

TOWER OF THE ELEPHANT

A *Barbarians of Lemuria* Adventure adapted from the D20 adaptation by Thulsa
(http://hyboria.xoth.net/adventures/tower_of_the_elephant.htm)

In the temple district of Arenjun, Zamora's notorious City of Thieves, stands a glittering tower said to house a fabulous jewel called the Heart of the Elephant. The city's thieves avoid the tower and the jewel, fearing its master, the sorcerer Yara, who is said to be 300 years old.

The PCs, being brave or foolish (or both), have no such hesitations. They set out to steal the jewel from the wizard. Inside the tower, the PCs learn why the jewel is called the Heart of the Elephant and how it turns out to be their key to destroying Yara.

The PCs should have little trouble getting directions to the Tower. At the same time, they hear rumors of Yara's dark powers, his incredible age, and how his power is drawn from the magical jewel. No unwanted visitor has ever returned from the tower.

Rumor Table

Characters are able to pick up 1d3 rumors from the following table if they spend some time seeking out information. This should make for some fine roleplaying -- be sure to play up everyone's great fear of the evil Yara.



Die Roll	Description
1	The wizard of the Elephant's Tower, is over 300 years old. (True)
2	The Elephant's Tower was built in a single night using magic. (True)
3	Undead guardians stalk the gardens of the Tower. (False)
4	Yara came to Zamora from Khitai, where he lived in a great jade palace with a hundred servants. (Partly true)
5	Even the king of Zamora fears Yara's power. The king drinks heavily to dampen his fears. (True)
6	The wizard has one known weakness: He can only die if he is slain with a silver dagger blessed by a priest of Ishtar. (False)
7	Yara once killed a foreign prince by turning him into a spider, and then crushing the spider under his heel. (True)
8	Re-roll (or DM's invention).

The Tower, Outer Gardens

The Tower itself is surrounded by two circular walls. Starlight or sunlight is reflected in a great jeweled dome. It is said that Yara built the tower in just one night, using powerful magic.

Each story is about 25 feet tall (including the stone in floor and ceiling; inner height is about 18 feet), and there are six stories, although this is not apparent from the outside. There are cleverly constructed doors and windows, but they are closed and not visible from the outside. The occupants of the tower breathe air that comes from above.

SCALING THE TOWER: The walls of the tower are smooth and cannot be scaled without rope and grappling hook. A **Moderate** Strength+Ranged attack roll is required to throw and fasten a grappling hook to the balcony followed by a **Moderate** Climbing test. Failing a check means that the character drops down and suffers normal falling damage (1d6 per 10 feet, Reflex save for half). PCs scaling the tower end up on the tower balcony (see area 5-2).

ENTERING THE TOWER FROM THE GROUND: Of course, the PCs might also choose to enter the tower from the ground. They have to fight, neutralize or sneak past the gate guards and the guards on the lower floors. If the guards manage to sound the alarm, Yara is alerted and responds in force, after preparing himself with protective spells.

Human guards patrol the outer garden day and night. Every ten minutes, there is a 2 in 6 chance that the D3 Tower Guardians come across the PCs. They do not bother with questions before they attack, although at least one guard attempts to retreat to the tower to warn Yara of the intruders.

The guards are equipped with silvered corselets, spears, jeweled sword-hilts and plumed helmets. There are 24 guards within the tower.

Tower Guardians (Rabble, 24 total)

ATTRIBUTES		COMBAT	
Strength	1	Brawl	0
Agility	0	Melee	1
Mind	0	Ranged	0
LB	3	Def	1

EQUIPMENT

Spear (D6, Thrown)
Sword (D6)
Mail Shirt & Helmet (Prot. 4)

The Tower, Inner Gardens

During the day, lions are kept in caves beneath the tower garden. Human guards patrol the inner garden from sunrise to sunset, after which the lions (see below) are released from their cages.

Should the tower come under attack during the day, the guards attempt to warn Yara, and the wizard responds to intruders in force (by first releasing the dire lions in the garden, and then attacking with spells -- levitating above the party if they are outdoors, trapping them within a *wall of force* if they are indoors).

During the night, there are no human guards in the Inner Gardens, but instead a far more insidious threat; a pack of lions. Yara has enchanted these lions, making them completely silent. They attempt to move silently and attack with surprise. Every 5 minutes, there is a 2 in 6 chance that the D3 Lions come across the PCs.

Tower Lions (5 total)

ATTRIBUTES		COMBAT	
Strength	3	Brawl	3
Agility	3	Melee	0
Mind	0	Ranged	0
LB	13	Def	1

EQUIPMENT

Claws (D6+3)

Taurus, the Prince of Thieves: If the PCs are in the inner gardens at night, they encounter Taurus, the Nemedian Prince of Thieves, on a roll of 1-2 on 1d6. Taurus knows much about of the tower's background history (he knows 1d3+2 rumors from the rumors table). The master thief is initially distrustful towards the party. He won't simply stand aside and let the PCs steal all the treasures of the tower for themselves, but neither will he join a party unless he feels he is properly compensated. If the party offends or threatens him, he leaves, but if sufficiently provoked, he might wait for the right moment to sneak attack and use his black lotus dust against the offenders.

Taurus (Thief 4)

ATTRIBUTES		COMBAT	
Strength	2	Brawl	1
Agility	3	Melee	2
Mind	2	Ranged	3
LB	12	Def	3

EQUIPMENT

Spear (D6, Thrown)
Sword (D6)
Mail Shirt & Helmet (Prot. 4)

Physical Appearance: Tall and muscular (although with a big belly), but with lightning reflexes. Taurus has shoulder-length black hair and a wild, ungroomed beard.

Background: Although Taurus is a Nemedian, his skills rival those of the Zamoran master-thieves. He has traveled far in the Hyborian world and (somewhat exaggerated) tales of his escapades can be heard in the drinking-dens of major cities such as Belverus, Messantia, Asgalun and Shadizar.

Role-Playing Notes: Taurus will always carefully plan his thievery. He sometimes accepts missions to retrieve precious items for people who pay the right price -- with few questions asked. As befits a Prince of Thieves, Taurus often swears by Bel, the Shemitish god of thievery.

The Tower, Dungeon Level

0-1. Stairway

The stairs down from the entrance hall (area 1-1) lead into this chamber.

0-2. Hall

This great hall is the living chambers of Yara's guardsmen. A large wooden table stands upon a floor of lapis-lazuli; upon the table are half-empty wine goblets and food plates, as well as dice and a few coins.

Unless the alarm has been roused, there are 2d6 guards in this room (and unless it is night, they are wearing armor and keep weapons within arm's reach).

Tower Guardians (Rabble, 24 total)

ATTRIBUTES		COMBAT	
Strength	1	Brawl	0
Agility	0	Melee	1
Mind	0	Ranged	0
LB	3	Def	1

EQUIPMENT

Spear (D6, Thrown)
Sword (D6)
Mail Shirt & Helmet (Prot. 4)

0-3. Barracks

Sixteen beds are arrayed along the walls of this room (all guards never sleep at the same time). Under the beds are small chests and bags containing personal items such as combs, mirrors, a few coins and a chance of finding a special item:

2D6	Item
2	Rare Potion or Device
3	Uncommon Potion or Device
4-5	Common Potion or Device
6-12	Nothing special

0-4. Toilet

The guards' latrine stinks of stagnant urine and dirt. The sturdy door is kept closed most of the time.

0-5. Armory

Several weapon racks are stacked with melee and ranged weapons, including 12 daggers, 10 longswords, 2 battle-axes, 4 halberds, 7 shortbows and 80 arrows. A masterwork battle-axe (+1 damage) with a silvered handle can also be found.

0-5A. Cells

These cells serve a dual purpose. In addition to keeping his prisoners here, Yara uses some cells as cages for the dire lions which patrol the gardens at night. If attacked in the dungeon during the day, the guards attempt to free the dire lions.

The prison cells currently contain nothing but empty chains and a few skeletal remains with cracked, yellowed bones (but see below). The DM might wish to place NPC prisoners in the cells to be used as seeds for further adventures.

For each cell examined, there is a 1 in 6 chance that the PCs encounter a corpse covered in violet fungus. It is a recent inhabitant of the dungeon; not even the guards know about it yet. If a warm blooded creature comes within 2D6' of it, it will expel a cloud of spores that do D6 choking damage to everyone within range. Those affected must also make a Moderate Strength test to avoid fungal infection or they will slowly lose 1 LB a day as the fungus takes over their body. The fungus can only be destroyed or cured by a Unique Alchemists Preparation.

0-6. Forbidden Vault

Yara has forbidden his guards to enter this room. The double bronze doors (2 in. thick, Demanding Strength test to Break Down, Hard Mind test to pick the lock with the right career) are green with age, covered with cobwebs, and feature strange designs and carvings of demonic spiders.

Inside the dark and unlit chamber, covered in more cobwebs, is a strange idol, 9 feet tall, representing a man of eastern appearance. It appears to be of a greyish stone, but if the stone is damaged (3 LB or more), it is revealed that the idol is actually made of gold but encased in stone. The origin, history and true value of the statue is unknown (and is left up to the GM to decide).

If anyone lingers in this vault, they are attacked by a pair of undead who appear to be the shades of Khitai warriors, judging by their ancient armor and weapons. Their weapons are ancient blades of power and can be taken when they are destroyed.

Khitai Spectres (2)

ATTRIBUTES		COMBAT	
Strength	0	Brawl	0
Agility	0	Melee	0
Mind	0	Ranged	0
LB	10	Def	0

EQUIPMENT

Sword (D6+2) Ethereality (Prot. 6, can be negated by magic)
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The Tower, Lower Levels

1-1. Grand Entrance Hall

The main doors to the tower are 9 feet tall and made of bronze (2 in. thick, Demanding Strength test to Break Down, Hard Mind test to pick the lock with the right career). Three guards are always stationed outside the doors. In the event of an attack, two remain to fight intruders while the third attempts to escape to warn Yara.

Inside the entrance hall, the western set of stairs lead down to the dungeon level (area 0-1). The eastern set of stairs lead up to the first floor (level 2-1). Rich tapestries adorn the walls, but the room is dominated by a black stone statue of a giant spider which stands on a low dais to the north. The statue is non-magical.

2-1. Stairway

The western set of stairs lead to the grand entrance hall (area 1-1); the eastern stairs lead up to area 3-1.

2-2. Empty Room

This chamber is empty.

2-3. Yag-Kosha's Prison

This is the prison of Yag-Kosha, the elephant-being of Yag (see the statistics for details of his appearance). In his current state he is mangled, blinded and broken. On a gold and ivory altar beside the creature is a huge crimson crystal, the Heart of the Elephant.

Several outcomes of the party's encounter with Yag-Kosha are possible. If the party approaches the elephant-being with respect, allowing Yag-Kosha to "identify" them with his proboscis, and he feels they can be trusted the elephant-being begs the party to kill him. This will empower the "sorcery of the Blood and the Jewel" (a *trap the soul* spell), allowing the PCs to attempt to imprison Yara in the gem.

On the other hand, if the PCs attacks the elephant-being or behave disrespectfully, Yag-Kosha ignores them and allows them to kill him (killing him simply ends his misery, but if slain in combat he will obviously not help the party by enchanting the Heart).



2-4. Map Room

This room contains several large maps of Zamora, Shem and Turan, including maps of major cities, caravan routes and oases. A few maps contain the suspected locations of lost cities, tombs and treasure hoards.

2-5. Trapped Chamber

The door to this chamber is trapped with a poisonous needle trap that will cause 2D6 LB in damage unless a character with the appropriate career can detect and disarm it or a Hero Point is spent to avoid it. The chamber itself contains little of value.

2-6. Empty Room

This small chamber is empty.

3-1. Yara's Study

The archetypical wizard's study, this room has a white marble floor and is furnished with rich silvered tapestries, two wooden divans with silken cushions, and a large ivory table. In a secret compartment in the eastern wall (A Demanding Search test) are two small wooden boxes. Both are trapped with a poisonous needle trap that will cause 2D6 LB in damage unless a character with the appropriate career can detect and disarm it or a Hero Point is spent to avoid it.

The first box contains a scroll that will fulfill one casting requirement if for up to a Second Magnitude spell, but will crumble to dust after it is used. The second box contains a bronze circlet, set with an amber in the form of a spider, inscribed with ancient Zamoran letters.

3-2. Library

Yara's library contains a medium-sized collection of sorcerous tomes, among them titles such as *The Seven Curses of Khrosha*, *The Book of the Spider-God*, and *The Invocations of Zath*. The books have a great many spells in them (it can be used to fulfill a single casting requirement in any spell of any magnitude), as well as much interesting information regarding the spider-cult of Yezud and their god, Zath.

The Tower, Upper Levels

4-1. Stairway

The western set of stairs lead down to area 3-1; the eastern stairs lead up to area 5-1.

4-2. Failed Experiment

Yara used this room to attempt the construction of a flesh golem. He was only partly successful; his rituals have produced a hideous amalgam of dead body parts with a small spark of unintelligent life. The wizard has no control over the creature, so he has locked it away in this room (2 in. thick, Demanding Strength test to Break Down, Hard Mind test to pick the lock with the right career); the flesh golem attacks anyone entering the room.

Flesh Golem

ATTRIBUTES		COMBAT	
Strength	5	Brawl	5
Agility	-1	Melee	0
Mind	NA	Ranged	0
LB	15	Def	0

EQUIPMENT

Fists of Doom (D6+5)
Cadaverous Flesh (5)

4-3. Yara's Chambers

Unless roused by the alarm, Yara, the wizard of the Elephant's Tower is here, slumbering in evil dreams induced by the black lotus. Since the door to his chamber is locked (2 in. thick, Really Demanding (-6) Strength test to Break Down, Demanding Mind test to pick the lock with the right career), however, he probably wakes up and prepares himself to face any intruders should someone attempt to breach the doors.

The outer door is of ebony, with a silver grinning skull in the center.

The chamber itself is lavishly furnished with rich Iranistani carpets, silken tapestries from Khitai depicting demons and devils, and gold-decorated wooden chairs and divans.



Yara (Sorcerer 5, Alchemist 3)

ATTRIBUTES		COMBAT	
Strength	0	Brawl	0
Agility	3	Melee	3
Mind	5	Ranged	3
LB	10	Def	3

EQUIPMENT

Ring of Doom (Ranged, 30', D6)
Dagger of Set (D6+1, any damage caused is given to Yara)
Amulet of Ygg (Prot 3)

Note: If the PCs have successfully negotiated with and/or freed Yag-Kosha from his terrestrial prison, Yara becomes the target of a *trap the soul* spell cast by Yag-Kosha. This means that if a character has the gem prepared by Yag-Kosha he can speak the activation word given to him to activate the elephant-beings spell. He has one turn to get the gem in contact with Yara, by any means necessary, or the spell is wasted and the PCs will have to deal with a very unhappy wizard. If Yara is touched by the gem within the next round, however, he is captured inside the gem.

5-1. Trapped Treasure Chamber

Massive double doors of iron-reinforced wood prevent entry to this room (2 in. thick, Really Demanding (-6) Strength test to Break Down, Demanding Mind test to pick the lock with the right career). Inside is a great chamber filled with wealth; Iranistani carpets, fine silks from far-off Khitai, and several chests containing Kothian silver coins and gold from the mines of Ophir. One chest contains two *Healing Draughts* (D6 LB each) and one *Potion of Heroism* (Restores D3 Hero Points).

A giant spider guards this treasure room. Initially, it hides in the ceiling, and jumps down on unwary intruders.

Giant Spider

ATTRIBUTES		COMBAT	
Strength	1	Brawl	0
Agility	5	Melee	0
Mind	-1	Ranged	3
LB	11	Def	0

EQUIPMENT

Fangs (D3 + Poison)
Poison (+1 LB per turn until a successful Str test is made)
Web (Ranged, Str roll or bound)
Chitin (1)

A set of stairs lead up to the top floor (area 6-1); another set of stairs lead down (area 4-1).

5-2. Outer Terrace

Attempts to scale the tower, if successful, are likely to end up on this terrace which juts out 20 feet from the main tower walls.

6-1. Hallway

The stairs lead down to area 5-1.

6-2. Storage

The room contains various supplies, such as candles, chains, chalk, ink and paper, oils and powders, wax, spare clothes and so on. A Moderate Search reveals a silvered dagger and 1d3 thunderstones (Thrown, 10' radius, Stuns for D3 Turns).

6-3. Observatory

Several large windows in this chamber provide a great view of Zamora's night sky, allowing Yara to study the movement of the planets and the stars. Through magically enhanced telescopes he has been trying to discover the green planet Yag (which according to Yag-Kosha circles on the outer rim of space), but he has so far been unsuccessful.



6-4. Laboratory

This is a complete alchemist's lab.

6-5. Shrine to the Spider God

Yara is a worshipper of Zath, the spider-god of Yezud. This chamber contains an evil shrine to that god. A black, three-pronged pedestal stands in the middle of the room, surrounded on all four sides by curtains of filmy, finely-spun cobweb. This web affects those attempting to pass through it (without first speaking a command word, "ia! zathar!"), forcing them to make a Hard Strength Test or become stuck indefinitely until freed by someone else.

Atop the pedestal is a silver amulet set with a yellow amber stone. Inside the amber is a tiny black spider. For a priest of the spider-god, the amulet allows them to cast D3 extra spells per day. For a non-follower of Zath, wearing the amulet is cursed, slowly reducing their Strength by 1 every day until they die at -3. It can only be removed by a Second Magitude casting by a Priest. Yara cannot use it himself and keeps it for future bargaining with a priest of Yezud.

If the amulet is removed from the pedestal, a swarm of tiny spiders jump at the offender from within a hidden hollow in the pedestal.

Spider Swarm

ATTRIBUTES		COMBAT	
Strength	NA	Brawl	0
Agility	5	Melee	0
Mind	NA	Ranged	0
LB	10	Def	0

EQUIPMENT

2D6 Bites per turn on anyone within 10' (1 LB per bite)

6-6. Storage

Similar to area 6-2, this room contains supplies of little value.

Conclusion

At the DM's option, the Yara's tower might collapse if the wizard is killed, since it was built using sorcery. The ruins might also become cursed (or haunted by strange monsters) to prevent player characters (and others -- after all, Arenjun is the City of Thieves) from plundering the gem-set outer walls.