

MAGE TOWER THIRD LEVEL

The heroes fight ogre brothers and mohlers in a ruined mage tower.

Mage Tower Third Level Groups

Group	Creatures
1	Ogre goon (Forg)
2	Ogre juggernaut (Gruul)
3	Four mohlers (minion squad)
4	Four mohlers (minion squad)
5	Four mohlers (minion squad)

ENCOUNTER ADJUSTMENTS

If this encounter has more or fewer than five heroes, make the following adjustments:

- For six heroes, add **eight mohlers**.
- For four heroes, remove **eight mohlers**.
- For three heroes, remove **eight mohlers** at the start of the encounter. Additionally, Forg is out hunting. He returns to the tower and enters the combat as Gruul is defeated.

MOHLER CAGE

If a creature is pushed into one of the mohler cages, the door can be shut and the creature trapped inside. Each cage has 25 Stamina and is immune to poison and psychic damage. If a creature is inside a cage when it is destroyed, they take 2 damage. A creature outside the cage who can reach it can unlock it as a maneuver.

A creature cannot unlatch the door from the inside unless they make a moderate Agility test as a maneuver:

- **≤11:** The door does not open.
- **12-16:** The door opens, but the lock is destroyed. The door can't be locked again.
- **17+:** The door opens and creatures inside can exit. Future attempts to open the latch from the inside have a double edge.

MAGICAL HOLE

The hole cannot be entered, as it is drawing energy from a different dimension. The first time on a turn that a creature enters a space adjacent to the hole or starts their turn there, they must make a moderate Might test:

- **≤11:** The creature's speed becomes 0 until the start of their next turn. If they fail this test three rounds in a row, they turn to stone for as long as they remain adjacent to the hole. While stone, a creature has damage immunity 10 and they are unconscious. If left this way for 24 hours, a creature becomes stone permanently.
- **12-16:** At the end of this turn, the creature is slowed (save ends).
- **17+:** The creatures can move and must no longer pass this test for the next 24 hours.

CAPTIVES

The **four civilians** here are terrified and do nothing other than take the Defend action at the end of each round unless the heroes intervene. If a hero uses a maneuver to shout out at a civilian within 5 squares, that civilian instead uses their turn to head toward the second floor.

The people here know the same information as the people on the second floor, with the following additions:

- Bassa the stonemason is upstairs with an orc elemental.
- They explain the danger of the magic hole in the wall (see [Magic Hole](#)).
- Strange magic, like the hole in the wall here, affects the top floors of this tower.

TACTICS

The ogres have straight forward tactics, attempting to force move the heroes into cages, the hole in the wall, or each other. They don't care if they harm civilians, but as long as both ogres are alive, they focus on harming the heroes. Forg uses Grabby Hand each turn and People Bowling when he has a creature grabbed and the Malice to Spend. Gruul uses Pitchfork Catapult or Earth Breaking Jump and Horrible Bellow as often as possible. When the ogres have lots of Malice, they use Bully.

When one ogre is dead, the other uses Rampage and starts harming the closest creatures, including any civilians.

The mohlers spread out to harm as many heroes as possible. They're trained not to harm any captives.

ENDING THE ENCOUNTER

When the heroes defeat the ogres, the mohlers stop attacking and return to their cages, cowering. If at least half the civilians survived the ordeal, the heroes earn 1 Victory each.

STAT BLOCKS

CIVILIAN				
Humanoid or Animal				
Stamina 8				
Speed 5		Size 1S, 1M, 1L, or 2 / Stability 0		
Free Strike 1				
Might 0	Agility 0	Reason 0	Intuition 0	Presence 0