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# DUNGEON BACKDROP: THE CRUMBLLED TOWER



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# DUNGEON BACKDROP: THE CRUMBLD TOWER

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*Hidden deep in the forest stands the Crumbled Tower. Pressed close by hoary, gnarled trees and wreathed in moss and lichens the tower is a forlorn remnant of an earlier time. Once a wizard lived here, but now the tower is nothing more than a brooding ruin standing amid the forest's gloom. Sometimes bandits lair within or adventurers wandering the surrounds use the ruin as a base. However, unknown to all, a hidden crypt yet lurks under the tower undisturbed these long ages past.*

*You are a GM, but you are busy. You want to write your own modules, but you just don't have the time. And you don't want to use commercial modules. You want to make your campaign your own. That's where the Dungeon Backdrop line comes in! Each Dungeon Backdrop presents a fully fleshed out and lovingly detailed self-contained dungeon ready for you to use as you see fit. Stock the dungeon with your own monsters (and—perhaps—their treasure), decide their back story and you are good to go.*

*This Dungeon Backdrop is designed to work with the Duchy of Ashlar and Gloamhold campaign setting but can be easily inserted into almost any fantasy campaign. Dungeon Backdrops: we describe the dungeon, you add the monsters (and the treasure).*

## CREDITS

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## USING A DUNGEON BACKDROP

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Tweak and modify this dungeon to make it your own. The parts of this supplement describing the actual dungeon itself feature extensive space for you to make notes—adding treasure, opponents and so on.

- **Location Descriptions:** The various location descriptions provided herein only describe the basic appearance of the dungeon's rooms, chambers and corridors. They do not include descriptions of any monsters lurking therein. Remember when describing the dungeon to your players the snarling orcs (or whatever) are probably more noticeable than the room's features. Also remember, creatures in the dungeon will modify their home to better suit their needs. For example, the aforementioned orcs may have set up a rough camp—mention these changes when describing the area.
- **Treasure:** The text only presents the details of minor treasures the PCs could discover in the course of their adventure. Most is of little value, but serves to underline the flavour of the dungeon. Remember to add level-appropriate treasure when designing the dungeon.



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## DUNGEON BACKGROUND

A thousand years ago, a race of primitive humans dwelt amid the hills and woods of what would become Ashlar. They fought against the orcs infesting the hills and lived a simple existence in harmony with their surrounds. Their heroes, chieftains and shaman were much venerated and their burial rites were far more elaborate than those of the common folk. Worthies were interred in hidden, sealed underground tombs wherein their enemies could not disturb their eternal slumber. The old tunnels below the Crumbling Tower are one such tomb. Sealed for centuries, the tomb has remained undiscovered.

As fate would have it, the wizard Aleksandra Ihalempi chose to build her home above the tomb. Deep in the forests, the location

was peaceful and provided her with the solitude and peace she craved to conduct her mystical researches without interruption. Dwelling in the tower for two decades with a few choice henchfolk Aleksandra never discovered the tomb cut into the rock below her home.

Eventually, 50 years ago, Aleksandra's adventurous past caught up with her. One night, cultists assailed her tower, slew her servants and spirited Aleksandra away for ritual sacrifice to their dark god's glory. Damaged in the battle, her tower slowly crumbled into decay and decrepitude.

Since Aleksandra's death, the tower has been sporadically fought over by disparate groups; sometimes bandits camp in the tower while other times adventurers come to poke around the ruin in hopes of finding overlooked treasures.

## ADVENTURE HOOKS

The PCs can merely stumble on the Crumbled Tower by happenstance and decide to explore the locale on a whim. Alternatively, use one of these hooks to lure the PCs to the tower.

- **An Old Book:** The party comes into possession of one of Aleksandra's old spellbooks or journals. In it, the wizard mentions her home and her ongoing studies. The book also hints at a magical treasure hidden in the tower against a time of great need. (Depending on the party's level, the treasure could already have been discovered and carried away or could yet lurk in the tower awaiting a new owner. Any treasure hidden in the tower is likely concealed in the secret niche below the fireplace in area 6.)
- **Thunder & Lightning:** The PCs are in the wilderlands—perhaps on the way to their next adventure or returning to civilisation after their most recent foray. A thunderstorm assails the woods through which they travel and—in search of shelter—they stumbled onto the Crumbling Tower. Perhaps fate led them to the tower or, if the tower is occupied, the party's scout spots the flicker of a campfire coming from the tower's ruined upper levels and they decide to investigate.
- **Old Stonework:** The party are in a village near to the Crumbled Tower when one of the PCs note some odd, out-of-place stonework set into the village inn's walls. The ostler explains that when his father built the inn he used stonework from an old tower hidden deep in the nearby woods. Intrigued, the party decide to seek out the tower.
- **Battling the Cult:** The PCs are locked in an ongoing battle with the same cult that wrought Aleksandra's doom so long ago. Learning of her ancient battles against the evildoers, the PCs discover hints she owned a powerful, unique magic item that served her well in her struggles. The item is not mentioned in any other texts and it is possible it might yet lie in the ruined Crumbled Tower.
- **Related:** One of the PCs discover they are distantly related to Aleksandra Ihalempi. Learning of the wizard and her tower, the party decide to investigate. (Perhaps the PC might think of claiming the tower; if so, refer to "The PCs Repair the Tower" in the adventure's Conclusion for more information.)

## ADDITIONAL RESOURCES

If you are pushed for time, and want more tools and tables to help design and populate the Crumbled Tower and its surrounds, the following resources may be of use:

- *20 Things #3: Wizard's Tower*
- *20 Things #27: Ruined Castle*
- *20 Things #35: Bandits & Brigands*
- *Monstrous Lair #15: Bandit Camp*

## THE TOWER'S SURROUNDS

The Crumbling Tower stands amid a stand of centuries-old trees. The stand could be part of a larger wood or forest as the GM desires or could be nothing more than an isolated copse.

Although part of the tower has collapsed, the surrounding ground is curiously free of rubble. Depending on the campaign's setup this could be for one of several reasons depending on the PCs' levels and the preponderance of magic in the campaign:

- **Harvested Stone:** Locals took the fallen stones to use in their own building projects.
- **Powerful Magic:** When the cultists came for Aleksandra, they used powerful magics to disintegrate or pull apart the tower. Perhaps part of the tower was hurled into the Abyss during the battle. If so, divination spells may detect an abyssal taint in the locality around the ruin.

If the PCs search the area, they spot a partially buried boulder surrounded by brambles and weeds. This is the Capstone (area U1) warding the Old Tunnels below the Crumbled Tower. The PCs may, or may not, realise the boulder is more than it seems.

## THE TOWER IN YOUR CAMPAIGN

*Dungeon Backdrop:* The Crumbled Tower is not like a normal commercially available adventure. While we have done the bulk of the work for you describing the dungeon in detail, setting out its history, designing plot hooks to get your PCs to the dungeon and so on, there is still (a little) work left: you must stock the dungeon with appropriate monsters and treasures and make any other changes or additions you see fit. In short, you must make the Crumbled Tower your own!

This Dungeon Backdrop is designed for use with the Duchy of Ashlar and the Gloamhold megadungeon or the Lonely Coast. However, the dungeon is relatively self-contained and so with minimal effort it can be easily modified to fit almost any campaign world.

The major salient components of the adventure comprise:

- **Small Tower:** Built by a wizard long ago, this small tower was a place for her to live with her retainers and apprentices.
- **Small Dungeon Crypt:** The small crypt below the tower predates the ruins. It has remained undisturbed ever since it was built by the area's ancient human inhabitants.
- **Located Anywhere:** The tower can be located almost anywhere—in the hills, low down on a mountain's flank or deep in a forest or wood.
- **Aleksandra Ihalempi:** Aleksandra was a powerful wizard who achieved some level of fame for her battles against evil cults and her research into various esoteric matters. Beyond that, I have deliberately left her details vague so you can make her your own.

If the PCs decide to search the surrounding area, use the list below to add detail and flavour to the proceedings:

1. Many birds roost upon the upper levels of the Crumbled Tower and in the surrounding trees.
2. The bleached bones of a human—his skull is partially melted—lies among the weeds and long grass, surrounded by the rotting remains of his equipment.
3. The remains of several campsites dot the area around the tower. Rubbish, old latrine pits and cold campfires all bare mute testimony to previous visits to the site.
4. A chunk of masonry, hidden in a thicket of brambles, bears carved esoteric runes of undoubted magical origin. A magic-user or illusionist rolling equal or under their Intelligence with 4d6 realises the carvings to be part of a magical ward. (Perceptive PCs may consider the possibility of more magical traps lurking in the tower).
5. A gnarled old oak tree stands forty feet or so away from the tower. The part of the tree's trunk facing the tower is blackened and scorched as if it had been struck by lightning.
6. A narrow, steep-sided dell through which flows a stream passes close to the tower; this is a good way of getting close to the ruin without being observed by anyone—or anything—lurking within.

## WHISPERS & RUMOURS

If the PCs think to learn more about the Crumbled Tower, use the table below to determine what information they uncover. Determine which rumours are true based on your dungeon design. Use the table below, to determine which rumour(s) the PC learns:

1. Hidden deep in the woods the old wizard's tower is a favourite lair for bandits, raiders and other ne'er-do-wells.
2. The tower was built by the wizard Aleksandra Ihalempi as a quiet place to conduct her esoteric research. When she disappeared, the place fell into ruin. Some say her ghost still haunts the ruins.
3. The woods surrounding the ruin are haunted by the ghosts of those who once dwelled in the tower. Thus, all right-minded people avoid the place. The few people who live in the locality are strange, insular folk rumoured to belong to certain strange, "unorthodox" religions.
4. Sometimes at night, travellers report flickering lights high up in the tower. These could be travellers' campfires or something altogether more sinister and malign.
5. Avaricious bandits often lurk in the area around the tower and sometimes use the place as a base from which to raid nearby settlements and to fall upon travellers passing through the locality.
6. Humans have long lived in the hills and woodlands of the surrounding area. Their ancient ruins—stone circles, subterranean tombs and the like—dot the surrounds.

## NOTABLE LOCATIONS AT A GLANCE

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The Crumbled Tower is a small, self-contained adventure location. Use the notes below as a starting point, and modify them as necessary to complement your design of the tower and its inhabitants. The tower comprises two distinct areas: the above ground ruins and the secret tunnels under the tower.

### GENERIC TOWER FEATURES

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An aura of decrepitude and decay hangs over the Crumbled Tower. Locations in the tower share several generic features:

**Illumination:** It is dark on the tower's ground floor. Light levels in the upper levels are dependent on the time of day.

**Outer Walls:** The tower's outer walls are five-foot thick and comprise rough field stone. Age has not been kind to the tower and in places the walls have fallen away exposing the interior. Characters can climb damaged portions of the wall with a +10% chance of success due to the wall's poor condition.

**Arrow Slits:** The tower's arrow slits are too narrow to squeeze through (unless a character rolls on or under their Dexterity score with 5d6) but do admit slivers of light into the tower's interior.

**Inner Walls:** The tower's inner walls are of cut and dressed stone.

**Ground Floor:** Flagged, the floor is generally flat and unimpeded, although in squares indicated on the map light rubble creates areas of difficult terrain.

**Upper Floors:** Creaking wooden boards comprise the tower's upper floors. Moving silently across the floor is difficult; such attempts suffer a -10% chance to succeed. The ceilings are roughly 12-foot high.

**Wooden Doors:** The tower's wooden doors are in a bad state of repair. They open into the room they ward. Unless noted, doors are plain and unadorned.

**Spiral Staircases:** Narrow, cramped and built for defence, the spiral staircase provides cover for combatants fighting foes lower down the stairs. Squares containing a spiral staircase count as difficult terrain.

**Birds' Nests:** Many birds nest upon the Crumbled Tower's ruins. Bird excrement streaks the tower's outer walls (and some of the walls and floors inside).

### GENERIC OLD TUNNELS FEATURES

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The Old Tunnels are of worked stone, hacked from the ground centuries ago. They have several generic features:

**Illumination:** It is dark in the tunnels below the tower.

**Ceiling:** The ceiling is about 10-foot high. In most places it is plain and unadorned. Perceptive PCs spot the occasional signs of tool marks on the ceiling.

**Floor:** Of smooth stone, the floor is flat, unimpeded and thick with dust.

**Walls:** The dungeon walls are of plain worked, natural stone; characters have the normal chance of climbing these walls.

## DUNGEON DRESSING

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Use the entries below, to breathe life and detail into the locales described on these pages. Alternatively, use the information below to describe otherwise empty areas.

### THE TOWER

1. Splinters of mouldy, broken-up furniture litter the floor.
2. Bird droppings and leaves cover parts of the floor.
3. Faded scraps of fabric hanging from a tapestry rod flutter gently in the breeze.
4. Faint muddy footprints lead across the floor. (Skilled trackers may be able to learn more about what lurks in the tower.)
5. Cobwebs gently undulate in the breeze.
6. Dust and grit sift down from the floorboards above.

### THE TUNNELS

1. Cold water oozes down the wall to pool on the floor.
2. Scratches on the wall depict crude figures locked in battle.
3. Here, the air is particularly heavy and turgid.
4. Dust and rubble covers part of the floor.
5. Desiccated cockroach carcasses decorate the floor.
6. Faint patterns in the dust hint at insects dwelling nearby.

## THINGS TO FIND

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Use this list, to determine what minor objects or features of interest the party discover if they take the time to search. Modify the value of items below to suit your campaign.

### THE TOWER

1. A dusty, empty steel potion vial lies on the floor. A character searching the area carefully finds the vial's stopper nearby.
2. Scratches on the wall read, "Beware the lurker above."
3. A dusty bottle lies on its side under a mass of leaves and other rubbish. The bottle holds a few mouthfuls of brandy.
4. A golden ring with a setting fashioned into the shape of a blooming flower lies amid the grime. A red transparent stone (a jasper) fills the setting.

### THE TUNNELS

1. A hidden storage niche conceals a rotting bundle of herbs.
2. A character searching the area spots graven, dust-filled symbols on the floor. Carved in the ancient language of dragons the symbols mean "danger", "rest" and "curse".
3. Worked into the shape of a perched eagle, this lump of stone fills a small storage niche high up on one wall.
4. A forgotten bronze bracer wrought into shapes reminiscent of swirling smoke lies on the floor.

## NOTABLE LOCATIONS

The Crumbled Tower comprises the following locations:

- 1 Vestibule:** Wind-blown detritus covers the vestibule's floor.
- 2 Guardroom & Barracks:** Travellers sometimes camp here.
- 3 Kitchen & Store:** Although the tower's twin chimneys have long since collapsed travellers sometimes light fires in this chamber's twin fireplaces.
- 4 Great Hall:** A large table and benches yet stand here—they are too big to fit down the stairs.
- 5 The Solar:** This chamber was Aleksandra's private domain.
- 6 Study & Roof:** Seeking peace from even her own henchmen, Aleksandra worked in her lofty study.

The Old Tunnels have lain undisturbed for centuries.

**U1 The Capstone:** This old, weathered capstone wards the Old Tunnels running below the Crumbled Tower.

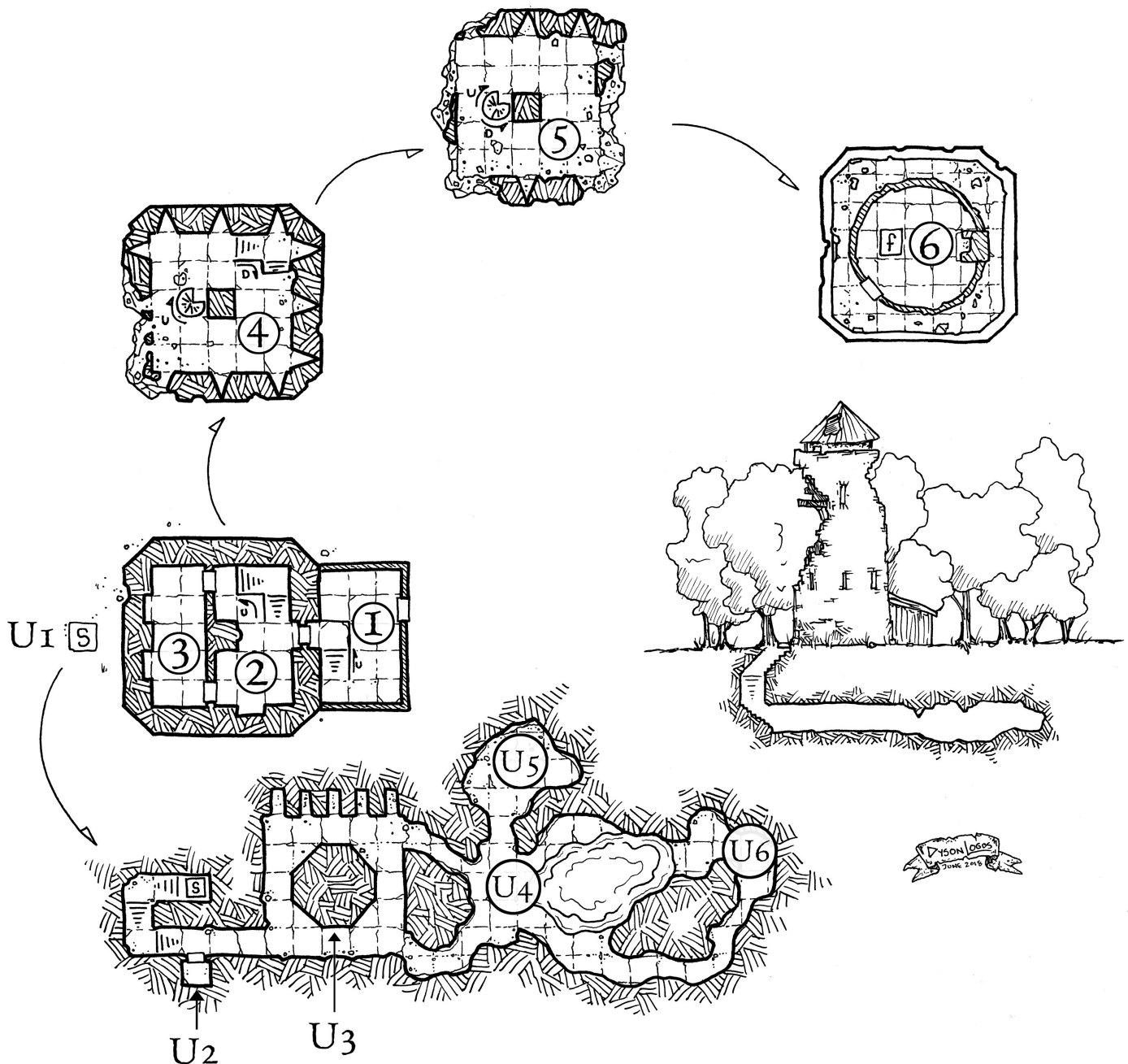
**U2 Trapped Door:** The old ones constructed this door as a deadly lure for tomb robbers searching for hidden treasure.

**U3 The Catacombs:** Here lie the ancient heroes' warrior bodyguard, ready to protect and serve them in the afterlife.

**U4 Ceremonial Pool of the Old Ones:** The old ones cast offerings into this pool in hopes the local nature spirit would watch over and protect the tomb.

**U5 Tome of the Fallen:** Herein rests a hero of old.

**U6 Hero's Rest:** Herein rests a hero of old.



# THE CRUMBLING TOWER

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## GM NOTES

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*Over the years, many travellers have used the Crumbled Tower as a temporary base; the remains of campfires and the rubbish of their stays is scattered about.*

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## 1: VESTIBULE

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Built to protect the tower's outer doors this small outbuilding is not as sturdy as the rest of the structure.

**Outer Door:** Weatherbeaten and rotten, this door is in a terrible state of repair.

*Sticks, leaves and other wind-blown rubbish cover the floor of this small vestibule. A short flight of stone stairs leads upwards to an iron-bound oaken door.*

**Stairs:** A short flight of stone stairs leads up to the tower's inner door. The stairs count as difficult terrain and have no handrail.

**Iron-Banded Oak Door:** This door provides access to the tower's interior. It opens into area 2. The door has a bolt that can be shot from the inside.

**Animal Tracks:** A character searching the area finds the tracks of small animals—foxes, badgers and the like—in this area. Druids and rangers automatically spot the tracks.

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## 2: GUARDROOM & BARRACKS

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Travellers sometimes camp in the old guardroom. Most of the furniture that once stood was broken up for firewood long ago.

*An old wooden table stands against one wall of this dingy room. Rubbish—food wrappings and bits of clothing and the like—cover the floor.*

**Illumination:** There is no natural light here.

**Graffiti:** Previous explorers and travellers have scratches messages and so on onto the walls. Examining the walls reveals many names and dates along with the message, "Floors above unsafe" carved in Common into the wall by the stairs.

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## 3: KITCHEN & STORE

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Although the tower's twin chimneys have long since collapsed travellers sometimes light fires in this chamber's twin fireplaces. The room's wooden furniture has all been broken up over the years for firewood.

*Two large fireplaces pierce this chamber's west wall.*

**Illumination:** There is no natural light here.

**Twin Fireplaces:** Two fireplaces pierce the west wall. Ash, charred wood and the like choke both fireplaces. Now, they hold the remains of melted candles, rubbish and the like

**Stone Shelves:** Carved into the chamber's walls these shelves once held foodstuffs and the like.

**Evidence of Old Camps:** A small pile of dry firewood and kindling fills one corner of the room, while the floor opposite the fireplaces has been cleared of all rubbish and detritus.

If someone has recently camped here, the smell of burnt wood and sweat yet linger in the air.



## 4: GREAT HALL

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The Great Hall was the heart of the tower, here Aleksandra entertained her rare visitors and dined with her henchfolk.

*The wall in the room's south west corner have collapsed letting light into the room. Two large tables and several benches are piled in the opposite corner. Three thin tapestries hang from the walls.*

**Support Pillar:** A stout stone pillar runs up through the middle of this chamber, through the ceiling and into the room above.

**Furniture:** Two large tables and several benches yet stand here—they are too big to fit down the stairs.

**Mouldy Tapestries:** The three mouldy tapestries, depict woodland scenes and the like.

Tapestry rods hang between many of the other arrow slits.

## 5: THE SOLAR

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This chamber was Aleksandra's private domain.

*The walls of this chamber are heavily damaged. A rotting bed blocks one gap in the east wall.*

**Wooden Trapdoor:** Set at the top of the spiral staircase this heavy wooden trapdoor is in good condition. It opens upwards into the room above.

## 6: STUDY & ROOF

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Seeking peace from even her own henchmen, Aleksandra worked in her lofty study.

*This gloomy chamber features a large fireplace and shelves built into its circular walls*

**Fireplace:** Soot-blackened, but intact, this large fireplace was once the chamber's focal point. A large bird's nest now blocks the chimney—anyone lighting a fire here soon find the room full of smoke. A secret niche pierces the floor of the fireplace.

- **Secret Niche:** Perceptive characters spot a faint rectangular outline in the soot and ash filling the fireplace. Clearing away the fire's leavings reveals a shallow hidden niche.

**Bookshelves:** Cut in the chamber's walls up to a height of around five feet these shelves once held many books and other esoteric items. Now, dust and ruin is all that remains.

- **Lost Scroll Case:** Forgotten on a high shelf lies a cured leather scroll case; characters searching the shelves automatically find the case.

**Iron-Banded Door:** This door provides access to the tower's crumbling walkway. It has an iron bolt that can be shot from the inside.

**Crumbling Walkway:** A three-foot high parapet edges the tower's uppermost floor. It provides cover from attacks originating from below.

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## GM NOTES

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*Any remaining magical traps in the tower likely lie in areas 5 and 6—these areas have not been as explored and picked over as much as the lower levels.*

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### GM NOTES

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*If the old folk who carved out the tunnels set a trap to ward the complex, area U1 is a good place to put it.*

*The door in U2 is also a good place for a trap. If you decide the door is not trapped, simply rule the trap's mechanism has succumbed to time's remorseless onslaught.*

The Old Tunnels predate the tower above. Portions of the crypt are worked while the complex's furthest reaches are of natural origin. The descriptions below assume the tomb has lain undisturbed since it was sealed. If the tomb's inhabitants are active (or it has already been found by other adventurers) remember to modify the descriptive text to reflect this.

#### U1: THE CAPSTONE

---

This old, weathered capstone wards the Old Tunnels running below the Crumbled Tower.

*A profusion of weeds and brambles grow around the top of this large weathered boulder.*

Characters seeing the capstone as they explore the tower's environs might realise something is not quite right with the stone.

**Capstone:** A character making a find secret door check realises the capstone is not a boulder, but is a slab of stone only about one-foot thick set into the ground to appear that way. The capstone can be levered up and out of the way by characters with a combined Strength score of 35.

**Stairs:** Three short sets of stairs lead down into the tunnels below the Crumbling Tower. The stairs count as difficult terrain.

**Turgid Air:** The air in the tunnels initially smells musty. After the tomb has been ventilated for a few hours, the smell dissipates.

**Dust:** Thick, trackless dust covers the floor; this suggests the tomb has lain undisturbed since it was sealed.

#### U2: TRAPPED DOOR

---

The old ones constructed this door as a deadly lure for tomb robbers searching for hidden treasure.

*A stone door pierces the wall to your right. Ahead, the corridor continues for about 15 feet before opening into a larger area.*

The niche beyond the door is empty.

**Trapped Stone Door:** This stone door holds up its lintel. The trap is designed so that if the door is opened, the lintel begins to fail. This results in a cave-in which blocks the tunnel leading into the tomb.

#### U3: THE CATACOMBS

---

Here lie the ancient heroes' warrior bodyguard, ready to protect and serve them in the afterlife.

*Five burial niches pierce the north wall. Detailed wall carvings—showing signs of battle and heroic victory—decorate the area's other walls.*

**Wall Carvings:** Finely detailed wall carvings show scenes of battle—humans fighting and killing orcs. Many of the scenes feature a hero, wielding an axe, blasting his enemies with magic and so on.

**Burial Niches:** Each niche holds a human skeleton clad in archaic scale mail armour armed with a spear.

#### U4: CEREMONIAL POOL OF THE OLD ONES

---

The old ones cast offerings into this pool in hopes the local nature spirit would watch over and protect the tomb.

*A pool of pure water dominates this large natural cavern.*

**Ceremonial Pool:** Fed by small fissures in the rock, this pool of fresh water is eight-foot deep at its deepest point. The water is pure, clear and safe to drink.

A character looking into the pool spots several irregular shapes—remains of objects cast into the water—at the bottom of the pool. A character subsequently searching the pool finds something valuable. Roll once on the list below; each item can be found only once.

1. This silver torc is wrought to resemble a two-headed snake.
2. Covered in verdigris and rust this bronze armband is worthless; the three small transparent dark green stones embedded in the rusting metal, however, are bloodstones.
3. A broken clay vase holds several chunk of gold ore.
4. Crafted from a strange kind of light-weight black stone this small idol represents some kind of hideous frog-like creature.

**Cave Walls:** The walls in the cave are rough and natural.

#### U5: TOMB OF THE FALLEN

---

Herein rests a hero of old.

*Resting on a low plinth of piled stone, lies a skeletal figure wearing armour of ancient artifice.*

**Skeletal Figure:** This skeleton, an ancient warrior hero, wears fine scale mail. A small metal shield rests at his feet; a spear and battleaxe lie on the bier next to him.

**Cave Walls:** The walls in the cave are rough and natural.

#### U6: HERO'S REST

---

Herein rests a hero of old.

*Resting on a low plinth of piled stone, lies a skeletal figure clad in rotting fragments of clothes of undoubtably ancient cut*

**Skeletal Figure:** This hero was a powerful wizard. Sadly, most of his equipment has mouldered away. About his waist a leather belt holds four mouldering leather pouches full of unidentifiable fragments or rotting things and dust. (These were the wizard's spell component pouches). However, a bronze amulet forged in the shape of hawk lies on his breast and a plain bronze torc rests on his bony forehead.

**Cave Walls:** The walls in the cave are rough and natural.

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#### GM NOTES

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*The likely inhabitants of the tomb are, of course, undead. However, the nature of the undead is up to you. Low-level PCs may face nothing more terrifying than skeletons, while more powerful PCs will have to deal with greater undead.*

*A strange watery creature—perhaps a crystal ooze or the like—could dwell in the ceremonial pool. If you decide this is the case, insert a small, flooded, tunnel into the pool through which the creature reached this area.*

Once the PCs have explored the Crumbled Tower and the Old Tunnels below, the adventure doesn't necessarily have to end. Either the PCs can decide to make further use of the tower or other interested parties might take an interest in the group and their adventures.

**The PCs Use the Tower as a Temporary Base:**

If the PCs have not yet finished exploring the surrounding area, they could use the tower as a secure base from which to do so. While it is in a poor state of repair, it is a safer place to camp than most other locales in the vicinity. Garrisoning it with a small force of men-at-arms or the like guarantees they'll be able to control the place—at least for a short while; the local lord may become irked adventurers are claiming parts of his land and demand they leave.

**The PCs Repair the Tower:**

Wealthy or high-level characters may see a great opportunity in the Crumbled Tower. While the ramshackle structure is in desperate need of repair, restoring it would be cheaper than building a new tower.

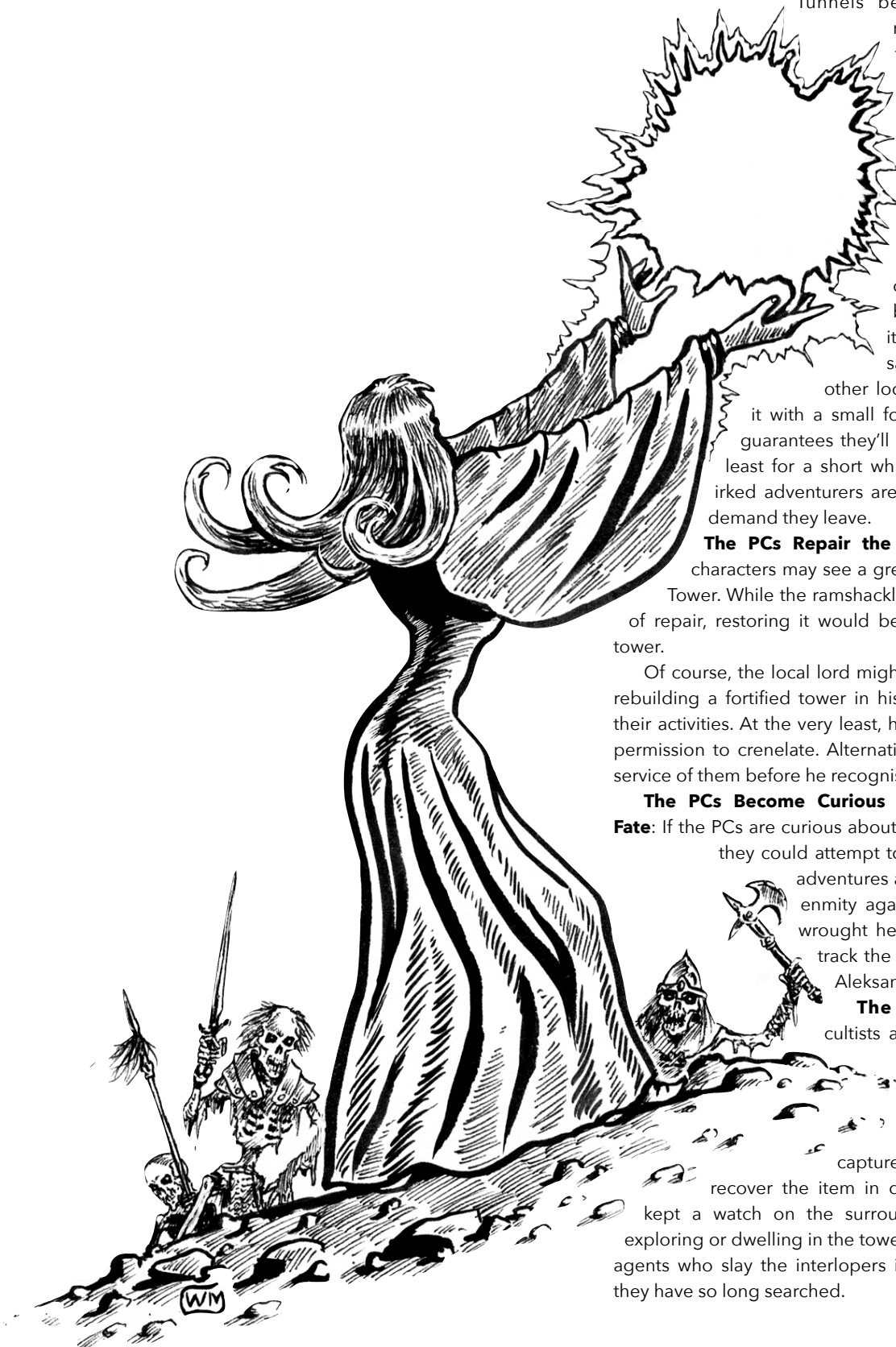
Of course, the local lord might not take kindly to adventurers rebuilding a fortified tower in his lands and he might object to their activities. At the very least, he will require them to purchase permission to crenelate. Alternatively, he might command some service of them before he recognises their claim on the tower.

**The PCs Become Curious about Aleksandra Ihalempi's Fate:**

If the PCs are curious about the fate of the tower's mistress, they could attempt to learn more about the wizard's adventures and the like. If they discover her enmity against the cultists who eventually wrought her doom, they might attempt to track the cult down to wreak revenge for Aleksandra's death.

**The Cultists Strike:**

When the cultists attacked the tower so long ago they had two goals—to capture Aleksandra and to recover a certain item in her possession. While they captured the wizard, they failed to recover the item in question and their agents have kept a watch on the surrounding area ever since. Those exploring or dwelling in the tower are often "visited" by the cult's agents who slay the interlopers in search of the item for which they have so long searched.



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