

# THE BOOK WITH NO END

BY RICHARD W. EMERICH

Out of the eons, the  
deadliest artifact

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As a chemist for a Connecticut environmental lab, an avid science-fiction reader, and a 10-year gaming veteran, Richard Emerich doesn't have a lot of time for other hobbies — but he does quite well with the ones he has. This module came into being because Richard got tired of seeing gamers get "nice" magical items; Monty-Haul types may well bite off more (much, much more) than they can chew.

This AD&D® game adventure is designed for 6-8 characters of 8th-12th level. At least one magic-user is required, and fighters and thieves would be very helpful. Magic-users may have a special interest in this quest due to the nature of the item for which they search. Traps and puzzles are a dominant theme, and problem solving is necessary.

As always, the Dungeon Master may locate this adventure in whatever part of his campaign world fits the situation best. The introduction to the adventure may also be changed to fit the campaign circumstances as desired.

## Adventure Background

Having announced your availability as adventurers for hire, you've been contacted by a locally noted mage named Xavian, who wishes you to search for a special magical item which he has been researching. Today, you meet with him at his manor estate in Carvet City to discuss your mission.

"My friends," the elderly gentleman begins, his flowing cyan robes continuously swirling in a magical breeze that surrounds him, "I have been looking throughout the many manuscripts, tomes, and books which I have accumulated over the years for but one thing: a magical, mystical anthology known as *The Book With No End*. From what I have read and magically sought, I believe that this lost artifact may be within my — uh, our — grasp, just waiting to be rediscovered."

Xavian then unfurls a thick parchment on the table in front of you and shines a globe of wizard-light over it. [The DM should make a copy of the map on page 43 available for the players at this point.] "Here we are, in Carvet City," he states, placing a

finger on the city's symbol, which then magically glows vivid crimson. "As you know, to the southwest lies a range of tall mountains, the Flandrians. Above the range is fertile grassland, but below it is only arid desert.

"It is my belief, from my arcane studies, that this desert was once a tropical zone rich with flora and fauna. It was also the home of a certain wizard — his name is not important — who had in his possession powerful magical energy which he bent to create this *Book With No End*. I'm not certain if he succeeded, but that tropical zone became desert as an end result of his use of the *Book* — of that much I'm sure.

"In any case, I've discovered where this wizard's home once stood, as the magical barriers that once guarded it seem to have faded over the ages. The wizard lived here." He points to a blue circle in the desert zone, which lights at his touch. "This area of the desert is your destination."

"I've arranged to have two pack horses loaded with extra water, food, and climbing equipment for your use. You must use your skills to climb the mountains, cross the wastelands beyond, and somehow locate this wizard's home. I give you this map to help you find your destination. It was created through many long hours of spell work, and should be accurate to within about one mile. You must navigate the monotonous dunes in some way, using what landmarks you can, to reach this place.

"Now, about the *Book With No End* itself. It should be about fifteen inches long and ten inches wide, with anywhere from one to ten inches of thickness. My magical divination suggests that it is bound with hard, dark red leather, probably has gold or silver edging, and should have gold hinges and clasp. Upon it should be two identifying sigils, an Alpha and Omega. As to its powers — let me say that I have no actual idea of what to expect from it. All that I do know is that it contains some spells, perhaps long forgotten or perturbed by present-day magic-users, so for this reason alone I desire it. Its name implies that it has no end, but what this means I haven't been able to determine.

"I do not know what you can expect once you get to this place, since it has probably acquired different denizens than it originally had. But, I am asking you, the most experienced of my associates, to search for this *Book*. As always, I will pay handsomely: 1,000 gold pieces for each of you, plus a traveling allowance of 100 gold pieces, and one *potion of healing* apiece. When you return with the *Book*, the usual 10% award will be given to your group once I have assessed the *Book's* value.

"That's all, then; you are to be on your way. Good luck my friends, and may knowledge be your guide and our reward!"

It is required that at least one character in the group be a magic-user. As indicated, the PCs have, in addition to their own equipment, two pack horses which carry two weeks' worth of food and water for eight people, two grappling hooks, 500' of rope, and 10 blankets. Each horse also has its own set of saddle bags, capable of holding oats for it for two week's duration.

The characters are each given 100 gp to purchase any traveling necessities and adventuring equipment, and may do so before leaving on their adventure.

### For the Dungeon Master

Twelve centuries ago, a powerful wizard, Magus of Trelm, began thinking about world domination. Actually, he had been constantly thinking about ruling everything since his adolescent years, when he discovered that the ancient art of sorcery came easily to him. Soon, his arcane strength matched the strength of his megalomania.

He built for himself a tower in a remote jungle, far from the prying eyes of his so-called colleagues, and began doing research with one goal in mind: to create a powerful device through which his already mighty powers would be increased to a point where no other magic-user, man, or group of men could stand against him. He spent a difficult three decades doing research and planning to develop this universal, omnipotent device, which would amplify his own powers, add to his abilities, and finally allow him to be above all other men in his rightful place as king of the world.

But Magus's megalomania continued

to push him toward his goal with more and more speed. Every day that he was kept back from his place as Overlord to mankind caused him more pain, more anger, and made him work faster. Without realizing it, his megalomania caused him to be inaccurate, and occasionally he forgot about necessary precautions intrinsic to the preparation of magical devices. Finally, in his desperate attempt to shorten the time needed to create the device, he cunningly plotted, and then carried out, the murder of no less than 16 lesser magic-users, instilling their life-forces into the device as its basic power, instead of slowly accumulating in the device parts of his own arcane energy. He would have his world rulership right away.

The resultant arcane device took the form of a tome, dubbed *The Book With No End* by Magus, because it could provide him with powers close to the infinite, and it had the ability to accumulate spells or powers "with no end limit." With the *Book* finally complete, Magus went forth from his tower home and brought the *Book's* power out in a test, ordering man and nature within 100 miles to bend to his will.

The result of this test was devastating, for instead of becoming master of man and nature, the *Book* obliterated everything in this area, draining the available energy and leaving a desolate wasteland in its place.

His vision of world domination ruined, the stunned Magus could not accept that anything he had created could be flawed. This and the subtle influences of the *Book* itself caused Magus, already mildly insane, to become uncontrollably mad. His personality was shattered and warped; a megalomaniac side to his nature fought a paranoid sub-personality, and his persona eroded rapidly afterwards. Magus eventually died, consumed by his tome, leaving his flawed creation protected by the queer enchantments and powerful protections in his tower home.

Thus, the *Book With No End* started in maleficent creation through the homicide of 16 magicians, but ended in the destruction of its creator and the absorption of him into the pages of its own text (see Appendix 1).

During his regression, the fragments of Magus's personality fought for control of the body. The paranoid part left some record of the *Book's* dangerous abilities in the form of warning verses

left in inconspicuous places around the tower home. His megalomaniac side left bolder declarations of his own grandeur and the *Book's* power. These warnings and declarations act as clues for an adventuring group of characters, giving hints about the *Book's* powers, its creation, and its location in Magus's home.

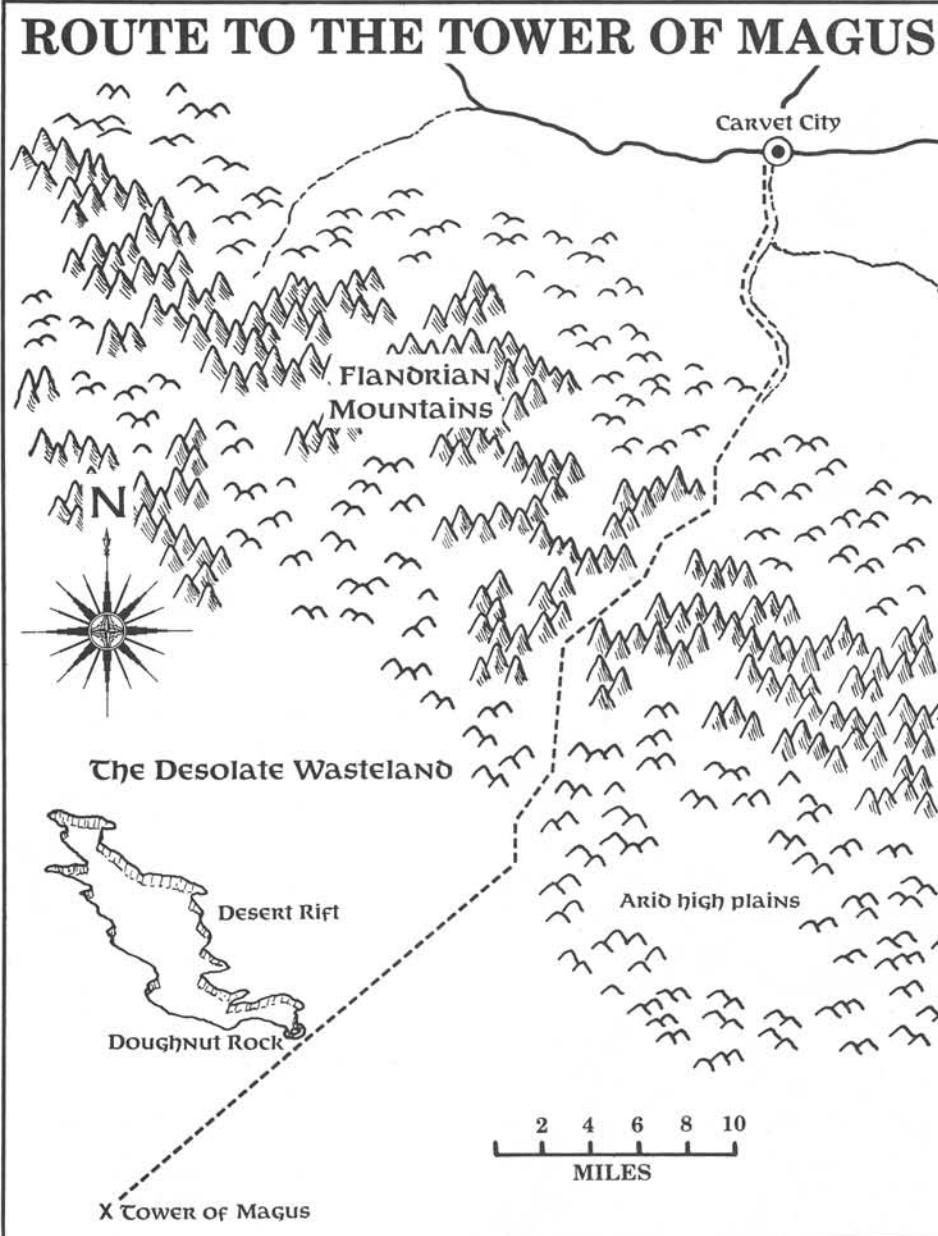
Magus's tower home is a reflection of his megalomania and paranoia, and was magically built by him with secret passages, spy holes, traps, and magical protections. His inner sanctum of workshops is accessible only by *wizard locked*, secret doors. All treasure is kept behind several phases of nonmagical and magical traps. Finally, his most prized possession (and the source of all of his ills) is kept under extraordinary protection in its own chamber, its whereabouts given only in the strange clues the adventurers may find in the tower.

If the player characters return with the *Book*, Xavian assesses it to be valuable, although possessing a latent, maleficent power, and rewards each player with an additional 2,000 gp worth of precious gems and an additional *potion of healing* and *potion of sweet water*. (This reward should not be figured into the player's experience.) Calculate experience according to the method listed in Appendix 2.

### Starting the Adventure

The Flandrian Mountains have no man-made road nor well-traveled pass through them, since there is nothing worth accessing beyond the range. At the point where the characters cross these mountains, the range is about 10 miles wide. In addition, there are hilly regions about five miles wide before and after the range. These hilly regions can be crossed on horseback, but the mountains require the characters to walk and lead their horses. Movement on horseback in the hills is 20 miles per day; through the mountains (on foot), it slows to 5 miles per day. Consult the *Dungeon Masters Guide*, page 58, if other than average burdens on foot or medium horse are carried.

The Flandrians are not greatly populated with wildlife or denizens, so encounters occur on a 1-3 on 1d10, checked for at dawn, noon, dusk, and midnight. Statistics for each encounter should be developed by the DM prior to play.



### Mountain encounters

d100	Encounter
01-25	2-5 brown bears
26-30	1-2 dragons: 40% red, 30% white, 30% copper
31-45	2-7 giants: 40% hill, 60% stone
46-65	10-30 goblins, with 2-6 hobgoblin leaders
66-70	5-10 trolls with one giant-troll leader
71-90	Rock slide*
91-00	2-12 worgs

\* Rock slide: About four tons of rock

suddenly gives way 100-300' above the party. Unless the characters take cover (don't forget the horses!), they are swept away or covered with rock and die. If a character can only find partial cover (which covers 10% to 70% of him), he takes 3-30 hp damage 70% of the time or is swept away 30% of the time.

On the southern side of the Flandrian Mountains lies a desolate wasteland in which temperatures reach 100°F during the day and drop to around 20°F at night. The air is quite dry, and there are seldom clouds.



Each character must consume a minimum of one quart of water per day (four quarts for horses) in order to avoid dehydration and sickness. If a character fails to do so, consult the dehydration table. Movement values are 20 miles per day on horseback and 10 miles per day on foot. See the *DMG* for further information.

There is even less wildlife here, so encounters occur on a 1 on 1d10, checked for once per day at dusk. No statistics are given for these creatures; each encounter should be developed by the DM prior to play.

#### Desert encounters

Result, 1d100	Description
01-35	Dust pit*
36-50	1-2 dragons: 70% blue, 20% red, 10% copper
51-75	Sphinx: 50% crio-, 40% gyno-, 10% hierarco-
76-90	1-6 poisonous snakes
91-00	2-5 dustdiggers, arranged at least 20' apart

\* Dust pit: These pits are filled with light, fluffy sand particles, indistinguishable from heavy sand. The pits range in diameter from 10-60' (1d6) and are usually formed in an inverted cone, some as deep as 50' (20-50' deep). Characters falling into a pit immediately sink to the bottom and suffocate in two rounds. Such victims cannot climb out; the dust pit's sides are not solid enough for a foothold. A rope can only be lowered if weighted with 10 lbs. or more, and it has a one time chance of 20% that the victim grabs it in time. (A simpler rescue method would be to use a spell to fly into the pit while holding one's breath, and drag the bottom for the victim.)

#### Effects of dehydration

Quarts of water consumed	per day 1 or more	Adverse effects
$\frac{3}{4}$	None.	Difficulty focusing eyes on distant objects; -2 on medium and long range missile weapon shots.
$\frac{1}{2}$	Same as above; weakness in limbs, causing -2 to hit in	

melee; reduces foot movement by half.  
 $\frac{1}{4}$  Same as above, with -4 on all melee and missile combat; reduces foot movement by half; 15% chance of fainting per hour, for a 10-minute duration.

$\frac{1}{8}$  or less All combat at -6; movement reduced by  $\frac{3}{4}$ ; 50% chance of fainting per hour, for 15-minute duration; skin dehydrates and cracks, causing 2-8 hp of damage per day and 1-4 additional hp per hour if moving.

The above table is for use only when characters are in the Desolate Wasteland. If a character goes from consuming one or more quarts of water in a 24-hour period to none the next day, use the " $\frac{1}{2}$ " category for the first 24-hour period and the " $\frac{1}{8}$ " category for the following 24-hour periods. Any character going without water for four 24-hour periods falls unconscious for 1d8 + 1 hours, after which the character dies.

A *heal* spell cures dehydration, restoring the character to normal, as if he had consumed one quart of water in the table above. This healing allows the character to go for an additional day without water before manifesting any adverse affects.

The series of fractions in the table above denote rationing possibilities. If fractions other than those listed are given, round down to the closest one listed to determine the adverse effects.

#### Finding Magus's Tower

Because the characters' destination is given in no exact terms, some searching must be performed to find the location of the *Book*. The characters do have a few landmarks to go by (namely the Desert Rift and the Arid High Plains), but without some other sort of guidance, they become lost among the monotonous dunes of the Desolate Wasteland — a fate which has befallen several other groups of adventurers over the years which sought the same book. Indeed, the scattered nature of the legends, the

isolation of the area, the presence of the hostile desert and mountains (and their inhabitants), and the pitfalls on the way to and inside the tower of the Magus have eliminated all those who sought to recover the tome. The *Book* is now considered only a curiosity in the annals of magical lore, and no one knows of its darker intent and powers. At present, only Xavian has any interest in finding the tome itself.

In this AD&D campaign setting, there are no compasses available. There are, however, several other means available, both magical and technological in nature. The technological means available are navigation by the stars or through the use of a sextant. The magical means use spells of divination or location, plus some unreliable enchanted items available in any market square.

The map that the character's have been given is relatively accurate, having been made from numerous non-descript references and magical divinations obtained by Xavian. Thus, one needs only to *maintain* a certain bearing as measured from the southeastern edge of the Desert Rift. But with the miles of intervening desert offering no additional landmark, navigation by the North Star (which, like the real world, remains fixed due north) or by use of a sextant will be necessary. Consult the tables below for each type of navigation. If the characters decide to use a sextant, requiring one of their group to have a secondary skill as a sailor or knowledge in navigation or astrology, they must first purchase one. Since the nearest navigable body of water is some 300 miles distant, a sextant is a rare and very costly item to import. However, there is one available for the game at a cost of 1,000 gp in the market of Carvet City. Navigation by the North Star also requires that one of the characters have a secondary skill in either navigation or astrology.

On the magical side, a *find the path* spell would be useful, but only when the characters come within a few miles of the site, since the spell has a short duration. A *commune* or *divination* spell could be employed to question the gods about the book and its location. Alternatively, a *cacodemon* spell could be used to summon a creature from the lower planes for questioning. Since these creatures often have vast resources of knowledge to draw upon, the characters may obtain some information by this

risky means. Riskier than this would be the use of a *gate* spell and magical protection circles to summon such a creature. However, since the creature would not be magically bound to obey, treasures would have to be offered to cajole the creature into divulging information. There is no guarantee that the creature will give any information, nor is there any guarantee that the characters won't be attacked.

Finally, there is a library in Carvet City which the characters may wish to consult before their journey. They have a slim chance of finding some pertinent information about the *Book* and its whereabouts, but since it took their employer years of such research to find what he already has, it is highly doubtful that they will obtain anything useful. Yet, do not tell this to the characters, and instead allow them this option if they ask for it. Consult the following table to see if they are successful, and if so, consult Appendix 3 to see what information they find. Check for these results at the end of each day they search for information (rolling only once).

### North Star navigation

(Check at the end of each night.)

#### 1d6 Result

- 1 Miscalculation: The party veers  $10^\circ$  from the intended path (1-3 on 1d6, right; 4-6 on 1d6, left). At the end of the night, the group is off by 4 miles.
- 2 Miscalculation: The party veers  $5^\circ$  from the intended path (1-3 on 1d6, right; 4-6 on 1d6, left). At the end of the night, the party is off by 2 miles.
- 3-6 Correct calculations: The party maintains the same course throughout the night.

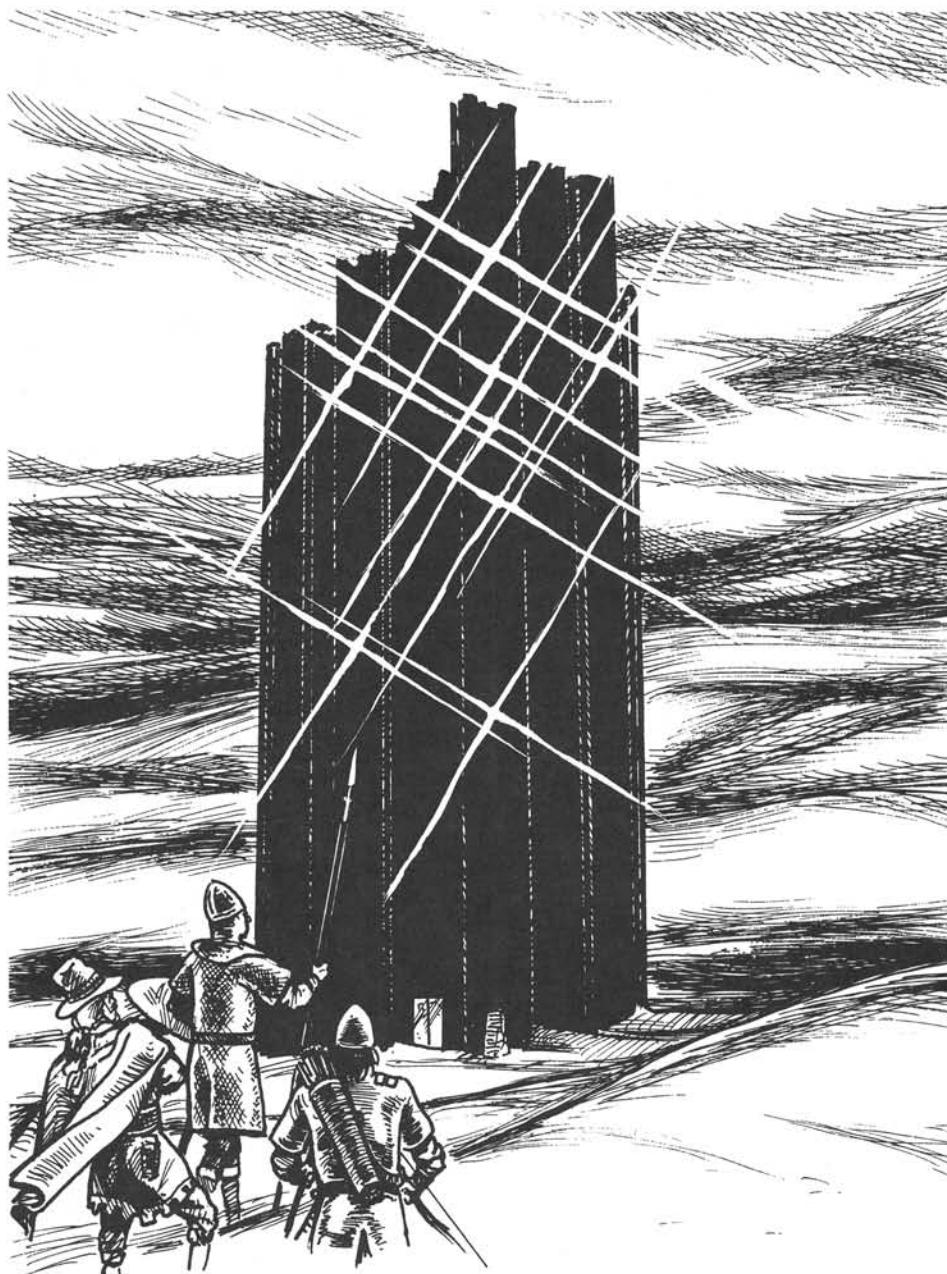
### Sextant navigation

(Check at the end of each day.)

#### 1d10 Result

- 1 Gross miscalculation: Improper use of sextant (an unseen maladjustment) results in a  $15^\circ$  deviation from the intended path. At the end of the day, the party is off by 6 miles.
- 2 Miscalculation: See result for "2" in North Star navigation table.





courage the characters with this news. Roll again the next day with a +40 modifier.)

- 98-00 Exact information, although obscure, is obtained. (The DM should turn to Appendix 3 and roll randomly to see what information is found.)

The DM must use wisdom when the characters attempt to gain information by magical means. The clerical spells of direct communication to the gods must be handled with strict restraint. The mortal is bothering a god with inconse-

quential questions (as far as the god is concerned), and short or ambiguous replies may be common.

Spells determining the actual location of the *Book*, namely *find the path*, are limited by spell duration and (possibly) range. The DM must keep careful and accurate records of the time spent searching and not allow the characters to abuse these spells. Spells such as *locate object* are almost useless, since they require a prerequisite familiarity with the object; the *Book* has never been seen by the characters.

Use common sense when playing the

part of a deity who answers questions or when giving magically obtained information to the characters. Give only the information they ask for; do not volunteer any. (It is suggested that the players submit a list of questions to the DM if a divination spell is to be cast, thus allowing the DM time to consider his answers, instead of answering offhand.)

### Magus's Tower

The following describes the things seen as the characters approach Magus's home. All sections in boxes are to be read to the players. Read only those sections in italics if the characters meet those conditions that allow them to see, hear, or feel what these descriptions convey. All other sections are for the DM's eyes only and should not be read to the characters unless otherwise noted.

#### Approaching Magus's Tower (during daylight hours)

As you reach the apex of a tall dune, you see before you a tall, weather-worn tower of crumbling black stone. From your vantage point (some 400 yards away) the tower seems to be speckled with small, colored, blinking lights, clearly defined against the dark facade. The tower stands alone, harshly defined against the bright, amber sands of the Wasteland.

As the characters approach the tower more closely and come to within 100' of it, describe the following.

Now that you are closer, you can see that the tower has many large gemstones set into it; these reflect the sunlight in the many colors that you saw on the distant dune. The facade is rough and uncared for, and shows heavy signs of wind and sand wear. A set of tall, narrow double doors set into the tower's base on the northern arc, however, show no signs of age. They remain glistening with polished gold foil, and the relief work on each door and the frame still show the fine lines of delicate artistry.

To the right of the 20'-high doors is a large, rectangular placard, bearing a score of tall, black runes on a silver base. It, too, shows no sign of natural wear.

These double doors are the only

portal visible on the tower; they have no handles, knobs, or levers. You see no way to grab them and pull them open, nor is there any visible lock or key hole.

#### Approaching Magus's Tower (during dusk, dawn, or night hours)

As you reach the apex of a tall dune, a sudden flickering of minute lights catches your eyes. After some searching for the sources of these lights, you see a tall tower outlined against the dark sands by the moonlight and the dim glow of the horizon. From this conical shape come the tiny pulses of colored light that caught your eyes originally.

As the characters approach the tower more closely, they need some sort of light source to see efficiently. Describe the following only if a light source (lantern, torch, *light* spell, etc.) is used.

The light illuminates part of the building in front of you, revealing a rough and wind-worn facade into which large colored gemstones have been set randomly. The gemstones within sight appear to be unaffected by the elements, unlike the tower's surface, which has had pieces broken off and spots worn rough by nature.

Your light also shines upon a set of tall, narrow double doors set into the tower's base on the northern arc, which are plated with gold foil and untarnished. The doors have four small relief scenes depicted on each, showing various types of beautiful landscapes. To the right of these doors is a large, rectangular placard, bearing a score of tall, black runes on a silver foil background. It too shows no sign of wear and remains glistening in your light.

The double doors are the only portal visible on the tower; they have no handle, knob, or levers immediately visible. You see no way to grab them and pull them open, nor is there any visible lock or keyhole.

The doors described in the preceding sections are magically locked by a *wizard lock* spell (cast at 20th-level proficiency). To open the doors, the characters must employ either a *dispel magic* or *knock* spell. No amount of

physical force will force these doors to open. If a *knock* spell is employed to gain entry, note that the *wizard lock* spell is not dispelled, but is negated for 10 minutes (one turn; see *knock* spell, page 70, *Players Handbook*). A successful *dispel magic* spell will remove the *wizard lock* spell. The door closes automatically unless propped open.

The silver placard with the large, black runes to the right of the door is written in a forgotten language, and anyone attempting to read it needs to cast a *comprehend languages* spell first. If this is done, the sign reads as follows (read this to the characters, if they cast the spell):

*Debase yourself before the Master of All,  
He will summon you to his hall,  
And you shall know fear.*

This sign was merely an egotistical statement by Magus, but it should give the characters a warning about what to expect. It also may give them confirmation that this is the place they seek, by the words "the Master of All."

#### Inside the Tower

The size of the inside of Magus's home cannot be determined from the outside, since this long dead wizard had dimensionally warped the space inside his home to conform as he wished it. The wizard's home is actually built like a squat cylinder, with a 150' radius and 20-30' ceilings.

Unless noted otherwise, the floor and objects in the rooms or areas within Magus's home are free of dust and are well preserved through the use of magical spells. All items so preserved (if detected for) emit a very weak but noticeable magic aura.

The air is kept at a constant 72°F through magical means. All doors, secret or normal, close and lock within 30 seconds if not propped open. There is no light source in any room (unless otherwise indicated), although some rooms do have the capability of producing light through the use of serviceable lamps or torches.

Entry into or out of Magus's home through the ethereal plane or by the use of teleportation is prohibited by ancient, but still operating, spells. Characters who assume gaseous form and try to slip into the tower are also deterred,

finding an invisible, magical barrier preventing them from entering.

All walls, doors, ceilings, and floors have 1/4" of iron plate sandwiched in them, preventing *passwall* spells from operating, since the spell only allows passage through wood or stone.

Due to defensive magic still in operation, invisible characters are outlined by a clearly visible *faerie fire* (or brilliant yellow-green color). This occurs anywhere in the tower, but only to the characters. A *dispel magic* cast upon a character outlined in this way removes *faerie fire* 50% of the time and removes the *invisibility* the rest of the time. But it matters not, since the defensive magic simply places another *faerie fire* on the character once the other is dispelled, and can do so infinitely. There is no way to dispel the defensive casting source.

Magus's illusions are especially powerful, due to his skills (which have largely been forgotten among magic-users). They work directly against the observer's notions of reality and work indirectly against the observer's intelligence and wisdom. Thus, in order to disbelieve an illusion in his home, take the sum of a character's intelligence and wisdom, divide it by two, and this value (the character's Disbelief Index) or less must be rolled on 4d6 in order for the character to be successful in his disbelief.

Note: All characters who wish to pass through or otherwise use what an illusion hides must first successfully disbelieve. If they fail (and they get only one chance), no amount of friendly assurance convinces them that the illusion isn't real. They are able to see, touch, and (if applicable) taste the illusion, and nothing short of dispelling the illusion dissuades them from their belief.

#### Tower Encounter Key

Though there are no wandering encounters within the tower of Magus, the DM should take some pains to lead the PCs to believe otherwise. Strange noises, smells, and things seen out of the corner of the eye (all common events in any dungeoneering expedition) should be played up just enough to keep the party in a slightly paranoid state. Any "atmospheric" effects to increase the sense of foreboding danger should be carefully planned out and used.

**1. Secret Observation Room.** This room was designed so that Magus or his

# TOWER OF MAGUS

## Ground Level



lackeys could observe waiting visitors without being seen. A secret door leads from room 5 to this area. There are four windows along the north wall that have illusions cast over them so they appear as rock facade from the outside.

The secret door you've opened leads into a narrow corridor, which then opens into a 20' x 30' room. There are four windows set into the northern wall, which enable you to see the desert outside. There is nothing else here.

**2. Entryway.** Once the characters

open the doors (see "Magus's Tower"), they see the following:

The doors swing inward on noisy hinges, revealing a 20'-wide passage leading south. With the available light, you can see that the floor is made of black stone, polished to a high sheen, and the walls have brown wooden paneling, dustless and rich with texture. At your feet is a 10' x 15' oriental rug of dark burgundy and amber color, with thick gold threads woven throughout. The golden threads make up an intricate

design of interlocking runes; the runes look like those on the placard outside the door.

There is a large mirror in a 6' frame along the east wall, about 15' into the passage. Opposite it is a dark wood coat stand and high chest of drawers made of the same wood. An elegant, midnight-blue cloak with hood hangs on the stand. There is no sign of dust on anything.

The oriental carpet on the floor immediately in front of the doors has a magical symbol of stunning inscribed upon it,

among the many normal runes. If a *comprehend languages* is cast, or is still in effect, the caster finds that the runes translate into random letters of some alphabet — a design and nothing more. Yet, a rune near the center of the rug will be indecipherable, and according to the spell description, can be identified as “magical” in nature (but gives no clue as to what it is). A *read magic* spell identifies it as a *symbol of stunning*.

To remove the *symbol*, a *dispel magic* must be cast vs. a 20th-level original caster. If it is not removed, the character(s) who step on it or step parallel to the rug are stunned for 3-12 rounds, immediately falling to the ground and dropping any item carried in hand. The spell affects up to 160 hit points of creatures. Note: By reading the *symbol* with a *read magic*, the effects of the *symbol* are activated upon the reader.

Once 160 hit points of creatures have been affected, the *symbol* becomes dormant for 10 minutes, after which it is fully operational.

This *symbol* was placed here to stop any unauthorized creatures from intruding. Normally, when Magus was alive, he would receive a telepathic cue from the activation of this *symbol* and alert his guards. But since he is long dead, no alarm sounds.

The cloak hanging on the stand, like all of the dustless, inanimate objects in this place, gives off a slight magical aura if checked. All of Magus's items have a preservation spell cast upon them so that they do not become dirty or age. This spell has been cast upon the stone floor and wood paneling, too.

**3. Barroom.** Against the north wall of this room is a wooden wine rack that holds about 50 dusty bottles of various sizes. A silver serving cart and serving platter sit in the southeast corner. A rack of glasses, from shot to brandy snifter size, stands along the east wall.

There is nothing of value here. All wine, should the characters try some, has turned to vinegar.

**4. Lounge.** This elegant room was an after-dinner retreat for Magus. Be sure to read only those sections of the room description that the players can see with their light source.

In the center of this room are two large easy chairs, dustless and well

preserved. Between them stands an oak lamp table, upon which sits a valuable gold-plated oil lamp with paper shade. A low, double-level bookshelf 10' long forms a short wall behind the two chairs.

Along the east wall are bookshelves running the entire length of the wall — even on the backs of the large double doors. These contain large clear bottles of strange little creatures preserved in liquid, strange collectables, and occasional groupings of leather-bound books.

The west wall contains nothing; instead, it has been painted to resemble a tropical lagoon, complete with vivid emerald, shining water, white sand beach, and restful palm trees. The water appears to move, waves lapping lazily against the sands, and the palms wave in a nonexistent breeze. The whole mural is breathtaking and seems almost three-dimensional.

The mural on the west wall is magic and is activated by a strong light source (equivalent to a torch's light). It affects anyone who looks at it as a *hypnotic pattern* spell. Affected characters/creatures lay down on the floor, facing the wall, and believe that they are basking in warm sunlight on the beach if they fail to make a save vs. spells at -2 to the die roll (due to the powerful magical ability of Magus's spells). Characters thus affected remain so unless the light source is extinguished or a *dispel magic* is cast on the mural. If a *dispel magic* (vs. 20th-level original casting) is successful, the mural becomes inactive for 10 minutes. Magus would cast a *light* spell and lose himself in the mural for relaxation.

### 5. Dining Room.

Your light illuminates a large, 60'-square room. The room's walls have dark, mahogany paneling running up each side to the ceiling 30' above. The ceiling is supported with thick, oak beams, from which a marvelously crafted chandelier hangs on a golden chain the width of a man's arm. Below, a long wooden table, polished to a high sheen, stretches 40' from north to south. Upon it lies an immaculate, white lace tablecloth with gold foil trim; on top of this,

shiny dinnerware are arranged. Each place setting has a dinner plate, salad plate, bowl, wine glass, water glass, crimson linen napkin, and six pieces of silverware. Everything looks to be of fine china and of pure, unvarnished gold, in the case of the flatware.

A single large wooden door is set into the southeast corner of the room. Around the table are 18 chairs, eight along the west and east sides, and one at each end. Each has its own place setting before it.

The chair at the south end is larger and more exquisite than the other plain, hardwood chairs, having a scarlet cushion, silver chasings, and gemstones inset on its high back.

In his earlier years, when his megalomania was not so forceful, Magus held court and often ate with his visitors. But, in the last years of his life, he often sat alone in his chair (at the south end), brooding on his failure to conquer the world.

His paranoia caused him to install a magical escape button on the right arm of the chair. The last 4" of the carved armrest lifts, revealing a red button. If depressed, the person sitting in the chair is teleported to room 24. Three seconds later, the doors leading from the dining room are magically *wizard locked* and iron bars slide into place through them, sealing the room. After 10 seconds, the room begins filling with chlorine gas from vents in the ceiling, filling the room completely within five melee rounds. The button is found 1 on a d6 roll if searched for.

Characters caught in the room without protection from gases (i.e., *necklace of adaptation*, *cube of force*, etc.) choke and die two rounds after the gas has completely filled the room. Characters who are choking and gagging (which occurs from the first round the character is exposed to the gas) cannot cast spells. They can, however, activate or use magic devices that require no spell casting or need only one command word spoken. Remember: *passwall* spells do not work in the tower; all walls have 1/4" of iron plating in them which this spell does not affect.

Once the button is pushed, only the person sitting in the chair can be teleported, until the proper button is pushed to air out the room, unlock the



doors, and re-activate the teleportation chair, found in area 27A.

#### 6. Storeroom.

You enter this room and see that it is lined with shelves along its walls, reaching all the way to the ceiling 10' above you. There are folded blankets and sheets, linens and canvas along the south wall's shelves. The shelves on the west wall hold sconces, tins of paint and incense, candles, and large flasks of lamp oil, all clearly marked. The shelves along the north wall hold folded rugs and what appear to be heavy draperies. The east wall of shelves hold various building materials, such as kegs of nails, tools, small pieces of light and dark wood, and metal fastenings and hinges.

There is a clue to the *Book* in this room. The first folded blanket on the middle shelf of the south wall contains it. If the characters declare that they are searching through the shelves, there is a 2d10 chance that they find

the blanket. If the characters declare that they are searching actively and carefully through *all* of the shelves, they automatically find the blanket after 1-10 minutes.

The wool blanket in question is dark burgundy in color. Upon unfolding it, the characters immediately notice that it has been cut up at the center to form outlined words, which in turn form strange runes. If the characters cast and use a *comprehend languages* spell, they can read the following:

*When curiosity catches game,  
The high kings fall and four remain;  
Steadfast clerics hold the door;  
The guardians of their Master's lore.*

The significance of this clue is explained in area 24.

7. Servant's Kitchen. This room contains a simple, but well kept hearth, several large cooking pots and frying pans made of copper (which hang from a rack against the northern wall), and two wooden tables, upon which a selection of very clean, keenly sharpened knives sit. A chimney extends down

from the ceiling, ending in a conical vent hood made of shiny, beaten brass over the hearth. This kitchen was used by Magus's servants. There is nothing of importance here.

8. Servant's Quarters. At one time, Magus was attended by 12 servants, all of whom resided in this common room when off duty or when their services weren't required. There is nothing of value here.

This room contains 12 made beds, matching night stands, and a mahogany chest at the foot of each bed. All chests have a large hasp and padlock. There are torch holders spaced every 15' along the walls, with unused torches in each. The room has pine wood paneling with a dark wooden floor.

9. Main Kitchen. This room has two large, round stone hearths at its center. Upon each sits a large, square metal grate, blackened from charcoal. Hanging from racks supported by ceiling chains are a number of large and small saucerpans, pots, and frying pans, all made from what appears to be gold. Ladles and spoons sit neatly arranged on tables that are against each wall.

There is nothing of interest here. There are 12 pots and pans covered with gold foil over a copper base, each worth 5 gp.

10. Storage Room. This small room has shelving running along the east wall only, from floor to ceiling. It holds china and crystal, dinnerware, plates, dishes, and glasses, all in a variety of colors. The room, shelves, and china are all free of dust.

#### 11. Food Freezer.

The door to this room is heavy, made from thick slats of bound wood and iron. As you open the door, wisps of white frost escape from around the edges, revealing icicles hanging from the door frame above. Cold air confronts you. Looking inside, you see a row of meat hooks hanging from the low 7' ceiling, each holding a side of beef. Along the north wall are shelves made from iron, upon which sit a number of oddly shaped items wrapped in dull white paper and twine.

This freezer holds meat and vegeta-

bles (the oddly wrapped packages). The freezer is kept cold by an enchantment which can be dispelled by a *dispel magic* cast against 20th-level ability.

**12. Secret Spy Chamber.** This narrow corridor runs along the south wall of the Dining Hall (area 5). Every 10', there are 8" × 8" windows set into the wall separating the two rooms. They have been enchanted to appear like normal wood paneling from area 5, but in actuality they are made of *glassee* steel (unbreakable). Via these windows, one can see through gasses. Because they are also enchanted to allow infravision to viewers, Magus could observe anyone trapped inside the chamber die of asphyxiation.

The secret door gives entry to a corridor beyond that runs from east to west. Set into the north wall, about every 10', are small windows. They give a clear view of the room beyond (obviously some sort of large dining hall). There is nothing else of interest here.

**13. Armory.** This room houses weapons (which were to be used by the servants at Magus's bidding) for defense of the tower. There are five crossbows, 200 bolts, 12 long swords, 12 daggers, and 12 shields. Two of the swords are *long swords* +2.

This plain room houses a number of weapons arranged in racks along each wall. The walls are bare, gray stone, as is the floor.

**14. Well Room.** The walls and floor of this room are composed of smooth, dark gray stone, and the atmosphere is damp. At the center of the room, about 7' across, is a low, 4' circular brick wall, with a wooden arch supporting a rope and bucket across the opening the wall encircles. If the characters look down into this well, describe the following:

Looking into the opening, you see dark, clear water, about 8' from the top of the well's wall. Your light illuminates something shiny in the water, possibly some sort of metal. There seem to be several objects 4' below the water's surface which reflect your light.

Under the water, there are 8 gp scattered about and a small, watertight, gold box with clasp. To collect this treasure, one need only lower themselves into the water (it's only 4' deep) and scoop up the

goods — or so it seems. Once a weight of 10 lbs. or more is set on the well's floor, a weighted trap door opens, its two halves dropping down to reveal an additional 100' of the well cavity, filled with water. Simultaneously, hemispherical plates at floor level inside the well's wall emerge and close off the well opening. These plates have mithral-steel sharpened edges which slice through any rope or cable under 3" in diameter and have a 50% chance of slicing off any appendage caught in their closing. If they fail to sever, the appendage is caught fast.

In either case, the character must roll a system shock (see page 12, *Players Handbook*). If the character fails, he falls unconscious for 5-8 rounds. In any event, the character takes 2d6 + 10 hp damage per round until the wound is cauterized and a minimum of a *cure light wounds* or its equivalent (i.e., a *potion of healing*) is given to the character. A trapped appendage must first be freed from the viselike grip of the hemispherical plates by characters with a combined strength of at least 36 points and wearing gauntlets or equivalent.

Meanwhile, the character caught inside the well cavity sinks to the bottom if he is wearing metal armor of any sort; likewise, the character sinks 45% of the time if wearing leather armor. If the character is encumbered with more than 30 lbs. of equipment, he sinks 35% of the time. If a character does not sink, he must still actively tread water to stay afloat. A character may tread water for a number of rounds equal to his constitution, after which he tires and sinks.

A character may try shedding all of his equipment if he is wearing no armor. Success is registered if a roll of 30 plus his dexterity is made on a 1d100. Afterwards, he can tread water for two times his constitution score of rounds. Floating is not possible due to the narrow diameter of the well cavity.

If the treasure is recovered from the well's floor (some 100' below the water's surface) and the gold box is opened, the characters find inside a small diary, measuring 6" long, 4" wide, and 1/2" thick. On each of the pages are a number of strange doodles; one page contains the following verse, carelessly scribbled:

*Leaves of knowledge, lined with gold,  
Bound in dragon's leather old;  
Upon them, endless power tamed,  
Enough to set this world afame.*

**15. Library Foyer.** In order to gain entry to this area, the characters must get past the double doors here or at the south end of area 20. These doors are plated with gold over a steel base 1" thick. Each bares a 2'-tall black rune, which, if translated by a *comprehend languages* spell, reads "M." Each door is magically *wizard locked* and protected by an efreeti (see abilities listed below). The efreeti attacks anyone who does not give the proper password to open the doors, using his magical abilities first until they are exhausted, then attacking with melee weapon. The efreeti gives no warning, attacking from behind the party of adventurers if possible, materializing while invisible up to 80' down the corridor. Once summoned, the efreeti can only return to his state of limbo within the doors he protects by killing all intruders. Be sure to play the efreeti cunningly (efreeti: AC 2; MV 9"/24"; HD 10; hp 70; #AT 1; Dmg 3-24 (huge mace); SA become invisible (the efreeti begins in this state), assume gaseous form, *detect magic*, *enlarge*, *polymorph self*, *create illusion* (aural and visual components, which remain until touched/disposed), and *wall of fire*, all once per day (all spell-like abilities cast at 10th level); AL LE).

Although the *wizard lock* on the door can be temporarily dispelled by a *knock* spell, the doors won't open to any force until the efreeti is dead and his magical link to them is thus broken. If a *disintegrate* spell is attempted against the doors, the magic that holds them reflects the spell back on the caster, disintegrating him 15%, a major magic item 35%, or all of his nonmagical items (including any clothing!) 50% of the time.

As you move down the 20'-wide corridor you come to the end of the polished black floor where two massive, golden doors are set into the wall before you. Each is 15' high and 6' wide, with two symmetrically placed knobs near the seam between them. Upon each is a bold, 2'-high rune drawn in reflective black paint.

Remember to check to see if anyone notices the secret door near these double doors. If the characters check for magical aura, inform them that they detect a moderate aura on the doors. Once the characters defeat the efreeti and *knock* the doors, describe the following to them:



Beyond the doors, you see a large room with part of its southern wall open to the beginnings of an even larger room beyond. The walls here are paneled with wide boards of cedar, which give the room's atmosphere a fresh scent. A large, ornate, and delicately crafted chandelier hangs from the arched ceiling 30' above, but its many lamps are unlit. Against the north wall are two leather couches, each 10' long, behind a low, long oak table.

There is nothing of value here. If the characters go into the larger area beyond, turn to area 20.

If the efreeti is down to 10 hp or less and hasn't used his illusionary powers, he conjures a large, flaming ball of fire in his hand and hurls it at the ceiling above the characters; the resultant massive explosion causes illusionary debris and stone to fall over them. Characters who do not successfully disbelieve the illusion, take 3-30 hp damage. Disbelief allows the character to ignore the illusion and the damage.

To disbelieve any illusion, the charac-

ter must provide a reasonable explanation for his motivation to do so. One cannot simply cry "I disbelieve" and hope that he is right. It would be foolish to do this every time the character is confronted with a monster or situation. See the "Inside the Tower" section for possible disbelief of the illusion.

**16. Magical Storage.** This room was used by Magus to store various, mundane magical components. Wooden shelves are attached to the walls, with about 12" of height separating them. The components are still usable, so magic-users in the group of characters may wish to stock up. A component for spells from 1st through 5th level are all available in 2-4 spell uses. Spell components for 6th- to 9th-level spells are present 50% of the time in 1-3 spell use quantities. The room is accessible only by the secret door from area 17, which is masked by an illusion which makes it look like a normal part of the wall. (See the "Inside the Tower" section for possible disbelief of illusions.) The door is *wizard locked* at the 20th level of ability.

Having successfully disbelieved the illusion and dispelled the magic locking the door, you emerge into a 20' x 20' room lined with shelves from floor to its 10' ceiling. The shelves are about 12" apart and are lined with small vials, bottles of different colors, large and small bags of all sorts, and sealed bowls of wood and ceramic. All of these items have a small placard tacked to the shelf in front of them, with small runes apparently denoting the container's contents. The language, however, is unfamiliar and indecipherable.

Of course, a *comprehend languages* spell enables the magic-user to read each little placard and thus discover that the containers hold spell components. Without the aid of the spell, finding a desired component takes 30 minutes each.

**17. Creature Storage.** This room contains a number of various-sized animal pens. Straw covers the floor of the pens. Additionally, you see a number of large empty bird cages hanging from supports along the east wall. The walls here are made of smooth-hewn gray stone, and the ceiling is arched and supported with oak beams. Magus once penned up animals or other creatures in this room to be used or sacrificed in his magic operations.

**18. Secret Corridor.** This passage is longer than the one in area 12, but is otherwise exactly the same. Secret spy windows are spaced 10' apart looking into area 19, as well as outward to the corridor to the passage's west and south. A number of secret doors allow entrance to this passage, all of which are *wizard locked*.

The "X" marks the location of a dead adventurer of the past. If the characters get to this point, describe the following:

At this point, you suddenly come upon the bones of a man lying alone with some worn possessions on the floor, up against the reverse of a secret door. Clenched in the remains of its right hand is the hilt of a corroded long sword of black iron, with dull silver runes along its edge. Also lying about are a worn and molded long-sword scabbard, the moth-eaten

remains of an empty leather backpack, and a small gold cloak broach under the rib cage.

The sword is a *long sword +3*, neutral good in alignment, with the following characteristics: intelligence 13; *locate object* within 12", 1 hour total per day; *protection from normal missiles* continuously for user only.

This poor adventurer was trying to use the *locate object* ability when he met an evil adventurer also looking for the *Book*. In the resultant combat, he died, and since his weapon was good, the evil opponent left him and the sword here. Note that the *locate object* ability won't work for the characters, since the spell requires familiarity or knowledge of what the object is; the characters don't have enough of either.

The sword, through empathy, tells its wielder what its powers are. The "corrosion" is only on the surface. The blade remains intact and fully functional. The sword need only be cleaned.

## 19. Lounge/Living Room.

The double doors pull back to reveal an oddly shaped room of large size. Your light shows four comfortable couches at its center, each L-shaped and arranged to form the corners of a small square near the room's center. The walls here are quite strange. The entire circumference is painted with a breathtaking landscape: high mountains with a raiment of fluffy clouds adorn the northern wall; the west wall depicts hilly fields of short, green winter wheat under a waxing golden sun; the south wall shows the rippling white-capped waters of a large inland sea surrounded by a snow-white sand beach; and the east wall shows a beautiful forest in autumn, the leaves on the trees a myriad of red, orange, yellow, and green hues.

The most startling feature, though, is that everything seems to exist in three dimensions and actually seems to be moving! The waves on the lagoon dance from the painted horizon to lap gently against the white sand, while an occasional leaf supported on an unreal breeze floats gently to the mural's ground. The clouds that encircle the mountain tops seethe

and roll, while below, stalks of wheat casually sway back and forth.

This room was used by Magus to entertain guests (before he became insane). But, as in area 5, the paranoid Magus later installed escape buttons here, too. Along the ends of each couch, almost at floor level, are small concealed sliding panels. Behind each is a red button and a blue button. The red button, when depressed, teleports the person sitting on the end to area 27A, and fills the room with chlorine gas (see area 5). The blue button substitutes paralyzation gas, which paralyzes a character for 30 minutes (no saving throw). The panoramic mural, although strangely fascinating, does *not* adversely affect anyone (as the one in area 4 does).

## 20. Library.

You explore this large room, finding it to be quite immense. There are high book shelves lining the perimeter and a low two-shelf one running for 60', west to east, where indicated. Three large, square tables and chairs are placed uniformly in the south area. The room has several crystal chandeliers hanging from the ceiling. Many varied books are shelved throughout.

If the characters opt to search in depth among the many books on the shelves, then they discover a book out of order on the free-standing low shelf. The book is a *Manual of Iron Golems*, as determined by the group's magic-user. Possibly more interesting than this is the piece of scrap paper, used obviously as a book marker, visible partially from near center. On it is the following clue:

*Beneath the blood, beneath black soil,  
The Master's Work, the Master's Foil;  
Within it, Might — beyond one's  
dreams —  
But Darkness, Death, Damnation  
teem!*

This clue refers to area 24. The first line in this verse refers to the chessboard, with its red and black squares described by "beneath the blood, beneath black soil," as well as to the mural in area 25 (blood will soon stain the ground when the knights attack the castle). It is clearly stated that the *Book* ("The Mas-

ter's Work, the Master's Foil") lies *beneath* the blood and soil; the verse goes on to hint that the *Book* caused its Master's downfall — and may do the same for the characters seeking it.

An invisible stalker has been enchanted to remain here, acting as a servant and guardian to the Master. The invisible stalker would fetch books, close doors, and even file books for Magus. Should the characters try to take any book from the room, it will bar the way, then attack to stop the book from being removed! The invisible stalker does nothing if the characters do not take a book (invisible stalker: AC 3; MV 12"; HD 8; hp 65; #AT 1; Dmg 4-24; SA surprise on 1-5 on 1d6 (which it uses to attack the book stealers unawares); SD *invisibility* causing all characters subtract 2 from "to hit" rolls; MR 30%; AL N).

**21. Secret Corridor.** This corridor is similar to the one in area 12, having secret spy windows along the northern part, each facing into the 20' corridor; between the gaps in books into area 20 are more of these windows, spaced every 10'. In addition, there is a treasure storage cabinet hidden within this corridor where indicated. Describe this cabinet if they are able to see it.

Against the west wall, a 5'-long, 3'-high, and 1'-deep cabinet is set. It has two glass panes for doors, each 2½' long, with a seam at the center where each half meets. Behind the glass doors are two shelves, each yielding about 5" of space. Upon the top left side, arranged in a neat row, are five silver, reflective flasks, 4" high and wide, and about 1" deep, all with silver caps. Each has thin, black runes inscribed upon them; the runes are in an unintelligible language.

On the top right side is a crystal box (12" × 4" × 4") which holds a slim wand of black material which is tipped with a polished gold, seven-pointed star resting upon a purple pillow.

On the left bottom side, two books rest, one atop the other. Each is about 18" × 10" × 3". Each book is bound with gold fastenings and black leather covers. No writing is visible on the cover of either one, nor upon either binding.

Finally, the bottom right side holds

a slim, brown wooden box with a tiny silver hasp keeping it closed. The wood appears to be of finished cedar.

If sought, the area of the glass case radiates strong magic. An individual measurement of the case or its contents proves inconclusive, yielding only a constant strong magic aura.

The glass panes pull open by inserting fingers into the loose seam between them. If this is done, a mechanical trap activates, releasing two 10' trap doors in the ceiling above, dropping an immense gray ooze on top of anyone standing in the two 10' areas before the cabinet.

The second silver flask from the left is also trapped. It has an illusion cast upon it to resemble the others, but is in fact a breakaway glass container containing a green slime. If anything touches it, the green slime breaks free and searches for flesh. Once this occurs, the illusion is dispelled and the green slime is revealed.

The book below the top book on the lower-left side is also a trap. If the book resting above it is moved in any manner, the lower book, a bear trap springs closed. If someone uses a hand to lift it, there is a 90% chance they lose the hand (see resultant system shock problems and damage, area 14). The trap also shreds the book which rests upon it.

A *find traps* spell could be very useful; its use would make all three traps known to the caster. The ceiling trap would show a trip wire from the hinges going into the wall behind; unless the caster looks up at the ceiling, however, this trap won't be fully understood. The breakaway vial would be revealed as a trap and the green slime seen for what it is. Likewise, the bear trap would appear not as a book, but a powerful set of steel jaws. There is no way to deactivate the breakaway flask, but the overhead trap can be rendered harmless by depressing a button concealed on the underside of the cabinet. The bear trap can be deactivated by pressing a locking pin at its hinged jaw. A *find traps* spell will make these deactivations apparent.

The book here is a *Book of Exalted Deeds*, which was useless to Magus. He stored it here because it has intrinsic value. If a *comprehend languages* is cast, and the runes on the flasks are read, the characters discover they have

found the following items: a *potion of extra-healing*, *potion of haste*, *potion of longevity*, and a *potion of sweet water*. The wand is a *wand of force* (see *Unearthed Arcana*, page 96); the activation words are written on the bottom of the box, requiring a *comprehend languages* to read them.

The long, cedar box is not locked. Inside are three rings of silver, set into a velvet frame. Each ring is 3" in diameter and 1/8" wide. Inscribed upon each, in small, fine runes, is a word (requiring magical translation). These are special devices created by Magus in his prime years to provide portable protection. The first ring (labeled "primus") creates a 5' radius of protection from a chosen alignment around the ring (wherever it is placed). The magical protection operates while moving or still. The second ring (labeled "secundus") provides protection from creatures of the lower planes (demons, daemons, and devils). The last ring (labeled "tertius") acts as a protection against all elementals.

Unless an identify spell determines the rings functions successfully, the user (any class) probably will not realize their function. Each ring provides protection for 20 minutes, usable three times per day.

Gray ooze: AC 8; MV 1"; HD 3 + 3; hp 27; #AT 1; Dmg 2-16; SA corrodes metal, up to 1 square foot per round per HD (it cannot harm stone or wood); SD only physical blows and magical lightning do normal damage; AL N. Note: Characters caught under the dropping ooze are unable to clean off or attack the ooze. (The victim panics initially, which gives the ooze time to work.)

Green slime: AC 9; MV nil; HD 2; hp 10; SA attaches to living flesh, turning the creature into green slime in 1-4 rounds; SD immunity to most weapons and spells; AL N. A *cure disease* spell kills green slime.

**22. Workroom.** This room was used by Magus to create minor magical items, practice spells, and make potions. Of the many trinkets stacked among the tools, jars, cans, vials, and raw materials, is a small glass cube, 4" on a side, containing a small, painted figure of a seven-headed pyrohydra. The pyrohydra rests on a thick piece of green felt within the cube, and no matter at what angle the cube is held, the pyrohydra remains attached to the green felted side. If the cube is broken by hitting it

or dropping it against a hard surface (i.e., stone, wood, or metal), the glass shatters, releasing the pyrohydra. The pyrohydra enlarges to normal size and becomes animated.

The pyrohydra attacks any creatures within line of sight, except the person who broke the cube and released it. The releaser may even attack the pyrohydra with no retaliation. The pyrohydra continues to attack until it is killed, until all creatures within line of sight are killed, or until 1 hour passes. If any of these conditions are met, the pyrohydra reverts back to its 4" high painted figure, its animation magic gone forever (leaving only a nice souvenir). Note that the pyrohydra does not obey any commands; it is simply programmed to attack (pyrohydra: AC 5; MV 9"; HD 7; hp 56; #AT 7; Dmg 1-8; SA 1-4 attacks on same opponent, breath weapon (20'-long cone, 10' across at end) doing from 1-8 hp damage; SD all heads must be killed to slay the creature; AL N).

You enter through a door in the east wall of this room and your light illuminates a chamber filled with cluttered tables and shelves that are filled with jars, pots, cans, tools, and various raw materials. Standing against the north wall is an old walnut-wood desk, above which is a shelf attached to the wall. A glass cube sits upon it, brilliantly reflecting your light. A door is set into the wall, opposite from the one through which you just entered.

The desk's drawers are locked normally, but upon each is set a *fire trap* spell. If a thief checks for the *fire trap*, he has half his normal chances of *finding traps* to detect it. A *detect magic* shows the drawers to be outlined with some sort of spell, but does not define the spell. A *find traps* gives this information. The trap can be dispelled if a successful *dispel magic* is cast upon it against 20th-level ability. Otherwise, any attempt to open either drawer results in detonating the trap for 1d4 + 20 (or half that if a successful saving throw is made).

Inside the right drawer are the following items: a *scroll of dispel magic*, *potion of longevity*, *potion of ghoul control*, *scroll of protection vs. petrification*, and a *wand of enemy detection* with 15 charges.

Inside the left drawer are the following items: a *ring of air elemental com-*

mand, censer of controlling air elementals, potion of human control, and a potion of clairvoyance.

An illusion has been cast on the contents of each drawer to make them appear empty. If a character gives adequate grounds for suspecting that something is wrong (e.g., "why place fire traps to protect nothing?"), allow them a roll vs. their Disbelief Index (see "Inside the Tower" section).

**23. The Inner Sanctum.** These adjoining rooms were used by Magus to create major magical items (like the Book), as well as to observe the world outside his home. This area is accessible only through wizard locked secret doors.

This room has thick, crushed velvet tapestries of dark crimson color hanging before each wall. The floor is polished onyx and the ceiling is arched to about 30' with crisscrossing heavy oak beams fastened together with polished gold brackets. At the center of the room, standing inside of a glowing, scarlet magic circle, stands a pure white marble column, carved in doric style to a height of 4'. On its top is an angled board, and upon that sits an open book: the cover seems to be of hard, dark red leather and its pages are of crisp, ivory vellum, edged with silver. A gold hasp is visible, hanging from the front cover. A brilliant crimson rope bookmark with tassel lies in the crevice made by the two open halves.

Additionally, the remains of a human lie directly before it, one skeletal hand outstretched toward the book stand, partly covering the  $\pi$  (pi) rune of the magical circle. Among its bones lies a bastard sword, its blade covered with intricate runes traced in red over a gleaming base of silvery steel. The skeleton's left hand is still wrapped around its leatherbound grip. You also see a jet black bag under the pelvis bone, apparently untouched by age or decay, as well as two rings upon the skeleton's slender, ivory fingers. Its right hand ring is made of gold, inset with a large amethyst, while the left hand ring is made of plain, unadorned silver.

From your position, you see that a smaller room opens adjacent to this one, in the northwest corner. The northeast corner of this room shows



two passages leading away. The backside of a secret door is visible in the southwest corner, accessible from a small foyer.

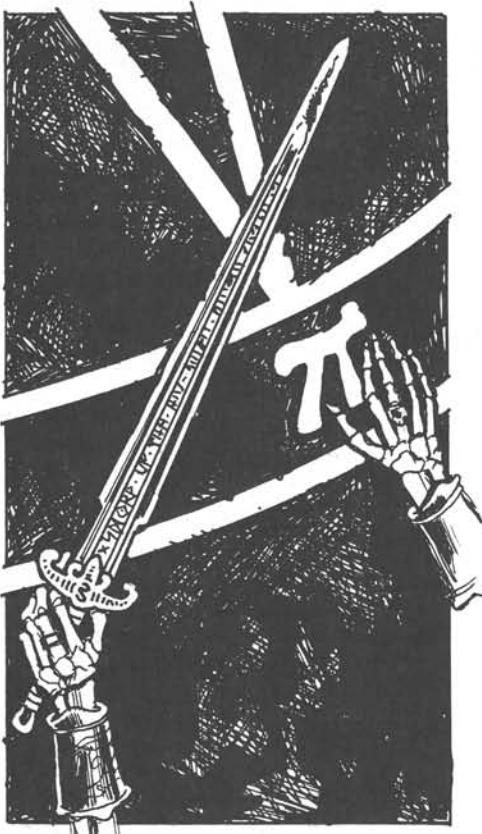
The book found here is not *The Book With No End*, although it appears very much like the description Xavian gave the characters. It is instead a treatise on the "step-by-step" creation of magical books and was used by Magus to create his Book. The book was protected by explosive runes; the evil opponent who killed the good-aligned human in area 18 met his own demise after setting off this spell. The spell did not affect the magically protected book.

The book is still protected through the use of a confuse languages spell, requiring the use of a comprehend languages spell to break the confusion and translate the resultant unfamiliar language. Once this is done, the book must be skimmed through for 20 minutes to discover that it is simply a "cookbook" for the creation of a magic book, and is not the actual Book itself.

If the character announces that he is

reading through the entire book, then he must take five hours to do so, assuming he employs a comprehend languages spell for this duration. However, the book's information is badly flawed, as it was written by Magus while he was in an advanced state of derangement. Any magic-user who reads the book thoroughly has a percentage chance equal to his intelligence score of detecting the defective material (which makes the book much less valuable, but still of use). Otherwise, any magic-user following the directions listed herein to create any magical item has a 75% chance of causing an explosion or some other horrible error or accident to manifest itself.

The skeleton's possessions are a bag of holding, which contains a traveling spell book (the spells are listed hereafter), a potion of healing, potion of levitation, 340 gp, 260 sp, and a suit of plate mail of vulnerability -4; he wears a ring of protection +2 (the silver ring) and a ring of wizardry (which doubles 1st- to 3rd-level spells). Lastly, his sword is a bastard sword, +4 defender, with a neutral-evil alignment and the follow-



ing abilities: intelligence 13; *detects secret doors* ½" radius at will; *heals* once per day. Any good character taking up the sword by any part immediately is affected by a *harm* spell; this includes contact by a hand wearing a glove or gauntlet, or a foot wearing a boot. Pushing the sword around with another weapon or item will not cause the *harm* to occur.

The spell book contains the following:  
1st level: *charm person*, *comprehend languages*, *detect magic*, *feather fall*, *hold portal*, *magic missile*, *push*, *read magic*, *sleep*, and *unseen servant*.

2nd level: *darkness*, 15' radius, *flaming sphere*, *forget*, *knock*, *invisibility*, *levitate*, *scare*, and *web*.

3rd level: *dispel magic*, *detect illusion*, *fly*, *fireball*, *haste*, *lightning bolt*, *monster summoning I*, *protection from normal missiles*, *slow*, *suggestion*, and *tongues*.

4th level: *charm monster*, *dispel illusion*, *Evard's black tentacles*, *fear*, *fire trap*, *ice storm*, *minor globe of invulnerability*, *shout*, *ultravision*, *wall of fire*, *wall of ice*, and *wizard eye*.

The spell book is trapped with a *fire trap* spell cast at 8th level. Note that any magic-user may use these spells, by

casting them from the book. This of course removes the spell from the page totally and the casting magic-user has a chance of miscasting the spell equal to 100 minus his chance to know the spell on 1d100 (see Table II, *Players Handbook*, page 10). Thus, a caster with 18 intelligence miscasts this spell (and thus wastes it) 15% of the time.

### 23A. Crystal Ball Viewing Room.

In this alcove, furnished with the same tapestries as the main room beyond, is a small, round table covered with a white lace tablecloth. At the table's center rests a large glass sphere cradled in a quarter sphere of black, reflective onyx. The glass is quite clear and uniform.

This is a fully functional *crystal ball*, having the additional ability of *ESP*. The ball can be used by a magic-user to find the *Book*, with a base 10% chance of seeing the *Book* itself and its immediate surroundings. If the user wants to see the greater area around it, the chance is reduced to 6%. If the character wants to see the way to the *Book*, a 1% chance exists that he is successful. In all cases, the user can only look into the crystal ball for up to 10 minutes, once per day. If this is exceeded, roll once per round against the user's saving's throw vs. spells. An unsuccessful roll means the character permanently loses one point of intelligence, becoming insane and incoherent until a *heal* spell is cast upon him.

Describe the following based upon the user's desires in relation to *The Book With No End*:

**The Book & Immediate Surroundings:** Time required to observe = two minutes.

The ball abruptly becomes opaque; gradually, swirling clouds of turbulent yellow smoke begin to fill the globe. After a while, the smoke dissipates, and you see a pedestal of jet marble, smooth and utilitarian in design, surrounded by a magenta aura. Upon its sloped top rests a book with dark red leather covers held together by polished gold fastenings and clasp. A large golden rune is drawn upon it, but this note is indecipherable\*.

The floor around the pedestal is dark gray, smooth-hewn stone,

around which lie bones scattered randomly about. Some shadows from unseen things cross the pedestal and the *Book*.

**The Book & Greater Surroundings:** Time required to observe = 8 minutes.\*\* Read the preceding section first, then the section below.

The ball's vision sweeps along the shadows to their source, panning in a 180° arc, to show that the jet black pedestal is surrounded by four objects, all roughly the same height and distance from the *Book*. These objects are located at relative north, east, south, and west from the *Book*. The northern object appears to be a large, turbulent column of brilliant red flame, constantly turning inward upon itself. The eastern object appears to be a large amoeba, its pseudopods constantly outstretching and enveloping, but never leaving its parent organism, nor becoming larger. The southern figure is a sparkling ball of blinding lightning, and the western figure is a grotesque characterization of a mouth, set into the lower half of a face, which is cruelly contorted to form an O.

**The Way To The Book:** Time required to observe = 30 minutes.\*\* Describe the above and reveal the way via the secret access in area 24, but do not tell how to open the door or reveal the significance of the clues or mural!

The *Book* is surrounded by the representations of its power, as described in one of the clues (see area 24): north has the characterization of hatred (a burning fire, constantly consuming itself); east has the characterization of ambition (an infinitely large being, always reaching outward and seeming to grow); south has the characterization of power (a powerful energy incarnate); and, west has the characterization of pain (a parody of a human mouth, crying from the depths of its soul in unmentionable pain).

\* The rune visible is only legible once a *read magic* is cast (it is an alpha symbol: A). See the *DMG*, page 141, for the percentage chance of casting this spell through the ball.

\*\* These figures represent the amount of time needed to see all that is

described under that category. The times are cumulative; thus, if the *Book* and its immediate and greater surroundings are to be seen, a total of 10 minutes (the maximum possible in one day) must be allotted. Consequently, to see the way to the *Book* may take as long as three days, with 10 minute viewings per day. Any attempts to exceed this 10 minute limit results in dire consequences. (See *DMG* for details on these consequences.)

### 23B. Workroom.

This room contains a small hearth and melting crucible at the center, with a pile of charcoal held in a large trough next to it. A bellows extends from the southern end of the hearth.

A high cabinet of shelves stands along the west wall, and you see small bins of wood stacked within. Some of the bins are empty, while others contain ingots of metal, metal shavings, bits of wood and ceramic, and other odd substances.

Along the south wall is a short workbench with a high stool. Along the east wall stands a low table upon which are stacks of dissimilar pieces of leather next to a bucket of clasps, hinges, and brackets of various metals, and several spools of different types and gauges of wire.

What remains in this room are the leftover materials from the construction of the *Book*. There are eight ingots of fine gold, five ingots of fine silver, 12 ingots of fine brass, 20 ingots of fine copper, 25 ingots of fine bronze, 30 ingots of zinc, 15 ingots of iron, and 10 vials of mercury (quicksilver). Each ingot weighs 5 lbs. In the order given above, these ingots are worth 200 gp, 100 gp, 70 gp, 60 gp, 70 gp, 30 gp, and 20 gp; the vial of mercury is worth 500 gp and weighs 1 lb. There are 10 spools of wire. Their worths are as follows: 5 gold wire at 800 gp total, 3 silver wire at 500 gp total, and 2 copper wire at 100 gp total. Also, there are 20 different hinges or clasps, each worth 80 gp. Each spool or hinge weighs 1/2 lb.

In a secret portal (2' in diameter and set into the south wall), there is a *rod of absorption* which can absorb 14 more levels. The portal has no traps, but anyone lifting the rod out of the portal triggers a magic spell-casting device in the room; this device places a *forcecage*

upon the holder. The duration of the *forcecage* is permanent and can only be undone by a successful *dispel magic* vs. 20th level. Alternatively, the trapped victim could use a *potion of gaseous form* to leave or *polymorph* into a small creature which could escape through the gaps in the force bars. Note that the rod's power may be used by an entrapped spell caster to cast the *dispel magic*.

### 24. Antechamber Chess Room.

Your light reveals a small room with many complex adornments. At the center of the chamber is a 3' cube of dark brown stone with two large, comfortable-looking chairs placed with their backs to the chamber's walls, one on the west and the other on the east side of the cube. Upon the cube rests a wooden chessboard with alternating marble squares of red and black, each 2" square. Unusually large chess pieces are positioned around the board, with some already out of play and lined along the south side of the board.

The west wall is painted to resemble a pleasant and serene view of a lake at dusk, with pink-tinged clouds seeming to glide slowly over the rainbow shaded horizon. The lake's water seems to also move, brief whitecaps popping up randomly over the lake's voluminous area, but you realize that it is only a harmless illusion.

In a similar fashion, the east wall is painted to resemble a restful mountain landscape, with graceful brown eagles flying on long wings over snowcapped blue-gray peaks. Sunlight spills over the left row of peaks onto a cyan pine forest in a valley near the room's floor.

The south wall is different: It is a relief fresco of sandy colored rock, delicately carved to show a jungle landscape. The jungle starts at the southeast corner and runs up to the beginning tiers of a jagged cliff, which in turn becomes a mountainside by the time it reaches the southwest corner. At the point at which the jungle meets the rocky tiers, a small monkey sits upon the ground, manipulating half of a coconut in its tiny paws. The monkey is unaware that on a tier 5' above, an ocelot prepares to attack. All of these features are done in relief, which ex-

tends out from the wall base by about 8".

The northern wall is unadorned; set in it are two large, gold-plated double doors bearing a single, tall, black rune on each.

If the characters ask to inspect the chessboard more closely, give them the following description. (It is suggested that the DM provide a real chessboard with the described set-up.) The characters may try moving the pieces, taking up one or both sides of the game; thus, a real chessboard would facilitate this action better.

The chessboard exhibits a game in progress. The black position is very poor, having lost many of its key power pieces, leaving its king in an unguarded position. White, on the other hand, has managed to retain most of its powerful men and is close to a checkmate.

All of the chess pieces are mobile, save for the bishops, which are firmly attached to the board. If anyone sits in either chair or attempts to move a chess piece, a *magic mouth* appears on the double doors, facing into the room; in a deep, baritone voice, it says the following:

*Listen well, who plays the game,  
Who burns with Power's endless  
flame:  
All fires die in winter's frost;  
Who plays the game must bear the  
cost.*

*Ambition, Hatred, Power, Pain —  
These forces great I did constrain  
To gather cities, nations, lands,  
Their rulership in my own hands.*

*The Book was born which had no  
end,  
Which drank the souls of lesser men;  
The page was turned, the word was  
said —  
Upon the world, the volume fed.*

*Churchmen by pale castles tall  
Stand as all about them fall;  
The field is razed, the bishops raised,  
And on the Master's ruin gaze!*

This clue (and warning) was emplaced by the Magus during one of his more



lucid periods, when he knew he had failed and could no longer bear it. The key word here is "razed." Since this is spoken by a *magic mouth* and is not provided as a written clue, the two interpretations of it may come into play. First, "razed" refers to the collapse of the chessmen when the secret door's mechanism is activated: all of them (save the bishops) fall; thus, the chess field is razed. Furthermore, the homophone "raised" is important, as it refers to the chessboard raising to reveal the secret stairway. Also, the clue leaves some question as to the area to which it refers: either the chessboard in area 24 or the mural in area 25. This places some confusion on the precise interpretation of this clue.

Because these verses are spoken, do *not* provide any written copy to the characters. Furthermore, because the words "razed" and "raised" are phonetically similar but different in meaning, the DM should not offer any spellings of these words.

It is at this point that the characters must put their clues together in order to solve the mystery of the location of *The Book With No End*. Inside the cube upon which the chessboard sits is a

secret spiral staircase leading down to the basement level (and hence to the *Book's* storage place). The chessboard serves as the door to this staircase and the clues accumulated by the characters (if understood properly) show how to open this door.

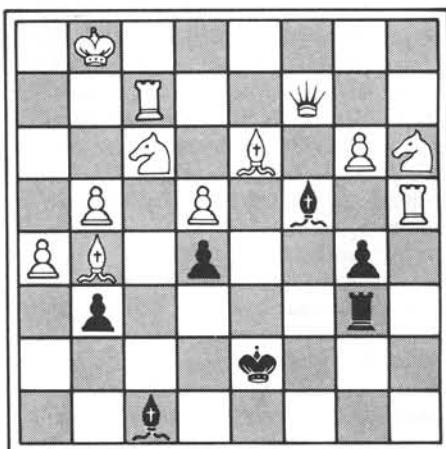
The door opening sequence begins with the relief fresco on the south wall. One of the lines of verse from area 6 states, "When curiosity catches game,/ The high kings fall and four remain." "Curiosity" is represented by the ocelot (a member of the cat family, which is known for this trait). The "game" doesn't refer to the chessboard, but instead to the cat's prey: the monkey. The ocelot is a separate carving, attached to a concealed track which allows it to move along the wall. If pushed, the ocelot descends toward the monkey, extending its paws and opening its mouth, completely encircling the monkey in its final position. Once this action is completed, the chess pieces fall onto their sides. The bishops, however, remain standing. These chess pieces cannot be toppled, but if a character pulls up on them, they

emerge from the board attached to a 4" length of stone. If all four bishops are pulled up, the north side of the stone table slides into the floor and the chessboard drops down against the inside of the south wall of the cube. The chessmen remain on the chessboard, held there by a magical force.

The chess table is hollow inside; once opened, a spiral staircase can be seen descending into darkness. In the inside west wall of the table are four square holes. If the four bishops are inserted here (base down), the secret door remains in an open position until they are removed. If the bishops are not put in within 30 seconds, the secret door closes, the chessmen return to their upright position, and the ocelot slides automatically back to its original position (leaving the monkey no worse for wear). Only by performing the opening sequence again, replacing the bishops in their earlier position, can one gain access to the secret staircase.

There are two secret doors hidden behind the illusionary murals on the west and east walls. They can only be seen if the illusions are disbelieved first, then secret doors are searched (or detected) for (see the section on disbelieving illusions in "Inside the Tower").

The chessboard is currently set up in the following manner. Aside from the magic mouth activating if a piece is touched, nothing else comes from completing the game. If all pieces are removed from the board, but the opening sequence is not performed, the chessmen magically reappear in the following positions:



**25. Magus's Living Quarters.** The normal door to this room is *wizard locked*; inscribed upon it a *symbol of stunning*. Anyone touching the door (e.g., a thief checking for traps, listening at it, or opening it) or passing through the doorway is immediately stunned (see area 2 for what effects occur).

This room's west wall is painted to depict a grassy plateau, upon which a large army of soldiers is arrayed before the walls and ramparts of a castle. The castle, painted to appear three-dimensional, is centered in the corner at the juncture of the west and north walls (this placement aids the realistic appearance of the fortress). Many men can be seen defending its walls.

The army's front ranks are made up of thousands of peasant levies, commanded from behind by knights on large horses. In the rear ranks, pennants fly from standards held by heralds in an illusory wind. The heralds stand before several clergymen outfitted for battle and surround a man of apparent royalty whose polished crown shines in the midday sun.

As you study the mural, you can almost feel the tension of the siege, the mild breeze over the field, and the warm sunlight.

At the center of this room is a luxurious couch made of soft leather and before it, a low, walnut table stands. Upon the table is a single silver teacup and saucer, an accompanying teaspoon of gold, and a small teapot made of beaten copper. A small, unadorned wooden door is set into the wall to the south, near the opening in the east wall as indicated.

The mural is another illusory picture. Unlike the picture in area 4, though, it does nothing to the characters. The teacup and saucer are worth 30 gp, the teaspoon is worth 10 gp, the teapot is worth 2 gp, the couch is worth 150 gp, and the walnut table is worth 25 gp.

This mural is meant to offer some misdirection to the characters in their search for the *Book*. Like the chessboard in area 24, the picture also has pawns (peasants), bishops (the clerics), and a king. They are waiting for the field to be "razed," while the chessmen wait for their field to be "raised."

There is a secret door hidden behind the illusory castle where indicated. Like the secret doors in area 24, the illusion must first be disbelieved before the door can be detected.

**26. Teleportation Chamber.** This is the only area where teleportation into and out of Magus's home works. Teleportation works only for Magus coming into the tower, but works (if the proper command phrase is known) for anyone wishing to leave. By speaking "Thy Master wishes to leave," before casting a *teleport* spell or activating a device which does this function, the wearer is able to *teleport* to any acceptable place.

You see a 10' × 10' × 8' niche in this short hallway. On the floor is a 4' × 4' plate of silver around which is drawn a magic circle. The room is lit by red-orange light from an unidentifiable source.

**27. Secret Corridor.** This passage has a normal unlocked door leading into area 27A and a secret, *wizard locked* door leading to area 28. This passage contains the nonhuman cleaning staff, which magically and perpetually maintains the tower. A small, trained air elemental is responsible for sweeping up dirt and dust, and disposed of by feeding it to a small gelatinous cube in one of the areas marked 29. When not cleaning (it performs this function once a week; 10% of the time it will be working when the characters arrive), the air elemental stays in the passage. The air elemental does not attack unless attacked first — an act which breaks its magic holding and allows it to fight to the death (air elemental: AC 2; MV 36"; HD 8; hp 35; #AT 1; Dmg 2-20; SA whirlwind; SD +2 or better weapon to hit; AL N).

#### 27A. Control Room.

This small, cubical room has the reverse sides of two secret doors in its west and east walls, and a normal door in the north wall. On the south wall are two panels, each having a single green button.

The panel on the left clears the gas and resets the locking devices in area 5; the panel on the right does the same for area 19. If either button is depressed

without the trap being sprung in these areas, nothing occurs.

#### 28. Magical Staircase.

You see a wide, white marble staircase which spirals up along the wall to an unseen floor above. The banister is made of carved ivory and the main post at the beginning of the stairs is a statue of an imp set on a short, doric-style column.

This staircase is illusory: there is no second floor to Magus's tower. Once a character attempts to climb the stairs, he is put under a *maze* spell for the duration indicated under the spell's description. If one of a group of characters ascends, the others see him appear to go up to the second floor. They will not be able to call to him, nor will he return. If the entire group ascends, then read the following to them. If one of a group ascends, take him aside and describe the following:

You begin to climb the shallow, stone steps; about halfway up, you see a thick, gray fog encircle your feet. As you take one more step, the fog is suddenly all around. As abruptly as the mist appeared, it vanishes and you find yourself at a four-way intersection of 10'-wide corridors, each leading off into a misty darkness at every turn.

Should the affected characters wish to search around after this point, provide them with a randomly generated maze, until the spell duration ends, whereupon they find themselves back at the bottom of the staircase. The affected characters are confused, but otherwise unaffected. The *confusion* lasts one round after the characters return from the maze.

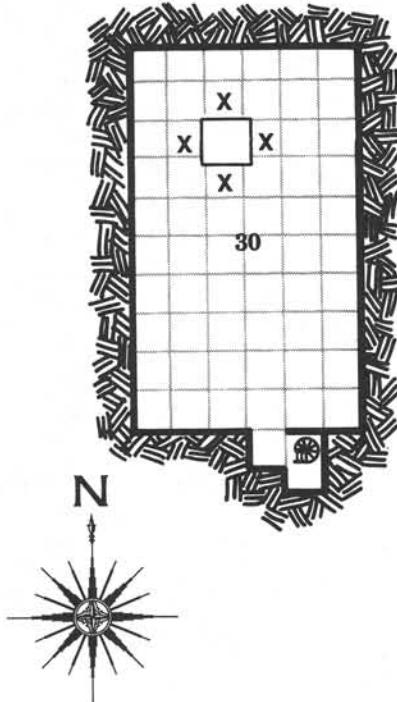
#### 29. Restroom.

You see a small room with an unadorned commode against the south wall. A small washbasin and a pitcher of water sit on a stand next to it with a few towels and a bar of soap alongside.

Below the opening in the commode is trapped gelatinous cube. The gelatinous

## TOWER OF MAGUS

### Lower Level



cube disposes of any waste dropped down to it. It is unable to climb out of its pit (gelatinous cube: AC 8; MV Nil; HD 4; hp 21; #AT 1; Dmg 2-8; SA touch causes save vs. paralyzation or immobility for 5-20 rounds, surprise on 1-3; SD cold causes 1-4 hp damage, with no effects coming from attacks using electricity, *fear*, *holds*, *polymorph*, *paralyzation*, *sleep*).

**30. The Chamber of *The Book With No End*.** The secret staircase from area 24 leads down 80' to the small foyer indicated. This area is a safe haven for the first 10 minutes after the first character steps on the floor. After 10 minutes, the southern wall of this chamber begins to push forward and the spiral staircase lifts up out of the way. The wall pushes forward 10' to seal off the south wall of the larger chamber. No amount of physical force can restrain this wall from moving. A *slow* spell causes the wall to close in four rounds rather than its normal two round closing time. A *dispel magic* vs. 20th-level magic-use stops the wall for 10 rounds, after which it begins closing again. There is no way to spike the wall from closing. The wall section opens again

only after all the creatures sent against the characters are destroyed and a character takes possession of the *Book*.

The room is lit magically; it is not too large, so all of the following may be given to the characters:

You have been forced into this large chamber and now stand before the center of the south wall, which is about 60' in length. The west and east walls run 100' to meet the north wall, which is the same as the wall before you. At the far end of the chamber you see a raised platform, about 10' square and 2' high, with a black pedestal at its center. From atop the pedestal is an eerie magenta light which obscures its source from sight at this distance.

Surrounding the platform (one at each side) are statues of strange objects which glow with different colors. The nearest statue appears to be a giant ball of sparkling electricity which throws a brilliant, yellow light into the room. The west statue does not glow or give off light; it seems to be a sculpture of a large, bald head. The east statue is a constantly moving, amoeba-like creature which maintains its position. You can barely make out the northern creature, which appears to be a rolling, red column of flame, its intense crimson luminescence vying with the yellow electrical light to illuminate the chamber.

The characters have 10 minutes (melee rounds) in which to get the *Book*, which is on the pedestal at the north end of the room. Should they fail to do so, or if a character touches the *Book* or the pedestal upon which it rests, the *Book's* guardians attack. If the characters approach the north end, you may give them the following description.

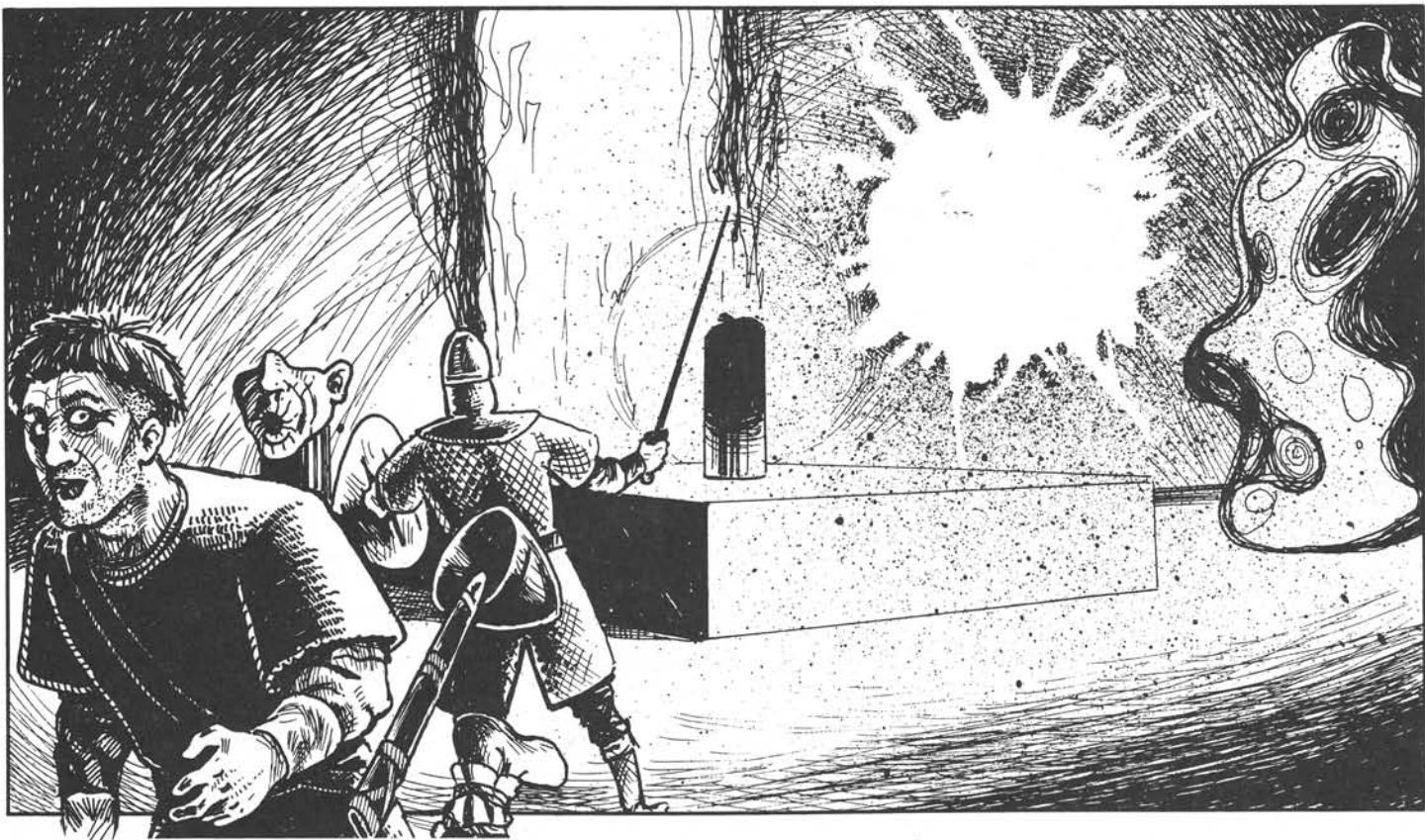
As you approach the north end of the chamber, you see that the pedestal upon the raised platform is made of black marble, smooth and utilitarian in design, and surrounded by a magenta aura. Upon its sloped top rests a book, its dark red leather cover held together by polished gold fastenings and clasp. A large, indecipherable rune is drawn in gold upon its top cover. The floor and raised platform are made of smooth gray stone,

around which various bones lie scattered randomly. The bones seem to be from many different types of creatures.

Stationed to the north is a rolling column of flame roughly 12' high and 6' in diameter; the column moves constantly within its diameter, giving off intense light but no heat. It stands 10' from the edge of the 10'-square platform. To its right stands a 10' diameter blob of purple — a jelly-like creature whose pseudopods constantly writhe and stretch, but never extend farther than its own diameter. The other light giving creature, a huge 8' diameter ball of fizzling electricity, hangs in the air a similar distance from the south side of the platform, spinning slowly. None of its lightning bolt arms extend much beyond its own diameter and it never moves closer or farther from its 5' height above the floor. Finally, the creature standing to the west of the platform rests upon a 5' high pedestal of gray slate. It appears to be the lower half of a head which shows only a nose and mouth of gigantic proportion. The face is heavily lined and its mouth forms a huge, silent O, as if contorted from an unmentionable and horrible pain. This creature is about 6' high.

The characters should realize that this is indeed *The Book With No End*, although they may have a hard time understanding the creatures around it. The rune on the *Book* is an "alpha;" it is recognized as such if the reader casts a *read magic* spell when viewing the rune.

The four creatures standing next to the platform are embodiments of the forces Magus used to create the *Book*, and thus are its defense. Recalling the lines "Ambition, Hatred, Power, Pain — These forces great I did constrain" reveals what these creatures are: the rolling, boiling column of flame is "hatred"; the amoeba, which constantly seeks to expand and envelope, is "ambition"; the ball of electricity represents "power"; and the silently screaming mouth is "pain." Once the aforementioned attack conditions are met, these creatures are no longer constrained to remain in their positions; thus, they immediately attack the party of characters until destroyed. They have the following abilities:



**Hatred:** AC 0; MV 12"; HD 16; hp 92; #AT 2; Dmg 3-24; SA on a natural 17 or above to hit, it covers its opponent, doing 5-50 hp extra and igniting any normal, flammable material within 5' of it; SD +2 or better weapon to hit; MR 25%; cold or water-based spells do +2 per HD, and it saves at -4 against them (saves as 16th-level fighter); spells cast once per day (at 16th-level): *burning hands*, *fireball*, *wall of fire*, *meteor swarm*, *flame strike*, and *fire storm*; AL CE.

**Ambition:** AC 0; MV 6"; HD 16; hp 90; #AT variable; Dmg variable; SA on a successful hit, opponent must save vs. paralyzation or be paralyzed by mucous secretion on pseudopods; SD only blunt weapons of +1 or better can harm, immune to enchantment/charm type spells; MR 25%; AL LE.

Number of pseudopods used	Damage per attack
1	5-50 (5d10)
2	5-20 (5d4)
3	2-12 (2d6)
4	1-10 (1d10)
5	1-8 (1d8)
6	1-6 (1d6)
7	1-4 (1d4)
8	1-3 (1/2d6)

**Power:** AC 0; MV 18" (+ special); HD 16; hp 100; #AT 1; Dmg 1d6 +16; SA drop up to 16 *ball lightnings* which arc to nearest metal source, doing 1-10 additional points; SD lightning or electrical attacks do no harm, fire or acid do 1/2 or no damage, water attacks do 1-8 points per gallon, and cold does full damage (q.v., quasi-elemental, lightning); need +2 or better weapon to hit; MR 25%; AL LE.

**Pain:** AC 0; MV 12" (flying); HD 16; hp 85; #AT 1; Dmg see following; SA successful hit causes pain (q.v., *symbol of pain*) for 2-20 turns; also, after a character has been "pained," the next hit does one of the following: age 10-40 years (q.v., ghost) 50%, *cause critical wounds* 30%, or *cause disease* (terminal leprosy) 20%. If two *cause disease* actions are done against a character, he loses a limb (determine randomly, each being lost 25% of time); If the character takes three *cause diseases*, he dies; SD need silver or +1 weapon to hit; MR 25%; AL CE.

If an area-effect capability of one of these defenders encompasses a character, his magical items as well as he must make appropriate saving throws or be damaged. All of these creatures

are considered large in size.

If these creatures are all destroyed and the *Book* is removed from its stand, the middle section of the south wall slides back, allowing the characters to return to area 24. If a character attempts to open the *Book* during combat, he takes damage (unless he is a magic-user). In any event, the *Book* cannot be used by the magic-user until he has spent the required time studying it (see Appendix 1).

**Combat reminders:** Check the "Inside the Tower" section to see what spells work in this setting.

### Concluding the Quest

Once the characters return from their adventure and present *The Book With No End* to Xavian, he determines its worth and rewards each living character with 2,000 gp worth of precious gems, a *potion of healing*, and a *potion of sweet water*. The surviving characters may trade any magical items they have identified correctly for another item in Xavian's hoard, as long as he can use the item in question. Items for trade must be of comparable worth (compare gold piece values in *DMG*) or favor

Xavian for a trade to occur.

Calculate each character's experience according to Appendix 2, without including the final payment from Xavian. Consult Appendix 1 if a PC magic-user attempts to read the *Book* during the adventure. There is a good chance that he will eliminate the party of characters before they see civilization again! The list below shows what is available for trade. Xavian himself, a 15th-level wizard, should be created by the DM as a special NPC.

#### Items Available for Trade From Xavian's Hoard

*Potion of hill giant strength* (900 gp).  
2 *extra-healing potions* (800 gp each).  
*Potion of levitation* (500 gp).  
*Potion of ghast control* (3,000 gp).  
*Ring of fire resistance* (5,500 gp).  
*Ring of protection +2* (14,000 gp).  
*Cloak of protection +1* (12,000 gp).  
30 arrows +1 (150 gp each).  
2 *short bows +1* (3,250 gp each).  
*Medium shield +2* (2,600 gp).  
*Spear +1*.  
*Mace +2*.

#### Appendix 1: *The Book With No End*

*The Book With No End* was meant to be a versatile, omnipotent device through whose use the *Book's* creator would become master of the world. In principle, Magus had the resources and knowledge to create such an artifact. However, because Magus was motivated by his advanced megalomania (which required him to rule the world immediately), the *Book* was created too hastily, and was therefore flawed.

The result of Magus's work totally decimated the countryside for many miles in each direction when he tried to use it, instead of bending the will of man and nature to him as he had in-

tended. This result was a devastating blow to Magus's inflated ego, which caused his ultimate insanity.

His creation, which was designed to reflect his powers and augment his abilities, instead became infused with these insane traits. Thus, when a magic-user attempts to use the *Book*, he becomes infected with megalomania, the duration depending upon a number of factors. The magic-user then slides into the pit of insanity and manifests all of the combined symptoms of Magus's madness. Shortly thereafter, the *Book* consumes the magic-user as described below.

#### Description

The *Book* is bound with hard, red leather covers, made from dragon skin, held together by gold hinges and a gold clasp. The book measures 15" long, 10" wide, and 2" thick. The covers are bare except for a large "alpha" sigil in gold leaf on the front cover and a large "omega" sigil on the rear cover. The edges of its bound parchments are all smoothly and uniformly cut, and are edged with gold leaf. The book weighs about eight pounds and seems to have about 100 thick vellum pages.

#### Abilities

1. Upon opening by any class other than magic-user, the *Book* discharges a field of electricity causing 10d10 hp damage (as if cast at 20th level); saves against this attack are at -4 vs. death magic (a save indicates half damage taken). The book can discharge an infinite number of times.

In addition, the *Book* instantly drains all magical devices on the toucher's person, as if they had individually been touched by *rods of cancellation*. This draining effect cannot be reversed.

2. Upon opening by a magic-user, a

save vs. death magic must be made at -2. An unsuccessful save indicates that the magical progression of insanity takes hold of the magic-user. A successful save allows the magic-user one hour of time to view the *Book*, after which time another save must be made to continue. This time-dependent system continues as long as the magic-user reads the *Book*, has the *Book* open in the immediate area, or until he becomes influenced by the insanity magic while one of the two former conditions are met. In addition, the magic-draining power of the tome continues to operate, destroying all magical devices carried or worn on the user's person. In effect, one cannot use the *Book* and possess any other magical device.

Once the insanity progression has started, the magic-user slowly gains megalomania within a number of days equal to his intelligence. During this time, the magic-user becomes increasingly annoyed with his role in life or in party affairs, gradually demanding more and more control until he is in complete command of all decisions, actions, and movement. He uses whatever powers the *Book* offers to gain this position and will even go so far as to kill without regret or consideration. As soon as the megalomania has fully manifested itself, the magic-user gains paranoia, as well as 1-4 other random forms of insanity (as per the *DMG*, pages 83-84). This condition continues until the magic-user has used his and the *Book's* resources to become a total recluse. This part of the progression also has a duration equal in days to the magic-user's intelligence.

Finally, after the magic-user has become an insane wreck, he loses his life-force to the book. The mechanics of this are straightforward: the magic-user is essentially sucked into the *Book*; his life energy is used to augment the *Book's* powers, and the magic-user himself becomes a color drawing in fine detail on one of the *Book's* many blank pages.

For each magic-user it draws into itself, the *Book* increases its spell-casting ability by one level for each 10 levels the magic-user has, rounded down. Thus, Magus, being a 20th-level magic-user added two casting levels to all of the *Book's* abilities.

The progression of insanity can be broken at any point by casting a successful *dispel magic* (vs. 20th-level magic) on the *Book* while it is held by



its user. Any number of simultaneous *dispel magics* may be cast, adding to the chance of success. Once the *Book*'s user is freed from the book's power and the *Book* is closed, the magic-user reverts back to normal; otherwise, the process restarts.

3. Additionally, the *Book* has the following spell-like powers, all cast at 20th level:

- a. *Know alignment*, 3" range, at will.
- b. Convey *infravision/ultravision*, 10" range, constantly.
- c. *Continual light or light*, 12" range, at will.
- d. *Detect magic*, 1" path, 6" long, at will.
- e. *Comprehend languages* constantly.
- f. *Read magic* at will.
- g. *Detect invisibility*, 20" range, 1" path, at will.
- h. *Invisibility* at will.
- i. *Darkness*, 15' radius, 10 times per day (Note: the user can't see in this darkness).
- j. *Dispel magic* five times per day.
- k. *Fireball* three times per week.
- l. *Lightning bolt* three times per week.
- m. *Tongues* at will.
- n. *Minor globe of invulnerability* three times per week.
- o. *Wall of ice* twice per week.
- p. *Conjure elemental* of choice, 16 HD, in 1 round, twice per week (the elemental is fully controlled, needing no constant concentration, and is completely obedient).
- q. *Passwall* at will.
- r. *Teleport*, 90% chance of success, twice per week.
- s. *Death spell* twice per week.
- t. *Power word, stun* twice per week.
- u. *Mass charm* once per week.
- v. Inscribe a symbol of fear or hopelessness once per day.
- w. *Mass suggestion* once per week.
- x. *Astral spell* once per month.
- y. *Shape change* twice per month.
- z. *True seeing* twice per week.

These functions must be activated by reading the spell from the appropriate page in the *Book*, taking two segments to find the page and read it. Exceptions: 1) spells listed as "constantly" come into effect and stay in effect after the first reading of that spell page; 2) abilities listed as "at will" come into effect at the user's thought (after the spell has been read for the first time) and do not require further reading to activate; and,

3) an elemental appears at the end of one round.

Only one spell-like function can be used at a time, with the exception of the "constantly" powers. Thus, a reader could use *infravision*, *comprehend languages*, and *invisibility* all within one melee round, but would not be able to use *infravision*, *lightning bolt*, and *fireball* simultaneously.

Once the *Book* is opened by a magic-user, he is magically compelled to read through it once, taking two hours to complete this task. The initial reading does not activate any spells, and is the only way a magic-user learns of the *Book*'s abilities. After reading the first 26 pages (with the spells mentioned before), the reader discovers a detailed, color picture of an elderly magic-user on page 27. This is the grand wizard Magus, who was the first to be imprisoned in the *Book*. The 75 blank pages which follow, originally part of a protective enchantment on the book that caught the souls of unwanted readers, are reserved for other magic-users. . . .

The *Book* needs only to be carried on the person in order for the "constantly" or "at will" powers to operate. The *Book* needs to be open and a light source present to read the spells which activate the other powers.

4. Finally, the *Book* augments the user's powers (once it has been read through) by increasing the range of his memorized spells by a factor of 150%. Add 1 to every hit die of damage done by offensive spells (or if a spell's damage is a base value, add 10% more) and increase the area of effect by a factor of 150% (or if a spell affects a certain number of creatures, or hit dice, increase this figure by an additional 50%). The *Book* must be carried by the user in order for this augmentation to occur.

Certain spells cast by the *Book* have a chance of creating a cataclysm if cast. The *mass charm* and *mass suggestion* spells are so trapped. Each time these spells are cast, there is a 20% chance that the spells instead serve as a monstrous power-draining device that affects everything within a radius of 10-100 yards (the *Book* no longer destroys as large an area as it did once, as it is fully charged now). All living beings within this radius take 20-200 hp of damage; those beings which are slain simply vanish, their life-forces consumed completely in the blast. Beings of divine status take half as much dam-

age. Nonliving structures and the land around are subjected to 10-100 points of damage (see page 109, *DMG*), enough to pulverize smaller buildings and turn rock into sand. The user of the tome is instantly struck with insanity from the magical backwash of this dread power and, in addition, permanently loses 1 hp per day thereafter until death, at which point the user is absorbed by the *Book*.

## Appendix 2: Experience Points

Experience points are awarded to each player based upon individual and group performance. To determine each player's experience point award (EPA), add his total personal experience (TPE) to the total group experience (TGE) divided by the number of starting players (NSP):

$$\text{EPA} = \text{TPE} + (\text{TGE}/\text{NSP})$$

The following tables list the experience points possible for this game.

### Group experience

Each numbered area explored (excluding area 29): 100 xp.

Any treasure collected: (award group points only): gp value in xp.

Each PC wounded below 0 hit points: -500 xp.

Each PC killed: -5,000 xp.

Returning to Carvet City with *The Book With No End* unopened: 100,000 xp.

As above, but requiring magic to separate the user from the *Book* because it has been opened and used: 50,000 xp.

### Personal Experience\*

Each symbol of stunning, fire trap, wizard lock dispelled\*\*\*: 1,000 xp.

Efreeti killed: 2,650 xp.

Invisible stalker killed: 1,700 xp.

Pyrohydra killed: 1,625 xp.

Grey ooze killed: 850 xp.

Green slime killed: 550 xp.

Character played a key role in deciphering riddle to open the secret door in area 24\*\*\*: 3,000 xp.

Character used *comprehend languages* to good value (per use): 100 xp.

Any illusion disbelief by the character (successfully): 100 xp.

Character used *find traps* spell in area 21 to good value: 300 xp.

Crystal ball in area 23A successfully

used to gain information about the *Book*: 1,000 xp.

Air elemental (area 27) killed: 3,100 xp.

Elimination of the book's guardians:

Hatred: 11,540 xp.

Ambition: 11,500 xp.

Power: 11,400 xp.

Pain: 11,060 xp.

Special considerations: \*\*\*\*

\* If a character does only fractional damage toward a creature's death, award only that fraction of experience points.

\*\* To qualify, a spell from memory must be used by the dispeller; if more than one caster uses a spell in concert with others, award this amount to each who use a spell.

\*\*\* This award should be given to those characters who showed constant insight and actively participated in solving the riddle of entry to the lower level.

\*\*\*\* Unusual actions, ingenuity in defeating opponents, valor, etc., should be given an award not to exceed 2,000 points at the DM's discretion.

### Appendix 3: Library Research

If a character successfully uncovers a clue to the location of the *Book With No End*, roll 1d4 and consult the appropriate reference below:

1. This passage is found in *The History of Maleficent Magic*, by the High Wizard Aeriocron: "... the desert of the Wastelands is a result of the power of evil used to full advantage. The reclusive, renegade necromancer Maginus was supposed to have created an attuned artifact which generated this massive transformation from thriving jungle to uninhabitable desert. But this remains only partly confirmed, through magical divination — the certainty of which has failed with the extreme length of time between this treatise and the events of the day."

2. This passage is found in *Analysis of Divination Magics and Their Efficiency: A Study of Elapsed Time Versus Accuracy*, by Tenter Ansmond, Arch Mage of the Silver Wand: "... an example of the loss of information and the dulling of accuracy. This is exemplified by the artifact called 'The Unending Tome'

purportedly created by a reclusive and unnamed magician. The classical *legend lore* spell provides only the reinforcement of the artifact's title, which may in itself be incorrect because of the necessity of translation and the changing meaning or intent of words. The modified divination spells heretofore mentioned do give more information, but as pointed out in the preceding section, because of the extreme time difference between today's spell-work and the events that created this book, the data is inconsistent and even indecipherable. An example of this inconsistency can be found when the major power(s) of this artifact are examined. The only decipherable bit of data is that this book amplified the wielder's own powers, but the extent of this amplification, whether it was life-force draining or self-powered, or its inherent spell capability are left ambiguous. Thus, the efficiency and accuracy have been reduced by the elapsed time."

3. This passage is found in an obscure and dog-eared copy of *Delineation of Artifacts' Powers through Runes and Portents*, by the famous Sorcerer Oporom: "... with the casting of Runes, this author decided to attempt this method of signs and portents on the ancient and relatively unknown 'Codex of No End,' of which so little was actually known, but much was theorized. Unfortunately, the results were inconclusive, probably due to the loss of accuracy mentioned in some of Tenter Ansmond's treatises. The Runes revealed a general, evil tendency, while the portents indicated a very difficult prophecy — one indicating a sort of crazed determination. Nonetheless, the delineation proves the corollary stated: that Runes cannot accurately describe an artifact's power(s), although their main purpose of event prophecy remains accurately prescribed through this method."

If this section is found by the characters, and they haven't already found item 2 above (and they declare a desire to find the mentioned article by Tenter), they find item 2 the next day.

4. This passage is found in *Material Transformation by Alteration Powers: A Study of the Four Elements and Their Interaction During Change*, by the renowned Supreme Wizard, Sai Dargon-dallesh IX: "... a meaningful example

of the transmutation of living land to arid wasteland was seen by the unranked magic-user whose queer artifact created the desert beyond the Fladrian Range. This sub-element transformation within the area of 'Earth' is a classical illustration of a manipulative power made easy through an attuned magical device. Although the wizard and his artifact have never been heard from since the (accidental?) transmutation, the documented change is indicative of the power of the Alteration spell when incorporated within a magical entity and augmented with personal direction."

