

Terregaunt's Tower

More than four miles southwest of Brindenford stands an old tower. This is a fairly massive structure as free-standing towers go. Even after the top floor partially collapsed the tower still stands 120 feet high. At its base, the tower stretches more than 80 feet across. Strange greenish-silver vertical rods seem built into its structure, but they seem too thin to provide any actual support.

Built by an adventurer that served the powerful and infamous warlord, Lord Saral, as a henchman, the tower is over 500 years old. Its builders wove magic into its structure, however, and thus it remains in excellent condition. Only the damage to its rooftop betrays its age.

Terregaunt, a skilled fighter in his own right, spared little expense in the tower's construction, and after the success he enjoyed at his master's side, the retired adventurer had vast wealth to spend. He lived only a few short years in his completed home before Azassarah, the Red Saint, led a vengeful army into the region to attack Lord Saral and his own amassed forces. Because of his past association with Saral, the Red Saint went after Terregaunt as well and laid siege to the tower. Aided by conjured griffons and giant eagles, the Red Saint's followers broke into the tower through the roof, lead by a half-celestial named Uoto. Eventually, Terregaunt himself was captured and imprisoned by the Red Saint. For a short time, the Red Saint himself took up residence in the tower.

For more information, read "The Song of Azassarah."

Very recently, a blackguard named Jarla Vreech claimed the tower for herself, probably drawn by the lingering Abysmal Effect. She uses it as her home and a place for her friend, Barzonyn DuMair, a necromancer, to practice her dire work.

NEAR THE TOWER

The tower stands upon a tree-covered precipice at the edge of the gentle hill known as Bryson's Look. No paths lead to it, and no farms or homes lie nearby.

The existence of the tower is no secret to the people in the surrounding area. They've lived in its shadow their entire lives. Unlike the ruins of Chordille Keep, however, the abandoned tower has always remained quiet until fairly recently.

DETAILS OF THE TOWER

Exterior walls are 5 feet thick. Interior walls are 5 inches thick. All doors are iron, but are unlocked unless otherwise mentioned. Ceilings are 20 feet high except on the top two levels where they are 15 feet high. The interior staircases are extremely steep with very low ceilings and (intentionally) difficult to ascend or descend quickly. Speeds are halved going down and one-quarter normal going up.

One square equals 10 feet on all Tower interior maps.

ENCOUNTERS ON THE WAY TO THE TOWER (EL 3)

DMs may place any (or all) of the following encounters between Brindenford or Dragon's Delve and Terregaunt's Tower. (Make sure to read "Using Terregaunt's Tower.")

1. ETTERCAP

An ettercap has set a trap using its web. Unwary PCs (Spot check DC 20) will walk right into a fine sheet of webbing, entangling them and anchoring them in place. Then it attacks from a high tree branch, launching netlike webs from above on the unentangled, so it can descend and feed on prey safely.

Ettercap: hp 30

2. CENTAUR

A centaur named Bruenica makes her way through the wilderness, hunting. She isn't automatically hostile to the PCs, but they'll have to use Diplomacy or Bluff to improve her Unfriendly attitude (DC 25 to make her Friendly) if they want to get any information from her. She knows the area well and can tell them with certainty that someone has very recently taken up residence in the formerly long-abandoned tower. She won't go there, for fear of the dark sorcery present. Her people say that the place has always been on the verge of great evil, and now it stands on a precipice, ready to be pushed over the edge. She can't explain any further.

If attacked, she defends herself with her longbow, using a run-and-shoot tactic.

Bruenica, centaur: hp 26

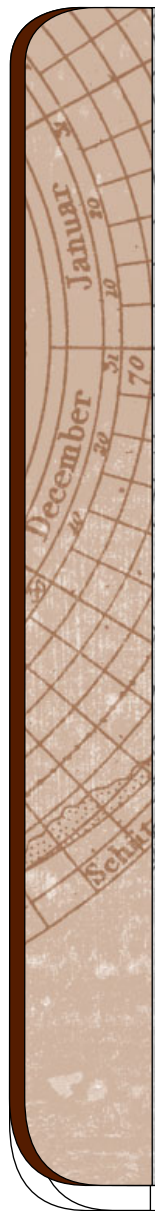
3. SHADOW

Close to the tower, a shadow spy working for the necromancer, Barzonyn, spies on the PCs as they approach. It keeps to the shade of the thick foliage and darts from natural shadow to natural shadow. It doesn't attack immediately, but if PCs spot it, it will attack them—assuming it doesn't have to come out into direct daylight to do so.

Shadow: hp 20



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THE ABYSMAL EFFECT

The greenish-silver rods worked into the tower's construction infuse it with strength and stability. What even Terregaunt did not realize, however, is that they also turn the tower into a massive receiver for otherworldly magical energy. When the Red Saint attacked the tower, the violence that ensued keyed the tower's receptors to the lower planes—specifically the Abyss. Its connection to the plane of chaos and evil has lain dormant for centuries but anyone attempting to use detect evil will sense a faint aura of evil everywhere in the tower. Further, they will notice that violence causes the aura to strengthen dramatically.

Powers in the Abyss, specifically Rivenyk, who has a vested interest in the area, seek to encourage the growth in the strength of this conduit. To further this aim, Rivenyk dispatched a quasit named Irreb to serve Jarla and encourage acts of violence. Irreb, however, took an instant dislike to Barzonyn due to her mistrust of it. Now Irreb only seeks to tear the two companions apart.

Regardless, after just six more rounds of violent conflict within the tower, Abyssal energy begins to pour into the tower. This is the pinnacle of the so-called Abysmal Effect, which comes in stages. Neither Jarla nor Barzonyn knows that it is coming, and even Rivenyk doesn't know what will happen when it does.

The Abysmal Effect at its zenith opens a crackling gate of black and gold lightning at the top of the tower. The sky above the tower darkens even if the sun remains in the sky. The entire tower reverberates with unstable, evil energies. Evil creatures within the tower suddenly gain the fast healing 1 ability. Good creatures must make an initial Will saving throw (DC 15) to avoid being dazed for 1d4 rounds. After that, they experience no ill effects. The Abysmal Effect immediately enters "Stage One." As time passes, the Abysmal Effect continues to further stages.

Stage One: All creatures, regardless of alignment, sense the change inside the tower. Maniacal laughter reverberates occasionally throughout the structure. Normal objects or even the walls and floors themselves take on momentary visages of evil, demonic faces, sinister eyes, or looming skulls. Further, all concerned know intuitively what has happened, at least on a basic level: violence in the tower has somehow caused it to draw power from some evil otherworldly realm.

Stage Two (EL 5): After 1d10 minutes, three dretches come through the gate and begin to smash their way through the tower, wrecking things, and attacking any living creature they find (they ignore the undead). They generally cause mindless chaos. If these demons are slain, three new dretches show up after 1d10 minutes.

Dretches (3): hp 16, 13, 11



Stage Three: After another 1d10 minutes, any dead creatures in the tower are animated as zombies. These zombies take no action unless there are living creatures within sight, in which case they attack relentlessly. This animation effect is ongoing. Destroyed undead rise again after 1d10 minutes.

Stage Four: After another 1d100 minutes, the tower mentally enslaves any evil creature or mindless undead in the tower (no save). These slaves now work to protect the tower from intrusion. No undead in the tower will attack evil creatures.

Stage Five (EL 6): After 2d10 days, a babau takes up residence in the tower to defend it against intrusion. If this demon is slain, a new babau shows up after 1d6 days.

Babau: hp 70

Stage Six (EL 13): After another 2d100+50 days, the Abysmal Effect spreads to the surrounding countryside. Effects of Stages One, Two, and Three spread out in a half-mile radius from the tower (not quite to Dragon's Delve). Further, a glabrezu takes up residence in the tower to defend it against intrusion. Lastly, every 1d6 days, demons randomly come through the gate and begin to maraud across the countryside. These demons are typically eight babaus, three vrock, two hezrous, a glabrezu or a nalfeshnee.

Glabrezu: hp 175

REVERSING OR ENDING

THE ABYSMAL EFFECT

The only way to put an end to the Abysmal Effect is to "re-tune" the tower. A *bless* or *calm emotions* spell cast within the tower moves the tower back one stage, but never further back than Stage One and each spell only works once in this regard. An *atonement*, *banishment*, *consecrate*, *dismissal*, or *good hope* spell moves the tower back two stages, but never further back than Stage One. A *hallow* spell cast while the tower is at Stage One will undo the Abysmal Effect, otherwise it moves the tower back two stages, but not further back than Stage One. A *miracle*, *limited wish*, or *wish* spell, or a *gate* cast by a good cleric, will undo the Abysmal Effect regardless of stage. A *dimensional anchor* spell will prevent the tower from progressing to the next stage for its duration.

Lastly, if a non-evil character spends 24 hours in the tower without engaging in any violent acts and succeeds at a DC 25 Concentration check, he or she can move the tower back one stage, and eventually even undo the effect entirely.

Allow a successful Knowledge (Religion), Knowledge (Arcana) or Knowledge (the Planes) check (DC 20 + spell level) to learn each of the spell remedies individually, or a DC 25 check to learn the non-spell solution. This is also good fodder to get the PCs to go visit Felstor the sage or the Temple of Vune. Both will offer advice, but won't act on the PCs' behalf.

In theory, after the Abysmal Effect is ended, the tower could be cleansed entirely of its influence and retuned to more positive energies. This would, however, likely require a *miracle* or *wish* spell, and some sort of dramatic (perhaps even divinely-inspired) event.

OUTSIDE THE TOWER

(EL 0 OR 7)

Summary: The old abandoned tower isn't so abandoned, and the new owner, a black-guard, doesn't like visitors.

You will need the "Terregaunt's Tower Illustration" handout.

Sights and Sounds:

During the day, the tower appears dark and quiet. At night, strange flickering lights come from within the tower, and every great once in a while, a ghastly moan echoes from inside (no Listen check needed).



Getting to the old tower wasn't easy—there were no paths or roads. It stands tall and broad, its carefully cut stones still clenched together like a fist despite centuries of punishment. Only the very top level shows its age, with a collapsed roof and a portion of the wall torn away. Stairs run up to an iron door approximately 20 feet above the ground, and small arrow-loop windows punctuate the rounded walls here and there from that point upward. Thin, vertical, greenish-silver rods run the length of the tower's sides.

The Tower: Show the players the "Terregaunt's Tower Illustration" handout. Getting to the door on the entry level is straightforward, but some PCs will want to climb the walls. The DC to climb the outside of the tower is 25. Note that the windows are all far too small to crawl into, even for a halfling. They're more like arrow loops. Unless there's light in a given room, peering in through a window into the tower reveals little detail. Getting up to the top level is possible, of course, and the PCs could use the trapdoor on the ruined roof to enter that way.

Inhabitants: During the day, Jarla hunts in the woods, reads, or practices swordplay. Barzonyn sleeps. At night, Barzonyn works on the third level or in the cellar and Jarla sleeps. Both night and day, the quasit on the Fourth Level watches for intruders. Unless the player characters are extremely careful in their approach, using stealth or magic, they're likely to be seen and the demon flies off invisibly to Jarla to warn her, wherever she may be.

If Jarla is present, she will move to confront intruders outside. If she is away, she returns to the tower with all due haste. Essentially, the DM will need to decide whether it is appropriate to have the PCs encounter her first or last.

Jarla Vreech

Female Human (Neutral Evil)

Fighter 6/Blackguard 1 CR 7

Init +5 **Speed** 20 feet

HD 6d10+12 + 1d10+1 **hp** 61

Languages Common, Abyssal

AC 19, touch 11, flat-footed 18

BAB/Grapple +7/+10

Attack +11 melee (1d8+4, battleaxe)

Full Attack +11/+6 melee (1d8+4, battleaxe)

SQ detect good, poison use

Fort +9 **Ref** +3 **Will** +2

Str 16, **Dex** 13, **Con** 15, **Int** 12, **Wis** 11, **Cha** 11

Crucial Skills Concentration +4, Hide +5, Jump +4,

Listen +2, Move Silently +6

Other Skills Handle Animal +2, Knowledge (Local)

+2, Knowledge (Religion) +5, Ride +2, Search +2

Crucial Feats Cleave, Combat Reflexes, Dodge, Great

Cleave, Improved Sunder, Power Attack, Quick Draw

Other Feats Improved Initiative

Possessions +1 silent moves chainmail, +1 light wooden shield, +1 battleaxe, potion of haste, 2 doses of medium spider venom (DC 14 1d4 Str/1d4 Str damage), 7 pp, 18 gp, 6 sp, 8 cp.

Tactics: Jarla is not subtle. She charges into battle with her poisoned axe often assailing the weakest foes first to make use of her Cleave and Great Cleave. Unless an opponent is clearly difficult to hit, she will use Power Attack for 3 points. If she faces more than three capable-looking foes, she will drink her potion of haste before going into battle.

The blackguard is cruel and merciless, but she is also both brave and shrewd.

Upping the Ante (EL 8): Have the quasit from the Fourth Level show up with Jarla. He flies far overhead and uses his wand.

Connections: This area connects to the Tower Entry Level.

TOWER ENTRY LEVEL (EL 3)

Summary: Once inside the tower, the characters face undead guardians.

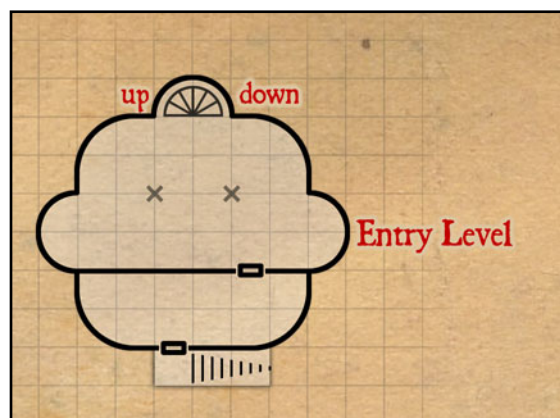
Door: The iron door into the tower is typically kept unlocked, but if the inhabitants of the tower know that intruders are coming, the door is locked and barred (Hardness 10, 60 hp, Break DC 28).

Sights and Sounds: This level is usually dimly lit during the day and dark at night. The skeletons continuously shuffle about, making eerie noises as bones clatter against metal. Anyone listening at the door can hear this noise (Listen check DC 14).

A half dozen skeletons, glistening white bones banded in iron etched with mystic runes, scuttle toward you, swords, axes, and shields at the ready!

The interior of the tower is stark. Although clearly new residents have come on the scene, they have done little to add to the abandoned tower's décor. The only exception is an undulating curtain of translucent, greenish-white energy that hangs across the length of the northern wall, including across the closed doorway. This ghostly sheet fades in and out, shimmers, and at times seems to drip and flow more like a viscous liquid than energy.

Inhabitants: In the southernmost room, waiting by the door, stand six human skeletons. Through experimentation, Barzonyn developed a process to improve these animated skeletons by banding many of their bones in enchanted iron.





This adds a +2 armor bonus to the AC (for a total of AC 17) and a +2 bonus to their Strength score, adding +1 to attack and damage rolls for them. Each uses a masterwork longsword or battleaxe for a total of +3 attack, 1d8+2 damage. These skeletons are 1/2 CR challenges.

Iron-bound (human warrior) skeletons (6): hp 12, 10, 9, 8, 6, 6

Ectoplasm Curtain: Anyone touching the ectoplasm curtain notices that it is cold, damp, and slimy. It is not dangerous, however, unless one passes through it. In this case, a Fortitude (DC 16) saving throw is in order. Failure means that the ectoplasm drains energy from the intruder.

Half the time, the curtain draws its energy from its victims themselves. In this case, the creature suffers one point of Strength damage. The other half of the time, the curtain drains energy from magic items the character may possess. If this is the case, determine one item randomly. A potion or scroll is drained completely and becomes useless. Any other item is suppressed for an hour.

Undead (and their gear) are immune to the effects of the ectoplasm curtain, and Jarla and Barzonym know the password to cause the curtain to part and let them pass through the door. Barzonym created this curtain using the power of the Abysmal Effect without completely under-

standing it. It fades away if the Abysmal Effect reaches its pinnacle.

A successful Knowledge (arcana) check (DC 18) suggests that this magical barrier is very new.

Northernmost Room: No dangers present themselves in this room.

Two marble statues stand watch in this room, both larger than life at nearly 10 feet tall. The westernmost statue is a handsome man with a hawkish nose in plate armor and a crested helm. He stands in a supremely confident, almost regal pose. The easternmost statue depicts a vaguely female figure draped from head to toe in voluminous robes. Though her features are concealed entirely by a dark veil, there is something alien about her you can't quite identify.

Beyond the statues is a staircase winding both upward and down to other levels of the tower.

The statues are Lord Saral and Nibul of the Seven Arches, commissioned, of course, by Terregaunt when he built his tower.

Treasure: As stated above, each skeletal guard uses a masterwork weapon.

Connections: This area connects to the Tower Ground Level and the Tower Second Level.

TOWER GROUND LEVEL (EL 2)

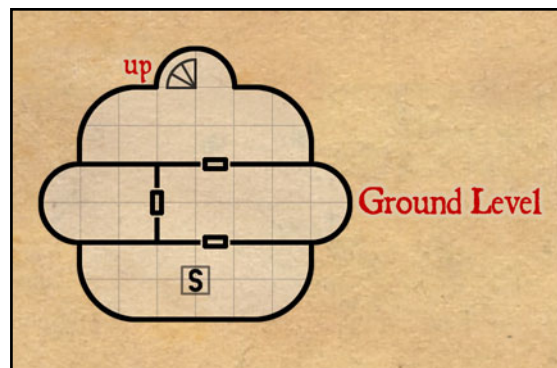
Summary: Although the ground level appears empty, it hides a few interesting secrets. You will need the “Red Saint Letter” handout.

Sights and Sounds: This level is always dark. Anyone listening at the trap door can hear what sounds like ritual intonations and guttural moans coming from below (Listen check DC 13) if Barzonyn is there. Otherwise, the zombies are quiet.

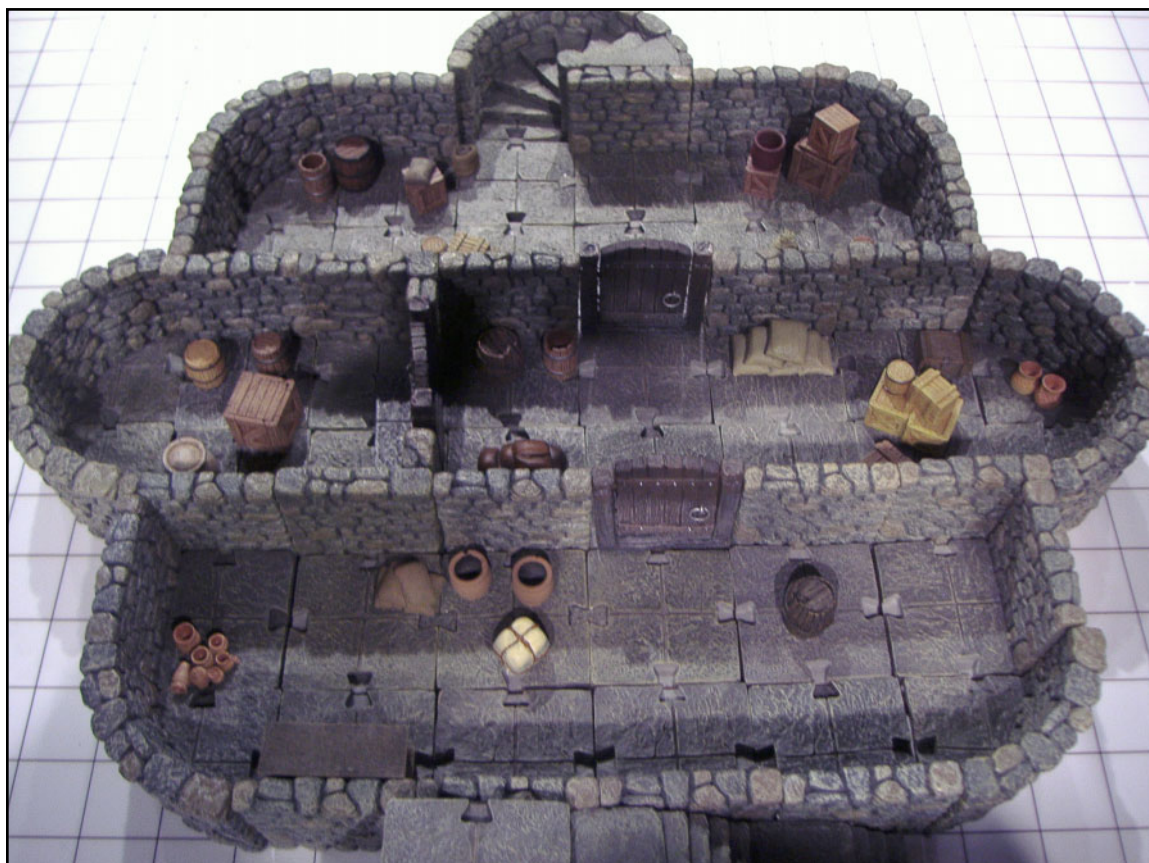
Old crates of rotting wood and barrels that have long since burst fill this chamber. Mold-covered burlap sacks rest in disheveled heaps. The floor here is mainly loose stones. The stairs continue down no further.

Storage: All four rooms on this level were used for storage. A stone lid covers a small cistern in the small western room. In the northernmost room, a relatively new crate contains ten longbows and a newer wooden barrel holds 200 arrows.

Hidden Box: In the easternmost chamber rests an old crate filled with ceramic dishes that hides something (Search



check DC 18). Moving it causes them to rattle and break because the straw inside the crate has mostly rotted away. Behind it however, lies a place in the wall where a stone has been removed. This niche contains a very strange-looking locked box. The box is made of bronze with inlaid pieces of ivory and wood. It is shaped like a kneeling angel. Each side of the box has a keyhole, but only one is the correct one. The others are all trapped. Attempting to pick the wrong keyhole, or even using the correct key (which is long since lost) in the wrong keyhole, triggers a trap. There's really no way of deter-



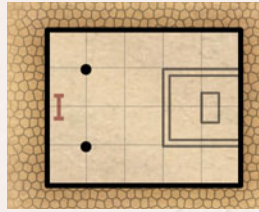
Tower Secret Cellar

(EL 3, 6 or EL 6, 3)

Characters access this room and its treasure from the Ground Level.

New Magic Item: Saint's Scepter. This golden rod is tipped with a large diamond and bears golden images of winged lammasu. The bearer can negate the force field blocking entry to Level 4 on Level 2 (area 62). Further, the bearer can conjure the stairs to Level 5 on Level 4 (only in area 110) automatically. There are three of these minor artifacts.

Strong Transmutation; Caster Level: 20th



mining which keyhole is the right one except successfully searching for traps on all of them (requires a separate check for each lock), or by trial and error.

Magic Missile Traps: CR 2; 3 missiles, 3d4+3 damage, no save, no reset; Search (DC 31); Disable Device (DC 26).

Inside the chest is a rolled up piece of parchment and a large gold key. Give the players the "Red Saint Letter" hand-out. The key bears the name "Terregaunt." This key has a very special use on Level 4 of Dragon's Delve. A successful Knowledge (history) check allows a character to know that the "Bethirion" mentioned in the note was a cohort of the Red Saint's who ultimately betrayed him.

Secret Trap Door: Located beneath the crumbling ruined remains of a pair of mold-covered barrels, this hidden stone door (Hardness 8, 60 hp, Break DC 28) is locked (DC 25 to open) if Barzonyn is not in the secret cellar.

Connections: This area connects to the Tower Entry Level and the Tower Secret Cellar.

TOWER SECOND LEVEL

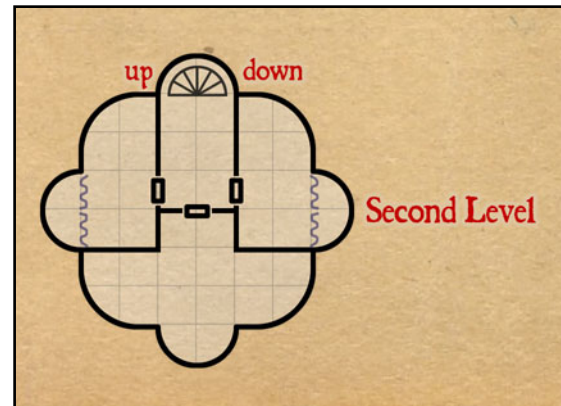
(EL 3 AND 5)

Summary: Once used by Terregaunt's servants as quarters, this level is now haunted by shadows.

Sights and Sounds: This level is dark. Strange whispers can be heard by anyone succeeding at a Listen check (DC 15), but words cannot be discerned.

Suddenly, an impossibly huge skull appears, its eye sockets filled with writhing tendrils and greenish light. Its massive jaw yawns open wide with a massive scream as if to swallow you whole!

Giant Skull Trap: Just stepping into this level—even if only to get to the next level up—triggers a magical trap of Barzonyn's devising. A skull of magical energy appears and makes a bite attack against the first target it sees and then disappears in a swirling gray vortex. It appears and attacks anytime anyone comes into the level from above or below, but never more than once per round.





Biting Trap: CR 3; +10 attack, 2d6+6 plus 1d6 cold damage, automatic reset; Search (DC 30); Disable Device (DC 26).

A successful Knowledge (arcana) check (DC 18) suggests that this magical trap is very new.

Side Rooms: When PCs enter the side rooms to the east and west of the room with stair access, they should attempt Spot checks (DC 17). Whether or not they succeed, tell them that they see the shadows moving strangely in this room, particularly around the curtains. If they succeeded, allow them to notice that everything in the room seems to have a large, distorted shadow, but that the PCs' seem to have become greatly diminished.

Curtains: The essence of the shadows here has tainted the curtains. Anyone touching them must make a Fortitude save (DC 16) or have their shadow permanently drawn into the curtains. Characters without shadows are treated as sickened. Any exposure to magical light restores the shadow, a fact that a successful Knowledge (arcana) check (DC 20) reveals.

Cauldron: In the southernmost room, amid the clutter of old furnishings and rolled-up carpets, rests a large iron caul-

dron embossed with complex images of masons toiling to build a large structure. Underneath it someone long ago stashed an old leather sack. It contains 3 pp, 117 gp, 199 sp, and a broken and dented gold brooch worth 75 gp, as well as an empty glass vial, a vellum scroll with a crude drawing of a nude woman with a sword, three pieces of chalk, flint and steel, a bit of lye soap, and a small whistle that doesn't work.

Inhabitants: Two undead shadows lurk on this level, spirits of those fallen when the tower was attacked hundreds of years before. They attack 2d4 rounds after the PCs arrive on this level or after a PC has had his or her shadow stolen by a curtain, whichever comes first.

Shadows: hp 20 and 17

Background: Servants and followers of Terregaunt lived on this level, and it hasn't really been touched since the tower was invaded by the followers of the Red Saint.

Upping the Ante (EL 7): Each side chamber holds two shadows.

Connections: This area connects to the Tower Entry Level and the Tower Third Level.

TOWER THIRD LEVEL (EL 5 OR 7)

Summary: This level is where Barzonyn sleeps and where she keeps her laboratory. You may need the “Barzonyn Illustration” handout.

Sights and Sounds: This level is usually dimly lit by candles in sconces. It is also usually quiet—the wights make no sound.

This level appears lived in. Rugs cover the floor, and the walls are decorated with woven hangings of blue and silver. An iron ladder rises up to a trapdoor in the ceiling.

Inhabitants: The room at the top of the stairs is guarded by two bizarre wights. These creatures look like standard wights, with shriveled flesh and hunched backs, but their heads have been surgically altered post-mortem. Essentially, most of their face has been hollowed out and a large marble sphere painted to look like an eyeball has been placed in the hole, replacing their normal eyes, nose, and mouth. The marble eye moves as would a normal eye. This eye allows them to see as though they had see invisible cast upon them. These wights attack and fight until destroyed.

If it is daytime, Barzonyn is almost assuredly asleep in her chamber. She wakes at the sound of the fight with the wights, however, and eventually comes out to attack as well.

Eye wights (2): hp 25 and 23

Barzonyn DuMair

Female Human (Chaotic Evil)

Cleric 3/Necromancer 2 CR 5

Init +4 **Speed** 30 feet

HD 3d8+3 + 1d4+1 **hp** 29

Languages Common, Abyssal, Draconic

AC 10, touch 10, flat-footed 10

BAB/Grapple +3/+5

Attack +6 melee (1d6+4, quarterstaff)

SA rebuke undead 6/day

Fort +4 **Ref** +3 **Will** +9

Str 14, **Dex** 10, **Con** 12, **Int** 14, **Wis** 16, **Cha** 16

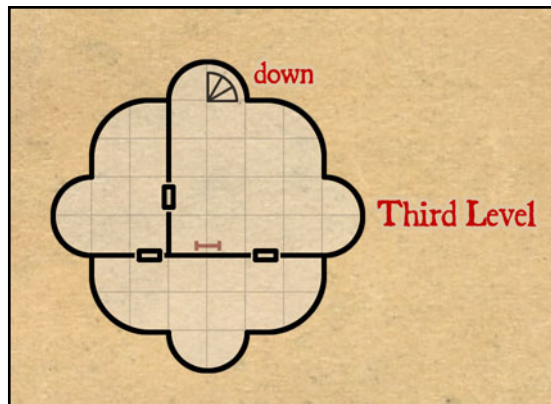
Crucial Skills Balance +4, Concentration +7, Heal +8, Listen +6, Spot +5

Other Skills Appraise +5, Diplomacy +8, Knowledge (Arcana) +7, Knowledge (Local) +7, Search +5, Spellcraft +12

Crucial Feats N/A

Other Feats Alertness, Brew Potion, Improved Initiative, Lightning Reflexes, Scribe Scroll

Cleric Spells 4/3+1/2+1; +5 melee touch, +3 ranged touch



2nd—*bull's strength*, *shatter* (DC 15), *silence* (DC 15)

1st—*bless*, *divine favor*, *magic weapon*, *protection from law*

0—*detect magic*, *detect poison*, *inflict minor wounds* (DC 13), *resistance*

Domains: Chaos, Evil

Wizard Spells 4/2+1; +5 melee touch, +3 ranged touch

1st—*chill touch* (DC 13), *magic missile*, *shield*

0—*acid splash*, *touch of fatigue* (DC 12) (2), *light*

Prohibited Schools: Divination, Illusion

Possessions +1 quarterstaff, potions of cure moderate wounds and cure light wounds, scroll of animate dead, scroll of ray of enfeeblement and chill touch, scroll of cause fear, silver holy symbol (death's head), 16 gp, 8 sp, 10 cp.

Barzonyn's raven familiar: hp 14

Tactics: If she's present, Barzonyn takes the time to cast the following spells before going into battle, in this order, if she has time:

- *bull's strength* (+2 to attack and damage)
- *divine favor* (+1 to attack and damage, for a total of +3 each)
- *shield* (+4 to AC, for AC 14)

If, at this point, the wights are still alive, she comes out and heals them if need be using *inflict moderate wounds* (perhaps from the scroll on the bench), or else *bless*. She will then cast *magic missile*, *ray of enfeeblement* or *shatter* at range or charge into battle.

Remember that her raven familiar shares all of her spell effects (+4 to AC, +3 to attack and damage). Barzonyn does not hesitate to send her familiar into melee.

Bedchamber: This western room is used by Barzonyn as a very large bedroom.

This chamber is well-appointed with new furnishings including a large oak frame bed, a half-filled bookcase, a long pine bench, a chest of drawers, a wardrobe, some chairs, and a few rugs.

The chest and wardrobe hold clothes and personal effects, which includes a bottle of perfume worth 25 gp and a silver mirror worth 35 gp. Hidden amid the clothing (Search DC 15) are five pieces of miscellaneous jewelry worth 50 gp each. Barzonyn placed a scroll of inflict moderate wounds on the bench. The books in the bookcase cover a miscellany of subjects, but aren't worth much.

Laboratory: The southernmost room is Barzonyn's laboratory.

This room reeks of chemicals and death. A partially dissected corpse lies shackled to a large wooden platform. A table holds a large open leather-bound book. Another holds a variety of glass and ceramic containers. An ebony bureau holds a multitude of labeled jars. The rest of the room is filled with barrels and crates of strange implements, chemicals, and ingredients.

If anyone enters the room, the corpse—a zombie—begins to moan and struggle in its shackles. If left alone, it cannot get free, although it bites and lunges at anyone coming too close.

Human commoner zombie: hp 12

The various ingredients range from the mundane (sulfur, salt, alcohol) to the odd (bat wings, eye of newt, corpse dust). If all the equipment and ingredients could be gathered and transported safely, they would be worth 1,000 gp.

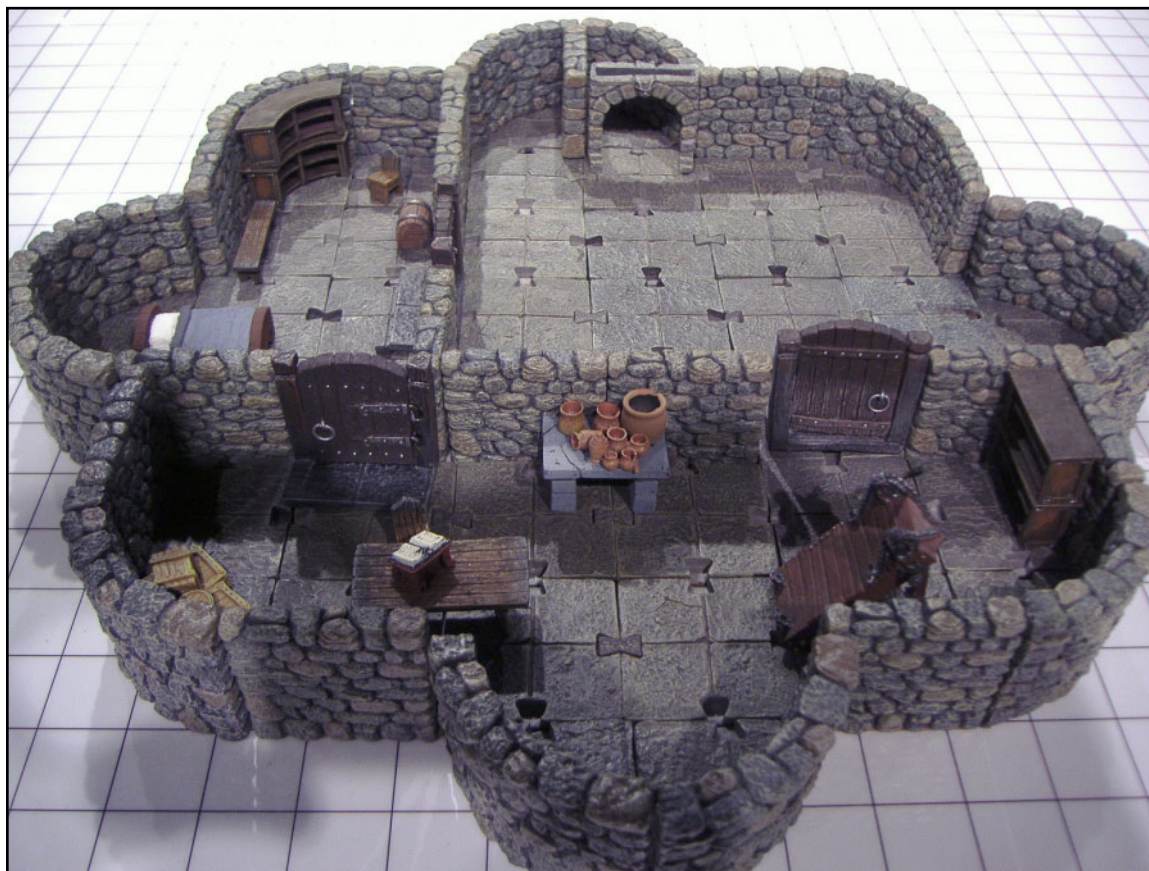
The book is Barzonyn's wizard spellbook. It has the following spells:

o—all core not of the Divination or Illusion school
1st—*chill touch, grease, hypnotism, magic missile, mount, ray of enfeeblement, shield*

Development: If it is night and she was not in the secret cellar, Barzonyn may be here working in the laboratory.

Upping the Ante (EL 7 or 8): There are four eye wights here, and thanks to a bit of supernatural intuition, Barzonyn (if present) has already cast all of her preparatory spells by the time the PCs arrive.

Connections: This area connects to the Tower Second Level and the Tower Fourth Level.



TOWER FOURTH LEVEL

(EL 2 OR 7)

Summary: Jarla the blackguard uses this level as her bed-chamber.

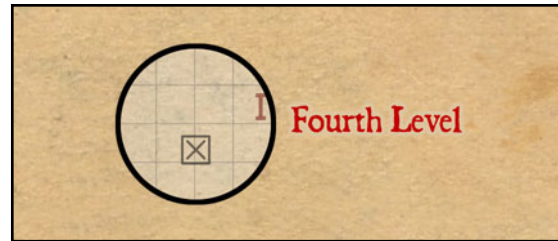
Sights and Sounds: This room is usually dark and quiet.

One room takes up the entirety of this upper level of the tower. An iron ladder rises up to a trapdoor in the ceiling. The room is furnished with a four poster bed, an iron-bound oak chest, a few shelves, a table with some food, and a handful of leather-covered chairs.

Inhabitants: A quasit named Irreb lives here. He is always awake and on watch. He has a *wand of magic missiles* (3 missiles, caster level 5, 12 charges) that he has learned to use proficiently. He also wears the key to the chest in this room on a cord around his neck

Irreb, Quasit: hp 22; *wand of magic missiles*

Tactics: As mentioned previously, if Jarla's not in the tower, Irreb flies off to where she is and tells her to come. If



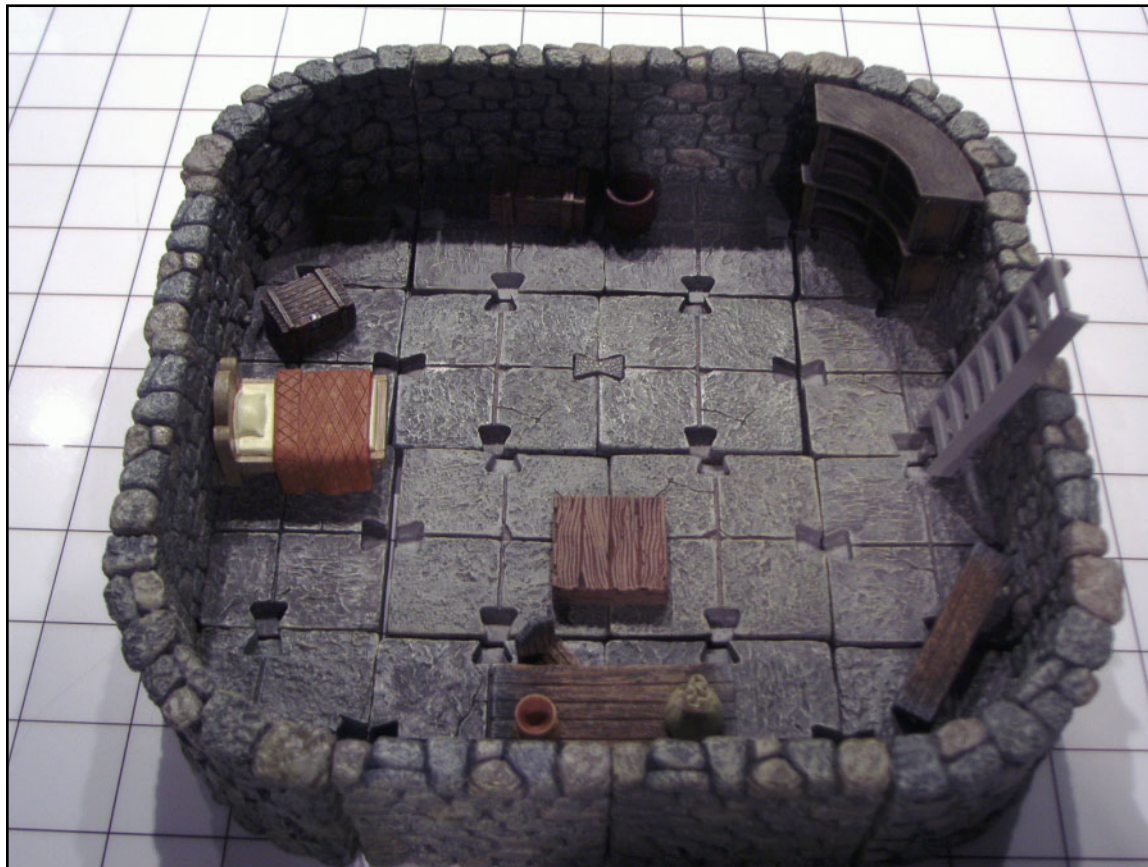
possible, he fights at her side or not at all, turning invisible and flying away from any danger. In battle, he uses his wand, turns invisible, flies to a good vantage, uses the wand, turns invisible, flies to a good vantage... etc.

The quasit does not like Barzonyn and does not alert her if he knows intruders are present.

Treasure: The chest is locked (DC 25) and contains clothing, personal effects, and a large velvet bag. The bag holds 19 pp, 344 gp, and the key to the trapdoor to the level above.

Development: If the PCs come to the tower in the night and manage to sneak up successfully, Jarla is here sleeping, with Irreb watching over her.

Connections: This area connects to the Tower Third Level and the Tower Ruined Rooftop.





TOWER RUINED ROOFTOP

(EL VARIES)

Summary: The top level of the tower is empty—unless the Abysmal Effect has opened a portal directly to the Abyss here.

Sights and Sounds: This is open to the outside, so light and sounds are based on time of day.

The roof and part of the wall has collapsed here, leaving the top level of the tower open to the sky. Rubble lies strewn about, suggesting perhaps a titanic struggle once took place here.



Trapdoor: This wooden door is locked (DC 27 to open).

Abysmal Effect Gate: When the Abysmal Effect reaches its pinnacle, a magical gateway to the Abyss opens here.

A hole rent in the air as though it were a piece of fabric hangs just above the floor of this ruined level. Black and red energy seethe out of the gateway as its size fluctuates as if it were the gaping maw of a terrible beast working its jaw. Your skin feels tiny pinpricks all over your body and it is somehow uncomfortably warm and yet chilling at once.

See the description of the Abysmal Effect for the basics of what comes through this gate, and when. These rules, however, are true only if the gate is left undisturbed.

If anyone touches the portal, a babau demon comes through almost immediately. It is angry and attacks immediately in a rage.

Babau: hp 66

Tactics: The demon attacks with its claws and fights to the death. It attempts to make bull rush attacks to knock foes off

the tower. Characters that fall drop 20 feet to the top of the Third Level. There is no easy access from there, either up or down.

Entering the Gate: Anyone passing through the gate to the Abyss is likely in for a world of hurt. The Abyssal realm on the other side of the gate is a fetid swamp teeming with fiendish lizardfolk, fiendish crocodiles, vargouilles, dretch,

horrific diseases, and swarms of insects. Smart characters will turn right around and come back (bringing red ache-ridden biting insects with them). Actually, smart characters won't go through at all. Characters that explore the fiendish fen have a cumulative 10% chance per hour of not being able to find their way back, ever.

Connections: This area connects to the Tower Fourth Level.

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VERSION 1.0A

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