A Lair for Five 12th-Level Adventurers

The lost Bloodtower has returned, arising from its earthen grave to stand as a mute sentinel over the fog-shrouded moorland. In the weeks since its return, locals and travelers have spoken of new undead roaming the countryside.

Background

History DC 21: In centuries past, the Bloodtower was home to a society of necromancers. The members of this cloistered sect, easily recognized by their smooth shaved heads, unadorned gray robes, and white gloves, were known for their expertise in combating and commanding undead.

For reasons unknown, the Bloodtower vanished into the moor several centuries ago.

History DC 23: The Bloodtower’s lord was a necromancer named Mervaun, and his expertise in the fields of necromancy and demonology were unparalleled.

Hook: Find the Black Petal

The PCs are visiting or passing through a city that lies near the moorland. While taking a meal at a local watering hole, they overhear a resident relating the following story.

Not long ago, a woman with pale skin and piercing gray eyes, wearing a distinctive amulet, passed through the city. The slender, graceful woman offered no name as she methodically purchased supplies. Locals called her the Black Petal, for the pendant depicting long, thorny roses with petals dark as night that she wore on a chain around her neck. When she left the city, she traveled into the moorland.

If that’s not enough of an enticement to get the characters to follow the mysterious woman, you could arrange for the resident to engage them in conversation and speculate that the woman’s activities are connected with the long-lost Bloodtower.

Environment

Low, coarse grasses and scattered briars dot the fog-swept lowlands. A great river lies adjacent to the moorland that annually overtops its banks in winter, flooding the fields.

The lowlands of the moor are mostly flat, allowing PCs to move overland without restriction. The highlands are rocky and thick with vegetation, making the terrain difficult to cross. Thick blankets of fog often roll in from the nearby inland sea. Beasts native to the moorlands might take advantage of the heavy fog to achieve surprise against the PCs (see obscured terrain, Dungeon Master’s Guide, page 61).

The following physical traits apply to the Bloodtower:

✦ The tower stands 96 feet tall. It has eight floors, each 12 feet in height. However, it remains partially buried underground in the moor. The third level of the tower is even with the ground, and the floor of the top level of the tower is 60 feet above the ground. The exterior walls of the tower are rough surfaces, and climbing them requires a successful DC 21 Athletics check.

✦ The central spiral staircase is difficult terrain. Characters have cover against foes below them on the spiral stairs because they can duck behind the staircase’s central support. A successful DC 16 Acrobatics check is required at the start of each run action attempted on the stairs. Failure results in a PC falling prone and ending his or her movement.

✦ All doors in the tower are closed but not locked and can be opened as part of a move action.

When the PCs Survey the Area Around the Tower, Read:

The Bloodtower juts out against a forested tor. The tower is constructed of dark green stone speckled with bright red spots. It stands about 75 feet in height.

In the Lee of the Tower

As the power of Anefsina’s ritual pulled the Bloodtower skyward, the edifice was dragged along a large boulder, damaging the structure and punching a hole in its outer wall. The crevice is large enough to allow a single Medium creature to pass through at one time.

When the Adventurers Reach the Tower, Read:

The tower appears solidly constructed despite a jagged scar running along its wall. The gash ends at ground level, where a great boulder has punctured a hole in the tower’s outer wall. The stink of death and corruption near the boulder is overwhelming. The stench pours from the exposed crevice.