

THE TOWER OF MARAJ

INTRODUCTION

The Tower of Maraj is an adventure designed for five 1st-level player characters (PCs), and is part of the *D&D Delve Night* kit. Please review the instructions for use of the *D&D Delve Night* kit before using this adventure. The adventure takes place in the tower of a dead elf wizard, which has been taken over by raiders and bandits before its contents can be claimed by the wizard's son.

Once the players are ready to begin play, read:

You've been contacted by a young half-elf who seems to have a considerable amount of wealth. He introduced himself as Aldren, and told you of his father's recent passing. After Maraj's death, Aldren attempted to claim his belongings, but he found that bandits had already occupied the tower. Being none too keen with a blade or spell, he's hired you to help retrieve a specific heirloom or possibly clear out the tower, if you are able to do so.

SETUP

The PCs have been approached by a young half-elf named Aldren with a job. Aldren's father was a powerful and old elf wizard by the name of Maraj Silverthorn, who died of natural causes some weeks ago. Aldren was on his way to his father's tower to claim his belongings when he was set upon by bandits who had already moved into the tower. Barely escaping with his life, Aldren came to the PCs to get them to find but a single item from the tower: his father's spectacles. He has shared the following information with the characters:

- His father was more than a little eccentric, and had written all of his notes in some kind of cipher. Only by wearing the spectacles can the cipher be read, and as long as Aldren can obtain the spectacles he can keep the raiders from plundering his father's life's work.
- Thus far, the raiders have not discovered the link between these spectacles and the research found throughout the tower, but it is only a matter of time before they do so.
- The raiders that have taken over Maraj's tower are little more than countryside highwaymen and ruffians, though they are led by a powerful gnome arcanist by the name of Millen. This gnome, and his human apprentice, have set their sights on plundering the tower for not only its wealth but also its knowledge, and will not leave until they have unlocked its secrets.
- Aldren offers the PCs 200 gp to go into the tower and retrieve the spectacles. If they also rid the tower of the raiders, Aldren will double their fee.

ADJUSTING THE ENCOUNTERS

While this adventure is designed to be played with 5 1st-level characters, you can make some simple adjustments to the adventure to account for 4 or 6 1st-level characters. Simply remove or add a foe of the same level as the encounter that is listed in that encounter's setup.

Giant Rat (G)		Level 1 Minion
Small natural beast		XP 25
Initiative +3	Senses Perception +5; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 15, Will 12		
Speed 6, climb 3		
⊕ Bite (standard; at-will)		
+6 vs. AC; 3 damage.		
Alignment Unaligned		Languages –
Str 12 (+1)	Dex 17 (+3)	Wis 10 (+0)
Con 12 (+1)	Int 2 (-4)	Cha 6 (-2)

Dire Rat (D)		Level 1 Brute
Medium natural beast		XP 100
Initiative +2	Senses Perception +5; low-light vision	
HP 38; Bloodied 19		
AC 15; Fortitude 15, Reflex 13, Will 11		
Immune filth fever (see below)		
Speed 6, climb 3		
⊕ Bite (standard; at-will) ⊕ Disease		
+4 vs. AC; 1d6 + 2 damage, and the target contracts filth fever (see below).		
Alignment Unaligned		Languages –
Skills Stealth +7		
Str 14 (+2)	Dex 15 (+2)	Wis 10 (+0)
Con 18 (+4)	Int 3 (-4)	Cha 6 (-2)

Spiretop Drake (S)		Level 1 Skirmisher
Small natural beast (reptile)		XP 100
Initiative +6	Senses Perception +3	
HP 29; Bloodied 14		
AC 16; Fortitude 11, Reflex 14, Will 13		
Speed 4, fly 8 (hover); see also <i>flyby attack</i>		
⊕ Bite (standard; at-will)		
+6 vs. AC; 1d6 + 4 damage.		
⊕ Snatch (standard; at-will)		
+4 vs. Reflex; 1 damage, and the spiretop drake steals a small object from the target, such as a vial, scroll, or coin.		
⊕ Flyby Attack (standard; at-will)		
The spiretop drake flies up to 8 squares and makes one melee basic attack at any point during that movement. The drake doesn't provoke opportunity attacks when moving away from the target of the attack.		
Alignment Unaligned		Languages –
Str 11 (+0)	Dex 18 (+4)	Wis 16 (+3)
Con 13 (+1)	Int 3 (-4)	Cha 11 (+0)

ENCOUNTER 1: ENTRANCE

Encounter Level 1 (500 XP)

SETUP

- 2 dire rats (D) (level 1 brutes)
- 1 spiretop drake (S) (level 1 skirmisher)
- 8 giant rats (G) (level 1 minions)

The raiders that have invaded the wizard's tower had several of their own members killed when they first entered. For several days now, the raiders have been tossing one or two of the bodies out on the front entryway, attracting lots of carrion-eaters to use as a deterrent against anyone coming to inspect the area too closely. When the PCs enter this area, they will be ambushed by some of the creatures that have been feeding on the bodies tossed outside. Additionally, a spiretop drake has been picking the bodies clean of any trinkets or shiny buttons left on them when they are tossed outside.

As the adventurers enter the area, read:

The tower of Maraj is built into the side of a rocky cliff, accessible only by a 20-foot-wide set of stone stairs carved into the slope. As these stairs reach the front landing, a pair of statues flanks a massive set of iron-bound double doors, marked with the symbol of the great wizard. Two braziers burn in front of the statues, and it looks as though a massive chunk has been taken out of the stairs near the top.

Additionally, two picked-over bodies—seemingly human—lie sprawled on the stone landing.

- **Arcana (DC 15):** The fire in the braziers is magical, and needs no fuel.
- **Nature (DC 15):** The bodies have been chewed on by some kind of creature, but abandoned.
- **Perception (DC 12):** The offal of several small animals litters the area.

FEATURES OF THE AREA

Illumination: Depending on the time of day when the PCs arrive, the area could be brightly lit (daytime) or dimly lit (nighttime). However, the braziers provide normal illumination (brightly lit) for the entire area above the stairs, leaving only the stairs in dim light.

Terrain Feature: The hole in the stairs grows narrower as it goes down, meaning that a character that falls in can only go so far. A character jumping or falling into the hole must spend a move action to climb out without getting wedged in the hole, which is 1 square lower than the rest of the stairs, ending on one of the squares adjacent to the hole.

The two braziers can be snuffed out with a blanket or water, but reignite on the following round.

TACTICS

When the PCs approach the landing, the rats pour out of the hole in the stairs, and the spiretop drake swoops down to use their distraction to snatch some shiny bits off of the PCs. The rats (both dire and giant) have one thing in mind: protecting their food from the interlopers. The giant rats try to swarm over the PCs, with the giant rats trying to bit as many different PCs as possible (infecting them with filth fever).

The spiretop drake is more discerning and will try and go for the target furthest from the main group, picking on those who are far enough away to be targeted with the flyby attack without provoking an opportunity attack.

ENDING THE ENCOUNTER

The encounter ends when all of the rats and the spiretop drake are either unconscious or dead. The rats and the drake fight to the death, and have little more than animal instinct to act upon.

A closer examination of the area reveals that the bodies are dressed similarly, though their clothes have been shredded by the carrion-eaters.

However, once the creatures are defeated, the PCs have access to the entrance to the tower. The front doors are unlocked, though they are large enough to require two people to open. A magical command word causes the doors to open silently of their own accord; a DC 25 Arcana check reveals this word (*abrinde*).

TREASURE

Though the rats and the drake have nothing of their own, the two bodies have not been picked entirely clean. On the bodies, the PCs find a *potion of healing* and 10 gp.



ENCOUNTER 2: ANTECHAMBER

TACTICS

When the PCs enter the chamber, the humans in this area take cover behind the debris. At the beginning of the encounter, until anyone closes to melee range the human bandits use their ranged dagger attack. Once the PCs have closed to melee range, the bandits attempt to use their dazing strikes to get combat advantage against the PCs.

The human guards begin the encounter in the watchtower, and move down the hall toward the main area. They take cover in the broken doorway as long as possible, sniping the PCs with their crossbows. If any of the PCs approach the doorway, one of the guards moves out with his halberd to fend off anyone approaching, allowing the other guard to continue firing his crossbow as long as possible.

Encounter Level 2 (675 XP)

SETUP

- 1 explosive rune (level 2 warder trap)
- 2 human guards (G) (level 3 soldiers)
- 3 human bandits (B) (level 2 skirmishers)

Inside Maraj's tower, the PCs encounter a devastated scene. When the bandits first entered the tower, they did not have the means of deactivating the explosive runes that Maraj had in place to protect against invaders. The results of their recklessness was devastating, and most of the room has been reduced to rubble. All that remains is a single rune that hadn't been triggered yet. Additionally, the invaders were forced to break down a door leading to a special watchtower where Maraj's hired guards were stationed (the invaders quickly dispatched them upon breaking in).

As the adventurers enter the area, read:

This large antechamber looks to have been the scene of some great battle. Large chunks of debris litter the area, and sections of the floor look to have been crushed and then burned. A single wooden door on the right side of the room has been smashed down, leading to a short corridor. In the northwest corner of the room, a spiral staircase ascends to the second floor. Directly ahead of the entrance, near the far wall, an elaborate red rune glows with a faintly-pulsing light.

As you enter, several humans seek shelter behind the debris, clearly readying themselves for an attack.

- **Arcana (DC 15):** The room has been blasted by arcane fire.
- **Perception (DC 12):** The character notices that the remnants of other red runes can be seen near the debris.

FEATURES OF THE AREA

Illumination: The room is brightly lit by everburning torches in sconces spread throughout the room.

Terrain Feature: The areas filled with debris are difficult terrain; the debris also provides cover. These are the remnants of columns and other decorative items that Maraj kept in the entry chamber but were destroyed by the triggering of the explosive runes.

The corridor behind the broken door leads to the watchtower. The stair leading up into the watchtower goes up one square in height.

ENDING THE ENCOUNTER

The encounter ends when all of the human guards and bandits are either unconscious or dead. If the PCs attempt to interrogate the bandits, they can find out that there are more members of the gang on the upper floors, but little else. These humans are new to the gang and know very little about their comrades.

In the northwest corner of the room a circular stairwell that leads to the second floor of the tower. At the top of the stairs, a set of iron-bound wooden double doors separates the stairs from the second floor. With the thick stone floors and these double doors separating these two areas it is unlikely that anyone above heard the noise of combat.

TREASURE

One of the human guards managed to snatch up a magic weapon off of one of his comrades who was killed during the entrance into the tower. The PCs find a +1 frost weapon (the exact form of the weapon is up to the hero claiming the item) in the belongings of one of the human bandits.

Explosive Rune Trap

Level 2 Warder
XP 125

This red, glowing rune looks to have once been one of many. It pulses faintly, as though waiting on someone to come nearer.

Trap: A single magic rune, painstakingly drawn on the floor and glowing with arcane energy.

Perception

◆ DC 10: The character notices the runes.

Additional Skill: Arcana

◆ DC 15: The character spots the runes and provides a +2 bonus to Thievery checks made to disable it.

Trigger

When a creature moves through the rune's space.

Attack

Immediate Reaction **Close burst 1**

Targets: All creatures in burst

Attack: +7 vs. Reflex

Hit: 2d6+3 thunder damage and dazed (save ends)

Countermeasure

◆ An adjacent creature can disable the glyph with a DC 20 thievery check.

Human Guard (G) **Level 3 Soldier**
XP 150

Medium natural humanoid

Initiative +5 **Senses Perception** +6
HP 47; **Bloodied** 23
AC 18; **Fortitude** 16, **Reflex** 15, **Will** 14
Speed 5

⬇ **Halberd** (standard; at-will) ♦ **Weapon**
 Reach 2; +10 vs. AC; 1d10 + 3 damage, and the target is marked until the end of the human guard's next turn.

⬇ **Powerful Strike** (standard; recharge [☒][☒]) ♦ **Weapon**
 Requires halberd; reach 2; +10 vs. AC; 1d10 + 7 damage, and the target is knocked prone.

↘ **Crossbow** (standard; at-will) ♦ **Weapon**
 Ranged 15/30; +9 vs. AC; 1d8 + 2 damage.

Alignment Any **Languages** Common
Skills Streetwise +7
Str 16 (+4) **Dex** 14 (+3) **Wis** 11 (+1)
Con 15 (+3) **Int** 10 (+1) **Cha** 12 (+2)
Equipment chainmail, halberd, crossbow with 20 bolts

Human Bandit (B) **Level 2 Skirmisher**
XP 125

Medium natural humanoid

Initiative +6 **Senses Perception** +1
HP 37; **Bloodied** 18
AC 16; **Fortitude** 12, **Reflex** 14, **Will** 12
Speed 6

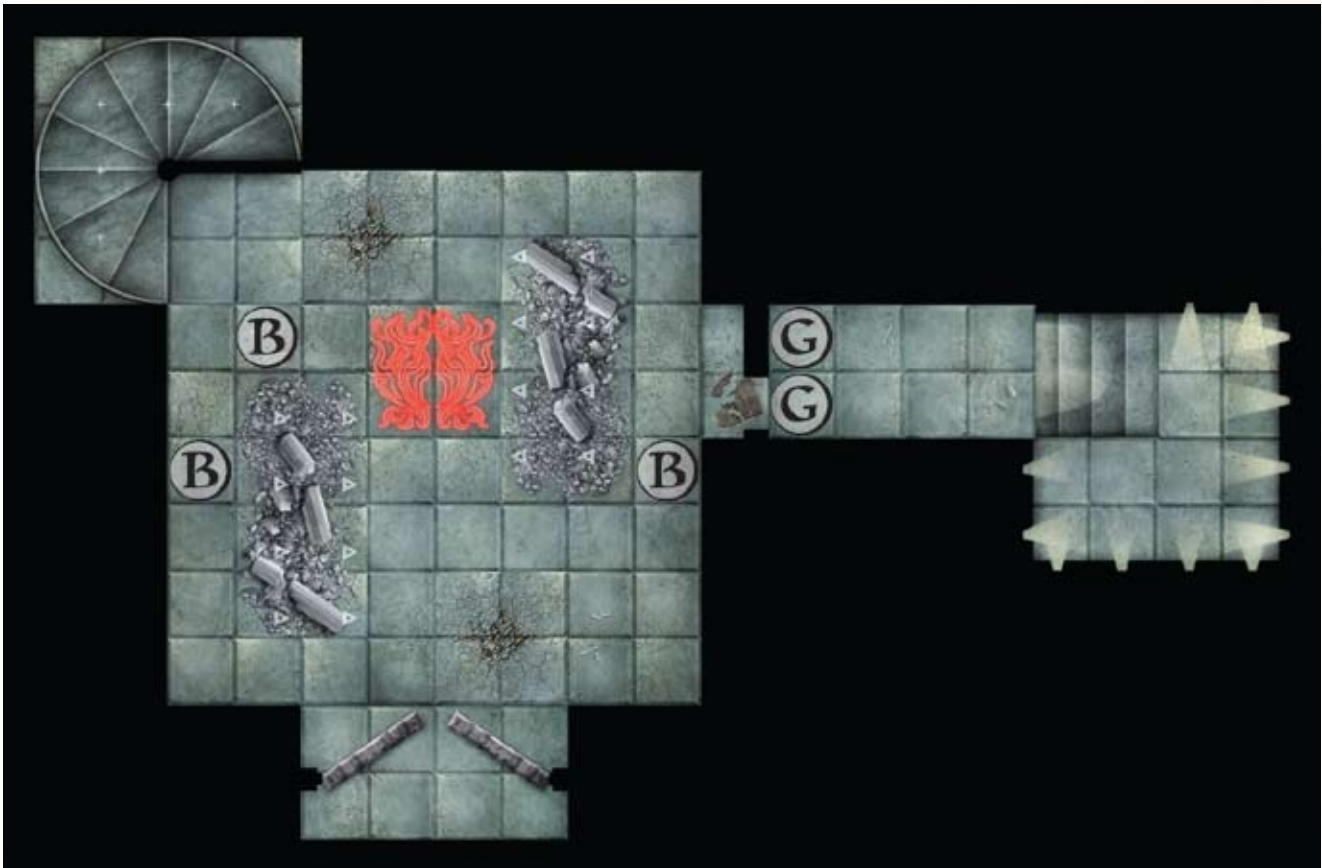
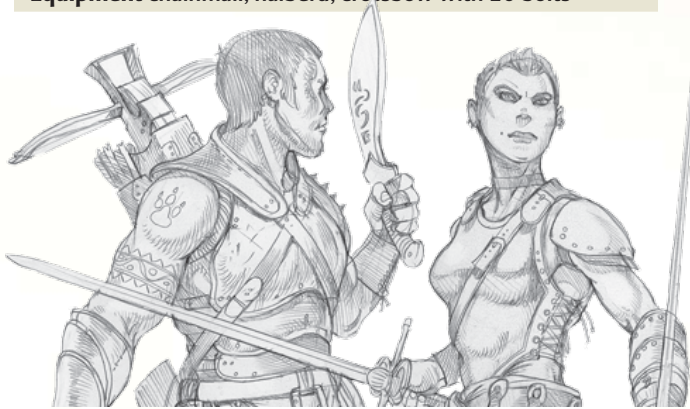
⬇ **Mace** (standard; at-will) ♦ **Weapon**
 +4 vs. AC; 1d8 + 1 damage, and the human bandit shifts 1 square.

↻ **Dagger** (standard; at-will) ♦ **Weapon**
 Ranged 5/10; +6 vs. AC; 1d4 + 3 damage.

⬇ **Dazing Strike** (standard; encounter) ♦ **Weapon**
 Requires mace; +4 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the human bandit's next turn, and the human bandit shifts 1 square.

Combat Advantage
 The human bandit deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

Alignment Any **Languages** Common
Skills Stealth +9, Streetwise +7, Thievery +9
Str 12 (+2) **Dex** 17 (+4) **Wis** 11 (+1)
Con 13 (+2) **Int** 10 (+1) **Cha** 12 (+2)
Equipment leather armor, mace, 4 daggers



ENCOUNTER 3: SECOND FLOOR

Encounter Level 3 (750 XP)

SETUP

- 1 human mage (M) (level 4 artillery)
- 1 clay scout homunculus (H) (level 2 lurker)
- 3 wererats (W) (level 3 skirmishers)
- 1 complexity 1 skill challenge (level 1)

The second floor served Maraj as a place to store his supplies, and in order to make it easy to retrieve what he needed he tied a homunculus' service to an arcane circle in the middle of the room. The raiders' second-in-command (and the apprentice of the gnome arcanist in the next encounter) is a human mage who has been studying the runic circle and has learned to master it. Protecting her are three of her most faithful wererat companions (whom she has promised to cure of their lycanthropy in exchange for their service) and the homunculus, now under her control.

As the adventurers enter the area, read:

This floor is clearly used for storage of all the necessary supplies—food, clothes, and water. At the center of the room, a circle of runes glows with faint blue light. Doors lead to smaller sub-chambers to the north and south, and a spiral staircase ascends from the southwest corner of the room. A human woman in fine robes whirls to face you as you enter, and three wererats move toward the entrance menacingly.

- **Perception (DC 15):** A small clay homunculus flits from one chest to another.

FEATURES OF THE AREA

Illumination: The room is brightly lit by everburning torches in sconces spread throughout the room.

Terrain Feature: In the side chamber to the east, a small waist-deep pool of water that was used for bathing sloshes quietly.

In the side chamber to the west stands a tall statue of Corellon, whom Maraj revered.



SKILL CHALLENGE

This room also contains a level 1, complexity 1 skill challenge. The runic circle in the center of the room is used to control the homunculus to retrieve items from the chests and other containers. The PCs need to gain control of this circle in order to retrieve the treasure, and it can also be used to turn the homunculus against the invaders.

Setup: To obtain the room's treasure, you need to gain control of the room's runic circle.

Level: 1

Complexity: 1 (requires 4 successes before 3 failures)

Primary Skills: Arcana, Diplomacy, Thievery

Arcana (DC 10): You use your arcane knowledge to gain control of the circle. You must be within the radius of the circle to do so.

Diplomacy (DC 15): You try to convince the homunculus, despite its arcane compulsion, that you are here to expel the invaders into its master's tower. If more than one success comes from this skill you must do your best to see that the homunculus is not killed by your allies.

Thievery (DC 15): You try to alter the runic circle to obey your commands or the commands of your allies only.

Success: You gain complete control over the circle. The homunculus treats you as an ally. You can retrieve the treasure in the room.

Failure: The failsafes in the arcane circle are triggered, or the homunculus triggers them. You do not gain access to the treasure in this room, but suffer no other ill effects.

TACTICS

The human mage uses relatively straightforward tactics, though she cannot leave the runic circle else she loses control of the homunculus. She commands the homunculus to use its *mind touch* power to daze enemies that get too close to her, allowing her wererat companions to get between her and the PCs and gain combat advantage.

ENDING THE ENCOUNTER

The encounter ends when all of the wererats and the human mage are either unconscious or dead. These raiders are unwilling to reveal anything about their superior if interrogated.

Like the previous encounter, the double doors at the top of the stairs effectively block sound from this floor, making it unlikely that the gnome arcanist or his henchmen heard anything from this battle.

TREASURE

In one of the chests, the PCs can find a *cloak of resistance* +1, provided they complete the skill challenge.

ENCOUNTER 4: TOP FLOOR

Encounter Level 3 (750 XP)

SETUP

- 1 gnome arcanist (G) (level 3 controller)
- 2 doppelganger sneaks (D) (level 3 skirmishers)
- 3 human knife fighters (H) (level 1 artillery)

The top floor of Maraj's tower is where he spend most of his time. This floor was his study and meditation chamber, and since the raiders entered the tower their leader, a gnome arcanist named Millen, has spent his days driving himself nearly mad trying to decipher Maraj's writings. He keeps three of his most trusted henchmen, the human knife fighters, at his side for protection at all times. A pair of doppelgangers, who work for a crime boss in a nearby city, have joined Millen's gang temporarily to bring back some of the dead wizard's knowledge.

As the adventurers enter the area, read:

This floor was obviously some kind of study, and the back section of the room is filled with bookcases, each one stuffed to the rim with books, scrolls, and parchments. A massive round table sits on the southern side of the room, and beyond the bookcases a pair of magic runes (one red and one blue) provides a constant glow. Three gnomes appear to be studying books around the table, and look up in surprise as you enter.

- **Arcana (DC 15):** The runes behind the bookcases have some kind of teleportation magic about them.
- **Perception (DC equal to the human knife fighter's Stealth checks):** There are human raiders hiding among the bookcases, brandishing knives.

FEATURES OF THE AREA

Illumination: The room is brightly lit by everburning torches in sconces spread throughout the room.

Terrain Feature: The two glowing runes are linked teleportation circles. Each one is connected to the other. Any character that stands in a space occupied by one of the runes can spend a minor action to teleport to any unoccupied space within the other rune; if all of the rune's spaces are full, then the teleport does not occur. Maraj used the teleporters to move quickly between the two ends of his library when doing research.

TACTICS

The two doppelgangers have been impersonating gnomes on Millen's request (he found working with the doppelgangers in their native form to be too disconcerting to concentrate). Additionally, when combat begins the doppelgangers change their shape to mimic Millen exactly, and attempt to use the teleportation circles to confuse the PCs as to who is the real Millen.

Both the doppelgangers and the human knife fighters make extensive use of the gnome arcanist's *aura of illusion*, making Stealth checks when hidden by bookcases and using the concealment to stay hidden and gain combat advantage against the PCs.

ENDING THE ENCOUNTER

The encounter ends when the human knife fighters, the doppelganger sneaks, and the gnome arcanist are all either unconscious or dead.

With the raiders taken care of, the PCs can retrieve the spectacles from above the mantle. They can then return to Maraj's son and claim their reward.

Any PCs that make an Arcana check (DC 15) can use the glasses to decipher some of the dead wizard's writings, and learn that the shelves are full of half-completed rituals and research into all manner of arcane secrets.

TREASURE

In addition to the wizard's spectacles (which can be found in the box on the mantle, just as Maraj's son described), the PCs find the loot that the raiders have plundered from throughout Maraj's tower stashed under the table. This loot comes in the form of 100 gp and a pair of 50 gp gems.



Human Knife Fighter (H) **Level 1 Artillery**
 Medium natural humanoid XP 100

Initiative +3 Senses Perception +1
HP 27; Bloodied 13
AC 13; Fortitude 13, Reflex 14, Will 13
Speed 6

⚔ **Knife** (standard; at-will) ♦ **Weapon**
 +8 vs. AC; 1d4+4 damage.

⚔ **Throwing Knife** (standard; at-will) ♦ **Weapon**
 +8 vs. AC; 1d4+4 damage.

⚔ **Bleeding Barrage** (standard; recharge 5 6) ♦ **Weapon**
 The human knife fighter makes two throwing knife attacks; in addition to normal damage, a hit does ongoing 5 damage (save ends)

⚔ **Savage Getaway** (immediate reaction; when damaged by a melee attack; recharge when first bloodied) ♦ **Weapon**
 The human knife fighter shifts up to two squares before making a ranged attack; +8 vs. AC; 1d4+4 damage.

Combat Advantage
 The human knife fighter deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

Sniper
 A hidden human knife fighter that misses with a ranged attack remains hidden.

Alignment Unaligned **Languages** Common
Skills Acrobatics +8, Stealth +11, Thievery +8
Str 11 (+0) **Dex** 16 (+3) **Wis** 13 (+1)
Con 14 (+2) **Int** 9 (-1) **Cha** 10 (+0).
Equipment: 20 knives

Gnome Arcanist (G) **Level 3 Controller (Leader)**
 Small fey humanoid XP 150

Initiative +1 Senses Perception +1; low-light vision
Aura of Illusion (Illusion) aura 5; the gnome arcanist and all allies in the aura gain concealment and can hide in the aura.
HP 46; Bloodied 23
AC 16; Fortitude 13, Reflex 15, Will 13
Speed 5; see also fey step

⚔ **Dagger** (standard; at-will) ♦ **Weapon**
 +6 vs. AC; 1d4 damage.

⚔ **Scintillating Bolt** (standard; at-will) ♦ **Radiant**
 Ranged 10; +6 vs. Fortitude; 1d6 + 4 radiant damage, and the target is dazed (save ends).

⚔ **Startling Glamor** (minor; at-will) ♦ **Fear, Illusion**
 Ranged 10; +7 vs. Will; the target slides 1 square.

⚔ **Illusory Terrain** (standard; recharge ☞ ☞ ☞) ♦ **Illusion**
 Close burst 5; targets enemies; +7 vs. Will; the target is slowed (save ends).

Fade Away (immediate reaction, when the gnome arcanist takes damage; encounter) ♦ **Illusion**
 The gnome arcanist turns invisible until it attacks or until the end of its next turn.

Fey Step (move; encounter) ♦ **Teleportation**
 The gnome arcanist teleports 5 squares.

Reactive Stealth
 If a gnome has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.

Alignment Unaligned **Languages** Common, Elven
Skills Arcana +12, Bluff +8, Insight +6, Stealth +8
Str 10 (+1) **Dex** 10 (+1) **Wis** 11 (+1)
Con 14 (+3) **Int** 18 (+5) **Cha** 15 (+3)
Equipment robes, dagger

Doppelganger Sneak (D) **Level 3 Skirmisher**
 Medium natural humanoid (shapechanger) XP 150

Initiative +6 Senses Perception +2
HP 45; Bloodied 22
AC 18; Fortitude 14, Reflex 16, Will 16
Speed 6

⚔ **Short Sword** (standard; at-will) ♦ **Weapon**
 +8 vs. AC; 1d6 + 3 damage.

⚔ **Shapeshifter Feint** (minor; at-will)
 +6 vs. Reflex; the doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.

Combat Advantage
 The doppelganger sneak deals an extra 1d6 damage against any target it has combat advantage against.

Change Shape (minor; at-will) ♦ **Polymorph**
 A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see Change Shape, page 280).

Alignment Unaligned **Languages** Common
Skills Bluff +10, Insight +9, Stealth +9
Str 11 (+1) **Dex** 16 (+4) **Wis** 12 (+2)
Con 13 (+2) **Int** 10 (+1) **Cha** 15 (+3)
Equipment short sword

