

THE RIVEN TOWER

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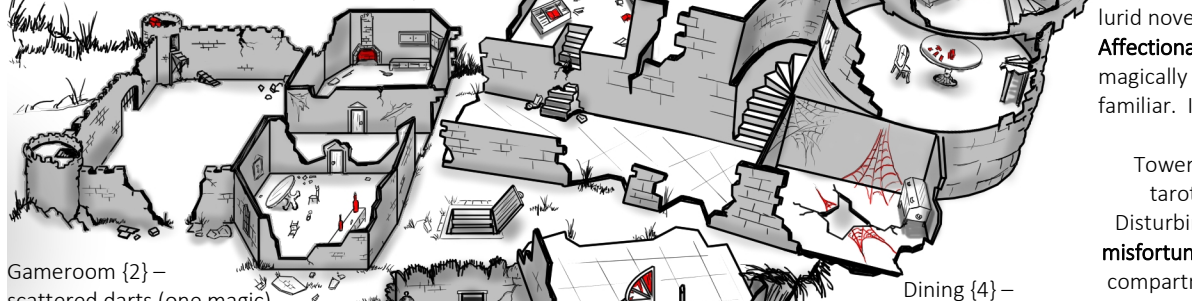
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The Warlock of Netherspire was renowned for his ability to summon – and banish – almost any entity. His manse sat on a charming peak...until ripped asunder by a rival's sorcery, just as he was mid-summoning! Now the ruins barely cling to the edges of a steep canyon. Lately, dreadful moans have been heard, and people are disappearing nightly. Can his secrets be recovered? Would-be explorers are advised to bring plenty of rope.

Kitchen {2} – twin **giant centipedes** hide in the broken chimney. Knifeblock holds masterwork blades with inlaid ivory handles.

Library {3} – fallen shelves, Roll d4 if searched: three valuable volumes of prophecy...one **cursed book**, runes will explode if read.

Courtyard {1} littered with broken stone. A chest of quality weaponry awaits atop a **bat-filled tower** with a broken stairway.



Gameroom {2} – scattered darts (one magic). Valuable wine behind the bar is being enthusiastically guzzled by **Squatter Goblins**

Basement Lab {4} – Roots poke through brick walls. Summoning circle on floor broken. Friendly **Air Spirit** trapped in iron cage can only be freed if (800 pound) cage is tossed off tower top. Grateful spirit will rescue one falling comrade. Hostile **Black Ooze** burbles away in the iron cauldron, jealously hoarding a small pile of gold ingots.

Ballroom {4} – **The Warlock's Ghost** haunts here, tries to shove "trespassers" off the balcony, where shattered glass doors still drip with his blood.

Dining {4} – **Giant Trapdoor Spider** tries to drag victims through a hole in the floor to lair below. Credenza with 4 silver goblets.

Tower Top Observatory {6} – a **demonic entity from beyond the stars** which escaped broken circle in basement lab is nesting here, in tower rafters. A creature of shadow, it can be temporarily driven back with magical blood, but is patient. Permanent banishment is only possible using rare Abyssal Rose blooms, dipped in molten gold.

Mid-tower Bedroom {4} – Stairs all broken. Chest contains rotten clothing, lurid novels. The **Aggressively Affectionate Bedsread** is the Warlock's magically animated (and lonely!) familiar. Its hugs may smother.

Tower Base Study {4} – Table set with tarot cards still predicting ruination. Disturbing the cards summons **spirits of misfortune** (-1 to next 'Risk' role). Secret compartment in table contains a map to the Warlock's summer cottage...

Terrace {3} – crystal telescope has miraculously survived. Valuable to any astronomer. Very fragile, weighs ~400 pounds

Grand Hall {7} – Very unstable, wreckage. Rosewood casket precariously balanced on end of curtain rod holds magical trap bag which erupts with **demon wasps**. Also, fabulous jewelry, and the Warlock's Grimoire of Banishments

Conservatory {4} – smashed pottery, magical pruning shears in palm tree. The rare Abyssal Rose bush still blossoms. Unfortunately, a neglected mulch pile of magical clippings has evolved into an aggressive animated mound of **Shambling Mulch**.

Every room has a "Risk" number in {brackets}. Whenever vigorous activity (combat, running, jumping) is undertaken in that room without precautions (roped, held by others), characters roll 1d10 + dexterity mod. If the Result >= Risk: there is no effect Miss by 1: cracks! Risk increases by 1. Miss by 2: shift! All in room fall prone. Miss by 3: Fall! to ledge or lower room. Miss by 4+: Collapse! Entire room falls to ledge lower down cliff, everyone is injured.