



The Tower Under Mudstick Hill - GM Resource Sheet

Sublevels 3-5



Setting

Past the rooms where the necromancer practised his dark craft, the Tower under Mudstick Hill descends further. Here is a place even the necromancer was wary to go, but for the moments in which he would snatch one of the deadwalkers. Here, first, is the old entrance to the Duke's Tower, its once-admired halls dirtied with rubble and the mud that crashed through its doors. The nobles and staff that once filled these halls with lively chatter, now wander it dead and groaning.

Deeper still is the Duke's Dungeon, a dank brutal place that many feared to enter and from which few could hope to escape. Little did anyone know that beneath the tower was somewhere much more fearful. Two centuries before the Tower was consumed by mud, the ducal family gained their power via a most unholy pact. Having stumbled across strange stairs to an outpost of Hell, they bargained with a devil who raised them up and helped construct their Grand Tower above his Hellgate. Here, deep under the tower, his infernal prison punishes many who sold their soul for temporal glory.

Prisoners serving time in the Infernal Prison and the bargain they had made

- 1 Anatonio Caresan, who longed for the longest, most lustrous hair on earth.
- 2 Bessy Hendersson, a wastrel who wanted to marry a prince and have him die within a year.
- 3 Bennasuto Gamba, the ancestor of the last Duke, who sold the souls of his family that they might rule their land and amass great wealth.
- 4 Mapheo Rizo, who wished to have the tallest house in town.
- 5 Engel Craff, who wished to have the ear of the King that he might advise on matters relating to crop rotation, on which he considered himself the expert above all others.
- 6 Marjorya Broun, who needed an infestation of demons removed from the halls of her ancestral home, which she had inherited but couldn't inhabit.
- 7 Gherita da Vale, who wished to sew better than Donata d'Artusia so that she might win the praise of the mistress for once.
- 8 Moryss Bothuel, who was desperate to find the coins and cheese he had buried last year when the plague came to his town and he fled to the hills.

Interesting items in the rubble on the old entrance level (lvl -3)

- 1 A golden chalice, crushed flat. The surface is intricately carved with scenes from a religious ritual where a needle is inserted into an eye.
- 2 A mould-stained parchment that is marked with the faded remains of a map. It appears to depict a temple with an unusual triangular plan.
- 3 A box in the remains of a wagon contains 5 jars of pickled onions. Although the jars are difficult to unscrew, the pickles are still delicious once opened.
- 4 The buried body of soldier. Around her wrist is a silver bracelet with the word 'Valour' carved on the inside
- 5 A hessian pouch is stashed behind one of the barrels. It contains a block of red wax and a brass seal.
- 6 The crates in this room contain several bolts of fine silk. However, they crumble to dust as soon as they are moved.
- 7 A six-sided die has rolled beneath the table. A careful examination reveals it's a loaded die, favouring a five.
- 8 Most of the armour in this room has rusted away, except for one suit. Made from Elven steel, this full set of plate mail is in excellent condition.

Hauntings found on the Duke's Dungeon level (lvl -4)

- 1 The Talon of the Tortured — The chamber is suddenly filled with a cacophony of screams and wails. Those hearing it must make a wisdom save or become terrified. The haunting stops if the blade of the old claw-shaped knife on the floor is snapped.
- 2 Vengeance Manifests — Malicious spirits in this area attempt to take control of any living creatures in the vicinity and then force them to inflict terrible wounds on their comrades. A wisdom save is required to retain control. The haunting is ended if holy water is splashed on the flagstones of this area.
- 3 The Choking Chains of Death — The wall chains become animated, wrapping themselves around the neck of a person nearby and attempting to throttle them to death. The character must make a successful strength check to break free. The chains cease to be haunted when they are sundered from the wall.
- 4 Bloodwall — Thick blood begins to ooze from the gaps between the bricks of the wall, running down and spreading across the floor. Anyone that is touched by the blood takes psychic damage and becomes demoralised. The haunting only stops when the bones of a jailer are immersed in the blood.

Common name and foibles of the devil who might be on the Hellgate level

Gr'thaigel	Loves riddles and is willing to release a soul if he cannot solve a riddle presented to him.
Ottmunadin	Scared that their boss will be angry at them for any failure.
Awon-Ergerin	Very short-tempered and loves inflicting pain, her favourite punishment is 'face in the brazier'.
Eia Ouy Eia	Is enraged if you address him incorrectly. Collects interesting skulls from which he drinks the tears of his victims.