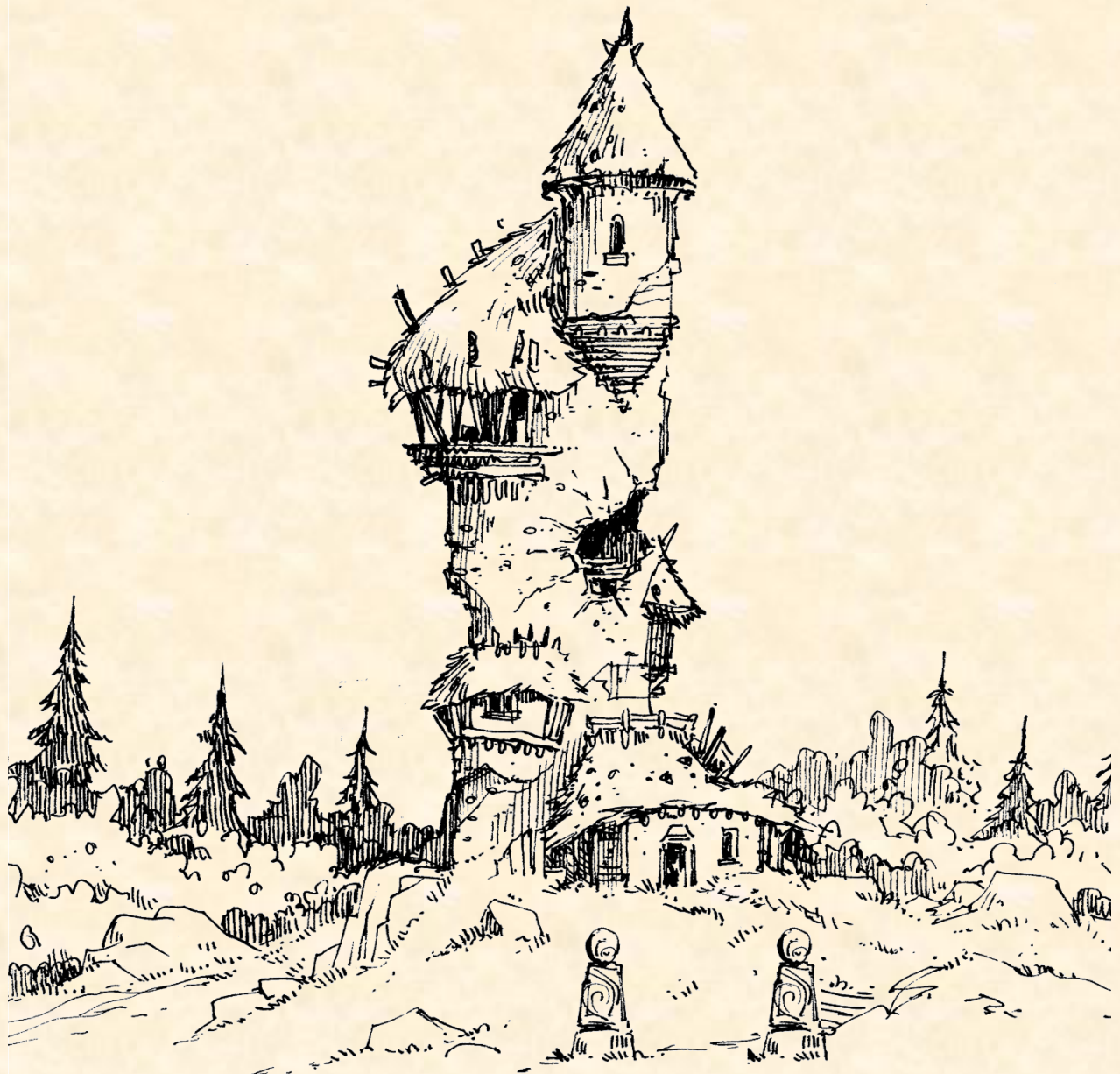


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# WHITESTONE TOWER



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# Whitestone Tower

## *Rumours & Hooks*

Rumour has it a winged beast is picking off Vorngard's messenger ravens and the occasional scout venturing too far west. If the tales are true, *Borgotha*, one of Vorngard's best apothecaries, is offering good coin in exchange for the monster's wings.

## **Vardova**

In a tract of forested land, between the *Sunstone Ranges* and outermost borderlands of *Vorngard*, stands a decaying tower of white stone.


The age of the dwelling is uncertain, but weather stained stone and collapsed walls suggest several generations have past. What happened to the original resident, a sorceress, is a mystery, but there is no mistaking the current master; a fearsome 12 ft *Manticore* named *Vardova*.

The monster is a recent arrival to the area, the only manticore to descend from the Sunstone peaks. His mate and cubs died from *Ribcage Rot*, a horrible lung disease, during the last winter. Vardova is also afflicted, but is showing only early symptoms at present (occasional wheeze, and spitting up bloodied phlegm).

Though dull witted, Vardova understands what is happening to him, and has decided to spread as much misery and suffering as he can before he dies. Whether there are other manticores living in the high peaks is a matter for the GM, but if so, they shun him as cursed, offering no assistance.

Since taking up residence in the abandoned tower, Vardova has managed to draw a deal of attention to himself; eating barbarians, skorn, Midlanders and any other intelligent beings he can get his claws on.





The manticore speaks old common, with a heavy, growling accent, and enjoys taunting his prey before devouring them live, like a cat toying with a field mouse. Following the death of his pack, Vardova has grown ever more reckless and murderous, taken to slaying humanoids for the bloody sport of it (as opposed to eating them), leaving corpses where they drop, or dangling them from high branches in gruesome displays.

In recent weeks, the beast has upped the ante, eating any messenger ravens to/from Vorngard, seeking to disrupt communications and draw more humans out of the walled city to be feasted on.

### **Borgotha**

*Borgotha* (6 ft, robust, auburn hair, never without her wiry ratdog *Gibbit*), an apothecary living in the city, spotted the monster whilst collecting herbs one afternoon. She is willing to pay 400 gp for its dragonsque wings, and another 300 gp for the spiked tail. Borgotha does not require that the beast be slain, necessarily, but in order to claim the appendages it will likely need to be incapacitated.

The party might become involved in this adventure by (i) accepting Borgotha's bounty, (ii) stumbling across the ruined tower whilst travelling, or (iii) discovering an old letter referring to the sorceress *Trinnien* said to dwell there.

### **Random Encounters**

Travelling to the tower is at least 3 days trek through forested, alpine hills. There is a 50% chance of a random encounter every 12 hours. If an encounter occurs, roll 1d10:

1. A lone *Dire Wolf* (LFG p.130) begins tracking the PCs, howling to its pack. A single responding howl is very, very distant. If the PCs attempt to catch the wolf, it baits them deeper into the forest, where 2d4 of its pack members are silently waiting to ambush them.
2. At the base of a huge fir tree is the outline of a door covered in heavy moss. If scraped clear, silver elvish script can be seen along the edges.
3. The desiccated husk of a dead *Skorn* (beastman, Midlands p.104) with yellow warpaint lies on the ground. The body is several days old and laden with grubs. In the high trees, a *Phase Spider* (LFG p.125) is watching, hoping to ambush the outermost party member if they stop to investigate.
4. 4d4 *Frost Eater* barbarians (LFG p.114) are camping nearby, roasting game. They are in good spirits, high on fermented alcohol. They will be suspicious of the PCs, but might be talked or bribed into sharing their fire, with a demonstration of the party's strength.
5. The weather turns treacherous, unleashing a thunderstorm and powerful winds. The freezing cold saps the explorers' strength as they slosh through slippery mud. All PCs must make a Con (Athletics) check or lose 1 Str due to exhaustion.
6. In the midst of the night, a single *Tree Abomination* emerges from the forest, creaking and groaning with inhuman hunger.

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*Tree Abomination*, AC 14, HD 11, 2 Batter 3d6, 19: a sliver of the veil is unleashed, the target rolls on the *Dark & Dangerous Magic* table, S22 D10 C20 I3 P13 W17 Ch4, L11, Mv 20 ft. The abomination *Causes Injuries* on a natural 19-20 attack roll, 10 ft reach. If both batter attacks hit, the target is also bitten (roll on the *Injuries & Setbacks* table). The abomination has *Off Turn Attacks*. Advantage on saves against magic. Particularly susceptible to fire which causes double damage.



7. The sounds of horns can be heard minutes before 5d4 *Varnori* (viking) scouts appear along the rise of nearby hills. They seek to extort the “Jarl’s tithe” from the party, at the cost of 20 gp per PC, for “the right to bear arms”. The captain, *Geira* (blonde, brazen female who likes to “pat down” handsome PCs to check for “weapons”), might give one PC a pass in exchange for a tussle in the

bushes instead (well respected in Vorngard, *Geira* might make a useful future contact).

8. Beneath the rotting trunk of a fallen fir tree crawl 2d12 *Giant Centipedes* (LFG p102), antennae twitching curiously. The nest is very old; a handful of barbarian skeletons can be seen amongst the bracken (1 x Carry Loot, LFG p.136).
9. Within the branches of a tall fir tree are the bodies of two *Frost Eater* barbarians, brutally torn apart and missing large strips of flesh. They appear to have been dropped into the tree from on high.
10. *Vardova the Manticore* (p.8) wheels in the sky overhead, on the lookout for fresh prey. Depending on their location, the beast might try to kill one of them with his long range tail spikes before retreating to the tower (if pressed).

### **Tower Approach**

The tower itself is located at Area C on a high bluff. There are two primary approaches, following old, overgrown paths ascending the rise from opposite directions.

### **Area A – Grey Star Tribe**

This access point involves a 30 ft rotting bridge spanning a 25 ft wide stream. The bridge is very old, mostly termite ridden timber but patched in critical locations by the manticore’s human followers. Crossing the bridge is safe unless fighting upon it, in which case a Dex check is required to avoid falling into the river (and being swiftly dragged downstream).

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3d4+10 barbarians, known as the *Grey Star* tribe, camp near the bridge, keeping watch on behalf of their monstrous master. The *Grey* are a mix of tribal exiles banded together for protection, beholden to *Malmogg* (hulking young teen, bald, skin covered in battle scars, exiled for seducing his chief's second wife).

*Barbarians*, AC 13, HD 1, Spear 1d6+1 or Axe 1d8+1 or Sword 1d8+1 or Long Bow 1d8, 19: as weapon, S12 D10 C13 I10 P10 W12 Ch11, L4, Mv 30 ft. 50% of the *Grey* are berserkers with S13, +2 bonus to attack, +2 damage, and never check for morale.

*Malmogg*, Boss monster, AC 14, HD 4+4 (31 hp), Huge Club 2d6+4, 19: target stunned and loses next action, S18 D10 C15 I10 P10 W12 Ch15, L7, Mv 30 ft. *Malmogg* is a Boss Monster

with all the usual benefits (LFG p. 95). He is fearless to the point of recklessness, leading his "tribe" from the front or not at all.

*Malmogg* respects the manticore's strength and serves him in the hope of convincing the beast to destroy his old tribe. He might let the party pass the bridge for a suitable bribe, but only if he gauges them as little more than a snack for *Vardova*. If defeated, the exiles have 1 x Carry Loot (LFG p.136) hidden amongst their bedding and travelling furs.

### Area B – Manticore Feasting Ground

The top of this 50 ft high cliff is blood stained and scattered with bones, old and new. At the bottom are more skeletons, overgrown with glass and other plant life.

Area Map



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Vardova comes here to feed when he has the choice, reluctant to eat in his tower lair, given the mess that usually results. Searching through the remains garners 1 x Valuables (LFG p.147) hidden in the bottom of a boot.

There is a 50% chance 1d4+1 *Giant Worker Ants* are at the site when the PCs arrive, picking over some recent corpses. If they detect the party, they prefer to carry a live human back to their nest instead. If the workers are killed, 3d6 *Giant Soldier Ants* swarm the area in 1d6 x 10 minutes.

*Giant Worker Ant*, AC 13, HD 2, Bite 1d6, 19: the worker knocks the target prone, S16 D10 C16 I1 P10 W10 Ch4, L5, Mv 40 ft and may climb walls, ceilings etc. Workers may swarm a target, gaining +1 to hit for each additional ant beyond the first (maximum +4).

*Giant Soldier Ant*, AC 15, HD 3+3, Bite 2d4 + poison, 19: the soldier spits acid on the target, causing 2d4 damage, S19 D12 C16 I1 P12 W12 Ch8, L6, Mv 40 ft and may climb walls, ceilings etc. Soldier ants have a venomous bite that requires a *Luck* (Con) save or the target loses 1d4 Con. Soldiers may swarm a target, gaining +1 to hit for each additional ant beyond the first (maximum +4).

### Area C – The Tower

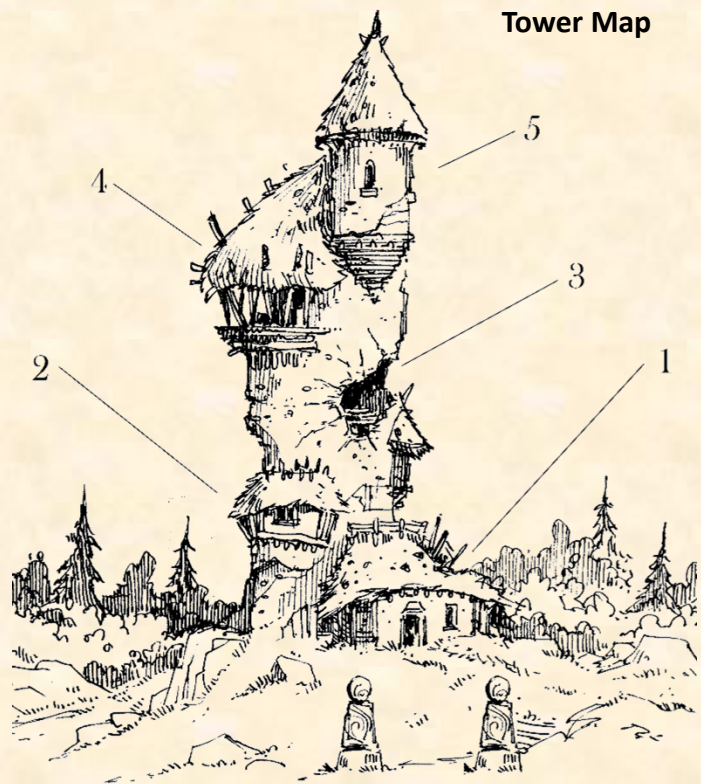
The tower is approx 100 ft tall with a 40 ft wide base at the lowest point (ground level), cut from white stone. The entire structure is riddled with lichen and decaying daub adorns the tiered rooftops.

About 30 ft southeast of the tower are a pair of gateway stones, 10 ft high, carved with swirling symbols akin to some kind of Elvish writing (but not Elven). The stones are enchanted, working a

potent charm on any humanoid that comes within 30 ft of the tower (*Luck* (Will) save or suffer a serious madness; “*This place is cursed, I feel it in my bones. No brother, I won’t let you make the mistake of entering here*”).

The interior of the tower is fairly bright during the day, sunlight penetrates the windows and large holes, allowing light to stream in. At night, the tower is dark, but for a strange glow in Area 5. All doors are made of pine.

Numerous entry points are available, from breaking down doors (Str (Athletics) check), to windows (automatic or Dex check perhaps), or climbing (up to the big hole in Area 3, or deck in Area 4, automatic with a grapple and rope or else Str (Athletics) check).



There is a 50% chance the mantichore is home in Area 3 or 4 when the PCs arrive, alternatively he is out hunting (and returns in 2d6 hours, in which

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case, a fresh, mostly devoured barbarian corpse is left in Area B. He then settles in to sleep for a time). Vardova is too large to fit through the stair ways leading to Areas 1, 2 and 5.

### **Area 1 – Main Entry, Lounge, Bathroom**

The iron banded pine entry door is locked tight, sporting a brass turning knob and keyhole. The door is trapped, any attempt to yank violently on the handle detaches the knob and unleashes a small cloud of choking dust (5 ft diameter, 5d6 poison damage, *Luck* (Con) save for half). A Dex (Traps & Locks) check picks the lock or Str (Athletics) check (2 successes) busts the door down.



The entry hall beyond is compact and covered in dust. A few long dead pot plants sit by windows, along with walking sticks, boots, hooded walking cloaks on wall pegs, and so on. A short corridor leads to a decaying lounge covered in mildew, stairs wind up to level 2, and a door opens into a bathroom/toilet.

Sometime after the sorceress died, the bathroom was taken over by 3d4+5 *Horned Worms* that burrowed their way through the buckled northern wall. The room is covered in worm faeces and smells awful. The invertebrates sleep by day and hunt by night, sometimes daring to scavenge the manticores' left overs. Vardova is aware of the infestation but pays it no heed.

*Horned Worm*, AC 13, HD 1d4 hp, Bite 1d3+1, 19: the worm's horns vibrate, emitting a hypnotic hum (*Luck* (Will) save or lose next action), S3 D14 C8 I2 P14 W6 Ch4 L3, Mv 20 ft or 5 ft burrowing. A worm bite has a 50% chance of carrying *Puckering Filth* disease, causing 1d3 Dex loss each day until bedridden at zero Dex. A *Luck* (Con) save resists. An apothecary may be able to cure the disease with the right healing herbs.

Horned Worms are 2 ft, carnivorous annelids with undulating "horns" that sense motion. Their rubbery hides are surprisingly resilient, maws lined with sharp, flesh rending canines.

### **Area 2 – Laboratory, Storage Room**

Stairs from the ground floor lead to this level and continue up to Area 3. Two doors at the end of a short corridor open to a laboratory, and a storage room.

The storage room contains timber, some blocks of white stone, and other building materials, as well as an assortment of tools (shovel, mattock, saw, etc). Additionally, there are three crates containing 3 x random weapons, a suit of chainmail, and two shields.

The laboratory is dusty, tables laden with beakers, flasks and chemical stains, all manner of strange bric a brac (organs, crystals, powders,

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etc) scattered about or stored in pots, boxes, etc. The various ritual components are worth 1 x 4 HD Lair Treasure (LFG p.140).

The lab is watched over by twin guardians. Whilst the young sorceress lived, she animated two sets of spiked armour to serve her. Originally charged with patrolling the tower grounds, the suits were temporarily housed in Area 2 for minor repairs just before their mistress died (each suit shows signs of denting, etc). Although motionless for decades, the guardians creak to life if the PCs pocket any of the lab's valuables (adhering to their prime directive).

*Animated Armour*, AC 14, HD 6, Spiked Mace 2d8, 19: opponent's weapon is shattered by a spiked mace (*Luck* (Dex) save resists, magical weapons are damaged/unusable until repaired), S17 D8 C18 I- P14 W- Ch-, L8, Mv 30 ft. The suits are *Golems* (LFG p.111) but without any resistance to non-magical weapons. They have 30% Magic Resistance, except against *Heat Metal* which *Slows* them.

### Area 3 – Manticore Lair

The 25 ft wide central chamber was once a large study, filled with shelves and books, until a magical accident obliterated the contents (inc the sorceress), and blew out the eastern wall. The walls are still blackened by fire, and burnt pages make up part of the manticore's bedding (along with clothing torn from victims), massed on the western side. A burnt out stairwell (no longer intact) is located by the northern wall.

If the beast is home when the PCs arrive, he is most likely here. If the PCs manage to take Vardova by surprise, he will be shocked, and fly into a rage. If he sees them coming however, the manticore will attempt to speak with them (who

are they, why have they come here to die, what crime have they committed to deserve such a fate, which one should he let live to spread word of his might, and so on).



If battle commences, the manticore will take wing and use its tail spikes to shoot from afar, using flyby style attacks (LFG p.82) to rake his foes or grab them to drop from great heights. He will not willingly land to engage in protracted melee, except perhaps to finish an almost downed PC.

*Vardova, Boss Monster*, AC 14, HD 7 (54 hp), 2 Claws 1d6, Bite 1d8 and 1d6 Tail Spikes 1d6+1 (180 ft range), 19: special, S19 D14 C18 I7 P11 W12 Ch8, L9, Mv 60 ft or 120 ft flying. Vardova is a Boss Monster with all the usual benefits (LFG p.95). On a 19+, Vardova wing buffets the target prone, pushes them up to 1d4 x 5 ft (*Luck* (Str) save resists), or grabs them and flies away (Str contest to resist).



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If Vardova is defeated, searching the chamber reveals 1 x Scroll (LFG p.152), secreted in a fire blasted bronze case, buried under the remains of some charcoal shelving.

#### Area 4 – Viewing Deck, Kitchen, Dining

This 20 ft roofed platform provides excellent views over the surrounding area. The ceiling is dangerously unstable, any attempt to climb up causes it to collapse (3d6 damage, and *Luck* (Dex) save or knocked off the edge (60 ft drop). Two doors to the east lead to a small kitchen and dining area (grimy and untouched for decades). Stairs in the kitchen lead down to Area 3 and up to Area 5.



The manticore sometimes settles himself on the platform, surveying the forest and hills. If Vardova is home when the PCs arrive, he is either here or in Area 3.

#### Area 5 – Bed Chamber

This 10 ft diameter sleeping chamber contains a mouldy hammock and rug, small trunk, tarnished mirror and dressing table.

Silently lurking within is the ghost of the sorceress and mistress of the tower; *Trinnien Cinderil* (female, 30s, translucent, ethereally shifting form as if seen through water).

Trinnien barely remembers her name, and recalls only a colossal explosion before she “woke up this morning” – some kind of bad dream, to be sure. Trinnien is lost in her own world (materializing into view reading tarot cards, brushing her hair, gazing upwards as if studying the sky, etc), and will mostly ignore the PCs. A PC attempting to touch her ages 3d10 years (*Luck* (Dex) save to pull away at the last moment).

Every now and then however (1-2 on 1d6, check every minute the PCs are in her presence), Trinnien will have a moment of lucidity, wailing about the utter loneliness of her cursed existence, prevailing upon at least one of the PCs to remain with her as a companion.

Once this request has been made, whatever other reveries Trinnien might fall into, she remains acutely aware of the PCs actions, and will move to prevent any of them leaving the tower. As far as the ghost is concerned, their sole purpose is to keep her company, and she will kill them rather than let them leave.

*Trinnien*, Ghost, AC 12, HD 8, Touch 1d4 + special, 19: the target ages twice as much as usual, S- D15 C- I10 P13 W17 Ch3, L9, Mv 30 ft flying. Ghosts are *Incorporeal*, able to pass through objects, and are harmed only by magic or cold iron weapons. A ghost’s awful caress

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instantly ages the target 3d10 years (no *Luck* save permitted) and requires a *Luck* (Will) save to resist suffering a serious madness. If a target is aged more than its expected lifespan, it dies a desiccated husk.

If one or more PCs agree to remain as her companion, Trinnien treats them well, and manages long stretches of lucidity discussing a wide range of subjects.

After 2 weeks, assuming the PC(s) build a rapport, the ghost invests part of her power into a single PC (her favourite “student”), granting them the ability to cast a single 1<sup>st</sup> or 2<sup>nd</sup> level spell of their choosing (castable once per long rest, or alternatively if a Magic User, learning 2 new spells of their choosing).

In order to bestow this ability on the PC however, she must touch them on the forehead, aging them 3d10 years.

After conveying her gift of knowledge, Trinnien’s soul is finally at peace. The PC(s) may leave unmolested, and Trinnien fades away, never to be heard from again. Alternatively, at the GM’s

option, she might remain as a strange and volatile scholar whom the PCs might consult from time to time, provided they are willing to stay with her a period (longer and longer on each subsequent occasion).

If the bed chamber is searched, the trunk contains 1 x Carry Loot, 1 x Valuables and 1 x Trinkets & Curios (LFG p.136, 147, 141).

### Aftermath

If the manticore is allowed to survive, he slaughters all messenger ravens and begins harassing caravans, causing ongoing supply shortages in Vorngard.

Returning the beast’s wings and/or tail to Borgotha earns the agreed fee, and a degree of fame amongst other apothecary, explorers, caravan guard, rangers and so on.

If Trinnien endures, she stays put in her tower, engaging in necromantic rites meant to extend her lucidity. Over time however it becomes clear that her sanity is eroding. Eventually she will turn on the PCs, or any other humans entering her crumbling home, until she finally slips through the veil forever.



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