

LARA'S TOWER

BY KEVIN NUNN



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by Kevin Nunn
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Quest For Lara's Tower

By Kevin Nunn

You are standing at the edge of a forest in a semi-circle. Standing before you is a woman. She is forty-five years old, 5'4" and 120 pounds. She has dark hair and a pleasant face. She speaks with a strong voice: "I am Lara, a priestess of the Goddess Aphrodite." She then begins to relate the tale of her younger days. She was once a dark priestess who led an evil life full of many unspeakable deeds. She was once the consort of the Evil Magician Sardar. Together they had roamed the world on a spree of destruction. But one day a strange thing happened to Lara during one of her ventures. She came upon a very powerful artifact that caused her to see the error of her ways. Now she is a priestess of the Good Goddess Aphrodite. Her goal in life is to atone for all of her evil deeds. You are here to help her right one of these wrongs. Lara was once the owner of a magic tower named "Bergheim." From this tower Lara and her band of Orcs would raid the neighboring areas causing death and destruction. This raiding has never stopped even though Lara left and changed her ways.

Your mission is to go to the tower, eliminate the evil beings there and return the magic key of the tower so Lara can again take possession of her tower and use it to help the forces of Good. Your reward shall be 100,000 Gold Pieces to divide among the party as you see fit. You may also have any treasure that you find in the tower. Lara has been very specific on the strength of the party. It may not total over 30 levels. The party composition within this restriction is up to you. Six 5th levels, five 6th levels, whatever. (Double class characters count as one level more than their highest level.) If anyone should die Lara will perform a raise dead (she has two a day) on them if you can return the body. You have four days to perform your mission and return the key to Lara. It will take a day to get to the tower and a day to return. So you have a maximum of 48 hours to clear out the tower and find the key. She has given you directions to the tower and warns you not to scoff at the idea of ridding a tower of a few Orcs. She says these are not ordinary Orcs but only the strongest that could be recruited from many Orc Tribes. She bids you farewell and will meet you here at this spot in four days. As you depart she says: "May the Goddess smile upon your quest."

For the Judge Only

Lara will only hand over the reward money after the key is delivered and she has toured the tower to make sure that the tower has been cleared of monsters. (But not the pudding vats which are part of the defenses.) The restrictions on party strength are firm. Do not bend them! There would be little challenge for a stronger party. A smaller party might be successful and gain much reward. Lara wasn't kidding when she said that these were not Normal Orcs. All of the regular guards have maximum (8) hit points. The sergeants and captains are even more powerful. (See the Monster Manual). The Ogres have been hired as mercenaries. The cast of monsters is as follows:

Bergheim Monsters

ORC GUARDS- 8 Hit Points, AC: 6 (Ring & Shield) with Longswords, 25% of any group will be Bowmen with Shortbows & Short Sword, AC: 7. Each guard will be carrying 1-12 Silver Pieces.

ORC SERGEANTS-11 Hit Points, (2 hit die equivalent) AC: 4 (Splint) with two-handed Swords & six darts 1-3 damage, rate of fire is 3 per round. Each sergeant will carrying 1-5 Gold.

ORC CAPTAINS-16 Hit Points (3 hit die equivalent), AC: 4 (Splint) with a two-handed Sword (on back) and 2 pistol Cross-bows 1-4 damage, 12 quarrels carried. Each captain carries 1-20 Gold.

ORC SHAMAN- 30 Hit Points (5 hit die) AC: 4 (Splint) with a Morningstar 2-8 damage. 1st level spells are: *Cause Light Wounds, Darkness, and Cause Fear*. 2nd level spells are: *Chant (2) and Resist Fire*. His 3rd level spell is *Cause Blindness*. He carries a purse with 50 Gold and 2 Gems, 100 Gold and 150 Gold. He also has a potion of Healing.

ORC WITGHDOCTOR- 17 Hit Points (4 hit die) AC: 10 with a Staff. His 1st level spells are: *Shield, Push, and Dancing Lights*. His 2nd level spells are: *Invisibility and Scare*. He carries a pouch with 37 Gold and one 175 Gold piece Gem. He also has a scroll with two Magic Missiles from a 9th level Magician. (4D4 + 4 damage).

OGRE GUARDS- 25 Hit Points, AC: 5 1-10 damage. Each guard will be carrying 1-5 Gold.

OGRE SERGEANTS- 32 Hit Points, AC: 4 2-12 damage, equivalent to a 7 hit die Monster. Each Sergeant will be carrying 1-6 +4 Gold plus a Gem worth 50 Gold.

OGRE CAPTAIN- 36 Hit Points, AC: 4 2D6+2 damage, equivalent to a 7 hit die Monster. The Captain carries a pouch with 100 Gold and 3 Gems (75, 100, and 50 Gold.)

THE "BOSS" A HOBGOBLIN SHAMAN- 45 Hit Points (7 hit die equivalent) AC: 3 (Plate) 2-12 damage with a large 2 handed Mace. His 1st level spells are: *Cause Light Wounds, Darkness, and Cause Fear*. His 2nd level spells are: *Chant x2, and Resist Fire*. His 3rd level spells are: *Cause Blindness and Cause Disease*. His 4th level spell is *Poison*. He carries a pouch with 50 Gold and 5 Gems (50, 65, 100, 150, and 500 Gold). He also has two scrolls (Cause serious Wounds and Cure Poison).

2X HOBGOBLIN BODYGUARDS- 22 Hit Points (4 hit die equivalent) AC: 3 (Plate) 1-10+1 damage with two-handed Swords. Each also has a Crossbow (heavy with 15 quarrels). Each bodyguard carries 3D10 in Gold.

The Raiding Party

When the party arrives the door will be open and the drawbridge will be out because the tower is expecting the return of the raiding party sent out one day ago. Roll for the raiding party composition at the beginning of the adventure. The raiding party will return on a one on a 12 sided die. Roll about once every 10 minutes real time. When the raiding party returns they will find that the tower has been attacked and seek out the questing party. (If they return during the adventure.)

Raiding Party Composition

Die roll: 1= 1 squad of Orcs on Hippogriffs. (10 Guards and one Sergeant, four of which are Shortbowmen, on 11 Hippogriffs).
2-5= 1 squad of Orcs on foot. (As above minus the Hippogriffs).
6= 1 squad of Ogres on foot. (10 Guards and one Sergeant.)

Wandering Monsters

Wandering Monsters appear on a one on a 1D8, roll every ten minutes real time as with the raiding party roll or alternate one then the other. Check off the one time Monsters as they are used and re-roll when necessary.

- 1) One Lone Orc Guard with a Sword.
- 2) One Lone Ogre Guard.
- x3) Orc Shaman with Two Orc Guards.

- x4) Orc Witchdoctor with Two Orc Guards.
- x5) Orc squad of 10 Guards and one Sergeant.
- x6) Ogre squad of 10 Guards and one Sergeant.
- x7) Orc Captain, Sergeant, and two Guards.
- x8) Ogre Captain, Sergeant and two Guards.
- 9) Orc detachment of 4 Orcs, one is a Bowman.
- 10) Ogre detachment of 4 Ogres.

x= A one time Monster.

Monsters 7 and 8 will not be in their rooms if they have been used as Wandering Monsters.

The Tower

The entrance to the tower is a massive oak door at the end of the drawbridge. This door moves up and down like a portcullis. The drawbridge is operated by a mechanism in the basement. The door is operated by a lever on the wall. Also on the wall is an alarm bell and a chain attached to a bell in the basement to get the Orc in the basement to operate the drawbridge. These three items are all just inside the doorway where two Orc Guards are waiting for the return of the raiding party. The party needs to dispose of the guards before they can sound the alarm. The party will not know about the raiding party unless they question an Orc. If the Orcs sound the alarm a squad of 10 Orcs and one sergeant will appear in 1-10 melee rounds. After the guards have been disposed of the party can follow the stairs to the right up 15 feet to a landing. Stairs go up to the left 15 feet to the first floor landing. There is a door to the north and stairs up to the left.

Level I

Stairs from the landing go down 5 feet to a large single room divided up by 8 large pillars. Near the pillars are 8 large, covered clay pots filled with black pudding. The 7 spout-like openings in the walls are for pouring pudding out on attackers. (the party is not meant to mess with the puddings, they are part of the defenses. But if they do bother them each can be considered to have three black puddings in it who will come out if the pot is opened.) There is a passageway in the far north wall with stairs leading down to the basement.

Basement

The entrance in the far north wall has stairs to the left leading down 15 feet to a landing with stairs to the right going down another 15 feet to a corridor. The corridor goes south to the entrance to the basement. There is a well in the center of the room. There are 8 pillars in front of 8 doors to the east and west. Each door is to a small room for storing supplies. See code numbers on map to determine the contents of the barrels in each room. Near the well in the center of the room is a huge wheel and pulley set-up which operates the drawbridge. One Orc is here to operate the wheel when he receives a message to do so from a bell connected to the guard station on the first level.

Level II

This landing is approximately 15 feet by 10 feet. There are stairs to the East that go up to the 3rd level. There are stairs to the West that go down to the first level. There is a door to the North that opens up to a large 30 foot by 50 foot semi-circular room. This room is a barracks with ten beds in two rows to either side of a North South center aisle. There is a footlocker at the foot of each bed. They are all locked. They contain

the personal effects of each guard plus 1-3 Gold pieces and 1-10 Silver pieces. There is a door in the center of the North wall. There are 4 Orc Guards in the room playing cards. All are armed and one is a Bowman. If they are attacked they will raise the alarm and their comrades in the next room will organize and come to their aid in 1-4 melee rounds.

The second room is basically the same as the first room. There are 7 Orcs in this room. There is a Sergeant and six Guards (two are Bowmen) in this room who will rush to the aid of their comrades in the first room when they hear the sounds of battle. They are having a meeting at this time to discuss next weeks raid.

Level III

This level is also a barracks laid out like the 2nd level. The level is also divided into two large rooms with ten beds in each room and ten footlockers for the possessions of each of the guards. The first room has six Orc Guards in it who are playing a dice game. They are armed and two of them are Bowmen. They will still rush to aid their comrades in 1-4 melee rounds.

In the landing for this level there is a door to the South. This door leads out onto a circular battlement that goes around the tower at this level. There are two Orc Guards patrolling around the battlement in opposite directions. If one is attacked he will call for help from the other guard.

Level IV

All of level IV is one large circular room. It is a combination banquet room and ball room. There is a very large banquet table in the center of the room running in a North-South direction. There is a lone Orc Guard sitting in the Eastern side chair closest to the landing. He is just goofing off and has no special purpose on this level. In the Northern part of the room there is a large throne up against the wall. The throne is made of stone. It has stairs leading up to it and it has a blue curtain behind it. The curtain is concealing the secret door that allows access to the 5th level.



Level V

This entire level is Lara's old bedroom. It is now being used by the hobgoblin "Boss" who is in charge of the tower now. The furniture consists of a very large bed, an ornate dresser, a large wooden closet and a large conference table with six chairs. There are two hobgoblin guards at the door in the landing of the stairwell. There is a conference going on in the bedroom. Seated at the table are the "Boss", an Orc Captain, an Ogre Captain, and one very large Troll. There is also one Orc Guard standing near the table. The Troll has 43 hit points. He is an ambassador from a nearby tribe of Trolls who are trying to negotiate a treaty with the tower. The hobgoblin guards will raise the alarm if not stopped quickly and silently. There is a chest in the closet which contains the personal treasure of the hobgoblin "Boss". It has 3,250 Gold, three 500 Gold piece Gems and a jeweled necklace worth 1,500 Gold pieces.

Level VI

All of the rooms on this level are layed out the same. They each have a bed, a dresser, a desk and a chair. These rooms are for guests and the important beings in the tower. The first room on both the east and west sides of the corridor are empty at this time. The second room on the east side is the Shaman's. He is there unless he has been used as a wandering Monster. He is sitting at his desk writing a letter. He is armed and will yell for help if the party does not eliminate him silently. If he gives the alarm all of the beings in the other rooms will come to investigate. This applies to all of the rooms on this level. So, keep this in mind as the party goes through this level. The Shaman has a small chest at the foot of the bed. It is locked but not trapped. It contains 454 Gold pieces and seven 100 Gold piece Gems.

The second room on the west is the Witch-doctors. He too will also be there if he has not been used as a Wandering Monster. He has all of his treasure in a small bag of Gems in the mattress. There are eight 100 Gold pieces Gems and a 75 Gold piece Gem.

The third room on the east belongs to the Ogre Captain. It is empty but he has 367 Gold pieces in a sack in his pillow on the bed.

The third room on the west is an Orc Captains room. It is empty but there are two 75 Gold piece Gems in the top drawer of the desk. The drawer is locked and has contact poison (sleep powder) on it.

The fourth room on the east is an Orc Captains room. He is there with an Orc Sergeant and two Guards having a meeting. They too will investigate any loud noises heard in the corridor. There is no treasure in the room except the money on the bodies of the Orcs.

The fourth room on the west is another empty guest room.

Level VII

The seventh level is the Ogre Barracks. (You knew it was coming.) It is layed out identically to the two Orc Barracks on the lower levels. The first room has five Ogres in it playing catch with a large rock. They will make a lot of noise to attract the attention of their comrades in the second room if possible. Each of the ten footlockers in each room will have 1-10 Gold pieces in it plus the clothes and other personal effects of each Ogre Guard. The second room has three Ogres in it. They are shining their shoes and talking about girls. The Ogres in the other room will have to make a lot of noise to get their attention.

Level VIII

The first room is empty except for two Ogre Guards at the door. They are guarding the armory which is full of dozens of weapons of all kinds. They are all normal weapons. There is a door in the north wall. This is the locked door to the treasury. There are two large chests, one small chest, and one small box made of ivory. The first large chest is locked but not

trapped. It contains 4500 Gold pieces of various nationalities. (loot!) The second large chest contains 3000 Copper pieces covering a sack of Gems and assorted jewelry worth 3,750 Gold pieces. The smaller chest contains 2,536 Silver pieces. The ivory box is fairly delicate but it is locked and trapped. There is contact poison on the lock. (save versus poison) There is a large skeleton key in the box. It is made of Silver and gives off a faint magic aura. (Yes, it is Lara's key) The rest of the treasury is empty except for some empty crates.

Level IX

The first half of this level is the kitchen area. The large central room is the mess hall. It is full of benches and tables where the Guards eat. The food is made in the small east room. The room to the west is the cooks room. The cook is a large Orc. AC:10, 15 Hit Points three hit die equivalent. He carries a huge meat cleaver that does 1-6 + 1 damage.

The second half of this level is the prison. There are two Orc Guards just on the other side of the door which is closed but not locked. The first cell on the east has a third level Elf Warrior in chains. He has 27 Hit Points and is not in bad shape since he was recently captured. He will gladly join the party if they will help him kill Orcs. He needs weapons and armor. He knows nothing about the tower. The third cell to the west has a beautiful girl in it. She is a peasant girl and will be of little use to the party.

Level X

The tenth level is the stable for the towers mounts. There is one Guard to open and close the entrance to the stables. This entrance is a large opening in the wall through which the raiding parties can return. There is a cover for the entrance which operates like a portcullis. The Guard opens the entrance with a chain when a horn is sounded by the returning Orcs. There are ten small corrals. There is a hippogriff in each of the corrals. They have been well trained by the Orcs. They are a possible method of escape for the party if they need one.

The Roof

There are two Guards on the roof at the east and west rock piles. On the roof there are four giant cross-bows with four large cases of bolts for the cross-bows. Ten bolts per case. There are also four piles of rocks for throwing on attackers. There are four large cauldrons for pouring boiling oil from the kitchen on attackers also. In the center of the roof is a large flag-pole with a black flag flying. There is nothing on the flag. It is just black.

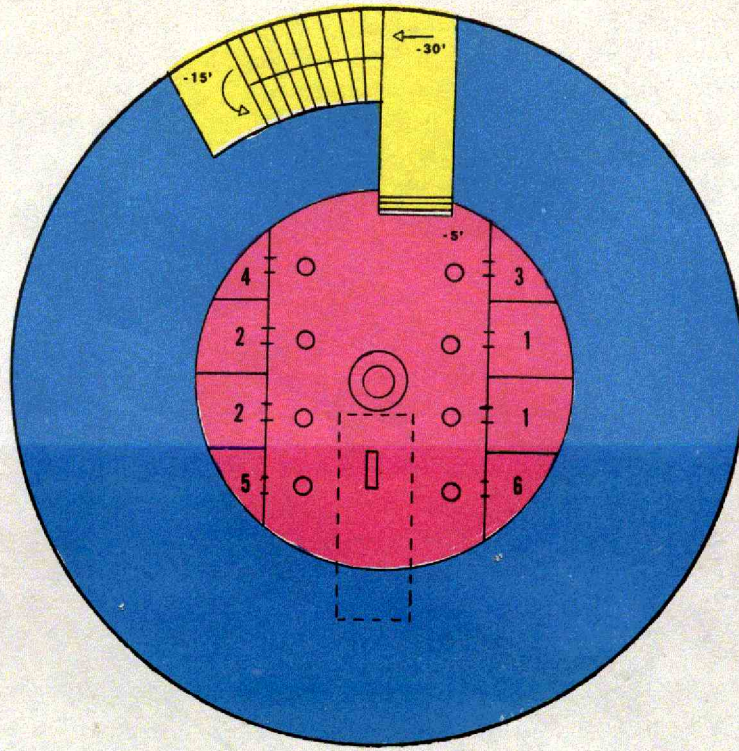
That concludes the Dungeon Lara's Tower.

Judge's Notes

This dungeon is from a real tower in the campaign that I have been in for the past four years. So, in a way it is a real dungeon. I did not make it up, it has existed for a long time. Lara and Sardar are real characters of mine who are over three years old "real time." Lara did change her alignment and does need to get back her tower. She earned the reward money in her own adventures. She is one of my favorite characters and I thought it would be nice to do a dungeon of her tower. I ran this dungeon as an "Official" dungeon at Pacific-Con 1980. It was well liked by the party who went through it. I hope that you have as much fun with it as I did.

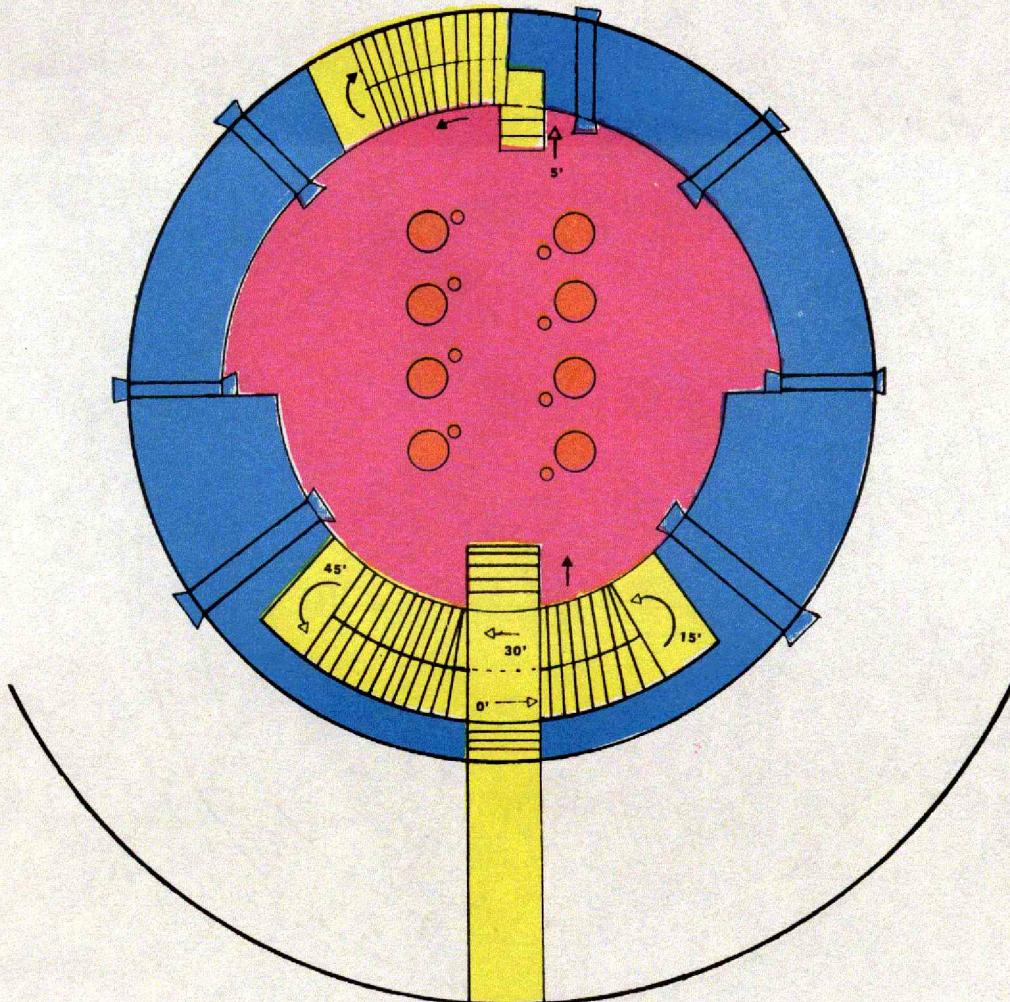
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Basement

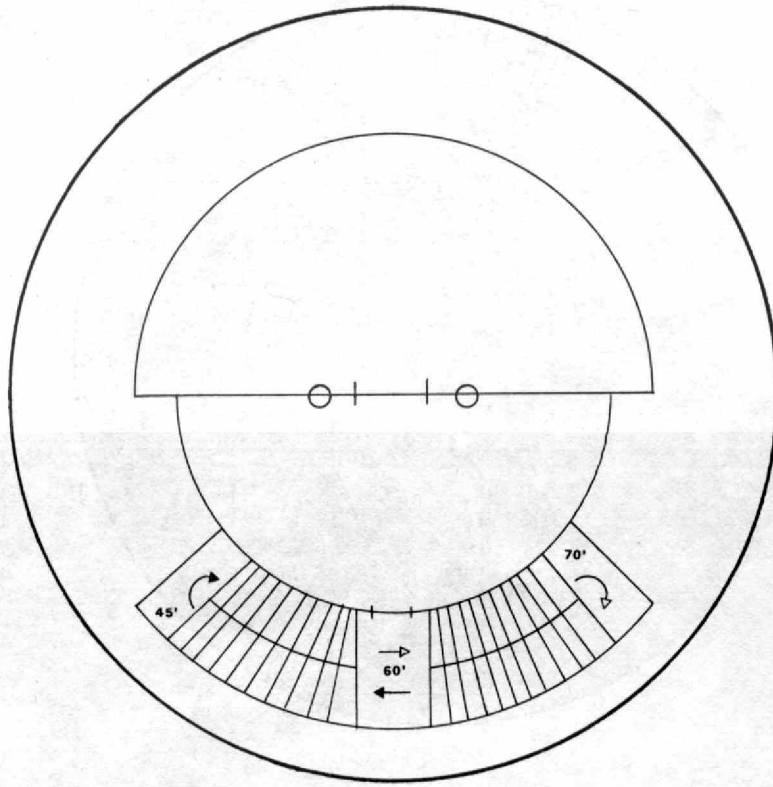


- 1 Grain
- 2 Dried Meat
- 3 Fresh Vegetables
- 4 Fresh Meat
- 5 Wine
- 6 Beer

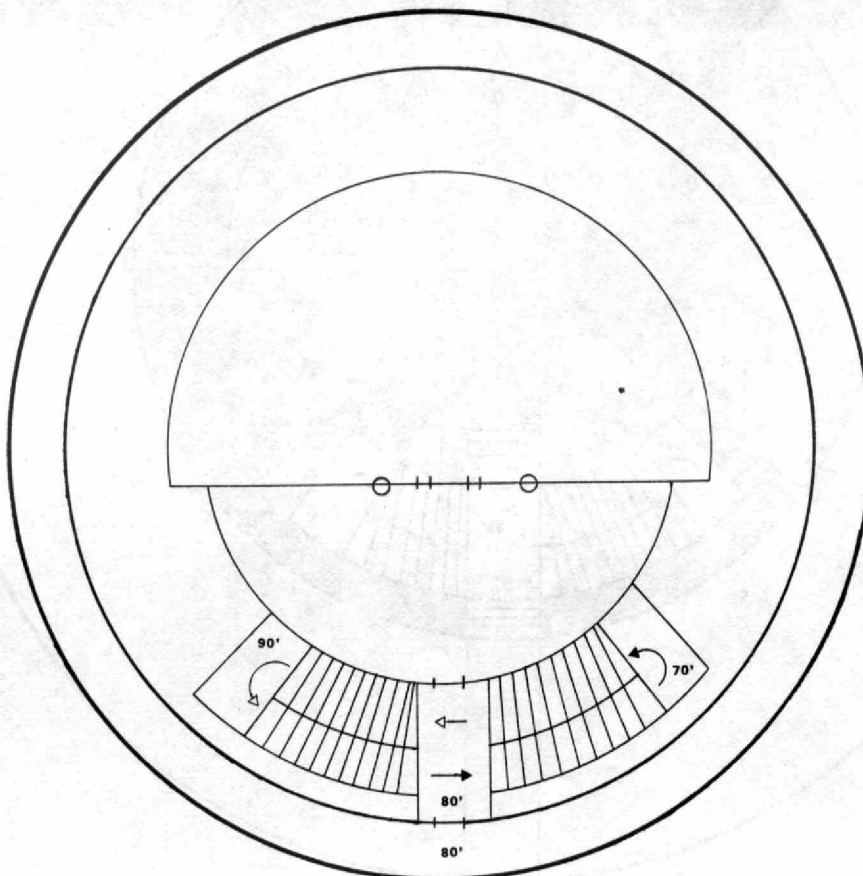
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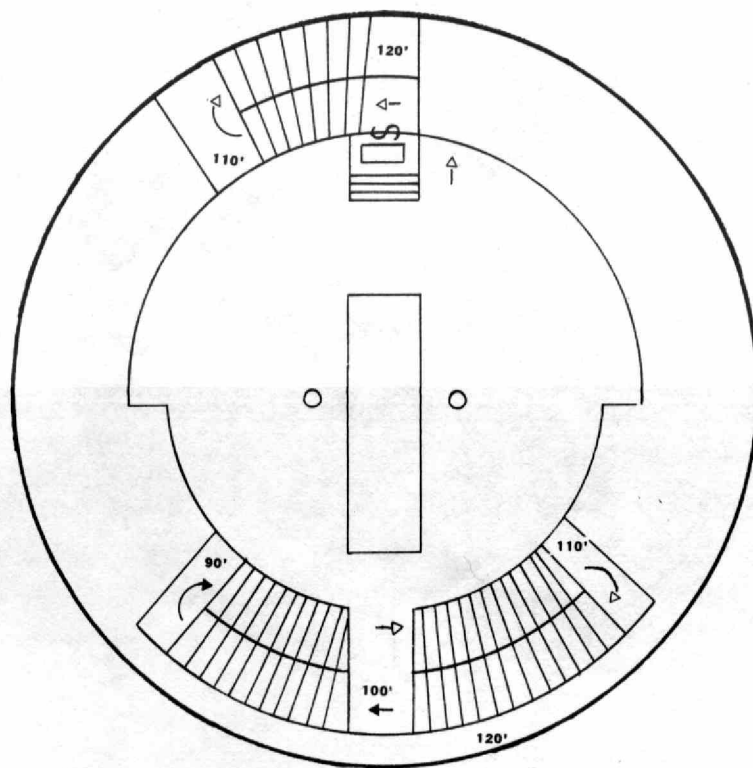
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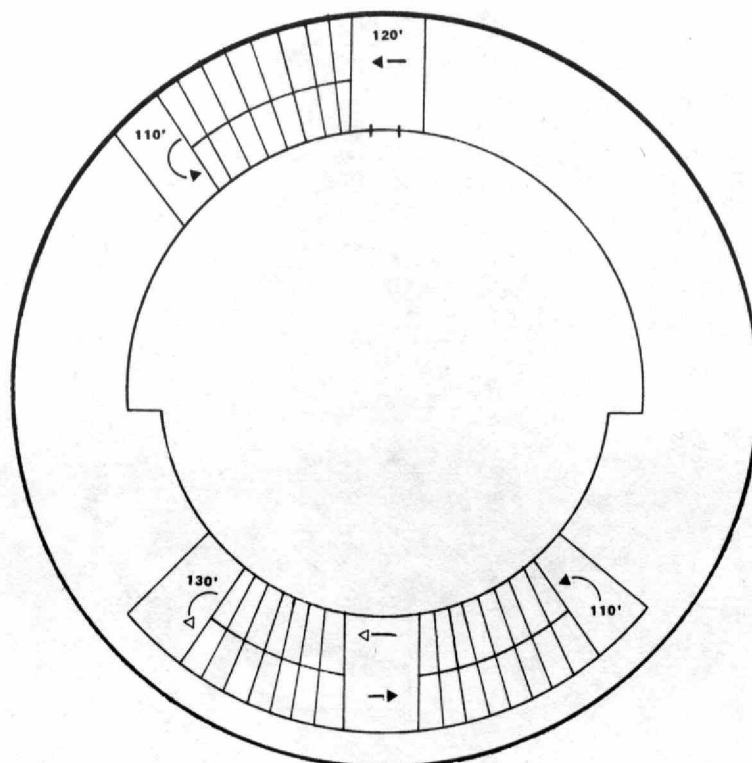
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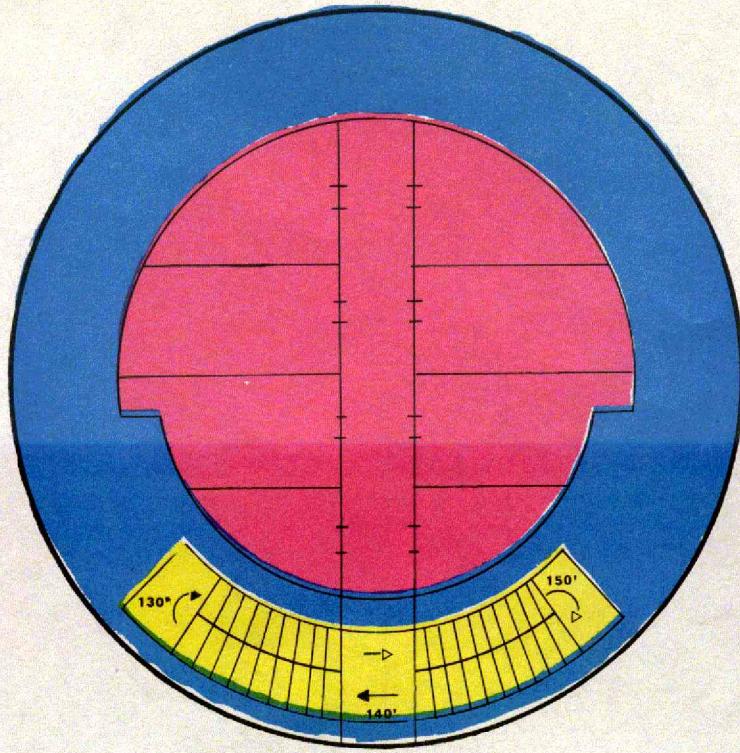
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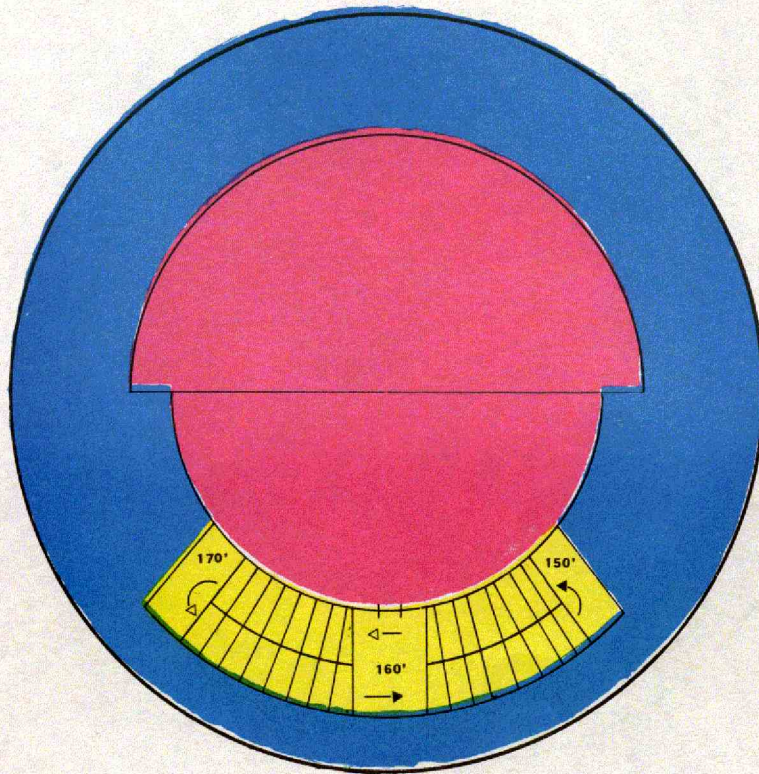
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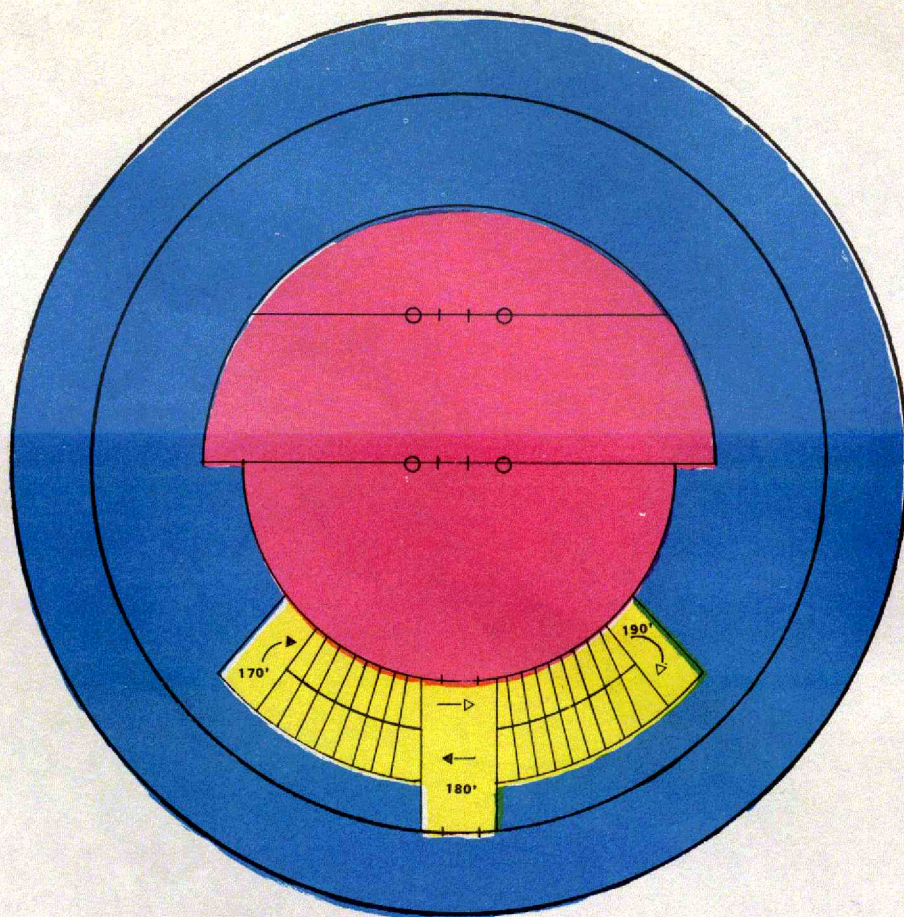
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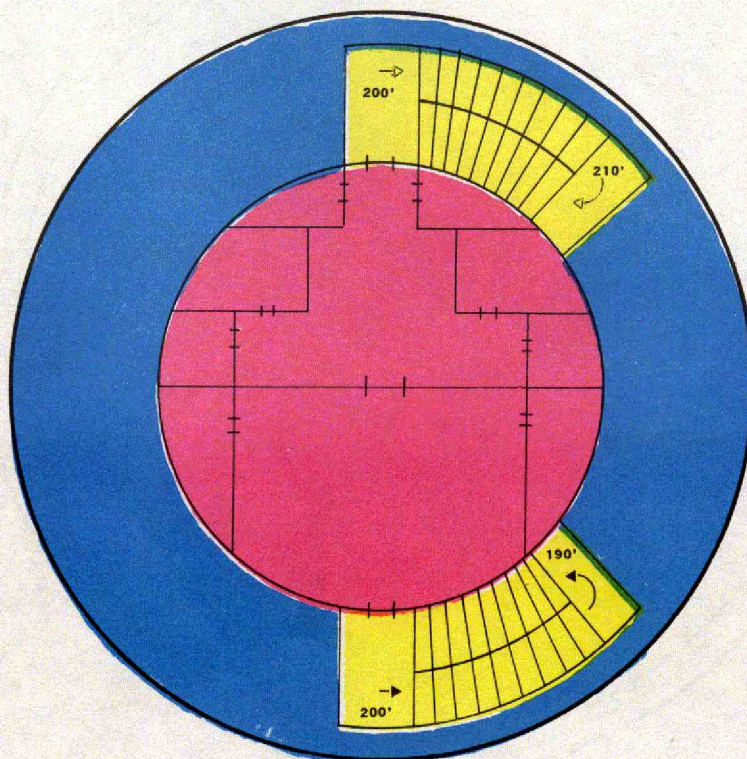
Level VII

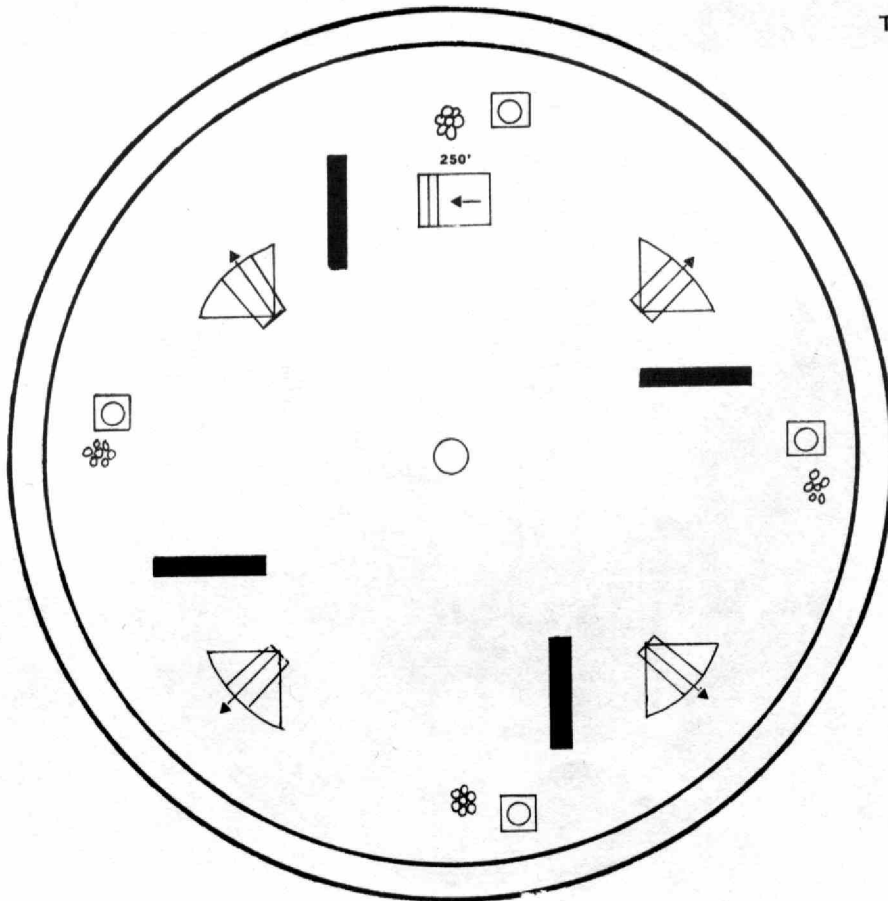
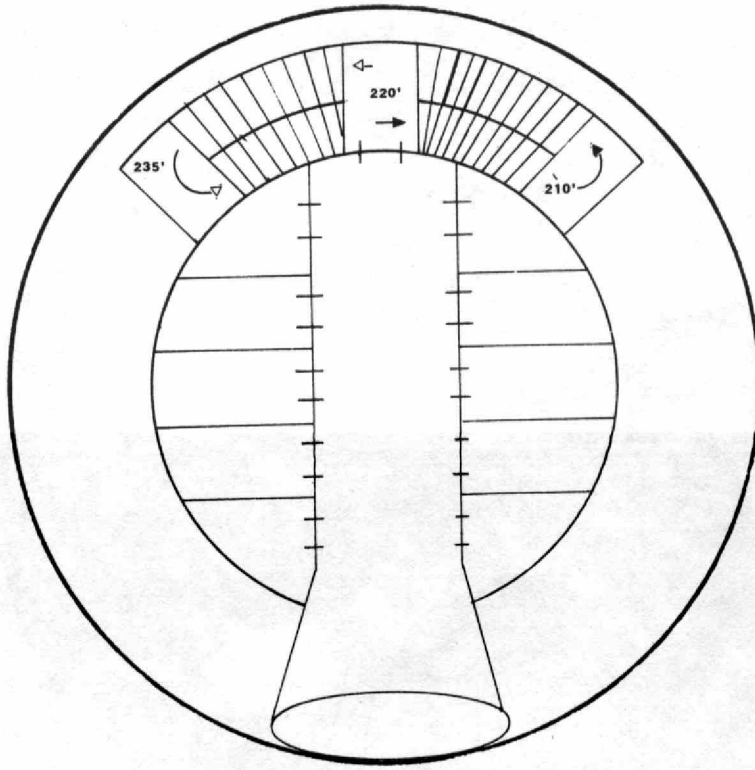


Level VIII



Level IX







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