

NEIFFIEN'S TOWER

NEW

10 GO TO FLOOR 47
20 CLIMB TOWER
30 DESTROY LICH
40 ACQUIRE TELEBAND'S ARM

RUN

DEAD
HALT

JOB

Dhuraine wants the Crew to go to Floor 47 and retrieve a Lich's Arm to prevent it from falling into less than desirable hands.

GEAR

Shovel, Empty Urn, Pamphlet of the Dead.

FLOOR 47

Dhuraine begins the story of Neiffien's Tower with a sigh.

"Neiffien's Tower was once inhabited by the wizard Neiffien, a scholar and consistent gambler. Neiffien was obsessed with the mysteries of the undead; until he shot himself in the head during a high stakes game of Russian Roulette. The irony that Neiffien had no plans or methods to return from the dead is not lost on me."

"The tower that he left behind on floor 47 has now been unoccupied for some time, and the artifact that is Lich Teleband's Arm is ultimately unguarded. To prevent any others getting to the arm first, we must retrieve it and put it under a watchful eye. As Neiffien has now long passed, any other artifacts are yours, I just need the Arm."

Upon arrival on Floor 47, the Elevator door opens up to the base of a dark hill covered in dying grass. A stone cobbled tower is perched atop the hill. The tower seems to have sunk into the ground a bit, only the top of a door can be seen, but a large crack in the side of the tower leads into the top of the first floor.

First Floor is flooded, a Tentacled monster is lurking just below the surface, and pulls Crew Members under on a roll of 4+ after any water disturbance. Only two Crew Members may be pulled under at any given time. The stairs wind up the core of the tower, and are currently in the center of the 7 ft deep water of the first floor.

Second Floor is an overgrown topiary maze, and somehow incredibly larger than the first. If not delt with, the monster from floor 1 will begin to follow them throughout the maze. All that can be heard is rustling about once in a while. If the Crew attempts to listen closer, they can hear it mumble quietly from nearby;

"I can heaaaar you."

Roll a d6 for every attempt the Crew makes to finish the maze, on a 6 they turn the corner, only to find themselves directly behind the slimy monster from floor 1. If felled, the monster's Beak can be taken as "Beaker": **Armor +2**. The winding staircase can be found again at the end of the maze.

Third Floor is very similar to a doctors waiting room. Two skeletons in normal clothes animate, they only attack the Crew if attacked themselves. These skeletons can be reasoned with quite easily if the Crew is polite.

Fourth Floor is clearly a study. Books and shelves and oddities. Large wood desk stacked high with paperwork. Glass tube in center of room from floor to ceiling with an undead owl in it. **Book of the Not Entirely Dead: Knowledge +1.**

Fifth Floor is the artifact room. Four artifact Items are poised in glimmering glass cases in the four corners of this room.

Barnaby's Skull: Armor Item slot, Knowledge +4.

Sovereign Sword: SPE+1 WV2.

44 Magnum: FOC+2 WV1.

Vase of Ever-Fire.

By the time the Crew enters, A Clunkhead on the other side of the room is already jamming Teleband's arm onto his own body. The shriveled arm lashes out with tendrils of skin and muscle, grafting itself to the Clunkhead. The Clunkhead's mods begin to overgrow with flesh and rust, splintering into its body. Its eyes glow black and purple as its body pulses and begins to hover a foot above the ground. A hollowed laugh emanates from its chest.

"I'M BACK BABY."

During this fight, if a Crew Member moves without intended caution, roll a d6. On a 1, 2, or 3 a trap triggers. To determine the type of trap, roll on the table below. After this trap resolves, roll another D6. On a 1, another trap triggers.

1	Giant Hammer	2 Wounds, Move Crew Member next to Enemy.
2	Darts	1D6 Wounds
3	Trap Door	Drop Crew Member to floor below (Study).
4	Flamer	3 Wounds to both activator and next closest Enemy or Crew.
5	Magic Circle	Teleports Crew to another part of the room, upside down.
6	Spring Board	Launches Crew into the ceiling, and falls prone.

On return to the Fall Bar;

Dhuraine takes Lich Teleband's Arm and haphazardly places it on a rack behind the bar in plain view. He gives the Crew their reward of **20 Gold each**.

"Neiffien was kind of a dimwit anyway, that numbskull could kill a lich but played games of chance with cyborgs. Like I couldn't count barrel revolutions. Idiot."

