

NOBLE TOWER

Noble Tower is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 1, 3, 5, or 8**. This document offers a general guideline on scaling the adventure for each level. A noble family hides a recently discovered artifact high up in a well-defended tower. As it starts affecting the environment, the characters need to infiltrate or fight the tower's inhabitants and find the artifact.

ADVENTURE HOOKS

The table on the next page offers some ideas if you don't have a reason for the characters to investigate the peel tower. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 250 gp per level of the adventure.

Seekers of Yil

You may also run this adventure as part of the *Dungeon & Lairs Megamodule #2: Seekers of Yil*. If you do, refer to the Seekers of Yil megamodule's adventure hook, "The God of Secrets Appears," to get your characters involved in the story. Learn more about the Seekers of Yil mega module on DMDave's Patreon.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave, Alexander LeFort of Tavern Tales

Creature Design. DMDave

Cartography. DMDave with Forgotten Adventures assets

LEVEL SELECTION

Before play, know the level at which you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 3rd, 5th, 8th, or 11th, the chart below shows you which version of the adventure you should select for each level. A given adventure version might be easier or more challenging for a given party. It's not recommended that you run this adventure for characters with an average party level of 10 or greater, as they might find the adventure too easy.

Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
1	1st-level	Hard
2	1st-level	Medium
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	8th-level	Deadly
8	8th-level	Hard
9	8th-level	Medium

Cultist Monastery Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	Ancient texts point to the existence of a powerful artifact called the Canopic Chest of Lunacy. Rumors suggest that a local noble family hides it.
2	Ancient Being	The characters' patron recognizes the power of the Canopic Chest of Lunacy and wants it for their use.
3	Aristocrat	The characters' patron believes great wealth will come from the Canopic Chest of Lunacy. They send the characters to investigate the tower of House Harringwen, where many believe it is held.
4	Criminal Syndicate	Many people are willing to pay vast amounts of gold to access the Canopic Chest of Lunacy. They send the characters to the tower to retrieve the artifact.
5	Guild	Something strange is happening at a local noble family's tower—the characters' guild wants them to investigate.
6	Military Force	To maintain the balance in the land, the characters' military patron wants them to make sure that House Harringwen isn't planning something to disrupt the peace. They send the characters to investigate.
7	Religious Order	The characters' patrons believe that House Harringwen follows an evil deity called Botlios that may have granted them dangerous boons. They send the characters to investigate.
8	Sovereign	For decades, House Harringwen operated within the region without issue. Now, rumors persist that they may be hiding something of great power. The region's sovereign wants the characters to learn more about the family in their interests.

THE CANOPIC CHEST OF LUNACY

If the legends are to be believed, the Canopic Chest of Lunacy contains the desiccated remains of the hag once known as Fitful Edith Bloodbite. As the story goes, Edith was murdered in a moment of rage by her sister, Agnes, for reasons forgotten. Agnes was immediately regretful of the murder, however, and could not bear to bury her sister in some loose earth to be eaten by worms. Instead, she preserved Edith's corpse and locked it in an iron chest that she would keep within her home for years to come. Many years later, Agnes herself was slain by adventurers, who collected the chest but were horrified of its contents, even more so when they became aware of the strange happenings that would occur while the chest was in their possession. The chest since changed hands on a handful of other occasions before finally becoming lost in a bog after merchants threw it overboard from their wagon. None could bear the visions they were afflicted with and the phenomena they suffered when the chest was near. The chest remained submerged in the bog for hundreds of years before it was recently unearthed by a member of house Harringwen.

HOUSE HARRINGWEN

The Harringwens are a secretive and elitist noble house and have built a reputation for being particularly cruel lords to the commoners who work their land. As a rare artifact collector and dabbler in the occult, Sir Theodore Pierpont of house Harringwen

was intensely interested in the strange-looking chest and was soon able to identify it with confidence as the so-called Canopic Chest of Lunacy. Hoping to draw power from its magic, he ordered his knights to bring it to his peel tower that overlooked the swamp. Unbeknownst to Theodore, however, the knights who serve under him are in conspiracy with other members of his house to kidnap and murder him and take the chest for themselves. Theodore is a troublesome member of the house, and the other Harringwens fear what he might do if he was able to use the black magic of the chest for his own gain. As a result, Theodore is now under the watch of Captain Milbourne as a prisoner in his own peel tower. Captain Milbourne is keeping Theodore alive temporarily to question him about the chest but plans to kill him soon once he determines that the noble has no more value to him.

THE PEEL TOWER GROUNDS

The Harringwen peel tower has stood for decades as part of the house's commitment to regional defense; one of the few public responsibilities the Harringwens take seriously, as they love the thrill of combat. Because the Canopic Chest of Lunacy is being stored at the tower, strange happenings have begun to occur, such as moving objects and foul noises with no discernable source, as old hag magic emanates from the chest. The peel tower grounds include the peel tower itself, as well as a temple, stables, and smithy. Unless otherwise stated, the features of the grounds are described as follows:

Surrounding Wall. The grounds of the peel tower are surrounded by a limestone wall that is twelve feet tall. Characters can scale the wall to reach the battlements atop it with a successful DC 20 Strength (Athletics) or Dexterity (Acrobatics) check.

Ceilings, Walls, and Floors. Ceilings within the peel tower, temple, and stables are eight feet tall. All three buildings have been constructed from hewn limestone.

Doors. Doors within the peel tower, temple, and stables are made from oak and swing outward on their hinges. Locked doors can be opened with a successful DC 15 Strength (Athletics) check or DC 13 Dexterity check using thieves' tools.

Light. The interiors of the temple and peel tower are lit by torches in wall-mounted sconces. During the day, the stables and smithy are flooded with exterior light but are dark at night.

Sounding the Alarm. If the alarm is sounded, all occupants of the peel tower become alerted and move to determine the cause of the alarm or reinforce positions within the tower at the GM's discretion. The following Peel Tower Encounters table details which occupants are found where in the tower. Named NPCs included in various area descriptions are in addition to (not included within) this table.

AREAS OF THE PEEL TOWER

The following areas are keyed to the provided map of the Haringwen peel tower.

1a. Front Gates

Two iron portcullises, spaced five feet apart, restrict access into the peel tower courtyard beyond.

During the day, unless an alarm has been sounded, these gates are raised to allow easy entry and exit of house members. At night, these gates are lowered. The gates can be raised by operating the winches atop the battlements (area 1b). Alternatively, a character can lift a gate enough to allow creatures sized Medium or smaller to crawl under them with a successful DC 20 Strength (Athletics) check.

1b. Winches

Chains are wrapped around two winches that raise and lower the front gates of the peel tower. Braziers provide light to this area of the battlements.

The winches require no check to operate.

Encounter: Battlement Guards. House Haringwen posts guards here to overlook entry to the peel tower. If the guards are distracted, characters can sneak through the open gates during the day with a successful DC 13 Dexterity (Stealth) check. If the guards notice intruders, they immediately attack. After one round, one guard yells out at the top of his lungs to sound the alarm. The nature of the guards depends on the level of the adventure, as shown in the Peel Tower Encounters table on this page.

2. Stables

An empty wagon, various tools, and bales of hay are arranged against the north wall of these tables. Four stalls line the east wall.

There are two **riding horses** in these stables, one in the northernmost stall and another in the southernmost. The horses become agitated only if provoked.

Quiet the Crow. A crow that makes its home in the stables has become influenced by effects similar to the *awaken* spell by the ambient magic of the chest of lunacy. She has named herself Quiet, as that is the word that has been yelled at her most frequently. Quiet has not yet revealed her intelligence to anyone else on the peel tower grounds, but if the party members enter the stables, she decides that the members of the party look interesting enough to talk to. She is eager to ask the party all manner of questions about life beyond the tower, and can happily share the following information with them:

- ▶ Quiet realized that she saw the world in a different way after a strange chest was brought into the tower. She can feel its magic even from out in the stables.

Peel Tower Encounters

Area	Purpose	Level 1 Encounters	Level 3 Encounters	Level 5 Encounters	Level 8 Encounters
1	Front Gate	4 guards	1 knight, 1 guard	2 knights, 2 guards	4 knights
6	Temple	3 cultists	1 priest, 1 cult fanatic	3 priests	2 priests, 1 gladiator
9	Great Hall	4 guards	1 knight, 1 guard	2 knights, 2 guards	4 knights
21	Barracks	4 guards	1 knight, 1 guard	2 knights, 2 guards	4 knights
23	Attic	1 guard	3 guards	1 knight, 4 guards	4 knights

- ▶ The man who works the smithy is a nice man. He is unhappy with the members of house Harringwen and might be able to help the party with whatever it is they need.

If the party remains friendly with Quiet, she gifts them a small diamond worth 100 gp that she says she found in the mud along a nearby road.

3. Smithy

A bellows, anvil, grindstone, and water basin are arranged in front of a forge along the south wall of this smithy. A workbench along the north wall is littered with various smithing tools.

At night, this smithy is empty; its day-time occupant retires to the barracks (**area 21**) of the peel tower in addition to the other occupants listed in the Peel Tower Encounters table on page 3. The tools here are mundane but of fine quality.

Isaac the Smith. During the daylight hours, a blacksmith named Isaac (LN male human **guard**) works the smithy, the hammering sounds of whom fill the courtyard as he works on a sword. Isaac is a servant of house Harringwen, though not a particularly loyal one. He is not compensated well and has recently thought of taking his services elsewhere. He will not sound the alarm if he notices the characters and instead is inclined to share what he knows about the Harringwens with them if given the opportunity. He can share the following information with the characters:

- ▶ The Harringwens are mean and brutish.
- ▶ The chest they recently recovered has resulted in strange happenings in the tower and on the grounds. Shadows appear to move and snarling faces appear momentarily in dancing torchlight.
- ▶ Isaac overheard a conversation between members of the guard that suggested they plan to kill Sir Theodore Pierpont, a troublesome member of the house who many other house members openly dislike. There are approximately fifteen armed men within the tower's walls, give or take a couple, depending on the day. Isaac can't be certain of the exact count.

4. Outhouse

Two holed benches are lined against the outer wall of the tower within this wooden stall.

There is nothing of value here.

5. Latrine

The stench in this chamber is vile. Fecal matter and other refuse are piled high on the ground and spatter the walls.

The latrine is long-due for a cleaning. There is nothing of value here.

6. Temple

Three wooden pews are arranged in front of a stone altar, beyond which is a colorful mosaic of stained glass. Atop the altar is a jade idol, roughly six inches tall, that depicts a bare-chested man with the head of a bear.

House Harringwen holds small worship services here. A character who examines the altar finds its surface carved with a sigil depicting a stylized skull within a circle surrounded by three stars. A character who makes a successful DC 20 Wisdom (Religion) check can identify the symbol's association with Botlios, an obscure evil deity of consumption and wrath. A casting of *detect magic* reveals an aura of divination magic emanating from the idol atop the altar.

Encounter: Temple Meeting. A few members of house Harringwen are in this chamber discussing the Canopic Chest of Lunacy and the strange happenings it has brought to the tower. The house members attack any intruders that they notice, though they attempt to flee the temple and alert the grounds if reduced by half their number. The nature of the clergy members depends on the level of the adventure, as shown in Peel Tower Encounters table on page 3.

Treasure: Bear-head Idol. The idol atop the altar is finely crafted and worth 75 gp. House Harringwen considers it a good-luck charm. The idol is cursed for any non-worshippers of Botlios. Any creature that is not spiritually awoken to Botlios suffers 9 (2d8) psychic damage after a long rest for as long as the idol remains on their person. Additionally, if the characters defeat the head priest, they can find a key on him that unlocks the chest in **area 7**.

7. Priest's House

The west door to this room is locked. When the characters enter, read aloud:

This small chamber is simply furnished with a bed, chair, and wooden chest. Warm coals fill a hearth in the north wall.

The temple is maintained by house Harringwen's head priest, who sleeps here.

Treasure: Priest's Chest. The chest in this room is locked, and can be opened with a successful DC 13 Dexterity check using thieves' tools, a DC 18 Strength (Athletics) check, or the key found on the head priest in **area 6**. Inside is a set of finery, a leather pouch containing 50 gp, and a *lantern of revealing*.

8. Kitchen

Shelves and tables within this chamber are laden with cooking utensils and provisions. Casks line the west wall. Heat radiates from a pair of iron oven doors set into the south wall.

This kitchen is well-stocked with high-quality food. A fire in the oven is kept burning at all hours, regardless of whether or not anything is being cooked. At night, this chamber is empty. During the day, Mazetta, the kitchen servant, is here. If the characters open the doors of the oven, they notice an eerie, spectral face staring back at them from the flames which quickly disappears.

Mazetta the Kitchen Servant. Mazetta (LG female human **commoner**) spends her time here preparing meals of various sorts in service to the Haringwens. Like Isaac the smith, she bears no particular loyalty to the Haringwens, though she is fearful of reprimand. If necessary, she can be convinced to keep quiet about anything she has seen with a successful DC 10 Charisma (Persuasion or Intimidation) check. If the characters ask her for any information about the tower or the chest, she says that she has been seeing faces in the fires of the oven on occasion ever since the chest was brought to the tower.

9. Great Hall

High-backed velvet chairs surround a long dining table of polished mahogany in the middle of this chamber. A side table along the west wall is stocked with shining silverware.

House members gather here frequently for meals.
Encounter: Lounging House Members. A group of house members is seated around the dining table drinking and sharing stories with each other. If they notice any intruders, they attack and sound the alarm after one round of combat. The nature of the house members depends on the level of the adventure, as shown in the Peel Tower Encounters table on page 3.

Treasure: Fine Silverware. The silverware on the side table in this room is worth a cumulative 25 gp.

10. Mezzanine

This mezzanine overlooks the great hall below. Staircases connect to upper and lower levels of the tower.

11. Parlor

An upholstered bench stands atop a bearskin rug in this small chamber. A landscape painting hangs on the west wall.

Characters in this room with a passive Perception of 12 or higher can hear the faint sounds of an old woman laughing. The sounds quickly fade beyond the room.

12. Third Floor Passage

This hallway connects the lord's chambers, children's chambers, and the tower study.

While moving through this chamber, characters with a passive Perception of 12 or higher notice shadows moving irregularly on the ceiling and walls in their peripheral vision. Trying to focus on these shadows, however, reveals nothing out of the ordinary. The irregularity continues only once the party members move their attention elsewhere.

13. Lord's Chambers

The door to this room is locked. When the characters enter, read aloud:

This room is filled with a poster bed and elegant mahogany furniture, including a dresser and a pair of high-backed chairs arranged in front of a low-burning hearth in the south wall.

These are the personal chambers of Sir Theodore Pierpont. The dresser contains a few spare sets of finery as well as some hunting equipment.

Sir Theodore Pierpont. Theodore (LE male human **noble**) has been locked in his own quarters by Captain Milbourne. He is eager to work with any who can help him, as he suspects that Milbourne plans to kill him. He asks for the party's help in either killing Milbourne or sneaking him out of the grounds in exchange for a treasure hidden within the tower. Characters can convince Theodore to give them the treasure before they help him (instead of after) with a successful DC 13 Charisma (Persuasion or Intimidation) check, in which case Theodore tells them about the secret door in the room. However, Theodore will not willingly surrender the Canopic Chest of Lunacy to the party.

Treasure: Haringwen Loot. A secret door is concealed in the wall of this room. It can be noticed with a successful DC 16 Wisdom (Perception)

check. It leads to a small chamber that holds a single locked chest. The chest can be unlocked with a successful DC 16 Dexterity check using thieves' tools, a DC 22 Strength (Athletics) check, or the key hidden under the mattress in the adjoining room. Inside the chest are 300 gp and a *ring of spell storing*.

14. Childrens' Chambers

A pair of single beds, a wardrobe, and a rocking horse fill most of this colorfully decorated room. Various dolls and wooden toys are scattered about the room and covered in a layer of dust.

Sir Theodore Pierpont's children stay here on the occasions that they visit the tower with him. They have not visited in many weeks now. The eyes and heads of the dolls in this room follow any creatures as they move about the room. When examined closely, however, the dolls remain lifeless.

15. Study

An ebony wood desk is aligned against the east wall of this room.

Theodore occasionally uses this room to work on the novel he is writing. A character who opens the desk's drawers finds pages and pages of a heroic romance epic in the early draft stages.

16. Fourth Floor Passage

This corridor connects the southwest staircase to the guest quarters of the tower.

17. Guest Quarters

This room is filled with a poster bed and elegant mahogany furniture coated in a thin layer of dust, including a dresser and a pair of high-backed chairs arranged in front of a cold hearth in the south wall.

This spare room is used for Haringwen guests. There is nothing of value here.

Secret Door. A secret door is concealed in the wall of this room. It can be noticed with a successful DC 16 Wisdom (Perception) check. It leads to a small corridor where a wooden ladder rises to a trapdoor above that provides access to the ramparts.

18. Planning Room

An area map and collection of other loose documents sprawl across a wooden table surrounded by chairs in the middle of this room.

Here, Captain Milbourne and the soldiers of the tower plan their scouting and defense strategies, warding the area from threats such as bandits, gnolls, goblins, and the like. The map details the region surrounding the tower and the other documents are a mix of scouting reports, tower inventory records, and planning documents.

19. Armory

This small room is filled with weapons and armor hung on weapon racks, packed into chests, and piled against the walls.

This room holds a wealth of equipment, more than the soldiers stationed here could reasonably use, including bucklers, shortswords, longswords, crossbows and bolts, and the like. It is all mundane, but of fine quality.

20. Ramparts

The ramparts overlook the wall surrounding the tower and the land beyond. Staircases at the northwest and southwest corners provide access to the tower's lower levels. Braziers along the ramparts provide light after nightfall.

21. Barracks

This room is filled with five single beds and smells strongly of sweat.

The tower's off-duty soldiers rest here. At night, Isaac the smith (use **guard** statistics) is sleeping here in addition to the tower's soldiers.

Encounter: Tower Soldiers. A number of soldiers are sleeping in here, regardless of the time, though their weapons and equipment are by their bedsides and they are quick to jump into action if the alarm is raised. The nature of the soldiers is dependent upon the level of the adventure, as shown in the Peel Tower Encounters table on page 3.

22. Captain's Quarters

A bed, chair, end table, and stone hearth fill most of this room. At the foot of the bed sits an iron-bound chest fitted with an iron padlock.

These are Captain Milbourne's personal quarters. The chest at the foot of the bed is locked and can be opened with a successful DC 15 Dexterity check using thieves' tools, a DC 22 Strength (Athletics) check, or the key found on Milbourne's person. Inside is a stack of letters exchanged between Milbourne and other prominent house Haringwen members discussing the plot to abduct and murder Theodore Pierpont.

23. Attic

Wall-mounted torches burn low in this cobweb-draped attic. An ornate iron chest rests in the middle of the room.

The Harringwens use this attic for temporary storage as necessary. Right now, it is the temporary home of the Canopic Chest of Lunacy.

Encounter: Captain Milbourne. Captain Milbourne is here, studying the carved details of the chest, hoping to find clues that may help him harness and control its magic. Captain Milbourne uses **knight** statistics. Milbourne is accompanied by some of his closest confidants whose number and nature depend on the level of the adventure and are shown on the Peel Tower Encounters table on page 3.

Treasure: The Canopic Chest of Lunacy. A casting of *detect magic* reveals an aura of necromancy magic emanating from the chest. The chest has a value that ranges from worthless to priceless depending on the potential buyer. The spirit of Fitful Edith Bloodbite haunts the area within a 1,500-foot radius of the chest. Its other potential effects are unknown, though many believe that the chest holds powerful secrets waiting to be unlocked by those who can solve its mystery. The details of such mystery, if the rumors are even true, are left to the GM's discretion.

AFTERMATH

Regardless of whether or not they chose to help him during the adventure, the party cannot ally long-term with Sir Theodore Pierpont unless they leave the Canopic Chest of Lunacy with him. He may know some rumors of other powerful artifacts. Depending on the party's interests, he may offer their location in exchange for keeping the chest, or offer payment if the characters bring him some of these artifacts. If you are running this adventure as part of the megamodule, these are the other three artifacts of Yil.

If Theodore and the other occupants of the tower have been disposed of by the party and the party has taken the chest, other members of house Harringwen may either decide to pursue to recover the chest or accept the bittersweet victory of the hated Theodore being dealt with, even though the circumstances weren't ideal. If the party somehow manages to steal the chest while leaving most of the tower's occupants alive, they will be pursued relentlessly, as long as house Harringwen has an awareness of their identities. Ω

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