

# CASLES<sup>®</sup> & CRUSADES

## THE CLOUD'S GIANT'S TOWER



### TOWERS OF ADVENTURE #2



# THE CLOUD GIANT'S TOWER

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Wizard's Tower, Towers of Adventure 1 for challenge level 5, 3-5 characters.



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# CLOUD GIANT'S TOWER

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**CASTLE KEEPER'S NOTE:** This TOWERS OF ADVENTURE uses the TOWER 4: CLOUD GIANT TOWER and its diagram. As the designing castle keeper, I have taken the liberty to add a bit about the cloud the tower rests on and add walls in the map as needed.

The numbers listed with each encounter represent the random number 'rolled' from the Towers of Adventure box set.

Cloud Giant's Tower By James M. Ward

## TOWER IN THE SKY

(Adventure hook 5 from Towers of Adventure)

One day, high in the sky, a huge cloud floats into the area. On top of the cloud is what appears to be a stone tower. The cloud stays in the area and all the local people can talk about is the mystery of what could be in that tower. The player characters begin questing for flying types of magic to allow them to be the first ones to explore the tower. Griffons and even a green dragon are seen flying around the tower. The tower is many hundreds of yards in the sky. The clouds hide the bottom of the tower. Now it has stopped moving and hovers near the city below. People are afraid for their lives and in the next four days, many of the townspeople flee in panic.

## THE CLOUD GIANT'S TOWER

The Cloud Giant's Tower, designed for 3-5 characters with a challenge level of 5, and should be playable in one session. It involves a simple tower located high in the sky above a large city of the Castle Keeper's choosing. The tower can be positioned anywhere and it will be necessary for the player characters to have some means of flight to get to the tower. There is a constant large gray cloud under the tower, but the characters have no way to tell that the top of the cloud responds like land with a surface they can walk on

## INTRODUCTION

The more powerful characters of the city are not being allowed to go explore the flying tower. They are being held back, because the city organizers don't want them to grow too powerful in case the tower is filled with magical treasures. Rather, groups of middle level characters are being sought to take on the challenge of what is in the tower and why it is flying over the city and not moving.

## FOR THE CASTLE KEEPER

The cloud giant doesn't want to have his home above a humanoid city. However, he's so sick, he can't control his tower any more. He is in his bed dying, at the moment. None of his helpers or guards are aware of this and they will continue to work the tower and act as security. The giant needs healing, but security is going to be a problem for the player characters.

When the flying creatures of the tower get hungry, they are going to go looking for snacks and everything below the clouds is fair game for them.

**CLOUD'S NATURE:** The top of the cloud looks just like a cloud, however the characters can see the green dragon resting by the huge tower door. The tower is huge and even with only two levels, it appears each level is ninety or so feet tall. If the characters fly around the tower, they will see the two trolls on the backside of the tower.

## BEGINNING THE ADVENTURE

The characters find themselves passing through the town and staying in the Red Dragon Inn. Here they find a very excited clientele who are all talking about the previous evening's occurrence.

After a night's stay they are roused from their beds by the town guard. They are taken to a very worried mayor who has just heard that a green dragon flew down and ate twenty cattle in a neighboring farmstead. Although the mayor has many resources, he doesn't want to see them destroyed. He's using flying carpets and dumping the player characters in the clouds to check things out. If they survive the effort, he will give them each 5,000 gp. Naturally, they can keep everything they find in the tower.

## CLOUD LAND AROUND THE TOWER

### A: Western edge of the cloud:

140) **GUARD DOG PACK x4 (neutral)**, HD 2d8, HP 15, 13, 12, 10, AC 13, MV 50 ft., *primary attribute: physical. Each dog bites for (2d4).*

These dogs are trained to only take food from their master's hand. They will not be tricked into leaving their assigned guard area. They attack any characters coming on the cloud.

### B: By the door of the tower:

192) **GREEN DRAGON (lawful evil)**, HD 10, HP 80, AC 24, MV 40 ft., 150 ft. (fly), 40 ft., (swim), *primary attribute: physical. The dragon attacks with 2 claws (1d4), tail (1d6) and a bite (2d6). Its breath weapon is a caustic gas doing 7d6 in damage. This dragon can use wizard spells: 0-3, 1<sup>st</sup>-3. Inherent spell abilities include: suggestions and emotion.*

Dragons are never asleep in and around this tower. This dragon is extremely intelligent and at the moment stuffed so full of cattle it couldn't eat one more bite. It talks to the characters and isn't interested in fighting, but the characters are going to have to give up some of their treasure for the dragon to allow them entrance into the tower. The dragon is resting beside the only door to the tower and its tail stops the door from being opened. This is a great chance for the characters to practice some of their role-playing skills.

### C: To the back of the tower:

These trolls are at the back of the tower and not very bright. They don't want to fight, but they will if the characters press them. They are intelligent enough to talk with the player characters, urging them to get off the cloud before the giant finds them.



154) **HILL TROLL (chaotic evil)**, HD 9d8, HP 70, AC 16, MV 30 ft., *primary attribute: physical*. The troll strikes for 2 claws (1d4/1d4) and a bite (2d6). In rending if both claws hit, the rend does an additional 1d4 + 1. In regeneration after three rounds, the troll gains back 2 hit points per round. This troll has learned to live with other races and help in their combats.

156) **HILL TROLL SHAMAN (chaotic evil)**, HD 12d8, HP 90, AC 20, MV 30 ft., *primary attribute: mental*. The troll strikes for 2 claws (1d4/1d4) and a bite (2d6). In rending if both claws hit, the rend does an additional 1d4 + 1. This shaman is intelligent enough to use spells as a 9<sup>th</sup> level cleric: 0-5, 1<sup>st</sup>-4, 2<sup>nd</sup>-4, 3<sup>rd</sup>-3, 4<sup>th</sup>-2, 5<sup>th</sup>-1. In regeneration after three rounds, the troll gains back 2 hit points per round.

**D:** These dogs are at the eastern end of the cloud and will attack any characters coming close.

139) **MASSIVE GUARD DOG (neutral)**, HD 3d8, HP 24, AC 15, MV 50 ft., *primary attribute: physical*. The dog bites for (2d6 + 3).

The dog follows its training and can sense invisible beings. It howls a warning before it attacks a foe. This dog has a heavy spiked collar making it impossible for other creatures to wound it in the neck.

140) **GUARD DOG PACK x4 (neutral)**, HD 2d8, HP 15, 13, 12, 10, AC 13, MV 50 ft., *primary attribute: physical*. Each dog bites for (2d4).

These dogs are trained to only take food from their master's hand. They will not be tricked into leaving their assigned guard area.

## ENTRANCE AND LEVEL ONE

1: 169) **ORC WAR LEADER (lawful evil)**, 6<sup>th</sup> level fighter: HD 6d8, HP 40, AC 16, MV 30 ft., *primary attributes: strength 19, dexterity 17*. He uses chain mail, shield, a +3 scimitar (2d6 + 3), and a +2 amulet of protection.

Orc leaders are expected to be at the front of the battle or they aren't leaders long. He will start talking to the player characters demanding to know how they got past the dragon.

### 291) DEADLY STAIRCASE

Stepping on a special step activates a timer and five seconds later a set of six spears thrust up from the stairs doing 1d6 points of damage to anyone on the next six steps above the pressure step. The spears go back in their holes and the trap is reset.

### 2: 287) PIVOTING FLOOR

The floor opens up causing the lead person and maybe the second character in line (save vs. dexterity) to fall. The lead character falls ten feet. With the weight removed the pivot springs back up and the floor looks normal again until some more weight is placed on it. The pivoting effect cannot be activated from below. There is a red smear of something on these stones so that the orcs don't forget and trip it.

3: 132) **ORC SPEAR SQUAD x10 (lawful evil)**, 1<sup>st</sup> level fighters: HP 4 x10, AC 14, MV 30 ft., *primary attributes: physical*. They wear studded leather, shield, long spear (1d8) and a short sword (1d6).



These squads follow chiefs or shaman into battle.

#### 4: 304) COCKATRICE FEATHERS

There are two different ways to present this trap.

**METHOD ONE:** The feathers of the cockatrice are formed into an amazing robe that hangs on a peg on the wall. When one touches the robe, they are forced to make a save versus constitution or be turned to stone.

**5: 253) GENEROUS ORC TREASURE:** This chamber has a pile of 20 heavy buffalo skins. Under those skins is the following: 1,000 sp, 2 purple ametrine gems 100 gp, 4 extraordinary mauls, 6 great helms, and an ivory war horn.

**6: 255) SUBSTANTIAL ORC TREASURE:** In this chamber is a huge ten-foot long and tall barrel of cheap wine. The back half of the barrel is a hidden chest with the following: boots of elvenkind, +3 sylvan longbow, cloak of elvenkind, 2,000 gp, 10,000 sp, six quivers filled with elf longbow arrows, and a small pouch with two matched blue diamonds 5,000 gp.

**7: 170) ORC BATTLE SHAMAN (lawful evil), 5<sup>th</sup>/6<sup>th</sup> fighter/cleric:** HP 48, AC 20, MV 30., *primary attributes: wisdom 17, dexterity 17.* He uses +4 enchanted splint mail, a snake staff (2d8 + constitution save or take 10 points of poison damage), and a ring of genii summoning. He has the following clerical spells: 0-5, 1<sup>st</sup>-3, 2<sup>nd</sup>-3, 2<sup>nd</sup>-2.

All orcs fight better (+1 to hit, +2 on damage) when they fight in sight of an orc altar. He begins chanting as soon as the characters come in the tower and all of the orcs gain +1 in AC and saves versus magic.

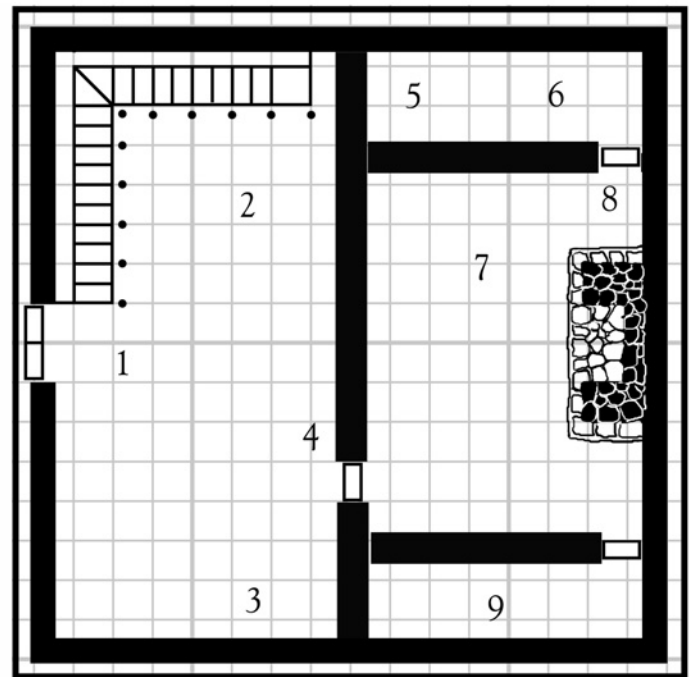
#### 8: 288) TRAPPING METAL GRATE

With the stepping on a pressure plate, a metal grate falls from the ceiling. Characters are allowed a save vs. dexterity to jump away from the spears of the grate. Those failing to make their save take 1d20 in damage and are held fast to the grate until the metal grate is levered up. (It takes 45 points of strength or the use of several levers to lift up the bars.) There is a buffalo hide on the floor, where the grate falls, to remind the orcs not to step there.

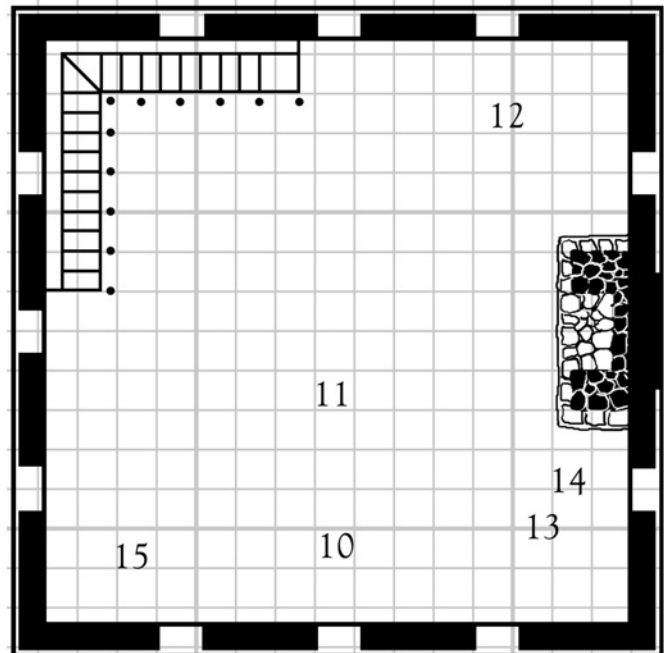
**9: 256) HUGE ORC TREASURE:** This chamber is locked. It holds the elf princess Elana 'o The Woods. She is in chains and down to her last two hit points. Normally she is a ninth level ranger, but here she has been stripped and tortured for many days. Elana is supposed to be a quest all by herself. She wants to get back to her kingdom, but she doesn't have the slightest idea where her lands are. She has been passed along from orc tribe to orc tribe for over a year now. Unknown to her, she has been cursed by her gods because of her disdain for humans. Until she saves the lives of four different humans, she will never get back home. Elana will be a boon companion to the player party as long as they travel and look for her home or try to find news of her home. When they tire of doing that, she reluctantly leaves the party. Until then she will fight at their side. If she removes her curse, she can go directly home and the grateful elves of her land will shower the player party with elf treasures.

**ELANA 'O THE WOODS (chaotic neutral), 9<sup>th</sup> level ranger,** HP 81 (she is at 6), AC 10, MV 30 ft., *primary attributes: strength 17, constitution 16, dexterity 16.* She is skilled in the use of the long bow

## CLOUD GIANT'S TOWER



LEVEL ONE



LEVEL TWO

## 4 CASTLES & CRUSADES

*and the long sword. Her favored enemy are trolls. She knows about all the traps on the first level, but none of them on the second.*

## UPPER FLOOR – LEVEL TWO

### 10: SICK CLOUD GIANT

In a huge canopied bed with screens closed all around the bed, the giant rests with a high fever. When the characters find him, he's sorry that his tower is over the city. That wasn't where he wanted it. He immediately makes the mental commands to move the tower far to the north. The giant is the only one who can move the tower. If the giant dies the tower crashes to the earth by the city. The giant is very sick and can barely talk with the characters. It's helpless and easily killed.

### 11: 320) FLOATING SHILLELAGH

The big club floats in and around the bed. When a character comes within five feet of it the weapon attacks as a 10<sup>th</sup> level fighter doing 1d8 +2. Although the weapon could be grabbed, it can't be stopped from fighting in its area. It won't leave its circle of supervision. If the characters try and grab it they are successful.

### 12: 339) FOUNTAIN OF DEATH

In the middle of the dungeon is a wondrous fountain. What appears to be fresh, sparkling water flows out of the fountainheads and into a cool and inviting pool. Naturally, the liquid is a deadly poison that forces a save vs. constitution or death.

13: 271) **SUBSTANTIAL ELF TREASURE:** This chamber has an elf stone coffin with the body of an elf king inside. The elf runes on the coffin glow when the coffin is touched. Reading reveals the

fact that the king curses anyone who would open and disturb his body. Opening up the coffin reveals a richly dressed elf lord who has the following: a pouch of 9 rubies 500 gp; a *cursed* -2 elf long sword, a ring of +4 protection, a ring of clumsiness, a suit of +3 elf chain mail, and a coffer of 9,000 gp.

### 14: 311) WATCHING SPIRIT

A glowing spirit is closely tied to parts of the treasure. As the characters steal the treasure, the spirit begins walking with them. The problem is that it glows in the dark and its presence points out there are intruders in the area. The spirit doesn't leave as long as the characters have certain parts of the treasure. This elf spirit is invisible until the characters take anything from the stone coffin. It then becomes their constant companion until they divest themselves of all of the elf treasure.

### 15: 302) MEDUSA HEAD

Hidden at the top of a treasure chest or hanging as if a picture at the front of a chamber is the head of a medusa. Looking at the head of the medusa activates its magic and the character must make a save vs. constitution or be turned to stone.

The only reason the head still maintains its magical power is the dry and cool conditions of the chamber. When the head is taken out of the area, it quickly rots away.

**CASTLE KEEPER TIP:** Before the medusa head is used, make sure you know exactly where all the player characters are located in the chamber.

The chest is filled with a giant's armor and great sword.