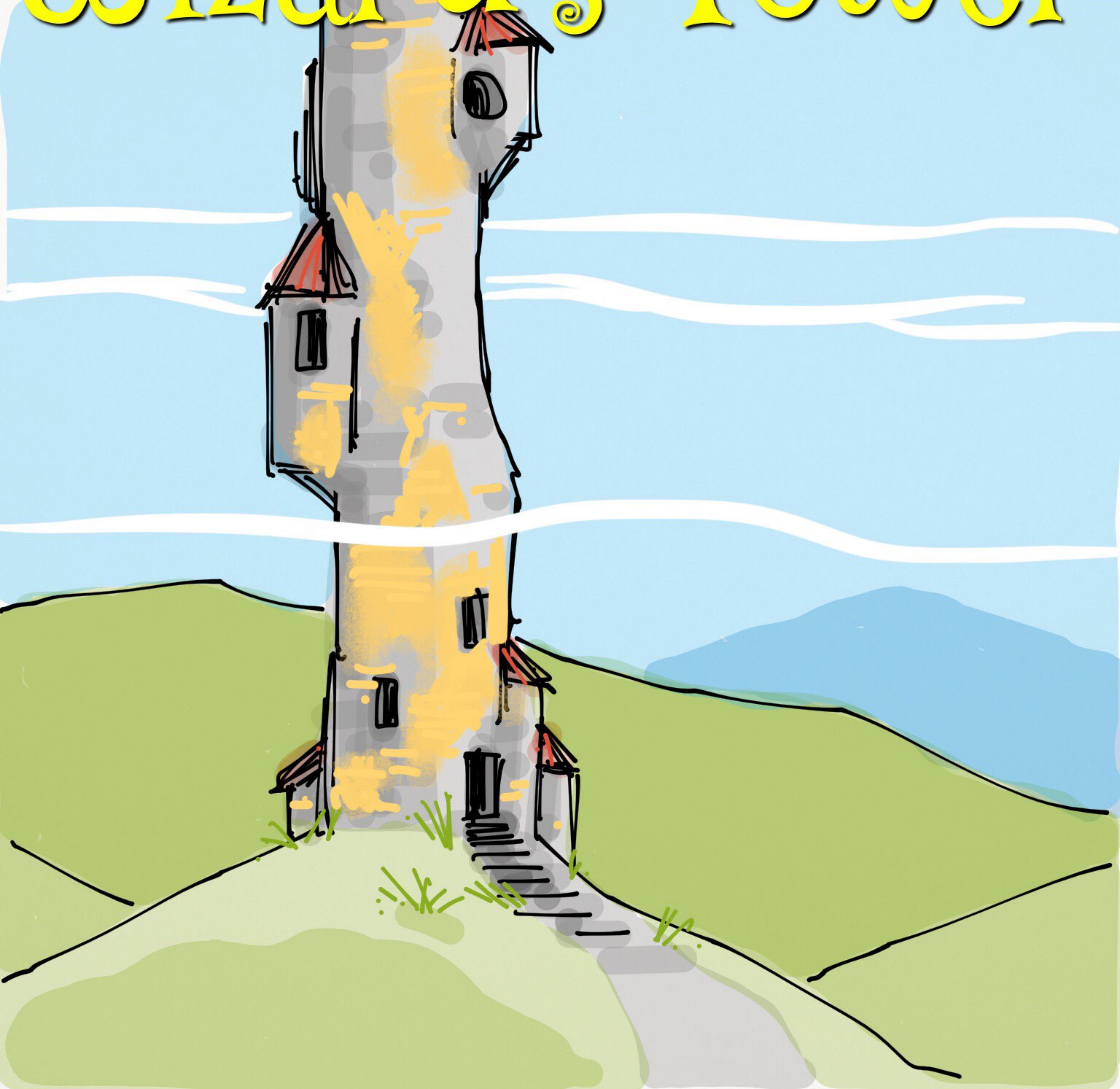


the yellowing Wizard's Tower



Adventure 7 The Yellowing Wizard's tower.

Pulled by the Void, fighting the Long Dead Future Men

Antor Nemillus, mage and necromancer to **Midor**, King of **Sybaros**.

Getting into the tower.

The tower stands in low rolling hills surrounded by meadows in Sybaros.

The tower is an improbable structure that rises up and up until its top is lost in mist and clouds. It is situated on a hill amidst meadows. It is built of grey blocks of many different sizes and type of stone. It looks terribly ancient. The tower is not regular. It rises in fits and starts with jutting out rooms and bays dotting its surface like knots on an old tree trunk. It gives the impression of wanting to branch out in several places but so far has restrained itself. Red slate roofs top many of the promontories.

In places it is covered with patches of a peculiar yellow discolouration that seems to have no cause. It resembles nothing so much as an abandoned painting project started in many places at once.

This is the outer manifestation of The Void. Touching it causes a Void infliction.

The Void

-As recorded history is concerned, there has always been a strange void in the night sky; a circular area curiously absent of any stars. The myth goes that there was a moon, but Selune of the silver eyes stole it away, to give to another world on another plane. All that remains now is its shadow. -

Is an encroaching darkness that seeps into rooms of the tower opening them to the Void. Entering the Void is fatal. Touching its edge is corrupting. Chaos effects will attach themselves to the unlucky recipient.

Void infliction. D10

1. Bloated, the character swells in several places becoming twisted and swollen.- character's flesh regenerates itself healing even the most mortal wounds 1HP per round per level.
2. Cerebral Cogitator, the character's head swells to twice normal size. - gifted one's blood is filled with stimuli that makes him faster. +2 DEX. Always wins initiative. Gets a DEX roll to react when surprised.
3. Crystalline Body - Character's flesh turns into diamond-like material. Ignore first 5 points of physical damage.
4. Fragment of Immortality. Character becomes gaunt, like a corpse - character has ability to cheat the death. May re-roll OofA dice.
5. Ichor Blood - character's blood is replaced by some deadly substance and when harmed it spurts on his enemies hurting them. Inflicts damage equal to that taken in melee onto the attacker and one other random person if close.
6. Meteoric Charge, the character's feet become hooves - whenever the character charges he gets the momentum of a steel bull. +4 damage to his first round melee attack
7. Mind of Metal, the character's face becomes expressionless steel. - character cares nought of witchcraft or psychic powers aimed at him. Roll magic and psionic saves with advantage
8. Temporal Distortion, the character fades in and out of reality becoming faintly transparent

and flickery. - time around the character is altered so he can move more freely. May move twice as far in a round. Always has initiative.

9. Venomous. The character's skin becomes snake scales - Character's touch becomes poisonous

10. Roll twice.

Stone steps lead to a door set back into the wall at the base. Of the tower.

The door can only be opened by placing a disc of Antor Nemillus in a handy slot. This consumes the disc and lets one person enter unless they are a wizard in which case their retinue may enter if they're holding hands or touching in some way.

An old plaque above the door reads in an ancient script unknown to any living being:

"The fellowship of magic or the curiosity of the lone pilgrim, both are answered within. Enter as you wish to be received."

(The party only has three discs and there are 10 of them.)

What happens if the party don't all enter? Windows on the very ground floor can be opened from within by a knock spell and others can clamber in. Frostfire can sunder the door (for 25 damage). Those inside can leave freely but don't get their tokens returned.

Antor Nemillus, mage and necromancer to Midor, King of Sybaros.

Disguised as a statue so the Future Men don't get him. Teleports around his tower keeping tabs on the players.

It will look like there are many statues of Antor Nemillus but in fact there's only one version. He can't be found out unless the party splits and is in two locations where there were statues because one will be missing.

Antor Nemillus holds the key to the door to the tomb.

He wants to drain the wizards and priests in the party of their magic to try and restore his tower. He leaves trapped objects to do this.

The tower layout:

Entry level: The present

Four floors, three up, one down.

The rooms and chambers are well appointed. Libraries of non magical books. Several guest rooms. Kitchen. Study. Store rooms and cellars on the lower floor. Dining room.

Conservatory with plants. Lots of paintings, statues and suits of armour. Nothing in the way of magical artefacts.

All the main rooms have a wizard statue.

All doors down to yesterday and long, long ago are locked and cannot be opened without the key to Yesterday.

Entry floor. Windows look out on to the scene outside but cannot be opened without a knock spell.

Only a very low chance of meeting a LDFM who will flee immediately.

Well appointed. Large hall way. Impressive staircase leading upstairs. Study. Library.

Conservatory with plants. Several smaller storage rooms. Smaller staircase leading down at the rear. Lots of paintings, statues, suits of old armour etc. All main areas contain a wizard statue.

Downstairs.

No LDFM here or lower.

Cellars. Kitchen. Store rooms. Fewer wizard statues in odd corners. Musty stairs leading down to the past that ends in a door requiring the key to Yesterday. Several small staircases leading to upstairs dining and bedrooms.

Upstairs.

Library. Large reception room. Large dining room. Several empty rooms.

Only a very low chance of meeting a LDFM who will flee immediately.

Bedrooms. Master bedroom. Washing rooms. More empty rooms.

A few wizard statues in some rooms.

Upstairs again.

Only a very low chance of meeting a LDFM who will flee immediately.

Servants rooms. Store rooms. Empty rooms. A couple of wizard statues. Stairs up to the attic.

Attic.

Only a very low chance of meeting a LDFM who will flee immediately.

Split into rooms by the ceiling supports, no actual doors or windows. Storage. Dusty. A single wizard statue in a corner room.

There is an area of the Void here in a secluded corner. It looks like a black emptiness that is devouring this reality. Items become warped and twisted as the Void nears them. It creeps exceedingly slowly. Like the hour hand of a clock. But sometimes it speeds up if you're not looking.

Touching the Void inflicts changes.

There is a staircase up to Tomorrow. It ends in the doorway devoured by the Void. The Void here is quite active because of the magic it's absorbed from the door to Tomorrow.

D10 Void effects

1. Bloated, the character swells in several places becoming twisted and swollen.- character's flesh regenerates itself healing even the most mortal wounds 1HP per round per level.
2. Cerebral Cogitator, the character's head swells to twice normal size. - gifted one's blood is filled with stimuli that makes him faster. +2 DEX. Always wins initiative. Gets a DEX roll to react when surprised.
3. Crystalline Body - Character's flesh turns into diamond-like material. Ignore first 5 points of physical damage.
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advantage

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Meeting the Long Dead Future Men

Encounters listed in the order they happen.

Encounters in the present.

1. A female LDFM enters the room through an iris metal door not previously noticed. She is wearing a smock, maybe a night dress and her hair is disheveled. She sees the party and exits again in haste. The door disappears as it close behind her as if it never existed.

2. A male LDFM is in a room the party enters. He is dressed like the woman and equally disheveled. He has wristbands on. He is rummaging through some drawers and looks up in alarm when the party enters. He flees immediately through an iris meta door that appears in a wall next to him then disappears.

3. Another male LDFM is surprised by the party as he forages. He grabs a handful of cutlery from a table which becomes a ray gun. He shoots once at the party as he runs through an iris meta door. He drops his gun as he goes and it turns into a handful of cutlery as it leaves his hand. The door disappears.

Long Dead Future Men (1D6)

HD4 HP25 AP3 competence 14

Damage 1D10. At range with ray guns and close up with tasers and vibro-knives.

In each location a single Long Dead Future Man will arm himself with a BFG that does 2D10 as an area effect.

All LDFM can flee through doors they make appear in any surface including the ceiling.

Ceiling doors will come equipped with lifts or ladders.

Their intelligence makes them very dangerous. They can manufacture futuristic weapons and devices that only seem to function for them out of the most innocuous of things. Tying some sticks together with twine, they are suddenly holding a functional ray gun. When they drop it or put it down it's just sticks and string again.

They can do the same for the environment. Pushing buttons that aren't there to make steel prisons fall from the ceiling. Making doors iris open in blank walls that only they can use.

Causing the floor to open beneath players and drop them into other rooms. Getting back could be tricky.

Who are they?

Originally men from the future captured by Antor Nemillus in order to learn their technological secrets.

Held against their will and mind drained by his devices they are insane like but still intelligent, fast, brutal and fearless except when it comes to The Void. They fear the Void.

Now, hate filled, they rampage around looking for revenge on any who cross their path.

Can they be helped?

Not any more. They are insane.

LDFM atomic death robot

HD10 HP70 AP20

Damage D10+D12 electro grip. CON test or paralysed. Paralysed characters are stored in a chest cavity for later.

Antor Nemillus, mage and necromancer to Midor, King of Sybaros.

Antor Nemillus attempts to drain magic: Always take the lowest available slots. Can only take 1st-3rd level slots. When he has enough he will summon **Omorphon** in order to boost his magic against the Void.

Magic draining

Touching a wizard statue will drain 2 spell slots

Interesting trinket. 1 slot

Interesting book 1 slot

Magical trinket 2 slots

Magical book 2 slots

Magic user entering a room alone. Door shuts. Opening door 1 slot.

More than one magic user entering a room on their own. Door locks. Touching the door 2 slots from everyone.

Using a staircase 1 slot

When Antor Nemillus has amassed enough points he will summon Omorphon.

He will transform from a wizard statue. A pentagram will appear on the floor of the room the party are in and...

The far wall of the chamber turns to fog, drifts away, opening a cantraipal door into those nether spaces where swing the worlds of Belthamquar and Eldrak, Gargantos and Dakkag. And—the world of—Omorphon! Swiftly goes the chamber across these abysses.

A glowing, up ahead! A whiteness that seems to crawl as might a maggot across the dark deeps of space! And in that whiteness—something that twists and turns, writhes and wriggles. Nobody needs to ask what it is or who is turning its flattened head towards the moving pentagram. Wicked eyes in a serpent head, wise with the knowledge of the ages' evil, stare at you. Larger grows Omorphon. Larger, larger, until it fills the universe about you and the pentagram with its mortal riders is no more than a midge before those beady eyes.

Antor Nemillus calls upon Omorphon to keep his bargain and give him the power to resist the Void.

Omorphon demands the price he was promised. Antor Nemillus will offer the party as payment, suggesting they be consumed and that Omorphon leave him their magic energy. A basket, like that used in the Eastern bazaars to carry snakes appears in the room, Omorphon demands it be filled.

The basket will hold three people. It's up to Antor Nemillus to get the characters into the basket. He will be annoyed that Omorphon only seems to want three people but, demons are odd fellows. He will begin by demanding the characters choose three of their number to be given to Omorphon.

He will be indignant if they refuse, insisting he's made a bargain.

Eventually he will try to force them. He will begin by teleporting the chosen characters into the basket whilst immobilising the rest of the party.

Antor Nemillus, mage and necromancer to Midor, King of Sybaros.

HD12 HP100 competence 16

AP 35 including shield (running)

Damage: spells.

Magic missile 12D4

Web

Fireball 1D6 targets. 12D6 damage each.

Teleport

Disintegrate - 1 target turns to powder (INT to just be OofA)

He has a key to his study about his neck on a string made from the hair of a legendary ape of Knuum, ancient guardians of the monkey temple.

Small metal gorilla shaped whistle on a chain. Adds 4AP to the wearer and a certain craving for green leaves. It glows in moonlight and whistles (feebly because it's small) when danger threatens. When actually blown it is much louder but has no obvious effect. This whistle will summon Knuum Gar, great Gorilla spirit guardian of Knuum if blown in the light of a full moon in a particular forest clearing in far off Alkebulan.

He has a key to yesterday (rusted and tarnished) and a key to tomorrow (bright and shiny) on a ring on his belt.

A small pouch containing eleven of his discs. Each disc will restore a lost spell slot. Each disc has a D4 UD.

If Omorphon is not paid he will consider the deal cancelled and the party will return to their starting room in a reverse of their original journey. Omorphon will be neither cross nor malignant. Demons are above caring about such things.

Upstairs:Tomorrow

The door at the top of the stairs to tomorrow has been destroyed by the Void. Void particles remain to infect the unwary. Normally the key to Tomorrow would be required.

The LDFM bypass the tower doors with their own irisling warp doors and require no keys.

There are more LDFM here in groups scavenging equipment.

There are wizard statues here in the main rooms. They are anachronistic here.

Drain magic traps are here too.

Three floors. The windows look out onto meadows with a highway. There is occasional hover car traffic, airplanes and a tall city in the distance. The windows cannot be opened.

This is another house comprising a number of floors. The decor is smooth, clean and minimalist future, very Gerry Anderson.

Enter by stairs from below into a basement. Storage. Freezer. Water heater. Ducts and pipes. Air conditioning. Shelving with jars. Some tools on a workbench. Small patches of the Void infest nooks and crannies. Discovered if rummaging or exploring somewhere dark.

Upstairs from here, kitchen dining area, living room, den, study. Bookshelves. TV screens. Electric lighting.

The Void infests all the cupboards and under furniture. In one room, a utility room, the lights

are off and the Void lurks here. It will move fast.

Upstairs again, bedrooms, bathrooms. Void under the beds and in wardrobes. A single patch on a ceiling in the light that is visibly if slowly spreading.

Upstairs to the fullness of time.

Encounters in tomorrow

1. Three LDFM dismantling a machine (washing machine, television or similar) they will attempt to flee through iris doors with their parts. One will fight turning his handful of ducting into an area of effect BFG (2D10).

2. Six LDFM with a constructed robot attempt to capture a player. They lie in wait and surprise from suddenly opening doors in the side of furniture (not walls).

LDFM atomic death robot

HD10 HP70 AP20

Damage D10+D12 electro grip. CON test or paralysed. Paralysed characters are stored in a chest cavity for later.

3. Six LDFM fighting to stop the party reaching the fullness of time. They will drop cages on the players.

Upstairs: The Fullness of Time

The door at the top of the stairs requires the key to Tomorrow.

Three floors. Elevators link them. Industrial.

Large sci fi areas. Strange machines.

There are groups of LDFM and several robots in all rooms.

No wizard statues here.

No magic drain traps here.

Lots of the Void here. Fast moving and deadly.

The LDFM have a captured Moon Worm group (small ones) and are studying it in a glass cage room.

The LDFM have built a rocket. There are no stairs up here but the rocket will transport the players to the moon.

The rocket is the door to the tomb.

Once inside the rocket the windows show it standing on a moon surface, not the room.

Exiting the rocket the party will be on the moon/inside the tomb. The only way back is to deactivate the tomb.

The tomb. Informed by the Future Men.

The players need to realise that they are partly responsible for putting forms to the tombs.

The awakened Izvorenii can be puzzled by the world they wake up to.

Tomb: a moon surface. Dark dusty cold etc but with a thin atmosphere. Craters. Rocks.

Ravines. Tintin like.

Guardians: Moon worms both big and small. Secret, burrowing, surprise.

Minor Moon worms (swarm) 1-3 swarms

These attack with surprise by burrowing up around the party.

HD8 HP50 AP7 competence 12

Damage affects all characters 3D6 bites

Major Moon Worm 1-2

These attack with surprise by burrowing up around the party.

HD12 HP80 AP20 (armoured shell) competence 14

Damage 3D12. STR save or devoured and a further 3D6 damage a round inside the worm.

Devoured characters may not move or act until freed.

The entrance to the pocket universe is a giant cube in a crater. Mr Moon waits inside with his silver moonbeams of madness. Defeating him opens the airlock inner door that waits invitingly behind him.

Mr Moon. Guardian of the tomb door

A giant head made of moon rock that can rotate on its plinth.

HD12. HP100 AP20. Immune to magic damage from spells or weapons. Indirect damage from magic such as fire from a fireball will work but Mr Moon gets a save (14+).

Mr Moon attacks with silver moonbeams that shoot from his forehead to strike 1-6 characters. A character hit with a beam must save vs WIS (powerful opponent rule) or roll on the lunacy table.

In addition Mr Moon can summon major Moon worms.

Major Moon Worm 1-2

These attack with surprise by burrowing up around the party.

HD12 HP80 AP20 (armoured shell) competence 14

Damage 3D12. STR save or devoured and a further 3D6 damage a round inside the worm.

Devoured characters may not move or act until freed.

D8 Lunacy table. WIS saves each round to throw off the effects

1. The character retreats into his or her mind and becomes Paralyzed.
2. The character becomes Incapacitated and spends the Duration screaming, laughing, or weeping.
3. The character becomes Frightened and must use his or her action and Movement each round to flee from the source of the fear.
4. The character begins babbling and is incapable of normal Speech or spellcasting.
5. The character must use his or her action each round to Attack the nearest creature, friend or foe.
6. The character experiences vivid hallucinations and has disadvantage on all actions.
7. The character is Stunned.
8. The character falls Unconscious.

Once Mr Moon is defeated the airlock can be cycled and the heroes can enter the inner tomb.

The pocket universe of the inner tomb is a fantastical alien world. The black sky overhead is strangely devoid of stars unlike Yarth where there is always starlight almost as bright as day. Characters unused to an empty sky feel uneasy here.

Trees: effect: none. creatures: Walnusians protecting their nests.

Walnusians

HD6 HP40 AP5 competence 10

Damage D6+D8 flapping and running about

These are basically like big alien swans. They will not pursue if left alone.

Egg plants: effect: spores. Explode out in a cloud if disturbed. CON save or OofA

Yellow ponds: spawning points for tooth toads.

Tooth toad small

HD8 HP50 AP7 competence 12

Damage 3D6 bite

Tooth toad giant

HD14 HP120 AP13 competence 14

Damage 3D12 bite

Blue grass: effect: razor sharp 2D6 damage. Creatures: blue meanies (swarms)

Blue Meanies (swarm)

HD5 HP40 AP4 competence 12

Damage D12 to all targets in the area.

The pyramid: sarcophagus.

The eye is disconcerting but harmless. Shining a bright light into the eye makes it close and harden into a rock like sphere. This will detach itself and be seen to be Majora's Moon, the Izvoreni.

Izvoreni (healthy) Majora's Moon

HD12 HP100 AP11 powerful opponent!

Competence 16

Immune to normal damage. Gets a save vs any spell.

Regenerates 2D6 HP a round.

Attacks physically for 4D6 (bite and/or squash) one target.

Attacks psychically- WIS save or lose 1D6 from a random stat. If any stat reaches zero the OofA. These effects last 12 hours minus level. 1D3 targets.

Can summon one giant tooth toad or three regular tooth toads each round.

Killing the Izvoreni makes the tomb dormant so that it resembles the Kandakore tomb. A blank slate.

The tomb exit will be the rocket. Entering it the view will change to the room in the tower it was in and the party can exit into the tower.

Antor Nemillus' study

Searching Yesterday will find the door that the study key fits.

Inside there are spell books that allow any wizard to learn 4D6 levels of spells and rituals of their choice.

Leaving the tower.

Proceeding down to long, long ago and leaving via a door to the outside will put the party in the same time frame as Merdoramón, roughly 60,000 years in the past. Just right to encounter the **Ebeteen Shackleminds** and the **Helix**.