

THE TOWER OF FOGAREN

AN ADVENTURE FOR THE CHILDREN OF THE APOCALYPSE SETTING FOR SAVAGE WORLDS

BACKGROUND

The Tower of Fogaren has stood for centuries in the town of Orange. Once, the Fogarens ruled the community through a series of puppet Lords of Orange, but with the advance of the Rahelian Empire, they were forced to yield to Count Thomas Muñoz. The family has never forgotten their past glories, nor have the Counts Muñoz forgotten the various schemes that Fogarens have enacted to regain power. Most recently, Egbert Fogaren attempted blackmail against the Count, who retaliated by sending a hired Rogue's Congregation assassin. The assassin reached Egbert but also triggered the tower's magical defenses, and both now lie dead on the top story, surrounded by powerful and valuable magical artifacts.

HOOK

The party is approached by an agent of Dolores Fogaren, daughter of Egbert Fogaren, the current head of the family. The family tower in Orange is locked down, and Egbert is nowhere to be found. Dolores sent a family retainer into the tower, but he never returned either, and a warning against entering has appeared in flaming letters over the entrance. Dolores has heard of the heroes and believes they might succeed in discovering what has happened. She offers them anything they find in the tower that is not marked with the Fogaren arms, plus \$500 each in silver.

THE TOWER

EXTERIOR

The tower consists of a central square keep with an attached smaller square tower on the north-west corner and a circular one on the southeast. The words "Keep Out - Automated Defenses Activated" shine in glowing green fire over the doorway to the smaller square tower; the door itself is slightly ajar. No signs of movement or light appear through any of the windows.



FIRST LEVEL

1. Foyer: The entry area has benches and pegs for hanging cloaks. There are three cloaks hanging there - an elaborate purple cloak with silver trim (Common Knowledge roll that these are Fogaren colors) and two simple brown cloaks with a purple and silver wand badge on the breast. A closed door leads into the main keep.
2. Great Hall: The great hall contains a large central table with several sideboards. In the hall are two statues of soldiers which animate as soon as the full group is in the room and demand a password. The password is "Toad tongues", and on the third failed attempt to guess it, the statues will attack (use "Bodyguards" from the *summon ally* power in the core book). The table itself has a fine silver candelabra, but it is inscribed with the Fogaren wand.

3. Stair Tower: The stairs in this tower wind counterclockwise upward and clockwise downward. The stairs themselves are incised with runes (-2 to Notice) that trigger a Blast trap (electrical trappings) out into the Great Hall. This trap can be disarmed by the *dispel* ability (but only for 10 minutes at a time) or by using Knowledge

Basement

4. Kitchen: The kitchen is filled with tables, benches, cooking gear, and hanging preserved foods, none of which are marked with the Fogaren seal. The fire in the cooking fireplace is stone cold. The contents are worth \$200.

5. Pantry: The pantry contains a wide range of potted and preserved foods, some of which are exotic. The contents are worth \$300.

6. Servant's Quarters: These quarters contain a bunk bed, one level of which is occupied by the cook, Robert Walker, a bastelin (use the Peasant in Children of the Apocalypse). The cook is aware the security measures have been triggered and is hiding out in the kitchen waiting for the all-clear. He knows the rune-codes for the stairway and the door traps, but starts as Uncooperative towards the adventurers. Identifying themselves as working for Dolores Fogaren gives them a +1 bonus on Persuasion.

7. Storeroom: The storeroom contains a variety of miscellaneous dry goods, most labeled with the Fogaren arms. The remaining materials are worth \$60.

Second Level

8. North Guest Suite: This guest suite consists of a small sitting room and a private bedchamber. Both are unoccupied and contain nothing of value.

9. South Guest Suite: This guest suite also consists of a small sitting room and a private bedchamber. In the sitting room is a black leather valise. Inside the valise is a letter from Count Muñoz to the assassin, Deann Eckhart, requesting that Egbert Fogaren be "dealt with" and

offering \$3000 for the mission. The valise also contains \$200 in gold and a potion of *healing*.

10. Guest Bath: This small chamber contains a copper tub and washbasin, as well as a garderobe, but nothing else of value.

Third Level

11. Laboratory: The entrance to the laboratory is trapped with runes similar to those on the stairs (-2 to Notice unless the hero has already discovered the stairway runes). If the door is opened without disarming the trap, the hall fills with a fire *blast*. The laboratory itself is filled with all manner of weird apparatus and artifacts from the past. Benches hold alembics, braziers, scatterings of tools, and open books. The laboratory also contains a pair of zombie ogres (as ogre from the core book but with the undead ability) who attack anyone who enters, rising from slabs at the back of the room.

12. Laboratory Storage: This room contains a wild mishmash of stored artifacts. The total value of the artifacts in this room and the laboratory that are not marked with the Fogaren arms is \$1200. The room is guarded by the skeletal remains of Marcus Fogaren (use a skeleton), the third inhabitant of the tower; he is completely friendly unless someone tries to remove something from storage, at which point he will follow him around berating him for being a thief.

13. Chapel: This small chapel is devoted to Edward the Lightbringer. If any of the undead enter the chapel, they are immediately destroyed.

Fourth Level

14: Sitting Room: The bodies of Egbert and Deann lie on the floor of this room. Because of the magic of the chamber, both have returned as ghosts, and are clawing at each other in the center of the room. (As ghosts, they can inflict 1d6 damage on each other per turn.) Egbert is clearly identifiable by the Fogaren arms on his robes. If the heroes go to Egbert's aid, he will leave them alone until Deann is defeated; they will then have to persuade him (he begins at Hostile) that they are friends of the family, or he will attack.

15. Wizard's Chamber: This is Egbert's private bedroom. While the room is full of items of value, all are clearly marked with the Fogaren arms.

16. Wizard's Bath: The wizard's bath is powered by a small captive fire elemental who lives in a grating under the large copper tub. Next to the fire elemental is a small hidden compartment (Notice -2 to find) containing a stash of gemstones worth \$2000. The fire elemental resents its captivity and will not interfere with retrieving the stones or otherwise attack unless attacked.

AFTERMATH

If the heroes emerge with the story of what happened in the tower, and without taking any Fogaren-marked goods, Dolores will award each survivor \$500 in addition to whatever plunder they recovered. If they stole any marked items, they will be afflicted with a Long Term, Chronic, Minorly Debilitating Disease that also inflicts the Ugly Hindrance until they return the items to the tower.

CREDITS

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THE TOWER OF FOGAREN

FIRST LEVEL



Basement



SECOND LEVEL



THIRD LEVEL



FOURTH LEVEL

