

TOWER OF THE ELRELI

A Swords and Wizardry one-page mini-dungeon for four to six characters of levels 1-3

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ADVENTURE BACKGROUND

The Elreli were a sect of wizards who dedicated their lives to research and experimentation regarding the infusion of magic into living creatures. While the infusion wasn't a difficult process, all creatures they infused shared the same flaw: the infusion process left them with an overwhelming hatred for all other living beings.

The research lasted for many years until an accident caused the remaining of the Elreli to abandon their tower. With a mispronunciation of a word in his experimental spell, Jaoth, the Elreli's head wizard, commanded his magic to combine the stone of the table he was working on with himself. The result was a magic-wielding stone colossus that wreaked havoc on the third floor of the tower, which caused a magical corruption of the tower and its surrounding area.

Those Elreli that weren't killed by Jaoth fled the tower. The Tower of the Elreli has remained in this state since, though the magic of the area has continued to carry out Jaoth's last spell: combining creatures in the area with nearby pieces of the landscape.

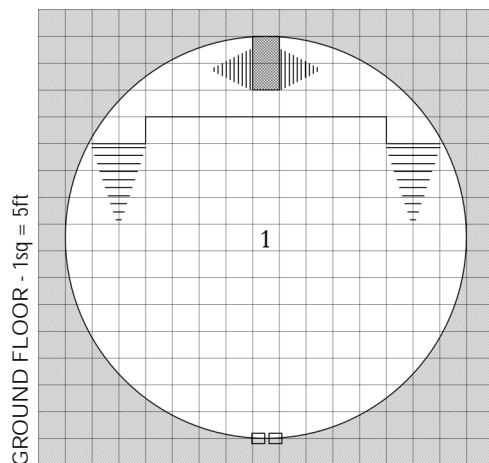
THE MAGICAL CORRUPTION

Due to the magical corruption in and around the tower, each time a spell is cast the effect is amplified in a random way. Roll 1d4. On a 1, the spell is boosted, increasing all numerical aspects by 50%. On a 2, the spell is cast but is retained by the caster. On a 3, the spell also affects the caster (if the spell was targeting the caster, it affects her twice). On a 4, in addition to the spell's regular effects, the magic of the spell arcs off to a nearby critter and creates an amalgamation. Roll for a random amalgamation.

AMALGAMATIONS

The amalgamations are the result of the magical energies in the area combining critters with nearby objects.

1. 2d6 Blade Amalgamations: HD 2; AC 8 [11]; Atk slash (1d6); Move 12; Save 16; AL C; CL/XP 3/60; Special: Takes half damage from slashing or piercing weapons; Appearance: This small creature is an amalgamation of a rat and bladed objects.



2. 1 Spike Amalgamation: HD 4+1; AC 7 [12]; Atk 2 claws (1d3) and bite (1d6); Move 9; Save 13; AL C; CL/XP 4/120; Special: hit for both claws causes a spiked hug for 1d10 additional damage, spikes protruding from body cause 1d3 damage to melee attackers; Appearance: This large creature is an amalgamation of a bear and a set of spears.

3. 1 Potion Amalgamation: HD 3; AC 8 [11]; Atk smash (1d3); Move 15; Save 14; AL C; CL/XP 4/120; Special: When hit, gains the effect of a random potion. When smashing, target gains effect of random potion; Appearance: This small creature is an amalgamation of a small fey with a number of filled potions.

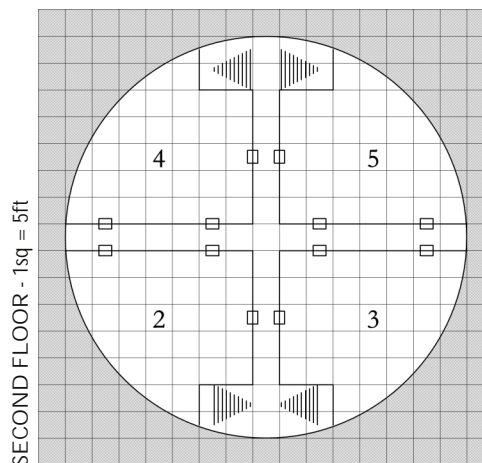
4. 4d6 Dinnerware Amalgamations: HD 1hp; AC 6 [13]; Atk break (1d3); Move 24 (flying); Save 18; AL C; CL/XP A/5; Special: Dies as it shatters after hitting with an attack, 50% chance to shatter on miss; Appearance: This small creature is an amalgamation of a dinner plate and a small bird.

5. 1 Clock Amalgamation: HD 3; AC 5 [14]; Atk 2 bashes (1d8); Move 18; Save 14; AL C; CL/XP 4/120; Special: Controls time and moves and attacks with increased speed (already factored in stats), takes 50% additional damage from fire attacks; Appearance: A squirrel has been combined with the grandfather clock it nested in.

6. 1d6 Spore Amalgamations: HD 3; AC 4 [15]; Atk 2 claws (1d4) and bite (1d6); Move 6; Save 14; AL C; CL/XP 3/60; Special: When it dies, 1d6 spores are released which quickly become sporelings; Appearance: A giant badger has been combined with a troop of mushrooms.

Sporeling: HD 1d6; AC 7 [12]; Atk fist (1d6); Move 12; Save 17; AL C; CL/XP B/10; Special: None.

GROUND FLOOR. The front door to the ground floor has been broken open.



1. MAIN HALL. The first floor of the tower is a large main hall. Stairs lead up to a viewing balcony with a second set of stairs leading to the second level. Once decorated with fancy carpets and tapestries, the main hall is now filled with rubble, dirt, and the remains of many animals.

Monsters: A spike amalgamation roams the ground floor.

SECOND FLOOR. The doors to the 4 labs on this floor have either been broken open or have rotted away.

2. FUNGI LAB. This lab was once used by wizards experimenting with the infusion of magic into various types of fungi.

Monsters: There are 4 spore amalgamations in the fungi lab.

3. DESTROYED LAB. The original purpose of this lab is no longer discernable. The outside wall has crumbled away, leaving the room open to the outside.

Monsters: 20 dinnerware amalgamations will flock to this room if it's disturbed. They will begin dive bombing into the room at any living creatures inside.

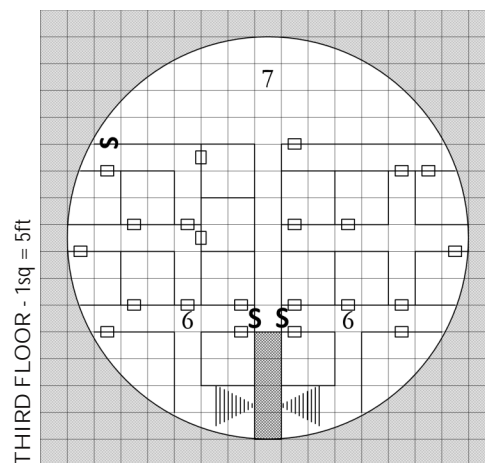
4. ALCHEMY LAB. This laboratory was once used for the crafting of potions. Most of the equipment here has been destroyed.

Monsters: A potion amalgamation is hiding in the room amongst the rubble.

Treasure: 2 potions of healing, 1 potion of heroism, and 1 potion of levitation.

5. ANIMAL LAB. The remains of many animals can be found here, along with tools and instruments for dissecting them.

Monsters: A colony of rats have been turned into 10 blade amalgamations, which swarm out to attack the PCs when they become aware of them.



THIRD FLOOR. The doors on this floor are all closed and have stayed intact.

6. LIVING QUARTERS. The living quarters for the wizards of the Elreli are arranged in a maze-like fashion on this floor. There are two separate sections of quarters depending on which set of stairs were used to get to the third floor. There is a 2 in 6 chance in each area (room or hall) of amalgamations being present (roll randomly to determine which kind).

7. HIGH WIZARD QUARTERS. This large area was once the living quarters and personal lab of Jaoth and is where he miscast his spell and transformed. The room has been thoroughly smashed. The outer wall has been broken open, which is what caused the rest of the tower to tip and break off.

Monsters: A stone amalgamation, which was once Jaoth, can be found here.

Stone Amalgamation: HD 4; AC 3 [16]; Atk 1 slam (1d8); Move 9; Save 13; AL C; CL/XP 5/240; Special: Takes half damage from physical damage, spells as 3rd level magic-user (mirror image, magic missile x2, sleep); Appearance: A twisted humanoid form made out of a mix of flesh and rock.

Treasure: In a chest partially buried by some rubble is Jaoth's wealth: an Atrophied Staff of the High Wizard, a ruby worth 821gp, Jaoth's spellbook (contains charm person, detect magic, light, magic missile, read languages, read magic, sleep, mirror image, wizard lock), and 860gp in various coins.

Atrophied Staff of the High Wizard: This staff was once held a more powerful magic, but has been sapped by the magic in the area. Currently, if a magic-user or cleric casts a 1st level spell into the staff, it will hold it indefinitely until it is expended to cast the spell. A stored spell can only be cast from the staff by the same type of caster that put it into the staff.

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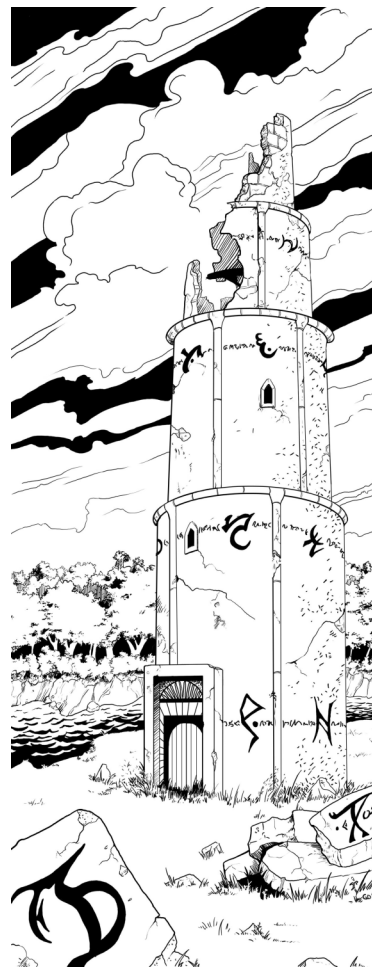
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One-Page Adventure Module O2



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