

CASILES[®] & CRUSADES

THE WIZARD'S TOWER



TOWERS OF ADVENTURE # 1



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Wizard's Tower, Towers of Adventure 1 for challenge level 6, 3-5 characters.



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THE WIZARD'S TOWER

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The Wizard's Tower, designed for 3-5 characters with a challenge level of 6, should be playable in one session. It involves a simple tower located in any village or town of the Castle Keeper's choosing. Though conceived as a tower sitting upon a cliff face, the adventure is highly portable so that the Castle Keeper can move it to a forest, desert, swamp or whatever terrain they wish. Simply change the opening descriptive text to better reflect the desired locale and make the winding stair a meandering path.

INTRODUCTION

Upon a promontory overlooking the town of Lead Hill stands the Meadow Tower. A mage by the name of Andru Meadow had the tower constructed some years past. He used it for his residence as well as laboratory and study. The mage Andru served the Lead Hill for many years, using his sorcery to aid the town whenever they needed it, whether from marauding bandits, wandering monsters or the more mundane tasks of building bridges and making it rain.

Some years later Andru married a comely woman who he met on his many adventures. They seemed much taken with each other and the wizard came to town less and less. Many believed that the well minded wizard was well served in his new found happiness and left him to his own devices.

Several years passed however, and Andru stopped coming to town altogether. He was very soon missed and though some delegations were sent to find out where he was they were answered by the comely woman who instructed them that Andru was involved in a very complicated sorcery and that he asked that he not be disturbed. She managed to put them off but they were very suspicious, for in the course of much town gossip and over the fence finger wagging the villagers discovered that Andru had never told them her name nor had she freely given it. None in fact knew who she was or from where she came.

Soon thereafter a minor plague of evil struck the village. At first simple items were stolen, later animals and then even later more valuable items, gold, jewelry and the like. Recently several murders have happened in town. The villagers have begun to suspect that a witch is plaguing them for on several occasions townsfolk have seen a bent over hag of horrific design moving through the darkened streets; still others have seen the amazingly beautiful wife of Andru Meadows, alone and without escort, looking into peoples windows.

FOR THE CASTLE KEEPER

In point of fact Andru has become a prisoner in his own home. Upon his last adventure he met Erza the Witch who in fact is a green hag. Upon seeing the young man Erza disguised herself as a young, comely woman. Upon learning of his tower and the village it protected she charmed him only a little, for he was quite smitten with her. She convinced him to take her as his wife and bring her to his home. He willingly did so. Once ensconced in the tower the hag slowly ensorcelled him, binding him to her so that even he did not know it. He is now a prisoner in the uppermost chamber

of his own tower, bound by the hag's sorcery. He lives, but exists in a state of suspended animation, only growing older, but needing little or no sustenance. What he does need she supplies in the smallest quantities possible to keep him alive.

As master of the tower she has begun to use it as a base to haunt the townsfolk, causing mischief through spreading secrets she has learned through spying, robbing them, killing their animals and most recently murdering some of them through 'sitting upon their chest'. This latter is a form of haunting where the hag visits the victim in their home and sits upon them, haunting their dreams until they suffocate. The victims are found with a look of pained horror upon their faces, the sure sign of a witch's visit.

Upon learning of this the characters can offer to take up the challenge of exploring the tower or the villagers will hire them, offering up to 1000gp to root out the witch.

BEGINNING THE ADVENTURE

The characters find themselves passing through the town and staying in the only inn in town, the Neighbor's Mill. Here they find a very excited clientele who are all talking about the previous evening's occurrence.

One of the patrons is leaning against the fire place speaking quite forcefully. He has much of the townsfolk lending an ear.

It's a plague I tell you! That woman is no more his wife than I'm my own mother's prized milk cow! She's a witch. I've seen her, you've seen her. She haunts these streets and preys upon our livestock. She's the cause of our secrets being out and she's the cause of old lady Marian's death. This I know. I helped bury her and that look upon her face, only the terror of a witch can bring that on. And I've tried to go up there don't you know, but something's on that road, some evil creature haunts those winding stairs. A demon I tell you, you can't get passed it. She's got our mage, probably killed him long ago and she's now taking what's not hers!

The speaker goes on and the crowd talks about it quite some until any of the characters express any kind of interest, at which point they press them to explore the tower and find out of the mage lives and the witch is real.

The town sheriff is very supportive offering to bring out a bounty of 1000gp for pay. The sheriff also supplies them with a key to the tower, given to him by Andru for safe keeping in case he locked himself out of the tower.

If asked why he doesn't go to the tower he explains that his very own lord has told him to stay away from the tower and to wait for the coming of the court mage, a person that has of course never showed up.

If the characters take up the challenge the adventure begins by crossing a shallow river over an old stone bridge on a trade road. Just off the road on the far side of a bridge is a path that leads to the winding stair.

THE WINDING STAIR

The path snakes through a forested area for about a quarter of a mile where it ends at the foot of a stair. This stair is made of good, solid stone, but it has been untended for some time. Though it is not cracked or broken, weeds, grass and even some patches of moss are growing everywhere up its length.

There is no sign of traffic whatsoever on the stairs.

An old, twisted treant whom the hag has employed guards the path. The treant has taken up his post about 2/3rds the way up the 500 foot stair. He stands amidst the other trees that grow along the stairs, perfectly still, but ever vigilant. As soon as anyone comes within his grasp he attacks.

TREANT (This neutral evil creature's vital stats are HD 7d8, AC 20, HP 43. Its primary attributes are physical. It attacks with 2 slam attacks for 2d8 points of damage each. It has the ability to blend and trample for a further 4d4 points of damage. This particular treant cannot animate other trees. It is vulnerable to fire.)

THE TOWER

The stairs give way to a small, open, rocky ledge. The ledge at one time had some gardens on it but these are long gone.

As the forest gives way the tower looms before you. It stands upon a narrow ledge overlooking the town in the valley below. It is straight, round and well made. A large stained glass window sits in the middle of the tower on the side that overlooks the town. The top of the tower has several open faced windows. It is quiet and still. The grounds around it, once lush and well tended are empty gardens now of rock and stone.

The tower itself is 60 feet high and roughly 40 feet wide at the base. It has a simple closed staircase that runs up the center of the tower with doors that exit onto each level. The doors are all metal, though they have locks, only the door to the upper room where the hag is living is locked.

AREA 1 ENTRYWAY

The door is locked from the inside. The hag, though she does not suspect anyone is approaching, is fearful of being surprised. The characters of course should have the key to the tower.

This room comprises one half the total bottom of the tower. It has in it a fire place, built into the wall, one large table with 8 chairs around it, a cupboard filled with mugs, plates, and silver ware. A large bear skin rug lies upon the floor; several animal skin rugs cover most of it. The room is warm but has not been used in some time, or so it appears. There are three doors in the room. Two of them lead to **Area 2 Kitchen** and the 3rd to the stairs that lead up the tower's center.

AREA 2 KITCHEN

Both doors open up to the kitchen. This room is in complete shambles, pots and pans on the floor, the cook fire ashes all over



the place, food, much of it half eaten upon the counter tops and floor and all manner of utensils scattered all about. A large brick oven, with venting leading into the wall puts off a tremendous amount of heat, making the room almost suffocating.

The witch's servant, Bael, lives here. This small imp serves her as a cook and has made the kitchen his home. He keeps the oven burning to remind him of his home plane where heat is more commonplace. The imp is evil and has been robbing the hag for some time. He has stored a small treasure trove of items in the kitchen, all hidden inside a covered pot, pushed up under the butcher block: a ruby ring worth 300gp, an *armband of protection* +1 and 200gp in a pouch.

The imp will not attack the party unless discovered; even then it attempts to flee. If the treasure is taken however, the imp follows the party and harasses them with tricks and traps for the rest of their lives if need be. It does not warn the hag nor help her if she is attacked, wishing her death more than anything else.

IMP (This lawful evil creature's vital stats are HD 1d8, AC 15, HP 7. Its primary attributes are physical and mental. It attacks with a bite for 1d4 points of damage and a stinger for 1 point of damage. It is able to turn invisible, has an SR of 3 and regenerates 1 hit point per round. Its stinger has a poison barb that can cause a further 2 points of damage for 4 rounds.)

AREA 3 UPPER LIVING ROOM

The stairway door opens into this room. The room is lavishly decorated with tapestries on the walls, rugs upon the floor, and several torch laden wall sconces. A large, ornate table dominates one side of the room and several cushioned couches and chairs the other side. It is obvious that the room is some type of living room or den, probably used to entertain guests.

There is plenty of value in the room, the heavy tapestries, and ornate furniture, far too heavy to move about and easily steal. The room is largely undisturbed.

AREA 4 GUEST ROOM

The door opens up on a simple guest room. A bed, well made, though dirty, stands against the inner wall. A large chest sits at the foot of the bed. Several large animal skin rugs cover the floor. But beyond that a huge stained glass window that overlooks the valley below dominates the room. It perfectly reflects the sun or moon light, shining it upon the bed.

The room is empty and devoid of anything of interest, aside of course from the stained glass window.

AREA 5 STUDY

This room is Andru's study. In the center is a large desk with several papers upon it, a number of scientific instruments, ink well (now dry) and a 5 scone candelabra. Someone has rifled through the desk and several drawers are open. Yet more animal hide rugs cover the floor, large bears with thicker fur. Several book shelves line the wall disorganized and pilfered, many of them thrown about the room, scorched, or otherwise damaged. Several shelves stand completely empty.

4 CASTLES & CRUSADES

AREA 6 ANDRU'S BEDROOM

The two doors to this room are locked and have been for some time.

The one door opens up into 6a a small lavatory, complete with a toilet that has a permanent dimension door cast upon its bowl. What goes in drops into the woods some 100 feet outside the tower.

The larger room, 6, is the wizard's private quarters. A huge king-size bed dominates the center of the room. A chest stands at the foot of it, open with much of its contents of clothing and personal items cast about the floor. Another large animal hide rug lies on the floor in front of a long unused fire place. Personal items abound, several cloaks on pegs, as well as hats, drinking mugs on the floor and so forth.

There are signs of a struggle in the room. The bed is ruffled and messed up, sheets lying on the floor and some dried blood stains the floor next to the door.

The struggle did not occur between the hag and the wizard, but rather between the hag and the mimic that guards the room. This creature attacked the hag when she entered the room without the wizard, much as it attacks anyone else who enters the room without the wizard.

MIMIC (This neutral creature's vital stats are HD 7d8, AC 15, HP 35. Its primary attributes are physical. It attacks with a slam attack for 3d4 points of damage. It has darkvision 60 feet, the ability to crush an opponent and mimic shape.)

AREA 7 LABORATORY

This room is in shambles, utterly destroyed, tables overturned, benches broken, jars and other glass ware shattered on the floor. Extensive fire damage marks the walls so that little remains that is useful. Three large windows look out of the room; the glass that once covered them is broken and lies upon the floor.

There is nothing of value here. The hag has destroyed it all.

AREA 8 ANDRU'S PRISON

This room was once Andru's Star Chamber. Here he sat in quiet contemplation, the windows overlooking the village below. He charted the stars and watched the moon pass through the still nights. It is now his prison.

The door opens to a foul stench. It smells of swamp grass and foul rot. Within a strange sight greets you. A man sitting upon a large ornate chair seems to stare at you with a hollow gaze. His hair is long, flowing down his shoulders, even to the floor. His finger nails are long too, coiled about themselves. His skin on his hands and face, the only portion of his flesh that is visible is pale and almost translucent. His robes are ragged and thread bare. Whether dead or alive it is impossible to say. Standing next to him is a beautiful woman, dressed in a flowing gown of white silks. Her golden hair is pulled back from her face and with eyes filled with both fear and longing she addresses you. "Thank the gods for your coming. That foul witch below has kept us here for so very long. And it seems you have slain her!"

This is of course the hag and she is trying to trick the characters into thinking that the mimic they fought below is the creature keeping her and Andru bound. If at any point in the conversation she feels as if they are going to attack her she immediately attacks them.

GREEN, ANNIS (This chaotic evil creature's vital stats are HD 9d8, AC 22, HP 43. Her primary attributes are mental and physical. She attacks with 2 claws for 1d4+4 points of damage each. She can cause weakness, use mimicry, and camouflage. She has the following spell-like abilities audible glamour, dancing lights, invisibility, pass without trace, change self, speak with monsters, and water breathing. She has already used her change shelf ability once.)

The room is filled with the loot she has stolen from the tower, the town and her other depredations. It consists of all manner

of items: 2200gp, 3000sp, 125pp, +1 dagger of venom, gloves of dexterity, +2 breastplate, 6 scroll cases with spells of the CKs choosing (any class) and a cloak of persuasion.

Andru Meadow is still alive and once the hag dies or the characters drive her off he slowly comes out of his stupor. He is amazed that so much time has passed, but is eternally grateful to the characters, offering them to freely take any items that the hag had gathered up whether they had been his once or not. His spell books are the only exception. These the hag never found for he hides them in a small pocket dimension hidden in the forest.

A hatch leads to the roof.

