

Panypfinder

Tower of Misery

Panypfinder
ROLEPLAYING GAME COMPATIBLE



Tower of Misery

(For Levels 1-2) by William Kreber. Edited by Brandon West

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Introduction -

As you top the next rise in the road, you see the town of Arcysus before you in the valley ahead. Smoke from the chimney fires of dozens of cozy cottages and a handful of larger houses lends a delicious quality to the air, mixing with the smell of fresh cut hay, baked bread and apples. The comforts of the closest inn beckon, just visible on the road ahead, when the sounds of growling and moaning arises to the side of the road at the head of what appears to be a game trail. A small, nearly naked figure crawls feebly toward the road as a pair of mongrel curs, saliva dripping from bared fangs, stalks their intended prey.

“Help...” a small colt’s voice cries out!

“Help me...”

Two mangy curs (Dog, Pathfinder Roleplaying Game Bestiary, 5 hp each to represent their malnourished state)

The dogs are merely hungry and desperate – any damage will drive them off into the woods. The colt looks to be exhausted and is covered in scratches and bruises. He tries to speak and slumps to the ground unconscious, completely drained by whatever ordeal he has suffered recently. With Arcysus so close, it should occur to the PCs that their charge would have family and friends ahead and there might be a reward for his return. Unless they take another course of action, they will soon encounter several villagers who will recognize the colt and run to alert Mayor Tulip, who arrives shortly, red-faced and short of breath.

“Oh thanks be to the Gods; Meadow Leaper! You found him!” he gasps. A heavy-set mare gushing tears gratefully takes the colt from you and rushes him into a nearby house. You can see what appears to be the local apothecary rushing toward the domicile with a healer’s kit held aloft in a pink glow. Dralus thanks you all enthusiastically when he regains his breath but grows serious as he looks over the PCs. In short order, he will reveal to the party that Meadow Leaper has been missing for three days, along with his playmates, twin golden-maned fillies named Silverbell and Cockleshell. They went swimming but didn’t return by nightfall.

Searchers found their clothing folded neatly on the bank but no sign of the children. Most of the residents assumed the forest goblins took them, although it’s been years since anyone has seen one of the nasty creatures. As the mayor answers the Player’s questions, a cry rings out from the house, “He is awake! It was goblins!” Mayor Tulip grows grim and looks appraising at the PCs. “We are a poor village, but we can offer a reward to you if you will rescue our children from those foul creatures. Come if you will, let us see what Meadow Leaper has to say on the matter.” With that he hurries into the crowded house where the colt is being tended in the common room.

Tulip Household -

Lying on a cloth pallet, the lad sips sweet milk as the healer tends to his wounds. His voice is hoarse as he recants his story of accompanying the twins to the swimming hole, downstream from where the village mares wash clothes, how they saw a glittering gem next to the water after they had been swimming, though they were certain it hadn't been there when they started. Meadow Leaper sobs as he recalls the experience, eventually gains control of his emotion, then conveys his story. As they cautiously approached, two big-headed, green-skinned little men with mouths full of pointy teeth erupted from the water by them and a second pair leapt out of the brush onto Meadow Leaper. The fillies fainted and the Goblins then beat him unconscious as he tried to escape. He awoke in a dark tunnel, bound and gagged, next to the fillies. After a few days as prisoners, the fillies were able to loosen his bonds, and he escaped. He can't pinpoint where he was being held, but it was near the ruined Tower of Gunpowder Urahd.

Gunpowder Urahd was the founder of Arcysus and was a wizard of some note prior to his disappearance following the explosion that destroyed his tower. A successful Knowledge (History) check, DC 18, will remind the character that Urahd was indeed a powerful Wizard and was a friend to the Green Dragon, Arcysus, who helped him clear out the forest Goblins from Arcysus when it was founded. Arcysus was slain accidentally by well-meaning adventurers more than twenty years ago, about five years before the explosion that supposedly killed Urahd. If the group is willing, Mayor Tulip promises 200gp for the safe return of the fillies, half that if they have been killed, he will whisper, looking toward an anxious middle-aged couple, ostensibly the parents of the missing children. If the players seem reluctant, have the Mayor casually mention that nobody has been in the tower since its destruction and who knows what wonders brave, intrepid adventurers such as themselves might find in there. If they still insist on more payment, the Mayor will grudgingly supply them with an antitoxin each and 1 *cure light wounds* potion per two players, as well as warn them that the woods are full of poisonous creatures. The trail to the tower is overgrown from lack of use and runs along the stream, which is only two feet deep in most places. A farmer's son, Reed, offers to lead the group to the tower. He will eagerly run ahead of the group, excitedly expounding on his own plans to be a great adventurer someday, at least until the tower is in sight. At that point he blushes and blurts out shrilly that he cannot go further, lest his father punish him, and will sprint back to town, crying shamefully in his fear.

Urahd's Tower -

Looming through the trees is the shattered remains of a dark gray tower that once must have dominated the surrounding forest. What remains is still impressive enough – the stone appears to be free of any masonry marks, if it was indeed built by hand. Smooth as glass, the tower appears to have no windows and its only entrance, other than the gaping wound that used to be the upper half, is a pair of patina-heavy bronze doors shaped like dragons [DC 15 Knowledge (Arcana) to determine that these are images of green dragons]. Precisely cut stairs lead upward to the portal, flanked by exquisite statuary in the form of twin dragons. Although each weighs more than 1,000 pounds, an Appraise DC of 20 or better puts their estimated value at 1,000gp each or 2,500gp for the pair. [Getting the statues free from their bases will be tricky though, a

DC 25 Profession (Stonemason) would be required to do so, lest the statues be damaged and worthless]. Inside, Edwardian-style architecture dominates, with ceilings a mere 10 feet tall and all interior doors only 4 feet tall, forcing some medium creatures to duck their heads (Urahd was uncommonly short).

T1. Dragon Doors

Though they appear shut from a distance, upon closer inspection the doors are open enough for a small creature to enter easily, or a medium creature to squeeze through. A thin layer of slick mud coats the floor here, with a sharp, organic smell in the background. [DC 15 Knowledge (Nature) reveals the smell of bat guano and wood rot]. Attempts to open the doors wider will require about 10 minutes of work followed by a DC 25 Strength Check. A DC 25 Perception check will also hear small squeaks emanating from the upper ruins of the tower.

T2. Welcome to Tower Urahd

The mud becomes slightly thicker inside, forcing a DC 15 Reflex saving throw when attempting to move at full speed, with a failure resulting in slipping prone. An ornate well shaped like an immense dragon's egg is full of scummy water. Two broken statues of shield maidens flank the pool [DC 15 Knowledge (Arcana) imparts they were Caryatid Columns, a common enough guardian golem. What destroyed them, however, remains a mystery...]. The cruciform room has several tapestries mouldering on the walls, whatever they depicted having long ago succumbed to mold and decay. Cobwebs and other evidence of vermin infestation hang from the ceilings. Aside from a single doorway, the door ripped off its hinges and lying in the hall outside, a lone set of stairs leads to the upper floor, oozing foul mud. (A DC 20 Survival check reveals the presence of old torch stubs and footprints from small-sized creatures that were carrying heavy loads. These incriminating prints dead-end at a wall near the stairs).



Where'd all this mud come from? Guess that's why people say this place is haunted!

T3. Spidery Parlor

Webs are noticeably thicker in this room and what appears to be a corpse is lying in the far left corner from the doorway. The furnishings would indicate a sitting room or some such, with the walls sporting rotting frames of mold speckled canvas. What once were certainly sweeping forest vistas are now macabre horrors of a nightmare landscape. Should anyone disturb the contents in the room, a furious swarm of spiders erupts from the corpse, swarming any unfortunates inside and pursuing them to the Dragon Doors (Area T1).

Furious Spider Swarm (*Pathfinder Roleplaying Game Bestiary*, spider swarm, 9 hp)

The corpse is that of an adventurous Purrsian rogue whose luck finally ran out, but not before she rounded up a silver dagger (22gp), a jewel-encrusted pewter tankard (65gp), a spool of gold wire (25gp) and a belt pouch full of coin; 137cp, 89sp, 28gp, 17gp and 3 red garnets (50gp)

each). All of this is in addition to her Masterwork Shortsword, Masterwork Thieves' Tools and ring of protection +1.



If the scary spiders chase away the players without being hurt, they'll go back to their nest pretty fast. They mostly want to be left alone I think.

T4. Hidden Cloakroom

Behind a rotting tapestry that once displayed a fanciful genealogy linking Urahd to several Draconic bloodlines is a concealed door that leads to what used to be the cloakroom. The beautiful furs and woven garments that once no doubt hung on these mouldering wooden pegs have succumbed to moisture, time and gravity. All save for a single dark gray cloak, lined with crimson silk and embroidered with silver thread. This is in actuality a cloak of resistance +1. The room smells musty and stale, and the cloak will need to be cleaned or have prestidigitation cast upon it to remove the funk.

T5. Hidden Solar

Unlike the other rooms of the tower, this one is warm, dry, and free of muck and vermin. The couch, easy chair, rocker and small desk are in excellent condition and could fetch up to 200gp together to the right buyer. The desk has a single locked drawer (DC 18 Disable Device to open) whose key is long gone. Inside is a writing kit, notes regarding tunneling written in Dwarven and a scroll, containing the following spells: *continual light*, *mage armor*, *ray of exhaustion* and *sleep*. If anyone reads Dwarven and takes 15 minutes to peruse the notes, they will discover that the tower was built over an abandoned silver mine and the wizard had been in the process of widening the tunnels and improving upon the natural caverns within. He had also discovered a hidden vein of silver, as well as a king's ransom in gemstones!

T6. Secret Cellar

Although the damp has set into this room, it is still drier than most of the others. Muddy footprints, dried and stark against the dark gray, cover the bare stone floor, leading to a trapdoor standing open and ominous. A series of black iron rungs set into the rock leads down into the darkness below. A rancid smell emanates from the hole, its source unknown.

T7. Mountains of Muck

The floor here is covered in slimy muck, as Area T2. Additionally, parts of the upper floors have crashed down, creating two large piles of rubble and burying the stairs up. Despite time, weather and guano, a massive oak table and 5 chairs have survived with very little damage. The set is easily worth 150gp in Arcysus and would only require 3 people to help carry it out. Any fire or loud noises will agitate the swarm of bats that live in the ruined heights of the tower.

Irritable Bat Swarm (*Pathfinder Roleplaying Game Bestiary*, bat swarm, 13hp)

If the PCs can avoid agitating the bats and spend at least 30 minutes searching through the debris, they will find a rusty steel key (which doesn't fit any keyhole in this adventure, but might be useful for something in the future).

T8. Kitchen Surprise

A full kitchen and what appears to be a magically enchanted pantry can be found here. Although many of the pots and utensils are badly rusted, a handful of nicer pieces have survived the ravages of time and thievery. A copper pot with silver chasing (25gp), 2 Masterwork Cleavers (55gp each, which provide a +2 to Cooking checks made to butcher/cook meat dishes), 17 pieces of Mithral cutlery (170gp) and 3 crystal goblets (7gp each). Lurking in the chimney of the fireplace is a duo of giant spiders that take umbrage at any trespassing violations. They will attack with no mercy or sense of self-preservation.

Territorial Spiders (*Pathfinder Roleplaying Game Bestiary*, giant spider, 16 hp each)

The pantry magically preserves food from rotting and there is still enough to feed 18 people with chilled wine, fruit, cheeses, and cut vegetables with dips. Despite the passage of time, the food is just as delicious as it was when it was first placed into the magical cooler. Although it would be priceless to the right buyer, the device is fused to the walls of the tower and would cease to function if removed. A DC 28 Perception check after at least a 10 minute search will bring to light a loose stone in the fireplace where someone has hidden a gaseous form potion and 2 cure moderate wounds potions.

T9. Guest Room

Beautifully appointed, this room must still be under the effects of a magical preservation spell. A massive four-poster bed, couches, cushions, small wooden desk, table, and chairs enough for a small entourage crowd this room. Against the far wall is a beautiful armoire next to an ornamental armor stand and a folding wooden cloak rack. Vivid murals of forests and pastoral valleys cover the walls and lush carpets mask the stone floor. Light is provided by three hooded continual flame spells that respond to commands in Draconic; "Bright," "Dim," and "Off." They are currently emitting dim light. Removing them from their sconces on the wall will destroy the magic and render them inert.

T10. Ghoul Friend In A Coma

Similar to Area T9, the door to this room is blocked with rubble and will require 15 minutes to clear it enough to open. Unlike the guest room, this quarter was occupied by two ponykind, friends of Gunpowder Urahd's from Stone Bruise. They starved to death, unable to escape from the room, but one lived a bit longer than the other and upon death became something else. The lights are off and the room is a mess, with broken furniture and shredded cloth littering the

expanse. Only the bed stands upright and that is where the last survivor lies, looking for all the world like the emaciated corpse of what was probably a very beautiful young mare. Anyone approaching the bedside will alert her to their presence and she will attempt to kill and eat the first intruder she can get her jagged hooves on.

Ghoulish Friendly (*Pathfinder Roleplaying Game Bestiary*, ghoul, 13 hp)

Wadded up in the bedding are the jeweled chains and coins that the two valued previously in life. A pair of silver chains linked to a silver falcon with blue garnet eyes (50gp), a gold ring with a carved gem signet ring (55gp) and handfuls of loose coin amounting to 113cp, 243sp, 71gp and 9pp.

T11. Entrance to the Tunnels

The stench becomes stronger as you descend down the iron rungs into the cold stone cavern below the tower. The bloated body of a goblin, its head twisted around violently, lies near the bottom of the ladder, the obvious source of the stink. Fetid water pools near one end of the cavern, while the other side rises a bit and leads to a set of twisting tunnels that lead off into the darkness. Several burnt out torches and what appears to be rabbit fur are scattered on the ground, otherwise the room is bare. The secret door here can be found with a DC 15 perception. It is unlocked.

T12. Welcoming Committee

The tunnel drops so severely here that even a small-sized creature will be forced to duck down and medium creatures will have to crawl. Unless the characters are being very stealthy, they will alert the two Goblin Warriors who stand guard here and will be ambushed as they crawl into the room. If they succeed in sneaking in, they will find the two engaged in a game of smash-the-rat. [One goblin holds a dead rat by the tail as the other goblin, blindfolded, tries to hit it with a club]. They will shriek in fear and anger, and then attack the intruders when they spot them. Both wear studded leather armor and are amply armed with morningstars, clubs and throwing axes. If they are outnumbered, they will flee to Area T12., hoping the Gem Gnoll is there torturing one of the prisoners.

2 Fun Goblins

400xp

Goblin warrior 2

NE Small humanoid (goblinoid)

Init +6; Senses darkvision 60 ft.; perception +0

DEFENSE

AC 16, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 Size)

hp 12 each (2d10+2)

Fort +4, Ref +2, Will +0

OFFENSE

Speed 30 ft.

Melee Morningstar +4 (1d6+1/x2)

Ranged Throwing Axe/Club +6 (1d4+1/x2)

STATISTICS

Str 12, Dex 15, Con 12, Int 8, Wis 10, Cha 6

Base Atk +2; CMB +3; CMD 15

Feats Improved Initiative

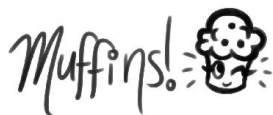
Skills Ride +10, Stealth +11, Swim +5; Racial Modifiers +4 Ride, +4 Stealth.

Languages Goblin, sylvan

Treasure Morningstar, club, throwing axe, studded leather armor, belt pouch, personal effects, 2d6 gp, 4d6 sp, and 0-2 uncut garnets (5gp each).

The goblins, Muck and Gristle, know all about the missing fillies and the colt who escaped. Their dead companion, Bucket, was responsible for guarding them and was “twisted” by their boss, Grotshanks, when he fell asleep and they escaped. [DC 15 Sense Motive to determine that the goblins aren’t telling all they know; a DC 25 Diplomacy or DC 15 Intimidate check will elicit the truth – the colt escaped and the goblins used that as an excuse to keep the fillies for themselves, but quickly lost their nerve when Grotshanks showed them his displeasure by killing Bucket].

They will grudgingly reveal a concealed hole in the floor where they stashed the two tots, and that is where the party will find them bound, gagged, dirty and half-starved but otherwise alive and unharmed.



Goblins are mean! But not that smart. If they hear the party coming, they'll probably hide and try to throw their axes before charging the next round, rather than trying to catch them in melee while they're crawling through the tunnels.

T13. Torture Cells

The chamber is larger and has a higher ceiling than the others but appears even cruder, as if carved out by the claws of some insane beast. Odd glyphs of nonsense punctuate the walls, as

if illiterates were randomly carving sentences whose meaning escaped them. Two cell doors have been crudely mortared into place on one side of the cave and the other is cluttered with benches full of cruel hooks, barbs, knives and pokers. Tongs and pliers hang from ceiling hooks and - coated with dried blood and bits of hair - a rusting iron frame sits ominously in the middle next to a smoking brazier of hot coals. Several pokers are already red-hot...

Grotshanks spends much of his free time here, when he isn't sleeping or harassing the slaves that mine gemstones for him in the tunnels below. He has captured two purrsians: Red, an orange and white striped creature with similar wings, and a sorceress named Firefoot. He has been "playing" with them, using his "special toys." Both are in bad shape, in need of healing and won't assist the PCs in combat this adventure. (Exactly what statistics these NPCs possess is intentionally left to the GM to decide).



Grotshanks, Cultist of the Unspoken
1200xp

Gem gnoll cleric 1

CE Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft.; perception +5

DEFENSE

AC 18, touch 13, flat-footed 17 (+3 armor, +1 shield, +1 Dex, +1 Natural, +2 *shield of faith*)
hp 32 (4d8+12)

Fort +7, **Ref** +2, **Will** +5

OFFENSE

Speed 20 ft., Burrow 20 ft.

Melee Mithral dagger +6 (1d4+5/19-20)

Ranged Acid flask +3 (1d6 plus splash)

Special Attacks channel negative energy
 4/day (DC 12, 1d6)

Domain Spell-Like Abilities (CL 1st,
 concentration +3)

5/day – *Vision of Madness* (madness domain)

5/day – *Malign Eye* (curse domain)

Cleric Spells Prepared (CL 1st, concentration +3)

1st – *entropic shield*, *lesser confusion* (domain), *shield of faith* (DC 13)

0 (at will) – *bleed*, *guidance*, *resistance*, *virtue* (DC 12)

TACTICS

Grotshanks will cast *shield of faith* if he hears the goblins fighting or detects the PCs (already figured into his stats). If there is time, he will cast *entropic shield* before closing with the group.

He prefers to kill with his dagger using his troll styptic at first opportunity, gaining Fast Heal 2 for 2d4 rounds (he is not subject to the sickening drawback).

Grotshanks, although evil and insane, is cowardly and attempts to avoid multiple foes. He will throw acid or use blast runes, slashing with his dagger at those who close with him; if the PCs can inflict 20 hp damage or more, Grotshanks flees into the mine tunnels, cursing them and vowing his revenge. If below 20hp he will channel negative energy, continuing to do so if flanked or prevented from escaping.

GM Note: If you plan on using him as a recurring villain, you can have the tunnel collapse, blocking any pursuit until it can be cleared.

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 15, **Cha** 12

Base Atk +3; **CMB** +6; **CMD** 17

Feats Cleave, Power Attack, Toughness

Skills Appraise +4 (+6 for Gems), Diplomacy +5, Heal +6, Knowledge (religion) +5, Perception +5, Linguistics +4

SQ Greed

Languages Common, Gnoll, Sylvan

Treasure Studded leather mwk, light steel shield mwk, mithral dagger, silver unholy symbol of Unspoken(25gp), 2 wooden unholy symbol of the Unspoken, 5 acid flasks, 2 *cure light wounds* potions, 2 troll styptic, 13gp and 4 garnets (10gp each).



This big meanie is busy doing bad things. He won't hear our heroes unless they're going out of their way to be loud.



It's time for the big showdown! This pile of dirty fur is very tough and can hurt little ponies and their friends. If one of them is defeated, don't let them sit out the game!

Give them three tokens. This is the spirit of their friendship. They can use a token at any time to give a friend +4 to a roll, even after the results are announced, possibly changing the result! Now that's the power of friendship! You are welcome to use this at any point of the adventure.

T14. Grotshank's Boudoir

The stench of this room makes it quite obvious that it is the lair of the gem gnoll; filthy bedding, soaked with greasy sweat and worse is piled up in a corner, across from a pile of papers that look as if torn out of several books. Almost all of the pages are smudged and dirty – a decent search (DC 20) will reveal notes from Urahd indicating the presence of an overlooked lode of silver and gems in the lower tunnels of the mine. Hidden in the filthy bedding are numerous uncut gemstones worth 296gp. The tunnel heading east is concealed with a simple secret door(DC 15 to notice) that is unlocked. From the inside, the doors are easy to see and open.

T15. Entrance to the Lower Tunnels

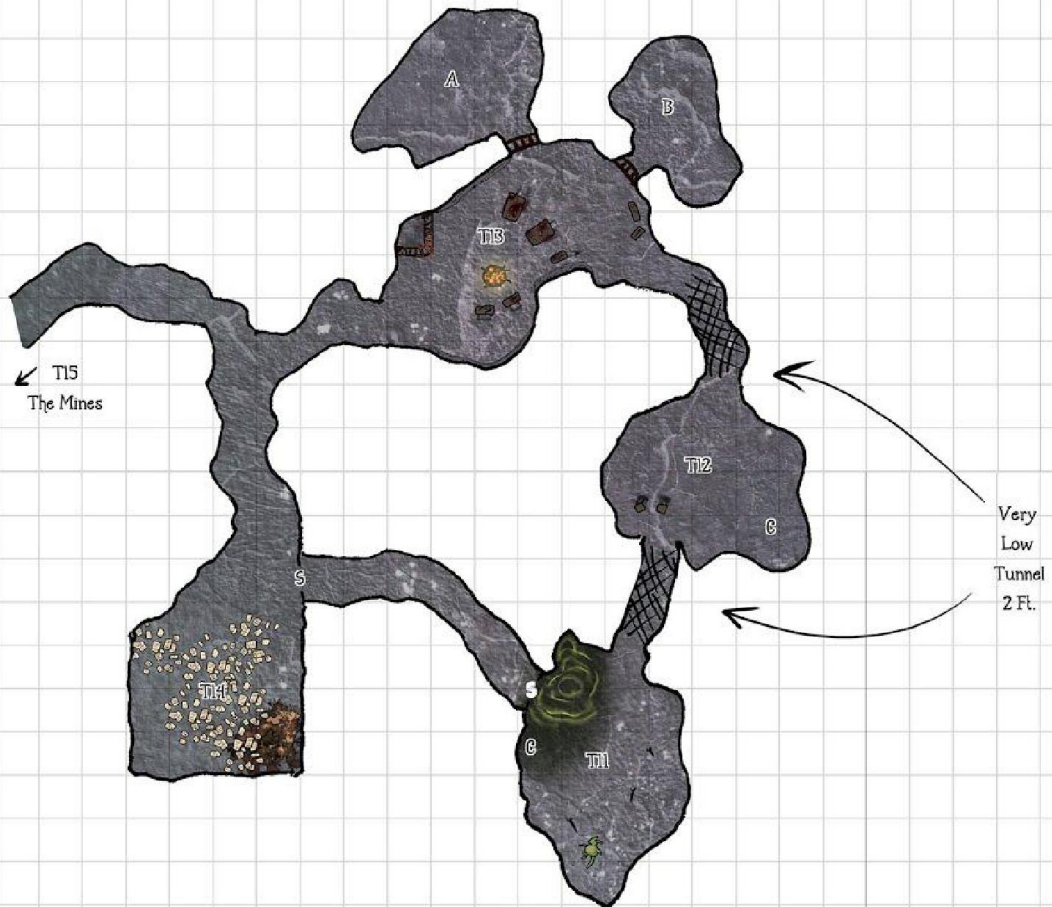
This area is not detailed; the GM may extend the adventure into the tunnels, leading the PCs to a gem gnoll cult dedicated to the Unspoken One. What dangers lurk in the dark? What poor souls labor in the dank recesses of the mines, and what are the cultists up to?



l1
Tower of Urahd
(Lower)



l2
Tower of Urahd
(Upper)



Tunnels

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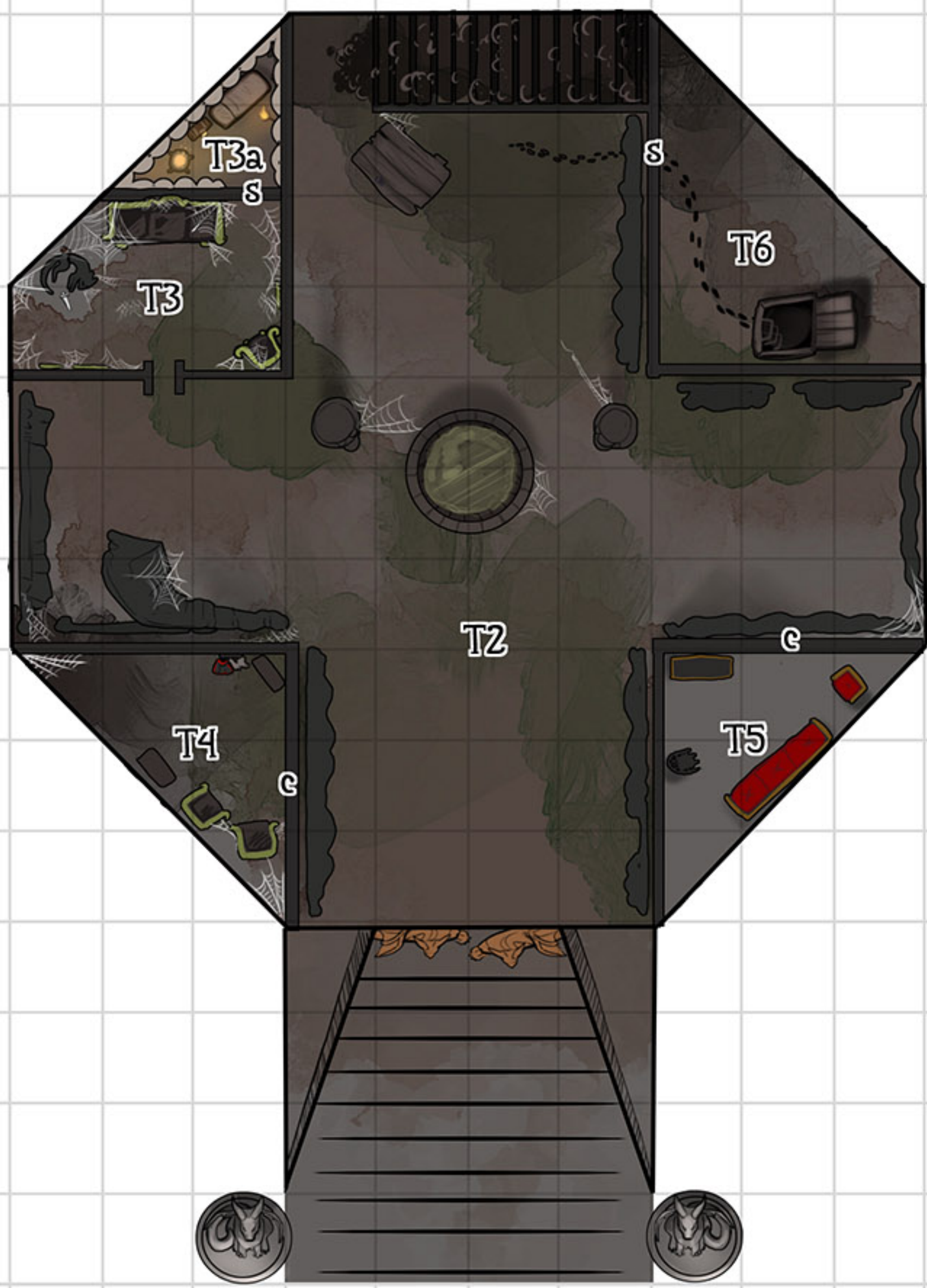
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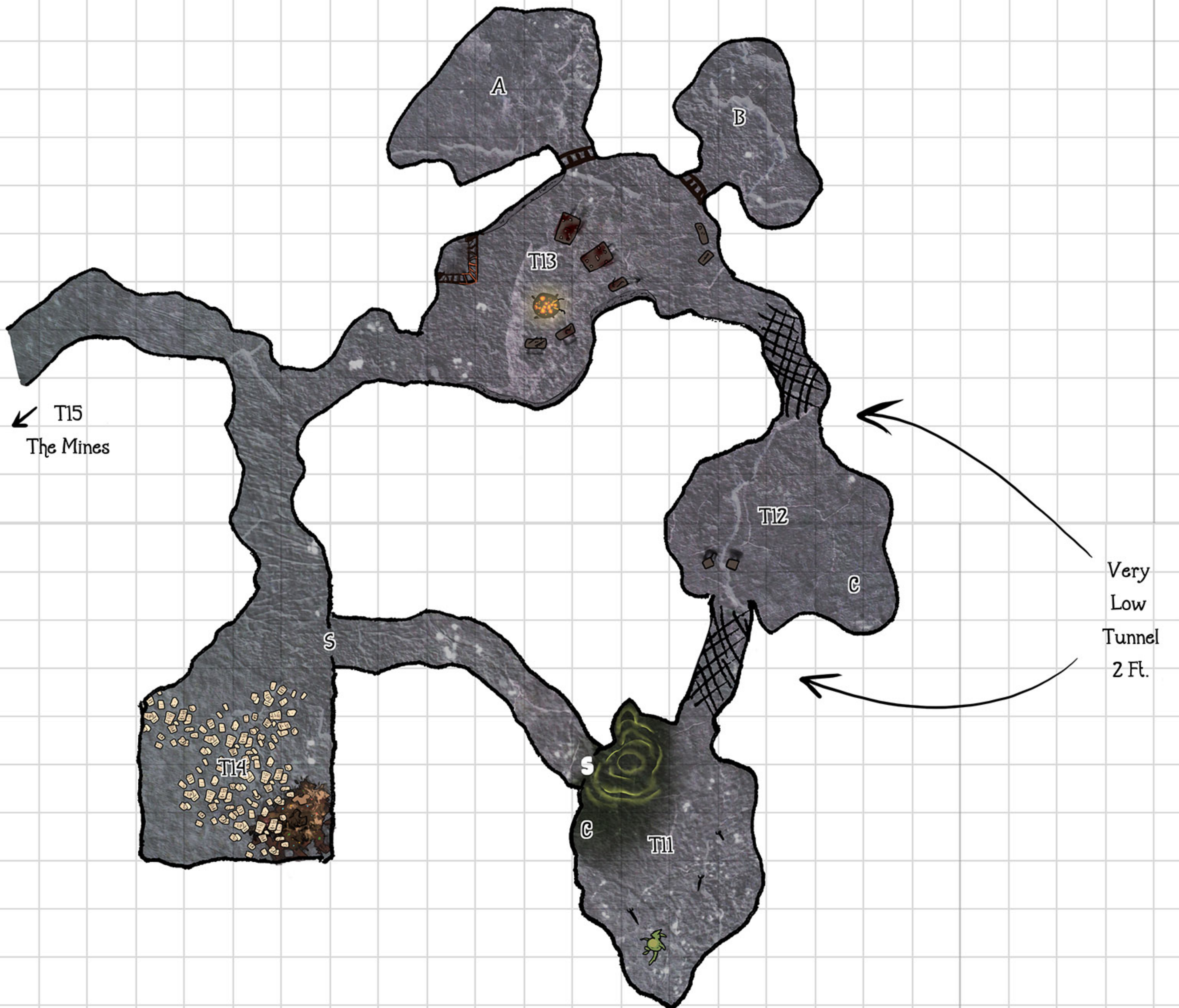
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l1
Tower of Urahd
(Lower)



l2
Tower of Urahd
(Upper)



Tunnels