

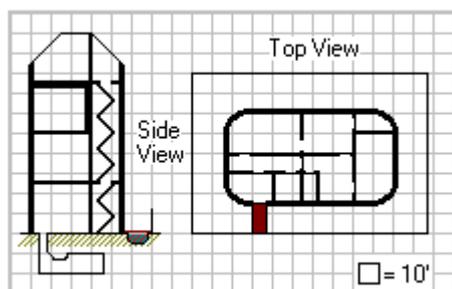
The tower of Guldar Heel

Guldar Heel is an old and powerful magic user. This tower has been his home for many years and it has in fact been in the home of his family for generations. The current owner is well over two hundred years old. Over two centuries ago, the ageing human mage struck a bargain with a powerful fiend that restored his youth and vitality in exchange for Guldar Heel's immortal soul. The bargain promised Guldar youth for the next three hundred and thirty three years. Now many years later that same mage still resides in this tower today.

In truth Guldar spends very little time in his home anymore, preferring to use his powers to travel throughout the land in search of rare and exotic materials to continue his magical research. When the PC's enter his tower he will have just returned from one such journey. Badly injured and severely weakened, he has placed himself in temporal stasis until his body has healed or he is restored by one of his circle of fellow mages.

Heel is one member of a group of nine powerful magic-users. They are in close communication and have special ways to move between their various towers to aid one another if the need arises. Due to the nature of their interests it can sometime be months or weeks before another member of this circle is available to go to the aid of Guldar Heel. For this reason each mage has the means to place themselves into a state of suspended animation until help can arrive.

General Notes



The tower itself is rectangular in shape with rounded corners made of a strong black stone. A water filled moat surrounds the tower and a twelve foot (12') tall iron barred fence surrounds the moat. The top of this fence has been sharpened to cut through any ropes that are thrown over it.

The water of the moat contains some phosphorescent material and glows a dull red, the water is not dangerous but it is populated with a type of jelly that will sting anyone in the water. The sting of the jelly fish does not cause any physical damage but will instead cause paralysis (save vs petrification) in the victim who will then drown if not pulled out of the water.

The exterior walls of the tower are three feet (3') thick and solid stone, the interior walls on the ground level are two feet (2') thick and also made of

stone. One such wall rises throughout the tower but the remaining walls on the upper levels are made from plaster covered wood and are only one foot (1') thick. The tower is one hundred feet (100') in height and each level of the tower is twenty-five feet (25') high.

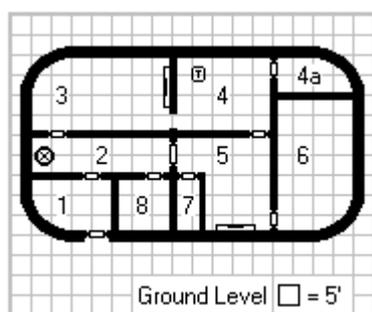
A magical strip of stone that encircles each room just below the ceiling provides lighting throughout the tower. This strip glows blue when it is at its most faint but the intensity of the glow can be adjusted through with certain keywords. Even at the faintest setting the light is sufficient to see by.

The doors of the tower are made of wood and in very good repair. The front door is additionally reinforced with iron bands and secured with a good quality lock (-40% to open locks). The gate to the surrounding fence is also locked but this is a normal lock.

The first floor and the top floor do in fact have windows. They are hidden from the outside by a series of permanent illusions and have been strengthened using glassteel.

As you can see from the side view there is a level between the first floor and the top floor. This hidden level is not accessible from the main stair and can only be reached with a teleport spell or by breaking through the strong thick walls.

Ground Level



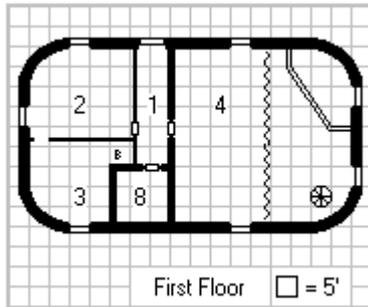
1. **Entry:** This is a well appointed room with oak furnishings. There are six comfortable chairs in this room, five surrounding a large table and one sitting next to a smaller table against the curved wall. On the large table are several bottles of expensive wine and on the smaller table is a book and some smoking equipment. In the corner by the door is a hat-stand with two cloaks hanging from it. One robe is red and the other is red with yellow piping. The robes belongs to Null Keys, Guldar Heel's apprentice who also lives in this tower.
2. **Hallway:** This hallway is decorated entirely in blue. Blue walls, blue floor tiles and blue painted ceiling. At one end of the corridor is a door while at the other end stands an eight foot tall ceramic statue dressed in animal skins. This statue is *Akliam*, a stone guardian (golem). It will not animate unless it is damaged in some way, if the laboratory on the top level is breached or if the tower defences are initiated.

Akliam: AC: 2, HP: 30, THAC0: 15, Damage: 2-9/2-9, Size: L (8'), Notes: Sharp weapons cause ¼ damage, fire/cold/electrical ½ damage

3. **Dining Room:** This room is extremely well furnished and it is clear that Guldar Heel and his family before him has amassed quite a fortune. A grand redwood dining table dominates this room. Around it sit nine leather chairs that despite showing signs of their age, still appear to be in excellent condition. On the north wall hangs a mural depicting nine robed people, each with an animal standing behind them. These are the members of Guldar's circle. From left to right the animals are; Bear, Eagle, Panther (Guldar Heel's animal), Lion, Rat, Snake, Buffalo and a Pike. Along the south wall is a huge wine rack holding hundreds of bottles of fine wine from all across
3. **The world.** Against the curved western wall is a glass fronted buffet, containing nine sets of expensive dinnerware; crockery and cutlery of high quality adorned with a panther in various poses. Along the east wall is a grand marble fireplace, it is not lit, and upon the mantelpiece stand nine crystal towers, one of which closely resembles this tower.
4. **Kitchen:** This room is obviously a kitchen. Stove tops ovens, sinks and benches with drawers and cupboards line the walls. There is a sturdy stone topped table in the centre of the room, upon which sits the remains of a meal; which is still warm. A trap door can be seen on the floor in the northwest corner of the room. The drawers and cupboards contain knives, pots and pans typical of any kitchen. The door in the north east corner leads to a pantry (4a). Inside is a supply of foodstuffs, among which can be found a large store of iron rations. In a locked chest is a crystal decanter that never empties of pure clean water.
5. **Living Room:** Guldar entertains his guests here. There are large comfortable lounge chairs as well as a three-seat leather couch. A fireplace adorns the south wall with a supply of wood stacked in a brass bucket in the southwest corner of the room. The walls are decorated with fine paintings of landscapes as well as some portraits. Only one portrait bears an inscription that reads; "To Guldar, many thanks. Walk always in Pelor's heavenly light. Patriarch Kelmioire". Patriarch Kelmioire died in office over one hundred and fifty years ago.
6. **Library:** The magical strips around the ceiling do not light this room. Instead there is a shuttered lantern on the table with a continual light spell cast on a rock within the lens. Three large bookshelves filled with tomes written in various languages. The books range in age and topic from a goblin cookbook to tomes on baklunish history and on to theoretical magical practices. One book lies open on the table - it is written in common and details a potential new magic that involves multiple casters working unison. It is obvious that the book is not finished and if the tome is examined it will reveal the names of the nine mages depicted in the tapestry in the dining room.
7. **Toilet/washroom:** This room is contains a wash basin and a toilet.

8. **The Stair:** This is the main stairway connecting the levels of the tower. The room is dark until someone touches one of the steps. When that happens a small strip of light will glow on that stair and continue to each other step lighting the way.

First Floor



1. **Hallway:** This is darkly decorated. The walls and floor of this room are painted to resemble the night sky. The skill and precision of the work will give the characters a sense of stepping into space. There are two doors that appear to float in space; one on the east wall the other on the west wall. At the north end of the corridor is a window.
2. **Apprentice living room:** This room is the home of Null Keyz, Guldar's first apprentice in over fifty years. He has only been staying with his master for three months and knows very little about what research his master is doing and what his relationship with the eight other mages might be. The room is decorated with a hunter theme. There are wild animal heads mounted on the walls with furs and other hunter trappings on the floors and filling shelves. A table in the centre of the room holds taxidermist's tools and materials. The room is unoccupied but lantern light can be seen shining from the archway in the southwest corner.
3. **Apprentice's bed chamber:** Null Keyz sleeps and works here. He is currently studying at his desk against the south wall. When he hears the PC's he will shout "Kala Kurithan" at the top of his voice followed by "Pol Min Killiardos". The first phrase will animate the Golem on the ground floor and the second will turn off the tower's special lighting. He will then shutter his lantern. He is a gnome so his infravision will allow him to see well enough.

3. Null Keyz: 7th level Gnome magic user, AC: 2, HP: 32, THAC0: 17, Damage: 1d4 & 1d4+2

Spells: 4,3,2,1

Level 1: Magic missile x3, Phantasmal force

Level 2: Darkness, Mirror image, Improved phantasmal force

Level 3: Feign death, Protection from normal missiles

Level 4: Fire shield

Combat notes: He will first cast protection from normal missiles, mirror image then fire shield. This will take three rounds, remember that the area will be in total darkness unless the PC's have a lantern readied he will use this to make time to get these spells off. Once they have been cast he will go on the offensive, declaring that he is "Guldar Heel - Magius of the twelfth circle, slayer of Milkiath - black wyrm of the Adri".

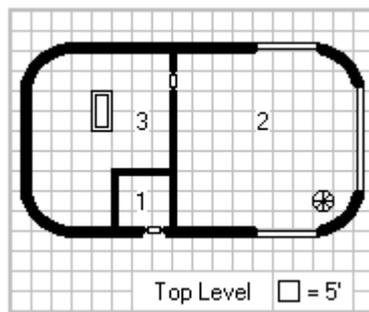
Special equipment: he has bracers of defence AC 6 and a dagger +2 that glows fiery red. His spell book is hidden in the northeast corner of the room under a loose floor tile. It is not well hidden but the characters will need to make at least a token effort to find it.

On the desk is a set of keys that can be used to unlock Guldar's laboratory on the top floor. Inside the closet that stands against the north wall are the gnome's clothing. Red robes with yellow piping.

4. **Guldar's Room:** The door to this room is wizard locked and takes 40 hit points of damage to open. This extremely large area is Guldar's bedroom and living area. A long curtain separates this room into two sections, the curtain is suspended from the ceiling and it depicts a beautiful sylvan scene. The walls of this chamber have been paneled in mahogany giving the whole room a warm feel. On the west side of the curtain is a table, on it is a piece of paper with a crude sketch of a demon like creature. This is the creature that attacked Guldar Heel on his recent journey and he drew it here so that he would remember it after his body has recovered. The creature is clearly made of ice and wields a whip made of ice. There is an unlocked chest to the south that contains boots and bloodied robes bearing Guldar Heel's symbol and a belt with two daggers. On the west wall is a wardrobe filled

4. with fashionable good quality clothes for every region of the Flanaeas. Behind the curtain is a raised dais upon which is a large four posted bed. On either side of the bed is a chest of drawers containing male and female undergarments and bedclothes. One of these drawers has the ceramic statue of a panther on the other is a ceramic statue of an elven female with a badly burned face. There is a man sized mirror covered in a sheet to the south positioned next to an iron spiral staircase leading up.

Top Level



1. **Stair trap:** As you can see from the side elevation the distance between the first floor and the top level is fifty feet due to the hidden level. To disguise the fact that there is a level missing a trap has been devised. As the PC's climb these stairs they will begin to feel slightly disorientated and by the time they reach the top they will have trouble deciding which way is north and which way is south. When they open the door they will believe that it is facing north as was the door on the first floor. Beyond the door is the illusion of a polished wooden hallway at the end of which is a grand wooden door with gold inlay. As soon as anyone attempts to walk along the corridor they will of course fall out of the tower and into the moat. The fall will do 2d10 hp's of damage and they will then be attacked by the jellyfish. To anyone still in the stairway it will appear as if the person fell through a trapdoor in the floor.
2. **Private chamber:** This room is unlit. It is huge and sparsely furnished. There is a single table with a chair in the centre of the room. Sitting on the table are two candelabra, the candles made of the same blue crystal that is used to light the other rooms. Also on the table is a stand for what must be a sizable book but the stand is now empty. A locked drawer can

2. be found beneath the table. Both Guldar and Null Keyz know how to open the drawer as it has no visible lock. Inside the drawer are a number of oddly shaped blocks that fit into holes that are cut into the top of a marble podium that stands before a huge mirror against the west wall. The blocks are linked to the tower of each one of Guldar Heel's eight colleagues. When a block is placed inside its matching hole the mirror will crackle slightly and clear to show a room similar to this one but in a foreign city. If more keys are inserted the scene will divide into the same number of images; each similar but clearly in a foreign location. The mirror is a sophisticated communications device that will contact the mage tower that they are linked to. There is a chance that the owner of the contacted tower will be at home and if the PC's don't immediately hang up - remove the block - then they will probably get a visitor, or two or three.
3. **Guldar's laboratory:** The door to this room is locked, the key to which is with Null Keyz in his room. Without the key it is virtually impossible to unlock (-90% to open locks)

Inside the room are all the many things you would expect to find in a magic-users' private laboratory. Cages filled with strange and exotic creatures, some still alive, glass bottles and vials containing a myriad of different liquids, powders, salves and preserved body parts. A large bench along the north wall is occupied by a partially completed clay golem similar to the one found on the first level. However of most interest is the glass coffin that sits on a raised platform in the centre of the room. Inside the coffin lies a damaged human body.

The symbol on the man's chest and the resemblance to the face depicted on the mural in the dining room leave no mistake as to the identity of the man. It is clear that the mage has suffered some terrible wounds but it is difficult to tell if he is alive. The magics used to preserve his body do not betray any visible signs of life. What is clear however is that to staff is clutched firmly in Guldar Heel's hands inside the coffin. He wears only a loose white robe with a pouch belt around the waist.

There is no obvious way to open the coffin and it will resist the use of glasscutters since the coffin has been strengthened via a glasssteel

3. spell. However one of the vials in the laboratory contains a quantity of black dragon acid that will eat through the coffin with ease. If the glass is broken in some way Guldar will be able to come awake in two rounds. If the acid or some similarly silent method is used to breach the coffin he will awake in 1d4+2 rounds. He is weak and still suffering the effects of his combat with the demon - but his hit points are fully restored and he does have a few of his normal compliment of spells remaining.

Guldar Heel: 12th level Human magic user, AC: 7, HP: 45, THAC0: 15, Damage: 1d6+3

Spells: 5,4,4,4,2,1

Level 1: *Sleep*, *Charm person*, *Armour*, *Spook*, *Unseen servant*, *Wall of fog*, *Jump*

Level 2: *Alter self*, *Darkness*, *ESP*, *Invisiblity*, *Fog cloud*

Level 3: *Blink*, *Fireball*, *Fly*, *Slow*, *Suggestion*, *Lightning bolt*, *Suggestion*

Level 4: *Fear*, *Minor globe of invulnerability*, *Wall of ice*, *Stoneskin*

Level 5: *Monster summoning 3*, *Telekinesis*, **Teleport**, *Bigby's interposing hand*

Level 6: *Flesh to stone*, *Death fog*, *Anti-magic shell*

Level 7: *Finger of death*, *Control undead*

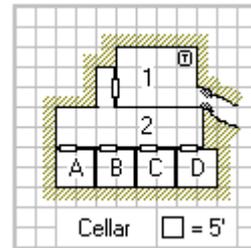
The spells in *italics* are definitely available those in **bold** are definitely cast and the others can be used with discretion.

Three hours after the death of Guldar Heel, a female elf with a badly burned face will teleport into the tower in response to Guldar's original call for aid. She will be extremely annoyed when she discovers her lover killed and if the PC's are still in the tower at the time she will get nasty. She is one of Guldar's eight colleagues and she will first notify as many of the others as she can before turning her attention toward the PCs. She is an 11th level mage with a full compliment of spells.

Hidden Level

This level can only be reached via a teleport spell or by breaking through the walls of the tower. On the floor is a complex tiled pattern that Guldar changes periodically; one every year or whenever the security of the tower has been breached. He uses this as a memory key to teleport in and out safely. All of his stuff is here except the staff, which he keeps on his person.

Cellar



1. **Cellar:** This room contains several shelves holding additional wine and foodstuffs. There are also two barrels, one filled with oil and the other contains a supply of ink. There are two buckets with chains attached to their handles, these are used to draw water from the well that is located a short way into the rough hewn passage in the southwest corner of the room.
2. **Dungeon:** A set of keys hang on the north wall to the west of the archway leading into this room. The wooden doors to the four cells have a slide that provides a view into the cell. Unfortunately three of the four have had this slide nailed shut. Only the eastern most cell (D) still has a functioning slide.

A: A larged and obviously old skeleton of a winged bipedal creature of some kind. This was a demon that Guldar captured many years ago and has since died here.

B: A clay golem that has gone terrible wrong. It appears as little more than a shapeless lump of clay and it will attack anyone who enters the cell.

C: A pit filled with the same phosphorescent liquid that fills the moat. This is where Guldar Heel breeds the stinging jellyfish.

D: This cell contains a young elf in a comfortable cot. It appears to be in the early stages of forming he is unable to speak but it is identifiable immediately as a male elf with pale blue eyes and pure white hair. Guldar brought this boy back with him on his last mission and Null Keyz is tending to it. A coal brazier provides heat and it does look as though the elf is being well looked after.