

ERINA'S TOWER

By Leonard Cantrell

4. BOSS BATTLE. Adept in magic. Summons an undead gang from an adjoining room. If given the opportunity she escapes to the roof where another gang of undead wait.

3a. Laboratory. Viles and tubes fill this room weaving atop bunsen burners. Poisonous powders and plants fill dishes and jars. Highly toxic gas fills the room if not careful.

3b. Vault. Behind an iron door stands a small room containing a large metal box. Extremely difficult to open but not impossible. Inside the vault are sacks filled with various secured by the undead raids. On the top shelf sits a chest magically trapped and locked. Inside is a ring blessed to aid in the fight against the undead.

2a. Living Room. Rotting furniture adorns the dusty room. Looks extremely unused. Ominous pictures and sculptures decorate the room. In the corners are giant spiders.

2b. Library. The library is surprisingly clean and filled from wall to wall floor to ceiling with every book imaginable. walking around the room is a re-animated corpse dusting with great attention to detail.

1a. Foyer. As the party enters the grand entrance of the tower they are surrounded by sconces illuminated with enchanting blue flames. To the right is a doorway and on the left is an ominous decaying spiral staircase.

1b. Dining Room. Among a table you see 4 decaying bodies eating a lavish meal. If startled they attack, otherwise they keep on eating. Behind the table is a door.

1c. Kitchen. The Kitchen is fully furnished and contains a large stock of a wide variety of foods.

A great evil has taken over the land of Barnabus. A necromancer by the name of Erina has begun raising undead hoards to raid every town with a graveyard. Every town destroyed leads to their numbers growing. Adventurers learn that they regroup at an old decaying tower in the heart of Korland amidst a dark forest filled with sentries and creatures ready for another meal. Finding the tower isn't difficult but getting to it is another story. After fighting giant spiders and mob after mob of the undead, the party arrives. The tower has only one door and it doesn't appear to be locked. Will the adventurers smash their way through the tower or try a different approach?

