



## THE TOWER OF THE HANGED MEN

### PREFACE

The temple of Nodrean is taken... The White Mantles are fallen... The Order is dead...

The Goblins dared a lot, and they won...

"They are dangerous. Some tried to defeat them, to liberate the sacred place... Now the brave dangle from the loops. The Tower of the Hanged Men will never see a White Mantle again, and Hope, the silver sword of Nodrean, will be forever lost. Why do you want to risk so much? Honor abandoned this land...". In the Ghurag Nhar's forest, where trees give the way to a glade, rise the Order's ruins. **Roll L on Encounters.**

### Area 1. The Temple

Wooden planks block the door: trunk's trap behind, Medium DC to discover, 3d12+6 damage. Broken roof on tree's temple side.

### Area 2. Hidden spikes

Spikes' trap, foliage cover, Low DC to discover, 3d6 damage. If fight here Goblins will push PCs in.

### Area 3. The Tree

An huge dead tree. High DC to see that some branches are broken, badly fixed again to others: High DC to climb if not noticed, Medium otherwise. Failure: 2d6 falling damage. Medium/High DC (if noticed or not branches) to jump on the roof. Failure: fall on spikes, 5d6 damage.

### Area 4. Inside the Temple

There are several statues without hand/head all along the walls, a bigger one in the middle with sword in hand, an altar with a slit for a sword, and mosaics of the knights. The altar reveals a secret passage on the floor, if the sword of the statue enters in the slit. The statue's close hand will free the sword only when all statues will have again severed pieces. Roll on Statue. Goblins have never open passage to 5.

### Area 5. The Rest Room

In here goblins rest, accumulate food and decide how to organize to defend the place, also ordering to other goblins to move in other rooms. Roll H on Encounters. Goblins' chief: **Gorsh the All-Viewer** (high HP, AC, Dex). Will use goblins' number to surround PCs. Will escape till moving

**NOTE:** Goblins in this adventure are not stupid idiots. They're cruel, ferocious and bloodthirsty. They will kill and eat adventurers' flesh.

in 10 if hardly wounded. Roll twice M on Treasures.

### Area 6. The Treasure Room

Roll M on Encounters. Roll M twice and H on Treasures. There is a stone locked door: "I recognize value and honor, now and forever guarding their glory" (only opens by imposing treasures 7 and 11 on the surface, while wearing treasures 8 and 10; can be otherwise searched and discovered in 6 and 11 after visiting 1d8 places).

### Area 7. The Tombs

Here are buried ancient White Mantles' knights. On every tomb there is no name, only glorious acts did in life by the dead. A spirit rises from the darkness, asking to PCs to liberate the ruins from enemies, so one day the Order could revive. If they accept (turning back to him with RES 6 and 10 heads), the spirit will give them a single and complete White Mantle's armor (high AC, halved physic damage). If not, lets PCs go.

### Area 8. Secret wall

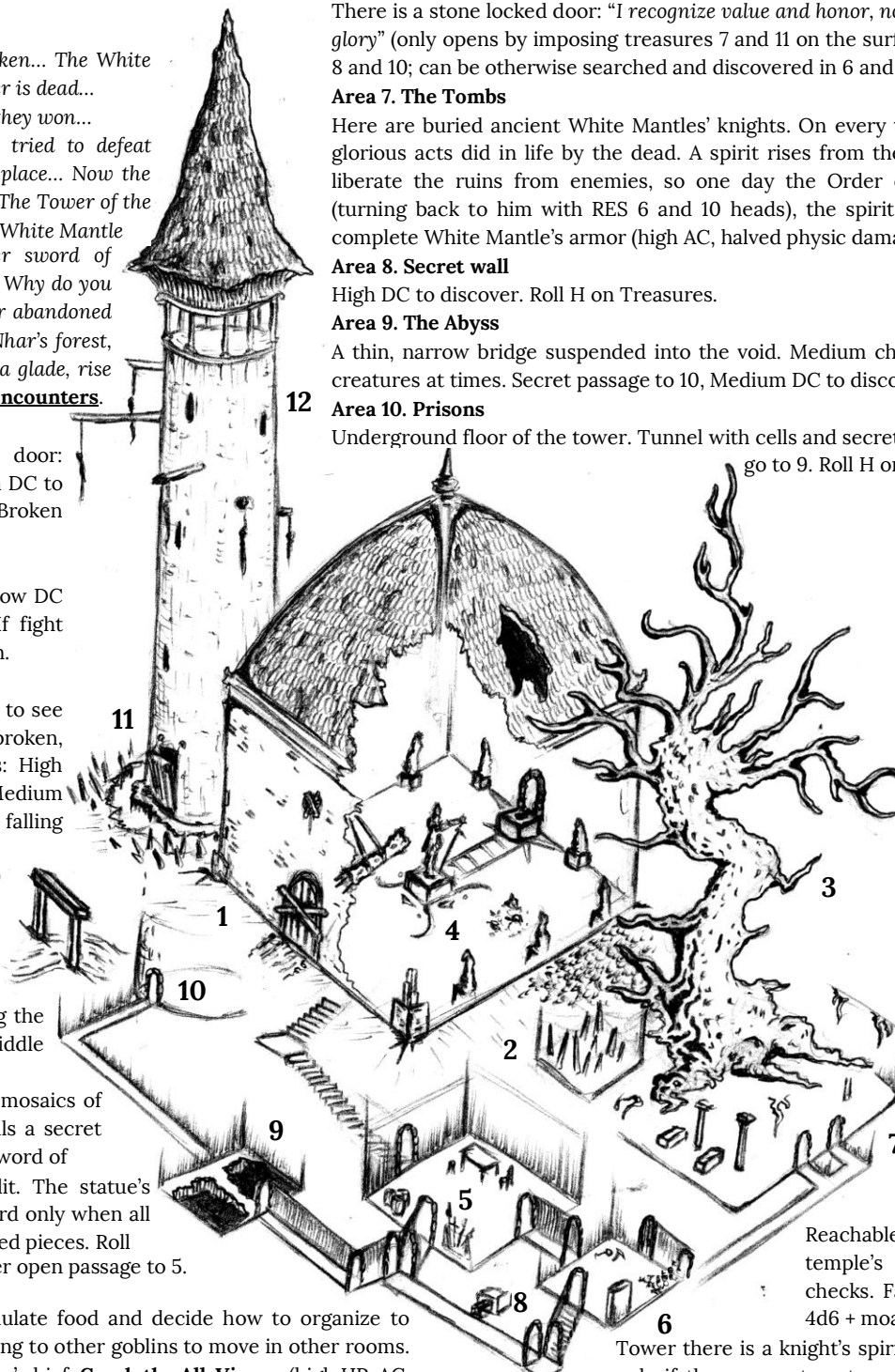
High DC to discover. Roll H on Treasures.

### Area 9. The Abyss

A thin, narrow bridge suspended into the void. Medium check to not fall. Collapses: 3+ creatures at times. Secret passage to 10, Medium DC to discover. Roll M on Encounters.

### Area 10. Prisons

Underground floor of the tower. Tunnel with cells and secret wall, High DC to discover to go to 9. Roll H on Encounters, L on Treasures.



| RES | TRAPS roll 1d4 to go to areas 5, 6, 8, 9, 10       |
|-----|----------------------------------------------------|
| 1   | Ballista: 3d12                                     |
| 2   | Difficult terrain: halved speed                    |
| 3   | Ambush: RES 6                                      |
| 4   | Narrow Passage: oil + fiery arrows 2d8 + 1d6/round |
| RES | STATUE (1d4 missing) Roll and cancel               |
| 1   | Hand - tree (3)                                    |
| 2   | Head in tower (11)                                 |
| 3   | Head - tower (12)                                  |
| 4   | Hand - roof (1)                                    |

### Area 11. The Tower

Spikes, moat (Medium DC ST or disease), semi-opened drawbridge. If opened RES 10 + M on Encounters. Roll L twice on Treasures. Stairs to higher floors collapsed. Stairs to 10.

### Area 12. Peak of the Tower

Reachable: climb tower or jump from temple's roof to gallows, High DC checks. Falling damage: 7d6 spikes or 4d6 + moat in 11. On the top of the Tower there is a knight's spirit. Will promise Hope to PCs, only if they swear to return with honor (conquest White Mantle's armor). If so will be, the spirit will give them Hope.

| RES | ENCOUNTERS L: 1d6; M: 2d4+2; H: 2d6+2                | RES | ENCOUNTERS (+1d4 if PCs do mess; +1d6 if alarm)            |
|-----|------------------------------------------------------|-----|------------------------------------------------------------|
| 1   | A bloodthirsty wolf wearing an armor full of spikes  | 7   | 2d4 sick Goblins. Low DC ST or fatal disease, 1d6 days     |
| 2   | 1d8+1 Goblins are extracting heart from man's chest. | 8   | 2d10 Goblins directs huge rats' swarm against PCs          |
| 3   | 2d8 Goblins shot arrows to a still alive hanged man  | 9   | RES 6 + RES 7 + RES 8. Chaos and death                     |
| 4   | 3d6 Goblins are pushing rats into woman's mouth      | 10  | Troll. Let the massacre begin                              |
| 5   | 2d10 wolves ridden by Goblins surround PCs           | 11  | RES 9 + RES 10. Chaos at is best                           |
| 6   | Grushar brutal and huge wolf +1d8 damage/round       | 12+ | Roll twice. Add results. If 12+ again give PCs great death |

*Cancel rolled Encounters result, and let PCs see the spirits of the knights if the same result is obtained again*

