**Cell R.** A giant rat (AC 7; MV 12"// 6"; HD 1/2; hp 2; #AT 1; Dmg 1-3; SA disease; AL N(E)) is in here, feasting on the remains of a human.

**Cell S.** This cell contains a young ogre (AC 5; MV 9"; HD 2; hp 6; #AT 1; Dmg 1-10 or by weapon; AL CE). He was taken prisoner when he entered the tower (which his people believe is haunted) on a dare. He believes that he is being held captive by demons and gladly helps the characters escape if they promise to take him with them (he says that his parents will kill him for entering the tower). Once out of the tower, however, the young ogre will quickly leave the party.

**Cell T.** Empty.

### Concluding the Quest

It is up to the DM to determine where the city of Posidonis is located, but it should not be more than 50 miles distant from the Tower of Midnight. There should be a path leading from the tower to a main road that leads to this large city.

Once the characters reach the Black Boar Inn, they should give Deos'nt's ring to the large half-orc who tends bar there. He gives them a room and all the food that they need. Deos'nt gets in contact with the characters 2-5 days after they arrive.

During the interval, let the characters explore the city. If they question the half-orc, he tells them that his name is Argon and he is working for the Gray Slayers. If asked, he tells the characters the location of the local black market. It is underground, beneath the inn. There, the characters are able to sell whatever they stole from the tower. They can also buy just about anything they need or desire there.

When Deos'nt arrives, he asks the characters to join the Slayers as permanent members, on request from Rroz and Nuzinor themselves (the two highest-ranking Slayers). If the characters join, it is up to the DM to make up the rest of the information about the guild.

If the characters steal anything from



the Tower of Midnight or kill any Stalker during their escape, the Stalkers comb the area for them. If the characters were so foolish as to reveal their real names to the Stalkers, all of their relatives in their home city will be killed within two weeks of their escape. The Stalkers will not rest until the characters are dead or captured. Stalker agents (located in most local cities) are on the lookout for the characters. This may be used as the basis for future adventures, if the DM wishes.

If the characters did not take anything (except for their own equipment) or kill anyone, the Stalkers search for the characters for six months. After that, they assume the characters have fled beyond their reach.

If the PCs wish, they could even lead an expedition into the tower. Until the

Midnight Stalkers are exterminated, the PCs will be plagued by them, unless they travel far beyond the Stalkers' reach. If they change their names and their faces (by surgery or illusion), the Stalkers leave them alone.

### Scoring

As a tournament module, there must be provisions for scoring the game. The DM has one vote for each of the best three players. The player he votes best receives 25 points, with his second choice earning 20 points, and his third choice earning 15 points.

The players also vote for the best three players. The player named as best by the vote earns 10 points, the second best earns 7 points, and the third earns 4 points.

Also, the DM has the right to add the

following points, depending on the outcome of the adventure and how it was played:

Escaping before the day of execution:	10 points
Rescuing the kobold princess:	5 points
Helping the Slayer prisoner in Cell D:	5 points
Getting into the Stalkers' record room (whether or not any useful information is gained):	10 points
Each Stalker encountered and dealt with without resorting to violence:	15 points

Additionally, the DM may award 1-10 points to any player for exceptional role-playing.

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