

THE FORGOTTEN TOWER

An Adventure for 3-5 Characters of 1-3 Levels

By Aaron Gustwiller



TABLE OF CONTENTS

Introduction	4
Background	4
Village of Highbrook	5
Travelling to the Tower	5
The Tower	5
The Tower's Dungeon	7
New Monster	9

Copyright (c) 2017 Aaron Gustwiller
All the art is from sources in the public domain,
with some modifications.

INTRODUCTION

THE FORGOTTEN TOWER is an adventure written for PITS & PERILS, suitable for low level parties and groups just starting off, and should be able to be completed in one to two game sessions. It mostly uses materials found in the core rulebook, with the one new monster type included at the end. Some background information has been included as an adventure frame, but referees should feel free to ignore or change anything that wouldn't work in their campaign.

BACKGROUND

The tower at the center of the adventure was once the home of the necromancer Verlamus, a man both hated and feared in the northern regions. When last active at his tower, some 80 years ago, his undead minions would fan out during the night, raiding the local cemeteries and graveyards, seeking out the needed materials for the necromancer's experiments. And though they tended to ignore the living, the occasional farmer or townsfolk would turn up missing after they started to show too much curiosity about Verlamus' activities.



Though this situation please no one, there were few who were interested in trying to put an end to the necromancer; even the local baron showed little willingness, and was far more active excavating below his castle, a matter which was starting to draw a growing concern as well. So and uneasy life and a restless death became an assumed part of existence in the barony.



But this all ended, as mentioned, some 80 years ago when the undead ceased to visit the villages and even the curious were left to their speculations. After a night of strange lights from the tower and loud shouts heard throughout the forest and in the neighboring village of Highbrook, Verlamus just seemed to disappear.

As the decades advanced stories about old Verlamus became little more than folk tales and the tower's location was forgotten. Recently, though, the tower was re-discovered by a man hunting in the woods, and the tales were renewed, but with the old fears now replaced by rumors of treasures and artifacts abandoned by Verlamus. It's these rumors that have brought people to Highbrook, seeking their fortunes.

THE VILLAGE OF Highbrook

Located south of the Northern Pine Forest and half a mile off the King's Highway, Highbrook is an otherwise unassuming farming hamlet of 20 households. Used to only seeing the occasional hunter or logger working in the neighboring forest, the villagers are mostly amused by the attention, figuring people are more likely to get eaten by wolves that find any hidden treasure, but they are otherwise happy with the change of pace.



CHURCH OF ST. MATTHIAS

The largest building in the village, the Church of St. Matthias is a stone building with a single bell tower rising above the main doorway. It is currently being overseen by Father Athanasius, a 60 year old priest who has held the position for more than 20 years. He will heal anyone, casting HEAL as a 3rd level cleric, for a donation of 2 gold coins to the church.

THE PUBLIC HOUSE

Run by Sister Alice, the village public house is a place where travelers and the merchants may stay, and the poor find support. For 5 silver a visitor may stay the day and be provided with the dinner time meal.

VILLAGE SMITHY

Stephen runs the village smithy and general store, which offers some armor, weapons, and the full equipment list. For armor Leather, chainmail and shields are available, with only the following weapons for sale: short bows, hand axes, clubs, daggers, Maces, short swords, and spears.

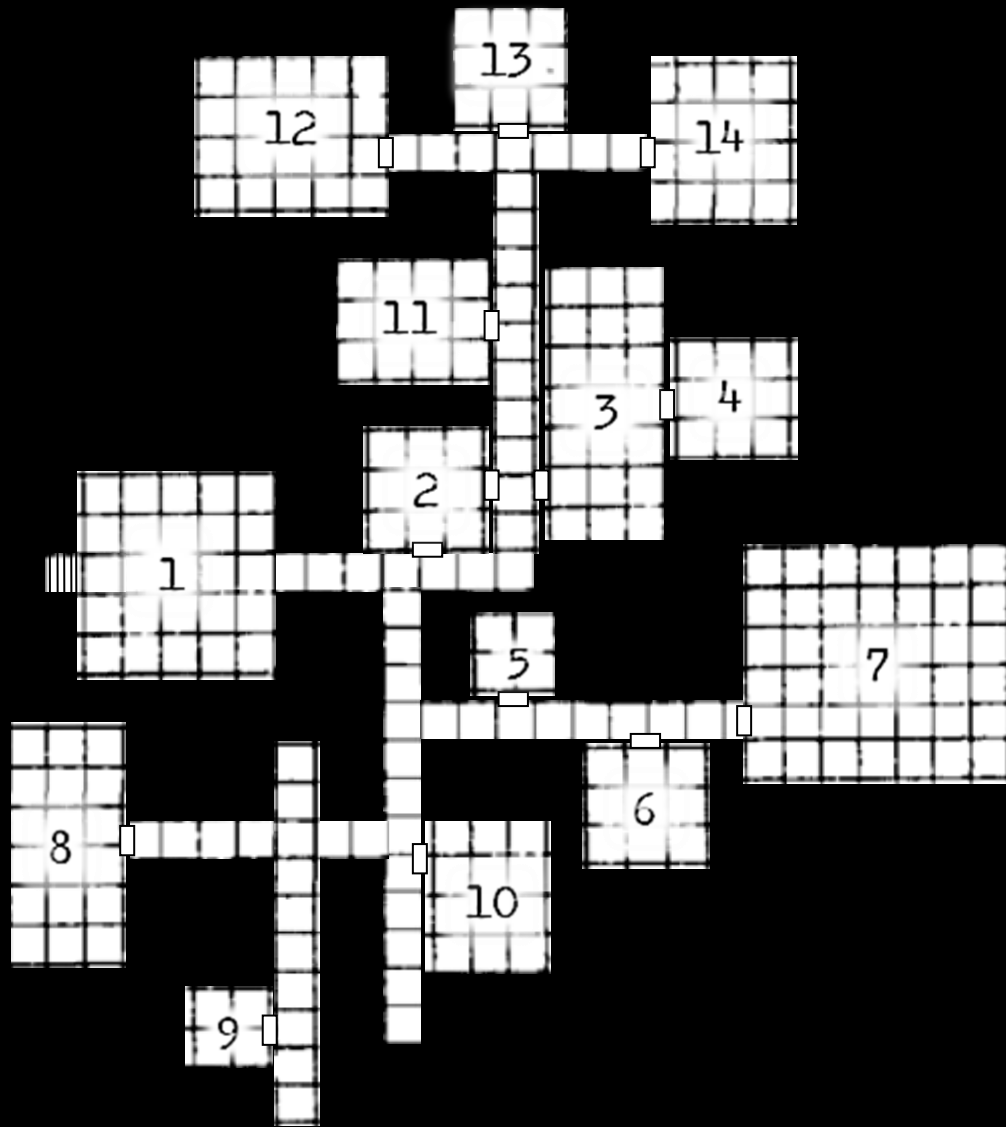
TRAVELLING TO THE TOWER

Verlamus' tower is located 6 miles north of the village, and though the area is considered fairly safe, there has always been a risk of wolf attacks. For each trip to or from the tower there is a 1 in 6 chance the party will be attacked by a WOLF: AK: 3 (bite/claws) LL: 3/+0 (4 HP) ME: 40' (--) SE: M/+0.

THE TOWER

The tower is still standing, but has mostly been hollowed out by years of weathering and water infiltration through the damaged roof. The floor, stairs and what furniture that remains is broken and rotting, with large holes in the upper floors allowing the players to see clearly up to the roof.

THE TOWER'S DUNGEON



THE TOWER'S DUNGEON

Entered through a trapdoor on the ground level, the tower's dungeon is in little better shape than the tower itself, with the years of neglect showing on the cracked walls and drooping stone ceiling. There is a faint musty smell in the air from the water that has seeped through the damaged masonry. The dungeon is pitch black, and the use of a torch will be necessary.

1 -- The room was used originally for storage, and there are broken crates and pottery on the floor, but nothing remains of any value.

2 -- 2 SKELETONS armed with short swords are standing in the center of the room and attack the characters when they enter.

AK: 1 (short sword) LL: 1/+0 (2 HP) ME: 30' (--) SE: M/+0

This was once the armory, though most of the weapons and armor are too damaged or rusted to be of any use. If searched 200 silver coins are found in a pouch on the floor.

3 -- The room is an old library with 20 rows of shelves. Most of the books are too brittle to handle and break apart when pulled from the shelves. Searching the room turns up a small chest with 2,000 copper coins and a dagger inside.

4 -- Inside this room is a desk and broken bookshelf. On the desk is a SCROLL OF STUN, and a KEY with a star on its handle. Nothing further is found if the room is searched.

5 -- EMPTY

6 -- The room has two desk along the back wall with various old scrolls (the writing is faded and illegible) and glass vials with the mineral remains of the evaporated liquids they used to contain. If searched a DAGGER +1 is found in one of the desk drawers.

7 -- The door to this room is magically sealed, but also partially bent outwards as if something was trying to break out. There is a star shaped symbol above the lock. The key found in room 4 fits the lock.

Should the characters gain access to the room, it's full of broken furniture and scattered papers. In the center of the room is a summoning circle, with the drawn symbols partly washed away. If entered a LESSER HORROR attacks from the room's opposite corner.

AK: 2 (bite) LL: 4/+0 (8 HP) ME: 40' (--) SE: M/+0

Searching the room turns up 50 gold coins, a MACE +1 and copper CIRCLET OF POWER.

AREAS 8-10: Though passage through the hallways isn't blocked, there is a thick cover of cobwebs on the walls and hanging from the ceiling in this area.

8 -- The door is locked, and the breathing of a large animal can be heard coming from within. Inside the room the ceiling has caved in on the right side and opens up to the outside, about 50' from the tower. A BEAR is using the room as a den and attacks the party if it tries to enter. The room is otherwise empty.

AK: 3 (bite/claws) LL: 4/+0 (5 HP) ME: 40' (--) SE: L/+1

9 -- There are two SKELETONS inside the room armed with a shovel and pickaxe. They have their backs to the characters, but will turn and attack should anyone enter the room.

AK: 1 (shovel/pickaxe) LL: 1/+0 (2 HP) ME: 30' (--) SE: M/+0

Inside is a small room with unfinished walls. It looks like it was being expanded before construction stopped. Broken tools can be found on the ground.

10 -- The door to the room is open with a SKELETON stuck in thick cobwebs trying to reach for the players.

AK: 1 (claws) LL: 1/+0 (2 HP) ME: 30' (--) SE: M/+0

If the characters enter the room a GIANT SPIDER attacks from the ceiling.

AK: 1 (bite) LL: 2/+0 (4 HP) ME: 20' (--) SE: M/+0

Searching the room finds mostly broken furniture covered in cobwebs, but also a pouch with 400 silver coins and a long sword.

11 -- When opening the door the room gives off a strong stench of excrement, and is, upon examination, where the tower's privies emptied. The characters will also notice something metallic reflecting their torchlight in the pool.

Should one of them try to reach for it a SKELETON, covered in the muck, will pull the character in, unless they make a save roll (8 or better), and starts attacking them with its shovel.

AK: 1 (Shovel) LL: 1/+0 (3 HP) ME: 30' (--) SE: M/+0

Searching the pool reveals the object in the pool to be a SHIELD +1. Several dead rats and a silver coin are also found.

12 -- The room is full of old crates and barrels, several of which seem to have been broken into. Searching the room reveals 2 GIANT RATS hiding in the room, and take the party by surprise.

AK: 1 (bite) LL: 2/+0 (5 HP) ME: 30' (--) SE: M/+0

Further searching of the room reveals the barrels are full of rotten food and the crates are empty. They also find the rat's tunnel, but it is too small for anyone to use.

13 -- The ceiling has fallen in and the room is filled with rubble and dirt. Below the debris are three crushed SKELETONS. One is stuck and just reaches out, trying to grab the nearest character, with the other two able to crawl toward the party.

AK: 1 (claws) LL: 1/+0 (1 HP) ME: 5' (--) SE: M/+0

14 -- EMPTY

NEW MONSTER

NAME	ATTACKS	LEVEL	MOVE	SIDE	SIZE	NUMBER	TREASURE
Horror	(*)	(*)	40'	C	(*)	1-2	--

HORRORS are one of the few known native species to the planes of chaos. They lack definite form or shape, and are mostly a shifting mass of gaping mouths, eyes and tentacles, but are generally grouped into two categories, with size often being the only common feature between group members:

NAME	LEVEL	SIZE
Lesser	3-5	M
Greater	6-8	L

Horrors are known to heal quickly (regains 1 HP at the end of every combat round) and to become more dangerous as they increase in size (gets an additional attack every 3 levels).

Pits & Perils Open Supplement License v1.0

The following Open Supplement License governs the reproduction and distributing of materials compatible with the Pits & Perils role-playing game by Olde House Rules. By copying, modifying and/or distributing supplemental materials, you agree to be bound by the terms of this License.

1. Application

This License applies to any supplemental materials designed for, and compatible with, the Pits & Perils game reproduced and distributed by individuals or entities other than Olde House Rules.

2. Definitions

"Copyright Notice" means the copyright notice applying to Pits & Perils.

"Distribute" or "Distributing" means to reproduce, display, transmit or otherwise distribute by any medium and/or in any form, whether gratis, for a direct or indirect fee, or any form of exchange.

"Supplemental Material" means any derivative content, such as adventures, enemies, spells and/or variant rules compatible with Pits & Perils and requiring the Pits & Perils rulebook(s) to fully utilize.

"You" or "Your" means an individual or a legal entity exercising rights under this License.

3. Grant and Consideration

In consideration for Your agreement to use this License, effective on this date, Olde House Rules grants You world-wide, royalty-free and non-exclusive License for the following permitted uses:

3.1. You may copy and Distribute Your Supplemental Material, provided that You, in each instance, send a digital copy to Olde House Rules for private archival purposes.

3.2. You may use terminology specific to Pits & Perils provided these do not exactly or conceptually reproduce the existing work.

3.3. In all instances, the Copyright Notice and this License will be prominently displayed somewhere within Your Supplemental Material and the "Approved for Pits & Perils" logo on the front or inside cover at Your discretion.

4. Representation

By Distributing Your Supplemental Material, You represent that it is Your original creation and/or that You have sufficient rights to Your Supplemental Materials to make the grants described in this License.

5. Versions of the License

Olde House Rules may publish revised and/or new versions of this License from time to time. Each version will be given a distinguishing version number. New Supplemental Material must always use the most recent version of the License from the Olde House Rules web site. Once Your Supplemental Material has been published under a particular version of this License, You may continue to use it under the terms of that version or You may choose to use it under the terms of any subsequent version of this License published by Olde House Rules. No one other than Olde House Rules has the right to modify the terms of this License.

6. No warranty

You expressly acknowledge and agree that use of Pits & Perils is at Your sole and entire risk. Pits & Perils is provided "as is" and without warranty of any kind. Olde House Rules expressly disclaims all warranties and/or conditions, express or implied, including but not limited to, the implied warranties and/or conditions of satisfactory quality, merchantability, fitness for a particular purpose and non-infringement of third party rights. No oral or written information or advice given by

Olde House Rules shall create a warranty.

7. Limitation of Liability

Under no circumstances shall Olde House Rules be liable for any incidental, special, indirect or consequential damages arising out of or relating to this License or Your use of Pits & Perils, whether under a theory of contract, warranty, tort (including negligence), products liability or otherwise.

8. Use of the Logo

The "Approved for Pits & Perils" logo is the property of Olde House Rules and may only be displayed under the terms of this License.

9. Termination

This License and the rights granted herein will terminate automatically without notice from Olde House Rules if You fail to comply with any term or terms of this License and fail to cure such breach within 30 days of being notified of such breach by Olde House Rules.

9.1. Where Olde House Rules determines that a purportedly Supplemental Material is in fact a violation of copyright, this constitutes a breach of this License. Olde House Rules may terminate this License and the rights granted herein if You fail to cure such breach within 30 days of being notified of such breach by Olde House Rules. Olde House Rules may, at its option, use any applicable copyright law to protect its intellectual property rights.

9.2. Where Olde House Rules determines a Supplemental Material does not comply with subsection 3.3 of this License, this constitutes a breach of this License. Olde House Rules may terminate this License and the rights granted herein if You fail to cure such breach within 30 days of being notified of such breach by Olde House Rules.

9.3. Upon termination of this License, You agree to immediately stop any further copying, modifying and/or Distributing of the Supplemental Material in question. Except in the case of copyright violation, You will not be liable to Olde House Rules for compensation, indemnity or damages of any sort solely as a result of terminating this License in accordance with its terms, and termination of this License will be without prejudice to any other right or remedy of either party.

9.4. Termination of Your License by Olde House Rules shall not be effective to terminate the License of anyone else enjoying rights under this License.

10. Miscellaneous

10.1. This License will not be construed as creating an agency, partnership, joint venture or any other form of legal association between You and Olde House Rules, and You will not represent to the contrary, whether expressly, by implication, appearance or otherwise.

10.2. Nothing in this License will impair the right of Olde House Rules to acquire, license, develop, market and/or Distribute products that perform the same or similar functions as, or otherwise compete with, Your Supplemental Material.

10.3. Failure by Olde House Rules to enforce any provision of this License will not be deemed a waiver of future enforcement of that or any other provision. Any law, regulation or rule of interpretation which provides that the language of a contract shall be construed against the drafter will not apply to this License.

10.4. If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

10.5. This License constitutes the entire agreement between the parties with respect to the subject matter thereof.