

# THE FOLIO

## Mini-Module



## WHITE SHIP CAMPAIGN

### The Ghost Tower

Mini-Adventure WS6.5

by Scott Taylor

The Ghost Tower is a companion adventure made to go along with the events unfolding in Folio #19. It is designed for 1E & 5E mechanics and is for characters levels 10-12. It contains the information needed to run a side adventure that will help characters get to the White Ship temple complex.

The deck of the White Ship is filled with peril, and the stamina of the characters has already been worn down just getting to it. However, a single tower, and its now crumbling bridge, might allow the characters to skirt the bulk of the wandering monsters on the deck and get to the temple complex intact, but only if the tower proves less deadly...

# The Ghost Tower

A mini-adventure for use with Distant Turtle City  
Characters Levels 9–11

## Dungeon Master Notes

If you are playing Folio #19, you will note that once the characters actually get onto the White Ship, there is a gauntlet of enemies that will randomly generate. Although these encounters are meant to heighten the degree of difficulty toward a final battle, it might be that you as the DM would rather keep more epic encounters for Molo and his wives and thus assist the players in getting to their destination without taking on such huge foes. In The Ghost Tower, the characters will be given a chance to escape the perils of the main deck and find an alternate route to the final temple complex and the fight with Molo. If you are running this mini-adventure, then I suggest perhaps one deck encounter from Folio #19, then have the players see an optional ‘out’ that can get them much closer to the temple than simply walking the deck.

**1. Primary Purpose:** Provide an option to duking it out with high-level monsters

on the deck of the ship, thus saving spells and healing for the final battle with Molo.

**2. Secondary Purpose:** To give the players one final chance to gain precious healing before they enter the last round of encounters in the campaign.

**3. Time for Running:** This adventure should be run after the characters have entered the main deck of the White Ship, and before they have made their way fully to the temple complex in which Molo resides.

**All ‘grey blocks’ are for 5E conversions in this section.**

## The White Ship Towers

The White Ship was designed for connectivity, meaning that during times of adverse weather on the Halo, those occupying the ship could travel from building to building and tower to tower by use of enclosed bridges. These bridges linked the upper deck of the ship, and most are still functioning as of the characters’ entry. Most of the towers on the ship were simply guard posts, but a few served as residences for the chosen few on the ship who could afford or have a high enough station for them. In the case of this adventure, one of the priests from the temple

inhabited a tower that linked directly to the temple complex. Although that bridge has since been destroyed, the bulk of the length still runs very close to the front doors of the complex. Should the players see this bridge and the tower, they can enter the structure and use the remaining length of the bridge to get to the complex without generating any random encounters on the deck.

## **Gorumn, the priest of Poseidon**

This particular tower belonged to Gorumn, a Corsair priest of the god Poseidon. Gorumn was a priest with very carnal habits, and as such he entertained many parties in his tower, utilizing his station and magic to create a rather unique and pleasurable setting for those who attended. His nature is reflected in the décor of the tower, as well as the magic that still resides within.

Through a series of enchantments, Gorumn created an avatar of himself that was supposed to watch over guests inside his tower. Although its purpose might now seem muddled, it still exists and will appear and attempt to ‘help’ the characters have fun and shed their inhibitions along the way.

## **Running Combat**

This mini-adventure is light on combat because of the very nature of its design. However, there are several tasks that have to be achieved to move through the tower, and thus, it should be seen as a great roleplaying opportunity for the players, so keep that in mind. After the slog of monster after monster, this should give the players some respite, and also allow for a bit of levity before the final battle.

## **On the Clock**

Now, somewhere in the temple complex, Molo is preparing his ritual that could bring about the end of the world, so spending time within this tower is not the characters’ utmost priority. However, once they are inside the tower, it should become clear that the tower holds many magical aspects that could greatly help the party along the way. Therefore, the characters must find a balance between exploration and haste, trying to balance each as they go forward. As the DM, it is your responsibility to let players know that bad things are continuing to brew outside and that their time is limited. The best practice to do this is to keep a magic-wielding character (cleric or mage) informed about how they ‘feel’ the conflagration

outside is shaping up. Once you inform them that there has been a change in the magical levels of the White Ship, then they should understand that their time is running out. I would suggest allowing the players to explore half the rooms on Levels 1 and 2, and then pressing them to leave the tower in 1d8 turns after they reach Level 3. This should keep things moving toward dumping them back into the final events of Folio #19.

## Telling the Story

Be sure to blend in a sense of humor as you play this mini-adventure, as that is what it was really designed for. At this point, you should know your players and their characters incredibly well, and as such be able to see which encounter within might best suit each individual. This adventure can also be particularly fun for a bard, so if any have survived this long, be sure to allow them to have their fun during the course of play. Also, you have the ability to utilize Gorumn during the adventure, so find a fun persona for him and go with it throughout.

### Setup from Folio #18

Once the characters have defeated their first large monster on the ship's main deck, you can read the following.

*‘Although victory is yours, the drain of such battles already wears heavily on the party. Looking farther down the deck, you see little respite until a bridge comes into view that spans a great swath of the deck before finally having fallen to rubble near the gates of the building in which the dark maelstrom swirls. A nearby tower adjoins the bridge, and perhaps that sheltered span might still get you to your destination without further deadly encounters...’*

### 1.

#### Poseidon’s Hand Entry

**The white marble walls of this large curved hall stretch to the north with several gilded wall hangings placed at intervals. To the west, a single polished wooden door stands with a trident etched into its surface and trimmed in gold. A dark wood stair rises up opposite the entry.**

The stairs have their own secret (see below), and the gilded hangings on the wall all depict the god Poseidon. There is another door at the end of the hall, this one similar to the western door, save that the trident is surrounded by a crown. Neither door is locked.

## 2.

### **Room of Charms**

**Two large tapestries depict nymphs bathing in shallow mountain pools while saturs catch glimpses of the women from behind trees. Upon the eastern wall, a gladius rests on two ivory pegs, the handle wrapped in blue cloth. Cushions rest in the northeast corner, and a polished wooden door is set into the north wall.**

Anyone entering this room that is under the effects of a Charm spell will immediately have those effects broken. The gladius on the wall is a relic known as the Enthraller's Nemesis. It is a +1 Shortsword that has the ability to break any Charm effect 1/day and will disrupt any Charm effect on a target it strikes with a Nat 20. However, the blade can only be wielded by a person with a Charisma score of 16 or higher and will not come off the ivory pegs without that appropriate stat.

## 3.

### **Room of Contemplation**

**Four brass lanterns burn with blue flame around the corners of this chamber. In the middle of the room, three mats have been placed on the floor before three bowls filled with incense sticks.**

This is a meditation chamber, and any spellcaster who enters the chamber will automatically have 1 spell slot (their choice) recovered. If any spellcaster lights an incense stick and spends 2 turns in meditation, another 1d4 spell slots will be gained. However, further meditation will offer no more slots.

## 4.

### **Room of Refreshment**

**The walls of this roughly twenty-by-twenty chamber are decorated with strips of polished bronze, runes covering each of the thin bands of metal. Otherwise, there are no decorations in this room.**

Anyone who spends more than a turn in the room will suddenly feel a sense of ease come over them. This 'ease' will manifest as first healing all their wounds (full hit points) and then cleansing their bodies, clothing, and equipment of all dirt, sweat, and grime. Each player will have an effective +2 to their Charisma until the end of their next combat (or 12 hours, whichever comes first), as their hair is washed and styled, their bodies scented, nails trimmed, teeth polished, etc.

## 5.

### **The Mysterious Stairs**

Before you stands an ornate stairway made of polished wood and inlaid with blue coral. At your approach, the shimmering image of a handsome man in the robes of a high priest of Poseidon appears. He smiles, waves his hands in welcome, and then says, *‘For those wishing to take the stair, one must achieve respectful cleanliness.’*

If any player tries to move past the image, a Wall of Force will repel them. They can certainly utilize a Disintegrate spell to take it down and move forward; otherwise, they will have to ‘achieve respectful cleanliness’ by entering the magical properties of Room 4.

## 5A

### **The Mysterious Stairs, Level 2**

The stair continues upward, but again the magnificently garbed priest appears before you, smiling again as he offers, *‘One must first achieve pleasure to enter the stair.’*

Before the party can enter the stair, they must partake of some pleasure act in Room 7, 8, or 9. Such acts of pleasure can be what the rooms were designed for, or simply having a fighter defeat the serpent in Room

8, as there is pleasure in victory. Once at least half the party has partaken in some roleplaying ‘pleasure’ on Level 2, the same Wall of Force barrier will drop and they all can pass upward.

## 5B

### **The Mysterious Stairs, Level 3**

Once again the priest appears, this time at the top of the stairs. He throws his arms wide and offers, *‘You are now ready to enjoy the fruits provided to us all by the mighty Poseidon!’*

This level has no Wall of Force, and the characters may pass freely.

## 6.

### **Hall of Lovers**

This hall is decorated with murals that depict half-naked humans and nymphs pairing off and disappearing into cloistered woods. At the end of the hall, a polished stone door has been carved with the form of lovers intertwined in each other’s naked embrace.

Characters moving down the hall will need to make a saving throw vs. Spell [DC 17 Wisdom] or become amorous, their loins become engorged and their blood racing. This aphrodisiac effect will last for 2d12

minutes, and while any characters are in this heightened state, they are -1 to all actions and have a 15% chance of miscasting any spells. However, they can 'relieve' these effects by copulation of any sort in Rooms 7 or 9.

## 7.

### **Orgy Chamber**

**Various couches, cushions, and beds are sprawled around this large room, and silk curtains obscure some of the lounge areas. On the eastern wall, a thin table holds an assortment of multicolored liquids in odd-shaped bottles. A single door is set into the northern wall, and the smell of lavender is heavy in the air.**

The use of this room is fairly obvious, and anyone partaking of some carnal delight here will be imbued with a Bless spell that lasts 24 hours. The drinks are all liquor-based aphrodisiacs that will increase the power of the Bless spell to +2; however, if drunk without copulation, they will cause the same effects as Room 6 with no saving throw, and if the person drinking them is already under the effects of Room 6, those effects are doubled (including the time suffering those effects).

## 8.

### **Shrine of a Thousand Sins**

**At the north side of this room is an altar that is flanked by hanging curtains. The altar has a black opal the size of a man's head set into a carved shield, and two pillars flank the altar with runes etched into their skin.**

This was the atonement chamber for all who sought forgiveness for their extramarital affairs. Here, patrons would make offerings to Poseidon, and those who had broken with the god's principles would be challenged by a giant serpent. The venom of the beast would not kill the victim unless his/her sin was too great; otherwise, those bitten would fall into a delirium for 2d4 days before waking with a cleansed soul. Now, however, the serpent has become maligned by the corruption of the ship and will attack anyone coming close to the altar.



1 Giant Serpent of Poseidon [AC 2, HD 13, HP 90, #AT \*1, D 1–12 (Bite), \*Entangle and Crush: Once a successful hit is registered, the serpent will begin a grapple (Str 18) and will cause 3–18 points of damage each turn that the character is held. Poison: The serpent's bite is also poisonous, and anyone struck by it will have to make a save vs.

poison or become disoriented for 1d4 hours. The disorientation effect is -1 to all attacks and 15% spell failure.

## TREASURE

NONE



**1 Giant Serpent of Poseidon [AC 18, HD 13d12+26, HP 104, Initiative +4, #AT 1, Hit +8, Dam Bite 12 (2d6+6), Entangle: Once a successful hit is registered, the serpent will begin a grapple (DC 20 Strength) and will cause 16 (3d8+6) points of damage each turn that the character is held. Poison (DC 17 Constitution or become disoriented, all actions are at a disadvantage for 1d4 hours)]**

## **9.**

### **Grand Bedchamber**

**A massive bed rests against the eastern wall of this room with a dressing screen to the south and a table filled with small bottles of liquid to the north. A luxuriant rug lies on the floor before the bed and a water-feature spills water from the ceiling behind the headboard of the bed, disappearing into the floor.**

If any two people should get into the bed, the waterfall will extend to make a curtain of falling water all around the bed, completely shielding those within from view. If any characters actively have sex in the bed, they will be under the effects of a Potion of Greater Heroism for the next 1d4 hours. The bottles on the table are all sex oils, increasing the pleasure of any act

while using them to a very memorable level. They also temporarily increase the user's Charisma score by 2 points for 1 hour. There are enough bottles for 10 doses.

## **10.**

### **Pan's Hall**

**Murals all over the walls of this room depict saturs playing pipes and dancing in an open forest. The floor of the room is covered in a thick green rug, and the three doors in the room are all made to look like large tree trunks.**

This hall was blessed by Corsair bards, and any bard who plays a tune within the room will find their effective level increased by 2 for the next 1d4 hours.

## **11.**

### **The Long Bridge**

**The door opens to the interior of the bridge, the span stretching away down a long dark hall that is illuminated by cracks in the structure's walls and ceiling. Half a dozen figures loom before the entrance, a cutlass swinging wildly as you open the door!**

This is the opening the players will need to make their way through to the temple complex; however, it is blocked by 6 undead crewmen. The first attack (on the lead character) will be under surprise.

6 Greater Zombie Crew [AC 4, HD 10, HP 60, #AT 2, D 1–8+2 (Cutlass), Always go last in combat round, immune to charm effects]

## TREASURE

10 UTHORIAN COINS EACH (PLATINUM)

6 Greater Zombie Crew [AC 16, HD 10d10+20, HP 70, Initiative +2, #AT 2, Hit +5, Dam Club 10 (1d8+6)]

### 12.

#### **The Sensorium of Higher Being**

**Moons set into a deep blue field have been painted on the floor of this large room, and the walls are decorated with black wall hangings. A single door rests in the southern wall, and two large candlesticks hold half-burned candles close to the western wall.**

A sensorium is a place to commune with ‘the spirits beyond’, or so Gorumn would say. These ‘outer powers’ are not of this place and time, and yet they sometimes give insight into the way of things. If the

candles are lit, anyone lighting them will get a vision of the future. This burst of insight will either be good or ill. The DM should roll percentile dice, and on a 50 or less, the character can avoid one ill effect in the next 1d4 hours, but on a 51 or above, they will have one of their actions wiped out by the DM to their detriment.

### 13.

#### **Grand Bath**

**A deep marble pool dominates the near entirety of this chamber, and water flows from a mermaid’s bowl at one edge, keeping the water fresh and clear. A single door rests in the eastern wall beyond a cabinet filled with heavy towels.**

The bath is blessed, and anyone entering the water (while naked) will have their AC increased by 2 for the next 1d4 hours as well as gaining a +2 to their Constitution score.

### 14.

#### **Massage Chamber**

**Two small raised beds are within this long, thin room, and several braziers are placed close by with little tables filled with bottles of oil.**

The massage chamber has no special powers, but a darn good massage could be given here!

## 15.

### **Dancers Chamber**

This long room boasts five low, armless chairs and three thin, polished metal poles set at intervals down the middle length of the room. The walls are painted deep crimson, and two overhead shuttered lanterns burn with a subtle glow that keeps the room shadowed, save for the shining poles.

You get it, but if anyone is brave enough to take a dance on a pole, they will be placed under the effects of a Bless spell for 1d4 hours and are immune to all diseases for the next 1d12 weeks.

## **Resolution**

After having conquered the various tests of the tower, the players will be able to move to the front door of the temple complex as they can exit the crumbling bridge by jumping down to a rubble pile and then sliding down that to the doors. Hopefully, some of the effects of the tower will still be upon them when they enter the final fights of the campaign.

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# THE FOLIO

□ Door  
 S Secret Door  
 ○ Column

