

The Tower in the Lake

**A small low-level GM adventure for
Tunnels & Trolls
By AR Holmes**

Introduction

(to be read out to the players)

For the last three days it has rained. The ground is sodden and muddy, the sky dark and miserable. You travel along a well-travelled path towards the east, and your destination. The journey should be a pleasant one, as you pass through large areas of open grassland, hilly vales, rocky streams and woodlands of tall pines. There are no large settlements nearby, and there are few reports of ambush in this area. However, the journey so far has been anything but enjoyable. The rain has beaten down upon you almost constantly for the past three days, soaking you through, and making you miserable. The oilskins you purchased for the trip have not proved to be of the quality the salesman assured them to be, and your leather boots have become damp and heavy, as the rain has leaked through the soles and has dripped down the top. The sky shows no signs of clearing, and dark and heavy rain clouds loom ahead.

You approach a small pine forest, and take shelter within, building a fire and drying out wet clothes. After a rest, a meal and a general dry out, you leave the shelter of the tall pines and continue along a stony pathway, which leads along the side of a large lake, which is at the moment shrouded by a thick mist. The rain still falls but has abated a little, and a cold wind blows off the lake. However, the sky does seem to be clearing a little in the distance, so perhaps better weather is to come.

After an hour or so of walking, the rain does indeed stop, but the cold wind continues to blow. As the mist lifts from above the large lake, it reveals the remains of a small castle, the one remaining tower of which can be seen poking out of the surface of the water. As you all stop to look, it becomes clear that this is all that remains of a small fortification which once stood on the edge of the lake, but has long since fallen into the waters. The top of the solitary tower appears to have a large nest upon it, and you can see a window opening above the surface of the water. Perhaps this ruin may still hold treasure. After all, gold and silver coins are just as valuable wet as they are dry!

About this Adventure

This small adventure is a little different from the norm, as it takes place almost entirely *underwater!* The building on the edge of the lake has long since crumbled into the waters, and now only the tower remains. The exact purpose of the tower need never be discovered by the players, and this adventure does not provide it's history either! There are 5 interior levels to the tower, 4 of which are completely submerged, and delvers will need to swim under water to explore the rooms. They cannot wear armour, although you may wish to allow leather to be worn whilst swimming, but in my view, anyone wishing to swim down and explore the ruins of the tower must remove all armour, leave all large weapons on the shore (you can't swing a sword underwater) and remove all heavy items behind. Also bear in mind any magical items or other things, like parchments, spell books etc., which will be ruined if immersed in the waters of the lake. Combat under water will be difficult, and the delvers must only use short stabbing weapons. Daggers are best, and spears can also be used. Projectile weapons may function at the discretion of the GM, but I would not allow them. Magic will function normally, unless the GM has other ideas....

As the player-characters will probably be humanoid, and of a kindred incapable of breathing underwater, exploring the submerged ruins will be tricky, with the characters needing to surface for air. You may wish as GM to provide magical means of swimming for longer periods without requiring to come up for air, or manufacture fantastic breathing devices for them to wear (huge cumbersome sea shells with rubber pipes, magic masks etc.) You can provide these in the lead-up to the game perhaps, or once the party discover the submerged tower, have them find their own means of exploring it. They may have to locate magical or practical methods which will allow them to swim underwater for longer, and the GM may need to provide a brief mini-scenario for the players as they locate such things. If they dive unaided, the player-characters will be unable to swim under the water for much longer than 1 or 2 combat rounds without needing to surface for air. The GM may solve this problem for the party or just present them with the tower and let them get on with it! It's you call GM. It is also assumed all the player-characters can swim well.

GM & Player-Character Considerations

This adventure has been written to play over a single session, but it could stretch to two sessions if the party struggle. It was written with about 4-6 low level (1-3) characters in mind, including the requirement for a magic user or two. The dungeon is tricky in places, but it's a difficult situation the party face here - a submerged tower is no walk in the park! The highest MR is 250, that being the creature in the final room, but all other MRs throughout the tower are between 45 and 100. The creatures found within the ruin were not placed there to kill the delvers, I expect most parties will find them easy to handle, but it may be that all the members of the party do not dive into the tower at one time, and fighting is restricted to short stabbing weapons and magic, so I have

kept the MRs low for these reasons. Most saving rolls are either level 1 or 2. Adjust these strengths to suit the level of character your players use.

N.B. This adventure does not include encounters for the lake itself. Think up suitable monsters and dangers based on the ones presented in the tower if the delvers go swimming! The GM may wish to allow the delvers to dive below the lake and enter the tower ruin at lower levels.

Game Master's Map Key

The tower is all that remains of the small, fortified lakeside building. GMs may expand this adventure to include further ruins beneath the waters, but for the purpose of this adventure, only the tower levels are detailed.

Tower Level 1 (Roof)

The top of the tower is open to the sky, and has a 3' wall around it. Here, a large Heron has secured its home, and it will viciously attack anyone who appears to show an interest in its territory. The Heron is approx. 15' long with a wing span of 40', and a wicked beak. It fights with a MR of 60. If the bird takes damage in the first two combat rounds, it will abandon the fight and fly away, perhaps returning in a day or two when the intruders have gone. It will not attack again during the adventure.

The Heron's nest contains no treasure. If it is searched, a L1SR on LK will reveal the presence of a large trap door set into the roof of the tower. It has an iron lock, which has long since rusted and seized up. Once exposed, it will require a blow from a suitable weapon of 20+ points of damage with a single hit. A 'Knock Knock' spell will magically unlock the padlock if applied, but it is too old and rusted to pick. The trapdoor is too thick and the wood is too hard to break.

Tower Level 2

This is the level, which is accessed either through the window opening in the side of the tower or through the trapdoor in the roof. It is a single room, with a similar trapdoor in the floor, which opens to reveal a set of old and soaked wooden steps, which lead down to room 1 on the next level. This door is stiff but not locked. A L1SR on ST is required to open it. Only one character may try, and anyone failing the roll may not try again. A 'Knock Knock' spell will cause the trapdoor to open immediately, even though it is technically unlocked. The steps weaken and creak when walked on, and will fall apart soon after the first two delvers use them.

The room is littered with old rotted wooden furniture (e.g. a desk, a couple of chairs, a table, odd pieces of wood, etc.) and the air is very damp. The stone wall has thick green furry fungal growths on it, and the floor is covered in water to a depth of about 3". Living on the walls is Green Slime, MR 45. It will suddenly attack anyone who happens to stand near to it, and will burn exposed skin for 1D3 CON per combat round, despite the result of the combat

round, until removed. Injuries caused by this creature will never properly heal and will leave a scar, which may reduce CHR at the discretion of the GM. Any characters fighting it must make a L2SR on DEX or they will injure the victim to whom the Slime has attached itself. In this case, each delver must roll 1D6 and the victim must take the result in hits (armour will count). The victim of the Slime may only try to attack the creature with daggers or similar short weapons. (The GM may wish to decide that the Slime attacks the delver with the lowest LK rating, if all members of the party are standing near to the wall.

A level 3 SR on LK will allow anyone looking around the room in detail to find a **Bronze Disc**, about 6" in diameter, with a dragon design upon it. If none of the party are capable of making a third level roll, lower it to level 2, but only allow the roll if they say they are examining the floor closely, as the disc is covered in mud and silt and does not catch the light, nor is it easily spotted.

Tower Level 3

1) The steps from the upper level lead into here. This room is completely full of water from the lake. Floating around in it are numerous plants, bits of detritus from the room (e.g. bits of furniture etc.), small fishes and other bits of junk. At the bottom of the room are the heaviest items, which still rest on the floor. Amongst these are a pair of iron treasure chests, about 4' square. Each has a crest on the top of it, featuring a lion rampant. The chests are locked, and each contains 1000 gold pieces. One of them also has a ruby necklace amongst the gold, which is worth somewhere in the region of 600 GP. Magic is required to open these chests, as the locking mechanism is totally ruined and there are no keys. Other large heavy items are a brass bell, an iron rack (once used to support a cannon) and 1D6 cannonballs. In part of the tower's wall is an opening approximately 6' in diameter, which was once a window but has seen considerable damage. It is possible to swim through into this room from the lake. Delvers swimming around in here see several skeletons of humanoid beings, covered in slime and underwater plant life. Freshwater crabs have made their home amongst rib cages and in hollow skulls. A few rusted weapons lie also on the floor of the room, but nothing is useful.

Living in this room is a Freshwater Devil. This is a creature, which looks to all intents and purposes like a very large eel, except that it has reddish skin and twisted horns on the top of its head. These fierce beasts are rare, but the tower's deserted room makes an ideal home for the creature. The monster is the reason why the treasure still remains in here after all this time! It fights wildly with an MR of 90. Each combat round, the delvers engaged in combat must make a L1SR on the average of LK & DEX to avoid the creature's large horns. Failure to make the roll means they take the difference in CON damage from the horn. The large eel will fight until death. It is approximately 19' long, and is very quick and agile underwater. The confines of the room do not hinder it's ability to put up a wild fight. If it is slain, the horns can be sold for up to 1000 GP each, as they are very rare. The delvers will not know this of course, and should they attempt to get the thing out of the water (it weighs 8000 weight units) to remove the horns, they will find it most difficult.

2) This room is once more full to the ceiling with lake water. It contains what remains of a study, with a large oak desk bolted to the floor, but the remainder of the furnishings are either rotted or float in pieces in the water. If the delvers attempt to open the drawer in the desk (do not prompt them, they must think of it by themselves) they must make a L1SR on LK. Failure to do so means they have been bitten by small Freshwater Piranha, which live in here. They are timid creatures, but will bite any hand that approaches the desk. If the delver was un-armoured (it was probably removed in order to swim down here, right?) he takes 1D3 CON damage from piranha bites. Once they have attacked a delver they swim off through holes in the tower wall (not large enough to swim through). The desk drawer contains a leather pouch which contains a silver key in the shape of a dragon. It also contains a pair of old half-rim spectacles, a rotted book (will fall apart when touched) and 1D10 silver coins.

3) This room has a large (6' in diameter approx.) hole in the wall, and apart from being full of detritus and fishes, is empty. (Allow two searches for treasure in this room)

4) The doors to this room are locked, requiring magic to open. It contains a trapdoor down to the next level (room 1 on Level 4) and the walls are intact. The room was obviously once richly decorated, but this has been ruined obviously by the water. Still affixed to the wall are picture frames (all pictures long gone) and a rather fine silver framed mirror, 3' in diameter. The designs around the frame feature dragons. The mirror if taken intact from the submerged tower will fetch around 400 GP. A human Skeleton floats around in here, with a silver chain around its neck, holding a silver key. The key will unlock all doors on the next level (4). Wizards feel bad vibes from this room. If the skeleton is disturbed, it animates, and glows with an unholy green hue. It fights with an MR of 65, so should be easily slain, but this is a warning to the party that strange things are afoot within this ancient tower...

Tower Level 4

1) The trapdoor in room 4 up on Level 3 leads to this room, but there are no steps, as they have long since given way to the waters of the lake. In here lives a fierce creature. A giant Water Spider has set up home here, and attacks anyone entering the room. The tower wall in here has several openings, all roughly 3' in diameter; the spider can fit through the largest of them should it need to. The creature has an MR of 55, and is not poisonous. It will attack the first delver to swim through the trapdoor, and they must fight the first combat round unaided. The room contains little of interest and no treasure. There is a trapdoor in the floor in here, which is easily opened and leads down into room 3 on Level 5.

2) This room is interesting. It appears to have been at some point in time, a magician's room. The walls and floor still show traces of strange symbols and diagrams, and there is a large five pointed star etched into the floor. The water filled room is littered with sodden pages, as the room also contained many books, all now obviously destroyed. Against the wall is an iron

strongbox, which has an ornate keyhole with a dragon surrounding it. This is opened by the silver dragon key found in room 2 on Level 3. Magic will not open this box, as there are still magic wards at work, which negate magic cast at or around it (wizards will feel neutral magic from this room). Within the iron strongbox are the remains of an old book (now ruined and completely useless), a **Silver Disc**, 6" in diameter and featuring dragon designs, a ruby set ring in a leather pouch (worth 150-200 GP) and a plain silver bracelet.

If the box is opened, a Guardian Demon will appear, surprised but unaffected by the water, and attack the delver who opened the box, and anyone else who cares to join in with the melee. The demon has an MR of 100, and will fight until slain. It does not care for the contents of the box, and once it has been set free it is free, if it is not slain, to go wherever it pleases.

3) This room was once some sort of laboratory, for dozens of glass beakers and jars float around in the water. The wall has a 3' hole in it, which is covered with thick plant life. The room is empty otherwise.

4) This small chamber contains a grim discovery. Thick iron chains are fixed to the wall, and they still hold their prisoners. 2 human skeletons are chained to the wall. The room contains nothing else, but the delvers will experience extreme sadness and despair if they enter. Unless they make a L1SR on IQ, they will give up all hope and leave the tower immediately, and will not return into it for any reason. IQ will drop by 1 point permanently.

Delvers may hear low moaning sounds from without this room, and may glimpse shapes or shadows (ghosts?) in the water when they peer into the room, but they cannot pinpoint the sounds and only see slight figures at the side of their eye...

Tower Level 5

1) This room contains a trapdoor, which leads down to room 2 on Level 6 of the tower. It is easily opened as it has partially rotted away anyhow. The tower wall has many small openings in it, and one large one, being about 5' in diameter. Living in this room is a Giant Freshwater Crab. It has an MR of 80 but a CON MR of 130. It can take up to 12 points of damage per combat round on its natural body armour shell, and each combat round, the delvers fighting must make a L1SR on both LK and DEX to avoid the giant pincers. If one of the rolls is missed, the delver takes extra 1D4 CON damage from the pincers. If both rolls are missed, then the delver is caught by one of the pincers and held tight! 1D6 CON is instantly lost, and unless the delver's friends can aid, the crab will hold the delver until he or she drowns, then devour the victim. The crab will not attempt to hold more than one delver, and if more than one delver fails both rolls, the one with the lowest LK or the one who missed by the most (GM's choice) will be caught. If the crab is losing the fight badly, it will swim quickly out through the largest hole in the wall.

The room contains the crab's lair and no secrets.

2) This room should be the last the delvers visit on this level. It contains a large treasure chest, which is partially rotted and therefore easily opened, and a large throne-like chair fixed to the floor. A large but unfortunately smashed mirror is fixed to the wall opposite the throne, and the room contains the remains of once ornate furniture. Sitting in the throne is a skeleton, dressed in a once fine robe, and wearing a crown. As the door to the room is unlocked, the skeleton becomes possessed by an evil spirit and prepares to slay the intruders. The Skeleton Mage knows all spells from level 1 to 8 and can cast one per combat round for 3 combat rounds before all it's power is lost, regardless of ST required to cast the magic. If attacked, it will not fight back but continue to cast the spell. It is surprisingly resistant to attack, and all delver's hit totals for the rounds should be halved. The skeleton will be destroyed if it takes 100+ points of damage. The GM should decide which spells it attempts to cast, and it should be allowed to cast at least one before it is destroyed. Around it's neck it wears a **Gold Disc** with dragon symbols on it, 6" in diameter. A L2SR on LK will also find a small emerald ring on the skeleton's little finger of the right hand, but only if they search it further. If a delver wears it in the same position, they will immediately receive a magic increase of 1D20 points to ST & CON. They must roll once for each attribute, and the increase is permanent.

The treasure chest contains 2500 gold coins.

N.B. If the GM is feeling generous, the chest may also contain a magical mask of water breathing, which is left up to the GM to apply rules to.

3) This water filled chamber has no openings in the wall, and contains two skeletons. They float at the top of the room against the ceiling. The room obviously had rich decor, and parts of the wall, floor and ceiling still show signs of lavish painting. On the wall is a large iron lever, which is in the 'up' position. Anyone attempting to pull it down must make a L2SR on ST. It is not large enough for more than one person to try. If it is successfully pulled, the iron gate in room 3 on Level 6 will be lifted, and the creature set free....

4) This room has most of the tower wall missing, and the opening is choked with water plants. This room is home to a pair of large Freshwater Turtles, which fight with an MR of 80 each if disturbed. They take all hits on their shells, and the delvers must make a L2SR on DEX each combat round to strike their exposed softer regions. If the roll is missed, the delver does no damage that combat round. The room contains nothing else of interest.

Tower Level 6

1) The outer wall of the tower in this room is almost completely destroyed. It appears that the tower may have received the damage on this level which caused it's demise. The opening is choked with thick weeds and rubble, and will take 2 full turns to clear. Once it is cleared, any delvers swimming around in here, the rest of the level or in the lake risk attack from the dwellers of the waters, which will be attracted to the tower by the activity of clearing the debris and plant life from the tower wall. The chamber is empty, but the walls

show signs of bizarre paintings and carvings are present in the floor and ceiling, of a hideous nature. Fish swim around in numbers in here, but there are no harmful creatures in here when the delvers first enter. Their problems begin if they attempt to clear the opening in the outer wall, which is approx. 25' in diameter.

2) This chamber contains more fish, and holes in the outer wall of the tower room. Again there are no dangerous creatures in here when the delvers enter, at least, none which are immediately visible! Lurking on the floor of the room is a Stone Fish. This is a highly poisonous creature, which resembles rock, complete with small plants growing atop it. If stood on with bare feet, or touched with bare skin, poison-filled barbs will embed themselves in the flesh, causing immediate stinging and great pain. Unless the poison is neutralized ('Too Bad Toxin' will do the trick) within the very next combat round, the victim will die, with no saving throw permitted. The fish is easily slain if spotted, but will not move unless discovered. If stepped upon, it will swim quickly out of the room through a small opening in the wall. If caught, it may be sold for several thousand gold pieces to a poison dealer or a similarly interested party.

The room's only feature is a strong iron door, which leads through to room 3. In the door are three 6" diameter recesses, in a triangle formation in the centre of the door, into which the gold, silver & bronze discs, scattered throughout the tower ruins, must be placed in order for it to open. There appears to be no way to open the door, and it will open automatically when the discs are placed into it. They cannot be removed once used as they slide out of sight, falling into the door and triggering the locking mechanism. On the door are glowing runes, in Elven Tongue, reading:

"THE CHAMBER OF GOTH - PASS THROUGH AT YOUR PERIL!"

3) A strange thing happens when the door opens into this room-the water does not spill through! This room is completely dry (although the walls are a little damp) and magic prevents water from entering it. The walls show no signs of damage, and everything in here is intact, if a little clammy and damp. A trapdoor leads through the floor, but for the purposes of this mini-adventure it will not open, has rock beneath it, or just opens into the waters of the lake. Should GMs wish to expand this adventure, this trapdoor is an ideal place to start.

In here is an iron cage, containing a fearsome creature. Half dragon, half frog, this monster is an abomination. If the delvers have pulled the lever in room 3 on the level above (which they will have, 'cause they're *delvers*, right?) then Goth will be waiting for them, his cage suspended by chains above, which feed through a complex series of pulleys and counterweights to vanish into the tower wall. Goth has an MR of 250, and is immune to poison attacks. If the cage is still in place, Goth will watch the delvers with interest as they enter, his green and yellow cat-like eyes only half open, but will not move. If the cage is released, he will feast. If anyone tries to communicate with Goth, they must make a L2SR on IQ. If they fail, read out the following passage to the player.

"You feel a presence entering your mind, forcing it's way in. It is old, and wise, and you feel in awe of the wisdom and strength it has. The presence speaks to you, but only to you, in your mind. Release me, and I will show you great power and give unto you treasures beyond your imagining. Lift the cage from me, and glory and wealth are yours. The voice fades away, and no matter how hard you try to reach it again, the presence will not return."

Of course, the presence is Goth, and it lies.

The room contains one secret. A hidden panel in the floor, *within the creature's cage*, can be spotted with a L2SR on LK by anyone stating that they are looking into the monster's cage. It requires a L2SR on DEX to open, and contains a powerful magical item-The Wish Slate.

The Wish Slate is a black slate writing board, about 12" square, with a piece of chalk attached to it by a chain. The chalk cannot be removed and the slate will lose all power if the chain or the slate is broken. If an 'Omnipotent Eye' is cast upon it, the wizard receives the following message but may learn nothing more by casting further spells onto the item.

"Used three times, I give great things, but heed the dangers this slate brings! Greed and hatred, wealth and power, are the things, which will devour!

Use me wisely, please be kind, and I'll grant your wishes, you will find."

The Wish Slate can be used three times only, and will grant wishes, which are written onto the slate with the chalk (only). After three uses the chalk dissolves. The wishes must be minor requests, and are granted at the discretion of the GM. As the warning rhyme suggests (the delvers will find a parchment with the slate, or the above rhyme will be written on the back of it, if they do not have a wizard with them, or the magic user has perished during the adventure) if the user wishes are greedy, show hatred and malice for another being, or are requests for great personal power, the wish will be denied, and the user will be devoured in a pillar of fire, with no saving throw allowed! This will not count as a wish and the item may be collected by another player character that will use it carefully! This is a powerful magic item which should be treated with respect, and which exacts a high toll if misused.

If the delvers are treasure hungry, throw some gems into the hidden recess also.

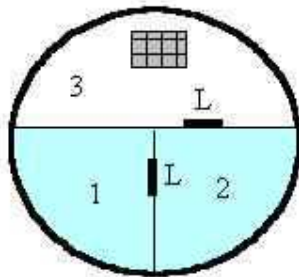
Treasure Table

(for the GM to use if required, when the diving delvers search the rooms)

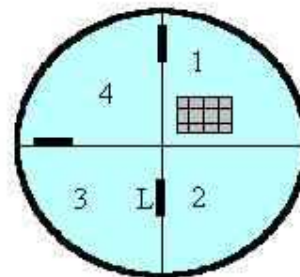
- 1-Small silver artefact, worth between 10 & 60 SP.
- 2-Small jewelled silver artefact, worth between 10 & 120 SP.
- 3-Small gold trinket, worth between 10 & 60 GP.
- 4-Small jewelled gold trinket, worth between 10 & 120 GP.
- 5-Jewel. Roll once on the Treasure Generator in the Rulebook (5th. Edition) ignoring 'items'.
- 6-Small jewelled armband, necklace, torc or similar object. Worth 3D6 x 100 GP.

Allow the delvers to have one search in any room of the tower. If a L2SR on LK is made, roll 1D6 and refer to the table above. Only allow the one chance of finding treasure. If a character fails the roll, then no one else may try, as there will be no treasure to be found in that particular room.

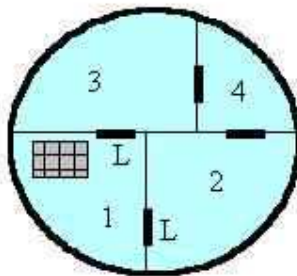
This ends 'The Tower in the Lake. The GM map follows on the next page.



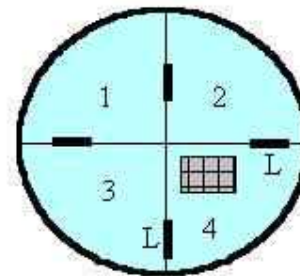
Tower Level 6



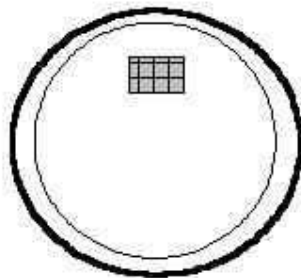
Tower Level 5



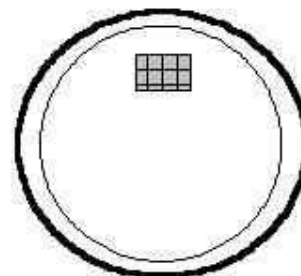
Tower Level 4



Tower Level 3



Tower Uppermost Level



Tower Level 2

Map Key

- | | |
|-----------------|---------------------|
| Door (Unlocked) | Door (Locked) |
| Trapdoor | 1 cm = 10' (Approx) |

THE TOWER IN THE LAKE - GAME MASTER'S MAP