



The Tower on the Hill

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The Tower on the Hill is a Dungeon Architect supplement. When your players decide to travel down a path you did not expect, or they finish the main adventure with time left to play, you can use one of these maps to provide a reprieve while you create something more substantial for them to explore so that the fun does not end too soon.

Please keep in mind that a Dungeon Architect supplement provides a theme and a location but only suggestions for the types of creatures and rewards that may exist. You, the game master, must change these to suit the strength of your players' characters and adapt them to whichever fantasy role-playing system you are playing.

The Tower on the Hill

Stories of a benevolent sorceress have been told by barkeepers to their patrons and by parents to their children for nearly a decade. Her magic kept evil at bay, basking the region in protection and prosperity. One fateful night, her tower erupted into blue flames. In the morning, demons infested the lands surrounding her tower. What happened to the sorceress? No one knows, but someone must find out.

In the southeastern area of a small kingdom stands a magnificent tower built from white stones. The spire stands on a low hill amidst rolling green fields. A grove of ancient oak trees grows nearly a quarter mile from the spire, and a fast-running, though narrow, stream separates the two. A road passes near the fields, connecting the kingdom with a trading partner, and travelers could wander the road, gazing upon the spire with wonder.

At one time, the tower was the residence of a young, elven sorceress named Ulandra and her mother, Miryan the Wise. Ulandra was kind, benevolent, and generous, aiding and protecting the surrounding villages with magic.

But, one stormy night, an explosion set the tower aflame in blue fire. The fire was so bright it was visible for miles in the gloom. Villagers went to the tower only to find the white stones unscathed by the flames, but winged creatures, which the villagers called demons, attacked.

The local monarch sent soldiers to dispatch the demons, but the soldiers proved no match for the winged terrors. The people soon abandoned the countryside. Some people fled. The beasts killed many others. Trade along the road ceased, and the kingdom's prosperity waned.

Rumors about the sorceress, her tower, and her demise spread across the lands. The monarch forbade anyone from entering the area. Those who did not heed the decree and dared approach the tower were never seen again.

The monarch, eager to reestablish trade along the road, put a call out to adventurers, anyone brave enough to fight and slay the monsters and bring peace back to the land. He is offering a high bounty and a parcel of land.

The winged demons are, in fact, small gargoyles from the plane of Fey that revel in their existence in this world. They were given access to the world by the grief-stricken sorceress who attempted to barter with the Fey creatures for the resurrection of her dead mother. When her negotiations failed, a rift opened, and the creatures gained access to the world.

These creatures are small enough to fit through the windows. They come out of the tower to attack anyone who approaches. They are aggressive, evil, and immune to non-magical attacks, though susceptible to magic. Any non-

magical weapon that strikes them must make a saving throw or shatter. Luckily, they do not possess much health, and, providing a magical attack is on hand, they are not too difficult to strike. However, when their health reaches 0, they only vanish and return to the world (via the rift in room 14) within 1d4+2 hours.

To completely destroy the winged demons once and for all, the characters must kill the sorceress. With her death, the rift will close forever. The sorceress is on the tower's rooftop (room 14).

The circular tower stands forty feet high with narrow windows looking outward and a single heavy, wooden door at its base. Battlements and parapets cover the tower's summit. At one time, colorful flags flew from the highest poles, but now only the tattered remnants remain.

The windows are narrow. Only small humanoids (e.g., halflings and gnomes) can enter them. The windows allow access and visibility into rooms (1, 5, 6, 8, 9, 11, and 13). The areas inside the tower are pitch black, so light is necessary to gain any view of a room's contents. Also, a person will need to be a skilled climber. The gargoyles will attack anyone attempting to scale the tower, automatically sending the victim falling from the spire.

The tracking skill will not provide any helpful information. Searching the exterior fields will uncover scraps of armor, many broken bones, a few shattered sword blades, and a couple of damaged shields.

As the characters approach the structure, the game master should read the following -

Ahead of you is the spire, standing upon a low-rising hill. Suddenly, several winged shapes emerge from the tower's windows and begin flying toward you. You can hear their hideous wailing even from this distance.

The game master should determine how many gargoyles the characters should fight and should also determine the gargoyle's stats based on the size and strength of the players' characters. Because the monsters require magic to hit them, if the players do not possess magical weapons or abilities, then fighting the gargoyles may be too difficult.

In addition to the gargoyles, many spells inside the tower are likewise deadly. It may take the characters a few attempts to infiltrate the structure and end the threat.

Outside the Tower on the Hill

You are gazing upon a 40-foot-tall tower constructed from smooth, white stone. Narrow windows surround the tower at various levels, providing a view in all directions. The summit has battlements, parapets, and several short flagpoles, but only tattered flags remain. Thickets and weeds grow densely around the structure. The only visible way into the tower is through a heavy, iron-reinforced door.

The door is magically locked, and only a person with exceptional strength or a dispel magic spell can open it. A person skilled in herbology or plant lore will recognize some plants growing around the tower as nightshade. Such plants could prove valuable to an alchemist.

Room 1

You enter the tower and find a common area. Long wooden benches line the walls, while a table with a few chairs stands in the center of the room. A brazier, made from 100 mirrored crystals, stands against the northern wall. A thin, gray carpet covers the floor.

This room served as a meeting area where people would speak with the elven sorceress. If the brazier is filled with oil and lit, it will produce bright light to fill the room. If removed, the crystals are worth several gold coins each. There is nothing else of interest here.

Room 2

The eastern room contains a wooden desk, a chair, and an assortment of cabinets that line the east wall. Some are tall, and others are short. Five lanterns hang from metal chains, and a thin, gray carpet covers the floor. Dust covers the room's contents, and the air has a dry, musty odor.

This room was an apprentice's workshop. The desk contains some blank parchments, a few bottles of dried ink, and a couple of quill pens. The five lanterns are empty but are in usable condition. The cabinets contain an assortment of scrolls and books, all of which have some lore on magic. There is enough knowledge in the books for someone to teach themselves to become a novice wizard. These books may be considered valuable.

Room 3

This chamber contains a wooden cot, a short dresser, and a small desk and chair. A single lantern hangs from the ceiling on a hook. The room is quite dusty.

This room was a bedchamber for the apprentice. The dresser contains some clothes, wizard robes, and many mundane items like a comb, a tinderbox, a small hand mirror, etc. A search of the desk reveals a journal.

Journal (common tongue) - This is the diary of an apprentice who has been studying under the tutelage of the sorceress. Most of it is mundane; however, an entry toward the end of the journal (dated a few weeks prior to the tower's fall) mentions the death of Miryan the Wise and how devastating it was to the apprentice's teacher. He fears for the sorceress as she has started to act strangely.

Room 4

At the top of the stairs is a sitting area. Two long couches stand in the center of the room with a low table between them. A bench lines the eastern wall, and a beautiful mirrored-crystal chandelier hangs from the ceiling. Three large paintings hang on the walls in mahogany frames. The room appears to have remained untouched.

This room was a lounge area for prestigious guests or visitors. The chandelier can be filled with oil and will illuminate the entire room. The mirrored crystals are worth several gold coins each. The paintings are valuable, provided the characters can find a buyer.

Painting 1 - The first painting shows a seascape with a lighthouse on a far shore. A plaque near the painting labels it The Great Emerald Sea.

Painting 2 - This painting displays a clearing in an eerie-looking ancient forest. A plaque near the painting labels it A Clearing in the Fey.

Painting 3 - The third painting is a portrait of a stern-looking, elderly, elven sorceress. This tapestry has a plaque that reads - Miryan the Wise. If the characters have seen a picture of Ulandra, they will recognize a strong family resemblance in the portrait.

Room 5

Gazing through the archway, you see a heavy stone table with several chairs. Glass beakers and vials clutter the table's surface, as do several spoons, ladles, and a measuring scale. A green filth has spilled across the table, covering most of its contents. On the wall are many hooks that hold pouches filled with unknown things.

This room is an alchemist's workshop. The green filth has ruined the equipment; however, the materials in the pouches are usable and could prove valuable. Searching the table will reveal a scroll, partially obscured by the green grime.

Scroll (obscure language) - The scroll contains information on how to contact creatures of the plane of Fey. The scroll is too ruined to be of any use.

Room 6

Behind the locked door is a hallway. To the north, a staircase spirals upward to the tower's third floor. A heavy wooden door stands to the west. Torch sconces hang on the wall, but they are empty. The room is dark and has a foul smell.

A magical spell locks this door. The only way through the door is to break it down or dispel the magic.

This corridor has nothing of interest or value. The foul smells come from the staircase and the room above (room 8).

Room 7

The door is locked. You open the locked door to find a storage area. Within the chamber are three wooden cabinets and an iron bin.

The door to this room is locked. The key is gone. Someone who can pick locks can open it on a successful attempt.

This room was a storage area for materials used by the sorceress to create magical things. The items themselves are ordinary and hold no nominal value (e.g., a few rolls of leather, a couple of iron helmets, a couple of containers of clay, a few bars of iron, etc.).

Room 8

At the top of the staircase is an office. A fancy mahogany desk stands near the south wall, and a high-backed chair stands nearby. In the eastern area, there is a wooden table with four chairs. Several scroll racks hang on the northern wall. Two narrow windows provide access to natural light. The foul stench grows more pungent here, and you see the rotting remains of several humanoids, their bodies shredded by claws. Dried blood stains cover almost the entire floor.

This room was the sorceress's office. The bodies belonged to her apprentices, helpers, and guards. The winged demons completely mutilated the bodies beyond recognition.

The desk contains documents that were correspondence between the king and the sorceress. It seems they spoke regularly about the kingdom, potential dangers, spells that might be helpful, and the like. One scroll is interesting.

Scroll (common tongue) - The scroll is a letter from the local prince to the sorceress. In the letter, the prince offers his sincere condolences for the death of the sorceress's mother, and he seems deeply concerned for her.

Room 9

This hallway ends in a staircase that leads to the tower's fourth floor. A narrow window provides a western view.

This room contains nothing of interest or value.

Room 10

The door opens to reveal a library. Bookcases line the western and northern walls, while a circular table with eight chairs stands in the center of the room. Parchments and books are strewn across the table. On the south wall is a detailed map of the kingdom. Two narrow windows, one to the east and one to the south, provide illumination.

The majority of books and scrolls in the room are historical reference toms. The book on the table, however, is unique. It deals with the complicated and dangerous methods for negotiating deals with creatures from the plane of Fey.

The sorceress used this book to contact the plane of Fey in a desperate attempt to bring her mother, Miryan the Wise, back from the dead. It was this contact that brought about the destruction of the tower and the release of the winged demons.

Room 11

This narrow hallway circles the tower's eastern side, passing a few narrow windows. At the end of the hall, you see a stairway leading up to the tower's rooftop.

This corridor contains nothing of interest. If the characters climb the stairs, they will find a trap door that opens to the rooftop.

Room 12

In the center of this room is a table with five chairs. An iron brazier stands near the archway, while a weapon rack is attached to the north wall. A low cabinet runs along the southern wall. The mutilated remains of three humanoids lie on the ground.

This room was a guard post. The sorceress's loyal guards were slain here by the winged demons. The corpses wear ruined chain mail. Three long swords are lying on the floor. One of the swords is magical. The cabinet holds a box of coal (used for the brazier) and a tinderbox.

Room 13

Behind this locked door is a bedchamber. A bed stands along the eastern wall, flanked by a dresser and a nightstand. A bookcase stands between the two windows, and a writing desk is along the south wall. In the southwest corner, there is an iron chest.

The door to this room is locked and trapped with magical spells. Characters can force the door open with sheer strength or dispel its magic. If the characters do not dispel the magical trap, great misery will befall anyone who opens the door.

This room was the sorceress's bedroom. The iron chest contains a few historical books about the kingdom and a few books on alchemy and methods of contacting other planes. There are also one or two magical scrolls that contain either protection spells or spells (for wizards) upon them.

The books on the bookcase contain information on magical spells and the different facets of magic. These books, however, are written in a strange script and require magic to decipher. If studied carefully, they could aid a wizard in magic (e.g., increasing ranges, durations, or perhaps allowing a wizard to cast an additional spell or two per day).

The dresser contains a variety of clothes, combs, brushes, and other items. Some of these should be valuable (made from gold or platinum). There should be some jewelry as well.

Room 14

As you look through the trap door, you see a swirling mist covering the rooftop. Lightning flashes within the haze, and shapes can be seen moving through it. You also see a young elven woman frozen in time, her body convulsing with the lightning bursts. Her mouth is open in an endless, silent scream. Her voice, in your mind, whispers, "Kill me."

The sorceress is forever trapped. She can do nothing to help the characters or hinder the Fey creatures. There should be many small gargoyles here defending the area.

The only way to stop the Fey creatures and seal the rift is to kill the sorceress. The sorceress is vulnerable to melee weapons, missile weapons, or spells. The sorceress should have medium health, and the Fey creatures will attempt to provide her with minor healing each combat round while also battling the characters.

Once the sorceress's health reaches 0, there is an explosion, the sorceress's body vanishes, and the rift permanently closes. Any characters in melee range (5 feet) of the sorceress must make a saving throw vs. death. Characters that fail their save will be transported to the plane of Fey and forever lost unless the game master wishes to create an adventure that allows for the character's rescue.

Once the sorceress dies and the rift is closed, the Fey creatures disappear from the world; the tower will be safe once more. The king will reward the characters with money, a parcel of land, and perhaps a title. Peace and prosperity will return to the land once more.