

Adventures in the Principalities of

# Glantri

**DM:** The DM should feel free to place a few surprises in the wizard's tower.

What the Locals have not told the new owner is that they ambushed the previous owner and killed him when he announced his plans to become Baron over the small border region.

The Villagers are happy to sell the tower to a wizard as it avoids certain questions. They however intend to kill the new Wizard if he or she decides to become Baron over the region.

To help things along, some Prince will request the wizard report to the Parliament where they will recommend the wizard's elevation to Baron status within one year for security reasons.

This will provide the DM with one year for the Farmers to attempt to murder the Future Baron.

If they fail, and the barony is achieved, they will employ a cleric from the thousand fists of Khan to animate the dead wizard (Malachi Jarno) as a *Salt-Mummy-Stats as: Mummy* (they have him stored in the tavern cellar in a huge clay pot of salt).

The Villagers are quite wealthy from the sale of wizard goods they looted from the tower (and from the sale of the tower itself). All up the twelve families have ten thousand gold crowns worth of recently bought livestock, foodstuffs, and assorted wares of value.

**NOTE:** Completion of this Adventure will allow the PC wizard to achieve Baron Satus simply by buying the Tower and surviving.

# Wanted: A Wizard

## Are you a looking for new home?

Located on the edge of the village of Fire-stoke, Glantri - just this side of the border from Wendar, Firestone Tower, previous owner one Malachi Jarno wizard extraordinaire, has been given to the village to sell, having departed for lands unknown.

We desire a Wizard (or Sorceress) of integrity, aptitude and sociable disposition to purchase and take up permanent residence.

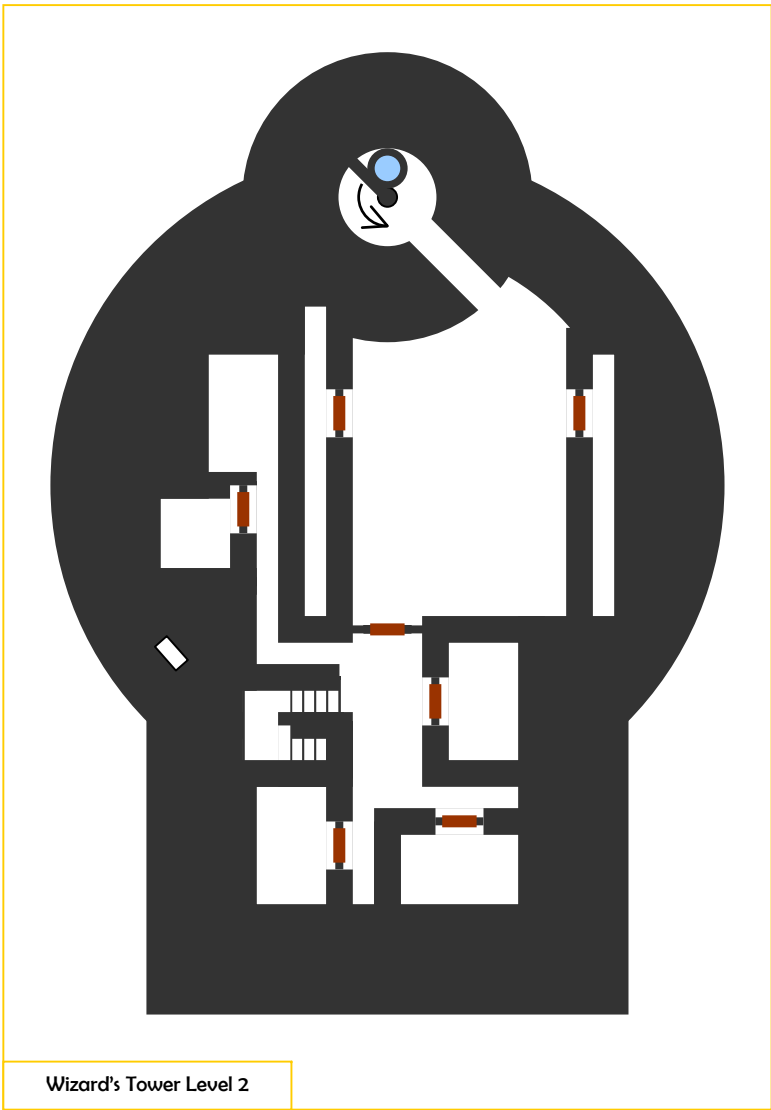
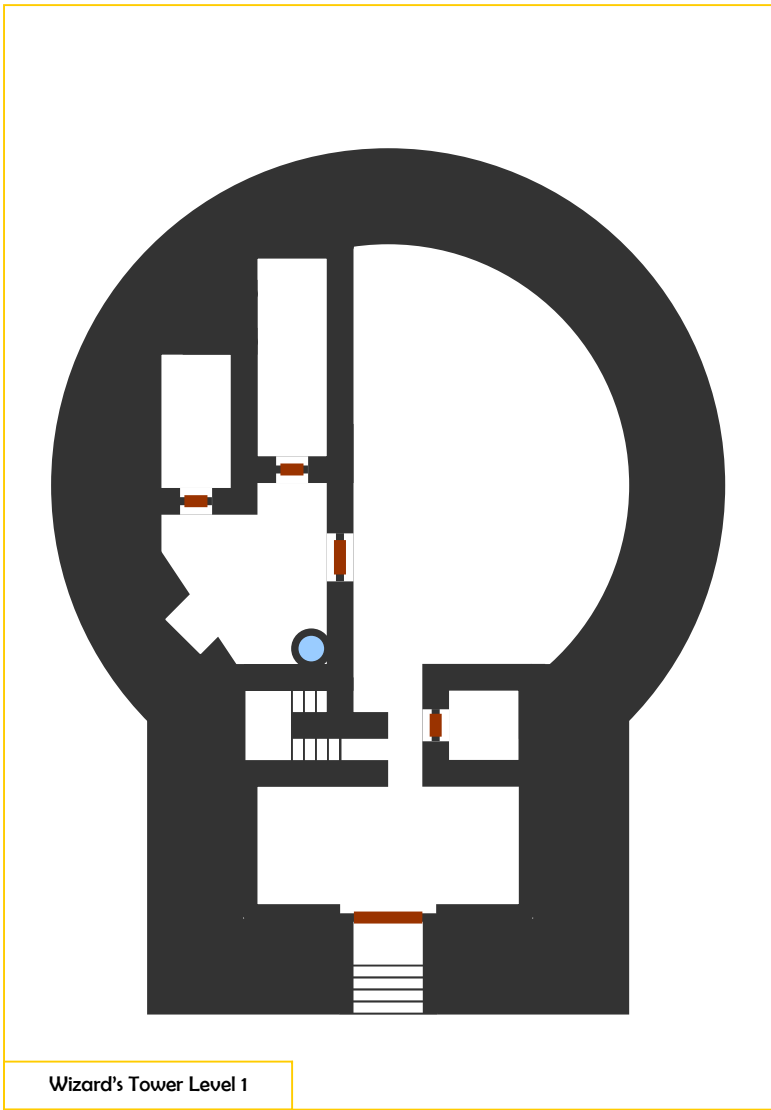
We are the last community on the trade road to Wendar and provide services to passing merchants.

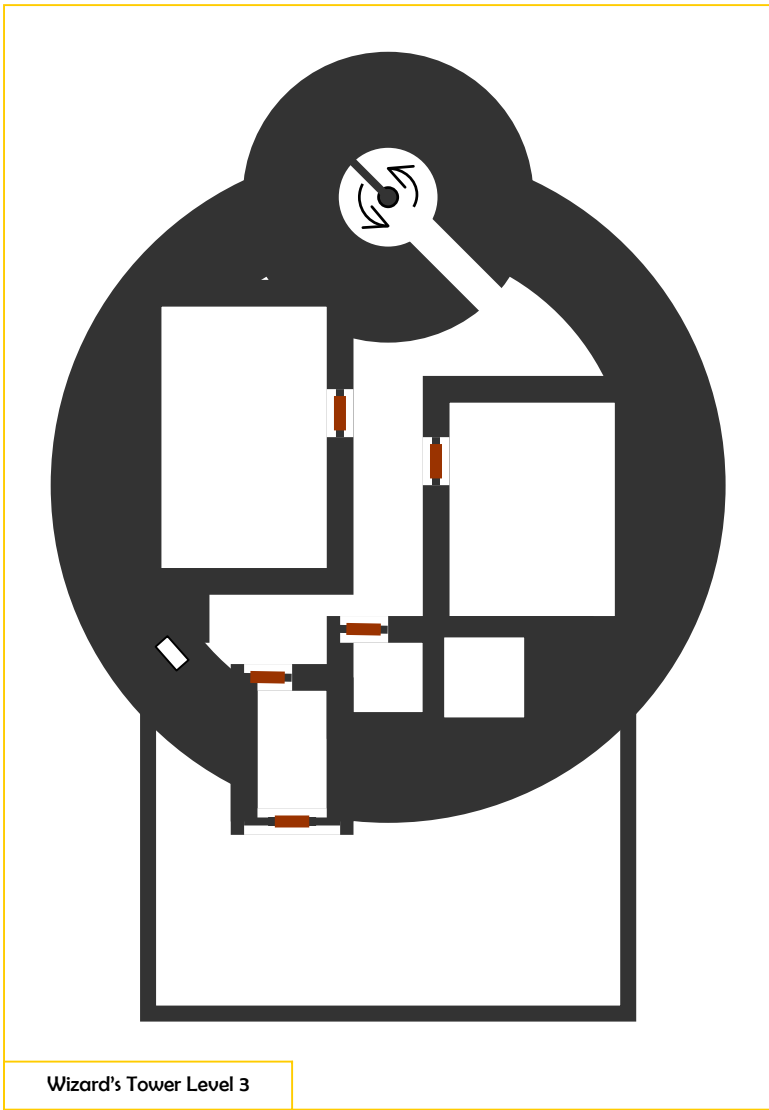
Asking price for the tower is ten thousand gold crowns.

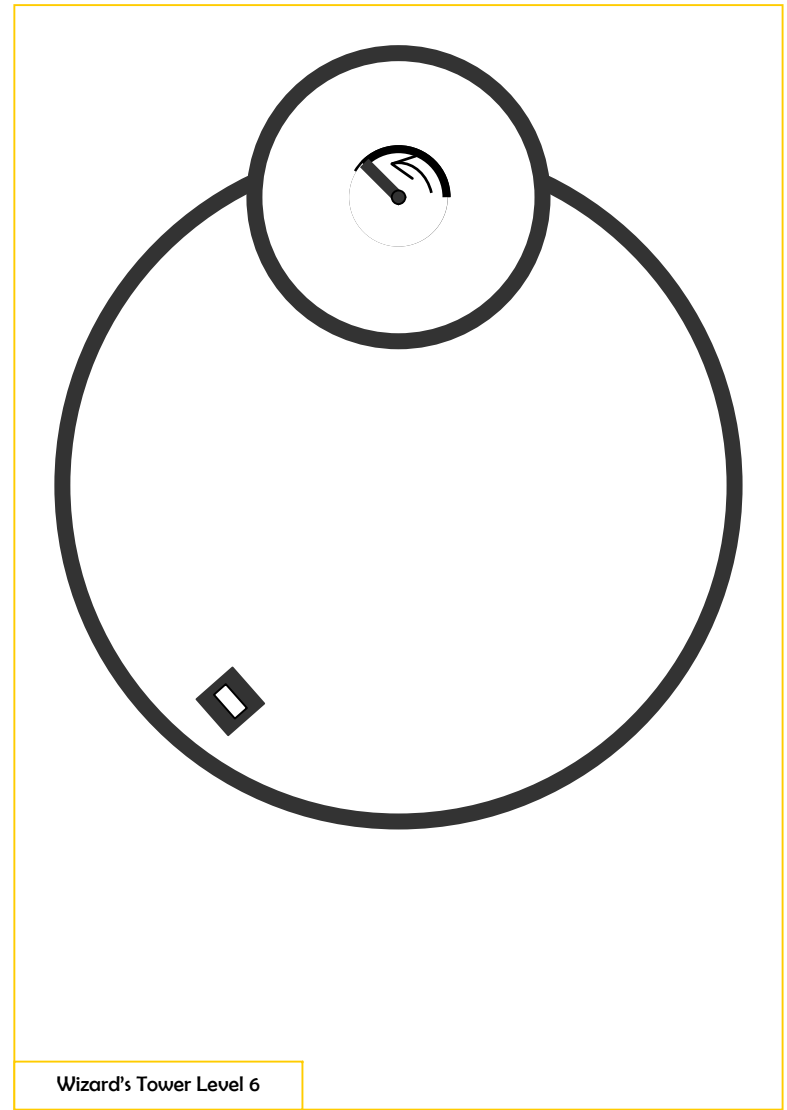
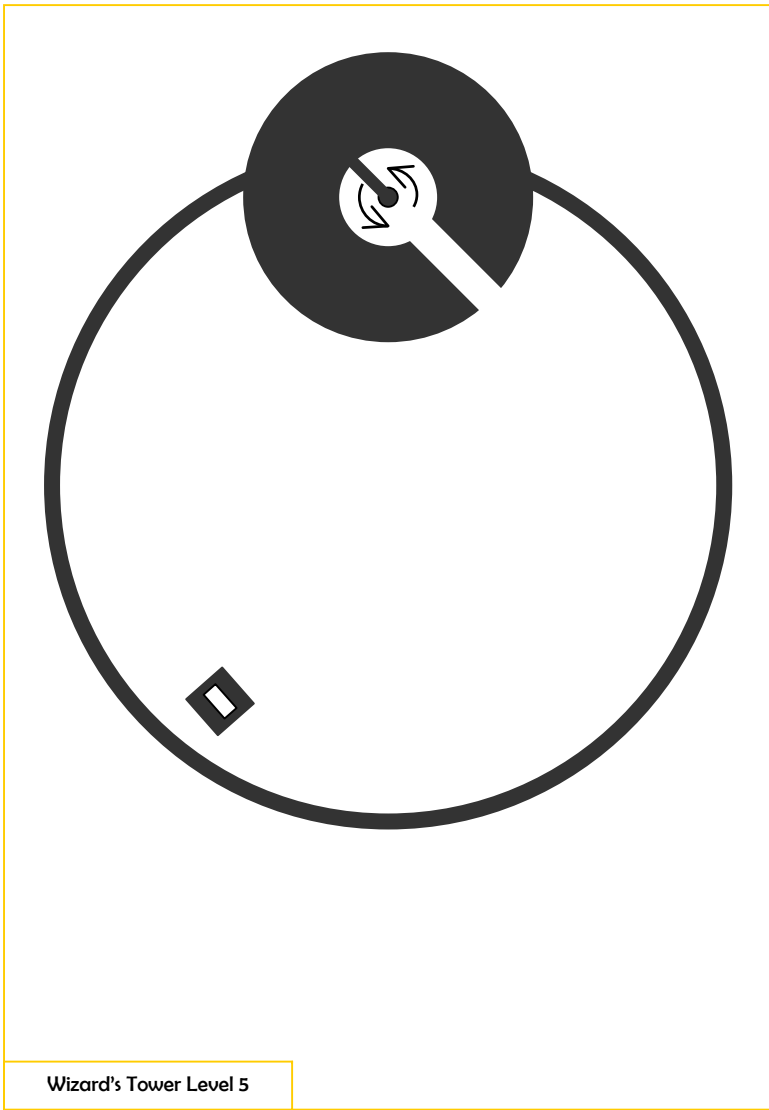
Enquiries may be made at the Tavern.

Luko Gatewall,  
Taverner









**DM:** This twisted black tower is the “Burrower’s Tower”, a terrible artefact created by Thanatos. Anyone who sacrifices a Glantrian Prince into each of the wells found (one on each level) in the tower will activate the tower and be transformed into a gargantuan version of them-selves. Unfortunately it will transform every one in the Great Crater if Synn (Dolores) succeeds.

There is no door into the tower so the investigators must be wished into and (with the ring with one wish) be wished out of the tower. The Tower is dimensionally folded on it-self and the clockwise stairs of level 16 take the party up to level 1. This dimensional fold prevents all other magic including scrying and teleport magic.

Investigators might find Princess Dolores Hillsbury present (1% chance). She has just sacrificed Prince Kol and has dumped the body down the well on level 1. She is planning to transform into a Gargantuan Night Dragon.

**Gargantuan Stats**

Size x2

HD x8

Move x2

Attack (Physical Damage) x4

Hit-roll penalty (-4 vs humans or smaller)

**NOTE:** Once this adventure is used, there should be several vacancies for the title of Prince and Princess as well as rewards of titles for those who manage to save Glantri.

## Investigators Required

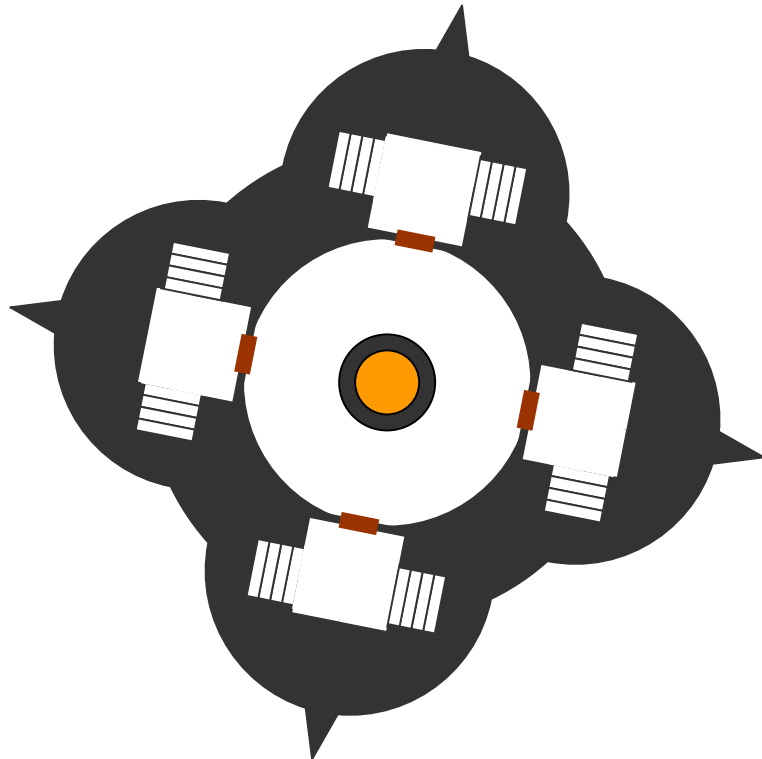
If you have the needed skills, we require your services in investigating a black tower that has emerged from the bottom of the Great Crater.

Interested parties are urged to report to the Great School of Magic by the fifth of Vaternont, year one thousand and twenty.

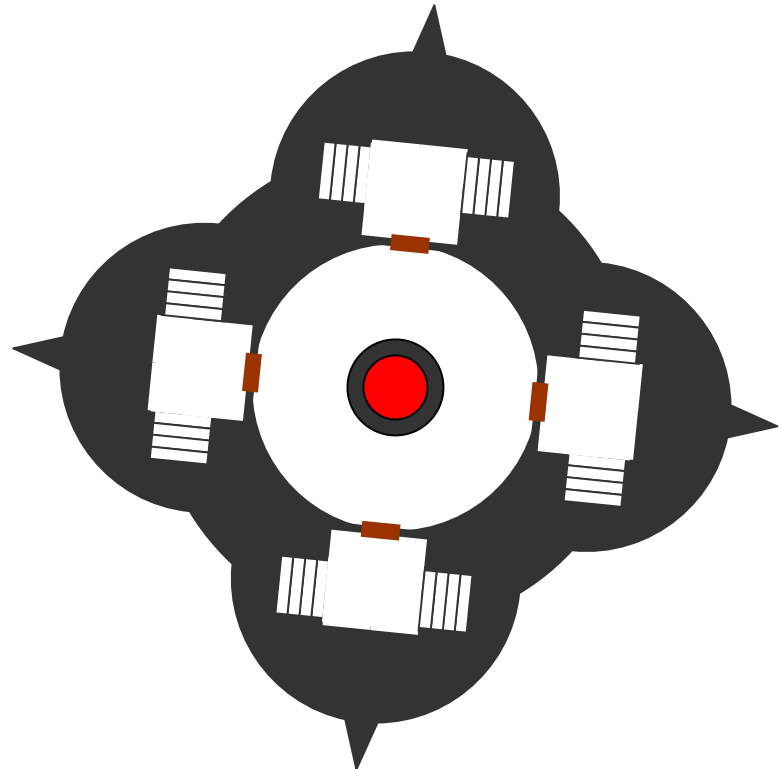
Prince Kol



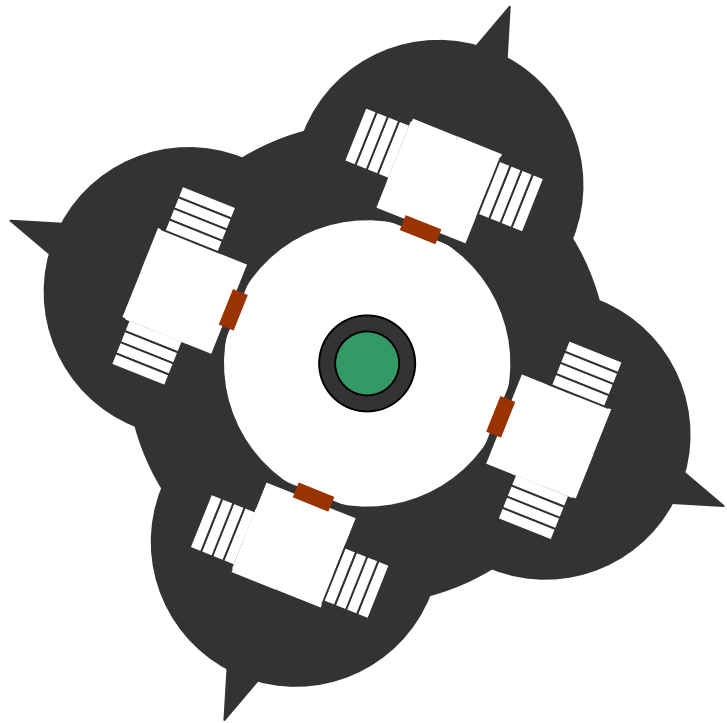
Burrower's Tower - Level 15



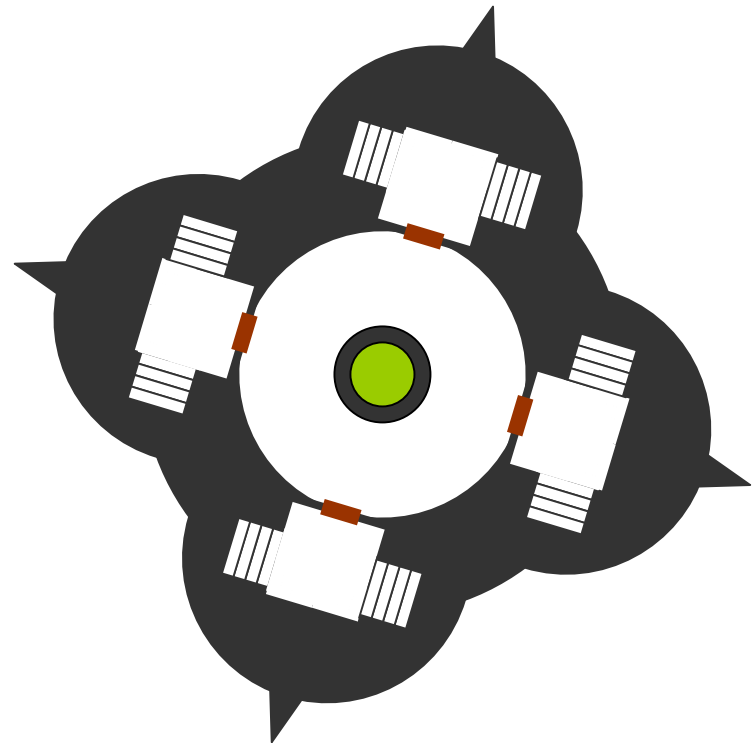
Burrower's Tower - Level 16



Burrower's Tower - Level 13

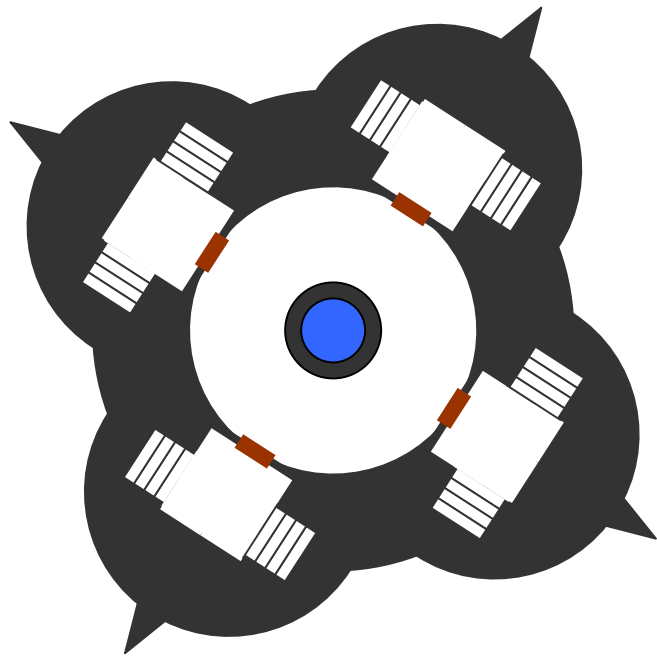


Burrower's Tower - Level 14

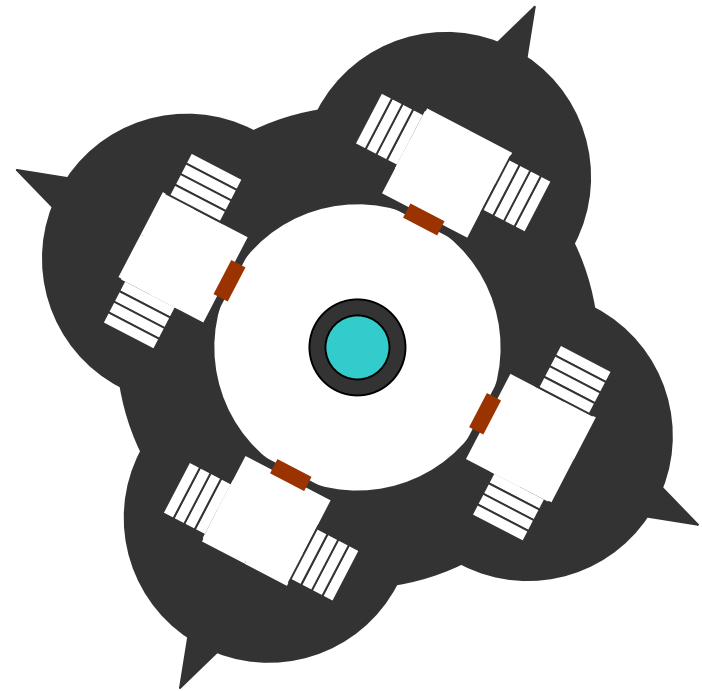




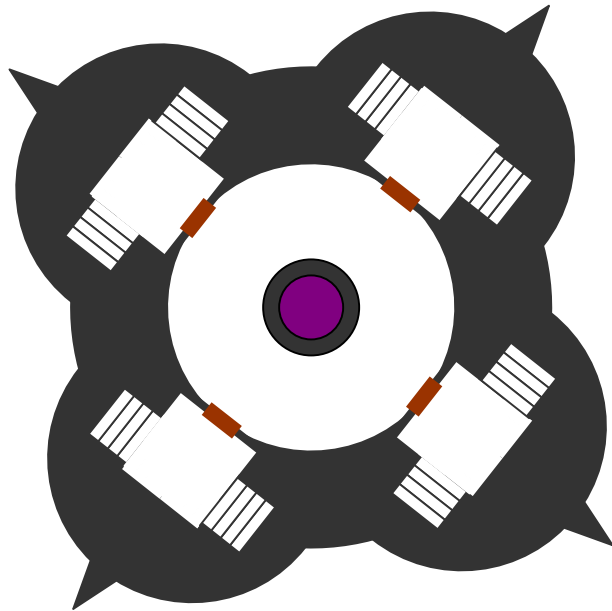
Burrower's Tower - Level 11



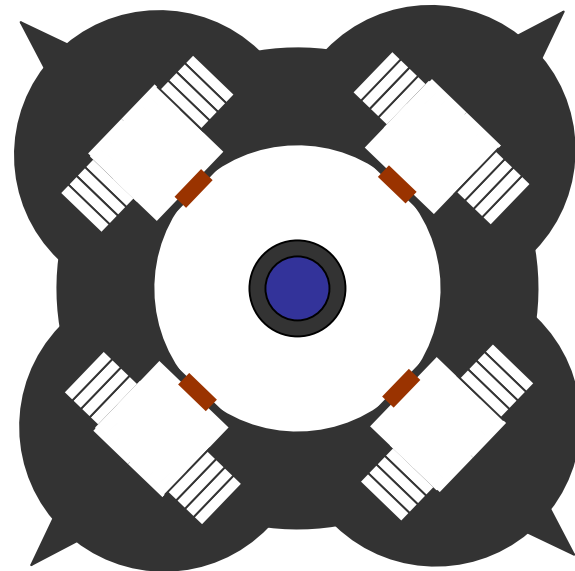
Burrower's Tower - Level 12



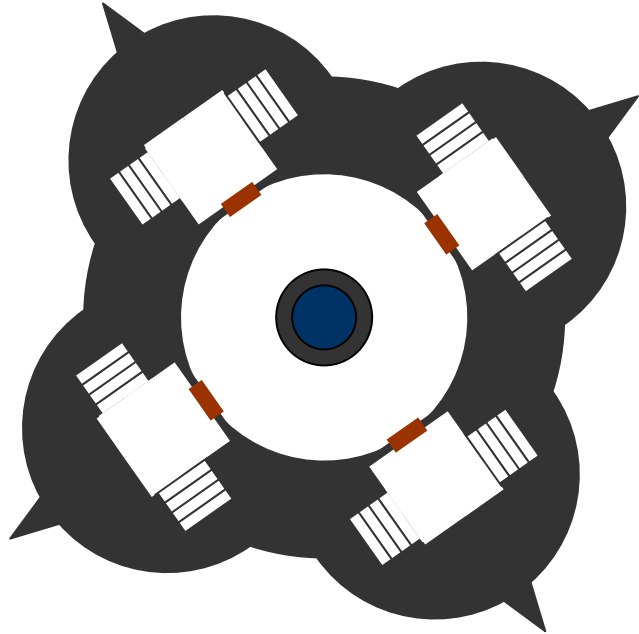
Burrower's Tower - Level 9



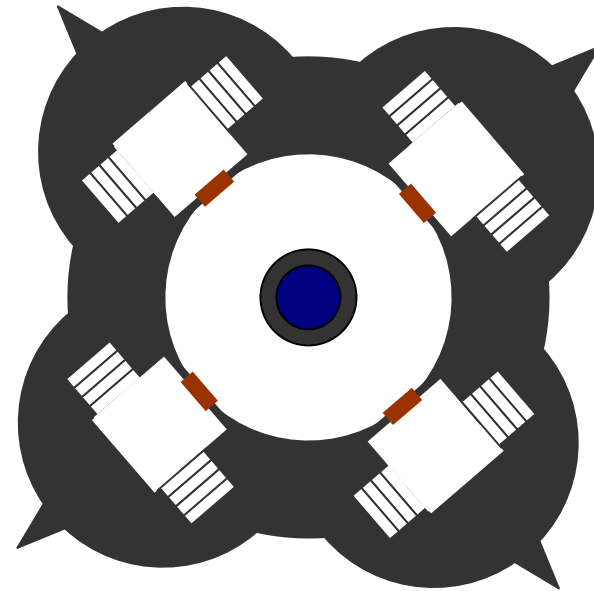
Burrower's Tower - Level 10



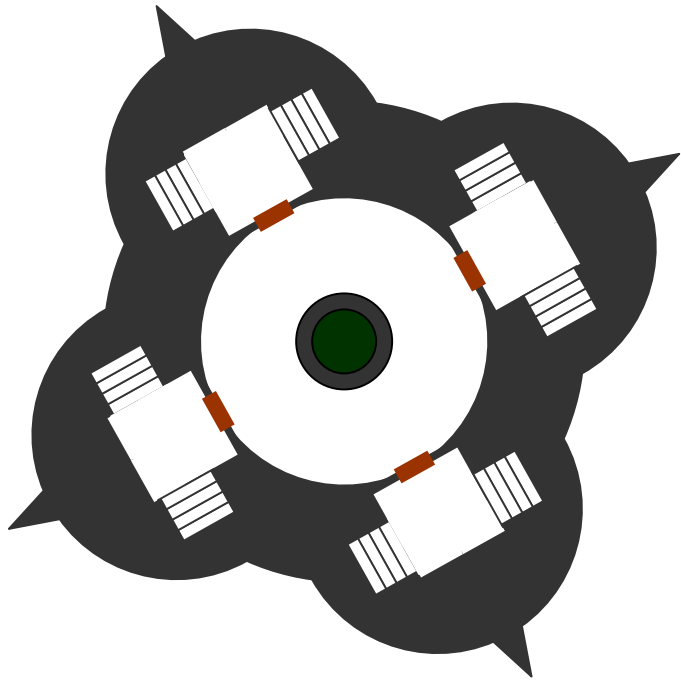
Burrower's Tower - Level 7



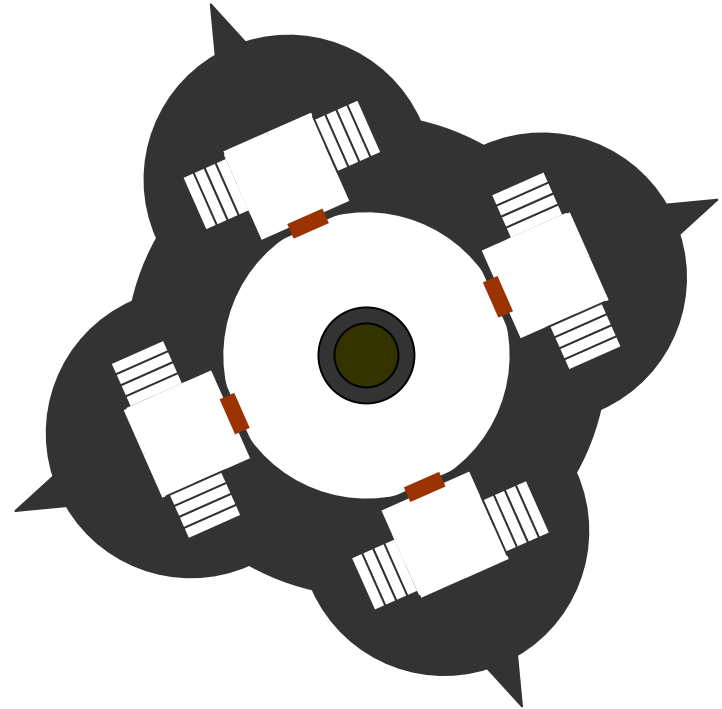
Burrower's Tower - Level 8



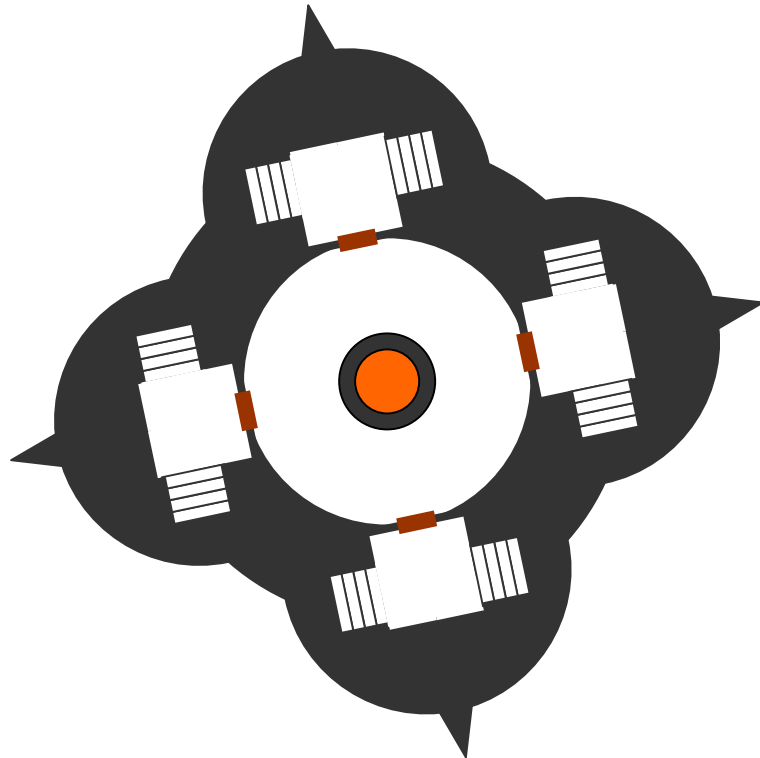
Burrower's Tower - Level 5



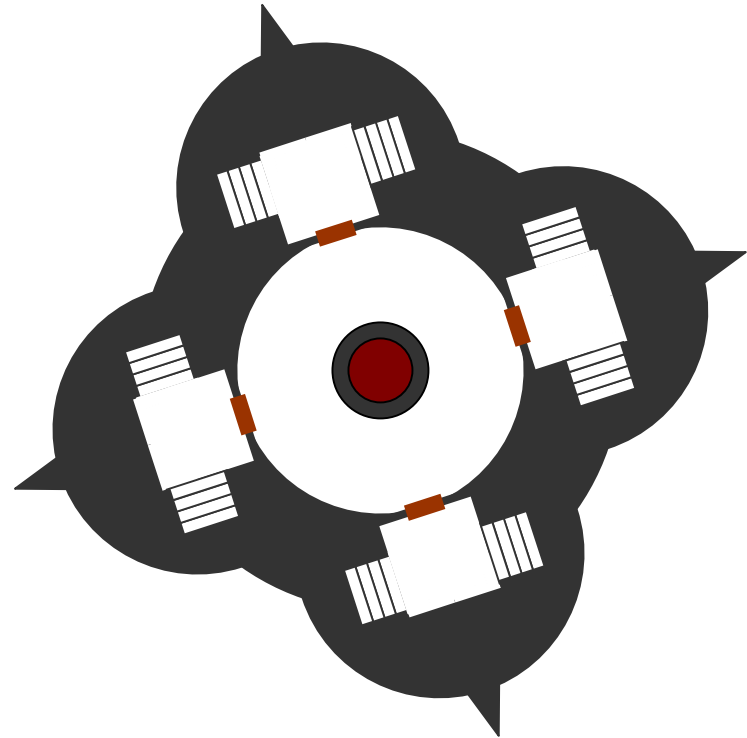
Burrower's Tower - Level 6



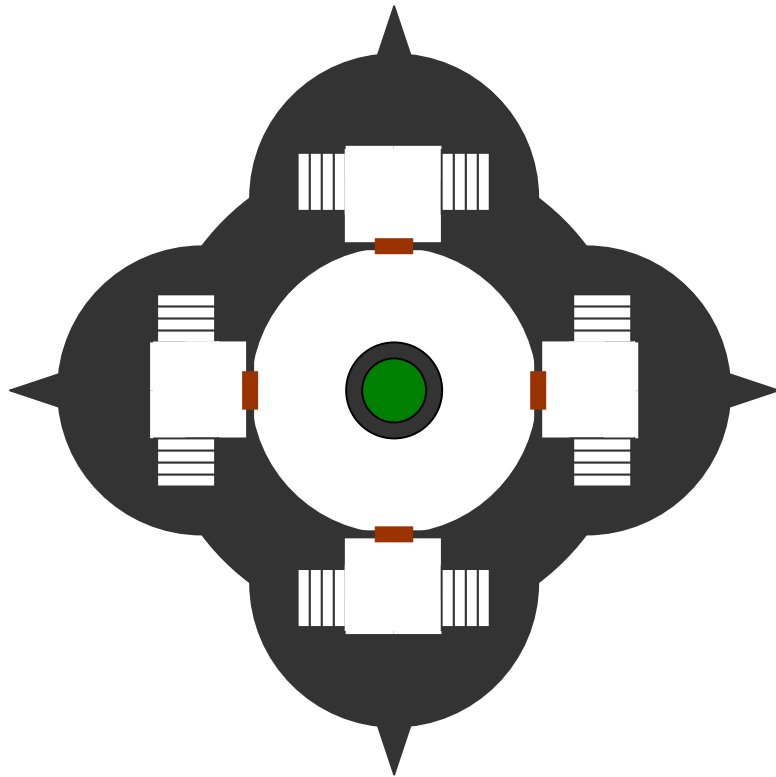
Burrower's Tower - Level 3



Burrower's Tower - Level 4



Burrower's Tower - Level 1



Burrower's Tower - Level 2

