

Avalon Adventures



Tower of Zoon

By

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The Arch Mage Zoon is a legend in his own time, a master of magic, and a true hero to the lands. Stories are told day and night of the many adventures the great wizard has had over the years, defeating dragons, tricking demon princes and battle foul necromancers. Yes the stories and songs offered by the many bards about the mage's exploits have turned him into quite the local hero.

The Arch Mage's days of travel though, are long over, for he now sits alone in his great tower of white stone, working on magical treaties and concocting strange magical brews. Few can say they have seen the great mage leave his tower, and fewer still can say that they have even met him. There are stories of course, stories that he is dead, that his tower lies empty of guardians, waiting for the brave thief to enter and take his vast treasures and magical toys.

Getting Started

You and your fellow companions sit one day in the pub you can almost call your second home, sitting out the days and waiting for the next profitable adventure to present itself. It has been some time since the group of you has entered a dungeon or sought out adventure for gold. Your money purses are starting to look like some of the half starved dogs that roam the alleys of the city, desperate for some meat on their ribs.

Like most other adventurers, you wait for the next glorious quest to arrive, and soon it does this bright morning with the approach of a short, frail looking man. He sits down at your table and introduces himself, with a bit of pride in his voice, as the great Arch Mage Zoon.

All of you are a bit taken back by this at first, but then smile, for this is often a joke among mages, to announce that they are the Arch Mage. The mage though, give you a steady gaze and you soon realize that the frail old man sitting across from you is in fact serious about his declaration. As proof, he offers you a look at the dark ruby that lies around one of his bony fingers. The ring bares upon its precious stone the symbol of the great mage.

"Very well," you say to the man, "What is it we can do for you, some grand quest, or the search for a lost magical artifact, the defeat of a dragon or some demon prince of old?"

"No," says the old man in sheepish voice as he fidgets with his ring and dusts off his dark colored robes, "I seem to have locked myself out of my tower, and need aid getting back in."

All of you try to hold back the laughter, but through clenched teeth each fails miserably.

The old man continues on, in an indigent voice. "I was involved in a magical duel with an old rival and was forced to use certain magical aids that have unfortunately prevented me from returning to my tower. I can deal with the magical wards and guards that protect my home, but I cannot by myself handle the many traps and monstrous wardens that I have placed there to watch over my home. I find that I need a few good swords to aid me in returning to my study, where I have a duplicate amulet waiting. The amulet will allow me to return control of my will over these guardians and the tower itself."

With a sigh the arch mage continues on. "I am willing to pay you what gold I have on me, a sum of 100 coins, and will offer you ten times that amount once we have reached my study, which unfortunately, lies at the very top of my tower."

All of you sit back then in your chairs and mused upon the story he has told you. Well, his gold is real enough when the old man draws open his purse for each of you to have a look, and if nothing else, it would be a distraction for your growing poverty. All in the end sit agree that you will help out, scooping up the gold.

Starting the Adventure

As the sun begins to set over the mountains, the adventurers arrive at the tower of Zoon, which lies a few miles from the tavern where you all were hired. You see that Zoon stands before the tower's front door, ready and waiting to enter. He explains briefly that he can bypass and deactivate all the magical wards within the tower, but any mundane traps and guard beasts are beyond his magic.

When asked why he cannot enter alone, he explains that during his recent magical duel, he was forced to expend the magic of the amulet that he wore while within the tower, the amulet which allows him to pass the traps and beasts within without harm. Without the amulet though, he is as vulnerable as anyone else to the claws and hidden blades of the tower. He unfortunately, the tower is magical in nature, shifting about its many rooms and traps, so that on no given day is it ever the same. Only when he has the amulet in hand can he control the tower, but until then he will have no idea what the tower will throw at the party. On top of that, he has used all his magic save one spell, and cannot study then again until he reaches his study and his spell books. He will be of no help to the group of adventurers, that is until he can read his great tomes of spells and incantations.

He also tells everyone that all the treasure within his tower is his, and that no one is to open chests, and the like, which they may find, as all are well guarded by magic and traps. When they have reached the study at the top of the tower, he will reward everyone well for their hard work, and thus no other "Theft" of his goods will be tolerated.

With that he turns and begins to cast his final spell, one meant to bypass the magical ward on the door itself. When he is done, the door opens a little bit, allowing all of you to enter where a small stairs lead upward.

The adventure will use a random setting for the different tower rooms and guardians. As the party completes one tower level and moves on to the next, roll on the charts adding one to the roll for each tower level completed.

Example: The party just completed the 2nd tower level and rolls to see what will the lay out be and the guardians for the third level. Roll 1D10 +2 (+2 for the 2nd level explored) both charts.

Quest Completed

When the party reaches the top of the tower, the wizard's study, the adventure is near to completion, but not just quite done, no, there is a twist to this little excursion it seems...

Standing at the door all of you can feel a sense of relief as Zoon tells you this is his study and you have completed the adventure. He cautions though, that there is one last guardian, a magical illusion of a fat wizard. The illusion will act as if it is Zoon, a cunning ploy he has created to fool those that do not truly know him and what he looks like. The illusion will demand to know who the adventurers are and how they got into his tower. It will then threaten the adventurers. They should just ignore the damn thing and make themselves comfortable in the chairs set within the chamber. Zoon will then get them their pay and they can all celebrate the successful outcome of the quest.

All see, when they enter the chamber, a well-appointed wizard's study, set with a large table, desk, shelves of books and the odd things that wizards play with. Sitting at the desk when you enter is a fat, tall man, dressed in plain robes and sporting a thick, black beard. As you all enter he jumps up with a surprise look and some confusion. He then announced that he is the all-powerful Arch Mage Zoon and that you are unwelcome in his home.

1 Square = 5'

Tower Level A

