Tower of the Terrapin

A *Dungeon Hero* Zine Adventure



The Terrapin Cult hoards the cure a beloved mentor needs. But can friends made in the City of Scoundrels be trusted to help infiltrate the tower?

Start with a 1d6 *Entry Gates* trait.



Your mentor has fallen ill. Though she has resigned herself to her fate, you are less complacent in the face of her death. You have heard of a flower, the "White Whisper", that has curative properties for the illness she suffers, so you have traveled to Khamun, the so-called "City of Scoundrels", where one can find anything...if the price is right.

You know a thief – Amesh – who owes you a favor. If you can find him, he might help you locate the White Whisper.

1. d6 City gates closed until dawn.
2. d6 Uncooperative gate guards. 6.
3. d6 Bureaucracy to enter the city.
4. d8 Refugees clogging the gates.
5. d6 Vain noble gets admission priority.
6. d6 Cruel guard abusing someone. 6.
7. d6 Street urchins.
8. d6 Thieves, 6.
9. d8 Cutpurses steal some coin.
10. d8 Crowd watching a public hanging.
11. d6 City guard being insufferable.

12. d4 Guard post.
13. d6 Stopping a cutpurse. 6.
14. d4 Pickpockets.
15. d10 A dark alley.
16. d6 Stray dogs. 6.
17. d8 Confusing back alleys.
18. d6 Amesh is known, but disliked.
19. d6 Guard abusing a merchant, 6.
20. d4 Beggars.
21. d8 Bad directions, bad area.
22. d8 Charlatans hawking snake oil.
23. d8 Bazaar.
24. d6 Offer to purchase contraband.
25. d8 Waylaid by muggers, 6.
26. d6 Street performers draw a crowd.
27. d6 Wrong place at the wrong time.
28. d10 Ambushed by cutthroats, 6.
29. d6 Distrustful locals.
30. d8 The Street of Snakes.



You finally locate Amesh in an unfriendly tavern off the Street of Snakes. He grins broadly when he sees you and gives you a massive hug.

After you ask for your coin purse back, he laughs, saying, "Ah, shrewd as always, friend! Come, let us drink, and you can tell me why you sought me out!"

31. d6 Belligerent drunkard,  6.
32. d6 The *Winsome Wench* tavern. 
33. d8 A sudden bar brawl breaks out.
34. d8 Shadowy figures eavesdropping.
35. d10 The guard comes for Amesh.  6.
36. d8 Amesh has debts to pay first.
37. d6 Recognized and informed upon.
38. d8 Amesh has made enemies.  6.
39. d6 Ale is consumed. Much ale.
40. d8 Your coin purse is too attractive.

Over ales, you tell Amesh what you seek. He rubs his stubbled chin, and says, “I have heard of this flower. But you will not find it among the herbalists and apothecaries here. The cult of the Terrapin – they in that great tower beyond – use it to reserve for their high priests years far beyond natural life. They worship the longevity of turtles there.”

He laughs. “But I will help you my friend! We shall scale the walls together and rob that cult blind. You get the flower...and I take everything else, yes?"

You agree, and together, you prepare to infiltrate the Tower of the Terrapin.

***New Rule:** While Amesh is with you, he gives you a +2 on any one die roll during a combat encounter.*

41. d6 Skulking through shadows.
42. d8 Observing the tower guard.
43. d8 Neutralizing a guard,  6.
44. d8 Distracting a guard.
45. d8 A growling sentry hound.  6.
46. d10 Temple guard stops you.  6.
47. d8 Crossing the courtyard to the tower.
48. d8 Scaling the wall.

You and Amesh pierce the outer defenses and slink inside undetected. “We must find the high priest's cell,” he whispers. “If your precious flower is anywhere, it'll be there.”

49. d6 Quiet, torch-lined halls.
50. d8 Dodging robed cultists filing by.
51. d10 Few shadows, many devotants.
52. d8 Confusing hallways.
53. d10 Two cultists see you! 8.
54. d8 Devotant's quarters.
55. d10 Twisting stairs.
56. d12 Cult guards patrolling, 12.
57. d10 A fanatic runs to raise alarm, 4.
58. d10 Interrupted conversation, 6, 6.
59. d8 No way in but to fight, 8.



You slink into the high priest's quarters, find the White Whisper powder, and slip it into your tunic. Just then, the high priest, flanked by four guards, bursts in. "Thieves, eh? Take these intruders to the Slumberer!"

You and Amesh are roughly grabbed and taken to a large amphitheater with a pit filled with foliage. They shove you in, and you are terrified to see a giant snapping turtle lumbering towards you! It is enormous, two men tall at least, and clearly ancient.



The beast glares balefully at you with milky, clouded-over eyes, its massive jaws opening and closing menacingly.

You lose your highest equipment trait util you re-enter to the High Priest's chamber, but you gain a 1d6 "sharp stick" trait.

d12+1 The Slumberer, 24.

The thing dies, finally. The cultists are enraged by the slaughter of their god! Four cultists crash through a side door, but you and Amesh quickly subdue them, and flee through the door beyond.

"We need to get out of this tower," Amesh says, grinning. "Unwise to stick around after killing someone's god!"

60. d10 Temple guards, 8, 8.
61. d12 Turned into a dead end.
62. d12 Terrapin Priest, 10.
63. d8 Fanatics, 6, 6, 6.
64. d10 High priest's chamber.
65. d8 Charging down the staircase.
66. d12 Turned into a dead end.

67. d12 Temple guards, 8, 8.
68. d8 Dashing through the halls.
69. d12 Terrapin Priest, 10.
70. d8 Fanatics, 6, 6, 6.
71. d12 Winding hallways.
72. d10 Temple guards, 8, 8.
73. d10 Massive temple doors.
74. d10 Outdoor courtyard.
75. d10 Baying hounds, 10.
76. d10 Charging for the dark alleys.
77. d12 Pursuing cultists, 10.



You dash into the back alleys and disappear. Panting, you stop to thank Amesh, who grins, holding up a golden terrapin pendant, sparkling with gemstones. "Your friendship is profitable! Return anytime, friend!" You clasp his hand in camaraderie, and head off.

By dawn, you are on your horse heading back with the White Whisper to give to your mentor. It is a three day journey, but if you're lucky, it will be a trip well worth taking.