

# WHERE'S THAT TOWER?

The location of a ruined tower containing an eldritch artifact was lost in time. But adventurers brave enough to explore the surrounding land will find clues of its whereabouts.

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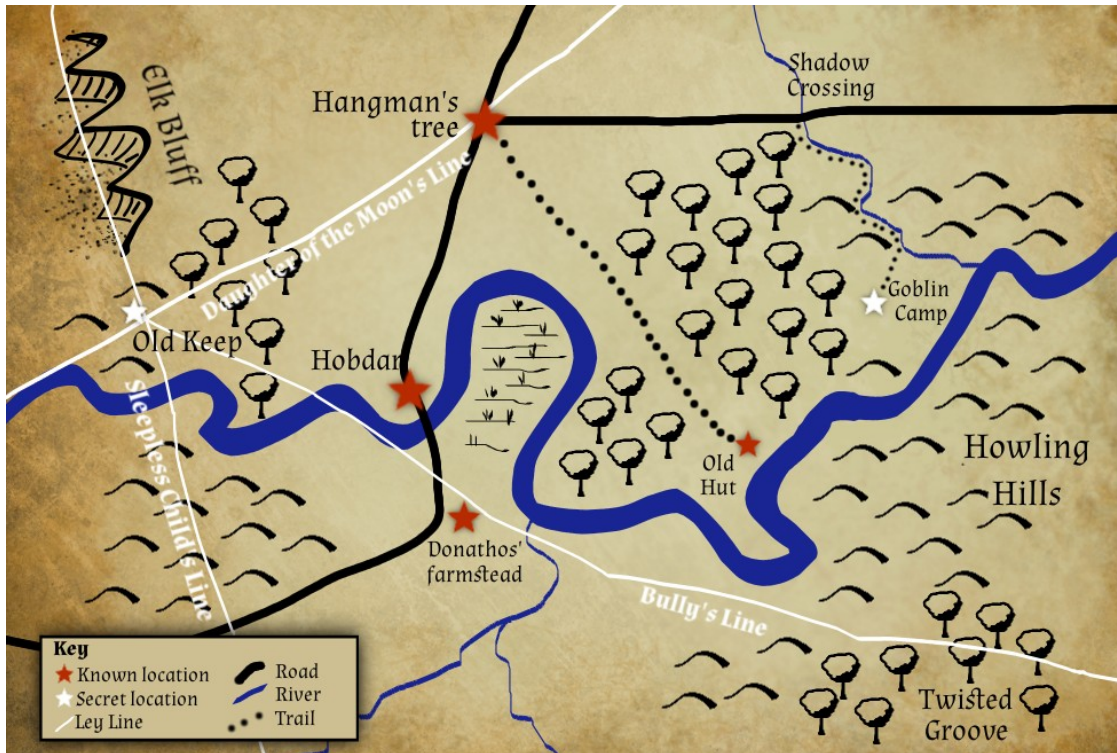
**OLD KEEP.** Long ago, a tower was built at the crossing of three ley lines, mystical hidden geographical features. Using the magic of the ley lines, the creators of the tower created an eldritch artifact – a scrying sphere of great power. But time and wars ravaged the land, and the tower was abandoned. Known in local folklore as “Old Keep”, its location has been forgotten by the civilized folks.

**What's in the tower?** It's up to you. Some options (D6):

- 1 – A group of trolls, constantly pranked by the fey siblings
- 2 – A mad cult unaware of the artifact, but subtly influenced by it
- 3 – Ghosts of paladins that died defending the tower, and still do!
- 4 – A den of werewolves, their alpha controlled by the artifact
- 5 – Cunning robbers use the tale of the artifact to attract victims. They believe it to be only a tall tale, but they are wrong!
- 6 – A mad mage and his goblin mercenaries (see “Flying Offering” from the 2018 “One Page Dungeon” contest)

**THE FEY SIBLINGS.** Each ley line is inhabited by an immortal fey spirit, embodiments of different aspects of nature. They manifest at different locations along the line at their leisure. If approached as you would approach a difficult child, they can be friendly and provide information and maybe even bestow a blessing. If attacked, they will cast a curse and vanish, to reform some other day along the line.

- **The Sleepless Child:** a lonely, feral and shy child with a grim task: putting down sick and old animals so that the eternal cycle of death and life can continue. It often hides by **ELK BLUFF**.
- **The Bully:** a short-tempered, vicious and violent teenager, embodiment of nature's scary, unpredictable power. It's trapped in the **OLD HUT**, away from its ley line, and this scares it.
- **Daughter of the Moon:** a whimsical, candid and fearless girl that bows to no human law or custom. Her favorite plaything is the caged skeleton hanging from the **HANGMAN'S TREE**.



**The ley lines.** They can be revealed by spells that detect magic, by subtle hints in the landscape or by following a fey sibling in their wandering. Plotting the lines on a map will reveal where they cross.

**GOBLIN CAMP.** The camp was recently abandoned. **Pulo the goblin** and his pedantic maybe-child Mine-Mine (goblin children all look the same, so he's not sure), are scavenging the remains. Pulo was exiled by the tribe for “creative differences”, and can be friendly to humans.

**Where are the goblins? (D4)**

- 1 – Went to the Old Keep
- 2 – Joined the bandits
- 3 – Split into warring factions that killed each other
- 4 – Went on pilgrimage to the Twisted Groove

## RANDOM FEY CURSES (D6)

- 1 – Old and sick animals will follow you around until their death
- 2 – Daylight looks like night to you
- 3 – You can speak only in questions
- 4 – Eating will make you fall asleep
- 5 – You can't walk on roads
- 6 – You would do *anything* for a carrot!

## RANDOM FEY BOONS (D6)

- 1 – No animal will ever bite you
- 2 – You can see through the eye of any bird within your sight
- 3 – When you speak, you can have each listener hear a different sentence
- 4 – Your bag is always full with food
- 5 – You can walk on mist and fog
- 6 – To other people, one of your hugs is as valuable as a handful of gold

**DONATHOS' FARMSTEAD.** It has been in the hand of the Donathos family for many generations. **Ike Donathos** is the head of the family. Unbeknownst to anyone, they are descendants of the paladins that guarded the Old Keep, and many have a boon from the Fey Siblings. Young **Nania Donathos** lost her old dog, **General Drool**. The Sleepless Child will put it down soon. The dog is in a random location and was seen there by a random NPC.

**ELK BLUFF.** Old bones and skulls litter the bottom of the bluff. The **Sleepless Child** leads old and sick animals here with its flute to jump to their death. The Child is lonely, cold and scared. He will appreciate a blanket, a lullaby or a warm embrace, and reward them with boons.

**HANGMAN'S TREE.** Bandits are hanged at this crossroads by the Marshall as a warning. A very old cage with a forgotten skeleton, its key long lost, hangs from a branch. The **Daughter of the Moon** can temporarily animate those bones to play with the skeleton. If the cage is opened, the Daughter is happy for her friend and will grant a boon. The key is in a random location.

**HOB DAR.** An emporium, a toll bridge, a tavern and a few houses. **Marshall Frize** is a strict ruler, but means well. He's a heavy drinker and a cartography enthusiast. Farmers are afraid of bandits and feys; the tavern helps them forget their worries. The barmaid, **Agatha**, is secretly learning sorcery. She has been cursed (random roll) by the Bully, but the curse manifests only at night. She is the secret lover of **Ike Donathos**.

**OLD HUT.** The **Bully** stumbled upon **Agatha** secretly practicing magic in this abandoned hut. Startled, she cast a botched spell on the Bully that made it forget the location of its ley line. The Bully is now scared to leave the hut as it feels exposed and lost. Its fear fuels its rage, and it will curse anyone entering the hut.

**HOWLING HILLS.** Nothing but dire wolves and evil spirits roam these dangerous hills.

**SHADOW CROSSING.** This bridge is the perfect place to ambush travelers with wagons. A lonely bandit, **Okto Frize**, the bad apple of the family, hides under the bridge, badly wounded. If helped, will share a map and a secret about a random NPC.

**TWISTED GROOVE.** **Raike the Hermit** lives out her madness here. She was cursed (random roll) by the Bully. She was an adventurer looking for the Old Keep but the curse also made her lose her memory. She is related to a random NPC who can help her recover her memory.

D6	Location	NPC
1	Hobdar	Pulo the goblin
2	Donathos' farm	Agatha
3	Elk Bluff	Raike the Hermit
4	Goblin Camp	Okto Frize
5	Twisted Groove	Ike Donathos
6	Shadow crossing	Marshall Frize