

Adventure MDR #3 - A: The Tower in the Mists

Adventure Stats

Pages: 5

Word Count: Approximately 2800

Number of Players: 4-6

Player Level: 3-4

Total XP Possible: 8850

Encounters: 7 Monsters + 3 Puzzles = 10 Encounters

Highlight: Critical adventure information

Highlight: 5th Edition Specific Information

Summary/Plot:

In this adventure, after a strange encounter with evening mists, the party inadvertently finds themselves pulled into a small pocket demi-plane. There is little in the demi-plane except a clearing with a tower in its center. Searching for a way back home outside the tower is fruitless. This leaves the party with but one choice: to find their way into the tower in the hopes that, from there, they will be able to find a way back home.

The Tower in the Mists

Introduction:

After a long day of wearying travel, your party calls a halt for the night. You make camp, as the sun begins to set, by a small knoll overlooking a river. Other than a copse of very tall trees growing to the south, the surrounding terrain is nearly flat with naught but tall grass visible to the naked eye. You make a quick camp, consume a small meal, and begin to bed down for the night, knowing your watch is set as arranged. However, shortly after the bulk of the party lies down to rest, the watchmen call out a warning, rousing the party to the alert. Around you, tendrils of white mist are bubbling from the ground, reaching forward like hands, writhing like living things. The mist surrounds you in every direction, growing at an alarming rate. The tendrils reach for you acting very much like tentacles. You light torches, hoping to burn the mist away, but it avails you not. Soon, the campsite is inundated with wet, clinging fog and your eyes grow heavy. The torches burn out, and your mind sinks into the vast pool of unconsciousness.

You awake a short time later on the edge of a fog bank. Although you sit amidst tall grass, you do not recognize the terrain. A short distance away, a tall tower of blue-grey stones rises into the air, stretching upward at least a hundred feet by your estimation. It is difficult to be certain; the top is shrouded by more mist. Around you, the grass is brown and dead, and the mist bank envelops you forming a complete circle around the small clearing with the tower in the center. There is no sign of life or imminent danger, but the swirling mists fill you with foreboding.

Encounter #1: Escape Attempt:

You head off into the mists, trying to claw your way forward through the thick white fog. Moisture clings to your skin; your face grows wet, but still the mists refuse to part. You continue onward, ten feet, twenty feet, thirty. Then, you see it, a lighted area up ahead piercing the fog. Hurrying forward you stumble out of the mist and stop. You don't know how—you are certain you did not get turned around—but you find yourself staring at what you believe is the same tower you encountered before. It seems to be the only thing of note here, in this strange place. Perhaps you should investigate.

The party has been transported to a Demi-plane that consists entirely of fog surrounding the clearing in which the tower stands. There is no escape through the mist short of magical methods of planar travel. No matter what direction the party heads in, they will wind up back at the tower.

Encounter #2: The Rainbow Stair

You don't know where you are or how you got here but the tower is the one constant of this place, jutting from the earth like an immobile spearhead. Perhaps the answers you seek are in there. You approach the tower, one-part curious, one-part wary. You do a complete circuit, but find no door. However, there is a metal stairway encircling the tower, heading up into the heights. Perhaps you can find a means of entrance up there. You approach the stairwell and find a small metal archway at its place of origin. The archway bears a large plaque on top engraved with the following mysterious riddle:

"Firefly, diamond, and crystal tear,

Burning fire lasting unending years.

Cloaked by darkness and midnight black.

Millions of brothers; actually much more in fact."

The steps leading beyond the archway have been painted red. You notice that the outer side of the tower wall is covered with a series of engravings: swords of all types and sizes. You do not know what it means.

The stairway continues onward. After a complete circuit of the tower, the paint on the steps changes to orange, and the engravings on the wall change to various carvings of bees. Every further complete circuit results in a change of color of the subsequent stair steps, and a change of the carvings on the wall, as follows:

Yellow—Flowers

Green—Trees

Blue—Stars

Purple—Mountains

At which point it begins to repeat all the colors and engravings.

Red—Swords

Orange—Bees

Etc...

There is a secret door on each of the blue—stars levels (Stars is the answer to the riddle). All secret doors open and lead to the same place: Room #1: The Door of Challenge. They are activated by pressing a small nodule in one of the star engravings.

The Tower Proper

Room #1: The Door of Challenge:

You enter an L-shaped room. It is empty and bare save for a large metal door on a wall almost directly in front of you, and a spiraling stairwell in the NE corner that leads down into the tower depths. The metal door bears a large metal plaque with the following engraved upon it:

"Enter my lair and earn your reward.

Find the key shaped like a sword.

Open the gate that guards my room.

Release I will give you from this perpetual gloom."

Beneath the plaque is the lock on the door. The keyhole is shaped like a sword, measuring nearly four feet in length.

The metal door on the wall is magical. It cannot be smashed open, nor can its lock be picked. The only

way to open it is with key located in Room #10. The stairwell in the NE corner leads down to Tower Level #2, Room #3.

Room #2: The Wizard's Room

The metal door squeals open as if rarely used. You enter a small, square - except for a 5'x5' column of stone in the SE corner – room that is well-furnished. There is a small table with two chairs sitting in the center of the room. There is a bookshelf on the W wall, a tall (8' x 4') mirror in the center of the N wall, and a large, cushioned chair sitting against the E wall in which reclines a scrawny man in blue robes and a tall, pointy dark blue hat. The man has a white beard, inquisitive blue eyes, and a mischievous smile. He is smoking a pipe. When the characters enter the room, the old man remains sitting and simply says the following:

“Congratulations, my friends. You have won your way to the heart of my tower and earned your freedom. You will find no more threats of violence here. I ask for one thing in exchange for returning you to your homeland. Please, give some news from the world of your birthright, the land you call home.”

The old man is a powerful Mage (SRD pg. 400) (XP: 2300) named Edgeddus. He has no wish to fight. If the characters do manage to kill him, they will be trapped here until they can figure out how to work the magical mirror. Edgeddus the Mage is equipped with an Ioun Stone of Absorption (SRD pg. 227), Ring of Protection (+1) (SRD pg. 237), Quarter Staff +1, Dagger +1, Scroll with (2nd) Shatter, and a Scroll with (2nd) Misty Step.

The mirror on the wall is a Mirror of Transportation (Homebrew). It is used by concentrating on what you wish to view (DC: 10 Charisma check). When it functions, it shows the scene desired (a real place) and allows the character/s to walk through the mirror and enter said place (a second DC: 10 Charisma check is required). It may be used to scry (as above) 1x per day, and it may be used to transport 1x per week. If used to transport, it will remain linked to the site for 1 full minute, during which time, any creature that succeeds on the DC: 10 Charisma check will be able to walk through the mirror. After the minute of transportation is up, it will remain drained effectively non-magical for 1 week's time as it recharges.

Room #3: The Dining Wererats

You descend the stairwell making several rapid tight circles. Eventually, you see a light ahead. You slow down and approach with caution. The stair ends at an archway that opens up into a large irregularly-shaped (roughly an L) room. There are two doors leading from the room and the stairwell you are on continues into the depths. One door sits on the lower W wall, and the other on the upper S wall.

However, your attention is soon snared by the happenings near the western edge of the room. You see a large wooden table in the center of the area. Seated on either side of the table are two extraordinarily rat-like humanoids (about the same size as humans). The one on the right has a ragged blue jacket on. The one on the left, a red. Each of them has a large fork and knife gripped in his paws. Between the two ratmen, there is a small grey-skinned humanoid, measuring roughly four and a half feet tall, lying on his back with an apple stuck in his mouth. He appears to be immobilized and covered with some kind of glaze. But he is struggling against his bonds. There is a third ratman, dressed in a dark green jacket, busy at work at a second smaller table on the right hand wall.

The three ratmen in the room are Wererats (SRD pg. 327-328) (XP: 1350 (Diff: 2700)); they are preparing to make a meal of the Duergar (dwarf) (SRD pg. 305) (XP: 200) lying on their table. The third Wererat is busy pouring three goblets of wine.

Each Wererat has a pouch with 18 sps, and 8 gps. The Duergar only has clothing. The silverware is real silver and will fetch 25 gps in total.

Room #4: Pantry

You enter a 20' x 25' room with 2 doors, 1 on the E wall and 1 on the N wall. There is a 15' long, 3' wide table lining the S wall with a variety of foodstuffs sitting on it: bread, vegetables, and butter.

Other than food, there is nothing else of value in here.

Room 5: Antechamber of the Duergar

The stairwell ahead, once again, grows light. It opens up into a small room with two doors exiting from the W and S walls. The stairwell also continues downward, if you wish. Scattered about the chamber are four of the grey-skinned dwarf-like humanoids you've encountered before though these are dressed in clothing—ill-used and dirty, but clothing nonetheless. Two of them appear to be playing dice. One stands by a gong next to the far wall, and the other one is busy cutting up a large dead rat. Scattered throughout the room is a great number of tiny bones.

There are 4 Duergar (SRD pg. 305) (XP: 800 (Diff: 1600)) here. Mixed in with the bones are 215 cps, and 111 sps. Each Duergar also has a pouch containing 10 sp. When the party enters the room, the Duergar by the gong will sound the gong, summoning the Duergar from Room 6 in precisely two rounds. If the Duergar by the gong is killed on the first round, the other Duergar will not be summoned.

Room #6: Duergar Guardroom

This room is 20' x 20' in dimensions with a door in the E wall and a door in the S wall. There are three grey-skinned dwarf-like humanoids in this room, sitting in chairs around a table in the center of the room. Scattered about the room are numerous bones.

The 3 humanoids are Duergar (SRD pg. 305) (XP: 600 (Diff: 1200)). The bones are all rat bones. The table and chairs are normal items. Each Duergar has a pouch containing 11 sps.

Room #7: Refuse Room

This room is roughly 20'x25' in dimensions. There is a door in the N wall and the E wall. Inside the room there is little of interest except refuse and bones.

The bones are rat bones and there is nothing of value here.

Room #8: Duergar Lair

This room is roughly 25'x25' in dimensions with a 5'x5' square in the NW corner filled with stone. There is a door in the N wall and the W wall. Inside the room there are 5 of the grey-skinned humanoids sitting in a circle in the center of the room and playing dice. Against the back wall are 2 piles of bones and several piles of random equipment.

The 5 grey-skinned humanoids are Duergar (SRD pg. 305) (XP: 1000 (Diff: 2000)). Each Duergar has a pouch containing 9 sps. The bones are rat bones. Piled against the back wall are the following items: 2 chain shirts, 3 metal helms, a mace, six sticks of incense, a Wand of Magic Missiles (SRD pg. 249), and 2 gold rings (25 gp each), a Long Sword, leather armor, 2 shields, and a set of Thieves Tools. There is also a small locked (DC: 12) chest with a poison needle trap (DC: 12) (4d6 damage, Con save for ½) that contains 60 gp and a 25gp Amethyst.

Room #9: The Chamber of Music

You walk along the winding stairwell and approach an archway at the end of the stairs. The stone here is well-worked, smooth, and grey in color. A strange haunting music percolates through the archway echoing eerily against the walls. It is a sorrowful dirge of some type, but one you do not recognize, although the notes and harmonies tug at your soul, promising bitter sorrow and tales of mourning. Beyond the archway is a modest-sized chamber of 25' x 30' in dimensions. The ceiling is fifteen feet high.

The chamber is lit by four oil lamps, one each on the NE, NW, SW, and SE corners respectively. As you look on, you are greeted by a particularly bizarre and haunting scene. Three man-shaped suits of plate mail are engaged in a dance around the chamber, performing skips and whirls like the most exuberant entertainer. A fourth such suit sits against the southernmost wall playing a great silver harp, its cold metal fingers flowing effortlessly across the strings. You stare in wonder for several moments, but the creatures, or whatever they are, do not seem to notice you.

The suits of armor are 4 **Animated Armors (SRD pg. 263-264) (XP: 800 (Diff: 1600))**. The armors will ignore the party until they enter the room; then, each of the dancing animated armors will attack. The attacking armors will continue to dance as they attack, and the armor playing the harp will **continue to play** unless personally attacked. The harp is made of pure silver (300 gp value, 200 pounds encumbrance). There is no other treasure. The door to the hallway leading to Room #10 is **locked (DC: 12)**, although it is only made of wood.

Room #10: Salamander Lair

You approach a door at the end of a short corridor. The stones of the floor and walls are grey in color, and slick with moisture. You notice a marked increase in temperature as you move forward, the air growing warmer and warmer with every step you take. When you reach the door, you find it unlocked and slightly ajar. You open it and look inside. You stand at the threshold of a large, irregularly-shaped chamber approximately 95' long at its longest point and 105' wide at its widest. Other than the doorway in which you stand, there are no other apparent exits from the room. The walls are lined with lanterns, filled with oil, and burning brightly. The center of the chamber reveals the source of the heat, which has become almost unbearable. A circular pool of flaming lava measuring roughly 40' in diameter. In the SE corner, there is a fair-sized altar on which you spy a gleaming piece of metal.

If the characters approach the altar, they will see a strange metal device lying on top. It is in the shape of a sword four feet in length, but with a hand grip protruding from the juncture where the blade meets the hilt. The edges are dulled making it useless as a weapon. It is, however, the key to the sealed door that leads to Room #2: The Wizard's Room. If the characters approach the key or touch it, the **Salamander (SRD pg. 344) (XP: 1800)** living in the pool of lava will emerge from the flames and attack.

You feel the onslaught of a great wave of heat. Turning, you see a large creature resembling a salamander, but of extraordinary size. It carries a glowing red-hot spear in one hand and advances upon you.

The spear the Salamander wields is magical – it is **invulnerable to fire damage and cannot be destroyed by fire, it is also +1 to hit and damage**. The Salamander has no other treasure, and there is nothing else in the room.

