

GUIMOND'S TOWER AND THE LAIR OF THE DRUID-LICH



Bismarck Tower Ruin, Kętrzyn County, Poland, Atlas Obscura CC by 4.0

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Guimond's Tower was once a small forest observatory built by its eponymous mage. Guimond abandoned the tower upon receiving patronage to continue his studies in more urbanized areas. The tower fell into disrepair until the druid Aiden Maifael discovered it, as well as a catacomb/cavern beneath that Guimond had excavated for his own long-term plans. Maifael found he had little need for the tower, but adopted the catacombs beneath for his own lair.

Maifael had become increasingly fanatical and twisted in the defense of "his" forest, finally seeking forbidden druidic meditations to protect the land from outsiders. His extreme measures and researches into unclean knowledge lead to excommunication and banishment from his circle. Maifael eventually found his "solution" to protecting his forest home, and made the necessary, unhallowed sacrifices to guarantee his tenancy even unto death. Undergoing his final transformation, he rose as a druid-lich, where he could continue to protect and manipulate his forest...

Animals within one hex of the druid-lich's lair have been twisted and mutated by Maifael's manipulations and desecration of his vows. Any wandering animal encountered will tend to be more aggressive than usual, even normally-retiring animals such as herbivores.

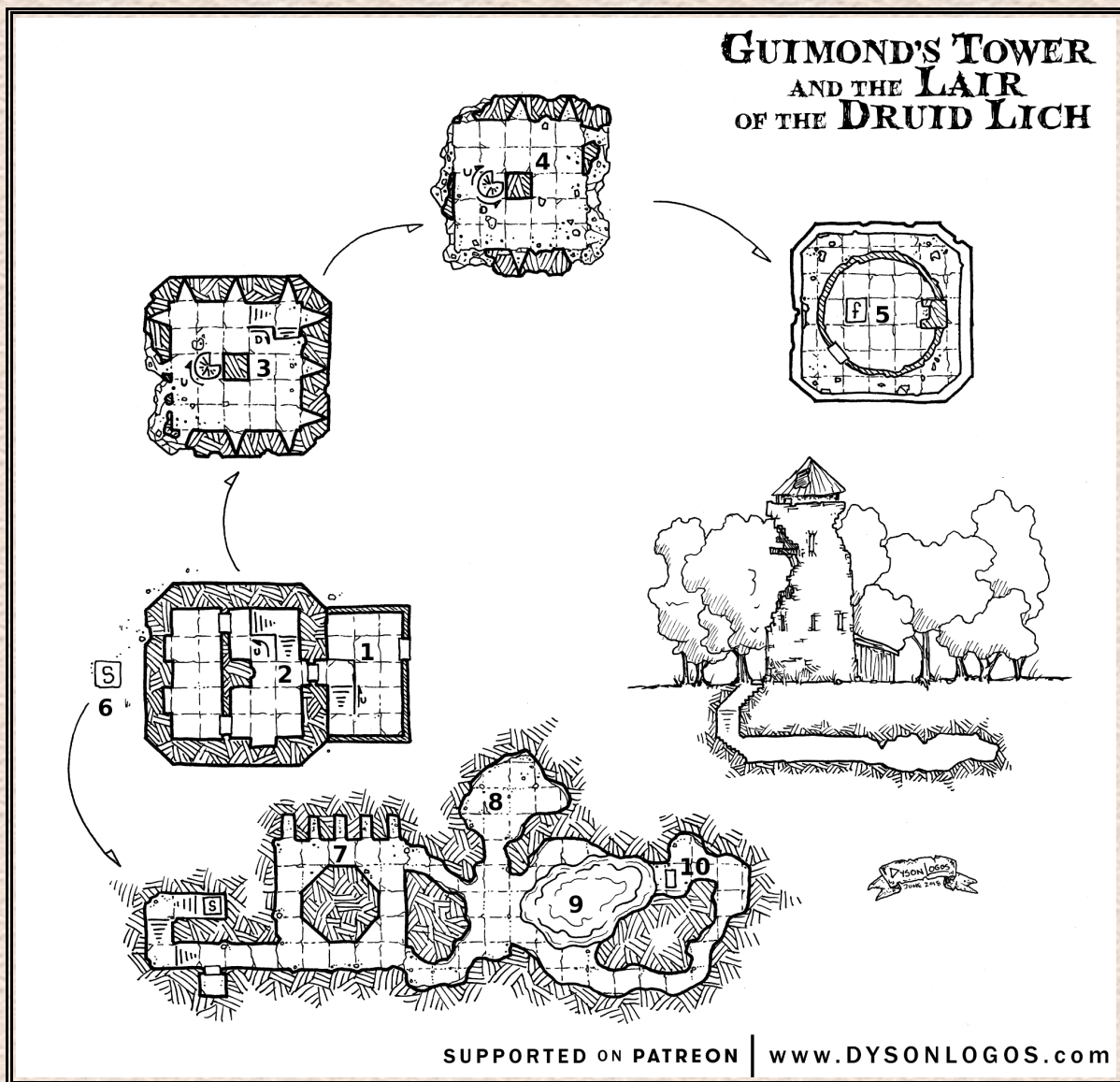
There is also a likelihood that they have been "changed" (d20):

1. Spines (additional 1d4 damage per melee hit)
2. Blinded (-4 to-hit)
3. Twisted limb(s) (½ movement)
4. Scales (if furred) +1/improved AC: Fur (if scaled) -1/decreased AC
5. Venomous bite or claws (save, +2 or 1d6 additional damage)
6. Undead at same HD as living creature
7. Speaks in Tongues
8. Displacement (-2 to hit)
9. Plant-mutant with entangling vine-tentacles on a successful hit
10. Outsized teeth or claws (increase damage die by one – i.e. 1d6 → 1d8)
11. Overgrown (+1 HD)
- 12-20. None

Likewise, trees and vegetation in the area are changed, with more gnarly or twisted trunks and stems. Vines and thorns seem to grasp at the adventurers, slowing their progress. Trails are obscured as trees appear to move, increasing the chance to become lost.

Maifael did not have much use for the tower, and allowed it to be occupied by its own tenants... Lightning strikes and poor construction caused a partial collapse of the upper floor walls.

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1. The entrance door to the tower is secured with a rusty, but good quality lock.

2. The first floor interior is mostly empty, but for a few moldering pieces of furniture and housewares left when Guimond abandoned the tower for more civilized lands. Interior doors are stuck, but unlocked. The exception is the southern door to Guimond's first-floor larder, which is still protected by a set of *explosive runes*.

3-4. The second and third floors are occupied by a pair of **Aranea** sisters. They know of the druid's lair, and its secret entrance, but will give conflicting info if asked about it. If met with violence, they will cast spells and flee from the tower through its collapsed

walls. The trussed-up remains of a doomed mage are covered in dust in one corner (201 gp, ruby necklace (1000 gp), wand of *Hold Person* (1d10 charges), scrolls of *Dispel Magic*, *Fireball*, *Invisibility*, *Spider Climb*, potion of *Neutralize Poison*.)

5. A pair of undead **murder crows** roost the tower roof, raiding the surrounding land for carrion and preying on anything weak or injured. The roof of the tower is scattered with bones and offal. But even undead crows are still crows, and there is a collection of gems and shiny bits scattered through the detritus: Alexandrite (800 gp), Golden Yellow Topaz (600, 500, 400 gp), Pink Pearl (110 gp), Brown-green Garnet (90 gp), Rose Quartz (50 gp),

Onyx (30 gp), Malachite (11, 10 gp), Azurite (9 gp); Magic Items: *Amulet of Health* (+2 to wearer's CON score while worn), potion of *Cure Serious Wounds*, potion of *Speak with Animals*.

6. The cavern entrance is obscured by grasses nurtured by the druid. Flagstone passageways line the catacombs, which degrade farther into the tunnels, until the walls and floors become native limestone. A storage room along the south side of the hallway holds mundane tools, although a brass astrolabe and spirit level (50 gp) hang from one wall.

7. The catacombs contain five alcoves, each holding an undead forest creature. The animals attack as their living counterparts. They have standard undead resistances, and each animal has a 60% chance to *paralyze* a foe (save or 1d4 turns) or a 40% chance to *level drain*.

- 1 **giant boar** (HD 5; AC 7[12]; Atk gore (4d4); Move 15; Save 12; AL N; CL/XP 6/400; Special: Continues to attack for 1 round after reaching 0 hit points.)
- 2 **dire wolves** (HD 5; AC 5[14]; Atk 1 bite (1d6+1); Move 18; Save 12AL N; CL/XP 6/400; Special: if attacking single target as a pair, +2 to-hit)
- 1 **giant wolverine** (HD 6; AC 5[14]; Atk 2 claws (1d4), 1 bite (1d6); Move 12; Save 11; CL/XP 7/600; Special: Musk (smell remains for days, spoils food), +4 to hit due to ferocity.)
- 1 **cougar** (HD 3; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d6); Move 16; Save 14; AL N; CL/XP 4/120; Special: Additional rear claw attacks when hitting with both front claws.

If one or more of the animals are turned, there is a 70% chance that the turned animals will retreat to the lich's cavern (8). Any animal retreating here will subsequently require turning as an undead of +1HD due to their proximity to the Druid-lich.

8. **Aiden Maifael, the Druid-Lich**, has permanently transformed through his native powers into an undead grizzly, a mass of bones and rotted hide

with glowing eyes. A heavy agate necklace hangs around his neck (*Call Lightning, Protection from Lightning*).

Aiden Maifael, Druid-Lich: HD 12; AC 0 [19]; Atk 2 claws (1d6) or 1 bite (1d10) + automatic paralysis; Move 6; Save 3; AL C; CL/XP 15/2900; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

Typical higher level spells the Druid-Lich will have access to may include:

4th – *Cure/Cause Serious Wounds*

Dispel Magic

Insect Plague

Plant Doorway

5th – *Control Wind*

Sticks to Snakes

Wall of Fire

6th – *Animal Summoning III*

Feeblemind

7th – *Conjuration of Earth Elementals*

The druid-lich, if things are not going well, will attempt to circle around in the cavern and escape outside, where he can use his necklace of *Call Lightning* to good effect, as well as escaping through the forest by subterfuge and spells.



9. The druid's phylactery, containing his soul, is a [phantom orchid](#) held in stasis within a crystal jar at the bottom of the cavern pond. The container and pale blooms make the flower extremely difficult to spot in the water. Any PC diving into the pond without assistance of a *water breathing* spell or similar aid must save (-2 penalty) or undergo a [nitrogen narcosis](#)-like effect from the orchid's influence, causing confusion, hysteria, forgetfulness, unconsciousness, and eventually

drowning death.

10. A stone coffer is hidden in the back of the cavern. Carved with druidic runes, the coffer holds a false phylactery in the form of a carved wooden bear. Any character who destroys it much save or be *cursed*, taking the form of a twisted, agonized tree within 1d3 days unless a *remove curse* is available. Even if the curse is lifted, the character(s) complexion will become wood-like, and they will permanently lose 1 point of dexterity.

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