

I know a couple of people have mentioned their desire to run Tower of Zenopus in their GoS campaign on this subreddit. There are some good options out there- but I've found that they either cost money or don't really fit the setting. So, I've decided to put pen to paper and write out a full description of the Tower of Zenopus I ran with my group of players, fully converted, somewhat updated, and placed within the themes of GoS. I've included two hooks that I think can get the players to the tower, though they're by no means meant to be restrictive. It should be completely playable without needing any modification or updating from the DM. So, without further ado:

Tower of Zenopus, Ghosts of Saltmarsh Edition

Housekeeping

This Tower of Zenopus is balanced to be a varied challenge for characters of level 4. They should come out of this encounter ready to advance to level 5, unless they skip a significant portion of the optional northern section of the dungeon. I found that it fits in quite nicely after Danger at Dunwater, either before or after Salvage Operation, depending on how much you're adding quests and experience other than what is in the book.

One of the main goals of this update was to make sure that every statblock needed is an included statblock in the GoS adventure book. I think I have accomplished this- I checked three times, but I may have made a mistake at some point: if I included something you can't find, I am sorry. If I succeeded in my attempt, that means that beyond not having to pay for this dungeon description, you also don't have to pay any extra money for enemy statblocks, and if you use Roll20 you should already have access to all the tokens mentioned here.

Potential Hooks

A Matter of Great Inheritance: Keleddek, grand wizard of the town of Saltmarsh, at some point was informed of a new property of his. His uncle, Zenopus, an accomplished wizard of the abjuration arts, recently (or not so recently) passed away, and in his will bequeathed his tower unto Keleddek. There is one problem, however- Zenopus, while being extremely accomplished, was also somewhat paranoid. The circumstances of his death meant that the wards once meant to protect Zenopus from competition are now preventing his heir from entering the tower.

Luckily for Keleddek, the wards were only meant to protect against wizards of *great renown*, meaning a party of low level adventurers should have no problem entering the tower and disabling the wards from the inside. Keleddek promises the adventurers the only other gift Zenopus ever gave him- a *cloak of protection*- should they fulfill his request.

The Missing Girl: The Oweland family, though benevolent and kind, still manages to attract its own share of jealous enemies. Some of these ne'er-do-wells managed to snatch Eda Oweland's only grand-daughter, known as *Lemunda the Lovely*, in the night, and now they are attempting to extort the Oweland family for all it is worth to get Lemunda back.

Eda needs a group of stalwart adventurers to find Lemunda and bring her back safe- and, hopefully, put the band of criminals who kidnapped her to justice. If they succeed in bringing Lemunda back safely, she will pay them half of what the hostage takers wanted, 1000 gp.

The Dungeon

This version is meant to be played with [Vile's updated ToZ map](#) (*this link appears to have gone down at some point in the last three years. I've left it live just in case it does come back up, but there is a copy of the map at the end of this document*) I've changed the lettering from the original module into numbering to better fit with Vile's map, since I think it fits the theme of the GoS maps better. Be warned, however, that if you're attempting to play with this map in Roll20, the squares are not completely consistent as you approach the bottom of the map.

1 - Large room, 120 ft x 100 ft. The room is furnished with rough tables and benches and as many beds as there are occupants. The occupants are four *goblins*, two *hobgoblins*, and two *goblin bosses*.

The two goblin bosses are currently in an argument, with their number divided under each boss. Though they will band together to attack intruders, if all the goblins from one side are killed or all the bosses and hobgoblins are killed, the other(s) will try to escape through one of the doors or surrender. If surrender is accepted the captured goblins will offer to lead the party to a treasure but will, in reality, try to guide them to one of the dangerous trap rooms and then run. The goblins initially try to lure the players into **room 8**, assuming the players didn't come through the west door. If the spiders have already been dealt with or the goblins fail to escape the party in that room, the goblins will lead the players to **room 12** and try to escape through the rat tunnels if the players open a sarcophagus and are attacked. The last room they know about with traps is **room 2**. In the unlikely case that all three rooms are cleared out, the goblins don't manage to escape, and the party continues to keep the goblins in tow, they avoid **rooms 4** and **13** at all costs, fearing both the *kraken priest* and the *banshee* that inhabit those rooms. In most other rooms, the goblins will not attempt to help the players in combat, but unless the players are looking particularly beaten they won't attempt to backstab them either- their primary objective is to escape. Whether or not the goblins support the pirates in **room 11** or they attempt to flee on one of the rowboats is up to DM discretion.

There are small wooden chests under each bed and several leather sacks hanging on pegs along the wall. Most of the sacks contain junk, dirty clothes, old bones, etc., but two contain 500 silver pieces each. There are several cloaks hanging on pegs, one of which contains a *potion of growth*. One of the chests contains an additional 2000 copper, but the chest is booby trapped with a cloud of sleep gas that fills a 6 foot square. A character in this space must succeed on a DC 12 constitution save or fall unconscious for 1d6 turns.

2 - This is a 50 ft. x 50 ft. room with a north door and an open door at the south end. The four deep niches in the walls can be seen from the north doorway but they are covered with cobwebs and nothing can be seen within them. The room is totally dark and the floor is covered with an inch of undisturbed dust. Within two alcoves are ancient *minotaur skeletons*. They will come to life and attack the party if anyone walks more than 10 feet into the room.

3 - An almost empty room with a 6 ft. tall stone statue in the center. There is a door in the middle of each wall, north, south, east, and west. The statue is facing the door by which the party just entered. Doors to this room always open from the outside, but at the same time the statue will rotate on its base to face the opening door. Once it has been opened, the door starts to slowly shut, activated by a powerful spring in the hinges. It will stay open to allow the party to enter.

From inside the room all the doors are firmly held shut except the one the statue is facing. To open any door, the statue must be rotated on its base until it faces the door. The doors cannot be forced open.

4 - A *pirate captain* and a disgraced *kraken priest* inhabit this room. When attacked, the priest will attempt to flee through the secret passage. If he manages to get out the door, he activates a wizard lock on it. If he flees back to **room 15**, he will desperately try to enter the above tower, as well as awakening the *chuul* that will attack the party in **room 6**.

5 - Piles of rock and rubbish four feet high cover the floor. There are four *giant rats* in this room, which will attack when the room is entered. Concealed in a mass of old bones, chewed leather straps and bits of armor in each nest is a belt attached to a silver dagger (50 gp) and a bag containing 50 electrum.

6 - There is a river running this room, 50 ft. wide. It enters and exits through holes in the east and west wall with less than a foot of air space over the water. The channel is 10 feet deep and the current is swift. Anyone falling in will be swept away unless they succeed on a DC 15 strength check. The current will deposit anyone swept away in **room 9** at the end of a turn. Anyone dragged under the rock wall must succeed on a 12 constitution check or take 1d6 damage. All the walls and ceilings are sheer and impossible to grasp onto unaided.

If the *kraken priest* successfully retreated out of **room 4**, a *chuul* will climb out of the water once the party has made it across. It does not attack players that fall into the river, as it assumes they will drown in the depths.

7 - Doors in the north, south and east walls give entrance to this room. In the center of the room is a bronze sundial on a low pedestal. Set into the stone of the west wall is a bronze mask, about the size of a manhole cover. The eyes and mouth are shut. Below the mask, in common language, is an inscription: "I'll answer questions, one, no more. I never speak til it be four." The magic is activated by shining the light of a single torch, lantern, etc. on the sundial so the shadow of the gnomon falls on the Roman numeral IV. The bronze mask then opens its eyes and says "Speak, I'll answer." It will give a reasonable answer to any brief pertinent question and then say, "I've answered one, now go away. I will not speak again today." Since the shadow has to be held on IV, there is little chance of triggering the magic accidentally, even by walking around the sundial with a light.

8 - A room 60 by 50 feet. The ceiling is out of sight in the darkness but there are several large spider webs in the corners. A *giant spider* lurks in the darkness of the roof, thirty-five feet above. If the party enters and does not see the spider, the monster will select a victim and try to drop on top of him. If the spider hits on his surprise round, the victim is knocked prone. When the giant spider attacks, a *phase spider* also attacks the party, a failed specimen from some experiment of Zenopus. There is no treasure in this room, but there is a +1 dagger embedded in the phase spider's body, that can be found only if the spider is cut open (or skinned, I guess).

9 - A cavern, about 10 feet high, irregularly shaped, with the river running through it. There is a shallow beach where flotsam- and people unfortunate enough to fall into the river in **room 6**- are deposited. There is an exit to the west. The cave is completely dark.

10 - Another cave with the river running through it. There is a phosphorescent fungus growing on the rocks, so anyone can see without lights. The river is only 3-4 feet deep at the center of the channel. There is a *sea hag* concealed under the water on the south beach. It will attack anything that moves on either beach. The sea hag is also covered in the fungus, and anyone who passes a DC 15 perception check will be able to make out her shape underneath the murky water, even from a distance.

11 - A large sea cave. There is a sandy beach, on which there are two rowboats. The entrance to the sea is to the west about 500 feet. If it is daytime, the cave will be dimly illuminated by sunlight coming through the tunnel. The cave is used by smugglers and pirates. There are three *pirates*, a *bosun*, a *first mate*, and a *deck wizard* here. At the DM's discretion, each turn there is a chance of additional pirates rowing in. Each pirate carries 2-12 gold pieces.

The pirates use these caves to hide treasure- thus, there are chests in the first boat and a prisoner in the second. The prisoner is a girl, *Lemunda the Lovely*, from the nearby town of Saltmarsh. She is a good fighter in her own right and will join the party if they free her. She uses the *bandit* statblock, but only has a dagger, though she can utilize any simple weapon given to her. The treasure is in two chests in the first boat. One chest contains 2000 silver pieces, the other 1000 electrum pieces and 12 gems worth 100 gold each.

If the bosun, first mate, and deck wizard are all killed, and more than one pirate still remains, the one closest to the secret door in the north will attempt to run through the corridor to retrieve the captain, whether he is alive or dead. In the case that a pirate flees to retrieve the captain, the captain is already dead, and the pirate manages to return to **room 11**, the pirates may try a number of methods to save their lives. They are unlikely to harm Lemunda, as their entire plan revolves around holding her for ransom. They may attempt to threaten her life or hold her hostage (particularly if the players are following the lead to rescue her), but these are no more than empty threats. They may attempt to negotiate with the party- they will either try to take the rowboat with the treasure or the rowboat with Lemunda, whichever one the party seems less interested in. If two or more pirates remain, they cannot be convinced to leave without either the treasure or the prisoner. If only a single pirate remains, he will allow the party to take Lemunda from her rowboat and be satisfied simply escaping with his life.

Exit from the cavern can be made by rowing out to the sea, although there is a possibility of another boat coming in. There is a large *octopus* at the bottom of the sea cave, which will attack boats, though it can be placated by being fed a large fish or other body.

12 - A large room - 120 feet by 70 feet. This room is some long forgotten tomb for denizens of a bygone era. Whether Zenopus intentionally chose this spot to be located above the tomb or he just accidentally came across it while this dungeon was excavated is unknown. Whatever former entrance and exit to the tomb existed have long since collapsed.

Ten stone sarcophagi are scattered about, four of which are open and empty. Six, however, are closed. If they are opened, roll a d6 to determine what happens based off of the following table, or choose one you feel is appropriate:

1	The sarcophagus contains only moldering bones, but releases a cloud of noxious gas which renders anyone within 3 feet unconscious for 1d6 turns unless they succeed on a DC 12 saving throw.
2	The sarcophagus contains a partially clothed skeleton which holds a jeweled dagger in its bony hands. If the dagger is removed, it will flash out of its captor's hands and become a <i>Flying Sword</i> . It will continue attacking until defeated, in which case the magic will return after 3 rounds, returning with 2d6 hit points. The dagger will cease attacking if the character that removed it leaves the room or it is returned to the sarcophagus from which it came.

3	The sarcophagus contains an ornate skeleton, perhaps a king or baron of a former time. Its rings and crown are worth 300 gold pieces.
4	This sarcophagus contains a decorated skeleton, undoubtedly some rich person or their spouse. There is 900 gold worth of jewelry on this skeleton.
5	This sarcophagus contains a <i>skeleton</i> which attacks the moment its lid is removed.
6	This sarcophagus contains the remains of some former warlord or knight. It is adorned in chainmail and has a sheathed sword folded in its bony hands. Anyone who removes the sword feels the magic being drawn from the place to restore the sword and can identify it as a +1 magic sword.

Whenever the party enters the room or opens a sarcophagus, there is also a 50% chance of a *giant rat* emerging from the rat tunnels. Every round the players are in combat with a rat, there is an additional 50% chance another rat will show up. The rats will return to the tunnels if all the player characters leave the room, and will not follow them into the surrounding dungeon. Opening all six sarcophagi will prompt all remaining unanimated skeletons in the room to come to life and form a *skeletal swarm* to attack the players. It is up to the DM if the rats continue attacking during this fight.

13 - This room is 50 by 80 feet. It contains one *banshee* and some smashed coffins. The coffins contain mostly uninteresting trash, but two also contain 50 platinum pieces and 5 gems worth 10 gold pieces each. The door to the east leads to a short dirt tunnel that leads nowhere, though a character that tries to dig their way forward at the end will quickly find themselves breaking through the dirt to the outside.

14 - The rat tunnels are only 3 feet in diameter, round and dug through soft earth. A man sized creature can crawl through them, but takes a -2 to attack rolls from the lack of space in a fight. Anything smaller than a dwarf would have no such disadvantage. At your discretion, every 100 feet or so there is a 50% chance of encountering a *giant rat*, a 25% chance of finding 5 gold pieces, or a 25% chance of finding nothing. The tunnels intersect the dungeon at the northernmost corridor and at **room 12**.

A player exiting the rat tunnels will draw the attention of the *wererat* living in the tunnels, which will attack any intruder to his tunnels on sight.

15 - The room sits at the base of a spiral staircase that clearly connects the underground levels with the dungeon above it. The staircase ends at a trapdoor, which does not open until all intruders (the *pirates*, *kraken priest*, and *goblins* - as well as the *wererat* if he is about) are dispatched. If he manages to escape the party, the kraken priest will be here. He is supported by two sets of *animated armor* near the east door of the room.

Once the dungeon is clear of the uninvited, the trap door above can be opened by the party, putting them directly in the warding room. Anyone with an intelligence score above a 14 can immediately identify how to disable the wards, otherwise it takes either a DC 16 arcana or investigation check or one hour of constant study to discern how to bring down the wards.

E - These rooms are empty, devoid of life or anything else of value. Whatever may have once been salvageable in these rooms has long since been either destroyed or sold. These rooms need not be devoid of interest, however. Smashed tables can still leave clues, and the remains of Zenopus' experiments are not so easily weathered by time. Maybe these rooms contain the remains of some

quickly eliminated hybrid, or the harmless apparition of some sentient creature tortured within these walls. The exact contents of these rooms are limited only by the story which the DM wants to tell.

Patrols and Resting

(I wanted to make a small note here- the resting rules I came up with for the tower might be... needlessly complicated. I say *might*, but they definitely are. I am including them only because my players got a kick out of them when they figured out what was going on, but they're mostly just included to make the dungeon the single unending run. the first edition version tried to make it.)

The Tower of Zenopus is made to be done in a single run- the dungeon is a gauntlet, and as such the players generally will not be able to long rest without adequate preparation, such as magically barring all doors to a room. Taking a short rest is possible, although dangerous.

The only truly safe place to rest is **area 9**, as the pirates will not cross the water in **room 10** on account of the *sea hag*, and no inherent danger lurks in this room. This is the only area in the entire dungeon in which the characters are guaranteed to long rest uninterrupted. **Room 7** is also particularly safe- it is rarely patrolled, and the characters are only in danger if they attempt to long rest here without barring the door from the east hallway. Short rests are always safe here. If the eastern door is not barred, there is only a 25% chance of peacefully long resting in this area, though it increases to 50% if the characters have eliminated either the goblins in **room 1** or the pirates in **room 11**.

Room 3 is also one of the safer places to rest, though this is due to the special properties of the statue. A normal rest roll for the area is made if the characters attempt to rest here, but an additional roll must be made to determine if the patrol attempts to enter through the door the statue is facing. If it does not, then the encounter starts with the patrol on the other side of the door, and the statue turning. If the characters can prevent the statue from turning to face the door the patrol is facing (a DC 15 strength check) for two turns, the patrol will abandon its attempt to enter the room, allowing the characters to complete their rest mechanically uninterrupted.

The suggested rest mechanics for resting anywhere other than those three rooms is as follows: when the characters attempt to short rest, there is initially a 50% chance they rest uninterrupted. Attempting to rest in any area increases the difficulty of resting in that section of the dungeon again by an additional 25%, whether successful or interrupted. If the party is successful in repelling a patrol, that decreases the chance of being attacked by a patrol the next time they rest by 20% (i.e. a party that has already attempted to rest twice and has repelled a patrol has to pass at least an 18 for checking whether they are attacked). Sleeping in a room marked **E** decreases the chance for being encountered by a patrol by an additional 20%.

The dungeon is divided into three sections, each with their own unique patrols and danger. Rooms **1, 2, 8, 12, 13** and **14** make up the **crypt**, rooms **3, 4, 5, 6**, and **15** make up the **tower** section, and rooms **9, 10**, and **11** make up the **cave** section. Any of these monsters can also be present in the dungeon should the players leave from the exit in **room 11** in an attempt to rest.

Crypt:

- 1 *ghast* and 1 *ghoul*
- 1 *ghost*
- 2 *specters*

Tower:

- 1 *lamia*
- 1 *manticore*
- 1 *hobgoblin*, 3 *goblins*

Cave:

- 1 *deep scion*
- 1 *plesiosaurus*
- 4 *pirates*

Post-script

I hope that if you were looking for a way to incorporate the Tower of Zenopus into Ghosts of Saltmarsh that this edition of the dungeon interests you. Feel free to make your own changes, copy it to other places (obviously don't redistribute it for money, that'd be super uncool), provide feedback, but most of all just enjoy it, if that's your thing.

Also I will not be doing another one of these or adding additional levels (unless my players demand it) because dear god did this take way too much time.

2023 Post-Post-script

Apparently, the original map that I used with this adventure snippet has gone down between when I posted it and now. I would not normally include a copy of a map I did not make myself here, but seeing as it is now impossible to find at its original source, [I am including it here](#) in case anyone wishes to run this dungeon in the future. If you are the original author *Vile* and wish for me to remove this copy, please [contact me on Reddit](#) and I will remove it from this document.