

Taleisin's Tower

A The adventurers awake to a sunny morning in the inn of a small village. Insects hum and birds chirp to the peaceful atmosphere when suddenly there's a commotion. Someone climbs up the stairs and briskly knocks on the door: "Hey you, wake up, looks like your service is needed!" - Down in the tavern the adventurers learn, that a mysterious tower has appeared over night in the north-easterly woods behind the fields. The peasants are frightened and *Ebinghard*, the village cleric, appears to be particularly nervous. He gladly provides a scroll with 1-3 helpful spells to the characters, as they agree to investigate the mysterious tower.

B As the adventurers leave the fields behind, the landscape starts to feel somewhat eldritch. Cackling and giggling can be heard. 3 - 8 pixies start to make fun of the adventurers. If they're made angry, they'll inflict the characters with green hair, long noses or bent and twisted weapons.

C This is the Tower of *Taleisin*. She is a mighty elven mage. Her tower has always been here in the fairy realm. Only now, since *Ebinghard* tried some dilettante magic to make the fields more fertile, a gate to the fairy realm has been opened. Thus the tower has become accessible from the mortals world. *Taleisin* is not at home at the moment but she will return from some business in the frozen north while the adventurers investigate her tower.

Taleisin's Tower is a crooked but sturdy stone building, three stories high.

On **the ground floor**, there are two chests and a suit of elven plate mail. One of the chests holds two magic swords.

The second floor is the kitchen and living quarters. There is plenty of food, pans and pots. *Talaisin* will arrive at her tower while the adventurers investigate the kitchen. She'll land next to the tower as a blue dragon, revert to her true elven form, and then sneak up the stairs to confront the adventurers - bow and arrow at the ready. **The third floor** is *Talaisin*'s study. There's an abundance of thaumaturgic paraphernalia, unreadable tomes and a couple of vials with unlabeled magic potions. There is also a basement with a prison cell beneath the tower. *Talaisin* will be very angry because of the breach to her fairy realm and she'll suspect the adventurers. Also, she'll probably notice they've stolen from her. She'll lock them up into the cell. If need be, she'll use all her magic to subdue the adventurers. Now they'll have to talk their way out of the situation. If *Ebinghard* can be found, and confess what kind of magic he tried, *Talaisin* will be able to close the breach again. Before that though, the characters will probably need to help *Talaisin* defend her tower against a red dragon and a band of bandits!

D The adventurers meet some travellers who look very frightened. They report of a red dragon they've spotted east of here.

E A red dragon lands in front of the adventurers. He's cruel and greedy but not in a killing mood. He might try to *charm* the adventurers. If he learns about the opening to the fairy realm, he'll wish to go there to raid for treasure. The dragon will suggest to team up with the bandits, but in the end he'll betray them all of course, as he wants all treasure for himself.

F Here is a small hut in the dense woods. As soon as *Ebinghard* thinks he's being sought after, he will try to flee and hide in this hut.

Random Encounters in the southern forrest:

- 1) some boars
- 2) some wolves
- 3) a moose with a calf
- 4) plenty of deer
- 5) a mountain lion
- 6) 3-6 bandits. They'll try to raid the tower as soon as they learn about it.

Random encounters in the northern fairy forrest:

- 1) a black bear talking to himself - He's sociable and curious.
- 2) a unicorn - It will evade swiftly.
- 3) a dryad - She will be very worried about the appearance of mortals.
- 4) an angry faun - He'll try to arrest the adventurers and take them to *Taleisin*.
- 5) 2 centaurs - They're *Taleisin*'s lieutenants.
- 6) 5 pixies - They'll report to *Talaisin* everything they've seen, and might attack with tiny but razor sharp daggers.

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