



The Tower Under Mudstick Hill - Level 1-3



Rooms in the Tower under Mudstick Hill (see numbers, left)

- 1 The servants' sleeping quarters beneath the now ruined Duke's Chambers.
- 2 The Ducal Solar, formerly the Duke's luxury private living room, now ruined but lit by the necromancer who uses the storerooms on this level.
- 3 The Privy Chapel, now defiled and used as a cage for ghouls.
- 4 The Duke's Study which the necromancer also uses as a library and study area. Some of the ancient scrolls may date back to the Duke's time.
- 5 The Upper Kitchen, once grand, is now used to house experiment subjects and abominations. Has stair and hatch access to the lower floors.
- 6 The Serving Room, an antechamber for preparing food, now used by the necromancer as a bedroom and small study. Contains a huge cauldron.
- 7 The once famous Halbmond Great Hall, now used as a laboratory and filled with experiments, wards and magical items.
- 8 The hall at the top of the Grand Stair, which is now blocked with rubble.

Setting

Locals tend not to wander up Mudstick Hill. Rumours of nefarious things have always swirled around the place and there is not much to see at the top other than the dangerous, crumbling ruins of an ancient, circular building. No one knows that these lonely ruins, poking from the earth, are the highest floors of a ducal tower that overlooked a city tragically buried beneath the mud. If anyone finds their way down the steps and into the chamber below, the ghostly air in the dark, rubble-filled room soon drives them away. Few see the old rooms beyond and few venture further down the tower and stumble across the rooms inhabited by a strange figure practising necromancy. Any who get that far are never seen again.

Reasons your party have come to Mudstick Hill

- 1 Strange zombies have been wandering down Mudstick Hill and causing havoc in nearby villages. The local militia have no experience of dealing with such creatures and seek a skilled team to rid the hill of the nuisance.
- 2 The Adventurers' Guild suggest you prove yourselves worthy by partaking in a monster hunting trial and have suggested dangerous Mudstick Hill. Kill monsters, collect heads — what could be simpler than that?
- 3 You are seeking a necromancer and your contacts at the Dark Market suggest one operates out of a lab under Mudstick Hill. But necromancers are unpredictable types and there is always a price for their services.
- 4 Earth-shakes and rumbling around Mudstick Hill have caused damage to local properties. The landholders have pooled their money to hire investigators. Some say there is something strange under the hill... can that be true?

Random monsters wandering in the tower

- 1 A skeletal jester, clutching a stick puppet that jingles as he clatters along
- 2 Three zombie tower guards in faded uniform, each holding rusty pikes
- 3 Three ghouls with high wigs, dressed in the ragged remains of ballgowns
- 4 An abomination made of three zombies stitched together
- 5 A barking, skeletal guard dog with a severed hand caught in his leash
- 6 The ghost of the Duke's son Arlo, his mouth & eye sockets filled with oil

Items in the Necromancer's laboratory on sub level -2

- 1 A shelf holding many jars full of rolling eyes and lolling tongues.
- 2 A bleached, animated skull and spine hanging on wall, chattering as it skitters against the stones. A foppish hat has been placed upon it.
- 3 A book on fusing animal and elven corpses, with some of the pages lost. Annotations cover every inch of available space on most pages.
- 4 A set of books bound in skin entitled *The Great Resurrection Debate*. The tattoos still visible on some covers indicate Dwarven origin for the binding.
- 5 A long obsidian dagger, inside which is bound the soul of a virgin prince.
- 6 Cornwing, a stuffed crow on a perch, whose glinting eyes watch with cognizance. Its beak has been replaced by a golden replica.
- 7 A black-framed, hand-held mirror in a velvet pouch that reflects the soul.
- 8 An undead toad that flops around the desks. It wears a name tag around its neck that proclaims it is Gilly Wartback. It makes a loud, throaty croak.

Who is the necromancer that lives here? Four ideas.

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| Ingling the Nigh | Ingling's experiments attempt to make real his theory that ghost spirits can be fused with reanimated bodies. Aggressively ambitious, he seeks to fuse spirits friendly to him with the bodies of others that he might make puppets of important figures. |
| Fitchell Deathcap | Deathcap works on behalf of the odious Underleague of Gnome Ascendancy, paid to create a large human of super-strength and speed for the league to use in their attacks. A murderous former druid, the gnome is dangerous and unmerciful. |
| Cormrin Nevel | Demon-worshipper Cormrin believes that the inhabitants of the ancient city beneath the hill had an immunity to divine magic. She has been experimenting on their reanimated corpses to test this in the hope she can use them to fight the Holy Church. |
| Sinjarin the Laird of Goh | The Laird enjoys this quiet place to study his craft uninterrupted. He tends to operate as a necromancer for hire and his assistant Jilla liaises with clients and visitors. Tall, calm and thoughtful, a life of study in dark places has left him with poor vision. |