

# Tower of the Necromancer

A S&W adventure site for 3-4 characters of levels 1-2.  
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## Adventure Summary

Hidden amongst a copse of trees atop a small cliff lies the tower of Santha of Nikoza, the Conjurer. Recently villagers have reported seeing undead and hearing strange moaning sounds.

The players seeing skeletons and hearing the sounds of moaning undead might guess that the tower houses an Evil Necromancer. However, the truth is that Santha recently captured an adult Blink Dog and two pups. The moaning is coming from the howling of the two pups echoing through the cave system below the tower, and the skeletons are Santha's mercenaries (their flesh has "phased"), due to his testing of alchemical research using the Blink Dog. The experiments have also had interesting results on his charmed Ogre.

This adventure site is designed to be placed in any forested hex near a small town or village. Whilst it is okay to just stumbled upon, adventurers might also hear the following rumours:

### Rumours

1. People from town have gone missing. (False)
2. Skeletal figures have been spotted in the forest. (Partially True)
3. The moaning of the undead has been heard from a nearby cave system. (Partially True)
4. A light has been seen in the abandoned tower in the forest. (True)

Santha is not evil and is not necessarily hostile to adventurers; however, he does want to be left to his studies, and his mercenaries will defend against intruders. Because of this, this doesn't need to be a dungeon crawl; Santha will be open to hiring adventurers to perform duties for him that would otherwise require him to travel. If adventurers are found to be trespassing, the reception will be less warm.

## Outside the Tower

The tower can be approached in two ways; directly through the forest above, or heading into the cave system from the bottom of the cliff. The cliff is scalable though it is trivial to travel normally between the two.

### A. Forest Approach

The surrounding area is dense forest, and the terrain is steep up to the cliff edge. Through gaps in the tree canopy, the roof of a stone tower can be seen. In the evenings a light can be seen through a window on the top floor. **2:6** chance of encountering **1d6+1 "skeleton" mercenaries** (*treat as Human, Bandit*).

### B. Tower

A 3 story stone tower rises out of the surrounding trees. Ivy grows up the old and worn bricks. There are windows on the 2<sup>nd</sup> and 3<sup>rd</sup> floor facing to the east. There is a thick banded door on the southern side. Above the lintel is inscribed "Here resides Santha the Conjurer" in Elvish.

### C. Bottom of the Cliff

A small clearing in the forest reveals a cliff face of jagged stone. The cliff rises 30ft from the ground, trees can be seen growing at the top. A harrowing moaning sound can be heard ahead.

### D. Cave Entrance

At the base of the cliff a low and wide cave entrance can be seen, the moaning sound seems to be originating from within. The cave floor is rocky, several large animal carcasses are scattered about.

### E. Narrow Cave Entrance

Further along the cliff is another much smaller cave, barely a crack in the stone. There is a thin coating of cobwebs along the walls. Entering here will require a character to crawl. The moaning can also be heard from this entrance.

## Tower General Description

The inside of the tower had richly decorated wooden floors covered in fine rugs, the ceilings are about 9ft high and doors are all wooden, unlocked with iron ring pulls. Roll for encounters normally, if one occurs 1:6 chance that it is *Santha* moving between his quarters and the lab otherwise it is **1d3+1** "*skeleton*" *mercenaries* going about their duties.

### 1-1 Entrance

A plain open room. Old wooden floorboards creak underfoot and are lifting up from the ground. There are two doors down a short corridor and a spiral staircase leading to the floors above.

There is a **2:6** chance of encountering **1d3+1** "*skeleton*" *mercenaries*, sat at a table - otherwise they are outside on patrol.

### 1-2 Empty Room

The room is dark and dusty, the corners are filled with cobwebs.

### 1-3 Small Storage Room

The room is filled with large crates of various sizes, most are empty only containing packing straw. However, a thorough search will reveal a small lockbox containing 150sp and 3 small rubies worth 50gp each. In the back corner is a trapdoor, leading down to **2-9**.

### 1-4 Second Floor Landing

The spiral staircase leads up to a second floor landing, a corridor winds its way around the tower before continuing up.

## Living Quarters

At any given time, there are **8** "*skeleton*" *mercenaries* in room 1-5 to 1-8. They are on 'break' from their duties and are either eating, sleeping or preparing food.

### 1-5 Mess

Tankards and cutlery are strewn across a few tables, with old bones and scraps laying on top.

### 1-6 Bunk Room

A number of bunks line the walls. Under each is a footlocker. They each contain personal effects along with 72gp. A necklace with a large sapphire worth 350gp and a platinum ring worth 200gp will also be found.

### 1-7 Kitchen

At all times a stew is boiling, the smell permeates the room. A long bench lines the back wall, with all the necessary implements to cook and clean.

### 1-8 Storage

A small storage room, the shelves are stocked with dried food stuffs and there are sacks of potatoes in a corner.

One of the shelves appears less dusty and behind the jars a loose brick can be removed, revealing 198gp.

### 1-9 Santha's Chambers

Halfway up the stairs carved into the wood is a glyph. If triggered explodes for **2d6** damage in 20'. The command word to enable/disable this is '*gelu*'

Santha's chambers are large and richly decorated. Along the northern wall is a bed, side table (contains a potion of healing and 2 rings, with large gems 200gp each) and large closet containing fine silk wizardly robes (150gp).

Along the western wall is a small laboratory/desk covered in alchemical equipment and disorganised notes. Next to the desk is a large mirror framed in silver (*Mirror of Mental Scrying*). A small library is also maintained (300gp rare books).

*Santha* 4HD MU (11hp) AC 8.  
Spells: Detect Magic, Sleep, Magic Missile, Darkness (15ft), Levitate

## Cave General Description

The cave has a low ceiling, between 6 and 8ft tall. The floor is uneven and covered in loose stone, and the walls and ceiling are rough. It is warm and dry throughout. Sound echoes throughout, distorting as it travels; the unnerving sound of undead moaning can be heard in **2-1, 2-6 and 2-7** everywhere else it is evident that it is, in fact, the sound of hounds baying.

The *Quantum Ogre* begins in a room between **2-1** and **2-4**, and each turn will teleport to a random room (roll a **d4**). If encountered the *Quantum Ogre* has a **3:6 chance of teleporting to another room (otherwise treated normally as an Ogre)**

### 2-1 Cave Entrance

The cave is warm and dry, the undead moaning is loud here and bones crack under foot.

### 2-2 Ogres Retreat

A foul stench permeates the room, a pile of hay is spread out along the western wall and large broken stones are stacked in the southern portion. Hidden behind the rocks is a large sack. Among the rotting remains of small dead animals and other strange trophies are 3 30gp gems and 50gp.

### 2-3 Cave

This cave is empty; the floor is loose gravel which crunches loudly underfoot.

### 2-4 Rusty Gate

The northern portion of the cave has been worked, and a rusty iron gate blocks entry into a small prison. The howling of the dogs can be heard within, and the keys can be seen hanging on the wall a few meters inside.

### 2-5 Centipedes

In a pile of refuse at the back of the cave are 7 Giant Centipedes (non-lethal).

### 2-6 A Narrow Cave Entrance

Filled with cobwebs, the cave is low and tight so a character must crawl on hands and knees to move through. Only one hand may be used to fight or defend.

**3:6** chance *spiders* from **2-7** are alerted.

### 2-6 B Cave (Spiders)

2 Giant Spiders (Smaller) are feasting on a goblin, they will attempt to attack intruders in **2-6**; otherwise, they will try to hide and attack from behind.

### 2-7 Spider Lair

6 Giant Spiders (Smaller) lie in wait on the ceiling of the cave. The corpses of a small party of goblins are strewn upon the floor, a large sum of coins have spilled (212gp and 253sp) and an unusually large sword lies next to one of the goblins (2h sword +1)

### 2-8 Cells

Cells A, B and D are empty. Cell C contains two *Blink Dog Pups (2hp)*. Arcane runes drawn in chalk and a ring of salt lines the perimeter of the cell, which prevent the pups from teleporting.

A rusty iron gate leads out into a cave system, the door is locked however the key for this door and the cells are hung upon the wall.

### 2-9 Store Room

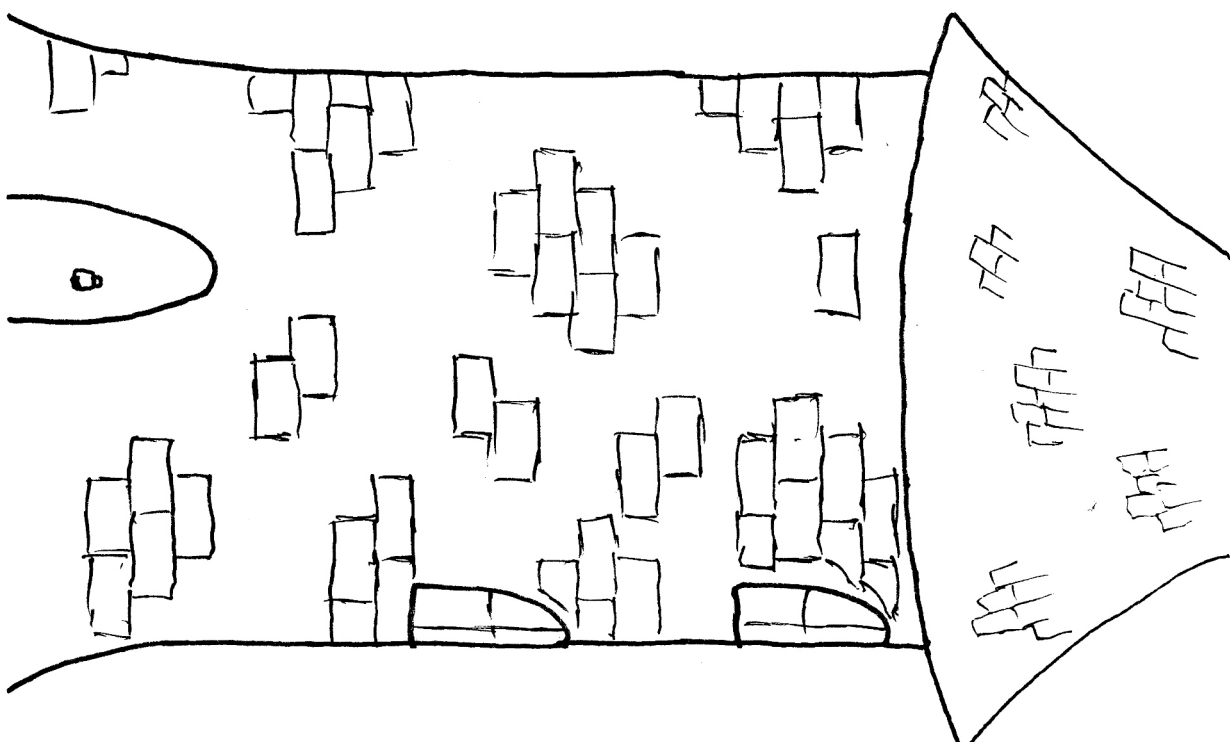
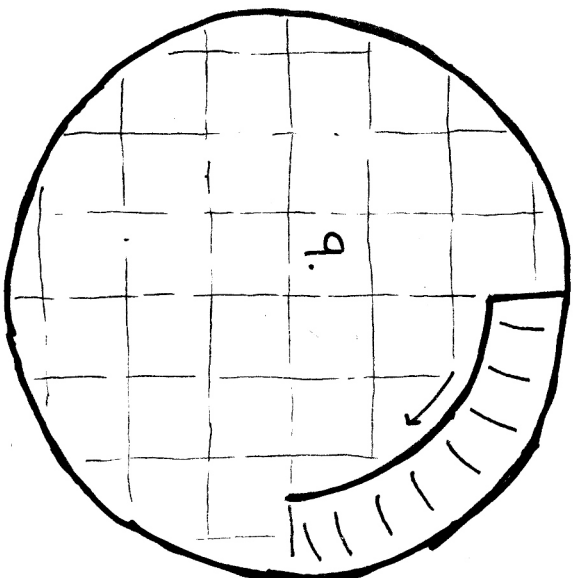
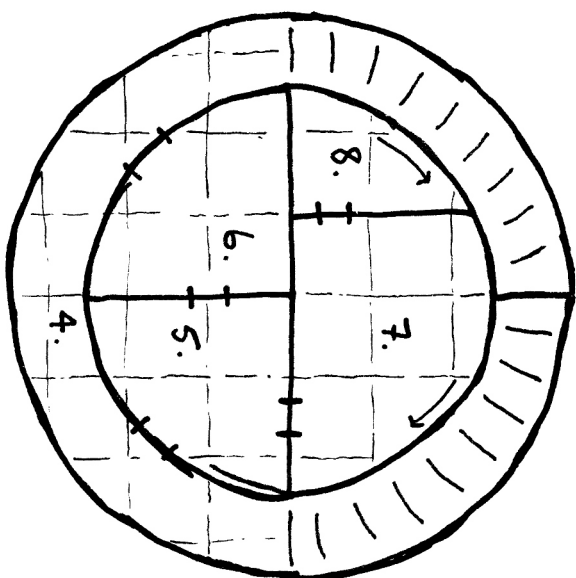
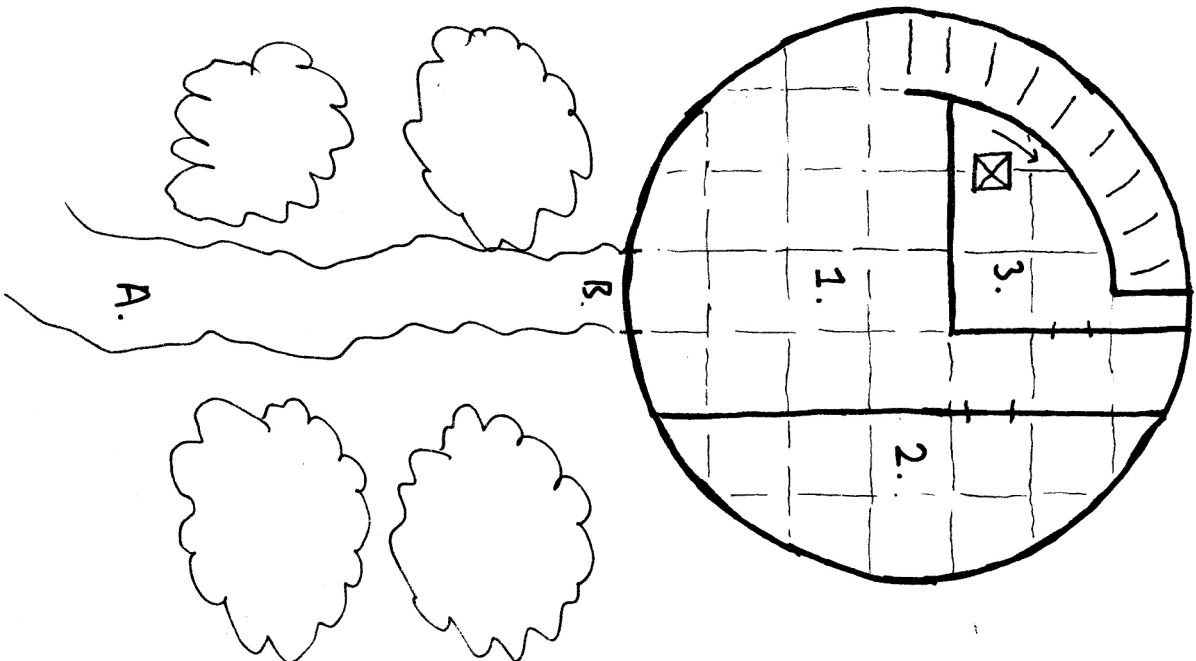
Cluttered crates and boxes. These are empty, a ladder leads up to a trap door in the ceiling.

### 2-10 Laboratory

The corpse of an adult blink dog lies on a central table, its inside removed and placed in nearby jars. 6 Potions of Invisible Flesh (appear as skeleton for 1 day) are on a shelf above alchemical equipment (worth 500gp).

Hung on a wall is a *magic net*, lined with silver hooks (any foe captured is unable to teleport or phase).

# 1. The Tower



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2. The Caves

Hand-drawn map of 'The Caves' on a grid. The map shows a central area with several numbered regions (1-10) and a central structure with a staircase. The regions are labeled: 1. (bottom left), 2. (top left), 3. (bottom center), 4. (top center), 5. (top right), 6. (bottom right), 7. (bottom right), 8. (top center), 9. (top center), 10. (bottom center). The central structure has a staircase labeled 'q.' and a staircase labeled 'q.' with an arrow pointing up. The map is labeled 'D.' at the bottom left and 'E.' at the bottom right.

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The map shows a central area with several numbered regions (1-10) and letters (A, B, C, D, E). A small structure with a door is located in the upper right. A path leads from the structure through regions 8, 4, 3, and 2 to region 1. Region 5 is at the top, and region 7 is at the bottom right. Region 6 is at the bottom left. The map is drawn on a grid with a dashed line indicating a boundary.

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