

THE WORLD OF
FARLAND

TOWERS OF NIGHT



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INTRODUCTION

This is an adventure for four to five 1st-level player characters. You (the DM) need the D&D rulebooks, including the Player's Handbook and the Monster Manual to run this adventure; the Dungeon Master's Guide might help. This scenario utilizes the D&D 5E rules. To get started, print out the adventure. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs (NPCs and maps are in the appendices). Text that appears in white is player information that you can read aloud or paraphrase for the players at the proper times.

ADVENTURE BACKGROUND

Ages ago, long before the Lord of Sloth took control of Zeland, the people of the nation were interred within great Towers of Waiting when they passed. The bodies were carried to the roofs of massive stone towers, where they lay in rest for a year's time. Here elements battered the body, removing the flesh and sending the spirits onto their next destination. After a year passed, the sun bleached bones would be cast down into the base of the tower, where a massive pit waited. This was the way of the first Zelanders, for the first 500 years. The Battleplain, where this adventure takes place, is a region dotted with many Towers of

Waiting. After a series of harsh battles against the resident barbarians, the king of Zeland had these many towers erected for the burial of the fallen. Many years later, after the Battle of the Axe, long after this tradition had fallen by the wayside, the Towers of Waiting were used again. Henceforth, the Battleplain had become a sort of noble burial ground, a place of honor in which to be set to rest. When the Lord of Sloth came to Zeland, the nobility of the Battleplain vanished.

Currently, two beings view this region with interest: Beryn, a necromancer of little repute, and Drokag, a Hobgoblin with dreams of grandeur. They have come to desecrate the Towers, seeking to raise an army of undead. Their purpose is merely to gain favor in the eyes of the Lord of Sloth and his Generals. It will be up to the players to stop this little plot before it gets out of hand.

ADVENTURE SYNOPSIS

The players are employed by the Loch Brech Campsite leaders to solve a small problem. They are told to enter the Battleplain in search of the problem. Once they find the source of the problem, they are to put a stop to it and return to the camp with word of their victory.

ADVENTURE HOOKS

The PCs may choose to journey to the Battleplain for any number of reasons. As the DM, it is your job to decide how best to involve them in the adventure. You can use the following hooks to spur your imagination, modifying them as necessary to fit your campaign or the characters.

Escaping Persecution. The PCs have been fleeing persecution from any of the areas under the Lord of Sloth's influence. Either they have outstanding warrants for 'unlawful ambition' or have fled before the accusations could be made. Either way, they end up in the Loch Brech camp.

A place to work in peace. The characters heard rumor of a camp around Loch Brech that held some of the last industrious people in Zeland and have journeyed in hopes of finding a place to practice their craft of choice in peace.

Pure chance. The players have been wandering through Zeland and have come upon this campsite while skirting around the outside of the Battleplain.

PART 1: BEGINNING THE ADVENTURE

The adventure begins after the players have arrived in the Loch Brech Campsite, located somewhere on the northern shore of Loch Brech in northern Zeland. There they will be employed by the camp to solve the problem for them. Upon their arrival at the campsite, they are immediately escorted by a male warrior, Tarlach, to the center tent, where the camp leadership conducts business.

New Arrivals:

Read the following to the players in the tent.

The decor in the tent is spartan, to put it mildly. There is a support in the center, on which hangs an unlit lantern. At the end opposite the entrance is a table, seemingly designed to fit snug and secure into one of the carts you saw as you were lead through the camp. On the other side of the tent are three humans, each seated on a simple wooden stool. On the left is a middle-aged man, dressed in worn leather armor. It is obvious that, while he is no great hero, he has seen his fair share of battles. In the center is a young, plain looking woman, dressed in simple commoner's clothing. On the far right stool is seated a man, obviously past his prime, who has spent a life working hard. Each one looks at you with interest in his or her eyes.

The camp leaders are, from left to right, Kieran O'Nel, Ulica, and Nathi O'Rorke. They are primarily concerned about the skills that each character has. Unless a character has a craft or profession the leaders deem important, the leaders will see only one use for them. Kieran will be the first to broach the subject of residency. He states quite clearly that if the players wish to use the camp for refuge, they need to do something for the camp itself. Barring a craft or profession that is desired in the camp, he offers up a job. Modify the following as it fits your needs, and read it to the players.

“A’ite lads and lasses. Here’s the deal. You are here because you have nowhere else to go in Zeland. We have a problem you can solve. There are one too many undead as of late. They generally wander in from the north, from the Battleplain. None of our men can be spared now, so it’s up to you. If you wish to join us, we need proof of your worth. Stop the source of the dead, whatever it is. It shouldn’t be too hard; the dead are weak, so whatever is making them should be as well.”

Once the players accept, it is simply a matter of preparing and leaving. Asking about services prompts a response from Nathi, who can detail exactly what is available. Questions about information cause Ulica to speak up. Being in charge of intelligence, she has information on the general state of areas around the Battleplain. So far, the only increase in undead is here, coming almost exclusively from the north. There is no

information from within the Battleplain available, as entering is a risk not worth taking. Once the players are finished in the leader's tent, they are free to use the services available to prepare, or leave for the Battleplain. The details on the services and the camp are available below in the section “Loch Brech Campsite.”

LOCH BRECH CAMPSITE

The camp is a collection of sturdy tents and huts, all of which can obviously be broken down and moved if the occasion arises. The center of the camp holds the vital services and facilities. The absolute center of the camp is the leader's tarp, under which they conduct any business that truly needs their attention. North of this is a hut for the smiths, smoke filtering through a hole in the center of the roof. West of the center is a hooded cart, from whence Peddler deals his wares. Southwest of center is a large tent, a worn wooden symbol of Bestra hanging loosely from the center support. Radiating outward from the center are various tents and huts, housing the residents of the camp.

The vast majority of the residents in this little camp have been accused of “unlawful ambition” or have fled before the accusations could be made of them. It's a semi-nomadic collection of people, usually moving between locations along the northern shore of Loch Brech whenever an enemy patrol “falls victim to the undead” on the Battleplain. While substantial evidence of undead has not been brought to the attention of the slothful

masses in Zeland, the rumors are enough to give the camp a modicum of solitude from both the lazy citizens and most patrols from Hestor. The solitude leaves the population of the camp to their own devices. They are too few to cause any sort of uprising. This generally causes the more rebellious refugees to seek their way to the freed lands to the west. Those that remain in the camp are the stubborn few who do not wish to leave Zeland while it is in the hands of the Lord of Sloth.

Camp Stats

Population: 39

Items available: Items costing 30 sp or less may be purchased in the camp, within reason (Farland uses the silver standard. Silver is valued as gold in the PHB; see the website)

Government: An informal counsel made up of Kieran O'Nel (an old warrior), Ulica (a former wanderer), and Nathi O'Rorke (a craftsman)

The camp is primarily run by three individuals. Kieran O'Nel is in charge of the meager defense force that they have put together over the years. Ulica takes care of intelligence, keeping an eye out for rogue undead, new arrivals, and the rare patrol. Nathi O'Rorke keeps the craftsmen and other skilled peoples working. When a need arises, he will provide them with specific tasks for the situation. Their leadership, however, is only necessary when crisis arises. Otherwise, the population is left to their own devices, since each member of the camp is concerned with surviving the current rule over Zeland.

Noteable Camp Inhabitants

Grandmother Hawkins, a healer; Laoise and Keva, scouts; Ulica, Barindal, and Hormon, self-trained warriors; Kieran O'Nel and Larson, woodsmen; Bebinn O'Nel, Cenn, and Sabd, apprentice healers; Aed, Aedan, and Aulath, craftsmen; Peddler, a merchant; Nathi O'Rorke, a warrior; Diurmot O'Dirn, and Guaire, woodcutters; Tarlach, a smith.

Services Available

Grandmother Hawkins, an aging healer who worships of Bestra, can provide minor healing to the players as they need it. She can cast Cure Wounds as a level 1 cleric and will do so for 30 sps, and she is proficient in the Medicine skill. The young adept under her charge, Sabd, would be a willing hireling, if the players are in dire need of a healer, for a cut of the treasure found. He can cast the same spell as Grandmother Hawkins and is proficient in the Medicine skill as well. There is a smiths named Tarlach who can provide the players with any weapon or armor worth less than 30 silvers. There is a merchant, known as Peddler, who provides basic goods worth under 30 silvers. There is no source of alchemical or magical items in the camp.

Other Notes

At all times, one warrior and one scout will be out of the camp, seeking out possible threats to the campsite. Depending on the threat, the camp will either pick-up and move on, or rally a party to raid the enemy. They do not venture into the Battleplain proper, and therefore do not know about the cause of the sudden surge in undead. Likewise, at least one

woodsman is gone at a time, hunting both animals and stray dark folk (like goblins and orcs).

JOURNEY TO THE BATTLEPLAIN

It is a 5 hour journey from the campsite to the outskirts of the Battleplain. For every 3 hours of travel through the Battleplain and the surrounding area, roll for a random encounter on the provided table. The frequency is due to the increase in undead as of late.

Random Encounters

D100 chance	Encounter
0-19	Hestor Patrol
20-34	3 Skeletons (MM p. 272)
35-49	3 Zombies (MM p. 315)
50-64	1 Ghoul (MM p. 148)
65-100	Nothing

Patrol from Hestor

The patrol sent out from Hestor is comprised of 2 orcs and 2 goblin. The orcs are the leaders of the patrol, and are pretty much in charge of things. The goblins are there merely as scouts, and bait if it comes to a fight. The orcs are armed as per their entry in the Monster Manual (p. 246), and the same can be said for the goblins (MM p. 166). A note on the patrol: this can only be rolled for once every 2 days. If this encounter is rolled twice within the span of 2 days, then the second result it is counted as nothing.

PART 2: The TOWERS OF WAITING

BASE OF THE TOWERS

Once the party arrives at the Battleplain, they lay their eyes on two towers. It is clear that this is a possible source to the problem facing the Loch Brech Campsite. Read the following to the players:

At the base of the towers, it is immediately obvious that something is indeed abnormal. A large tarp has been put up in between the two Towers of Waiting. Beneath it stand three skeletons, armed with aging weapons scrounged from the Battleplain. Behind the skeletons are four kobolds, who are fussing over a pile of bones. The towers themselves stand about 100 ft. apart. The tarp is set off center between the two, closer to the right tower than the left by about 15ft.

3 Skeletons (See MM pg. 272)

4 Unarmed Kobolds (See MM pg. 195)

If combat is joined, the kobolds will flee the scene. They have no desire to fight armed men, and have no real desire to be in the Battleplain anyway. The leaders of this little expedition bullied them into service. Out of spite and fear, they will not report the assault to their leaders, but rather flee deeper into the Battleplain. The four kobolds will only

fight if backed into a corner. For the Right Tower of Waiting information, see the appropriate section. The same can be said for the Left Tower of Waiting.

RIGHT TOWER OF WAITING

Level I-Entrance

The stairs up to the tower entrance are placed at a gentle slope, made of old, whole logs. Light pours in from behind as you pass through the entrance, illuminating this chamber in a dull light. The floor by the entrance has a square depression, as if something was inset in the floor previously. In the center of the room is a massive round hole, taking up the majority of the floor space. It leaves about 10' of walkway around the perimeter of the room. A wooden rail is set around the edge of the hole in a hexagonal shape. Unlit sconces are set upon the top of each corner post of the rail. The side facing the entrance is left open. A long ladder is set on the floor on the opposite side of the room, hanging over the edge of the hole part way. Some planks and a large stone tile are piled up behind the ladder. A set of stairs leads upwards along the western wall.

The ladder was removed from the shaft and the hole covered. Beryn lost control of 6 zombies who were supposed to be the manual labor for the expedition. Out of convenience, they trapped them down in Sublevel I. A perception check of DC 12 catches movement

on the lower level. The debris in the shaft can be removed with ease and leads down to the Sublevel 1. The stairs lead up to Level 2. Dimensions of the room are 40' diameter with a 10' height. The hole is 30' in diameter, leaving a 5' walkway.

Sublevel 1-Maintenance

Three zombies are in this room. They will approach from both sides, pinning the players at the ladder. It's pretty dim in this room as far as light is concerned, so a quick view is all players can really get before combat is joined. The following description fits this situation. If the players bring their own light, change and expand the description as appropriate.

3 Human Zombies (See MM pg. 315)

It's dark, and your eyes are taking a bit to adjust. A massive hole dominates the center of the room, and so far that is all you can be sure of. Some figures are shuffling along the narrow walkway towards where you stand, about 20' away right now. They appear to be rotting corpses!

Once combat is over, the players can get a better look at where they are exactly. The following description fits such circumstances.

Some light filters down from the level above, through the hole in the ceiling. A large hole dominates the center, surrounded by a rope barrier. The top of a massive pile of bones can be seen through the hole. It leaves a 10'

wide walkway all the way around the perimeter of the tower. On the opposite side of the hole rests a pile of planks and a stack of tiles. A saw, a pair of hammers, and a long pole lay on the floor. A hole in the north side of the room leads down another level.

The zombies were brought in originally as labor. The corpses are fresh, and relatively intact, making most simple tasks possible. However, Beryn lost control of them and left them down on this level out of convenience. Besides the zombies, there is little of interest here. There is a pile of wood planks, some tiles, 2 hammers, a hand saw, and a long pole with a broad flat head used to push down the bone pile when it got to high. The shaft leads down to Sublevel 2 and upward to Level 1. Dimensions of the room are 40' in diameter with a 10' height. The hole is 30' in diameter, leaving a 5' walkway.

Sublevel 2-Bone Pit

This level of the tower is the very bottom. Judging from the view you had from the outside previously, this level must be below the surface by at least 10'. In the center of the room is a massive pit, dug into the dirt packed floor, and filled with bones of previous Zelanders. Large stones are set around the edge of the pit, vainly attempting to keep the deceased in place. The only method of egress is the shaft you came down.



The bone pit is the final resting place of some of the deceased of ancient Zeland. There is little of interest down here. In the event that someone falls down through the center of the tower, they will likely land here. Treat the fall as if it were a spiked pit of the appropriate height, because the bones are sharp if fallen upon. The shaft leads upward to Sublevel I. Dimensions of the room are 40' diameter with a 10' height. The bone pile is about 30' in diameter.

Level 2-Memorial Chamber

This chamber is in shambles. Remains of floral arrangements are strewn about. Old trinkets and objects have been tossed about as well. Several wooden plaques have been ripped from their placements on the whole barricade, dropped to the floor without a care. Crammed onto the narrow walkway are 4 kobolds and a large hobgoblin. The kobolds stand in place, startled at the interruption to their looting. They stay this way until the hobgoblin bellows something in their crude tongue that causes them to act, and they are obviously coming for you.

See the appendix of this adventure for Drokag the Hobgoblin's stats.

4 Kobolds (See MM pg. 195)

The hobgoblin, Drokag, will use the kobolds as living shields. From his location on the opposite side of the hole, he will launch bolts from his crossbow. If the players bring him down to half hit points, he will attempt to

push through the weakest members of the group and flee down the stairs, heading to the other tower, where he will alert Beryn of the assault. Once combat has ended, the players can get a better feel as to the room they are in. If they examine the plaques, they learn that the skeletons interred in this tower are all dead from long passed battles, back before Zeland was ruled by the Lord of Sloth.

Searching, at a DC 12 perception check, the objects strewn about the room reveals an ivory statue of Bestra (worth 50 sps) and a Miner's Helmet (See below). Drokag is one of the two that are behind the surge of undead. Drokag was going to benefit most from the endeavor, gaining higher military status and an army that obeyed his every whim without question. Amongst his other belongings is a scroll bearing a cipher. This cypher is helpful in translating some of his documents on the altar in Level 3. Dimensions of the room are 40' diameter with a 10' height. The hole is 30' in diameter, leaving a 5' walkway.

Miner's Helmet: This sturdy metal helmet contains a small box with cunningly designed mirrors inside it. Cast upon the mirrors is a *continual flame* spell. The helmet projects a beam of light as a bullseye lantern, directed at whatever the wearer is looking at. The box on the top of the helmet has a shutter which may be used to hide the projecting light. Opening and closing the shutter to project or extinguish the light is an action. The helmet otherwise leaves the user's hands free.

Level 3-Send-off Chamber

Due to the location of this room within the tower, it is very dark. Anyone without dark vision or a light source will be hard pressed to make out anything other than basic shapes. There is also no barricade around the hole in this room, which leaves little indication to its location other than the sudden end of the floor. However, if the players do have what is required to see here, then read the following description.

This room was obviously well cared for at one point in its life. The floor is made of higher quality tiles than the rest of the floors in the tower. The hole is present here, just like every other floor of the tower. However, unlike other chambers, this room has no barricade around the hole. On the south side of the room, an altar rests near the hole's edge. Strewn about the altar are various scrolls. Along the walls are several sconces, unlit. The ceiling here is higher than the other chambers, looking to be about 30' in height. A ladder leads upward on the eastern wall while stairs lead back down near the west wall.

This room was the Send-Off chamber when the Tower of Waiting was still in use. Today, Drokag uses it as a base of operations. The scrolls on the altar are maps. One of them is a map of the Loch Brech area, with several markings along the north shore. If this map is brought back to the campsite, Kieran and the others can confirm these are previous locations for their camp over the last few months. Drokag knew about the campers for some time and was planning to bring them as prisoners to

Hestor once his army was raised. Also on the altar is a stack of notes, written in some kind of code. If players pulled the cypher key from the body of Drokag, then it takes a DC 10 Intelligence check or an equivalent skill to translate. This is a roll that the DM should make for the player, as the outcome could skew the data retrieved. A correct check reveals Bebbin O'Nel as a spy. Otherwise, it points to a random, innocent person in the camp (DM's choice. Have fun with it.) The story behind Bebbin O'Nel is a simple one. She is the younger sister of Kieran O'Nel. She believes that their family can be raised to some place of respect amongst the current leadership if she cooperates with Beryn and Drokag. As such, she has been sending reports to the Hobgoblin on a regular basis, usually when she went out to "hunt dark folk'." A ladder leads to Level 4, and stairs lead down to Level 2. The dimensions of the room are 40' diameter with a 30' height. The hole is 30' in diameter, leaving a 10' walkway.

Level 4-Crane Chamber

This room has a glaring difference from the others in the tower. The hole in the center is smaller, by about 5'. The ceiling is also a bit higher, reaching 20'. In the northwest section of the chamber sits a large wooden crane, age quite visible in its mechanisms. An old wooden platform rests near the crane. A tangled mess of rope coils lay on the other side of the crane. A set of stairs leads upward, while the only way down is the ladder you used to enter. Bright light is visible through the hole in the ceiling,

leading you to believe that the roof is up the next flight of stairs. Light also filters through windows on the wall, eight of them. Each window is large enough for a human to pass through, right out onto massive wooden supports, each of which helps hold the larger rooftop.

This chamber houses the crane once used to deliver the deceased from the first floor. Two men would operate the crane and carry the body up to the top floor. The platform is big enough for one body. The coils of rope are old, and may well break if they hold any substantial weight. The stairs lead up to the Rooftop. The ladder leads back down to Level 3. The dimensions of the room are 40' diameter with a 20' height. The hole is 30' in diameter, leaving a 10' walkway.

Roof top – Final Earthly Rest

The roof is larger than the rest of the tower, stretching out another five feet on either side. A few old skeletons lie about, the remains of the last Zelanders interred in this tower. A knee-wall has been built around the edge of the roof, about two feet tall. In the center, as every chamber in the tower, is a hole, of about the same size as the last room. Standing on the western side, staring off at the other tower, are three skeletons. Each one holds a longbow, and each seems to be intent on the other tower.

3 longbow-wielding Human Skeletons (See MM p. 272, except instead of shortbows they have longbows, with the following statistics:

Longbow. Ranged weapon. *attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2 piercing damage.)

The skeletons have a set of simple orders. They are not to fight until Beryn is in danger. They will, however, attack players who threaten or disturb them in any way. It is a mistake of Beryn's judgment, really, having given them a very specific condition on which to fire their arrows. The players can make a perception check at DC 15 to see Beryn in the middle of some sort of ritual. An arcana check DC 15 is necessary to identify that he is working on raising more skeletons. In the event that the players do not take out these skeletons before killing Beryn, they will fire into combat on the Rooftop of the Left Tower of Waiting. Dimensions of the room are 50' diameter with a 2' high knee-wall. The hole is 20' in diameter, leaving a 15' walkway.

LEFT TOWER OF WAITING

Level 1-Entrance

The stairs up to the tower entrance are placed at a gentle slope, made of old whole logs. Light pours in from behind as you pass through the entrance, illuminating this chamber in a dull light. The floor by the entrance has a square inset tile, depicting the sun in all its glory. In the center of the room is a massive round hole, taking up the majority of the floor space. It leaves about

10' of walkway around the perimeter of the room. A wooden rail is set around the edge of the hole in a hexagonal shape. Unlit sconces are set upon the top of each corner post of the rail. The side facing the entrance is left open. A ladder sticks out of the northern floor, leading downward to lower levels. A set of stairs leads upward along the west wall.

Nothing of much worth is in this chamber. However, a perception check of DC 10 reveals the presence of something working furiously in the bone pile in Sublevel 2. These are kobolds, gathering more bones for assembly in the camp outside. The ladder leads to Sublevel 1, while stairs go to Level 2. Dimensions of the room are 40' diameter with a 10' height. The hole is 30' in diameter, leaving a 5' walkway.

Sublevel 1-Maintenance

Some light filters down from the level above, through the hole in the ceiling. A large hole dominates the center, surrounded by a rope barrier. The top of a massive pile of bones can be seen through the hole. It leaves a 10' wide walkway all the way around the perimeter of the tower. On the opposite side of the hole rests a pile of planks and a stack of tiles. Around the room are bags and crates, bursting at the seams with bones. The sound of dog-like yipping and the movement of many bones come from the level below. A ladder on the northern wall leads both down and back upward.

The containers of bones are the fruit of the kobolds' labors. When there is a sufficient amount of bones, the kobolds begin moving them up to the first level. This is done through use of the crane in Level 4. The tools present in Right Tower - Sublevel 1 have been scavenged here by the kobolds as weapons. A ladder leads down to Sublevel 2 and up to Level 1. Dimensions of the room are 40' diameter with a 10' height. The hole is 30' in diameter, leaving a 5' walkway.

Sublevel 2-Bonepit

This level of the tower is the very bottom. Judging from the view you had from the outside previously, this level must be below the surface by at least 10'. In the center of the room is a massive pit, dug into the dirt packed floor, and filled with bones of previous Zelanders. Large stones are set around the edge of the pit, vainly attempting to keep the deceased in place. Four kobolds stand about, startled but ready nonetheless. The only way out is the way you came in.

4 Kobolds (See MM pg195)

The kobolds are only fighting out of necessity. They would rather flee, but have no other form of egress. They will do their best to keep the bone pile in between them and the players, throwing bones from the pile as ranged weapons. When a kobold is grabbing a bone from the pile, there is a 33% chance for which type of bone they select: Small, Medium, or Large. If they become engaged in melee combat, they will use the tools they

picked up from the floor above. One kobold uses the pole as a quarterstaff, one uses the saw as a knife, and two use hammers. See below for the improvised weapon stats. The kobolds suffer the usual penalties for using improvised weapons. The bone pit is the final resting place for all the deceased of ancient Zeland. There is little of interest down here. In the event that someone falls down through the center of the tower, they will likely land here. Treat the fall as if it were a spiked pit of the appropriate height, for the bones are sharp if fallen upon. Dimensions of the room are 40' diameter with a 10' height. The bone pile is roughly 30' in diameter, leaving a 10' walkway.

Improvised Weapon	Improvised Weapon Stats
Hand Saw	1d4 Slashing Damage
Hammer	1d6 Bludgeoning Damage
Pile Pole	1d6 Bludgeoning Damage
Small Bone	1 pt. Bludgeoning Damage, 10/20 ft. range; Ex: Finger bone
Medium Bone	1d3 Bludgeoning Damage, 15/30 ft. range; Ex: Jawbone
Large Bone	1d6 Bludgeoning Damage, 10/20 ft. range; Ex: Femur

Level 2-Memorial Chamber

This chamber is in shambles. It looks as though it has been entirely sacked of anything of value. The remains of the memorial here lay strewn about, whatever the looters had not claimed left battered on the floor. Several wooden plaques have been ripped from their placements on the hole's barricade, dropped to the floor without a care. The stairs by which you entered continue upward as well as head downward.

When the expedition began, Drokag started by looting this tower. It was to be his original base of operations while Beryn did his work in the Right Tower of Waiting. However, they switched towers so that Drokag could keep the zombies contained in Right Tower - Sublevel I. When the debris is searched, players can turn up a silver brooch in the shape of the sun (worth 30 sp) and a brass tobacco pipe (10 sp) at a Perception DC of 12. Both pieces are in decent condition for being left in the tower for a few centuries, but Drokag passed over them as worthless trinkets. He primarily looted weapons and armor for the skeletons and kobolds. What is left in this room, debris-wise, is a pile of rotted plant matter, some moth eaten clothing, and a few rusted tools. Players who pick up the plaques learn that this tower is the resting place for two entire platoons from wars long past. The first platoon of soldiers fell during the barbarian wars, while the other died during the Battle of the Axe. There are also a few minor lords and other citizens listed on the plaques, the last few who chose to be disposed of in this fashion. Dimensions of the room are

40' diameter with a 10' height. The hole is 30' in diameter, leaving a 5' walkway.

Level 3-Send off Chamber

Due to the location of this room within the tower, it is very dark. Anyone without dark vision or a light source will be hard pressed to make out anything other than basic shapes. There is also no barricade around the hole in this room, which leaves little indication to its location other than the sudden end of the floor. However, if the players do have what is required to see here, then read the following description.

This room was obviously well cared for at one point in its life. The floor is made of higher quality tiles than the rest of the floors in the tower. The hole is present here, just like every other floor of the tower. However, unlike other chambers, this room has no barricade around the hole. On the south side of the room, an altar rests near the hole's edge. A ladder is on the eastern wall, leading up, while stairs lead down on the western wall.

The room is void of life. However, players can benefit by proceeding with caution. A perception Check DC 12 will reveal the sounds of chewing from the floor above. The sound is from a ghoul chewing on a few stray bones. When heading up the ladder, a Stealth at DC 12 will prevent the following. If the players do not employ stealth or they roll below a DC 12, the Ghoul in Level 4 hears the players as they scale the ladder. It will crawl out one of the windows and hide on the support beam. It will

then ambush them; more details are given in the Level 4 section. The stairs in the western section lead down to Level 2, while the ladder leads up to Level 4. Dimensions of the room are 40' diameter with a 30' height. The hole is 30' in diameter, leaving a 5' walkway.

Level 4-Crane Chamber

This room has a glaring difference from the others in the tower. The hole in the center is smaller, by about 5'. The ceiling is also a bit higher, reaching 20'. In the northwest section of the chamber sits a large wooden crane, age quite visible in its mechanisms. An old wooden platform rests near the crane. A tangled mess of rope coils lays on the other side of the crane. A set of stairs leads upward, while the only way down is the ladder you used to enter. Bright light is visible through the hole in the ceiling, leading you to believe that the roof is up the next flight of stairs. Light also filters through windows on the wall, eight of them. Each window is large enough for a human to pass through, right out onto massive wooden supports, each of which helps hold the larger roof top.

1 Ghoul (See MM p. 148)

A few points of interest in this room: firstly, the crane is in working order and has recently been repaired by the evil expedition. Secondly, there are a few small piles of bones in this room, gathered generally around the crane itself. Inspection will reveal teeth marks. Thirdly, there is a ghoul in the room. To find the ghoul, the players need a perception check

at DC 12, or to climb out onto the beam the ghoul inhabits. Whether the players go to inspect the bones or have found some other diversion, the ghoul will ambush them. Once the players are away from the ladder or the stairs, the ghoul will burst from hiding and trap the players, either at the wall or against the hole in the center. If the players head up the stairs instead of searching the room, the ghoul will come up after them, trapping them on the roof. The ghoul is not a creation or servant of Beryn, but rather a creature who realizes that he has a better chance of finding food by working with him. Ghouls are clever creatures, and can communicate, and he has since stated his intentions. Beryn uses the ghoul as his own private guard, trusting it over Drokag and his kobold slaves. Dimensions of the room are 40' diameter with a 20' height. The hole is 20' in diameter, leaving a 10' walkway.

Roof top – Final Earthly Rest

The rooftop is wider than the rest of the tower, stretching out another 5' all around. A low knee wall rings the tower, coming up to about two feet. In the center is the hole found in every chamber of the tower, albeit smaller than the rest by a few feet. Standing at the eastern edge of the hole is a man dressed in loose peasant's clothing. He is moving his hands in some strange ritual, muttering words of power from a scroll. The few skeletons that remained on this tower are set before him. He seems entirely absorbed in the ritual and does not move to attack.

See the appendix of this adventure for Beryn's stats. The man is Beryn, the necromancer. Due to the many precautions he has taken, the ghoul below and the skeletons on the Right Tower of Waiting, he has let himself get lost in his work, which is to raise the skeletons from a scroll (which will be used up by the time the players arrive). However, once the players begin to move towards him, the skeletons he has been working on rise, 3 of them in total (MM p. 272). He will use them as his weapons, throwing what few spells he has at the players from behind. If the players have not taken out the skeletons on the Rooftop of the Right Tower of Waiting, then they will begin to fire into combat with their longbows. The skeletons will only attack if Beryn is in obvious danger. If the players have not taken out the ghoul on Level 4, then it too will join combat. This has the potential to be very deadly for the players. Dimensions of the room are 50' diameter with a 2' high knee-wall. The hole is 20' in diameter, leaving a 15' walkway.

CONCLUDING THE ADVENTURE

So the players have succeeded in killing both Beryn and Drokag, or have somehow otherwise removed them from causing trouble. All that is left is to report back to Kieran and the others back at the campsite. At this point it is time to reward the players, truly in a way of your choosing. However, there are a few places where the players could have earned bonus experience if they performed certain actions. The skeletons, the zombies, and even the ghoul were once Zelanders. Now being allowed to rest eternally, the bodies must be properly disposed of. If the players take the zombies to lie to rest on the roof, in the style of their ancestors, award each one involved 50 xps. Likewise, laying the ghoul to rest nets them all another bonus of 50 xps. If the skeletons and all the looted bones from inside the Left Tower and the Base of the Towers are thrown into the bone pit, grant all the players an extra 100 xps. (There were a lot of bones to lug about after all.) If the players choose to restore the plaques to where they belong, award them another 50 xps. Lastly, if the players can reveal Bebbin O'Nel as a spy through Drokag's documents, award them an extra 100 xps. It is your choice whether they fight with her or not.

FURTHER ADVENTURES

If you wish to expand on this adventure, just assume that Bebbin O'Nel escapes from the campsite before it is revealed she is the spy. A clue left behind can lead the characters on a quest to retrieve Bebbin before she tries to sell out the campsite to some other evil being looking for a quick advancement through military ranks. If the PCs choose to stay in the area for a while, they could become involved with the camp itself. New and higher quality materials are always needed for the camp craftsmen, there are always undead in the Battleplain guarding treasures left within the towers, and the possibility of a trying to foment rebellion is always available.

THE APPENDICES

NPCs

Drokag the Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class: 18 (chain mail, shield)

Hit Points: 28 (4d8 + 8)

Speed: 30ft.

STR 14 (+2) DEX 12 (+1) CON 14 (+2) INT 10 (+0) WIS 10 (+0) CHA 10 (+0)

Senses: darkvision 60ft., passive Perception 10

Languages: Kingdom Common, dark speech

Challenge: 2 (450 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Possessions: chain mail, shield, Longsword, longbow, 30 arrows, 50 silver pieces, Cypher Key

Beryn the Necromancer

Medium humanoid (human), lawful evil

Armor Class: 11

Hit Points: 20 (5d6 + 5)

Speed: 30ft.

STR 10 (+0) DEX 12 (+1) CON 13 (+1) INT 15 (+2) WIS 12 (+1) CHA 11 (+0)

Skills: Arcana +4, History +4

Senses: passive Perception 11

Languages:

Kingdom Common, dark speech, Kelevan
Challenge 2 (450 XP)

Grim Harvest. Once per turn when Beryn kills one or more creatures with a spell of 1st level or higher, he regains hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. He doesn't gain this benefit for killing constructs or undead.

Spellcasting. Beryn is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). He has the following wizard spells prepared: Cantrips

(at will): *chill touch, mending, ray of frost*

1st level (4 slots): *magic missile, ray of sickness, shield, witch bolt*

2nd level (3 slots): *crown of madness, mirror image*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands.

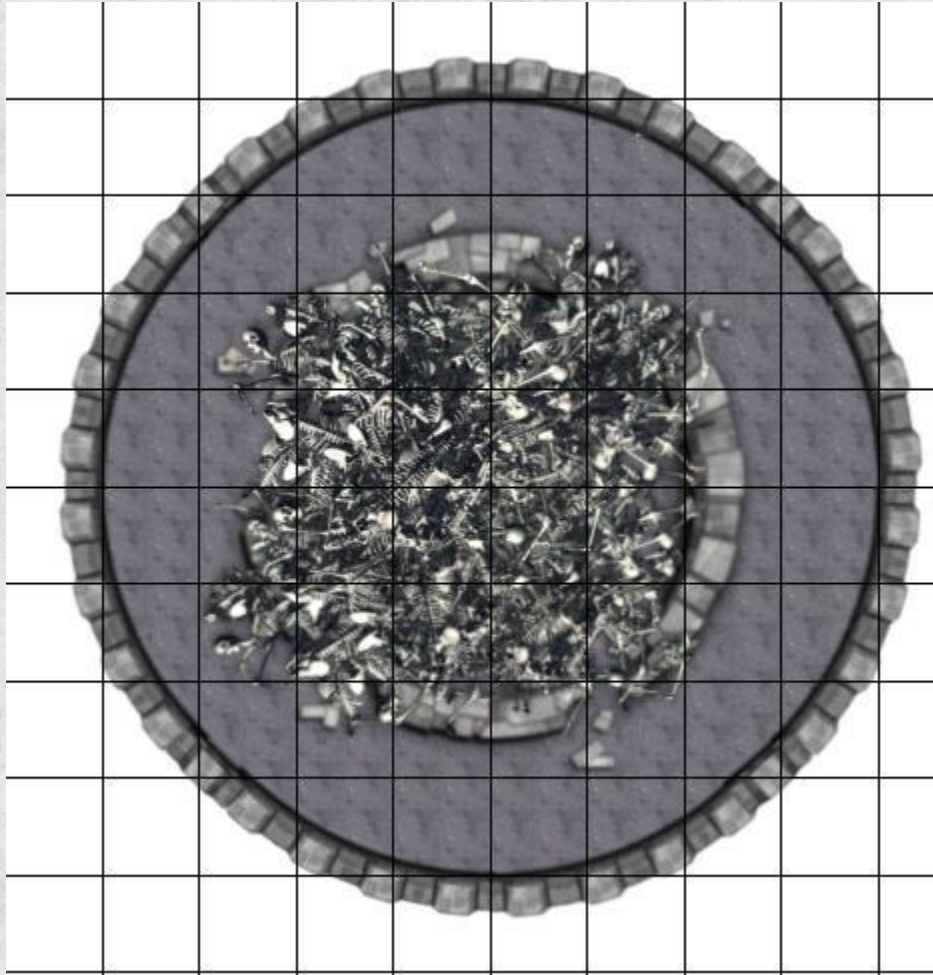
Possessions: Spellbook, 50 silver pieces, quarterstaff, dagger, silver ring (20 sp)

MAPS

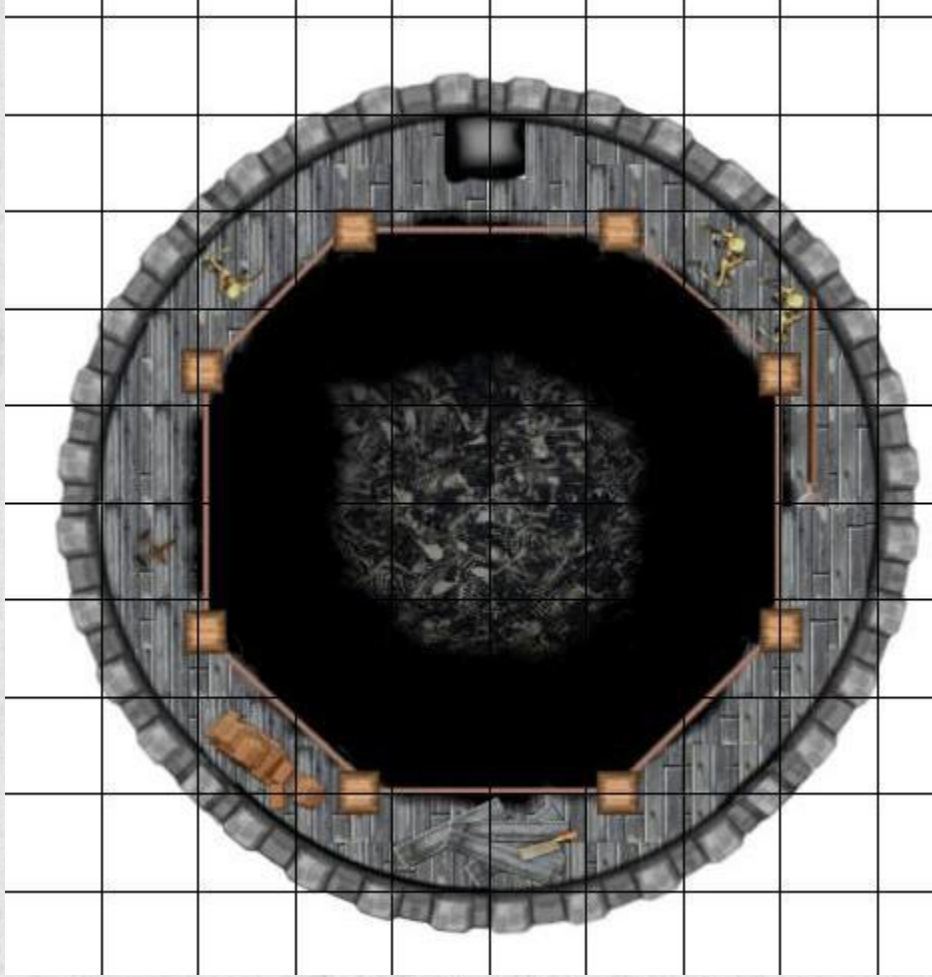
For all maps, 1 square is equal to a 5' square.

Right Tower of Waiting

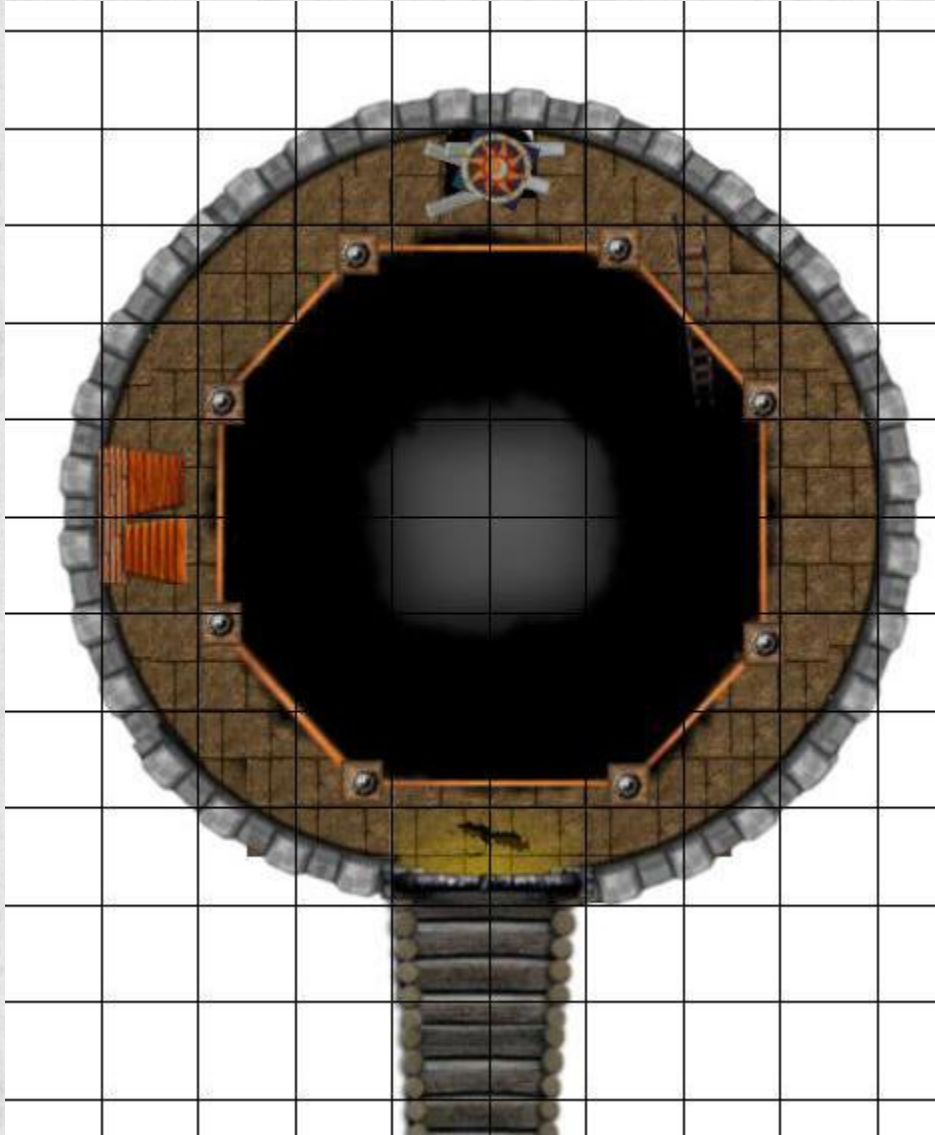
Sublevel 2- Bone Pit:



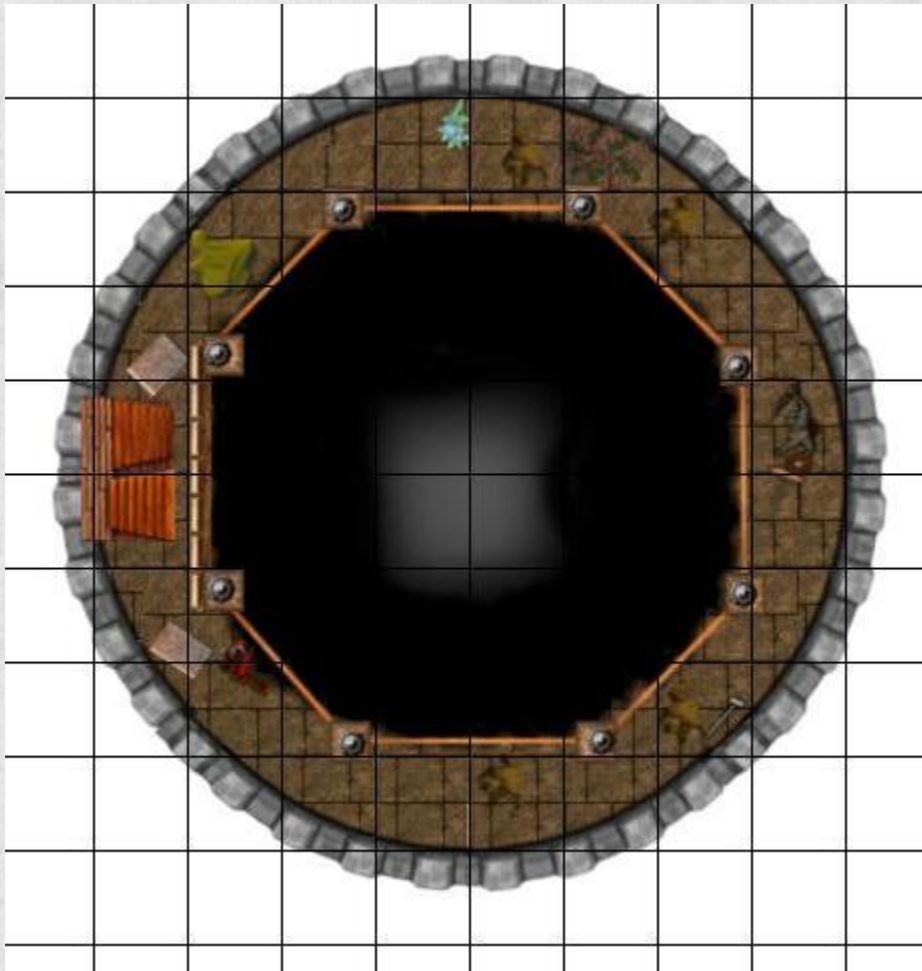
Sublevel I- Maintenance



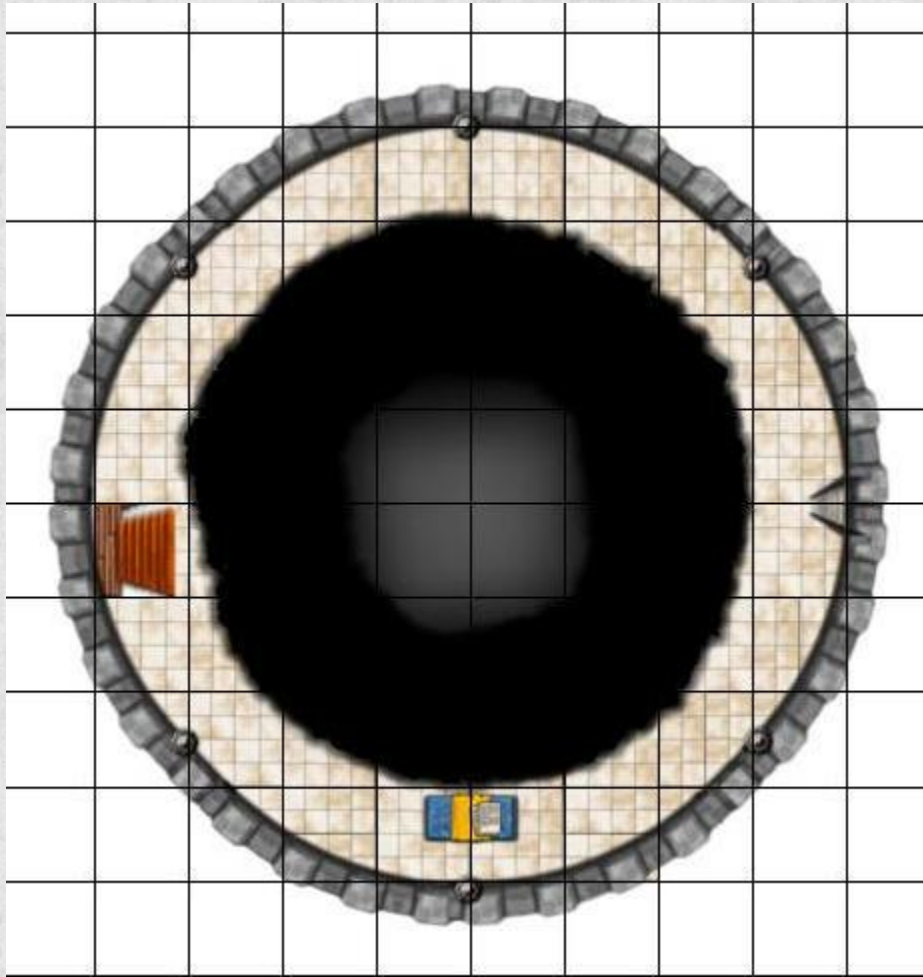
Level I - Entrance



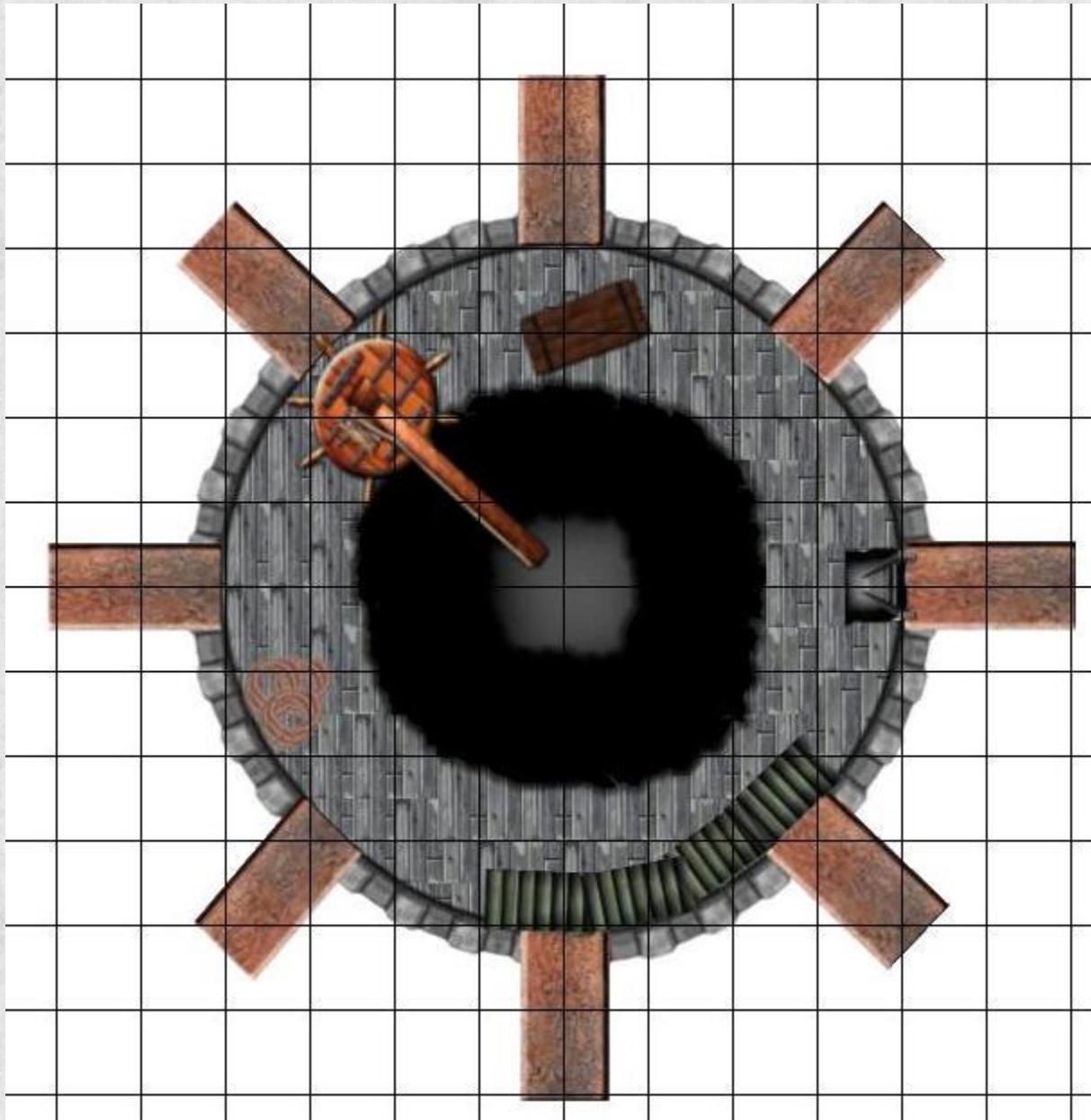
Level 2 - Memorial Chamber



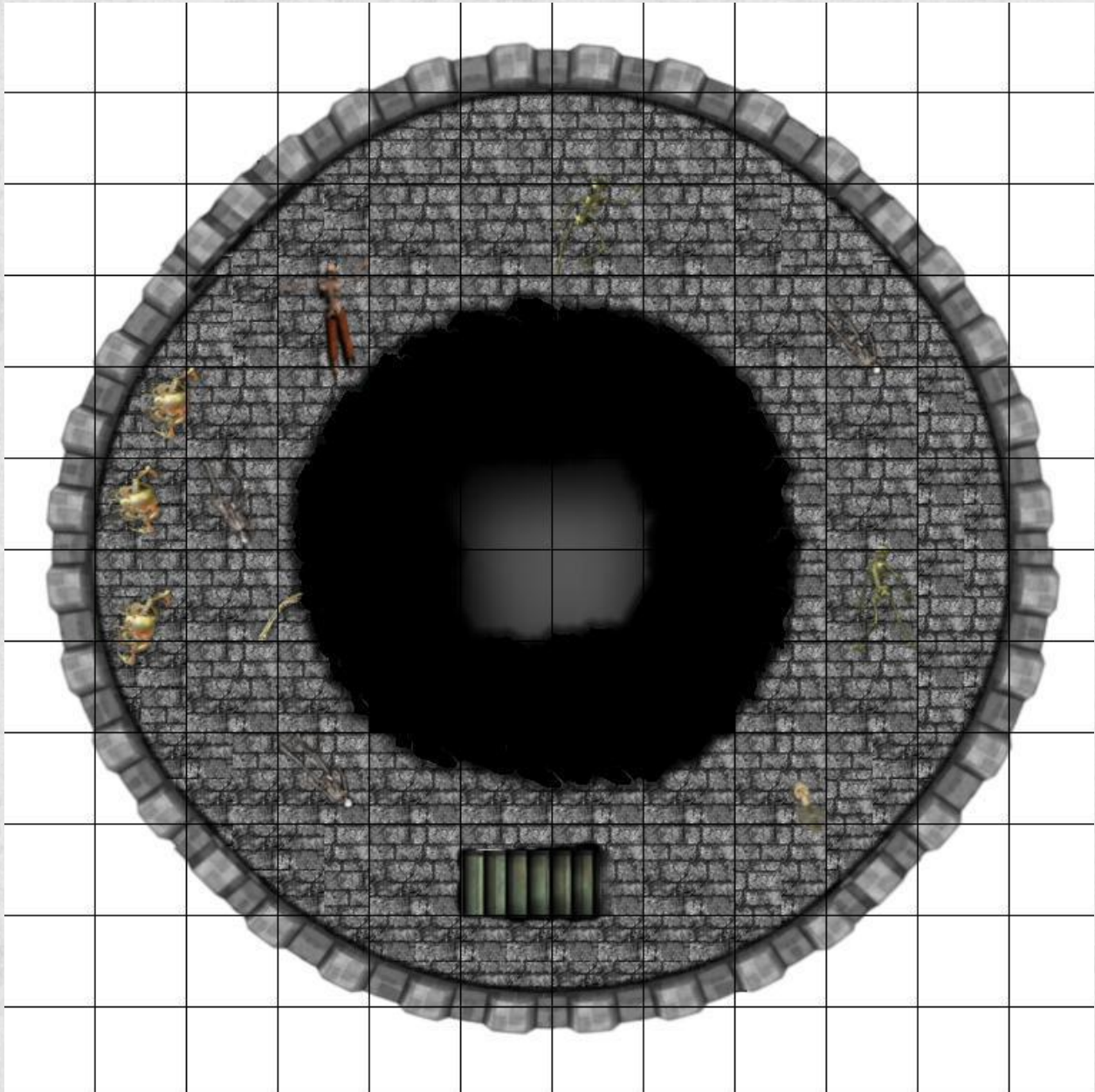
Level 3 - Send Off Chamber



Level 4 - Crane Chamber

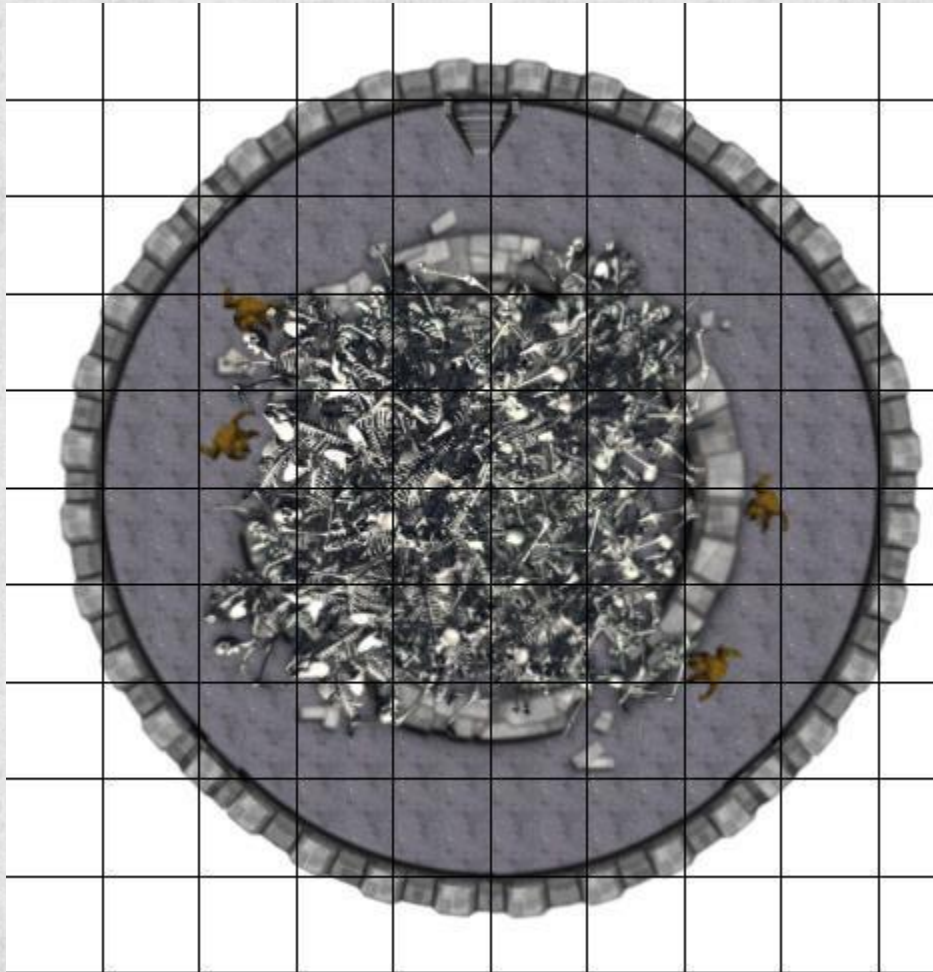


Rooftop - Final Earthly Rest

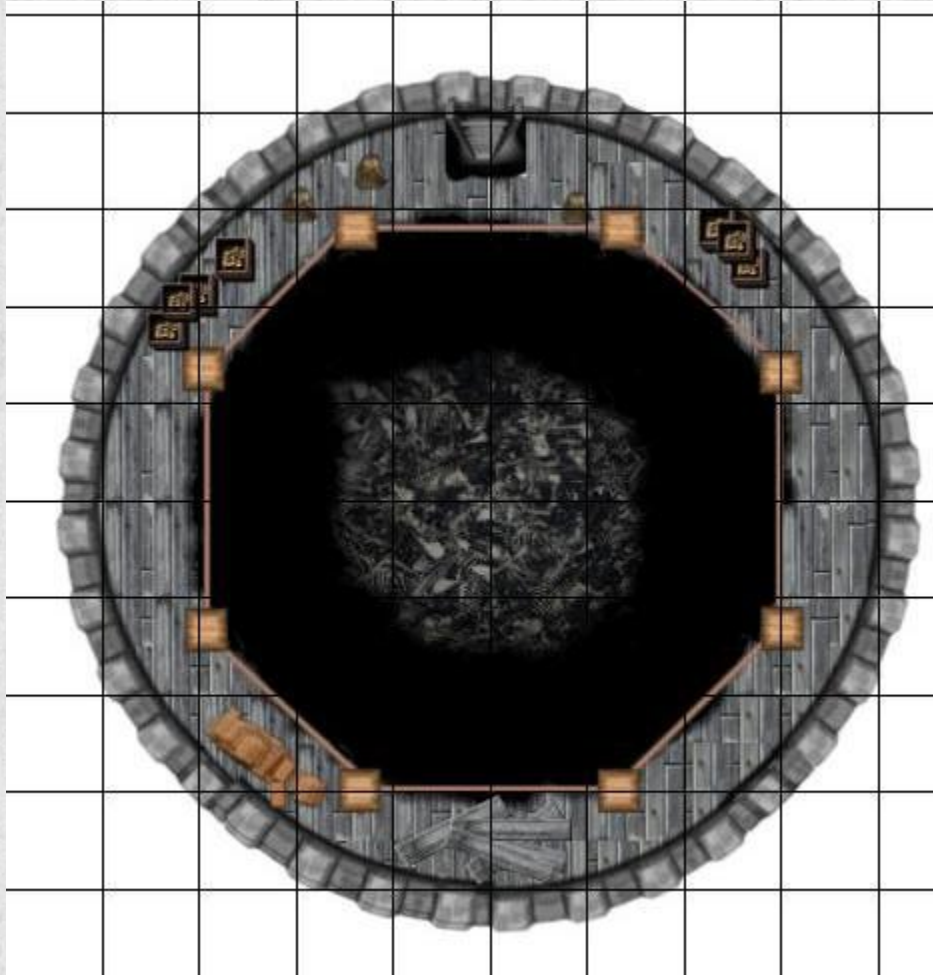


Left Tower of Waiting

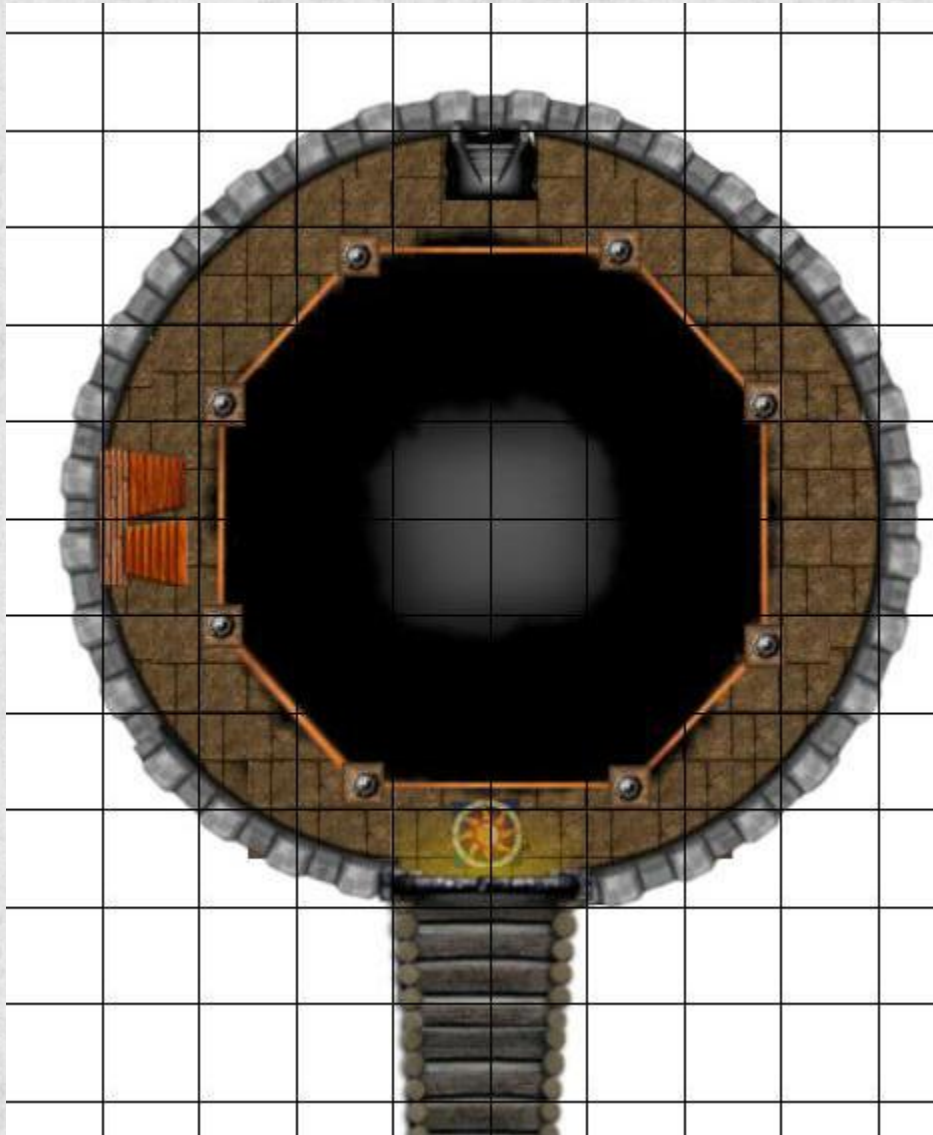
Sublevel 2 - Bone Pit



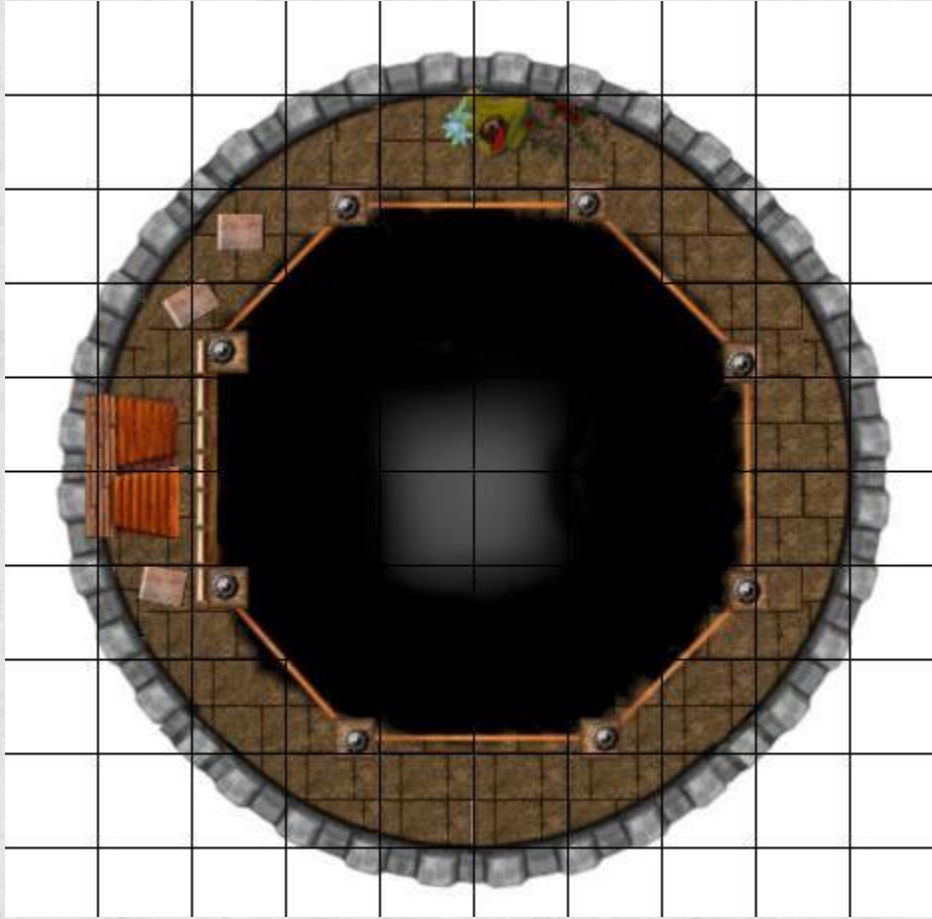
Sublevel I - Maintenance



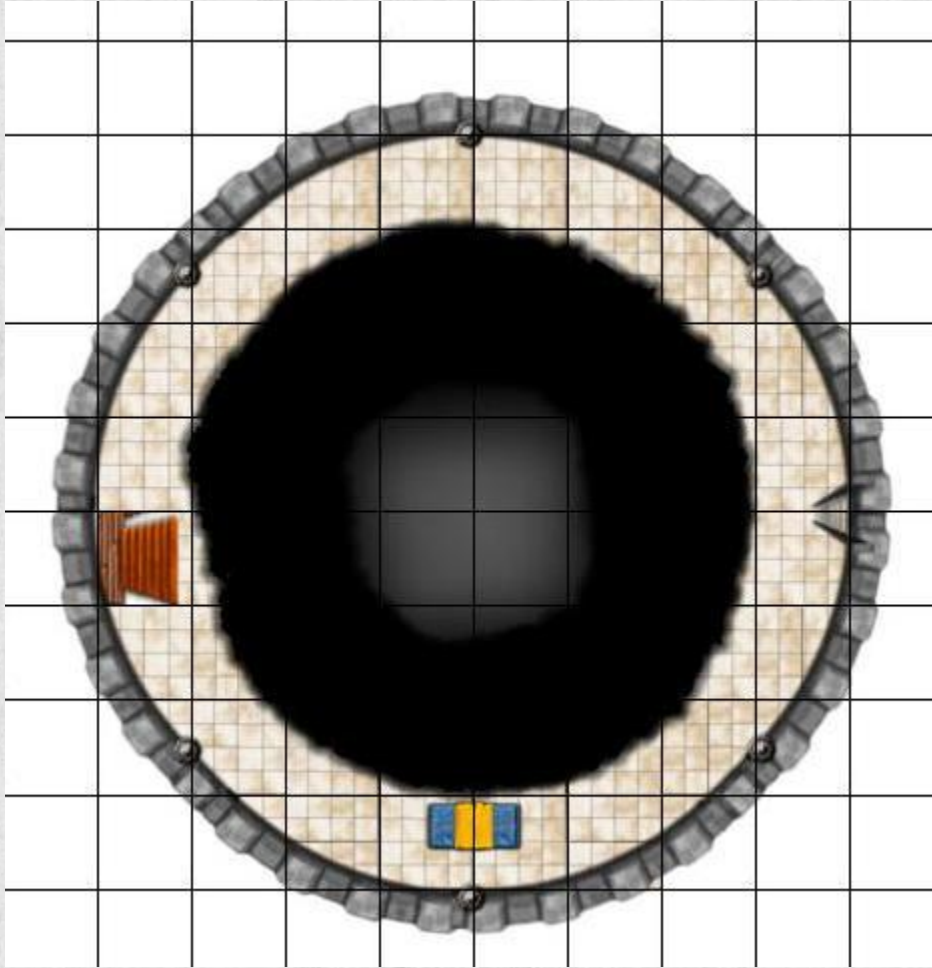
Level I - Entrance Level



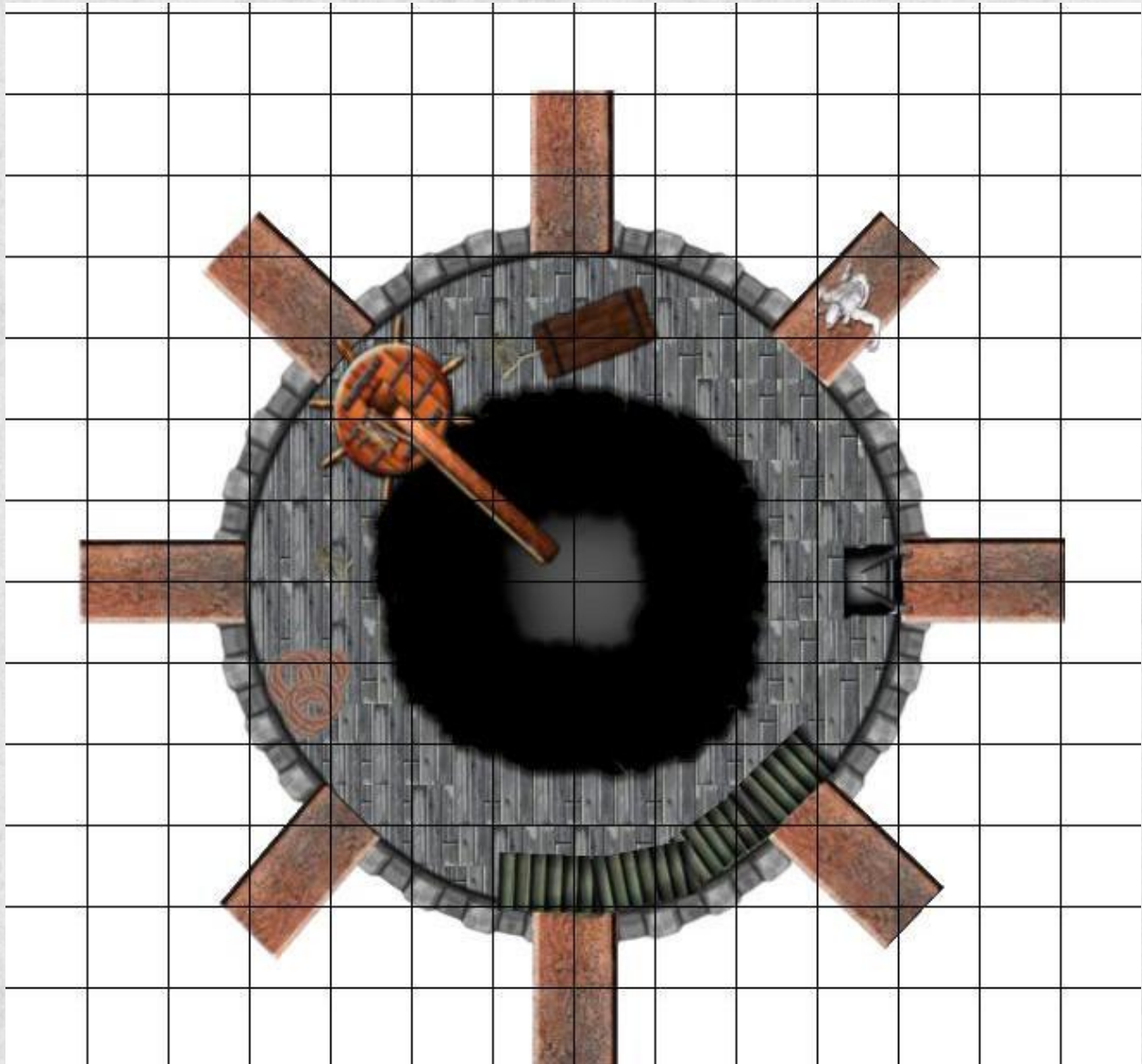
2 - Memorial Chamber



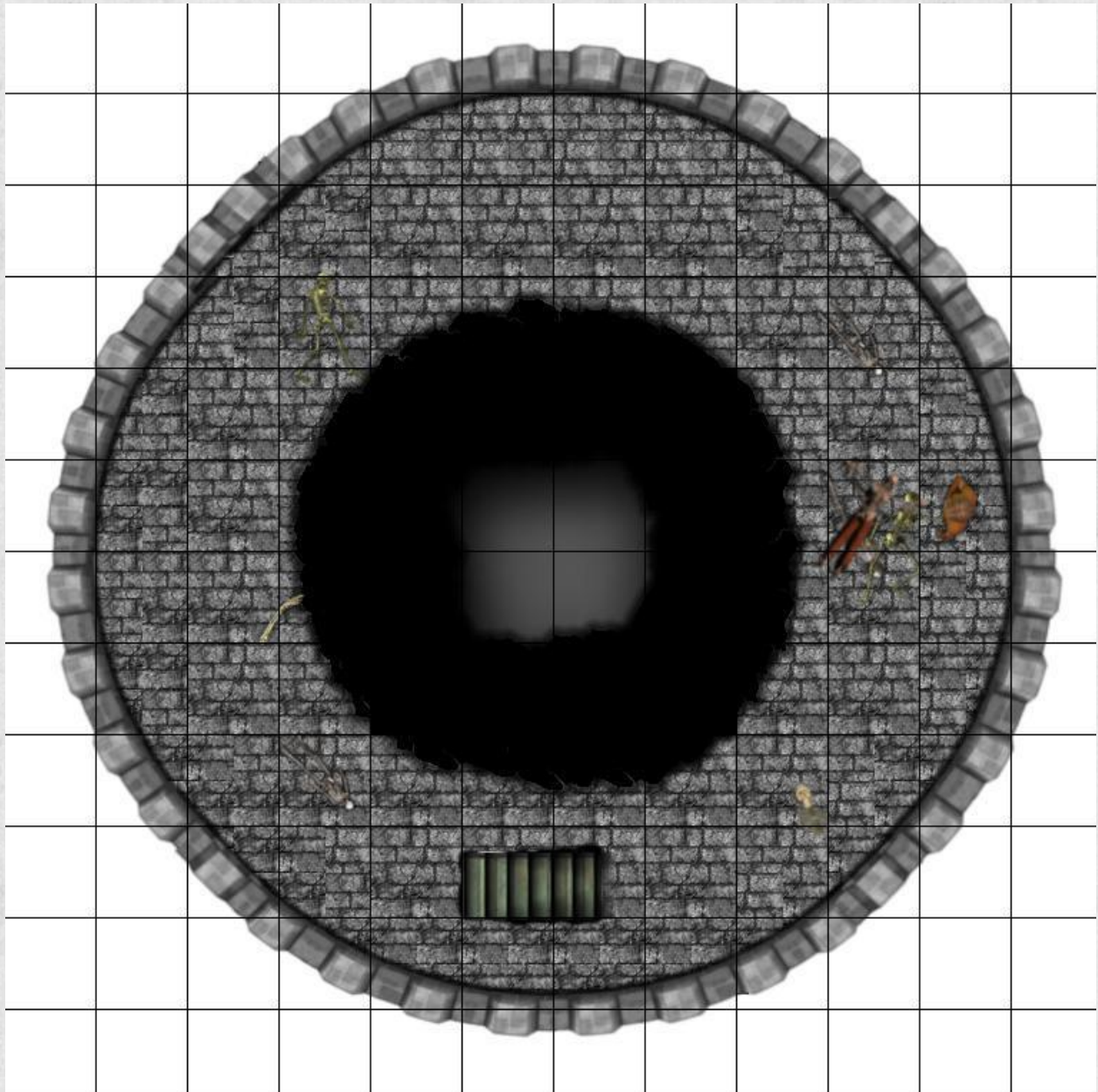
Level 3 - Send Off Chamber



Level 4 - Crane Chamber



Rooftop - Final Earthly Rest



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