The Tusk

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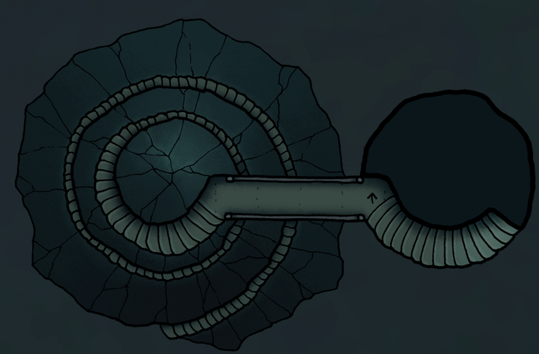
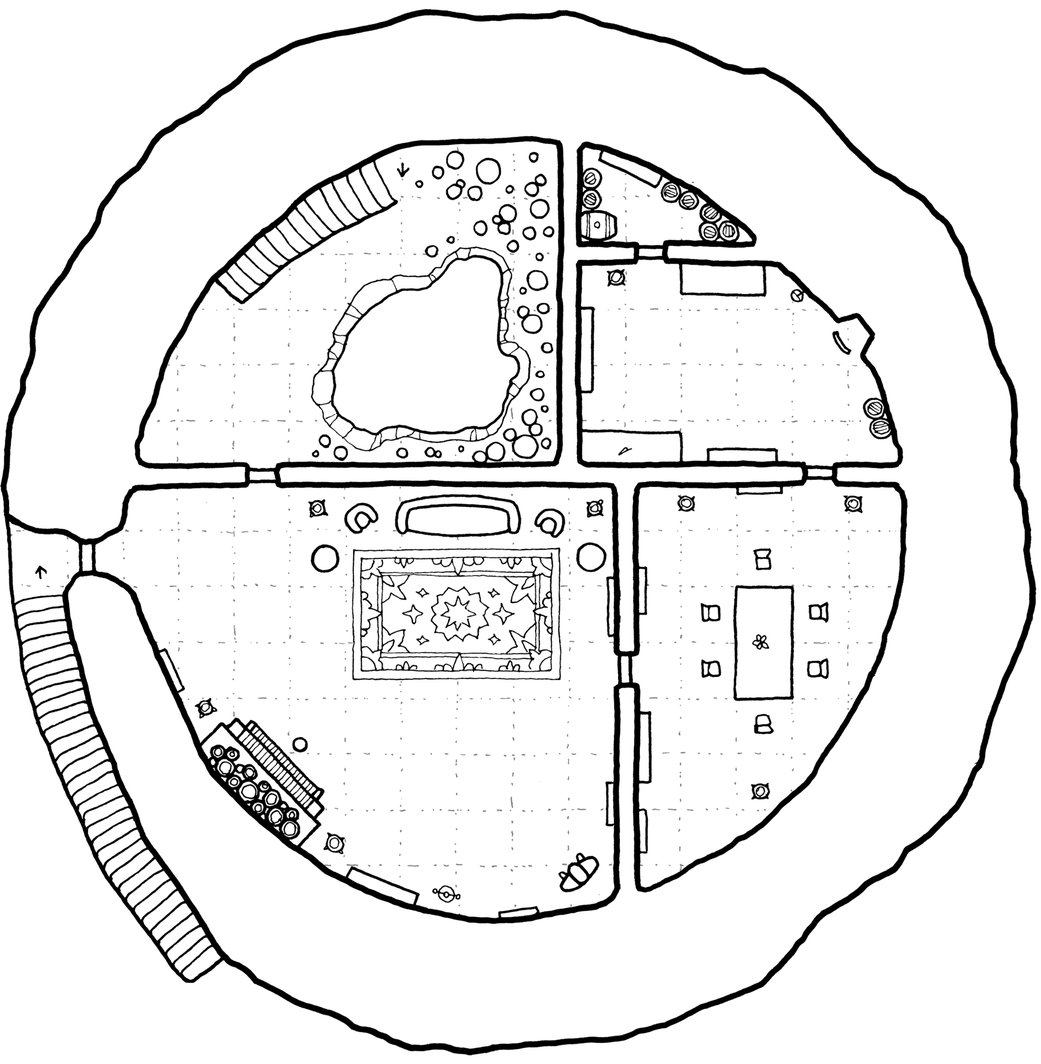
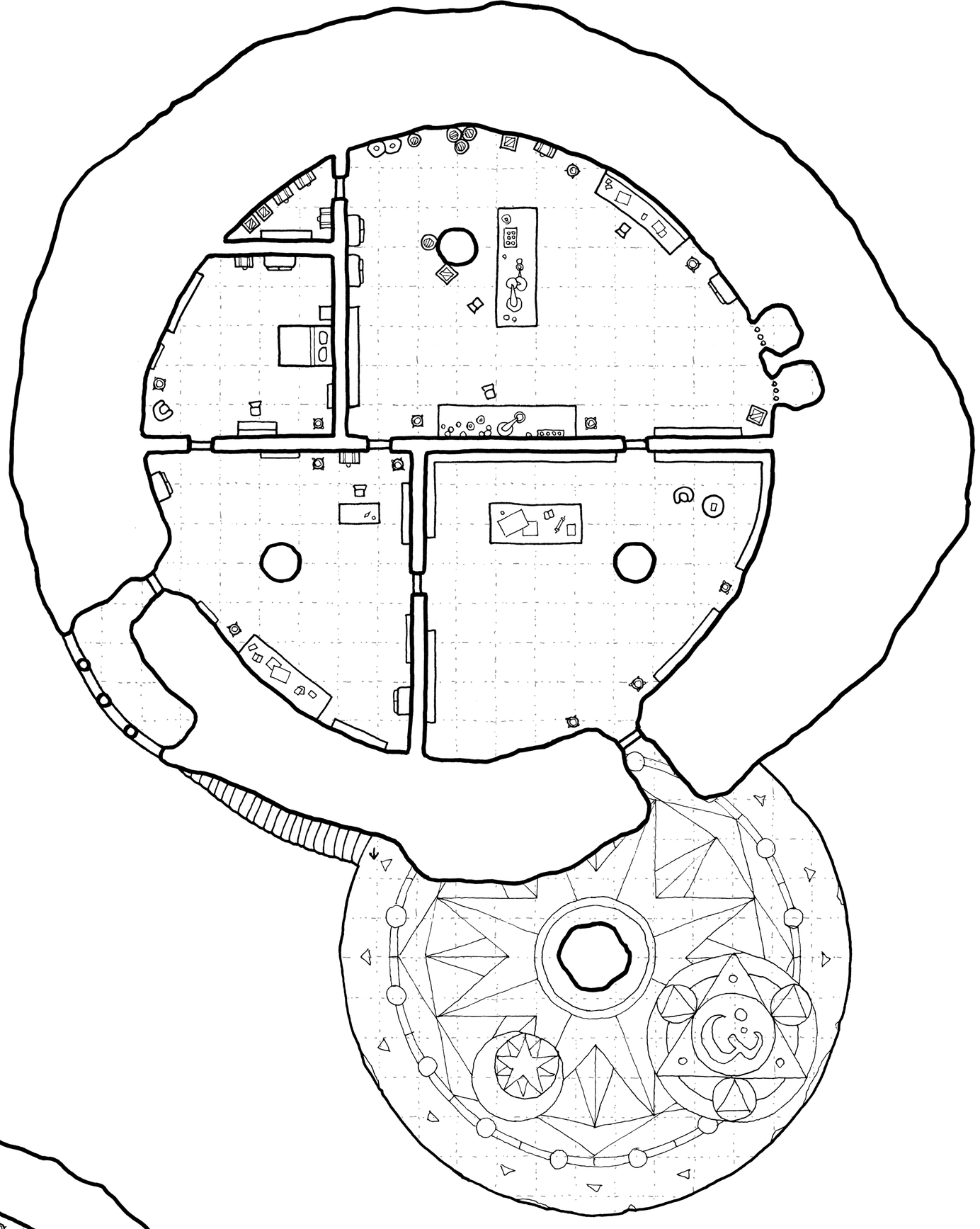
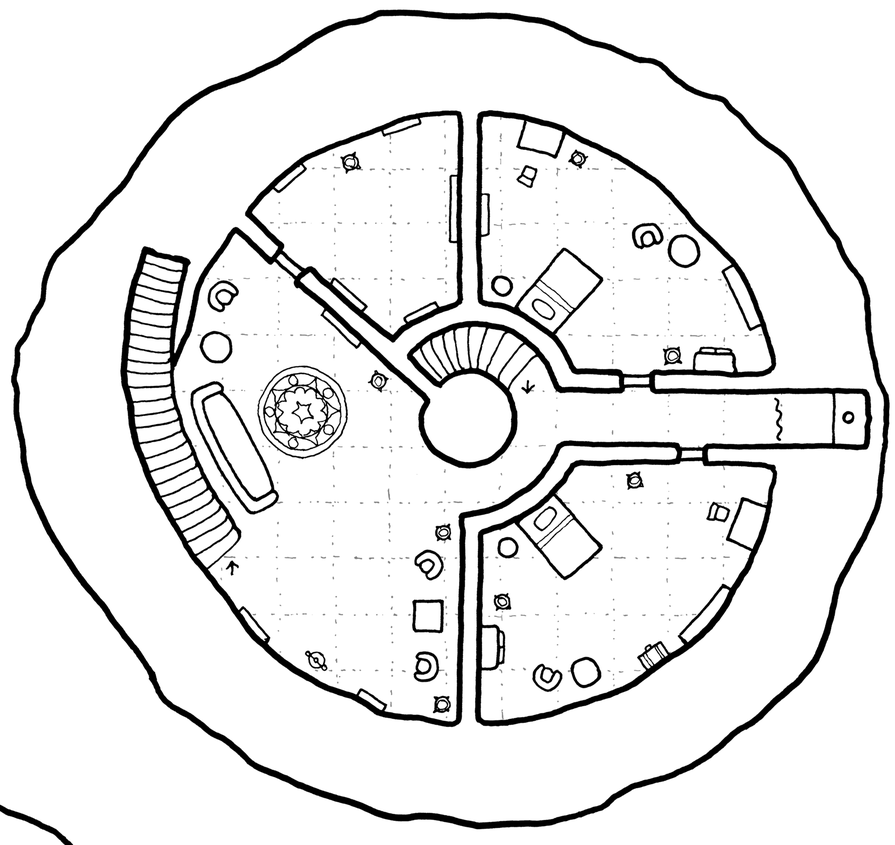
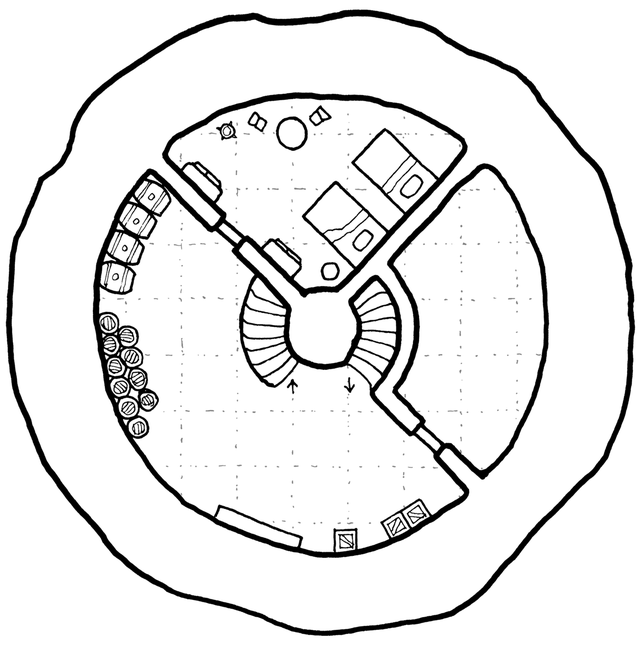
1 - Entry Hall
2 - Cellar
3 - Servants' Quarters
4 - Parlor
5 - Gallery
6 - Guest Room
7 - Garden and Bath
8 - Great Room
9 - Dining Room
10 - Kitchen
11 - Library
12 - Study
13 - Master Bedroom
14 - Laboratory
15 - Storeroom
16 - Cell

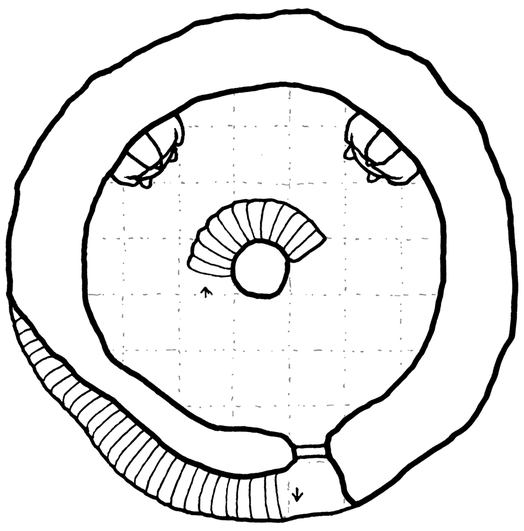


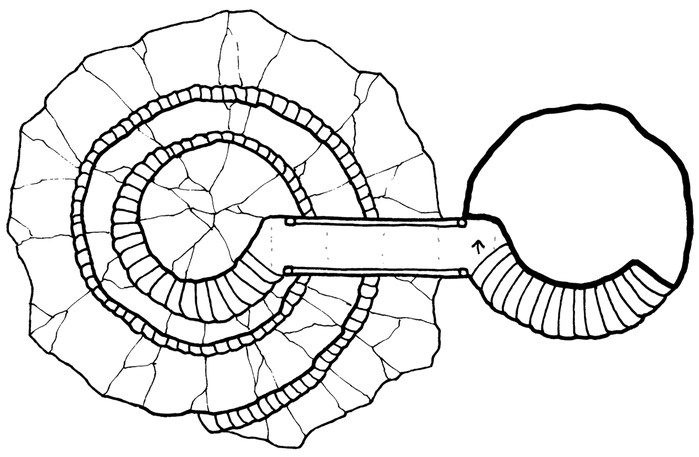








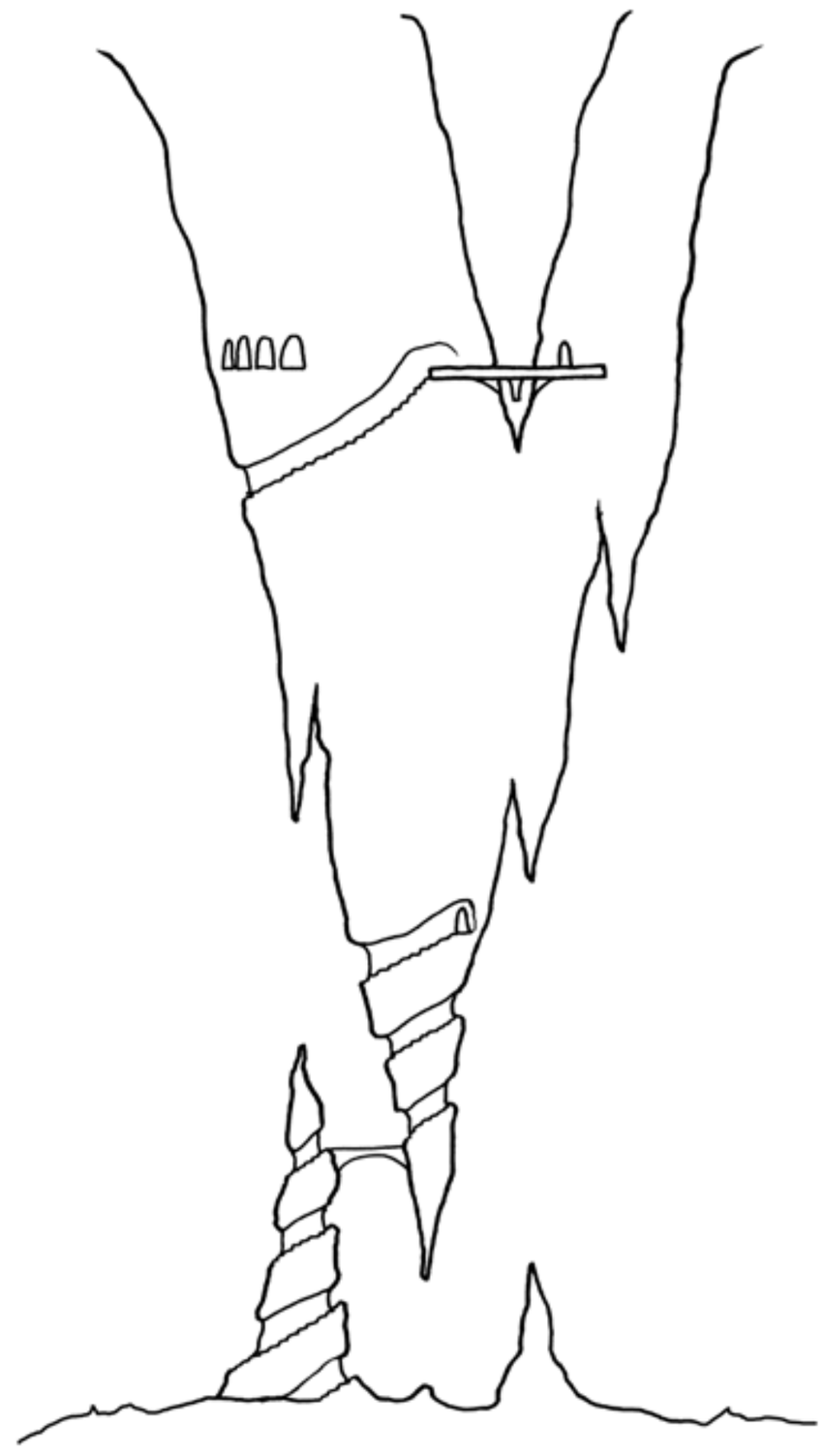
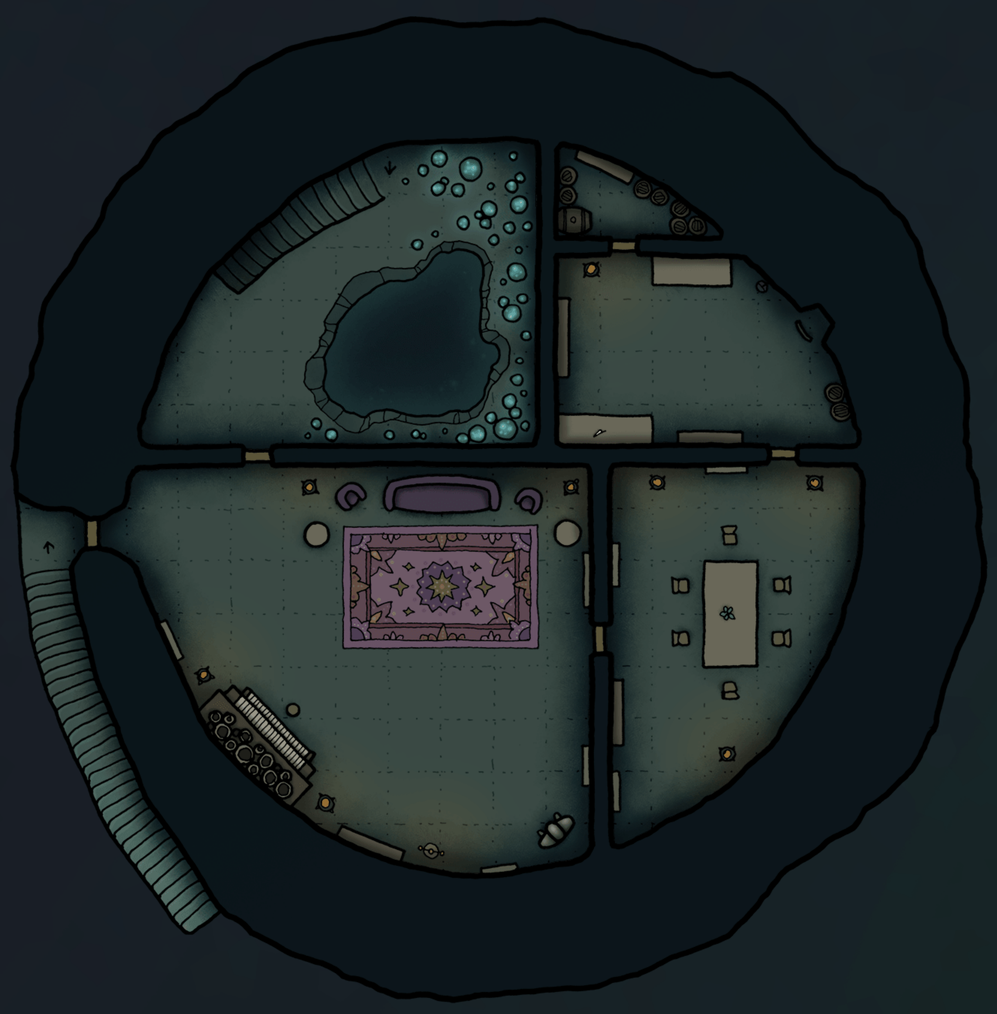
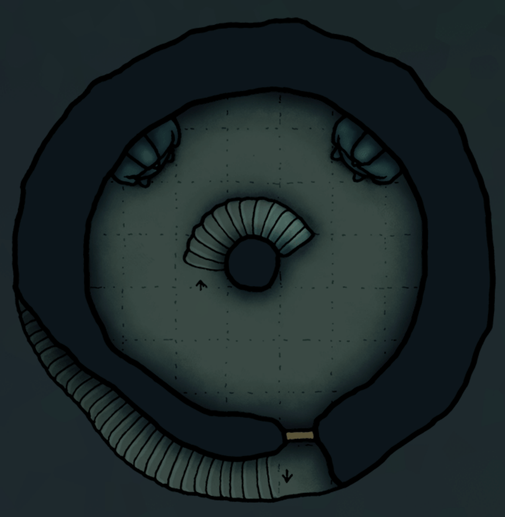
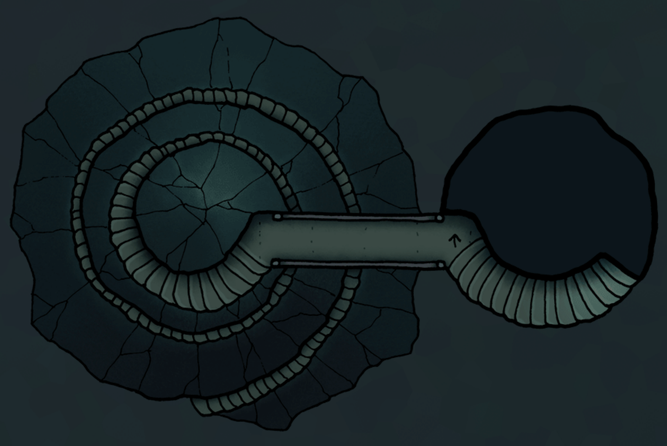




THE TUSK

ABOUT

- The Tusk is a wizard's tower built inside a gigantic stalactite. The path to the entrance consists of two spiral stairways carved into the sides of a nearby stalagmite and the lower tip of the Tusk itself.
- There is nothing natural or mundane about the tusk. The construction of such a place would be nearly impossible without magic.

NOTES

- The circular platform on the uppermost floor is an overlook, which might also be used as a ritual site. It could be a dramatic location for a battle.
- The winding, precarious stairs here are good locations for traps. Having a character get chucked off the side (or nearly avoid it) might be a good way to build some tension during the climb.
- The layout of the stairs here is not that convenient for the occupants. That may be because they don't leave very often, they want to deter visitors or because they're able to fly or teleport to wherever they want to be.
- The small pond by the mushroom garden is probably used as a bath. It could also contain a water weird, nereid or elemental to attack the party as they pass through.
- The statues on the bottom level could be stone golems. If your party is still too squishy to take on big boy monsters, they could be helmed horrors or just stone golems with less HP and a nerfed stat block.
- The large object against the wall of the great room is a pipe organ.
- The cells by the laboratory could hold prisoners, experimental subjects or pets.