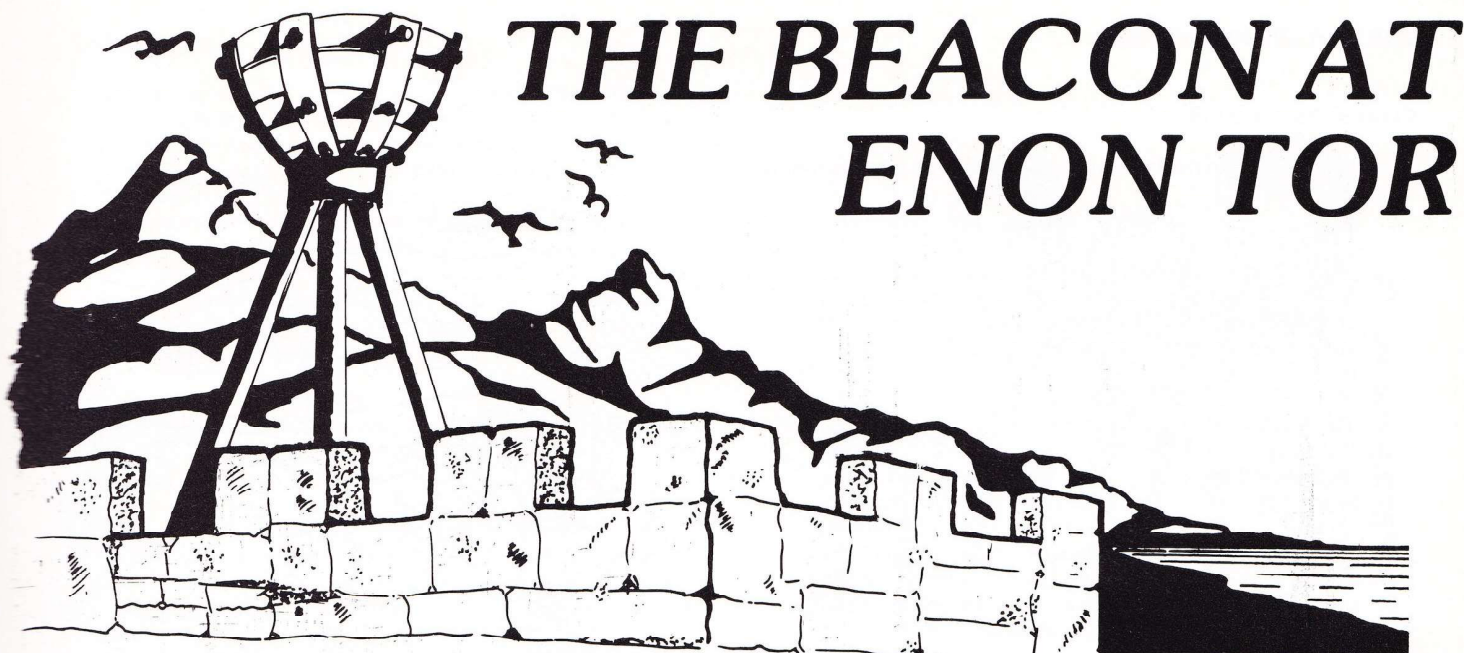




by Michael Brunton with Graeme Morris

BEGINNERS' INTRODUCTORY BASIC D&D® MINI-MODULE FOR 4-7 1st LEVEL CHARACTERS

This mini-module requires information only found in the **D&D® Basic** game rules, and cannot be played without them.

PART 1: INTRODUCTION

If you plan to play in this adventure, please stop reading here. The information in the rest of this mini-module is for your Dungeon Master (DM) so that he or she may guide you and the other players through the adventure. Players knowing details of the adventure will spoil the game for everyone concerned.

NOTES FOR THE DUNGEON MASTER

The Beacon at Enon Tor is an adventure mini-module consisting of 3 parts, providing notes and reference information for the DM and keys describing the various levels of the beacon.

PART 1 (this section) is an introduction which outlines the rules for the adventure and gives the DM background information about the beacon.

PART 2 describes the beacon, its contents and inhabitants.

PART 3 contains a glossary of all unusual or unfamiliar words. These will be marked by a sword (†) the first time they appear in the text.

The Beacon at Enon Tor is a small adventure and is designed to be completed in one session of play (about 2½ -3 hours). It has been designed for a party of 4-7 player characters. Each character should be of the 1st level of experience at the start of the adventure. The party should have at least one elf or magic-user. A party which contains many different classes will have a better chance of success since this mini-module has been designed to present a wide variety of problems for the player-characters to deal with.

Before the players begin the adventure, the DM should read this mini-module thoroughly to become familiar with its details. In the encounter keys, the information inside a 'box' can be read aloud to the players at the appropriate time. The DM must decide when the rest of the information is discovered by the players or whether to keep certain facts secret.

The DM should always give the player characters a reasonable chance of survival. The emphasis is on the word 'reasonable'. Although there should always be a chance that the unlucky or foolhardy character will die, the DM should give the party the benefit of the doubt whenever possible. Everyone should co-operate to make the adventure enjoyable.

There are no wandering monsters in **The Beacon at Enon Tor**. This is deliberate, so that the DM's task is as simple as possible. All the monsters in this module can be found in the 2nd edition of the **D&D® Basic** rule book (red cover). For the convenience of the DM, when monsters or non-player characters (NPCs) are described in the text, important information will be listed after the name, in brackets, in the following order:

Name (Armour Class; Hit Dice or Class/Level; hit points; Movement per round; Number of Attacks per round; Damage per attack; Save as Class and Level; Morale; Alignment; Abilities of NPCs if necessary).

Abbreviations used are:

Armour Class = **AC**; *Classes*: Cleric = **C**, Dwarf = **D**, Elf = **E**, Fighter = **F**, Halfling = **H**, Magic-User = **M**, Thief = **T**, Normal Man = **NM**; Level = **1, 2, 3** etc; Hit Dice = **HD**; hit points = **hp**; Movement = **MV**; Number of Attacks = **No.AT**; Damage = **D**; Save as = **Save**; Morale = **ML**; Alignment = **AL**; *Abilities*: Strength = **S**, Intelligence = **I**, Wisdom = **W**, Dexterity = **D**, Constitution = **C**, Charisma = **Ch**.

Class/Level is used only for NPCs, while *Hit Dice* is used for all other monsters. Movement is given only for combat rounds. Movement in a game turn is three times the movement given for one round.

Finally, if this is one of the first times you have been a Dungeon Master, do not worry if the game does not flow smoothly at first. There are bound to be problems to begin with until you, the DM, and your players know how the game works. Stick with it and your patience will be rewarded by an exciting and enjoyable game for all concerned.

THE BEACON AT ENON TOR

Players' Background

The DM should read the following passage to the players before the adventure:

About 15 years ago Karthedon the wizard arrived at the seaport of Borth. He claimed that Borth was located at an ideal site to carry out magical research, and announced his intention to establish a laboratory in the town.

The local Guildmasters, while deeply honoured that Karthedon had chosen their town, were not keen to see such a dangerous place built where they lived. After much negotiation Karthedon and the Guildmasters arranged a compromise: Karthedon would be allowed to carry out his researches locally in a tower which the Guilds would build at Enon Tor. In return he would operate a navigation beacon at the tower and be on call to help the town should he be needed.

The tower was built, Karthedon moved in, and the arrangements worked well. Fewer ships were lost in the dangerous shoals and the town prospered.

One week ago, however, the whole of Enon Tor was surrounded by a strange shimmering light and that evening the beacon was not lit. The foghorn in the tower, which had started to sound when the fog descended that morning, continued to blow for the next two days then was suddenly silenced and has not been heard since.

Trading activity has been light recently, but the Guildmasters are anxious to find out what has gone wrong before any ships run aground. As a result they have approached your party and offered you 100 gold pieces (gp) each to go to Enon Tor and find out why the beacon is no longer working.

Dungeon Master's Background

The tale above is completely true.

Karthedon has suffered the effects of a magical spell backfiring on him during an experiment in his workroom (room 11). The spell was a **feeblemind**†. Karthedon, a wizard†, is now reduced to a drooling idiot, incapable even of feeding himself, and certainly not capable of spell-casting.

Being a powerful wizard, Karthedon had created a number of zombies to carry out all physical labour required. These undead are still functional but, with the exception of the one operating the foghorn (room 9), are not carrying out any orders other than a general one to defend Karthedon and the beacon.

Two days after Karthedon had his accident, a small band of orc marauders led by a bugbear stumbled across the beacon during a raiding expedition. Realising that it was an easy target they moved in and occupied it.

As the party of adventurers arrive at Enon Tor the situation is that Karthedon is still in his workroom surrounded by his zombie servitors. He is now in a poor condition, not having eaten for a week. The orcs and the bugbear are established in the major part of the beacon. Following an unsuccessful attempt to destroy the zombies in the barracks (room 4) they have not yet summoned the courage to attack the others in the cellar (room 10). As a result the cellar level, where Karthedon's laboratory area is located, is virtually undamaged. The orcs and the bugbear do not know of Karthedon's condition, or even of his existence, because they have not explored the lower level.



PART 2: THE BEACON AT ENON TOR

The beacon is on a wooded headland about 2 miles to the west of Borth. It stands above a 100-foot-high cliff and overlooks dangerous shoal waters. One of the townsmen will take the party to the track that leads to the beacon and tell them in which direction to head. The adventure begins as the party leave the woods which surround Enon Tor on the landward side. At this point the DM should read out the following:

After walking along the track for a little over 2 miles you are just leaving the cover of the woods. The track continues, leading in the direction of a stone-built tower that has now come into view. You can see that the building is more than just a tower, because there is some sort of stone construction built into the rock below. For the first time since leaving Borth, you can smell the sea.

There are two entrances in plain view. One is in the tower itself, the other is in the stone building.

As far as you can see there is no-one about.

From now on, the players should start making decisions about their characters' actions, based on what information they are given by the DM and their character abilities. The DM should decide how much, and when, information is given to the players.

The entrance doors into the beacon are wooden with iron reinforcements. Both the doors are locked. The keys to the doors are in the locks on the inside. The locks can be picked by a thief. Both doors can be easily opened once unlocked.

1. Living Room

This room appears to be the beaconkeeper's living quarters. A large oak table stands in the middle of the room, surrounded by four upholstered chairs. Pens, parchment, plates (several of them broken), spoons, knives and other oddments are scattered about the floor and across the tabletop. Tapestries used to hang on all four walls, but these are now ripped and despoiled.

In the northeast corner, by the fireplace, is a long bench. Seated on the bench are two ugly human-like creatures, half animal, half man.

The human-like creatures are orcs (AC 6; HD 1; hp 4, 4; MV 40'; No.AT 1; D 1—6; Save F1; ML 8; AL C). They are members of the raiding party led by the bugbear.

When the adventurers enter the room, the two orcs will be arguing loudly, and are not taking any notice of anything else that is going on. If the party enter through the outside door, the DM should remember to ask if they are closing the door behind themselves. If they are not, and it is during the day, the DM should subtract one from the orcs' 'to hit' rolls. Orcs are nocturnal creatures, and detest sunlight.

The orcs have 15gp and 4 glass 'gems', and 7gp and 7 glass 'gems' respectively as their personal treasure. The glass 'gems' are worthless. In the corner where the orcs were arguing is a Nine Men's Morris set, with ivory and jet pieces and an inlaid rosewood board. The entire set is worth 100gp.

A maximum of 142 experience points (xp) may be gained in this room (10xp for overcoming each of the two orcs, 22xp for the 22gp treasure and 100xp for the value of the Nine Men's Morris set, but only if it is sold).

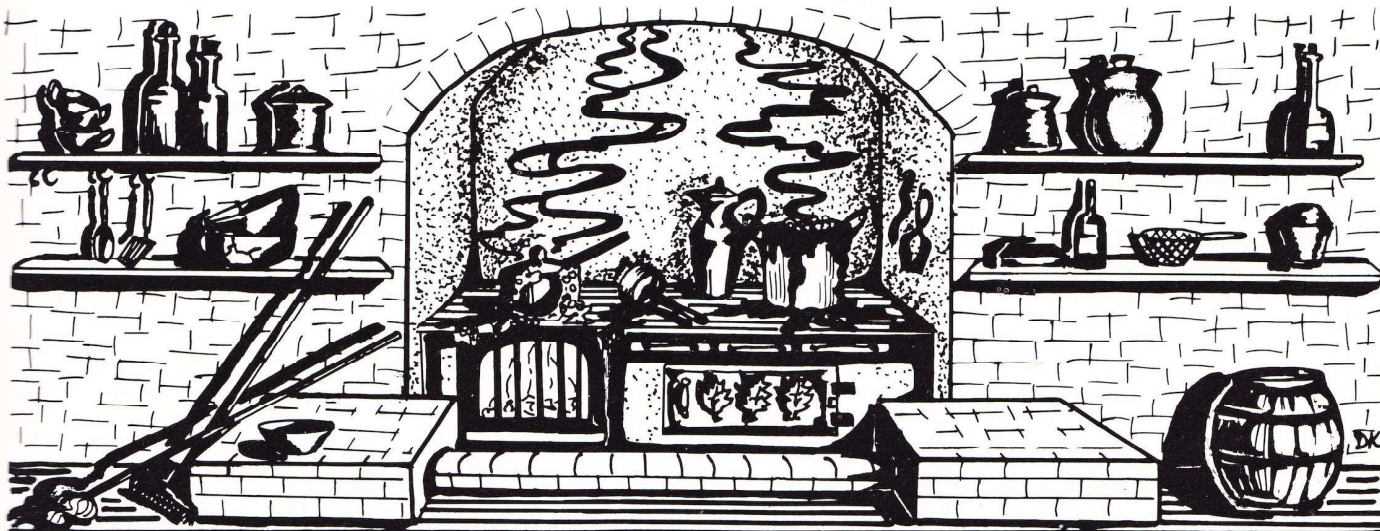
2. Kitchen

This room appears to be a kitchen. In the northwest corner there is a cooking range with three pots on it. In the northeast corner stands a chopping table with a meat cleaver embedded in it. On the south wall hang a set of shelves. On the shelves there are cooking utensils, herbs and spices and a toast rack.

Below the shelves there is a table with a wooden bucket standing on it.

The three pots on the range contain some stew. The bucket on the table is half full of water. If a character takes the meat cleaver as a weapon, treat it as a normal hand axe.

This room contains nothing of value.



3. Bedroom

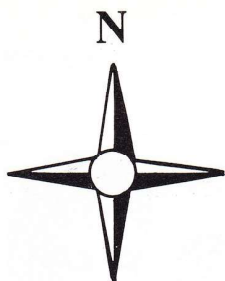
This room contains a bed, two chairs, a table and a large open chest. Clothing is scattered round the room, and several flasks lie on the floor. On the south wall hangs a tapestry showing a battle scene. The room is lit by several large candles in silver candlesticks.

Sitting on the bed is a large, grey, hairy humanoid. Standing next to one of the chairs is an ugly human-like creature.

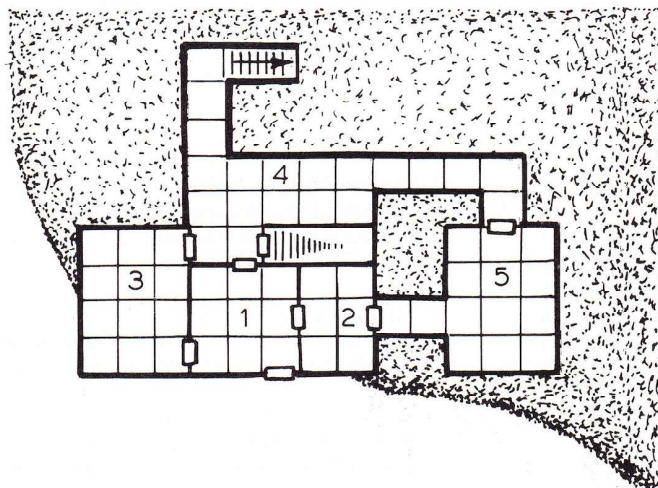
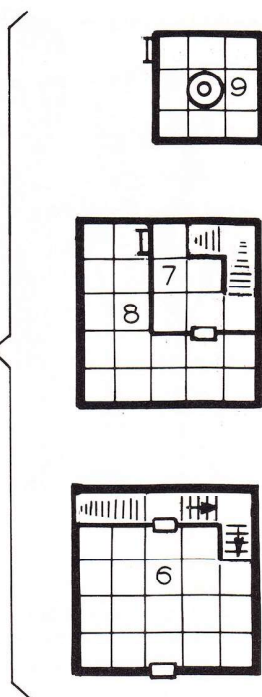
The large humanoid is a bugbear (AC 5; HD 3+1; hp 16; MV 30'; No.AT 1; D 2—8; Save F3; ML 9; AL C) and the ugly human-like creature is an orc (AC 6; HD 1; hp 6; MV 40'; No.AT 1; D 1—6; Save F1; ML 8; AL C).

The orc is carrying 9gp in his belt pouch. The bugbear does not have any money on his person; hidden in his left boot is a key. This is the key to a small iron box which is hidden under the bed.

The iron box has a crude lock. The percentage chance of any thief picking this lock is multiplied by 3. If this results in a greater than 100% chance the lock is automatically picked. Inside the box are a silver dagger (worth 30gp), 57gp, 26sp, 10cp, a scroll with the clerical spells **cure light wounds** and **protection from evil** on it, and a leather bag containing 50 glass 'gems' (worthless). If the box is smashed open, the clerical scroll will be ruined and the glass 'gems' shattered.



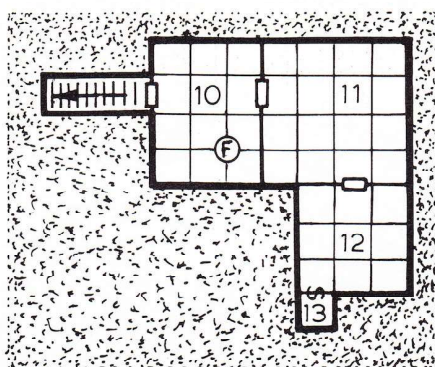
Tower



Ground Floor

- I Ladder
- ⊙ Fire Basket
- ▬▬▬ Stairs (up)
- ▬▬▬ Stairs (down)
- ▬▬ Door
- ⊕ Trapdoor
- ⋯ Bedrock
- ▬ Wall
- ⚡ Secret Door

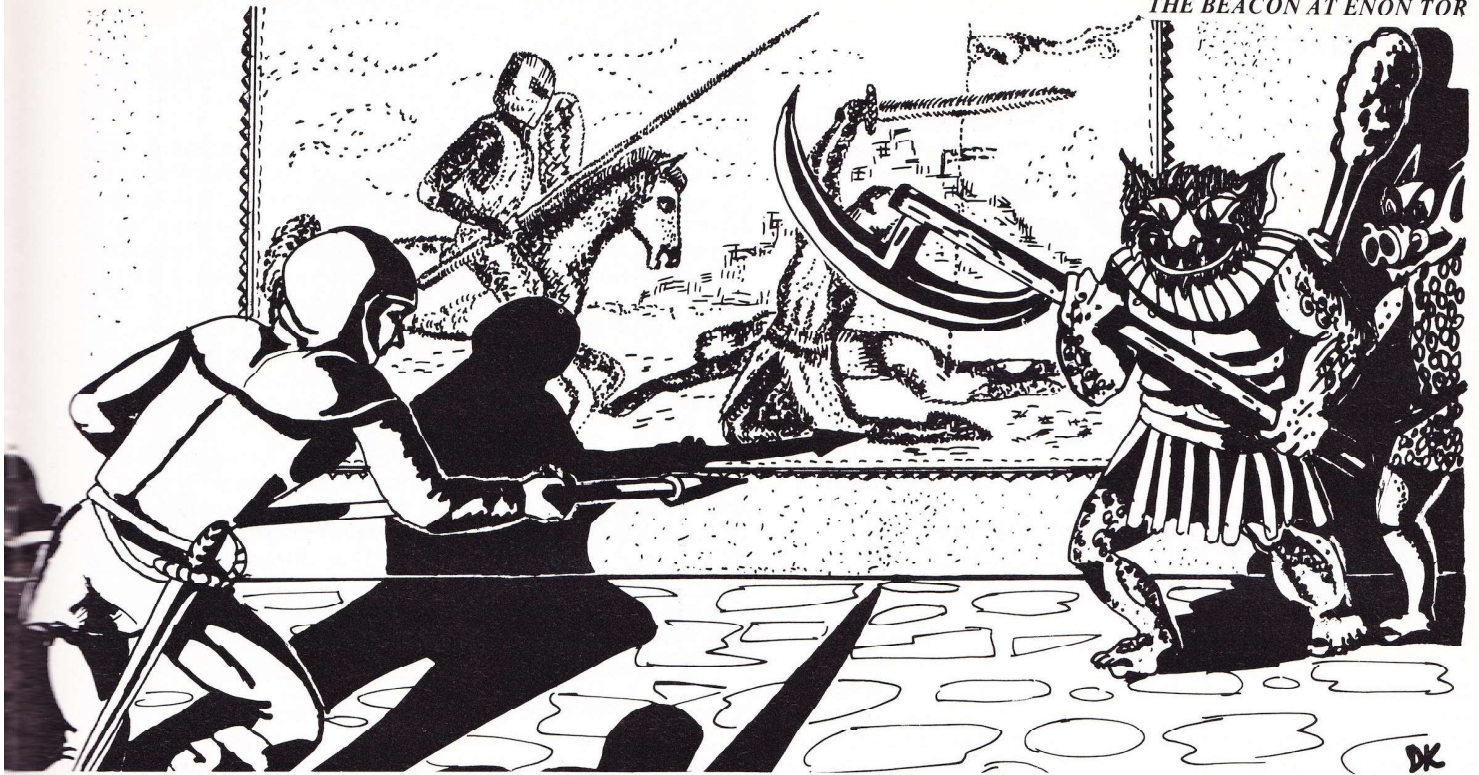
SCALE 0 feet 50



Cellar Level

FDK

THE BEACON AT ENON TOR



There are four double-branched candlesticks, each worth 10gp. The tapestry is worth 15gp. The open chest contains only clothes. All the flasks are empty, but smell of wine.

Experience points for overcoming the bugbear are 50xp and for the orc 10xp. Experience points for non-monetary treasure should be awarded only if the items are sold.

4. Zombie Quarters

This room contains 10 boxes, each about 7 feet long and 2 feet broad and deep. Four are leaning against the north wall, the rest lie flat upon the floor. One of the boxes against the north wall is open and contains the remains of a man. On the floor of the room lie two ugly, human-like bodies.

Each of these boxes is a coffin/storebox for one of Karthedon's zombies. Only two of the boxes are occupied by functional zombies (AC 8; HD 2; hp 9, 8; MV 40'; No.AT 1; D 1—8; Save F1; ML 12; AL C), who will not attack unless their boxes are opened. The occupied boxes are leaning against the north wall. If a cleric turns these zombies they will return to their rest in their boxes. Zombies are undead monsters and may be 'turned' by a cleric. They are not affected by sleep or charm spells. Zombies are slow fighters and always strike last in a round (no initiative roll is needed).

The human body in the open box was a zombie, and the other corpses were orcs. The orcs have 7gp and 3 glass 'gems' and 3gp and 12 glass 'gems'. The gems are worthless. Overcoming the zombies is worth 40xp (20xp each).

5. Storeroom

This room contains a dozen barrels. Several sacks are stacked on a low table. A large smoked ham hangs from a hook in the ceiling.

This is the beacon's food store. The various barrels contain ale, wine, salted meats (both pork and beef), apples, vegetables and salt. The sacks contain grain and flour.

Two giant rats (AC 7; HD ½; hp 3,2; MV 40'; # AT 1; D 1-3 + disease; Save F1; ML 8; AL C) have moved into the storerooms and have taken up residence in the grain sacks. They will only attack if the grain sacks are disturbed in some way. Anyone

bitten by a giant rat has a 1 in 20 chance of being infected by disease (this is checked each time the victim is bitten). The victim may avoid the disease by making a saving throw vs. Poison, otherwise the victim will die in 1-6 days or be bedridden for one month. The DM should roll 1d4, the disease being deadly only on a roll of 1.

Overcoming the rats is worth 10xp. In their lair are 2gp, and a worthless glass 'gem'. There is nothing else of value in the storeroom.

6. Main Beacon Storage Chamber

This room contains 9 large barrels. Scattered about the room are: 2 coils of rope, a hammer, two dozen torches, a lantern, a saw, an axe, a dozen iron spikes, several pieces of timber, four pulley blocks, a bucket full of nails, a bucket full of a black substance, three hooks, ten empty sacks, a length of sailcloth, a set of blacksmith's bellows and a broken cartwheel.

Against the eastern wall is a pile of faggots.†

All but one of the barrels contain oil. The last one is empty. The black substance is tar. None of the items is valuable.

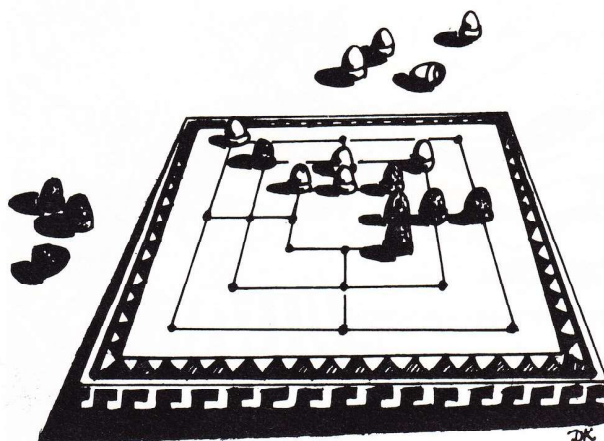
7. Beacon Garret†

As you enter this room you see two creatures detach themselves from the ceiling and flutter towards you. As the air fills with high-pitched squeaks you notice that an outside door in the south wall stands ajar.

The monsters are giant bats (AC 6; HD 2; hp 8, 7; MV (flying) 60'; No.AT 1; D 1—4; Save F1; ML 8; AL N).

The garret contains the equipment and stores used at short notice to operate the beacon. Four sacks of kindling and a stack of ten faggots lie on the floor in the middle of the room. In the northwest corner of the room is a large iron basket. On a hook by the stairs hangs a coil of rope. On a shelf by the door is a telescope (worth 100gp) in a leather case, and an iron box without a lock which contains some tinder, flint and steel.

Everything is slightly damp because the door has been open for a week. Overcoming the bats is worth 40xp (20xp each).



8. Walkway

This walkway has a 4-foot-high crenellated† stone wall running round it.

Once the party can see the northwest section of the walkway the DM should read the following:

In the northeast corner of this piece of the walkway an iron ladder, leading up to the beacon itself, is set into the stonework of the tower. The ladder is covered in rust, except for patches in the middle of the rungs where bare metal shines through.

The ladder is entirely safe, and there is nothing else of interest on the walkway.

9. The Beacon

This is the top of the tower. A 3-foot-high crenellated wall surrounds this storey. In the centre of the floor stands a 15-foot-high iron tripod supporting a large iron basket. In the basket, and around the tripod, are large quantities of ash. Stacked in the southwest corner are 6 faggots. In the southeast corner is an iron construction which is obviously some type of lifting equipment.

In the northwest corner a human figure can be seen working a set of blacksmith's bellows apparently connected to a foghorn. No sound, other than that of rushing air, is emerging.

The figure is a zombie (AC 8; HD 2; hp 6; MV 40'; No.AT 1; D 1—8; Save F1; ML 12; AL C). The zombie's last orders from Karthedon were to sound the foghorn. When the bugbear and the orcs arrived they cut the pipe between the bellows and the foghorn, but left the zombie working the bellows. The zombie will not attack unless the party attempt to stop it carrying out its appointed task.

Overcoming the zombie is worth 20xp.

10. Cellar

This is a storage cellar. All around the walls are shelves with wooden boxes on them. In the south west corner is a trapdoor in the floor. Standing in the room are four pale, corpse-like men.

The four are zombies (AC 8; HD 2; hp 8, 6, 4, 2; MV 40'; No.AT 1; D 1—8; Save F1; ML 12; AL C), part of Karthedon's retinue. They will attack anyone who enters the room.

The boxes contain Karthedon's experimental materials. Only one of the boxes does not have a label and it is locked. The key is on a chain round Karthedon's neck (in room 11). The labelled boxes do not have locks and contain exactly what their labels (written in Common) say: fluorspar†, chalk, sulphur, powdered copper, powdered lead, quicksilver† (in a stoneware bottle), dried blood, salt, iron filings, seaweed, herbs, snake legs, vinegar (also in a stoneware bottle), parchment, quill pens, ink (in the form of square blocks to be mixed with water when needed), sealing wax, sturge feathers, medusa bones, stuffed voles, glassware, bats' ears, crypt dust, and dried roots.

The box labelled 'snake legs' is empty. The locked box can be opened by a thief using the normal percentage chance of success for picking locks. It contains three small leather pouches. One contains gold dust (worth 15gp), one powdered silver (worth 3gp) and the last holds 12 small pearls (worth 10gp each).

The trapdoor in the floor is a cover for the beacon's well. The water level is 15 feet below floor level.

Overcoming the zombies is worth 80xp (20xp each).

11. Wizard's Workroom.

This is obviously a laboratory or workroom. There are two long workbenches in the room, each with a set of four stools. One of the tables is covered in parchment, pens, intricate glassware and two candlesticks with burnt out candles. A body, dressed in long, filthy robes, is slumped over the workbench.

Two pale, corpse-like figures stand guard over the body.

In the southwest corner of the room is a cage with two giant rats in it. Both look half-starved.

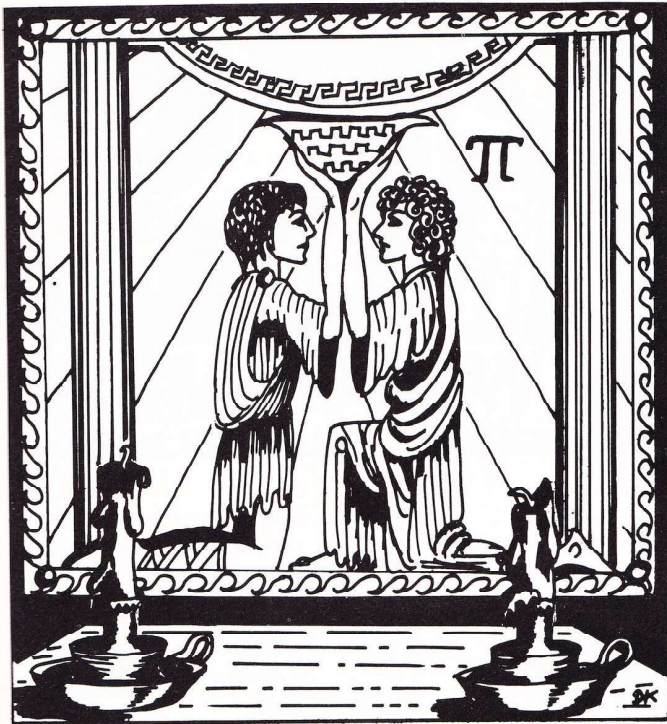
The body is in fact Karthedon (AC 9; M 10; hp 1(24); MV 0'; No.AT 0; D 0; Save M1+2(10); ML 0; AL N; S 9; I 3(18); W 10; C 16; D 14; Ch 12), and he is not yet dead. These statistics represent Karthedon's current condition, hence the ratings for hit points, movement and intelligence. The value in the brackets is the normal one. Karthedon is suffering from a **feeblemind** spell and one week's lack of food and water. Saving rolls for Karthedon are the same as for a 1st level magic-user, with a +2 to the die roll.

The pale figures are zombies (AC 8; HD 2; hp 8, 5; MV 40'; No.AT 1; D 1—8; Save F1; ML 12; AL C). Their last orders were to defend Karthedon, and they will attack if anyone approaches Karthedon's body.

On a chain round Karthedon's neck are two keys. One is the key to the locked box in the cellar (room 10), the other is the key to the chest in the secret chamber (room 13).

When the **feeblemind** spell backfired on Karthedon he knocked over a vial of acid, which destroyed many of his experimental notes. An elf or a magic user will be able to work out that Karthedon was casting a **feeblemind** spell if he or she studies the notes. He or she will also understand that a **dispel magic** will cure Karthedon. However, a 1st level magic-user or elf is incapable of understanding the underlying structure and symbolism of the **feeblemind** spell itself.

If a **dispel magic** is cast on Karthedon he will suitably reward the party for helping him. From the secret chamber (room 13) he will give the party 1000gp, 10 **arrows** +1, a **mace** +1, a potion of **invisibility** and a scroll of the spells **magic missile**, **charm person**, and **web**. Karthedon cannot remember any spells.



The cage in the corner of the room holds two giant rats (AC 7; HD 1—4 hp; hp 2,3; MV 40'; No.AT 1; D 1—3 + disease; Save F1; ML 12; AL N). These are Karthedon's experimental animals, and, because they have not been fed for a week, they will attack anyone who opens the cage. Anyone bitten by a rat has a 1 in 20 chance of being infected by disease (this chance should be checked each time a rat successfully hits). The victim may still avoid the disease by making a saving throw vs. Poison. If failed, the victim will either die in 1—6 (1d6) days, or will be sick in bed and unable to adventure for a month. The disease is only deadly on a result of 1 on a 1d4.

Overcoming the zombies is worth 40xp (20xp each) and the rats are worth 10xp (5xp each). Killing Karthedon is worth only 5xp in his present state.

There is no treasure in this room.

12. Wizard's Study.

This chamber is a study. All four walls are hung with tapestries depicting the twelve signs of the Zodiac. On the floor is a rug with a pentacle† design on it. The furniture consists of a table, a reading stand, a bookcase and an upholstered chair. There are two silver candlesticks on the table.

The twelve tapestries (one for each sign) are worth 300gp as a set and 15gp each. The rug is worth 75gp. The silver candlesticks are worth 20gp each.

Lying on the table are three rolled parchment sheets. One is a charter from the Guilds of Borth granting Karthedon the right to live in the Beacon. The second is a plan of the Beacon (it does not show room 13). The third is a scroll with the spell **dispel magic** on it.

The DM should feel free to invent some titles for the books in the bookcase and to decide if any of the books are saleable.

13. Secret Chamber

This small chamber contains nothing but a closed chest.

This chest is locked. The key is on a chain around Karthedon's neck (room 11). If a thief attempts to pick the lock and fails he or she will be stabbed by a spring-loaded needle hidden in the lock.

He or she should save vs. Poison or die in 1—4 turns. The poison needle can be found and removed by a thief using the normal percentage chances for these skills before trying to pick the lock.

The chest can also be forced open by characters with a combined strength of 35 or more.

Inside the chest are nine bags of coins (8 of 200gp and 1 of 40gp), a small bag of gems (5 gems worth 10gp each, 2 worth 50gp each and 1 worth 100gp), 10 arrows +1, a mace +1, a dagger +1, a spell scroll of **magic missile**, **charm person** and **web**, a potion of **healing**, a potion of **invisibility**, and a wand of **magic detection** (3 charges).

The DM should note that Karthedon may already have given the party some of this treasure.

PART 3: GLOSSARY

crenellated: walls that are crenellated have traditional battlements at the top exactly like castle walls.

faggot: a bundle of firewood.

feblemind: this is a spell which can only be cast by high-level magic-users or elves. It makes a magic-user or elf unable to think or cast spells, turning its victim into a helpless idiot. The spell effect lasts until negated by a **dispel magic**. Full details of this spell can be found in the **D&D Expert** rule book on page X16, but this description is sufficient for use in this mini-module.

fluorspar: a mineral.

garret: a room just under the roof of a building.

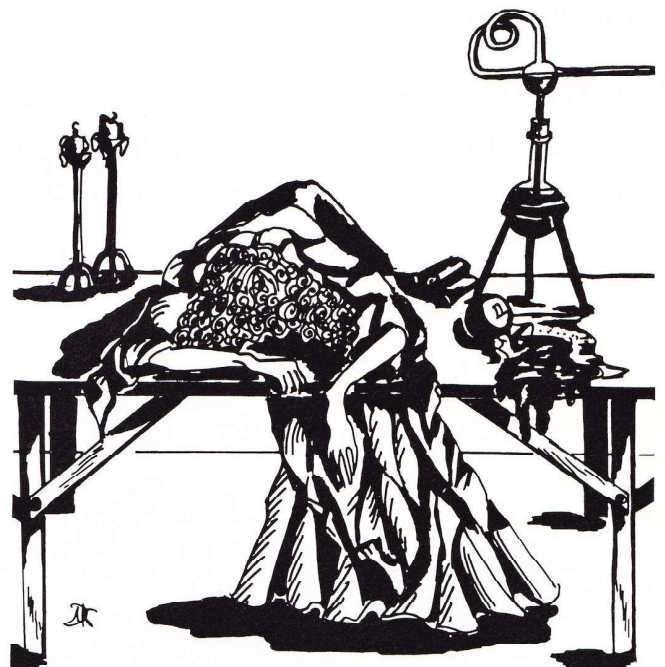
Nine Men's Morris: a medieval game played by two people with nine counters each on a pattern consisting of three squares, one within another.

pentacle: a figure resembling a five-pointed star.

quicksilver: the metal mercury.

tor: a hill or rocky height.

Wizard: Wizard is the highest level title of the magic-user class.



CREDITS

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Playtesting: Alan McNamara, Mike Telford and other members of the Kirklees Military Modelling & Gaming Society.