

This module is intended for low level parties and is designed to be compatible with most RPG systems. It may be run as a stand-alone module or be placed in any setting.

Rumors

The party hears of a remote village that has fallen under a strange curse. A powerful sorcerer or demon has established a stronghold nearby and feasts on nightmares when the sun goes down.

The Village

The hamlet is about 5 miles off the main road and nested in a forested valley. It has a small inn and general store. There is a stone work well in middle of town. The townfolk will tell of a creature calling itself Loess that haunts their dreams, forever cackling at them in the dark. At night and on particularly dark or rainy days, two endless black spires appear outside of town; one to the north, the other to the east. Players will also learn that the towers, albeit in a very different form, may be visited during the day.

After the players arrive and settle in, the sky darkens, it begins to rain and the towers appear. The well will seem to overflow and a column of dancing water will emerge and lash out towards the windows of the inn. Upon investigating, the well will appear normal.

Day Time

Northern Tower

This tower lies one mile north of the village. It is an unimpressive square two story structure, about 30 x 30 feet and just over 25 feet tall. The lower half has a yellowish-white brick face on the northern side, while the other three faces are clear glass panes with small metal beams every few feet to support the upper portion of the building. There is a metal framed glass door on the south face of the tower. The second floor of the building is windowless and composed of the yellowish-white bricks.

Interior

1st FL

The first floor is empty, save two metal support beams holding up the second floor. There is a somewhat dirty red shag carpeting wall-to-wall. Searching for treasure will yield 5cp. A staircase against the north wall leads to the second floor.

2nd FL

The second floor is windowless and dark. The floor here is covered by dirty green shag carpet wall-to-wall. The walls are covered in cheap wooden panel; if torn away will reveal the yellowish-white bricks that can be seen from the exterior. In a corner, there are flasks of blue liquid (enough for each party member) that act as *sleep* potions.

Party members falling asleep here will wake on 2nd floor of the Night Time Northern Tower.

Eastern Tower

This tower lies one mile east of the village. It is an unimpressive square two story structure, about 30 x 30 feet and just over 25 feet tall. The lower half has a yellowish-white brick face on the eastern side, while the other three faces are clear glass panes with small metal beams every few feet to support the upper portion of the building. There is a metal framed glass door on the west face of the tower. The second floor of the building is windowless and composed of the yellowish-white bricks.

Interior

1st FL

The first floor is empty, save two metal support beams holding up the second floor. There is a somewhat dirty green shag carpeting wall-to-wall. Searching for treasure will yield 2sp. A staircase against the east wall leads to the second floor.

2nd FL

The second floor is windowless and dark. The floor here is covered by dirty red shag carpet wall-to-wall. The walls are covered in cheap wooden panel; if torn away will reveal the yellowish-white bricks that can be seen from the exterior. In a corner, there are flasks of blue liquid (enough for each party member) that act as *sleep* potions.

Party members falling asleep here will wake on 2nd floor of the Night Time Eastern Tower.

Night Time

At night, the towers can be seen from the village, stretching into the sky, seemingly without end. The towers are now round, black, and windowless. If travelling between the village and the tower, or between the towers, roll 1d4 for encounter:

1. Nothing happens
2. Strange laughter and movement among the trees for 1d6 rounds. Any attempts to track or follow will fail.
3. Same as 2, but each round a random player takes 1d2 damage from rocks thrown.
4. *Silence* is cast on the party.

Northern Tower

Each level of the tower is 30 feet in diameter. The floors are windowless and dark; PCs will need light spells or torches. Ceilings are wooden and floors are earth and flagstone. Each above ground floor has wooden ladder leading up to a trapdoor on the north end of the floor. Against all reasoning, the trap door always opens on the south end of the floor above. Anyone descending a level will find themselves on the 1st floor of the tower.

1 FL

The first floor is empty, save for the ladder at the north and a 5'x10' rug in the middle of the room. Underneath the rug is a trapdoor leading down. The trapdoor is locked. Any attempt to pick the lock will fail, with the pick getting irretrievably jammed in the mechanism. If any party member has reached the 6th floor of either tower, the rug will be gone and the trapdoor will be open.

2 FL

The second floor has two sets of bunk beds, one on the east, one on the west side of the room. If the party fell asleep on the 2 FL during the daytime, they will wake in these beds. If the party again sleeps in these beds, they will wake in the village inn. Though it will be daytime, both towers will be visible as their nighttime incarnations from the village. Players will find all villagers asleep and unable to be woken.

3 FL

A person is stretched on a rack here, groaning. If freed, the person is revealed to be a zombie and attack its liberator. There is

also an upright coffin on the west side of the room. The skeleton is inanimate, but weeping. The tears can be collected (up to 4 vials) and act as 1d4 mild poison.

Zombie (1) [AL C, MV 120' (40'), AC 8, HD 2, # AT 1, DG 1d8]

Room resets.

4 FL

There is a chair on the east side of the room. On it, a rotting man with no eyes sits nonchalantly with his hands folded, tapping his foot. The rotting man will take no action unless attacked, at which point he will spring forth, drawing a sword and shout "Aha! A challenge!" He will ignite on fire, and his flesh will sizzle and bubble, slowly blackening throughout the fight. If the party attempts to open the trapdoor to 5 FL, the rotting man will intercede, though not attack, saying "You do not have the master's permission to go forward! Please, kindly take your leave."

If defeated, the Rotting Man will yield "Good show! It seems you have bested me!" Any player who attempts to kill the Rotting Man after he has yielded must Save vs Death; failure renders attacker at 1 HP, success lose half remaining HP. The Rotting Man will declare "Bad form, chap!", running through the character who attacks him. "I ask that you follow proper decorum and the dictates of chivalry in my presence. You have won, so you may pass. You may re-issue your challenge or leave me in peace."

Rotting Man (1) [AL L, MV 120' (40'), AC 3, HD 3 # AT 2, DG1d8 sword, 1d4 touch (fire), any player touching or touched by the rotting man takes 1d4 flame damage. Rotting man is immune to fire; may not be killed]

Room resets

5 FL

What appears to be a small child of indeterminate gender hangs from a gibbet in the middle of this room. It shields its eyes from any light brought into the room; players might notice the child's eyes are completely black. Any attempt to free the child is met with frenzied screaming and shaking of the cage. The child claws at whoever tried to free it and afterwards anyone who gets within 5' (1d4). The child neither be killed nor freed. Each attempt to kill or free the child will provoke an additional attack. The child will fall silent as

soon as the last party member leaves the room.

Room resets

6 FL

The trapdoor upward in this room is locked. In the middle of the room is a massive pile of golden keys. Any attempt to take a key from the pile will find that the pile is animate and will attack the party. After defeating the key monster, the trapdoor upward will be unlocked. The golden keys fit no locks in the dungeon and turn into common twigs at first sun-up.

Key Monster (1) [AL C, MV 90' (30'), AC 10, HD 6, AT 1, DG 1d6 Fists. Immune to sleep & elemental attacks]

7 FL

Any non-magical light source is extinguished upon entering the 7th floor. A voice from the darkness says "You shouldn't be here..." A gremlin attacks the party.

Gremlin (1) [AL C, MV 120' (40'), AC3, 1 HP, AT 1, DG 1d4 claws; when a successful hit lands, the gremlin vanishes in a puff of smoke]

8 FL

2 Gremlins per 7th floor; on each floor beyond, the number of gremlins double (4 Gremlins on 9 FL, 8 on 10 FL, 16 on 11 FL, 32 on 12 FL, etc).

Rooms 8 FL + reset.

B1

There are two chests in this room. The eastern chest contains 500sp and is trapped with a poison needle. Save vs Poison, or victim falls asleep. After 1d4 rounds, sleeping victim vanishes. The victim wakes in town during the day, as though having fallen asleep on a bed on 2 FL. The western chest contains an enchanted lantern that may dispel even magical darkness up to 15'.

B2

On the west side of the room, there is a rectangular altar with a candle burning on either side of a red velvet cloth. Resting on the cloth, there is an alabaster statuette of a weeping maiden worth 50 gp. A knight is kneeling before the altar, weeping and repeating "We could do nothing. We failed. I failed. And now, all is lost..." If disturbed, the knight rise, saying "Dare you interrupt my

mourning?", will draw a glowing sword and turn to face the party. The knight has no face.

Faceless Knight [AL C, MV 120' (40'), AC2, 4 HD, AT 1, DG 1d8+1 magic sword.] When defeated, the knight will vanish, leaving only a longsword and its scabbard behind. While in dungeon, the sword functions as +1 and emits light for 15' while unsheathed. Outside the dungeon, the sword proves to be cursed -1 and emitting darkness for 5' while unsheathed. Its owner will feel an intense longing to right a vague injustice. The sword is intelligent and possessed by the spirit of the knight, who can only be freed when wrong has been righted, at which point the sword becomes uncursed.

B3

There is a tunnel leading southeast that slopes slowly downward (10 degrees).

The tunnel stretches 1 mile before reaching the central shaft.

Eastern Tower

Each level of the tower is 30 feet in diameter. The floors are windowless and dark; PCs will need light spells or torches. Ceilings are wooden and floors are earth and flagstone. Each above ground floor has wooden ladder leading up to a trapdoor on the east end of the floor. Against all reasoning, the trap door always opens on the west end of the floor above. Anyone descending a level will find themselves on the 1st floor of the tower.

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2 FL

The second floor has two sets of bunk beds, one on the north, one on the south side of the room. If the party fell asleep on the 2 FL during the daytime, they will wake in these beds. If the party again sleeps in these beds, they will wake in the village inn. Though it will be daytime, both towers will be visible as their nighttime incarnations from the village.

Players will find all villagers asleep and unable to be woken.

3 FL

The third floor is a small library with two bookshelves and a small desk. At the desk, a standard complement of ink, quills and stationery can be found, as well as a journal written in an incomprehensible cipher. On the bookshelves are several books (4d6) on the subjects of dreams and psychology. Each of these books is worth 10 gp. Additionally, there are 3d3 scrolls of Sleep.

4 FL

The fourth floor is a small laboratory. There is 5000gp worth of alchemy equipment here, however anyone attempting to disassemble and take the equipment will find themselves become incredibly clumsy and cause the entire apparatus to become broken and ruined.

There are 2d8 vials here labeled "Skeleton Tears" (1d4 poison damage if consumed), 1d4 Sleep potions, 1d4 Fear potions and 3d8 empty flasks. Near the alchemy equipment, there are instructions on how to use the apparatus to make Sleep and Fear potions using "Skeleton Tears". Each potion consumes 3 vials of Skeleton Tears to create and takes 1d4 rounds to complete. For each attempt to use the equipment to create potions, there is a 25% chance of accidentally breaking something and rendering the whole apparatus useless. Alchemy apparatus resets, potions & flasks do not.

5 FL

There is a bed to the north. Beside the bed is a nightstand with a golden alarm clock. There is a small child crying here, holding a teddy bear. The child is transparent and obviously a ghost, though the bear is not. Any attempt to interact with the child will prompt it to say "Please don't take bear-bear..." If any player takes the ghost's bear, it will cry out "Nooo! Without bear-bear, the Loess will get me!" and disappear. The bear is magic and worth 100gp. Anyone sleeping with the bear will get +2 to any saving throw made while the character is asleep.

The alarm clock is magic, worth 500gp, and can wake up any sleeping individual. If the alarm clock is used in the dungeon, anyone

who hears it will wake up either on the 2nd floor of the Day Time tower if they imbibed the sleeping potions there, or in the inn at the village if the party set out from the village at night to the Towers.

6 FL

This room is filled with many empty or mostly empty bottles of wine, Sleep potions, and Fear potions. If the players desire, they may attempt to combine the potions into whole potions, which will yield 1d4 bottles of wine (poor quality, 1 gp each), 1d4 Sleep potions, 1d4 Fear potions and 2d4 potions of Nightmare (combined effects of sleep and fear). Additionally, there is a note here that reads "The Key is the Key. No, the Key is the Keys. Or are the Keys the Key? Either way, I'll add this to my 'Bucket List'."

7 FL

This room has a pile of gold (1000gp) and gems (8 x 100gp) in its center.

8 FL+

This room has a pile of gold (2000gp) and gems (16 x 100gp) in its center. Each floor beyond, the amount of gold and gems double (9 FL, 4000 gp, 32 gems, etc.)

B1

There are two sets of bunk beds on the north and south. A person is asleep on each bed. Any attempt to wake the individuals will reveal them to be zombies, who will attack. Zombie (4) [AL C, MV 120' (40'), AC 8, HP 5, 5, 6, 7, # AT 1, DG 1d8]

B2

On the north side of the room is a fountain; it is a statue of a weeping woman with a skeletal face. The water flowing from the statue's eyes is a diluted mixture of Skeleton Tears and will do 1d2 damage to anyone who drinks from the fountain. The water may be distilled into pure Skeleton Tears in the laboratory on 4 FL. Upon entering the room a second time, the statue of the weeping woman will become animate and attack. Statue (1) [AL C, MV 90' (30'), AC 2, HD 3, # AT 1, DG 1d8 fists] The statue is filled with the poison liquid and will deal 1d4 damage to whomever destroys it.

B3

There is a tunnel leading northwest that slopes slowly downward (10 degrees). The tunnel stretches for 1 mile before reaching the central shaft.

Central Shaft

The tunnels meet in a 30 foot ring with a 10 foot inner wall; if the Key monster on N 6 FL was defeated, there will be a door on the north end of the ring; the door can be opened from either side revealing a staircase that will spiral downwards around the central shaft.

Lower chamber

The lower chamber is 30 feet in diameter. In the center of the chamber, a bucket hangs from a rope above a 10 foot pool. The central core is the well in the middle of the village. The liquid in the pool acts as potion of Nightmare. At the bottom of the pool is a giant yellowish white diamond.

The bucket can hold up to 2500gp worth of treasure or the giant diamond and 500gp worth of treasure. Any amount of treasure may be hauled up to the village using the well, provided that a character is in the village to lift the bucket, whether in the dreaming or waking world.

Treasure left in the bucket may still be retrieved in the waking world, even if the towers have been destroyed. Any treasure brought from the towers by any method other than the bucket will vanish at sunrise, but be available to the character during any lucid dreams they may have.

The giant diamond is the 'heart' of the dungeon and houses the essence of Loess. It is worth 20,000 gp. If it is brought out of the complex via the bucket, both towers collapse and the central

core caves in. Players will wake up in the village inn. The giant diamond will be in the bucket in the well. Players will find that they cannot leave the village, and at sunset will always return and find the towers as they were.

If the players destroy the giant diamond, both towers collapse and the central core caves in. Players will wake up in the village. No one in the village will remember Loess or the towers. Any treasure left in the bucket before destroying the gem may still be retrieved.

Random Encounters

Random Encounters occur on a 1 on a 1d6 while within the Tower complex.

- 1 – Nothing
- 2 – Another adventuring party 1d3+1 (always coming up a trapdoor)
- 3 – Sleep walking townspeople
- 4 – 6 Loess will attack the party for 2 rounds before disappearing, laughing.

Loess [AL C, MV 120' (40'), AC 4, HD 8*] – is about 3 ½ feet tall, covered in grey fur. He has an oblong head with a giant smiling mouth full of fangs and floppy ears.

1. Spends the round laughing at the party; any attacks miss him.
2. Throws a rock at random party member.
3. Loess attacks with claws 1d8.
4. Casts Darkness
5. Casts Sleep
6. Casts Fear

*: If Loess's HP is ever reduced to 0, he will disappear in a puff of black smoke. He is not killed, however, as his energy is tied to the giant diamond. If 24 hours pass, Loess will recover and again harass the party.

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