

JG3



Judges Guild

DARK TOWER

PAUL JAQUAYS & GREG GEILMAN



An adventure for levels 8 to 10. An ancient evil has overtaken a once-holy shrine. Thus, a sleepy mountain hamlet becomes a focal point for mysterious disappearances and even stranger legends of what lurks beneath the village. Vile enemies and strange allies, knowing neither sleep nor age, seek to involve the unwary in a titanic battle of good versus evil. Do you dare discover the secrets behind the myths, or attempt to exterminate the ancient evil that lies within?

Riches, power, glory and death! All are in: Dark Tower.



DARK TOWER

SILVER EDITION

Concept	Contents	
Paul Jaquays and Kara Geilman	Introduction	2
Original Author & Design	History of The Dark Tower	3
Paul Jaquays	Adventure Summary	4
Developed by Eostros Games, Published by Goodman Games.	Judges Section	4
3.5 Authors and Design	Rumor Mill	7
Greg Geilman and Steve Stottrup	Field Guide to Encounters	8
Producer and Publisher	Area Map	10
Joseph Goodman	Village of Mitra's Fist	11
Cover Design	Level 1	23
Chris Solis	Level 2	41
Layout	Level 3	52
Robert Conley	Level 4	62
Managing Editor	White Tower of Mitra	69
Kara Geilman	Dark Tower of Set	73
Proofreading	Appendix 1 - New Monsters	80
Gabor Lux and Michael Reagin	Appendix 2 - New Magic	91
Maps	Appendix 3 - New Spells	94
Robert Conley	<i>Legend for all maps</i>	52

Art
William McAusland

Playtest
Robert Dodge, Hugh Henry, Issac Green,
Arthur Dullinger, Ray Quinn
Vickie Simmons, Jason Perry,
Michael Reagin, Richard Joseph Henson,
Marty Watts, Greg Geilman, Kara Geilman

Dedicated to Mark Ruhe who got me started in
D&D.

Special Thanks: Thanks to Chris Solis of Solis
designs for all his work on the cover designs for all
3 of these books.

Email Contacts

Goodman Games: goodmangames@mindspring.com
Eostros Games: ggeilman@eostros.com

Copyright 1981, 2007 by Judges Guild and
Goodman Games



Eostros Games



Judges Guild



www.goodman-games.com

Introduction

Dark Tower was originally written by Paul Jaquays and published by The Judges Guild in 1980. It quickly became one of the most beloved adventures ever published for the classic game. It was intended for use for the new first edition, and it continues to inspire writers and designers of fantasy role playing adventures to this day. As we are also big fans of this classic adventure, we've attempted to make only the most minor updates and modifications to it in this edition. Any such updates, modifications, or new material were done with great reverence for the original work. Some of the key updates we've added were actually suggestions from Paul Jaquays from The Dungeoneer issue #12, pp 22-23, and 57-58 in which Mr. Jaquays suggests the most appropriate location within the Judges Guild Wilderlands world to set the adventure, corrects some printing mistakes, and proposes some rumors to help adventurers get started with the adventure. Other changes and modifications (other than updating the stats) were added to clear up inconsistencies from the original, or to enhance places or characters from the original. It is a very difficult task to make any alterations to such a cherished work, but our modifications were done with great care and respect, and we hope that those who loved the original will appreciate the minor changes we've made.

We expect that each referee will alter, expand and illuminate areas that they wish. The setting may be changed to fit your individual campaign (Wilderlands-based or no). If the deities Set and Mitra are not part of your campaign world, you may either consider adding them as isolated cults of strange deities, or you may substitute your own good vs. evil rivalry in their place (but you will need to modify many of the characteristics of the followers detailed herein). Inspiration may require deleting, shrinking and modifying areas of your choice and is desirable in personalizing this area of your campaign. It is important for you to add and delete treasures that are appropriate to your campaign flavor. Likewise, the mix of creatures might be modified to suit your world mythos. And, finally, consider replacing some characters here with important characters (heroes or villains) from your own campaign to create an adventure thread. Whether you change it extensively or use it as is, we hope you enjoy this updated version as much as we have enjoyed the original for nearly 30 years.

*Greg Geilman
Stephen Stottrup*

©2007 Goodman Games and Judges Guild; All rights reserved. Reproduction without the written permission of Judges Guild or Goodman Games is expressly forbidden. Goodman Games and the Goodman Games logo are trademarks of Goodman Games and Joseph Goodman. Judges Guild and the Judges Guild logo are trademarks of Judges Guild and Robert Bledsaw. Dark Tower is a trademark of Judges Guild, Robert Bledsaw and its licensees and partners. Eostros Games and the Eostros Games logo are trademarks of Eostros Games and Gregory Geilman. All rights reserved. All characters, names, places, items, art and text herein are copyrighted by Goodman Games and Judges Guild. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. Dungeons and Dragons® and Wizards of the Coast® are trademarks of Wizards of the Coast, and are used in accordance with the Open Game License contained in the Legal Appendix.

This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

Check out Goodman Games online at <http://www.goodmangames.com>

Visit Judges Guild online at <http://www.judgesguild.net>

For downloads and product support come see Eostros Games at <http://www.eostros.com>

History of the Dark Tower

Something seemed odd about this town, Mitra's Fist. And the tavern they were in, The Overlord's Inn, was certainly a bit strange as well. Everyone in the town seemed to stare at them as they walked through, and he had heard more than one comment about how they didn't get any visitors here anymore. He began to wonder if they had made a mistake coming here, but what choice did they have after their guide had died from a scorpion's bite and a sandstorm had driven them into this mysterious mountain pass?

The Inn keep, Melkor, was a shady fellow to be sure, and the Sheriff had sent men over to watch them for no reason. He began to feel like they were in some kind of trap. Just then a stranger from a nearby table approached them. He was a smallish man, thin, balding, and ugly. He looked nervously over his shoulder at the Sheriff's men as he sat down. "Made a wrong turn in the pass, did ye?" he laughed as his hands twitched around his wooden cup, spilling ale down the sides. "Nobody ever comes here anymore, as they doesn't make no wrong turn neither. Maybe I can help ya though: I got maps, & me name's Rufo." He leans in close, lowering his voice to a whisper, "Listen, you're in danger. These thugs here'll kill you as soon as look at you. They're protecting the treasure, they is. This town sits on top of a treasure bigger than anything you've ever dreamed of! Ol' Rufo knows how to get down there. If ya help me, I'll show you a map I've drawn. Be warned though: them' snake worshippers are down there, and they don't fool around none..."

With the expansion of the Empire (City State of the World Emperor, otherwise known as Viridistan) and the extension of her protection to other, less ominous trade routes, Redmoon Pass has become frequented only by ignorant, wayward or weather driven travellers who fear the whim of the elements more than they dread the terror of old legends. Situated centrally in the pass, the tiny village of Mitra's Fist appears to be a haven from the many storms that stalk wayfarers in the high mountain reaches. Even so, the wise and knowing do their best to avoid Mitra's Fist, better known as "Mitra's Curse".

Legend and Church history relate that it is nigh unto fifteen centuries since the patriarch of Law and Good, Mitra established a sanctuary in this mountain pass. Tales were told of his holiness and many pilgrims sought the wise man to be healed and blessed. He was indeed a living Saint.

Near the end of his mortal years, it became his task to lead a holy crusade against worshippers of the demon, Set, destroying the demon's mortal form and routing his army of evil. However, as a result of the encounter, Mitra also died.

It was not long before pilgrims once again came to the sanctuary seeking healing and blessing. Mitra's former assistants began to call on their mentor's name, finding power in it. Soon, Mitra's hermitage became the first temple of the god Mitra. As the centuries fled by and the religion spread, the founding place was not forgotten. Devotees erected a tall, ornate, White Tower over the place where the crumbling first temple once stood. Temple rites were conducted by a High Priest and his entourage of patriarchs. Not only humans, but also good creatures could often be found waiting faithfully on the now ascended god.

After the battle, a millennium passed before Set, no longer a demon, but a god of evil, saw fit to attack the birthplace of the religion that opposed his.

On an overcast lightless night, a mighty tower of black stone from the abyss appeared mysteriously out of nowhere, crushing fully half the village in its wake. That night, those villagers who could not reach the comparative safety of the White Tower of Mitra were destroyed in the carnage that ravaged the surrounding land. Very few survived to tell the tale of what would happen.

The battle that week was dear. Mitra's high priest was murdered as he prayed and all but a few of his attendants slain. Only the creatures of law helped the living survive. The final events came quickly as the surrounding mountains reacted to the disturbing power of magic that roiled the ground. Landslides that left the village strangely intact, though buried came down around them. Soon the area in the pass was covered to depths of hundreds of feet.

The mystery of the destruction of the shrine was never solved by those who investigated. The church, though dumbstruck, quietly moved the spiritual heart of the religion to the site of the battle in which Mitra originally died, in Modron, some hundreds of leagues away.

Within a decade, a village of treasure seekers grew atop the debris piles, guided by tales and maps. The small hamlet of tents and shacks became known as Mitra's Fist or as "Mitra's Curse" to unbelievers. After several years, the church of Mitra built a shrine and established a mission to keep an eye on the fortune hunters, in case any of the lost artifacts of their god should turn up.

It took a hundred years of digging before searchers found the location of the original village. However, they encountered the unexpected. Something was digging up to meet them. Small amounts of treasure began to trickle out the tunnels and Mitra's Fist became a popular stop for trader's enroute to the cities of the newly founded empire. It was ten decades before news stopped coming from the village and caravan leaders found excuses to brave the danger fraught western passes rather than use Redmoon Pass.

Mitra's Fist had changed almost overnight. Some force had possessed the village and its occupants, causing them to slay children, non-humans and Mitraic priests in one night of hell possessed fury. It is rumored that these are the very same villagers who have inhabited the old decaying buildings of Mitra's Fist for three hundred years since, never aging.

For three centuries the village of Mitra's Fist has existed, unmolested by the outside world. Few have noticed that the village has had the same occupants for over ten generations. Only few have noticed because only those few telling the tale have visited the village and have not fell prey to the sharp, ceremonial dagger of Avvakris, High Priest of Set.

JUDGES NOTE: A sacrifice is an eating of the victim's soul by Set. This makes it impossible to resurrect or reincarnate the victim. Divine intervention, miracle or wish would allow resurrection, reincarnation or true resurrection to work.

Adventure Summary

Long has it been since anyone has heard from the village of Mitra's Fist. Hundreds of years ago the village fell into shadow beneath the shifting sands as the mighty gods Mitra and Set and their minions fought to destroy each other through the annihilation of their sacred temples and artifacts. In the nearest towns and villages, tales can still be heard of the folks who went to Mitra's Fist in search of fortune among the buried ruins.

Among those tales there are no happy endings: the fortune seekers never returned, and the village of Mitra's Fist has grown quiet...too quiet. Rumors persist of sightings of villagers in Mitra's Fist who should long ago have perished among the sand, and of the horrors that haunt the night in Redmoon Pass. Occasionally, through error or bravado, caravans of pilgrims or traders are known to have ventured into Redmoon Pass, but they are rarely, if ever heard from again.

Folks from the nearby towns and villages would have it known what has happened to their loved ones who have vanished within Redmoon Pass. The priests of Mitra would have their shrine rebuilt upon its original site. The leaders from the surrounding area would have the pass cleansed of the evil which has left Mitra's Fist silent for 300 years. And the mighty lords of Viridistan and the City State would pay handsomely to have the most direct trading route to the Holy Cities restored. Yet the rumors are clear: none who go there have return to tell of it. Something unspeakably wrong lurks beneath the sands of Mitra's Fist...waiting...

Judges Section

Adventure overview

Dark Tower has been designed for use by players with experience in using fairly high power characters. It is suggested that in order for a group of adventurers to survive, that the composition of the adventuring party be fairly diverse and balanced between fighters or paladins and wizards with at least one rogue and one or more clerics.

A party of adventurers of 8th - 10th level should have little more than a difficult time in making it all the way to the top of the Dark Tower itself. Even lower level characters (5th to 7th) might survive if they encounter the right artifacts or some magical weapons. In addition, a Judge could run forays into the dungeon until the party reaches an area they are uncomfortable with, they would then leave for another area and come back when they reach a higher level. The Judge should adjust and add new creatures when they do return to add the dynamic of time to the adventure. Some parties have been as high as 12th level before completing Dark Tower when using this method.

It should also be noted here that one or two well chosen magic items, especially weapons will be most useful for each character to have. A paladin with a holy avenger would work well in this adventure.

The main source of conflict in this adventure is a centuries old rivalry between two gods: Mitra (good) and Set (evil). While it is possible to modify these deities to reflect the myths or politics of your individual world, it is also possible that Set and Mitra can be imported into your world as isolated cults of ancient gods no longer 'in vogue'.

Field Guide to Designers Notes

Pain among pains, it is strongly suggested that the Judge read through the entire booklet and become as familiar as possible with this adventure prior to beginning play. Additionally, there are some items of design that we would like to point out up front:

- The numbering in the booklet is set up by levels, so that room number 3 - 21 in the text would correspond with the room marked 21 on the level 3 map. Buildings in the village are designated with a "V" prefixed to the number. Rooms in both of the towers have their numbers prefixed by the letter designation of the level they are on, such as C-8 or K-19.
- There are quite a number of NPC's or "personalities" in the dungeon. These non-player characters can sometimes be powerful allies in the game or even more powerful enemies. Each of these characters has been detailed for you with armor, weapons and possessions and many have their personalities described to some extent. This is designed to make the creatures as individual as possible and hopefully allow for more interaction and roleplaying between dungeon residents and adventurers (rather than just putting them at the edge of a sword and roll playing). The Judge should familiarize their self with as many of these personalities as is possible.
- With the existence of powerful personalities in the dungeon, there are bound to be certain factions working against each other on both sides of the good vs. evil struggle that are keeping a final confrontation from occurring between the forces of Mitra and the powers that serve Set. This political battle between factions is not played up in the text, but it can be intensified by the individual Judge if so desired. It is, in fact, the existence of these petty, mortal factors that have kept the battle from coming to a conclusion long ago.
- Some rooms and encounters may have to be toned down or beefed up to match the strength of a party of adventurers. As with all Judges Guild adventures, Judges should feel free to modify this adventure to suit your own campaign.
- There are several new creatures described in this adventure. They are included because they are either divine servants of an individual god or creatures who do not fit the ordinary. If your campaign does not include the worship of Set or Mitra, you may wish to replace some of these creatures with ones from your own campaign for this scenario.

- A complete chart for random encounters on each level of the dungeon has been provided. Each creature on the chart has either been described in a short paragraph in the Field Guide of Encounters or will refer you to the location in the text where it can be found.
- You will probably not be able to sit down and play the entirety of Dark Tower in one sitting. It may be suggested that you allow real time between play sessions equal (on a 1 / 1 basis) to the time between adventures in the campaign.
- NPC Provisions: Assume that whenever a normal human is found in his or her lair, that 1 - 3 weeks of edible provisions will be available per person, along with 1 - 10 gallons of wine or water. This does not apply to prisoners.
- Material Spell Components: Assume that divine and arcane spell casters encountered will have the necessary material components on their person(s) to cast any spell they may have memorized.
- Life, Death, and Random Encounters: Since many of the random encounters can be found in the text of the dungeon, it follows that if they are killed, then they cannot be encountered again on the encounter matrix, nor will they be found in their lairs. The reverse is true of creatures or personalities who are killed in their lairs. They cannot be encountered as random encounters.

Field Guide to New Religions

In this scenario, the major theme is the opposition and battle between the forces worshipping the god of evil, Set, and lawful good deity Mitra. To reflect this situation, clerics serving either one of these gods will gain certain bonuses.

Clerics of Mitra

These lawful good characters will gain a +1 bonus to all of their attacks and defenses (+1 Divine bonus to Atk/Dam/AC/Saves), including when attacking with spells or being attacked by followers of Set. Followers of Set will include any clerics, minions of Set, animated statues, Sons of Set, giant snakes, and all traps in the Dark Tower itself.

Clerics of Set

These evil characters will not have the attack and defensive bonuses of their Mitraic counterparts. However, they do gain certain powers in conjunction with snakes, the creatures that are sacred to their god. The powers are prefixed by the level at which they are gained.

New Domain of Set: Serpent Domain

Automatic Bonus Feat

Domain Affinity (Wilderlands Players Guide) – Clerics of Set gain an automatic bonus feat that allows them to choose the new Serpent Domain (see below); however, they lose the ability to channel negative energy or control or rebuke undead. They may choose to keep their turn or rebuke ability, but they must choose the Serpent Domain as one of their first two domains or choose the Domain Affinity feat as their first level feat.

Serpent Domain (Required Domain)

Domain ability: Alternate form once a day. Clerics with the Serpent Domain are able to change shape to any medium or smaller snakes as per the spell *polymorph* cast on his/her self and without regaining hit points. Once in this form, the cleric can remain so as long as desired.

Spells

(All Spells are limited to use with snakes, snakes' forms, and creature of Reptilian type.)

1st Level:	<i>charm animal, calm animals</i>
2nd Level:	<i>animal trance, summon swarm (New Monster - Snake Swarm)</i>
3rd Level:	<i>speak with animals, dominate animal (snakes)</i>
4th Level:	<i>poison, rainbow pattern</i>
5th Level:	<i>transmute sticks to snakes (New Spell), animal growth</i>
6th Level:	<i>baleful polymorph</i>
7th Level:	<i>summon snakes (per summon natures ally VII, but snakes only)</i>
8th Level:	<i>greater planar ally, animal shape</i>
9th Level:	<i>call greater son of Set (per gate spell)</i>

Adapting the Adventure

The Dark Tower may be placed anywhere in your campaign. A mountain pass along a seldom used trade route is a suggested location. Caravans should use Mitra's Fist as a seldom used way station to their intended destination. Although it is likely that they will never arrive there!

Wilderlands of High Fantasy

This updated revision of Dark Tower is located within the Judges Guild Wilderlands of High Fantasy setting, in the Desert Lands area, Map 7, Hex 1921 (near the Holy Cities). Although play can commence within the confines of the area terrain map, or possibly within the village itself; the original designer's intent was that the game should start in some village, city or locale within the individual Judge's own campaign with rumors and legends of the mystery of Dark Tower. Some good examples of such nearby villages in the Wilderlands would include Ferech Idu (Hex 1624), Kod'l (Hex 1919), or Shiktat (Hex 2123). The legend of the Dark Tower would also be whispered about in The Holy Cities themselves (Hexes 0723, 0724, 0822, 0823, 0922, 0923, and 0924).

Legends, truths and half truths should be available from a few sources, including the respective temples of Mitra and Set, local merchants or from oracles, prophets and seers. Rumors can also be obtained from the undying residents of Mitra's Fist itself using the Rumor Mill.

Understand that they grow bored with their ageless existence and love to toy with the few souls who wander into their midst. Having to actually seek out information makes it seem all the more valuable and it will probably be remembered longer (Rather than having all that they need to know read to the players off a list for the sake of starting a game quickly). The rumors and legends are a critical part of this adventure, so Judges should make great effort to incorporate them into play via NPC interaction.

Field Guide to Resources

This adventure utilizes sources from the Wilderlands of High Fantasy Box Set™, Players Guide to the Wilderlands of High Fantasy™ by Judges Guild® and Necromancer Games® and has been used under license. Tome of Horrors Revised™ Tome of Horrors II™ by Necromancer Games® has been used according to version 1.0a of the Open Game License detailed in the Legal Appendix at the end of this publication. The material used has been reprinted for your convenience. This adventure requires the use of the Dungeons and Dragons® Core Rules by Wizards of the Coast®.

For questions, downloads and support regarding this adventure, please email ggeilman@eostros.com or goodmangames@mindspring.com.

