

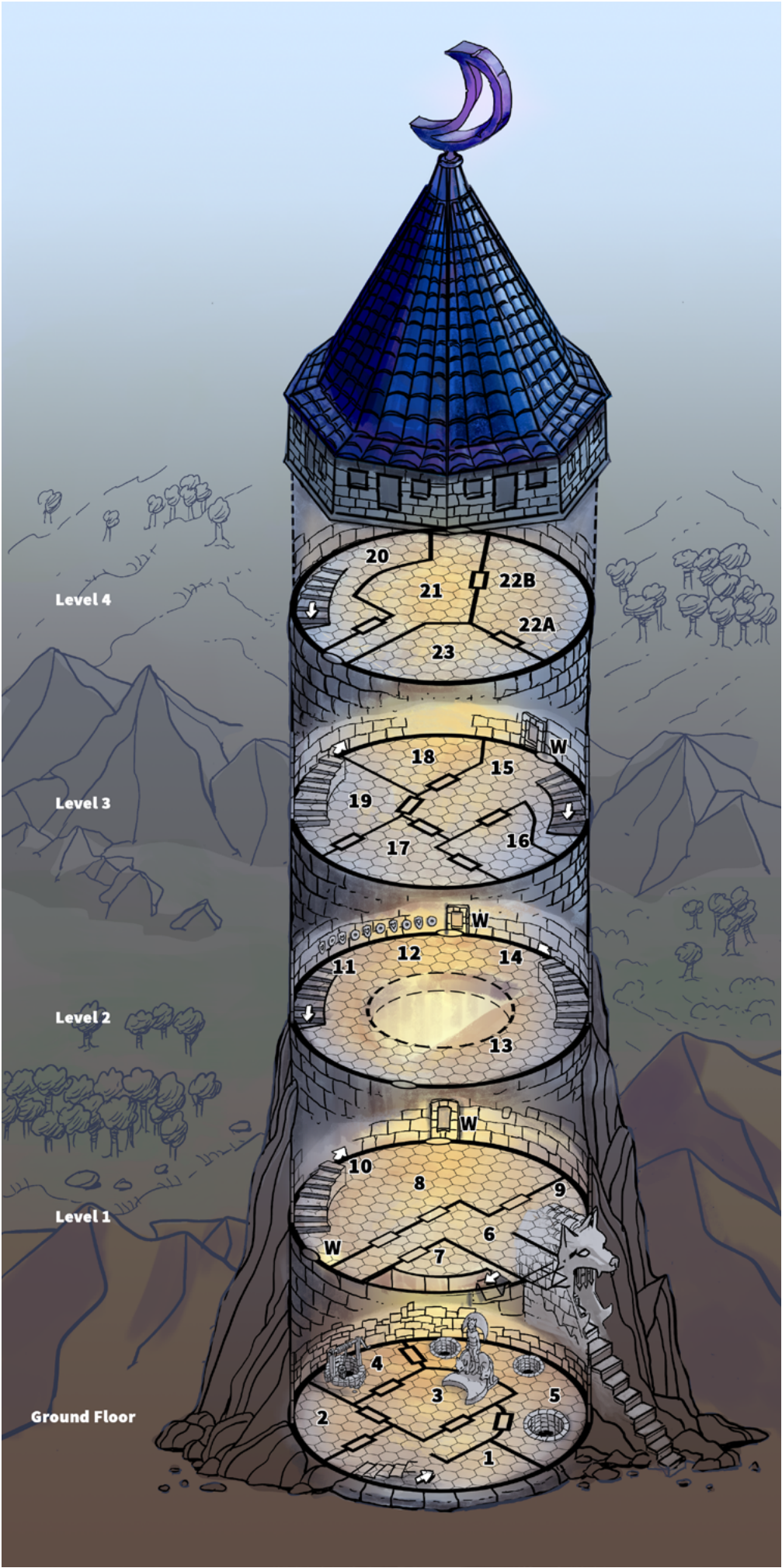
The Fantasy Trip™

Tower of the Moon



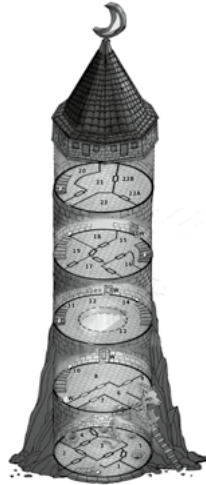
by David Pulver





The Fantasy Trip™

TOWER OF THE MOON



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Introduction

TOWER OF THE MOON is an adventure for *THE FANTASY TRIP: IN THE LABYRINTH*. It was written in the spirit of Gothic horror and is intended to challenge a good-sized party of three to five 32–35 point characters, or a pair of 36–39 point adventurers. The party should include at least one wizard—ideally a couple of them—who knows offensive thrown spells.

Delvers may stumble upon the **TOWER OF THE MOON** while exploring the wilderness, but for a stronger horror atmosphere they might deliberately seek it out after learning of its legend from bards, sages, or idle tavern gossip.

WHERE ON CIDRI?

The **TOWER OF THE MOON** can be placed in a rural region of a human-dominated area of Cidri where wolves can be found. The primary locations of the adventure—the tower, the tiny village of Waldrand, and Hawkwind manor—may be too small to appear on 5-mile scale maps but should probably be at least 20–40 miles from any other substantial settlement.

A good place to site Waldrand is to have it be a convenient place to stop when traveling between two larger settlements. That brings the party to the Sign of the Thirsty Wolf for a meal and perhaps some supplies. From there, the butler Gervalt approaches them as candidates who might be able to help him with a problem.

THE LEGEND

The old folks say the hill was always sacred to a local moon goddess: Lukariel Sherikira, the Howling Huntress, patron of love, hunting, dance, and wolves. A few generations ago, upon becoming high priestess of Lukariel, the wizard-priestess Artesia dedicated a great chapel upon that hallowed site. Now, the tower rises like a fang atop that stark hill, silhouetted against the moon.

Artesia began taming the surrounding borderlands in her goddess's name. Her dedicated henchman **Mordark**—a powerful necromancer and alchemist possessing forbidden books of dark lore—warped the laws of man and nature to help secure her rule and her admiration. For a decade, Artesia ruled the surrounding lands from the **TOWER OF THE MOON**. In that time, many youths and maidens served in the temple as acolytes ... or transformed into werewolves for her guardian pack: Artesia was always accompanied and protected by these werewolves, believed sacred to Lukariel Sherikira.

Mordark grew jealous of his mistress, angered that his dark services to her continued to be insufficiently rewarded: He asked to rule the tower as an equal and sought her hand in marriage. When she refused both advances, the wizard instead began learning **Geas** (*IN THE LABYRINTH*, p. 31), desiring to magically bind her into his service as his puppet and paramour (that *always* ends well).

Artesia discovered his plot before he could complete his studies. Filled with wrath, she ordered her werewolves to tear Mordark to pieces. Mordark was neither unprepared nor unavenged: He had brewed and imbibed a unique potion of silver dust and wolfsbane puissant against lycanthropes. At least lycanthropes who eat you. Feasting on his corpse, the werewolves were maddened by this poison and



The Tower

All the locals in the barony of Hawkwind know the way to the **TOWER OF THE MOON**, though they assiduously avoid it: A well-established but fading track runs from Waldrand through the woods to the hill on which the tower was constructed. By day these woods are strangely silent. At night, flocks of bats sometimes darken the moon, and the howling of wolves sounds in the distance.

The tower stands on a featureless hill overlooking this grim woodland. It is unmistakable: five stories high, with a narrow stair rising to a foreboding gate carved like a wolf's open jaws.

ORIENTATION AND ENTRY

The **TOWER OF THE MOON** has five levels. The first level is the ground floor, but the stairs provide access to the first floor above that. Tower descriptions of each floor are keyed to the numbers shown on the maps.

Stairs and Gate: The obvious way to enter is to climb the stairs and pass through the tower gate, the Teeth of the Moon (at 6). Alternatively, one can scale the slippery stone of the tower or fly up, to enter a window.

Windows (W): There are only four *open* windows—small windows barely more than slits—sealed with iron bars. Each is marked **W** on the maps. If a climber or flier pries one open (4/ST without a crowbar, or 3/ST with one), it provides access to its floor. All the other windows have long-since been bricked up: the brick structure absorbs 4 hits on each blow as if it were armor and takes 45 hits to bash through with a hammer, mace, or other bludgeoning weapon enough to enter the floor through the new window. Not exactly subtle, though. Otherwise, the barred windows cannot be picked, are not susceptible to a **Knock** spell, and will not burn (see *IN THE LABYRINTH*, PP. 70–71).

Note: The GM may wish to make the barred windows impenetrable, to prevent short-circuiting some of the adventure!



Ground Floor

This is the tower's cellar. It is not directly accessible from outside and can only be reached from the first floor.

and hissing. It has rancid, nauseating breath. Use the rules for *Ambush* (*IN THE LABYRINTH*, P. 121) to see if the creature surprises the party.

If the party defeats the monster and looks behind the barrel, they find small stone statues of rats, bats, and crows (all petrified by the cockatrice) along with three black opals (\$50 each), a longbow, 10 arrows (two are silver), a dagger, a labyrinth kit, and a shortsword.

The unbroken barrel holds wine that has long since turned to vinegar.

GREATER COCKATRICE

Hex Size/Form: 1-hex figure

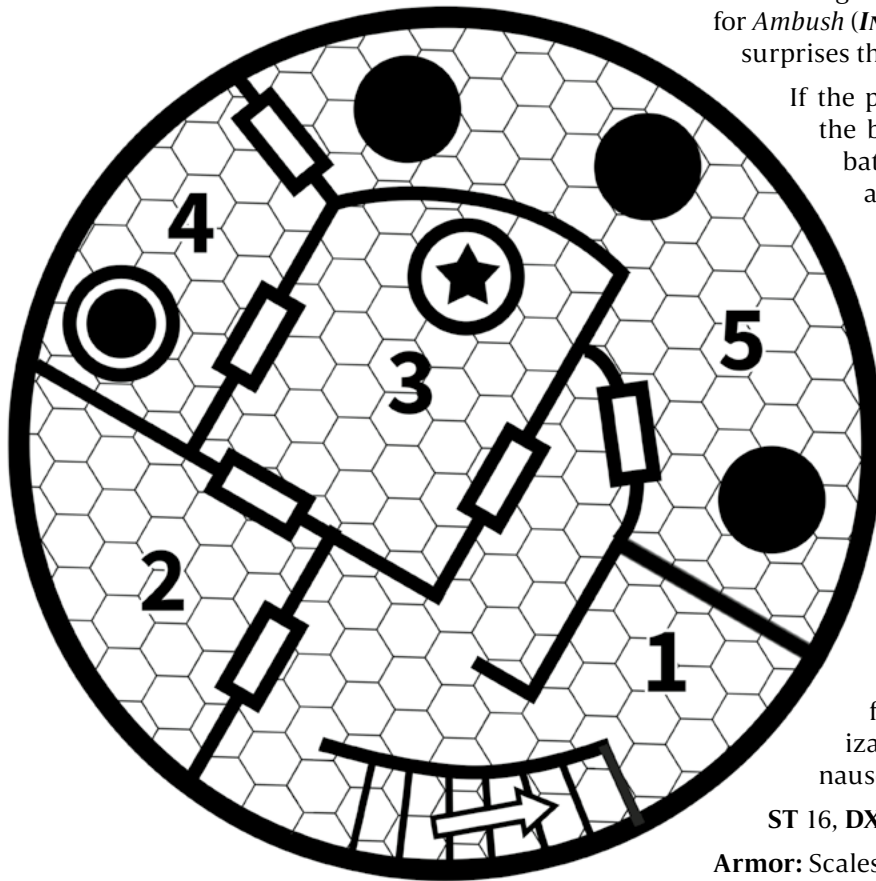
Several breeds of cockatrice inhabit Cidri, all deadly to one degree or another. This type is the product of alchemical experimentation. It is a two-legged hybrid of snake and bird, with a scaled serpentine lower body and tail, dragon-like wings, a rooster's head, neck, feet, and talons. It is as large as a man, vocalizations include caws and hisses, and it has foul, nauseating breath.

ST 16, DX 12, IQ 4, MA 6 (10 flying)

Armor: Scales and feathers stop 1 hit/attack

Attacks: Bite (1d+1 plus petrifying poison) or leg strike (1d+2)

Special Abilities/Weaknesses: Petrifying bite. If a bite penetrates armor, the victim must roll 4/ST or be turned to stone. The victim is frozen in a form of magical stasis, like that afflicted by the *Freeze* spell (*IN THE LABYRINTH*, P. 24). The effect is permanent but removable by casting *Dissolve Enchantment* or *Remove Thrown Spell*; a *Wish* can cure several petrified victims at once. The petrifying effect does not affect the victim's equipment. If it can't petrify a foe, it still tears angrily at them with its talons.



1 CELLAR STEPS

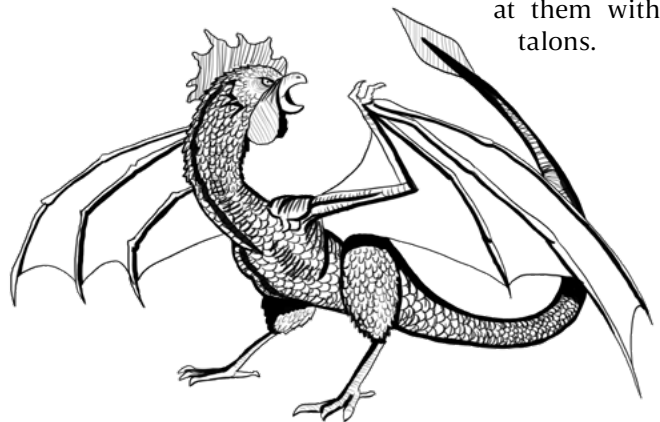
This flight of stone steps connects with the first floor (at 7: **Guardroom**).

2 STORAGE ROOM

The floor is covered with smashed crates, casks, and barrels—only one still unbroken—as well as a shattered chicken coop and numerous feathers. A foul odor pervades the room. Leaning on the wall beside the unbroken cask is an incongruous sight: a life-sized stone statue of a female elf warrior, one arm raised in a gesture of defiance.

Dried blood stains the stone, and amidst the debris are three human skeletons, mostly stripped of flesh. They wear the tattered bloody rags of what were once white robes. The tiny bones of at least a couple of chickens, a discarded mace, and a broken quarterstaff also lie on the ground.

Hiding behind the barrel is a former “pet” of Mordark: a **Greater Cockatrice**. It emerges when the party begins exploring the room and attacks. It stalks forward, cawing





Mysterious Spire

The wolf-cult of the moon-goddess Lukariel Sherikira held sway in the Barony; with the Tower of the Moon their high holy temple. After a night of screams and horror, the tower—and its rumored riches—stood abandoned.

The locals all know the way to the Tower. They also know to avoid it.

Rumors of trouble coming from the tower spread through Waldrand. An important person is missing, her last known destination, the Tower of the Moon.

Can you find her? Is it already too late? Who will unlock the secrets of the lost cult of Lukariel Sherikira?

Tower of the Moon is a Gothic horror adventure for *The Fantasy Trip: In the Labyrinth*. It is intended to challenge three to five 32-35 point characters, or a pair of 36-39 point adventurers, including at least one wizard.

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