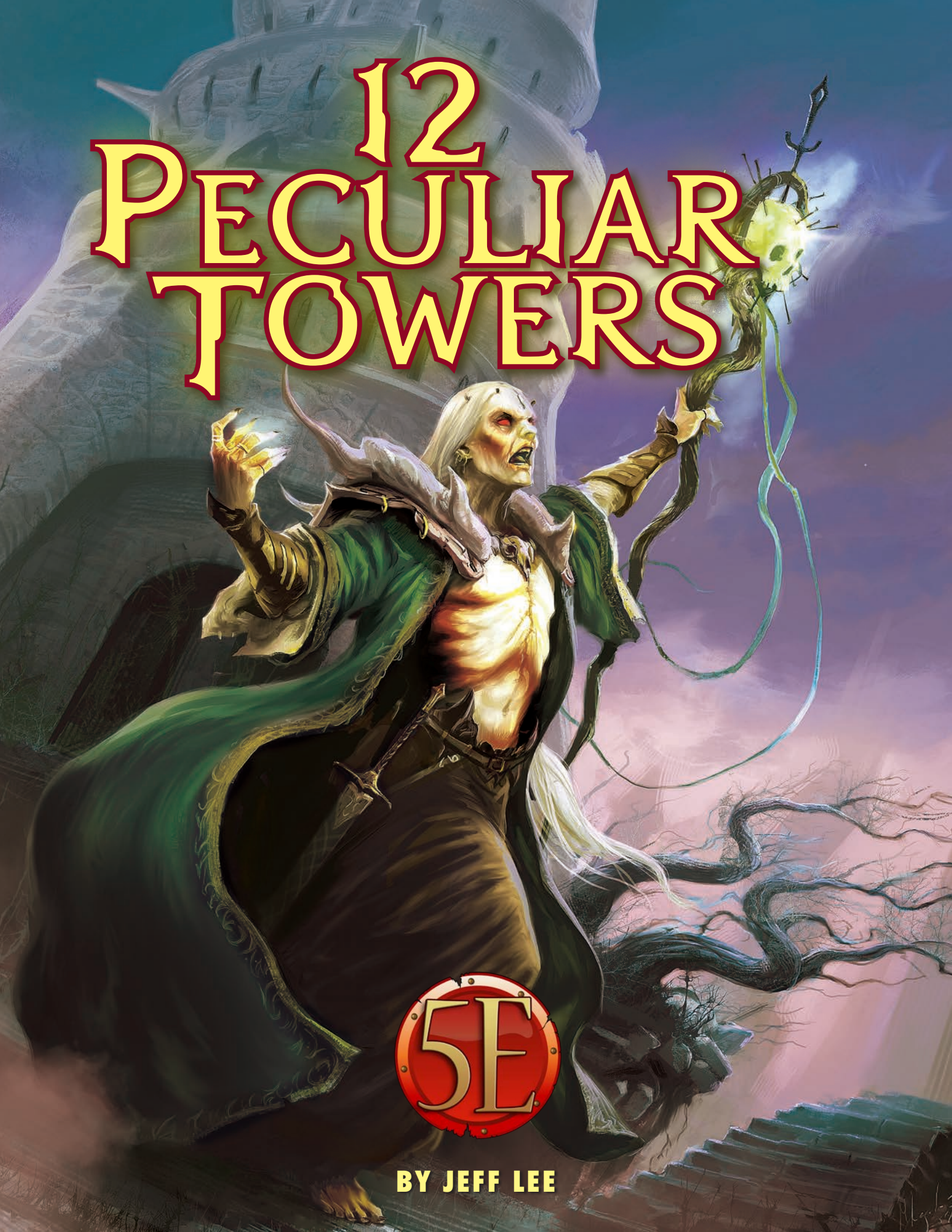


12 PECULIAR TOWERS



BY JEFF LEE

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THE OLD MARBLEHEAD LIGHTHOUSE

A SCENARIO FOR FOUR 1ST LEVEL CHARACTERS

ADVENTURE BACKGROUND

The lighthouse on Marblehead Point was built nearly two centuries ago, when the town of Northwatch was just a military fort and trading post. When an increase in piracy forced the town to abandon the lighthouse, merchants started taking longer but safer overland routes to get goods in and out of the city. Meanwhile, the lighthouse keeper, whose livelihood was worsened by such conditions, accepted an offer from a group of smugglers.

The smugglers would bring goods in by ship to a cave hidden in the cliffs below the lighthouse. The lighthouse keeper would then sneak them into town when he made supply runs. A few years later, the old man died, leaving no one to provide signals to the smugglers when it was safe to approach. The lighthouse was left to the elements, and the sea cave below was forgotten. The royal navy eventually dealt with the pirate problem and, over the years, have reduced the pirates' numbers enough that trade can resume.

ADVENTURE HOOKS

With law restored at sea, the town is refitting their merchant vessels and preparing for newfound trade and prosperity. The mayor wishes to restore the old lighthouse, if possible, or tear it down and build a new one, if not. She has hired the PCs to explore the old building, eliminate any threats there, and report back on the state of the place. She promises each PC 100 gp compensation for their time and effort.

PCs looking for information on the old lighthouse can learn the following rumors while conversing with the locals.

- The lighthouse is haunted. Strange lights can be seen in the windows at night, and the sounds of wailing and screams can be heard when the wind is right.

- Bats can be seen flying from the Marblehead peninsula in the evening and returning in the early morning.
- A boastful trapper was once dared to spend the night in the old lighthouse. He was never seen again.
- Some locals believe the lighthouse is the lair of a group of goblin bandits that harass travelers on the coast road, but the local authorities work to squash this false rumor.
- The last lighthouse keeper worked with smugglers, helping them sneak in goods to avoid tariffs.

While the spirit of the lighthouse keeper does linger in the old tower, most of the reported haunting is the result of a new resident in the sea caves below the lighthouse. A former sailor, now a mad aberrant acolyte of aboleths, has set up his lair in the caves, hoping to form a cult to worship the aberrations below the waves. He uses tricks and simple magics to scare away the curious while he scouts the nearby environs for likely recruits.

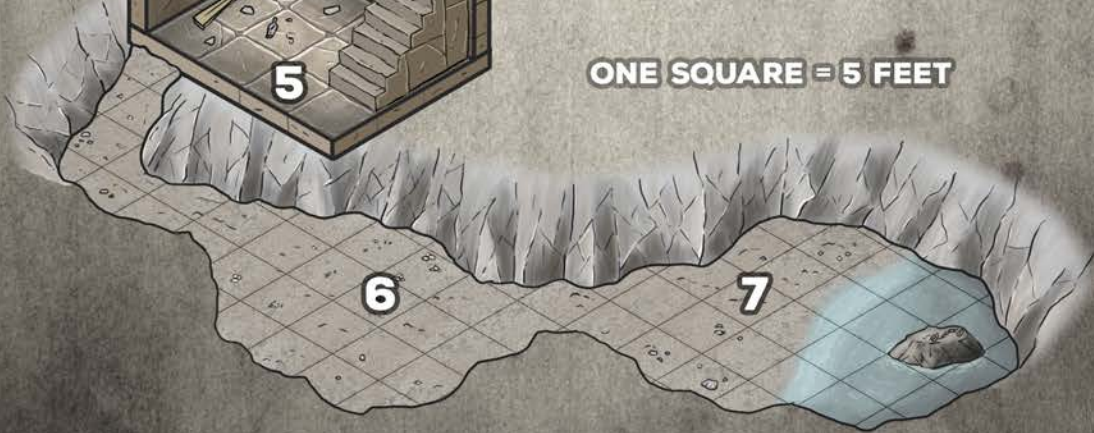
LIGHTHOUSE EXTERIOR


At the end of the rutted, overgrown track stands the old lighthouse. Walls of fitted granite blocks rise some sixty feet above the cliff face; they are worn but appear solid and stand defiant of the elements. Some of the narrow windows on the higher floors are unshuttered, but dark. An old wooden door blocks entry. A weathered platform sits on the western side securing old ropes that extend upwards to pulleys affixed to the very top of the tower. Aside from the wind, all is quiet.

The lighthouse sits on Marblehead Point, a large granite cliff that juts out into the ocean from the shore.



ONE SQUARE = 5 FEET





In days past, the early settlers mistook the white cliffs for marble, hence the name. An old, overgrown track leads inland from town, around and up onto the cliff top, a trek of approximately 3 miles. The peninsula is topped with a rough, hardy grass and scattered small trees, twisted and bent from the wind.

The lighthouse itself stands 60 feet high, a hexagonal structure of stone blocks cut from the very cliff on which it stands. A single door at ground level allows entry. On the west side, an old lift sits on the ground, attached by ropes to pulley systems affixed to the top of the tower. This was once used to haul supplies of wood and oil to the top to replenish the lighthouse beacon. The system is old and in disrepair, and the ropes will snap if anyone attempts to raise more than 30 pounds on the lift's platform. If someone attempts to climb them, one of the ropes can support up to 70 pounds before breaking.

The door into the lighthouse is swollen from moisture and stuck in its frame. A successful DC 12 Strength check forces the door open.

1. ENTRANCE

This room smells of damp and mold. A spiral staircase rises in the center of the room to the floor above. Two doors block access to other parts of the ground floor. A pile of rotten wood, collapsing crates, and old barrels sits piled against the wall between the northern door and the staircase.

The doors lead to the guest rooms and the staircase ascends to Area 3 on the floor above. If the refuse is disturbed, three **giant centipedes** crawl out to defend their nest. Beneath the garbage, and under a moldering rug, is a trapdoor, covering a set of stairs down to Area 5.

1A-B. GUEST ROOMS

This small room holds a bunk bed, a pair of chests, and a small table holding a stoneware basin and ewer.

These rooms are identical and housed guests, travelers, or the occasional survivors of shipwrecks. The chests are unlocked and empty, and the rooms are unoccupied, except for the various harmless vermin infesting the moldering straw mattresses of the beds.

Weakened Floorboards. The northern room has a crack in the wall behind the bed, allowing the elements to rot the floorboards. A character that walks across the weakened floor falls 10 feet into the cellar below (Area 5). In addition to taking falling damage, the character also rouses the rats in the cellar.

Prevention. A successful DC 12 Intelligence (Investigation) or Wisdom (Perception) check notices the floor around the bed is weakened and unsafe.

2. LIGHTHOUSE KEEPER'S DOMICILE

This level of the lighthouse is a single room. The staircase continues up the center to the next level. Small, round windows pierce each wall in the cardinal directions. A sagging bed covered with mildewed blankets sits beneath one window, a sea chest peeking out under one end. A rusted iron stove stands between the bed and a small desk. A short wardrobe is next to the desk, and the pieces of a broken chair are scattered across the floor.

The sea chest is unlocked and contains an old pair of boots, a hand-carved wooden chess set, and spare blankets. The desk drawers are filled with moldering paper and crawling with silverfish. A spilled container of ink, long dry, has left a broad, black stain across its top.

Trapped Cache. The wardrobe contains an old oilskin coat, a black woolen cap, and a wooden cane, all hanging from hooks on the back of the cabinet. A successful DC 12 Wisdom (Perception) check locates a false bottom in the wardrobe that holds a hidden cache of the lighthouse keeper's personal belongings. The false bottom is trapped. A creature that opens the false bottom takes 5 (1d10) bludgeoning damage as the deadfall releases and falls on it. Otherwise, the deadfall releases when the false bottom is opened, dealing 5 (1d10) bludgeoning damage to the person who opens it.

Prevention. A successful DC 14 Wisdom (Perception) check notices the lead-weighted deadfall in the wardrobe's top. A PC can disable the deadfall trap with a successful DC 13 Dexterity check using thieves' tools.

Treasure

An old sack containing 57 gp and a leather-bound journal that once belonged to the lighthouse keeper sit inside the hidden cache. The journal provides evidence the lighthouse keeper worked with smugglers, bringing in goods at night during low tide through a sea cave at the base of the cliffs. He became quite wealthy due to his association with the smugglers. However, in his later

years, the smugglers joined forces with local pirates, fencing goods that had been taken from looted ships. They demanded the lighthouse keeper douse the light and allow ships to run aground, threatening to expose his past dealings with them if he did not. This was a line the lighthouse keeper was unwilling to cross. The last entry in the journal reads:

It's no longer smuggling. Now it's murder. There's a cutter they want run up on the reef tomorrow night, the new moon. They threatened to sell me out if I don't do as they say. I won't. I'll have no blood on my hands. I'm heading to the top with my last bottle of rum and the potion the apothecary sold me. No more. I can do this no more.

3. STORAGE ROOM

Stacks of old wood and barrels crowd half the space in this room. A noticeable odor of oil is present here. The stairs end here, but a smaller ramp ascends one wall to a trapdoor in the ceiling.

Slick Floor. Wood and oil for the lighthouse beacon was stored here. The stacks of wood and the wood of the barrels is old and rotten. Many of the barrels are leaking oil, making the floor slick. The area is difficult terrain and any creature that takes the Dash action while in this room must succeed on a DC 10 Dexterity saving throw or be knocked prone. If a PC carrying a nonmagical light source, such as a torch or lantern, fails the saving throw, it must make a second saving throw to keep the light source from contacting the oil.

Burning Oil. If an open flame comes into contact with the oil, the oil on the floor immediately ignites. Each creature in the room while the room is burning takes 5 (1d10) fire damage at the start of its turn. After 2 rounds of burning, the floor is clear of oil and is no longer difficult terrain; the fire smolders on the wood around the barrels. After 3 more rounds of burning, the fire makes it into the barrels, which explode. Each creature in the room when the barrels explode must make a DC 13 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much damage on a successful one. If the fire is not contained before the barrels explode, the fire rages out of control and guts the building over the next few hours.

4. THE BEACON

The sea breeze whips through this open-air room. A stack of wood, taller than an average human, sits in the center of the room, unlit and rotting. A pair of struts and pulleys is affixed to one ledge, old ropes descending from them to the ground. An old, yellowed, skeleton in an oilskin coat and the rotted remains of other clothing lies propped against the woodpile.

The skeletal remains were once the lighthouse keeper, who decided to take his own life with poison rather than work with pirates or face blackmail and arrest. Now his **ghost** haunts the area. If the PCs remain here for more than 2 rounds, the ghost manifests before them, appearing much as he did in life: an old, bearded man in a knit cap and oilskin coat.

If the PCs do not know of the sea caves, he tells them of the secret entrance in the cellar and warns them of the evil presence lurking there. He begs them to kill or drive off the interloper and recover his hidden treasure. He asks them to return his illicitly-earned treasure to the town as penance for his misdeeds. If the PCs do so, his spirit will finally be able to rest. The ghost does not want conflict; if the PCs attack, he will attempt to possess one of them to lead them to the aberrant acolyte. Failing that, he will use his horrifying visage to drive them away.

5. THE CELLAR

A pervasive odor of rot and mold fouls the air here. Bags of roots and tubers hang from the ceiling overhead, having sprouted roots through the cloth and withered in their time here. A stack of moldy sacks rises to the side of the stairs. A pair of wine racks sit against one wall. One of the racks has suffered a partial collapse, leaving bottles and broken glass on the floor. Skittering can be heard from the dark corners of the room.

The foodstuffs in this root cellar have long since spoiled. If the pile of sacks is disturbed, a **swarm of rats** rises from them to defend against the intrusion.

Secret Door. A successful DC 13 Wisdom (Perception) check reveals a secret door hidden behind the wine racks. The door leads to the sea caves where the aberrant acolyte resides (Areas 6 and 7). If the PCs spoke with the ghost in Area 4, they have advantage on this check.

6. BAT CAVE

The path opens onto a tall, cathedral-like room, its floor white with guano and crawling with beetles. Overriding the pungent odor of the guano is the smell of the sea.

If the PCs arrive to the cave during the day, the bat colony is roosting on the ceiling above. When the bats are roosting, creatures in the cave have advantage on Dexterity (Stealth) checks to move through the cave without disturbing the bats. A creature that enters the cave during the day must succeed on a DC 13 Dexterity (Stealth) check or agitate the bats. Agitated bats become a **swarm of bats** and attack any creature in the cave below them.

An opening at the far side of the room descends to Area 7.

7. ABERRANT ACOLYTE'S SHRINE

This wide cave has a low ceiling and is mostly filled with water. A crescent of sandy shore surrounds the lapping water. The top of a rock breaks the water's surface. It is carved with a number of strange glyphs and a rough depiction of a three-eyed, tentacled, fish-like creature. A pair of manacles dangles from the rock.

The occupant of this chamber is the **aberrant acolyte** (see below). He conducts strange rituals to appease his aboleth masters, chaining sacrifices to the carved rock in the water. A chained sacrifice is fully submerged in water when the tide rises. Among the remains littering the submerged floor is a sea chest containing the late lighthouse keeper's wealth, now claimed by the aberrant acolyte. It holds 1,109 sp, 2,713 cp, and a sculpture of a sea serpent carved from a sperm whale tooth worth 120 gp.

Once a sailor who was washed overboard during a storm, the aberrant acolyte has been twisted in body and mind by an aboleth. Now he works to further the cause of the aboleth who twisted him. He set up a shrine here seeking to attract worshipers and form a cult to serve the ancient lords of the deep. The aberrant acolyte appears human—pale, hairless, and garbed in an oilskin coat. However, his furrowed brow opens to reveal a glowing third eye, and slimy tentacles slither out from inside his coat.

If attacked in his lair, the aberrant acolyte unleashes a psychic lash on the opponent that seems to pose the greatest threat, then engages in melee with the intruders. He hopes to capture wounded prisoners and either convert them or offer them as sacrifices to the aboleth. He fears punishment from his aboleth master more than death and fights to his last breath, refusing to retreat.

Aberrant Acolyte

Medium aberration, lawful evil

Armor Class 14 (studded leather)

Hit Points 60 (8d8 + 24)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	17 (+3)	8 (-1)	10 (+0)	16 (+3)

Skills Athletics +4, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Deep Speech

Challenge 2 (450 XP)

Amphibious. The acolyte can breathe air and water.

Third Eye. The aberrant acolyte has advantage on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. The aberrant acolyte's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *dancing lights, mage hand, minor illusion, vicious mockery*

3/day each: *disguise self, silent image, suggestion*

1/day: *fear*

ACTIONS

Multiattack. The acolyte makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) psychic damage.

Tentacle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained and the aberrant acolyte can't make tentacle attacks against other targets.

Psychic Lash (3/Day). The acolyte psychically assaults the mind of a target within 30 feet. The target must succeed on a DC 13 Intelligence saving throw or take 11 (2d10) psychic damage.

THE MIDNIGHT TREE

A SCENARIO FOR FOUR 3RD LEVEL CHARACTERS

ADVENTURE BACKGROUND

The Midnight Tree stands at the edge of the Old Margreve Forest near a trade route that skirts the woodlands. Various clans of ravenfolk have used the tree as a bandit outpost for generations, fighting among themselves for control of such a prime locale.

Recently, the Greengloss Clan ousted the Starkfeather Clan, who has held the position for decades, from the Midnight Tree, asserting claim over it, but their claim was fraudulently won with subterfuge and illicit dealings. According to clan traditions, the Starkfeather Clan cannot challenge again for ownership of the tree until the next lunar eclipse. However, if some stalwart adventurers were to roust a meddlesome bandit clan from the Midnight Tree, the Starkfeather Clan could return uncontested.

ADVENTURE HOOKS

The PCs are contacted by the leader of the Starkfeather Clan. This albino ravenfolk woman is old and crafty. She will offer the PCs anything they can carry away from the Midnight Tree as a reward for ensuring no members of the Greengloss Clan remain in the fortress. Alternately, she could seed rumors about the bandits or work through a middle man, allowing the PCs to take on the mission of their own volition, thus making certain to hide any direct link between the PCs' foray and her clan.

THE MIDNIGHT TREE

This ancient oak has stood for over 2,000 years. The ravenfolk of the area have always had a strong connection to the tree and, over the years, carved a home from its living wood. They treat the tree with respect—sometimes even reverence—and in return the tree protects and shelters them. The venerable oak responds to threats in the chambers within its body, specifically fire. If any portion of the tree is set ablaze, the walls ooze sap, extinguishing the fire in 1 round. Should magical fire be used inside the Midnight Tree, it responds by expelling sap into the space where the fire started. Any creature in this area must succeed on a DC 13 Dexterity saving throw or be restrained.

Midnight Tree Sap. While covered in the Midnight Tree's sap, a creature has fire resistance, but its speed is halved. It takes a creature 1 minute to fully remove sap from a sap-covered target. If a creature takes an action to douse the sap-covered target with distilled alcohol, the sap sloughs off after 1 round. Magical effects can also remove the sap at your discretion.

The denizens of the Midnight Tree are very careful with fire in their home. Small niches in the walls of most rooms hold **giant fire beetle** glands; the creatures are plentiful in this part of the forest. Some rooms hold small cages with one or more fire beetles enclosed in them. When darkness is desired, small cloths nearby are hung over a niche or cage, blocking the light.



FIRST FLOOR

1. TRAPPED ENTRANCEWAY

The entrance to the Midnight Tree is cleverly hidden. A successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check reveals a burl on the trunk that will open the door when pressed. If the PCs were sent here by the Starkfeather Clan, they would be told of the general location of the door and the means to open it. Such PCs have advantage on the checks to find the burl. When the PCs open the door, read:

The secret door opens into a rounded room carved from the living wood of the tree. The walls are carved with pictographs and graffiti, which are inlaid with amber sap that has seeped into the wounds. Opposite the entrance, an irregular passageway extends deeper into the tree.

A pair of **ravenfolk bandits** (see below) are on watch on the ceremonial platform (Area 14) on the branch above. If they spot any intruders in the area, one enters the fortress to alert the rest of the clan while the other remains and observes.

Hidden Pit. A covered, 10-foot-deep pit sits just inside the entrance. In addition to falling damage, a creature falling into the pit is coated with Midnight Tree Sap that has collected at the bottom of the pit. Details on the sap can be found in the Midnight Tree section above.

Prevention. A successful DC 15 Wisdom (Perception) check notices the absence of foot traffic across a wide swath of floor on the other side of the door into the tree.

The carvings on the walls are the personal names, marks, or sigils of various ravenfolk clans who have called the Midnight Tree home. Per tradition, each ravenfolk clan left its mark in the Midnight Tree upon winning the honor of staying there.

A ravenfolk bandit uses the statistics of the **ravenfolk scout** (*Tome of Beasts*, p. 322), and it gains the following additional trait:

Sneak Attack (1/Turn). The ravenfolk deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the ravenfolk that isn't incapacitated and the ravenfolk doesn't have disadvantage on the attack roll.

2. GUARD ROOM

The passage widens into a small chamber, devoid of furnishings. Like the entranceway, the walls of this room are covered in carved words and images, each glistening with sap.

Four **ravenfolk bandits**, members of the Greengloss Clan, stand guard in this room, challenging anyone not of their clan who catch their notice. The guards demand that any intruders surrender their weapons and goods, taking prisoners to Area 5 to be held until the clan leader decides what is to be done with them. If the PCs refuse to surrender, the guards attack. If half of the guards fall, the others retreat to Area 7 for reinforcements, raising a general alarm along the way and alerting other areas of the intruders. Each guard carries a pouch containing 5 gp and 10 sp.

3. CENTRAL HALL

The hallway here widens. Two doors sit further down the hall, while two smaller passages branch off here. One passage climbs further up into the tree, and the other winds into the earth below. Two small wire cages sit on the floor, one by the first door, the other by the downward sloping passage. Each holds an insect the size of a small dog that gives off a luminous glow.

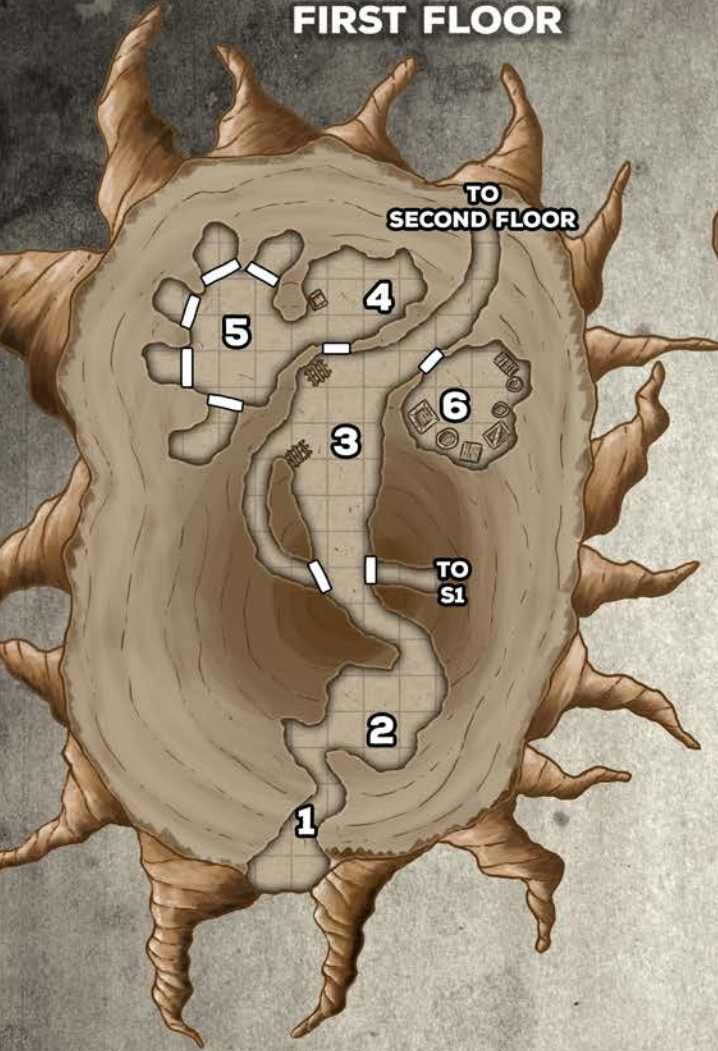
Each cage holds a **giant fire beetle**. These creatures are harmless unless the cages are opened.

4. JAILOR'S ROOM

This room is lit by a glowing object held in a small niche high on the back wall. A single chair sits against a wall, and a ring of keys hangs from a hook near the niche.

The room's occupant is the jailor, a **ravenfolk warrior** (*Tome of Beasts*, p. 323) who tends to the prisoners. He will attack anyone he cannot identify as a member of the Greengloss Clan.

FIRST FLOOR



SECOND FLOOR



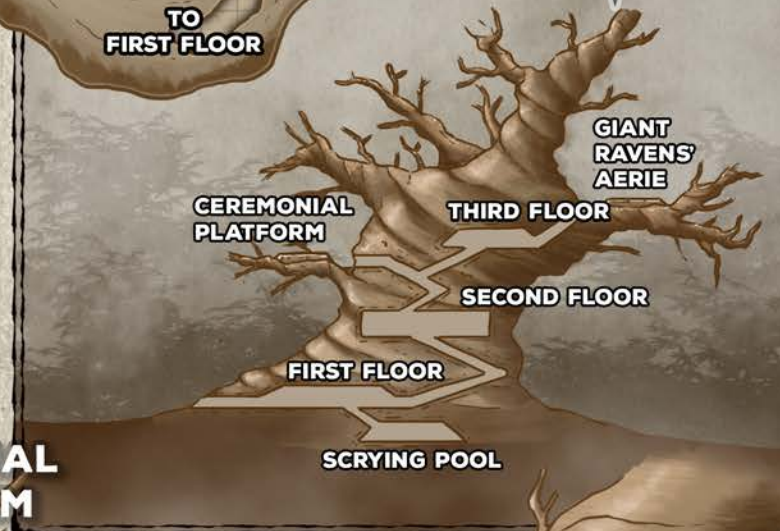
SCRYING POOL



THIRD FLOOR



CEREMONIAL PLATFORM



14

GIANT RAVENS' AERIE

TO THIRD FLOOR

ONE SQUARE = 5 FEET



5. THE STICKY HAND

This room has five alcoves, each covered by a door of woven green branches. Each door is sealed by a locked hasp bolted to the wall.

The prison is known as the sticky hand, due to its shape and the contents of the cells. Each cell holds a shallow pit with tree sap oozing in the bottom half of the pit. Prisoners are tossed into these pits without ceremony, the thick, sticky sap hampering any attempts to escape. The cells are empty, except for one.

One cell contains Chadwick Veter, a **courtier** from a nearby nobleman's court. He was captured by the Greengloss Clan and is being held for ransom. He is anxious to be freed, and he promises a reward. Chadwick is every inch the pampered gentleman and a coward at heart. He demands the loan of a weapon to defend himself, but he does his best to keep the PCs between him and any danger. He promises greater and greater rewards if the PCs hesitate to set him free or to help him escape, lying about his influence at court and saying anything to keep in their good graces. If he is returned alive and relatively unharmed, the PCs receive a 200 gp reward from the noble whose court he serves.

6. STOREROOM

This room is a clutter of crates, barrels, and sacks. Things appear to have simply been set down wherever there was available space to do so.

This room is unlit and holds the clan's goods not stored elsewhere. It also holds a variety nonperishable materials garnered from raids. A search of the room reveals several casks of cheap wine, boxes of preserved foodstuffs, a crate of iron nails, several sacks of barley, three sacks of wool, a bag of horseshoes, a canvas sack filled with goose down, and a spare wagon wheel.

51. SCRYING ROOM

The tunnel turns from unfinished wood to packed earth as it leaves the tree and continues into the ground. It widens into a room containing a placid pool of water bordered by a rocky shore. A massive root of the tree descends from the roof above and disappears into the water.

An underground spring feeds this pool, which in turn nourishes the Midnight Tree. The pool is magical, and its properties can be identified as if it were a magic item. If a creature spends 1 minute attuning itself to the pool, it can use the pool to cast the *scrying* spell once per day. The magic of the pool is available so long as the water is pure. If polluted, any debris must be cleared from the pool and any contamination removed by a *purify food and drink* spell or similar magic before the pool can be used again. Water removed from the pool retains some of the pool's power. If stored properly and kept pure, it can be poured into a bowl and used as the material component for one *scrying* spell, after which it loses its magic.

SECOND FLOOR

7. COMMON ROOM

At the top of the incline is a long room. Benches, tables, stools, and chairs, carved from the living wood of the tree, are spread throughout the room. Three doors lead off from the room, and another passage exits on the far side.

This room serves as a common area where the clan gathers to eat meals and relax when not on duty. Currently, six **ravenfolk bandits** are here eating or playing games of chance. If these ravenfolk haven't been made aware of intruders yet, one ravenfolk flees up the passageway to the third floor to raise the alarm. The others stay and fight. If the alarm has already been raised, all six **ravenfolk bandits** stay and fight. If more than half the bandits fall, the rest flee to the third floor.

8. STORAGE ROOM

This room contains haphazard stacks of boxes and sacks, some of them open and their contents in disarray.

This is where the Greengloss Clan stores their foodstuffs and regularly-used supplies. The contents of the room contain enough foodstuffs to act as rations for 20 people for one week. Cooking, eating, and drinking utensils are also stored here.

9. SLEEPING QUARTERS

Several beds and hammocks line the walls of this room.

The members of the clan sleep here when not on duty. A successful DC 10 Wisdom (Perception) or Intelligence (Investigation) check reveals hidden coins in the bedding and under the mattresses totaling 44 gp and 75 sp.

THIRD FLOOR

10. ANTECHAMBER

This large, round room is mostly empty. A single hammock hangs on one wall near a desk and a chair, while a pair of shelves are carved into the opposite wall. Two doors lead off from the chamber, and another passage slopes upward on the far side of the room.

This room serves as the living quarters for the clan leader's bodyguard and as a waiting area for those wanting to see the clan leader. The current leader's bodyguard, a **ravenfolk warrior**, is typically on duty here or asleep in the hammock during the night. She will fight to the death to protect her clan leader. She has advantage on Wisdom (Perception) checks that rely on sight or hearing due to her rigorous, lifelong training as the bodyguard of the clan leader.



11. TREASURE CHAMBER

Four tied sacks sit on the floor near the door, while three chests sit opposite. A sturdy cabinet stands against the wall across from the door.

The door to this room is locked, and it can be opened with a successful DC 20 Dexterity check using thieves' tools. The clan leader has the only key. The sacks contain 6,438 sp and 9,120 cp. The three locked chests contain trade goods and can be opened with a successful DC 15 Dexterity check using thieves' tools. The clan leader carries the keys to these chests. The first chest holds 100 silver ingots, valued at 10 gp each. The second holds 25 gold ingots, worth 100 gp each. The last contains three bolts of black silk, worth 150 gp each.

The cabinet is unlocked and holds items for use by the clan in emergencies. There are four *potions healing*, a *potion of growth*, a *potion of invisibility*, and a *scroll of protection from beasts*.



12. CHIEFTAIN'S CHAMBER

This room is simply appointed, containing a bed piled with furs, a brass-bound chest, and a tall oak cabinet.

These quarters belong to the leader of the Greengloss Clan, **Kreeack** (see below). This crafty old ravenfolk is a survivor. He fights as long as he believes he can win, but he flees as soon as the battle goes against him, using spells such as *spike growth* and *thunderwave* to help him make his escape. He heads for the aerie to escape on one of the clan's giant ravens, intending to return with reinforcements to take back the Midnight Tree from the outsiders.

Kreeack uses the statistics of a **ravenfolk warrior** (*Tome of Beasts*, p. 323) except he has a challenge rating of 4 (1,100 XP), his Wisdom is 18 (+4), and he gains the following additional trait:

Innate Spellcasting. Kreeack's innate spellcasting ability is Wisdom (spell save DC 14). He can innately cast the following spells, requiring no material components:

At will: *animal friendship, purify food and drink*

3/day each: *dispel magic, moonbeam, spike growth, thunderwave*

1/day each: *blight, commune with nature, conjure woodland beings, insect plague*

Treasure

The chest holds various day-to-day garments and a gold brooch carved with the Greengloss Clan's insignia, a spear clutched in a raven's claws, worth 75 gp. Various ceremonial garments for formal occasions hang in the cabinet. A worn traveling cloak, looking drab next to the finery, also hangs in the cabinet. A successful DC 15 Wisdom (Perception) check reveals a map sewn into a pocket in the traveling cloak. You can use this map to introduce further adventures or a hidden treasure of the Greengloss Clan.

13. CEREMONIAL PLATFORM

The passage exits the trunk of the tree, ending in carved steps that lead up to an oval platform built on one of the tree's massive branches. A large wicker chair, decorated with glossy, black feathers, painted beads, and furs sits at the far end of the platform. A pair of unlit cast-iron braziers flanks it.

The ravenfolk cook their meals and conduct formal ceremonies or celebrations on this platform. The platform is currently occupied by a pair of **ravenfolk bandits** on watch duty, unless they were already alerted to the PCs' presence (see Area 1).

14. GIANT RAVENS' AERIE

The passage exits the trunk of the tree, ending in carved steps that lead up to an oval platform built on one of the tree's massive branches. The planks of the platform are spattered with guano. A pair of large nests, each about ten feet across, sit together on the far end of the platform.

The Greengloss Clan raises and trains giant ravens, which nest on this platform. Currently the clan has a mated pair of giant ravens (use **giant eagle** statistics except the ravens are neutral-aligned), two juvenile giant ravens (use **giant owl** statistics), and four young giant ravens (use **eagle** statistics) in the aerie. The ravens attack non-ravenfolk intruders, and, if the fight looks to be a losing battle for the ravens, the mated pair defend their young while the young escape. The mated pair only flees the aerie after each younger raven has escaped or been killed.

The giant ravens understand Common and Huginn, but they can't speak. A successful DC 10 Charisma (Persuasion) check convinces the ravens that the PCs mean them no harm, though they attack if a PC takes a hostile action toward any of the ravens.

USURPER'S TOWER

A SCENARIO FOR FOUR 5TH LEVEL CHARACTERS

ADVENTURE BACKGROUND

The bergfried known as the Usurper's Tower is an old fighting tower along the border in an area rife with hostile goblinoid clans. The tower is famous for being the site of a bloody last stand by an usurper to the throne decades ago, when it was part of a larger fortress. The rightful ruler's army laid siege to the fortifications, laying waste to the outer fortifications before fighting its way up to the top floor and putting the usurper to the sword. The tower has seen little use in the years since.

RECENT EVENTS

Gragmir, a smarter-than-average ogre, and his band of murderous goblinoids have claimed the tower, using it as a base from which to stage raids on the nearby mountain passes. Dagny, a local war hero, and a squad of her men were captured by the brigands. The band planned to ransom Dagny and the others, but Skorg, a goblin witchdoctor, has a grudge against Dagny. The hero and her band slew many of Skorg's former clan and scattered the survivors years ago. Skorg has convinced Gragmir that Dagny knows the location of a cache of treasure. Now the greedy ogre is subjecting Dagny's band to various horrors in the tower's oubliette to pry the knowledge of the supposed cache's location from them.

ADVENTURE HOOKS

Consider using one or more of the following adventure hooks to lead the PCs to the Usurper's Tower.

- A local lord has been informed of Dagny's capture and where she is currently being held. They served together in past conflicts, and the lord is indebted to the hero. He hires the PCs to rescue Dagny, offering them each 500 gp for their efforts once Dagny is

returned safely. If the PCs find she no longer lives and return her body so she may be honored with a burial suitable to her standing, the lord instead pays them each 250 gp.


- Dagny is an old friend or even a relative of one of the PCs. Now that the hero's abductors have been located, the PCs can sally forth to the rescue.
- The PCs were traveling through the mountains when they came to a pillaged settlement. The survivors describe the brigands and point the general direction the brigands went after the attack. The PCs can track the brigands back to their lair and decide how they should proceed.

Putting this adventure in the Midgard Campaign Setting: This adventure can work well in any location, but it fits in the Northlands particularly well. If the PCs rescue the hero Dagny and return her to her people, they could gain a +1 change in status.

THE TOWER

The Usurper's Tower was once the central feature of a larger fortification, long since fallen to ruin. Most of the useable masonry from the ruins has been collected by passing travelers and nearby settlements, leaving little standing near the tower except for a few piles of broken masonry. The area is open and there is little cover. Unless the PCs take efforts to approach undetected, either through magical means or by using the cover of night, the brigands see them and fire arrows from the rooftop or the tower's many arrow slits. Brigands that detect the PCs raise the alarm throughout the tower. The sentries on the roof, if alerted, will drop stones or pour boiling oil on the intruders (see Area 4).

The ground floor has no windows or other apertures, save for a single door on its southern face. The tower is



just over 30 feet tall and is marked by weather, time, and ancient battles. A successful DC 12 Strength (Athletics) check is required to climb the tower. The door is thick, iron-banded oak and barred from the inside. A successful DC 15 Strength (Athletics) check pushes the door open.

1. GROUND FLOOR

The room is lit by a pair of torches in iron wall cressets and smells of smoke, sweat, and old blood. A table, its top scarred and stained, sits in the middle of the room surrounded by four battered, wooden chairs. Grungy bedrolls have been shoved up against the walls. There is a trapdoor on the floor behind the table, and an iron ladder leads to another such door in the ceiling.

Four **bugbear brigands** (see below) occupy this room. They fight to defend the tower against intruders, seeking to bottleneck opponents at the door so as to face only one opponent at a time. If intruders come from above, they seek to catch opponents on the ladder, two engaging in melee while the others throw javelins at other opponents on the ladder or the floor above.

The trapdoors are each bolted from the other side, and the occupants of their respective rooms will only open them for those they believe to be their fellow brigands. A character can force the door open with a successful DC 15 Strength (Athletics) check.

Among the bedrolls on the floor are various pouches and sacks containing a total of 68 cp, 56 sp, 40 ep, and 40 gp.

A bugbear brigand uses the statistics of a **bugbear** except it has a challenge rating of 2 (450 XP), its hit points are 44 (8d8 + 8), and it gains the following additional trait:

Poisoned Weapons. The bugbear's weapons are coated in poison. When the bugbear hits with any weapon, the weapon deals an extra 2d4 poison damage.

2. FIRST FLOOR

A pair of arrow slits pierce each wall of this level. A pair of bedrolls lie rumped in one corner next to a small cask, and a third lies on the floor further along the wall. Opposite the bedrolls, an iron ladder leads up to a trapdoor in the ceiling. Shortbows with half-full quivers sit on each wall between the arrow slits.

Three **bugbear brigands** accompany the bandit lieutenant, **Skorg** (see below). If someone attempts to enter the room via either of the trap doors, the bugbears move to cut off access to the room as best they can, while Skorg supports them from a distance. If the bugbears fall in combat, Skorg flees through the trapdoor the PCs did not use. If it looks dire, Skorg heads for the oubliette to make a last stand with Gragmir. He will try to convince the ogre to kill the prisoners before the rescuers arrive, but Gragmir is now too infatuated with Skorg's lie of hidden treasure to do so.

The cask is half full of cheap, watered wine. Among the bedrolls are 56 sp, 20 gp, and 6 pp.

Skorg

Small humanoid (goblinoid), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 36 (8d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	16 (+3)

Skills Arcana +3, Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP)

Nimble Escape. Skorg can take the Disengage or Hide action as a bonus action on each of his turns.

Witch's Curse. As a bonus action, Skorg curses a target within 30 feet. The target must succeed on a DC 13 Charisma saving throw or have disadvantage on its next attack roll, ability check, or saving throw.

Spellcasting. Skorg is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Skorg has the following wizard spells prepared:

Cantrips (at will): *acid splash, dancing lights, fire bolt, mending*

1st level (4 slots): *charm person, mage armor, ray of sickness, shield*

2nd level (3 slots): *hold person, misty step, ray of enfeeblement*

ACTIONS

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) slashing damage.

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. **Hit:** 4 (1d4 + 2) bludgeoning damage.



ROOF



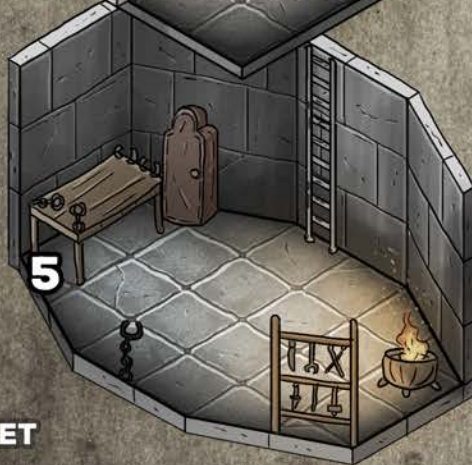
SECOND FLOOR



FIRST FLOOR



GROUND FLOOR



OUBLIETTE

ONE SQUARE = 5 FEET

3. SECOND FLOOR

A pair of arrow slits pierce each of the walls of this room except the northern wall. Four bedrolls lie on the floor in the center of the room around the remains of a small fire. Bones, picked clean and split with the marrow removed, lie scattered about the floor. An iron ladder stands in one corner beneath a trapdoor. The room smells of smoke and cooked meat. Strangely, the northeast corner of the room is clean, all debris having been swept out.

Two **bugbear brigands** occupy this floor. They try to choke off intruders' access to the floor, rushing whichever entrance the PCs use. They recently killed and ate a large rat they found in the room and a pigeon that made the mistake of landing in one of the arrow slits. The bedrolls hold a total of 56 sp and 40 ep.

The bugbears cleaned out the northeast corner after they discovered a supernatural phenomenon that happens in this room at night. A flickering image of a bearded human in robes and a crown appears during the witching hour, fiercely fighting unseen opponents as he is backed into the corner. The fighting escalates until he is stabbed through the chest and pinned to the wall by the impaling blade at which point he lets loose a silent scream. Then the image vanishes. The image is a lingering psychic impression of the death of the usurper and frightens those who see it. Each creature in the room when the phantasm appears and that can see it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. The bugbears are accustomed to this occurrence and have advantage on the saving throw.

4. ROOF

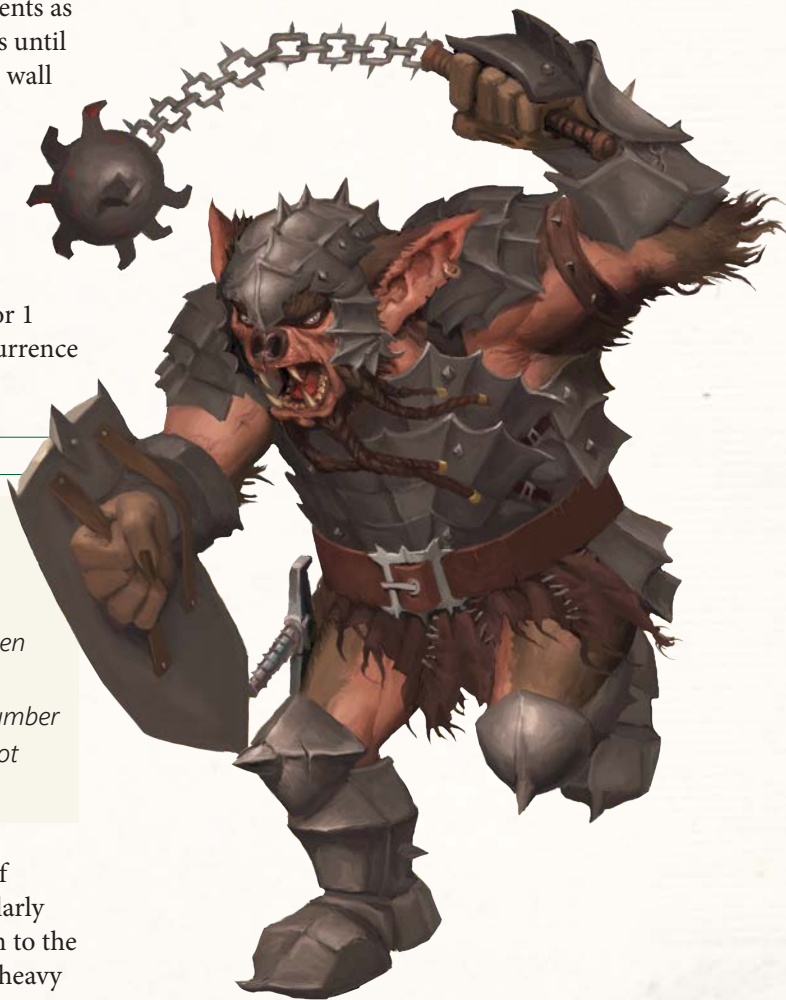
The roof is girded on all sides by stone parapets. Leaves and other windswept debris are piled in the corners. A small barrel filled with arrows sits open in the corner opposite the wooden trapdoor, and two shortbows lean against it. A larger barrel sits next to an iron brazier and a number of large stones stand stacked nearby. A copper pot rests in the brazier's glowing coals.

Two **bugbear brigands** are stationed on the roof along with Gragmir's pet **giant vulture**, a particularly foul-tempered specimen named Vurk. In addition to the shortbows, the bugbears have piled several large, heavy

stones near a pot of heated oil for defense. They use all three when enemies attempt to breach the tower door or scale the walls.

Dropping Stones. A bugbear brigand can use an action to drop stones on enemies on the ground around the tower or that are scaling the tower's walls. The bugbear chooses one space along the edge of the tower and throws stones into that space. Each creature in that space, no matter its elevation, must make a DC 13 Dexterity saving throw. On a failure, a creature takes 10 (3d6) bludgeoning damage and is knocked prone. A creature knocked prone while scaling the tower is knocked off of the tower walls and falls. On a success, a creature takes half the damage and isn't knocked prone.

Heated Oil. The two bugbear brigands can combine their actions and pour the heated oil over the edge of the roof onto creatures below. The bugbears choose one space along the edge of the tower and pour the oil in that space. Each creature in that space, no matter its elevation, and within 5 feet of that space must make a DC 13 Dexterity saving throw. On a failure, a creature



takes 10 (3d6) fire damage and is coated in heated oil. On a success, a creature takes half the damage and isn't coated in oil. A creature coated in heated oil has disadvantage on Strength (Athletics) and Dexterity (Acrobatics) checks, and it takes 2 (1d4) fire damage at the start of each of its turns. After 1 minute, the oil no longer deals fire damage, but it continues to impose disadvantage as long as the target is coated. A creature, including the coated target, can take an action to remove the heated oil. The pot of heated oil can be used only three times before the bugbears have to heat more oil. It takes 20 minutes for the brazier to heat another batch of oil.

Vurk. Gragmir's pet giant vulture doesn't obey the bugbear brigands, but it does view them as allies. It comes to their defense if they are attacked, and it attacks any creatures the bugbears wound. As long as it believes Gragmir still lives, it fights to the death defending its master's territory.

5. OUBLIETTE

An iron ladder below the trapdoor leads down into an oblong room dimly lit by a burning brazier. The brazier stands next to a wall rack that holds numerous knives and instruments of torture. On the opposite end of the room from the brazier, a torture rack sits against one wall, and an iron maiden stands nearby. The wall opposite the ladder is hung with several pairs of iron manacles, some of them occupied by humanoid figures that hang silently except for the occasional sob or moan.

Gragmir (see below), the leader of the brigands, stands by the iron maiden. He derives pleasure from torturing and tormenting his prisoners. He is fixated on discovering the location of Dagny's treasure trove, though it is simply a lie Skorg invented to goad the ogre into torturing the hero. If confronted here, Gragmir fights to the death rather than see his prisoners go free.

Four of the six pairs of manacles on the wall are occupied by the missing hero and her three remaining companions. The other two succumbed to the ogre's tortures in recent days and were fed to Gragmir's giant vulture, Vurk. Due to various tortures, starvation, and thirst, the ranger suffers from Level 4 exhaustion, while her companions suffer from Level 5.

If freed, only Dagny is considered viable in a fight, and she is far from adequate without rest, food, and drink. Treat her as a **knight** of neutral good alignment with all the penalties of four levels of exhaustion. The prisoners don't have any weapons, armor, or equipment, as those were sold or traded after their capture. If Dagny is rescued, she considers herself indebted to the PCs. In spite of whatever other rewards the PCs may receive for rescuing her, she insists she repay them as well when she has recovered. This repayment happens at a later date and may include Dagny using her name and status to aid the PCs in dealing with locals or using her combat assistance in a future nearby adventure.

Gragmir keeps a large sack under the torture rack. It contains four days' worth of rations, 1,426 cp, 1,100 sp, 140 gp, 5 moonstones worth 50 gp each, 2 *potions of greater healing*, and a *helm of comprehending languages*.

Gragmir, Ogre Warlord

Large giant, chaotic evil

Armor Class 14 (ring mail)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	8 (-1)	10 (+0)	12 (+1)

Skills Intimidate +4, Survival +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giant

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. Gragmir makes two melee attacks.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

REACTIONS

Vengeful Bash. When a creature hits Gragmir with a melee weapon attack while within 5 feet of him, Gragmir can make one melee attack against the creature. To do so, Gragmir must see the attacker and be wielding a melee weapon.



RAGANNI'S REDOUBT

A SCENARIO FOR FOUR 6TH LEVEL CHARACTERS

ADVENTURE BACKGROUND

Raganni was a proud and arrogant master of the arcane. He often tested his mettle against other spellcasters in contests of creation or outright combat. Unfortunately, he has not been seen or heard from in years. The most pervasive rumor of his disappearance is that he was killed in a magical duel by a rival. His sanctum remains untouched and its whereabouts are unknown, holding whatever wealth and knowledge he left behind.

RECENT EVENTS

Someone claims to have found Raganni's Redoubt. A triangular tower was discovered in the Kephani Salt Flats, a remote area of the Crescent Desert. The tower, according to last report, was still unbreached. This means Raganni's treasure and accumulated knowledge are there for the taking by those willing to make the long journey through the desert and risk the tower's defenses. However, Raganni's lover, the Bastet priestess Asenath, has spent the past several years searching for his body and has recently recovered it. Raganni has been dead too long to be raised, and she seeks to bind his soul to his body in undeath.

ADVENTURE HOOKS

- The PCs are approached by a wizard who wishes them to recover the *Daemonum Liber*, a tome about demons. She lost it to Raganni in a duel and, with the recent revelation of the whereabouts of his tower, she wants it returned before anyone else gets to it. She offers to teleport them to a nearby locale that she knows and to retrieve them when they have found the book. The wizard loans the PCs one of a pair

of *sending stones* to contact her for retrieval. Their reward is whatever else they find in the tower—as long as she gets first viewing of any items they may wish to sell.

- One or more of the PCs are friends or relatives of a kindly wizard, once their patron and benefactor, who fell at the hands of Raganni. An information broker offers them a map of the purported location of Raganni's Redoubt in exchange for a future favor. They can seek satisfaction from Raganni posthumously by looting his tower.
- Adventuring in the Crescent Desert, the PCs are threatened by an approaching sandstorm. In the distance, a strange tower rises from the wastes, miles from civilization. Can they reach the tower and gain entry before the storm overtakes them?

The four-story tower has no visible windows or entrances other than bronze double doors on the south side. The walls are carved with magical glyphs and sigils, which are inlaid with some mineral that glistens in the light. A successful DC 15 Intelligence (Arcana) check reveals that these glyphs prevent creatures outside the tower from magically traveling into the tower. They prevent spells such as *dimension door*, *teleport*, and similar forms of magical travel. A creature that uses such magic to attempt to enter the tower runs into the magical barrier, is shunted to the outside of the tower 10 feet from the bronze double doors, and takes 22 (4d10) psychic damage.

The entrance to Raganni's Redoubt is secured by a pair of locked, bronze double doors that are secured with an *arcane lock*. The password "monsoon" or a successful *dispel magic* (DC 13) cast on the door will suppress the *arcane lock* for 1 minute. A successful DC 15 Dexterity

check using thieves' tools will unlock the door if the arcane lock has been suppressed. Otherwise, the DC to unlock the door is 25.

Unless otherwise specified, all rooms in the tower are lit by sconces holding *continual flames*.

GROUND FLOOR

1. FRONT HALL

This hallway is covered in a mosaic of colorful tiles that form intricate, arcane patterns. Bronze sconces set into the walls hold dancing flames, no torches or fuel to be seen. To the east and west are single doors of carved wood with another pair of bronze doors at the end of the hall.

Despite their appearance, the floor mosaics are simply decorative.

2. LIBRARY

Three walls are lined with shelves that hold books and scrolls, and the fourth wall is covered by a large tapestry. The tapestry depicts a bald man with a long, braided beard, wearing a red and gold robe and shooting lightning at a pair of manticores. A large brazier sits to the side of a polished, wooden desk. A thick rug lies in front of the desk.

This was Raganni's personal library. The shelves hold books on arcana, history, and collections of tales and legends. Many are old and fragile. If the entire collection is somehow transported intact, it could fetch up to 5,000 gp. The sturdiest and lightest volumes of the collection could fetch up to 1,000 gp from an interested buyer. Tucked away among the mundane works are spell scrolls of *arcane eye*, *knock*, and *magic circle*.

The desktop drawers hold various vials of ink, quills, and stacks of parchment. One drawer also contains linen gloves, a padded stand, and a pair of small, padded tongs for handling the older volumes.

The rug on the floor is a **rug of smothering**. It has been commanded to attack any intruders that remove books or scrolls from the shelves, tread on it, or attempt to move past it to the desk.

3. WORKSHOP

Three long tables sit here. One holds glassware, burners, and jars of powders and liquids. The second holds crafting tools and scraps of metal, glass, and wood. The third is flanked by a pair of wooden stools and is piled with bolts of cloth and sewing instruments. A tall cabinet and shelves hold various materials in labeled bins, boxes, and jars. A large tapestry hangs on the far wall, depicting a bald man with a long, braided beard wearing a red and gold robe. The man is in the midst of a wizardly duel with a woman in blue who is riding a griffon and holding a staff capped with a large crystal. A circle inlaid with metals and semi-precious stones is inscribed in the floor in front of the tapestry.

The room is well stocked with tools and materials for crafting. Most of the materials are mundane, but there are some items of value. A bolt of azure silk worth 100 gp and a dozen spools of gold and silver thread worth 2 gp each sit among other tailoring materials. The table holding various metals has a box filled with tiny semi-precious stones worth a total of 200 gp. A jar of diamond dust worth 1,000 gp rests in the cabinet.

Teleportation Circle. A successful DC 12 Intelligence (Arcana) check identifies the circle on the floor as a teleportation circle. If a creature steps into the circle, a mental ping asks the creature if it wants to go up or stay here. If the creature takes an action to confirm it wants to go up, it is teleported to Area 5.

Living Tapestry. The tapestry is a **thread-bound griffon** (*Creature Codex*, p. 353; see below). It leaps out of the tapestry and attacks anyone other than its master who attempts to remove anything from the room. When slain, it returns to the tapestry appearing to suffer a fatal wound from the bald man in the tapestry. At the next dawn, the griffon is again in its combat pose on the tapestry and can be triggered again.

Thread-Bound Griffon

Large construct, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Antimagic Susceptibility. The thread-bound griffon is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the thread-bound griffon must succeed on a Constitution saving throw against the caster's spell save DC or return to the textile to which it is bound for 1 minute.

Immutable Form. The thread-bound griffon is immune to any spell or effect that would alter its form.

Keen Sight. The thread-bound griffon has advantage on Wisdom (Perception) checks that rely on sight.

Magic Weapons. The thread-bound griffon's weapon attacks are magical.

Shifting Form. The thread-bound griffon can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The thread-bound griffon makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

4. SUMMONING CHAMBER

Three lit braziers sit in the corners of the room. The floor is dominated by a symbol carved into the stone and filled with precious metals and stones. The symbol is a six-pointed star bound by a circle. The circle gives off flickers of light, faintly silhouetting the massive form that crouches in its center. A lectern stands beyond the circle flanked by chests. A large book bound in scaly leather sits open on the lectern.

The figure within the circle is a **glabrezu demon** summoned by Asenath to aid her in raising Raganni as a mummy lord. Suspicious of treachery, Asenath made the demon's release contingent upon the completion of the rites. Knowing that it gave Asenath the incorrect information and that it is now stuck here until the false rites complete, it wants freedom and beseeches anyone that enters the room, promising to not attack if released. The demon doesn't share Asenath's presence or intentions with the PCs, amused by the thought of the PCs stumbling upon the priestess and her lover. The demon believes the PCs' interference in Asenath's rites will destroy the priestess or distract her long enough for the demon to escape back to the safety of the Abyss. Either way, the problem the demon created for itself by giving the priestess the incorrect information will resolve itself.

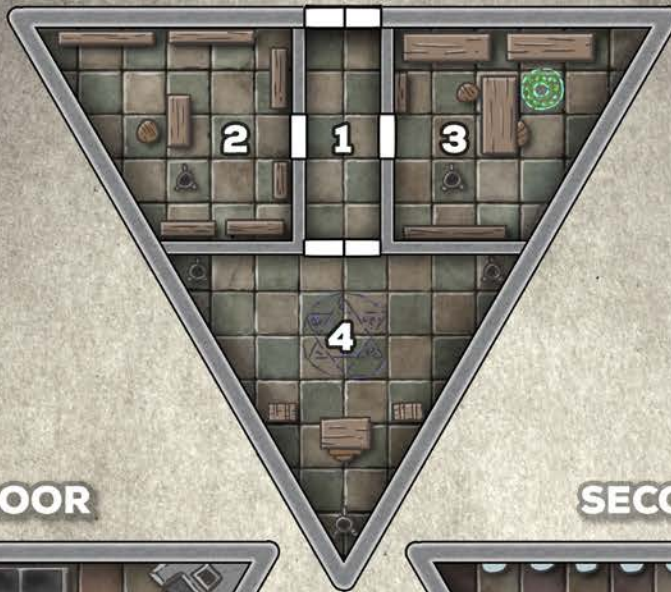
The demon cannot touch or work magic upon anyone outside of the circle. It will gladly attack anyone that enters the circle; however, if it is released, it is good to its word and doesn't attack. The glabrezu tells the PCs it can be released by reading from the book or by physically damaging the circle itself. If freed, it gives a hearty, unsettling laugh before teleporting home.

The book is the *Daemonum Liber*. It contains information regarding the Abyss, its rulers and denizens, and methods to call upon such powers. The book is worth 2,000 gp to a buyer, but attempting to sell it causes quite a stir. Evil arcanists might attempt to steal it, and crusaders of righteousness might try to take the book from the PCs to destroy it.

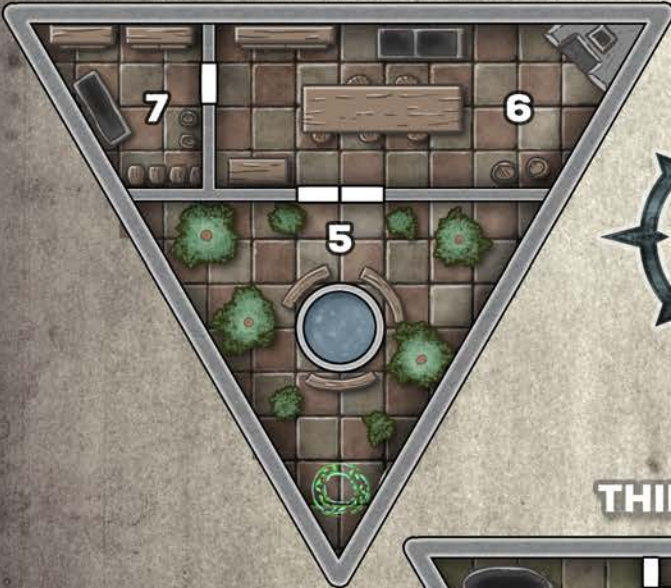
Treasure

The two chests contain various items used in bargaining with summoned entities. One holds odd but mundane items: a bag of humanoid teeth, a jar of powdered bone, dried human flesh, and three flasks of (now dried) human blood. The second chest contains a pouch of 10 garnets worth 100 gp each and a human skull gilded with gold, sporting a pair of aquamarines in its eye sockets, worth 1,500 gp.

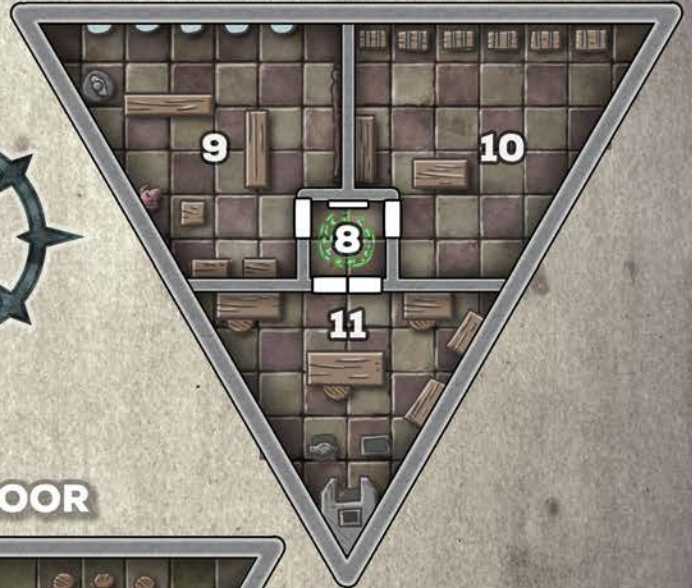
GROUND FLOOR



FIRST FLOOR



SECOND FLOOR



THIRD FLOOR



ONE SQUARE = 5 FEET

FIRST FLOOR

5. THE GARDEN

The floor is a soft, green lawn of grass dotted with flowering shrubs and fruit trees. The ceiling bathes the room in a warm, golden glow. Water flows down the tiers of a marble fountain and collects in its round basin. Three curved benches sit around the fountain's edge. A set of double doors are the only exit aside from the teleportation circle.

Teleportation Circle. The teleportation circle here functions as the one in Area 3, but its mental ping asks if the creature inside it wants to go up, down, or stay here. Down goes back to Area 3 on the ground floor, while up takes the creature to Area 8 on the second floor.

The fountain contains a **water elemental**. This creature was bound here by Raganni and has grown angry with its long imprisonment. It will attack any creature that comes within reach of the fountain. A successful DC 15 Intelligence (Arcana) check notices that magical runes on the fountain are binding the water elemental to this plane and this room. The magical binding can be broken by destroying the fountain or with a successful *dispel magic* (DC 13) cast on the fountain. If the magical binding is broken, the elemental immediately vanishes in a shower of water as it returns to its home plane.

A successful DC 10 Intelligence (Nature) or Wisdom (Survival) check reveals the plants are all mundane and healthy. Figs, dates, and plums grow on the trees here. Edible and medicinal herbs grow around the shrubs.

6. KITCHEN

The corner of this room is dominated by a large fireplace, where cast iron pots and kettles hang from a bar in the hearth. A central table holds knives and other utensils. Cupboards and shelves store various cookware and dishes. A metal sink sits against the wall.

Raganni's servants once prepared his food here, but they fled the tower after months without his return. A pair of barrels near the fireplace still hold water. Everything here is mundane but serviceable. None of the utensils or cookware are of exceptional value or note.

7. PANTRY

A pair of cupboards stand against one wall, while barrels are stacked against the opposite one. A large metal bin holds firewood.

The barrels are filled with beer and wine. The foodstuffs in the cupboards are long spoiled. A successful DC 15 Wisdom (Perception) check reveals a silver ring set with turquoise hidden in a sack of old, rock-hard biscuits. The ring detects as magic and is a *ring of protection*.

SECOND FLOOR

8. ANTECHAMBER

This small room is empty save for the teleportation circle at its center. Each of the four walls contains a wooden door.

A single *continual flame* illuminates the room. Three of the doors are normal, but the door on the south wall is a trap.

False Door. If a creature opens the false door, a spring-loaded iron rod releases, slamming the door and any creature standing in front of it into the north door. Each creature in a line extending from the false door that is 15 feet long and 5 feet wide takes 22 (4d10) points of bludgeoning damage and is pushed up to 15 feet away from the door. If the north door is open, any creature pushed by the false door is pushed through the northern door, takes half the damage, and is knocked prone in Area 11.

Prevention. A successful DC 15 Wisdom (Perception) check notices that the door knob on the false door is slightly off-center, revealing its connection to the spring-loaded trap behind the door. A successful DC 15 Dexterity check using thieves' tools removes the trigger so that the false door can be safely opened. The recess behind the door contains the iron rod and its spring but nothing else.

Teleportation Circle. Like the other teleportation circles, the one in this room can be used to move between the floors of the tower. This circle can teleport a creature to Area 5 or Area 12.

9. TROPHY ROOM

A number of pedestals stand in this room, each holding an unusual object. Shelves and glass-fronted display cases around the room hold a variety of items. The head of a blue dragon is mounted on one wall, its mouth open wide. A suit of full plate armor stands in one corner. One wall is covered by a tapestry depicting a bald man with a long, braided beard wearing a red and gold robe. He stands on a hill of skulls, holding a staff over his head.

This room contains trophies, mementos, and curiosities collected by Raganni during his lifetime. You can place whatever interesting or unusual items you choose here, but most have no real value other than as sentimental objects for Raganni. The objects symbolize the wizard's various successful adventures and victories over rivals.

The **animated armor** standing in the corner attacks anyone that moves within 5 feet of it.

Dragon Head Trap. A successful DC 14 Wisdom (Perception) check notices a shiny gemstone in the back of the dragon head's mouth. If a creature attempts to remove the gem, the dragon's mouth snaps shut. If the creature removing the gem was doing so with its hand or other grasping limb, it takes 11 (2d10) piercing damage and is restrained when the mouth snaps shut. A successful DC 17 Strength (Athletics) check forces the jaws open and releases the victim.

Prevention. A DC 15 Wisdom (Perception) check notes the cunningly hidden gears and springs in the dragon's mouth. A successful DC 15 Dexterity check using thieves' tools locks the springs in place, preventing the jaws from closing.

Treasure

The gem in the dragon head's mouth is a tourmaline worth 100 gp.

10. TREASURE ROOM

Six chests sit on the floor against one wall. A pair of cabinets are the only other furnishings in this room.

Raganni's remaining wealth sits in this chamber. Asenath spent much of it to track down and reclaim the wizard's body. Each of the chests and cabinets is locked and can be opened with a successful DC 15 Dexterity check using thieves' tools. They contain the following:

- **Chest #1:** 1,400 cp
- **Chest #2:** 2,100 sp
- **Chest #3:** 105 ep
- **Chest #4:** 140 gp
- **Chest #5:** 10 pp
- **Chest #6:** A set of five carved ivory statuettes of Raganni worth 250 gp each.
- **Cabinet #1:** Five spell scrolls: *burning hands* (3rd level), *dominate person*, *faithful hound*, *levitate*, and *protection from energy*.
- **Cabinet #2:** One *potion of flying*, four *potions of greater healing*, and a *potion of necrotic resistance*.

11. CRAFTING ROOM


A forge sits in the corner across from the door. In front of it are an anvil, a metal bin, and a barrel. Three work benches and stools sit here, littered with tools and remnants from past work. Three storage cabinets sit against the walls.

This room contains the necessary tools and equipment for smithing, carpentry, and stonemasonry. The cabinets contain mundane tools and supplies of planks, posts, and raw stone. The metal bin holds iron ingots and charcoal.

THIRD FLOOR

12. DINING LOUNGE

A table and matching chairs stand in the middle of the room. An overstuffed couch sits against the wall near the teleportation circle, and a cabinet sits at the far end of the table. A pair of tapestries cover the walls, both featuring the same bald man with the long, braided beard wearing a red and gold robe. In one, he is battling a blue dragon. In the other, he stands with



his arms around a beautiful woman. Her long, black hair is held in place by a golden circlet that bears the symbol of a cat head with a solar disk above it.

Raganni would entertain important guests here. The cabinet contains porcelain tableware and silver utensils (150 gp for the silver; 300 gp for the whole set). A successful DC 10 Intelligence (Religion) check reveals that the cat head symbol on the tapestry woman's circlet is the holy symbol of the goddess Bastet.

Teleportation Circle. Like the other teleportation circles, the one in this room can be used to move between the floors of the tower. This circle can teleport a creature down to Area 8.

13. BATHROOM

A large copper tub sits on a raised dais, taking up most of this room. A shelf on one wall contains various bathing implements. One corner of the room is curtained off.

The shelf holds various soaps, oils, sponges, brushes, and towels. The privy sits behind the curtain.

14. RAGANNI'S BEDCHAMBER

A giant, patterned rug lies near a leather couch and teak end table. A table and a pair of chairs take up one corner. A large bed fills an alcove, a bronze-bound chest at its foot. An odd, lilting chant comes from near the bed.

This room is currently occupied by **Asenath** (see below), who recently completed the ritual to bring Raganni to unlife. However, the formulae the glabrezu provided were incomplete. He rose as a **mummy**, rather than the mummy lord she was expecting. Furious over the betrayal, she commands Raganni to attack the intruders.

Treasure

The chest at the foot of the bed contains lavish garments and bedclothes, worth a total of 750 gp.

Asenath, Priestess of Bastet

Medium humanoid (human), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Wis +6, Cha +4

Skills Acrobatics +5, Arcana +3, Religion +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 5 (1,800 XP)

Claws of the Cat. When Asenath or any of her allies within 10 feet of her hit with any melee weapon, the weapon deals an extra 4 (1d8) slashing damage (included in the attack).

Feline Poise (3/Day). As a bonus action, Asenath gives one ally within 30 feet of her advantage on its Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws on its next turn.

Spellcasting. Asenath is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *detect magic, inflict wounds, speak with animals*

2nd level (3 slots): *aid, beast sense, hold person*

3rd level (3 slots): *bestow curse, create food and water, dispel magic*

4th level (2 slots): *freedom of movement, locate creature*

ACTIONS

Multiattack. Asenath uses her Coy Purr. She then makes two feline strike attacks. If both attacks hit the same target, the target must succeed on a DC 14 Constitution saving throw or take an extra 9 (2d8) slashing damage.

Feline Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 4 (1d8) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Coy Purr. Asenath purrs at one target within 20 feet, who must succeed on a DC 14 Charisma saving throw or be charmed for 1 minute. A charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the creature is immune to Asenath's Coy Purr for the next 24 hours.

RUINS OF GRIMSPIRE

A SCENARIO FOR FOUR 7TH LEVEL CHARACTERS

ADVENTURE BACKGROUND

The ruined tower known as Grimspire has been standing on a cliff overlooking Therun's Vale since before the warrior for whom the vale was named had been born. No one living knows who built it or why. It is the center of many a local legend and is seen as nothing more than a local landmark. Recently, that has changed.

A brood of phase spiders was hounded into the Deep Ethereal by a massive predator native to the plane. They discovered a tower floating in the ethereal mists that was once connected to Grimspire by a magical gate. The phase spider matriarch was heavy with eggs and chose a secure floor in which to lay them.

Meanwhile, the other phase spiders sealed the tower as best they could. During their first few days in the tower, the phase spiders managed to accidentally open the gate again, giving them a way to flee their predicament. However, the matriarch will not leave the eggs behind. Instead, the other phase spiders explored the area beyond the gate and found Therun's Vale to be a perfect place to hunt.

They regularly return to the ethereal tower to avoid detection, but soon their matriarch plans on moving them out to a new lair—once her current brood of eggs has hatched. With hungry young ones on the way, Therun's Vale may be doomed.

ADVENTURE HOOKS

Creatures are disappearing from Therun's Vale. First it was only livestock, but now people have gone missing. The disappearances are seemingly random. The only connection is that the missing were alone when they

vanished. Other than a few odd tracks, no clue as to what has happened to the vale folk has come to light. The PCs arriving in the small farming village seems a godsend. Alternatively, the local head priest, also the acting mayor, might have sent a request for assistance out to a nearby village or city. The villagers scrounge together 250 gp in assorted coins and goods as a reward for stopping the disappearances and possibly finding the missing people. The villagers also offer free room and board to the PCs should they ever pass this way again.

GRIMSPIRE

A wide path of packed and pitted earth winds its way up the only navigable slope to the ruins. A few cobblestones here and there are all that remain of its paving. The Grimspire stands nearly 45 feet tall despite the effects of age, the elements, and wounds from a long-ago assault.

1. GROUND LEVEL

The door to the tower is long gone, a rough rectangular impression is all that remains. Several large breaches or collapses have left gaping holes in the walls and debris piles on the floor where the ceiling above has fallen. A set of lichen-covered stone stairs run up the side of the tower to the next level.

Three **phase spiders** lurk here on the edges of the Ethereal Plane. They maneuver to cut a PC off from its companions before phasing in to attack. If two of the phase spiders are killed, the third phases into the Ethereal Plane and retreats, alerting the nest to the intruders.



2. FIRST FLOOR

Nearly a quarter of the wall to the northeast is gone, and several chunks have fallen away on the south side. Gaping cracks in the floor look down on the ground level. Much of the floor is covered in guano, but there are no birds or bats to be seen or heard. Stairs begin to rise to the next level on the far side of the tower, but end before reaching their destination, the rest having crumbled away.

The birds that once roosted here are long gone, eaten or driven away by the ravenous phase spiders. A successful DC 15 Wisdom (Perception) check reveals an emaciated body partially cocooned in webbing tucked under the crumbled section of the stairs. These are the remains of the local tracker, Jurnos, who still carries his magical blade, *Redthorn*. This +1 *shortsword* once belonged to the original owner of the tower. How it made its way into the hands of Jurnos is unknown. The sword is attuned to the magical gate on the third floor, and its wielder can open or close that gate as an action. *Redthorn* also has a quirk: when its wielder has thoughts of violence, the steel of the blade turns blood-red.

A successful DC 10 Strength (Athletics) check allows a creature to climb from the end of the crumbled stairs to the floor above.

3. SECOND FLOOR

Much of the walls and floor of this level of the tower have crumbled away. Only a thin bridge connects the remnant of the stairs leading up from the floor below to the other side of the tower. The remaining floor on that side is riddled with cracks, though the stairs leading up to the next level appear largely intact.

Crumbling Floor. The floor here is unstable. If two or more creatures are within 5 feet of each other while traveling across the floor of this room, the floor collapses, dropping the lead creature and every creature within 10 feet of it to the floor 10 feet below. In addition to the falling damage, a creature also takes an extra 11 (2d10) bludgeoning damage as debris from the crumbling floor falls down on top of it. A creature on the floor below takes 5 (1d10) bludgeoning damage from the falling debris.

Prevention. A successful DC 14 Intelligence (Investigation) or Wisdom (Perception) check recognizes the instability and inherent dangers of the deteriorated floor here.

4. THIRD FLOOR

The stairs end on a ragged chunk of what remains of the top floor of the tower. The roof above has mostly collapsed, taking much of this level with it. Only a small crescent remains on the eastern side, clinging to what little wall is left. A gap separates that portion of the floor from the one around the stairs. A strange disc of shimmering, blue-green light hovers in the air about three feet above the floor. At times, there appear to be shadows, as if something briefly blocks the light from wherever it emanates.

A creature must succeed on a DC 10 Strength (Athletics) check with a running start to jump across the gap from one side of the tower to the other. If a creature fails, it falls 10 feet to the floor below.

The disc is a gateway to the Ethereal Plane, specifically to a stone tower and the small chunk of land where it sits, drifting somewhere in the middle depths of the plane. A creature that steps through the gate here steps into Area 5.

At the conclusion of this adventure, the PCs can use a combination of *Redthorn's* magic and the destruction of the stones near the gate, which are carved with fading magical runes, to permanently close off the connection between the two towers. A successful DC 12 Intelligence (Arcana) check discovers the connection between the sword and the portal. If the phase spider matriarch hasn't been defeated yet, the check also reveals that some powerful magical force on the other side of the portal is preventing it from closing.

THE ETHEREAL TOWER

This structure is not native to the plane, having been somehow displaced here, then linked to the Grimspire by means of a magical gate. Like its sister tower, this structure has been long abandoned by its previous owner. Now it serves as the temporary sanctuary of the phase spider brood. They have fortified it as best they can; all windows have been webbed over, as have the doors on the bottom level. This is an attempt to protect them from the ethereal ravager, a massive predator that has been hunting and feeding on them.



GROUND LEVEL



LEVEL 1



LEVEL 2



LEVEL 3



LEVEL 4

ETHEREAL TOWER



LEVEL 3



LEVEL 2



LEVEL 1

ONE SQUARE = 5 FEET

5. FOURTH LEVEL

The gate exits into a square room with masonry walls. The air seems to swirl with a strange, colorful mist. The walls have large windows, but these are covered in thick sheets of webbing, blocking any view of the outside. A table lies smashed to pieces upon the floor with an overturned chair beside it. A set of stairs descends below the floor.

Three **phase spiders** currently occupy the room and attack any creatures that come through the gate. They drag paralyzed victims down to Area 7 to stock the larder with food for the young which will soon hatch. If two of the phase spiders fall in combat, the third attempts to flee out a window. As it flees, a large, clawed limb reaches in, tears through the remaining webbing, and drags the spider outside, where the spider's squeal is cut short by a nasty crunching sound. The phase spider is killed and eaten by the creature which has hounded the brood for weeks and trapped them within the tower. A successful DC 12 Intelligence (Investigation) or Wisdom (Insight) check reveals the webbing on the windows is spun in such a way as to try to keep creatures outside the tower from coming inside—it is not there to trap creatures inside the room.

Something in the Mist. Through the torn webbing on the window, the PCs see a colorful, obscuring swirl of thick mist. A successful DC 12 Wisdom (Perception) check notices that the tower is on a small chunk of rock floating in an endless sea of this mist. There is no top, no bottom, and no other object in sight—except for a hint of the creature that ate the phase spider. The creature is meant as a deterrent to PCs attempting to fly away from the tower and deeper into the Ethereal Plane; it is not meant as a combat encounter for the PCs. To remind the PCs of its presence, you can describe them seeing the edge of the occasional tentacle writhing in the mist or a wall of scale that peaks through a break in the mist as the creature circles the tower. The creature is most terrifying if the PCs never fully see it but are constantly reminded it is there, lurking in the distance.

6. THIRD LEVEL

The windows of this room are swathed in webbing. A smashed table lies on the floor amid a litter of broken glass, copper tubing, and other pieces of debris. An intact cabinet stands in the corner near the ruined table. A set of stairs heads downward along the wall adjacent to where the stairs descend from the level above.

The remnants of an alchemist's lab cover much of the room. The intact cabinet has been left alone by the phase spiders after one of them jostled it and set off a magical trap that injured it.

Toxic Gas. The original trap has been discharged, but several glass phials were broken within the sealed cabinet when it triggered. The spilled chemicals interacted with one another and formed a toxic gas. If the cabinet is opened, the gas floods out and fills a 10-foot cube in front of the cabinet. Each creature in the area must make a DC 13 Constitution saving throw. On a failure, a creature takes 14 (4d6) poison damage and is poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a success, a creature takes half the damage and isn't poisoned.

Prevention. A successful DC 15 Wisdom (Perception) check notices the broken phials and some humidity on the cabinet's glass window, hinting at a gas contained within.

Treasure

A few undamaged items of value remain within the cabinet, including three *potions of greater healing*, a jar of *oil of ethereality*, and a jar of *restorative ointment*.

7. SECOND LEVEL

The floor of this room is mostly empty, save for a small scattering of debris. The corner of the room between the two staircases—one descending from the level above and the other leading to the floor below—is a mass of webbing. Just visible within the webbing are a number of oblong, white objects and several cocoons that are disturbingly humanoid in form.

This is where the **phase spider** matriarch laid her eggs. Three phase spiders lurk here, guarding the nest against harm. A dozen eggs lie nestled within the webs. Seven web-wrapped figures are stuck to the walls above

the eggs with webbing. Each figure is a missing citizen of Therun's Vale, unconscious with 0 hp after being paralyzed by the phase spiders' venom. The spiders plan to feed the citizens to the young when the eggs hatch. The unhatched eggs can easily be destroyed by setting them on fire, though the PCs may wish to rescue the paralyzed citizens before igniting the eggs and the webbing holding the citizens.

If the PCs rescue the citizens and return them to the village in Therun's Vale, the mayor writes them a commendation letter to the authorities of a nearby town or city, at your discretion, in addition to the offered reward.

8. FIRST LEVEL

The remnants of furniture and tapestries that once adorned this room lie wrecked, covered in webbing and gathered in piles against the walls. The double doors that provide entrance to the building have been secured behind a thick coating of webs that cover that entire wall.

The **matriarch** (see below) of the phase spiders resides here. Mother to the brood, she awaits the hatching of her eggs. She plans to lead her children through the magical gate, providing them escape from the Deep Ethereal and the creature that hunts them. The phase spider matriarch fights to the death to defeat those that would harm her brood.

The floor in the room is covered in webbing and is difficult terrain. Four **swarms of spiders**, newly-hatched young that are ready for a feast, hide in the webbing around the room and attack when their mother does.

Treasure

A locked chest is buried in the webs that cover the walls and door. A successful DC 15 Dexterity check using thieves' tools unlocks the chest. It contains *oil of slipperiness*, an *immovable rod*, and a chess set with pieces and board carved of ebony and ivory worth 250 gp.

Phase Spider Matriarch

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	8 (-1)	12 (+1)	11 (+0)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages –

Challenge 7 (2,900 XP)

Brood Empathy. The phase spider matriarch can communicate empathically with all phase spiders of her brood within 100 feet. Each member of her brood understands her needs and wishes and fulfills them to the best of its abilities.

Ethereal Jaunt. As a bonus action, the phase spider matriarch can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Spider Climb. The phase spider matriarch can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The phase spider matriarch ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The phase spider matriarch makes two bite attacks.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 8 (1d10 + 3) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +4 to hit, range 30/60 ft., one creature. **Hit:** The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



RESPIRE AT ROUGH RUN

A SCENARIO FOR FOUR 8TH LEVEL CHARACTERS

ADVENTURE BACKGROUND

In recent years, a growing band of marauders have caused strife in the area, raiding settlements or extorting money from them for “protection” from being raided. Lately, they have worked to gain a tighter control over the region, even going so far as to dam a river. The dam blocks off trade between settlements on either side of it and restricts water access to the lands downstream. The dam is well-guarded and attempts to take it and dismantle it have met with failure.

RECENT EVENTS

Scouts have located what they believe to be the headquarters of the leaders of the marauders. It is a fortified tower built on a small outcropping of rock in the midst of the Rough Run, a swift, deep river in the mountains north of the dam. Locals have decided that defeating the leaders of the marauders will be enough to break the morale of those that guard the dam. They plan a skirmish against the dam to draw the attention of the marauders while a small team enters the tower on the Rough Run to strike down the undefended leaders.

ADVENTURE HOOKS

One or more of the following could entice PCs to tangle with the masters of the Respite at Rough Run.

- The PCs are mercenaries hired by local authorities to mount a raid on the tower while they lead their forces in a skirmish against the dam.
- The reasons for the PCs to face the masters of the Respite at Rough Run are personal. All of them have

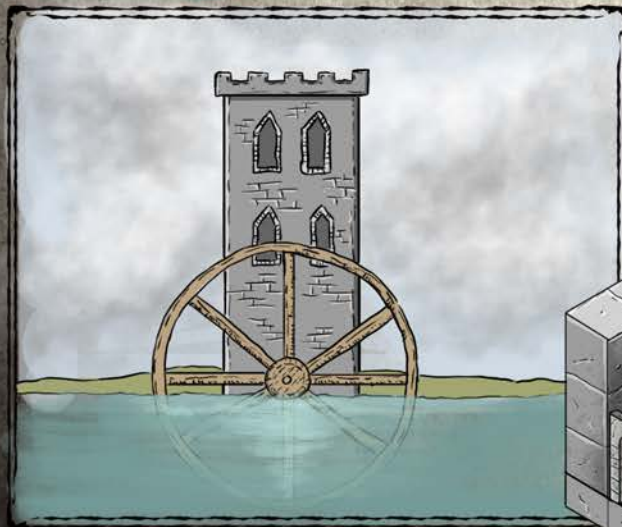
lost something to the half-dragon twins: a loved one, a parent, a friend, money, property, or even honor. They strike for justice, vengeance, or to regain face after the wrongs committed against them.

- As heroes and native sons and daughters of the lands afflicted by these marauders, the PCs volunteer to lead the attack against the tower.

Putting this adventure in the Midgard Campaign Setting: This adventure can work well in any location, but it fits particularly well in the northern reaches of the Grand Duchy of Illyria, the mountainous reaches of the Mezar or Betik provinces in the Mharoti Empire, or somewhere in the Ironcrag.

APPROACHING THE RESPIRE

The Respite at Rough Run is a three-story square tower with narrow, shuttered windows and a crenellated battlement. The tower sits on a small island of rock in the midst of the Rough Run. A small stone bridge once connected the island with the eastern shore, but it has since been destroyed. Only a small stub of the original bridge remains, extending partway out over the river from the island side. The tower is an old structure, but it clearly has been recently modified. The most obvious alteration is the addition of a pair of waterwheels to either side of the tower. The swift current of the river turns these wheels at a steady pace, allowing them to power the mechanisms that have been built into the tower to deal with intruders. The main entrance juts out from the body of the building, giving the structure a distinct boot-like shape.



ONE SQUARE = 5 FEET



THE WATERWHEELS

Two massive wheels flank the tower, churning in the white-capped waters of the Rough Run. The highest points on the wheels sit just below the windows on the second floor of the tower (Area 3). A successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check is required to climb or jump onto a wheel. The wheel makes a quarter turn each round and a complete rotation in four rounds.

It takes one round for a creature on the front of a wheel at ground level to travel to the wheel's apex. A creature can maintain its balance on the apex of a turning wheel by succeeding on a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. Doing so costs an amount of movement equal to half of the creature's speed. A creature that is grappled or incapacitated has disadvantage on any checks to maintain its balance at the apex of the wheel. A creature that is prone or has its speed reduced automatically fails this check. A creature that fails this check is pushed to the back of the wheel at ground level.

A creature at the wheel's apex can leap to a window with a successful DC 13 Dexterity (Acrobatics) check. A Medium or larger creature must squeeze to move through the window into Area 3. If a creature fails the check by 5 or more, it misses the window and loses its balance on the wheel, riding the wheel down to ground level on the back of the wheel.

A creature on the back of a wheel at ground level must succeed on a DC 12 Strength (Athletics) check to continue holding onto the wheel as it turns. It must succeed on this check again to continue "riding" the bottom of the wheel to the front. If a creature fails either check, it is pulled off the wheel, swept up in the current, and dashed upon the rocks of the island. It takes 11 (2d10) bludgeoning damage and is knocked prone on the island's rocky shore 20 feet downstream from the wheel. Alternatively, a creature on the back of the wheel can jump off the wheel onto the land near the tower, falling 10 feet and taking falling damage.

1. HALL OF A HUNDRED SPEARS

This hall resounds with the loud rumble of gears. Holes line the walls of both sides of the hallway, all the way to the pair of double doors at its end. Spears thrust swiftly out of these holes and back again, turning the hallway into a death trap.

Stabbing Spears. This hallway is lined with spears that continuously jut in and out at random intervals from the walls and stab into the spaces next to them (two spears per square). Each time a creature enters a space next to a wall, it runs the risk of being attacked by a spear. Each spear makes a melee attack with a +8 bonus against the target. A target that is hit takes 11 (2d10) piercing damage.

Prevention. The lever that controls the spears sits on the other side of the doors in Area 2. The spears themselves are inside the thick walls and powered by the water wheels outside. The spears can be attacked, individually or in groups, by standard attacks or spells. Each spear can be attacked and destroyed (AC 12; 10 hp; vulnerability to fire damage; immunity to poison and psychic damage). As the spears jut in and out at random intervals, spells that affect an area will only affect half of the spears that remain in the area.

The doors at the end of the hall are locked, and a small viewing window sits about eye-level in each door. A successful DC 20 Dexterity check using thieves' tools unlocks the doors. Alternatively, the doors can be broken open with a successful DC 20 Strength check.

2. DEFENSIVE MAZE

The hallway here veers away to the east past the double doors before turning sharply.

A small lever sits just inside the doors on the southern wall. The lever controls the **stabbing spears trap** in Area 1. It was flipped on after many of the guards that were stationed here left to help with the incident at the dam. The guards in this room keep watch on the hallway, ready to turn off the spears when their allies return from the dam.

This hallway wraps through the bottom level of the tower, winding back on itself before ending at the stairs that ascend to the first floor. A successful DC 10 Wisdom (Perception) check notices the arrow slits in the walls along the hall. Four **veterans** are stationed in this room, members of the Walakis' personal guard. They take the Ready action on their turns to fire their heavy crossbows through the arrow slits at the intruders. They then retreat to repeat the process at the next set of walls, resorting to longsword attacks when an intruder gets too close. These guards are fanatically loyal to their masters and fight to the death.

3. ROOM OF WHIRLING DEATH

The air sings with the sound of metal cleaving the air. Metal rods protrude from the floor, each sprouting blades like some sort of bizarre tree. These move back and forth along tracks in the floor, spinning rapidly as they do so. Narrow windows pierce the outer walls. Stairs ascend to the next level in the opposite corner of the room.

On initiative count 1 (losing initiative ties), each “sword tree” moves along its track north to south and back again, moving 15 feet each round. When it reaches a wall, or the edge of a stairway, it reverses back along its course. Each creature entering or starting its turn in a sword tree’s space or that is in a sword tree’s track when the tree passes through the space must make a DC 14 Dexterity saving throw, taking 22 (4d10) slashing damage on a failed save, or half as much damage on a successful one. Each sword tree can be attacked and destroyed (AC 15; 18 hp; vulnerability to cold damage; immunity to piercing, slashing, poison, and psychic damage).

Three **veterans** are stationed here and attack any intruders. They have been trained to fight in this room and know how to avoid the sword trees. Each veteran in this tower has advantage on Dexterity saving throws related to the sword trees and takes no damage if it succeeds on the saving throw.

4. BEDROOM OF THE TWINS

This room contains several braziers with burning coals that manage to hold off the bitter chill of the mountain air. Narrow windows pierce the walls. A desk sits against one wall with a padded leather chair tucked under it. Near the desk, a bed is covered with silken pillows and thick, brocaded coverlets. A brass-bound chest sits at the foot of the bed. In one corner, iron rungs affixed to the wall lead to a trapdoor in the ceiling.

This is the home of **Kirill and Jasna Walaki** (see below), the leaders of the marauders. Twins, this brother and sister are half-dragons, descended from a red dragon that once made its lair in these mountains before falling to an adventuring band.

Treasure

The chest contains the payroll for the twins’ troops as well as their own private wealth: 700 cp, 7,000 sp, 2,100 gp, 105 pp, 10 garnets worth 100 gp each, two *potions of healing*, a *potion of climbing*, a *scroll of grease*, and a *driftglobe*.

THE WALAKI TWINS

Jasna uses her spells against intruders, while Kirill uses his martial skills to engage in hand-to-hand and keep intruders from closing with his sister. If they hear the PCs in the room below (such as if there is shouting or if any of the sword trees are destroyed), Jasna casts *greater invisibility* on herself to get the jump on the intruders.

If either sibling drops below half its hp, the twins attempt to escape through the trapdoor in the ceiling. If Jasna falls in combat, Kirill fights to the death, focusing his attacks on the creature that dealt Jasna’s deathblow. Should Kirill fall, Jasna attempts to escape by flying through the trap door, vowing vengeance on the killer.

Jasna Walaki

Medium humanoid (human), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Damage Resistances fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages Common, Draconic, Infernal

Challenge 6 (2,300 XP)

Spellcasting. Jasna Walaki is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Jasna has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Fire Breath (Recharge 5–6). Jasna exhales fire in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Kirill Walaki

Medium humanoid (human), lawful evil

Armor Class 18 (plate)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Damage Resistances fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Infernal

Challenge 6 (2,300 XP)

Burning Rage. When Kirill hits with any weapon, the weapon deals an extra 2d4 fire damage (included in the attack).

Actions

Multiattack. Kirill makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 5 (2d4) fire damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage plus 5 (2d4) fire damage.

Fire Breath (Recharge 5–6). Kirill exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

5. ROOFTOP

The chill mountain air whips across this rooftop. The picked-clean bones of local wildlife litter the area, which is dominated by a massive, armored wyvern.

The twins' war wyvern (*Creature Codex*, p. 386), Rizzkt, makes its home on the roof of the tower. Well-trained and unerringly loyal, he will not leave the tower unless instructed to do so by his masters. If he saw the PCs approach the tower, he remains vigilant for any sign either of his masters needs assistance.

If either or both twins come through the trap door, Rizzkt coos happily and jingles his tack, eager to fly. If the twins are pursued, or if anyone other than the twins comes through the trap door, Rizzkt releases a deep growl and spits venom at the intruder.

If one or both of the twins escapes the PCs onto the roof, they might make a final stand with the assistance of their war wyvern or they may use Rizzkt and Jasna's magic to fly away.





SOLANNA BAEI

A SCENARIO FOR FOUR 9TH LEVEL CHARACTERS

ADVENTURE BACKGROUND

Solanna Bael is an ancient construction, raised by the superior science and magic of the elven folk ages ago. The tower stands on a remote outcropping just above the tree line on the southernmost mountain in its range. The place was created as a repository of knowledge: an archive of elven culture, history, and learning. As such, it is sheathed in magical protections to ensure that only the worthy can acquire the keys necessary to unlock its vaults. The name of the tower translates as “History Guarded by its Makers.”

ADVENTURE HOOKS

The PCs may be enticed to explore Solanna Bael in any of the following ways.

- The lands where Solanna Bael stands were once elven, however, the elves lost it long ago to the encroachment of mankind, evil humanoids, and a myriad of other usurpers. Now, the elven people wish to reclaim their long lost birthright. They commission the PCs to enter the place and recover its lost treasures. This angle works best if one or more of the PCs is of elven blood.
- With no strong elven presence in the area, the tower of Solanna Bael remains an unpicked fruit, and the local government has its eyes upon the repository of knowledge. The PCs are the finest the country has to offer. The government asks them to venture into the elven tower, unlock its secrets, and bring the secrets home for the glory of monarch and country.
- The PCs acquire an ancient map in their travels that has led them to this long lost elven tower. Their

impetus to delve into the building is that which drives any adventurer: intrepid exploration into the unknown for gold and glory!

Putting this adventure in the Midgard Campaign Setting: If setting this adventure in Midgard, the first adventure hook would make the PCs agents of the river elves of the Arbonesse, or even the shadow fey. The second adventure hook would likely have the PCs as agents of some modern power, perhaps Zobeck, one of the Seven Cities, or Krokova. This adventure is most ideal if one of the PCs is an elf or is elfmarked, though that is not a requirement to enjoy the adventure.

THE TOWER OF SOLANNA BAEI

The tower of Solanna Bael stands on a rocky outcropping above the treeline on a mountain slope. Its concave base seems too slender to support the grand, domed upper level, which resembles a stylized flower blooming atop a tall stem. Despite its age, the tower’s white stone and metal supports still gleam and shine in the sun. There is only one visible entrance at the tower’s base and no windows can be seen in its narrow column. If a creature flies up to the top of the tower, it sees a white stone dome in the center of crenellated battlements with no clear entrance. The crenellations are scalloped bronze projections that resemble the petals of a giant flower. A successful DC 15 Intelligence (Investigation) check reveals some patina starting on the edges of the petals—evidence that time is slowly wearing away whatever magic was protecting the bronze from the elements.

Lighting. The interior rooms of Solanna Bael are unlit unless otherwise noted.

1. THE CHAMBER OF LOST BATTLES

The chamber beyond the great double doors resembles a seven-pointed star. An abstract pattern of angles and curves made of gold and silver is inlaid into the marble floor. Across from the doors, a raised dais holds the statue of an elf warrior, who stands with her head bowed and her hands folded on the pommel of a curved sword that stands point-down on the floor.

The room is empty save for the statue on the far end. Under the examination of *detect magic*, the statue and patterns on the floor radiate faint auras of conjuration and illusion. If a creature enters the patterned area of the floor, the doors to the tower swing shut. The statue animates, raising its head and speaking in Elvish.

“If you are children of the True Race, then you know our wars. How did we come to lose the Battle of the Two Rivers? At whose feet should the blame lie?”

A successful DC 20 Intelligence (History) check reveals the correct answer. Nialiua, general of the elven forces at the Battle of the Two Rivers, forged ahead with her battle plans without waiting for the report from her scouts that detailed the enemy’s reinforcements. That decision turned the tide of battle against the elves, who were overwhelmed when the reinforcements joined the battle.

If the question is answered correctly, the statue nods and holds out its sword on the flats of its palms, offering it up. If the sword is taken, the statue, a **possessed pillar** (*Tome of Beasts*, p. 314) that was enchanted with a *magic mouth* spell and carved to resemble the elven general Nialiua, comes to life, salutes the PCs, and attacks. If the statue is reduced to 10 hp or less, it bows then returns to the dais, and the pattern on the floor begins to glow. If a creature steps onto the glowing patterned section of the floor, it is transported to the patterned section on the floor above.

If the PCs answer incorrectly or fail to answer after a few minutes, the statue frowns and raises the sword into a defensive posture. One **deathwisp** (*Tome of Beasts*, p. 72) and four **shadow skeletons** (*Creature Codex*, p. 342) appear in the shadows of the room and attack the PCs. If the PCs defeat the deathwisp and skeletons, the statue kneels in a posture of surrender, placing the sword on the ground before it, and the pattern on the floor begins to glow brightly, allowing transport to the next level.

Treasure

The sword is the first part of the key that opens the vaults on the top level. It acts as a +2 *scimitar*. In the hands of someone with elven blood, it acts as a *scimitar of speed*.

2. THE CHAMBER OF LOST KNOWLEDGE

An abstract pattern of angles and circles pulses with subdued light in the center of this oddly-shaped room. On a raised dais at one end, the statue of a tall, lean elf in robes stands, balancing a book on the palm of one upraised hand with the other hand pointed skyward. His face is carved with a look of great concentration.

When the PCs enter the room, the statue animates, directing its gaze at them and speaking in Elvish.

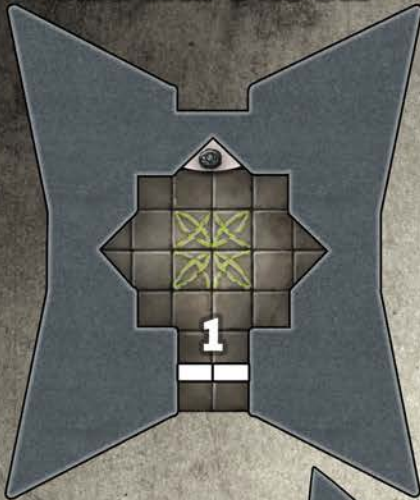
“The People are masters of the Art. What are the principals by which we approach its use, both among ourselves and the lesser races?”

A successful DC 20 Intelligence (Arcana or History) check reveals the answer. The Master Enchanter, Jaodar Kathdre, laid down the rules for magical ethics among elves. He penned rules for magical duels, orders of hierarchy among practitioners, and pushed to make enchantment magic preeminent as a force against the enemies of the elves. A recital of the basic principals of these rules is enough to satisfy the statue.

If the question is answered correctly, the statue nods slowly and hands the book over to the one who answered correctly before returning to the dais. On the northern side of the room, Jaodar Kathdre, an elven **enchanter** (*Creature Codex*, p. 143), appears in a small shimmer of light and attacks. On the southern side of the room, his companion, a **deathsworn** (*Creature Codex*, p. 142), also appears but hides, waiting to attack until it can surprise a PC. If Jaodar and his deathsworn are defeated, they vanish and the pattern on the floor begins to glow brighter. If a creature steps onto the brightly-glowing patterned section of the floor, it is transported to the patterned section on the floor above.

If the PCs answer incorrectly or fail to answer after a few minutes, the statue’s face twists into a sneer and the sound of thunder echoes through the room. A **fulminar** (*Creature Codex*, p. 165) appears at the base of the statue and attacks. If the elemental is defeated, the book falls from the statue’s hands as its face twists into one of begrudging respect. The pattern on the floor begins to glow brighter, allowing transportation to the floor above.

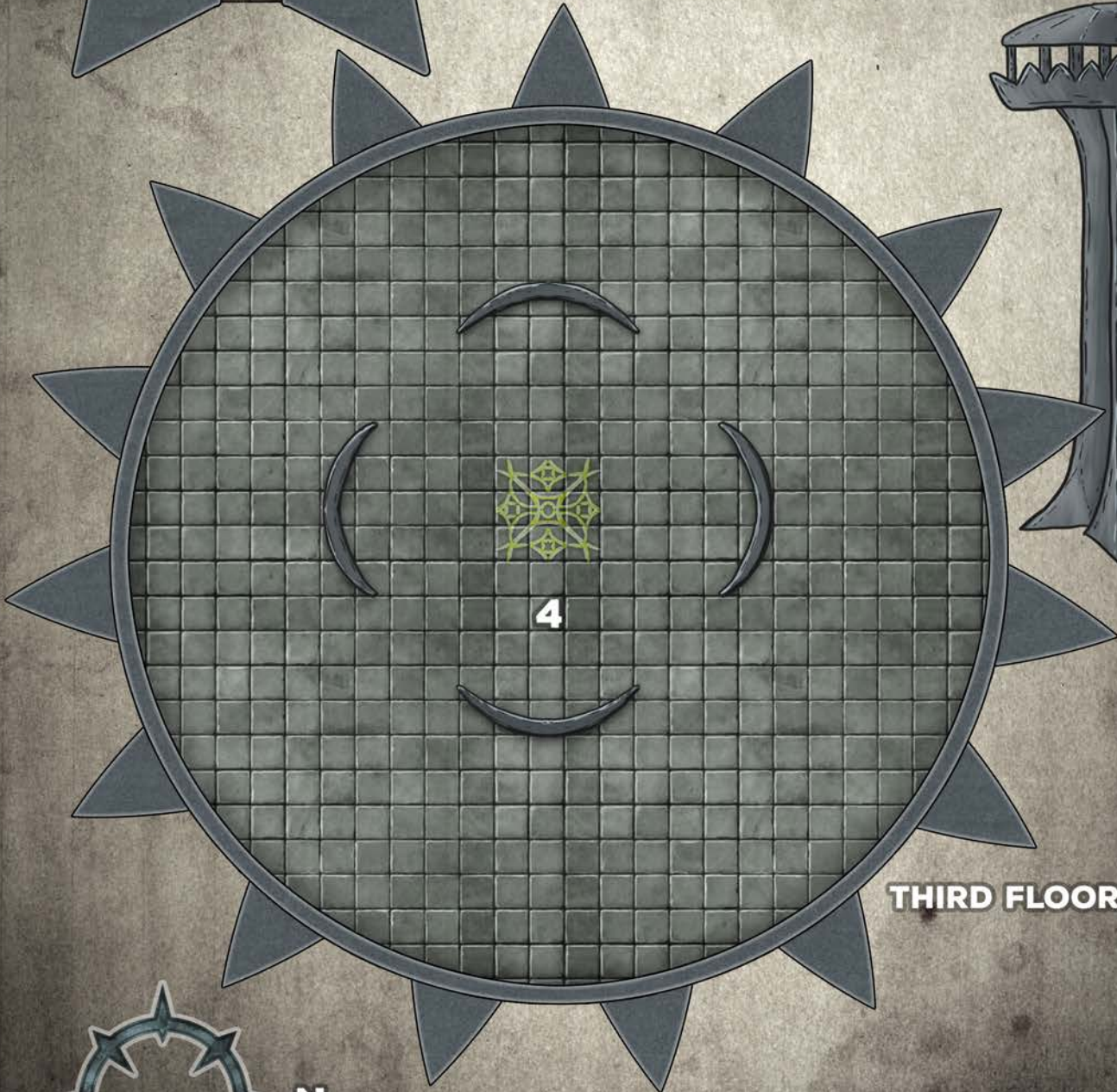
GROUND FLOOR



FIRST FLOOR



SECOND FLOOR



THIRD FLOOR



ONE SQUARE = 5 FEET

Treasure

The book is magical and is further detailed in the “Jaodar’s Tome of Enchantment” sidebar.

3. CHAMBER OF SOCIETAL SCHISM

The floor of this oblong chamber is inscribed with a spiral pattern that glows faintly in the otherwise dark room. There are raised daises on the east and west walls of the chamber. One holds a pair of statues of elves in formal robes and elaborate headdresses, wielding bows. The other holds a statue of a large, snarling, three-headed beast.

When the PCs enter the room, the elf statues animate, speaking as one in Elvish.

“What is the more effective enhancement for an archer: magic or alchemy?”

A successful DC 20 Intelligence (History) check recalls that this was a bitterly debated topic among the elven people. By a very slim majority, alchemy was favored over magic. The correct answer receives a nod from one of the statues, who hands over a bow and a quiver of 20 arrows, and says, “now prove it.” The statue on the other side of the room becomes a live **chimera**, which attacks the PCs.

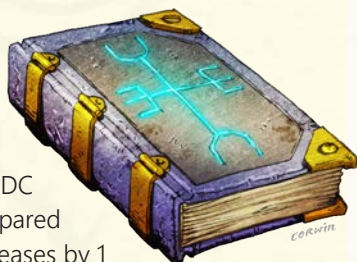
If the PCs answer incorrectly or fail to answer after a few minutes, the statues shake their heads and say, “allow us to instruct you otherwise.” One **alchemist archer** (*Creature Codex*, p. 141) appears on the northern side of the room while one **elvish veteran archer** (*Tome of Beasts*, p. 422) appears on the southern side. When the two elves are defeated, the statues lower their heads in defeat and one of them offers its bow toward the PCs.

When either challenge is defeated, the pattern on the floor begins to glow brighter, allowing a creature stepping onto it to be transported to the top floor of the tower.

JAODAR’S TOME OF ENCHANTMENT

Wondrous item, rare (requires attunement)

This book contains exercises and advice on influencing people. If you use this book when preparing your spells, the saving throw DC to resist any of your prepared enchantment spells increases by 1 for the next 24 hours.



Treasure

The bow is a +1 *longbow*, but it acts as an *oathbow* in the hands of someone with elven blood.

4. VAULT OF AGES

An abstract pattern is inlaid into the floor here under a large, white stone dome. Four large, concave panels of polished metal surround a patterned floor, throwing distorted reflections of the pattern back at it.

A pedestal with three grooves on its top sits in the center of the pattern on the floor where the PCs appear. A DC 12 Intelligence (Investigation) check notes that the grooves resemble the three items that were rewarded during the challenges in the rooms below (there is not a groove for the quiver of arrows). If the PCs place the items in the corresponding positions on the pedestal, the items begin to glow. That glow fades from each item and travels into the four metal mirrors, draining the magic from the items to open the doorways into the extradimensional vault. The reflections in the mirrors begin to waver, and a space seems to open up beyond the reflections.

A **mytholabe** (*Creature Codex*, p. 271), an amalgam of rune-inscribed metal and the guardian of the ancient elven vault, floats from the space beyond the reflections into the room and attacks the PCs. The mytholabe is immune to magical weapons and is resistant to many types of magical damage. Wise PCs can use the now-drained and mundane weapons in the pedestal to face the mytholabe. When the mytholabe is slain, it falls to pieces of scrap metal and its magical runes float through the air into the items that powered the pedestal, returning the magic to the items.

Treasure

Aside from the three items awarded from the challenges on the lower floors, the vault beyond the reflections holds a variety of items of the ancient elven civilization: several shelves filled with books on elven history, combat tactics, magic, and alchemy worth a total of 2,000 gp to a collector or 2,500 gp to the nearby elven government; a variety of elven-made suits of mundane armor, longbows, scimitars, shortswords, longswords, and cloaks worth a total of 700 gp; a large ivory tusk carved with a hunting scene worth 400 gp; a joined pair of jade statuettes of twin elven gods worth 575 gp; and a suit of *elven chain*.

THE GUILDMASTER'S RETREAT

A SCENARIO FOR FOUR 10TH LEVEL CHARACTERS

ADVENTURE BACKGROUND

Jerron Vaine, guildmaster of a thieves' guild, is a powerful man. However, at times even a man of his means needs to hide. Windward Tower is his sanctuary, high on the cliffs overlooking the city harbor. There, he waits for the danger to pass before returning to the guild.

ADVENTURE HOOKS

One or more of the following can be used to lure the PCs into challenging the guildmaster within his heavily guarded and trapped sanctuary.

- It's personal. Jerron Vaine is responsible for the theft of valuable property belonging to one or more of the PCs, and he is not inclined to bargain with them or return the goods. Knowing their reputations, he has locked himself away in Windward Tower. The PCs must seek him out before he sneaks away or manages to sell off the stolen possessions.
- This time the guildmaster has crossed one line too many. 10,000 gp has been offered for his capture (or half if he is brought in dead).
- Sometimes the title of guildmaster is handed down to a successor. At other times, a likely successor rises to take the title by force. This is one of the latter times. The PCs are acting on behalf of one poised to become the new guildmaster. She just needs Jerron Vaine taken out of the equation. Or perhaps one of the PCs is hoping to become the new guildmaster!

Putting this adventure in the Midgard Campaign Setting: This adventure can be set in any large city with a harbor, such as one of the Seven Cities.

WINDWARD TOWER

This square stone tower stands three stories tall. A short flight of steps leads up to the only door on the ground level. There are numerous small windows on the top two floors, each secured with a decorative yet fortified iron grill. A balcony overlooks the bay on one side of the building. While not a military fortification, the tower is sturdily built and does not provide easy entrance without an invitation.

The door to the tower is fashioned of sturdy hardwood. A bronze coat of arms depicting a magpie taking flight with a key gripped in its talons sits affixed to the door. The door is locked and requires a successful DC 20 Dexterity check using thieves' tools to unlock. If the PCs try to open the door by force, the noise alerts the sentries in Area 1's western room unless the PCs take measures to silence their actions.

Secret Doors. Many secret doors dot the halls and rooms of the Windward Tower. Unless otherwise noted, a successful DC 20 Wisdom (Perception) check is required to notice a secret door, and a successful DC 20 Intelligence (Investigation) check is required to locate the opening mechanism for it.

Spy Holes. Like the secret doors, spy holes litter the walls of the chambers within the Windward Tower. Many of these are hidden within elaborate designs or decorations on the walls. Unless otherwise noted, a successful DC 23 Wisdom (Perception) or Intelligence (Investigation) check is required to notice a spy hole.

1. ENTRY HALL

This short entry hall is bare of furnishings. The western wall is decorated with plaster bas reliefs of grape vines. The eastern wall holds a wooden door with roses and vines carved into its frame. A stout oak door bearing a coat of arms identical to the one on the front door stands closed in the hall's northern wall.

The door at the end of the entry hall is locked and requires a successful DC 20 Dexterity check using thieves' tools to unlock. A **poison needle trap** activates if the door is opened without the proper key (see the *System Reference Document 5.1* for details on this trap).

Western Room. A pair of **guild thieves** (see below) hide in this room, observing the goings-on of the ground floor. If they notice intruders, one goes to alert the rest of the guards in the tower, while the other continues to observe. The thief watches through spy holes and uses the hidden corridor around the perimeter of the ground floor to follow intruders' progress through the area. The secret doors in this room are obvious to anyone in it.

Eastern Room. Several cloaks and coats hang from pegs on the walls of this coat room.

Secret Corridor. A secret passage circles the interior perimeter of the ground floor and allows the building's

tenants access to each of the rooms on the ground floor through secret doors. The secret doors in the ground floor are all clearly visible from this corridor. Spy holes dot the walls of the passage, dimly lighting it and allowing those in the passage to view the occurrences in each room of the ground floor. A ladder at the end of the passage on the eastern side of the building leads up to Areas 8, 13, and 14.

Guild Thief

Medium humanoid (human), lawful evil

Armor Class 15 (chain shirt)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	12 (+1)	14 (+2)	17 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +5, Stealth +5

Senses passive Perception 16

Languages Common

Challenge 4 (1,100 XP)

Cunning Action. On each of its turns, the guild thief can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The guild thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the guild thief that isn't incapacitated and the guild thief doesn't have disadvantage on the attack roll.



GROUND FLOOR



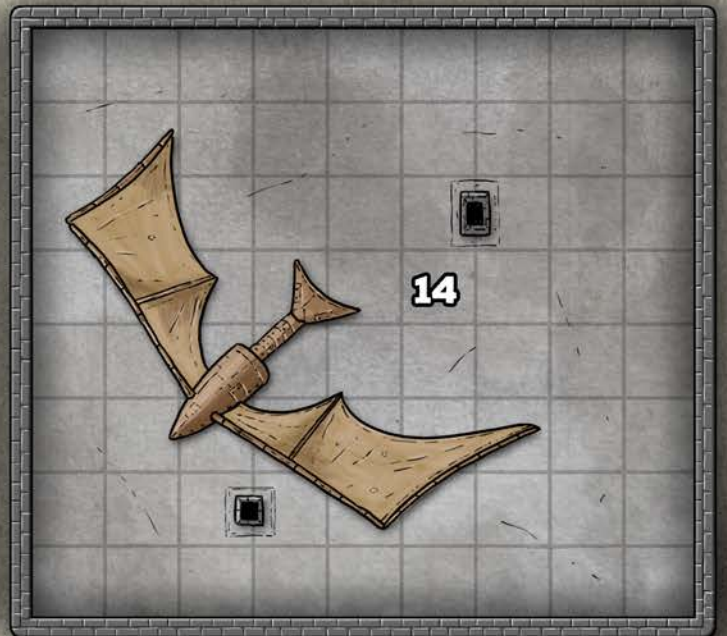
FIRST FLOOR



SECOND FLOOR



ROOF



ONE SQUARE = 5 FEET



Actions

Multiattack. The guild thief makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Reactions

Uncanny Dodge. The guild thief halves the damage from one attack that hits it. To do so, it must see the attack.

2. DINING HALL

A highly-polished wooden table sits in the center of the room, flanked on each side with high-backed chairs. A chandelier hangs from the ceiling over the table, its candles unlit and giving off an odor of beeswax. An open-faced cupboard in one corner holds plates, cups, and other tableware. Three doors offer exits out of the room.

In addition to the visible doors leading to Areas 1, 3, and 5, there are three secret doors leading to the western room of Area 1 and to the secret corridor. One spy hole sits in the northern wall near the secret door.

Treasure

The fragile table service in the cupboard is worth 150 gp. A drawer on the bottom of the cabinet holds silverware worth 100 gp.

3. KITCHEN AND LAUNDRY

This room holds a small hearth, chimney, a chopping block, and a table for food preparation. Various utensils, pots, and pans hang suspended from a cast iron rack on the ceiling above the table. A discolored copper tub, two wooden barrels, a crate, and a bin filled with assorted laundry occupy the rest of the room. Above the table, a row of six bells hang from cords that ascend through holes in the ceiling. A door sits in the northern wall.

Jerron's servants prepare meals and wash laundry in this room. The bells are attached to pull ropes in the parlor, the guest rooms, and the master bedroom, so that the servants can be summoned when needed. The barrels contain water and the crate is half full of powdered lye soap. Four spy holes sit in the western and southern walls. Jerron sent his serving staff away temporarily when he went into hiding to limit the

number of people with access to him and his tower, leaving the room devoid of its normal hustle and bustle.

4. PANTRY

Smoked sausages and haunches of meat hang from hooks in the ceiling. Shelves along one wall hold various tins, jars, and bottles. The floor is stacked with crates and barrels.

This room holds the foodstuffs for the kitchen. The items on the shelves hold salt, spices, flour, oils, vinegar, and various dry grains and flours. The crates are filled with fruits and vegetables, both dry and fresh, while all but one of the barrels hold salted meats. One of the barrels is filled with beer. A secret door sits in the northern wall, hidden cleverly as part of the shelves. The DC to spot this secret door is 25. A single spy hole sits in the western wall.

5. SERVANT'S HALL AND QUARTERS

This narrow, nondescript hallway has two doors along the eastern wall. The door at the end of the hall is open, revealing the edge of a spiral staircase.

The hallway provides access to the servants' quarters as well as the stairway up to the next floor.

These rooms operate as the servants' sleeping quarters. Each has a cot with a straw mattress, a small chest of drawers, and a table holding a bowl and ewer. Secret doors and spy holes sit in the eastern walls of each room. The chest of drawers contain simple clothing, aprons covered in old stains, livery with the same emblem of the magpie holding a key, and a total of 26 cp and 8 sp between both rooms.

6. GUEST ROOMS

This room is simply but comfortably appointed with a single bed, a nightstand, and a small desk with a stool.

These rooms house guests when the guildmaster is here in less demanding circumstances. Unless the alarm is raised, the two southwestern rooms contain off-duty **guild thieves** who are resting.

The guildmaster's twin bodyguards claimed the two easternmost rooms. In addition to the furnishings in the other rooms, the southern of the two rooms includes a battered footlocker that requires a successful DC 15 Dexterity check using thieves' tools to unlock.

The footlocker holds spare clothes and two pouches containing a total of 12 gp and 2 pp. A secret door connects this room to Area 8.

7. PARLOR

A plush rug covers a large portion of the room. A billiards table stands next to the rug. A sofa and two cushioned armchairs, one with a footrest, sit in front of a fireplace, while a table covered in decanters and glasses sits between them. A pair of doors carved with magpies stand behind the billiards table.

The decanters on the table hold a variety of liquors and wines. A small humidior containing high quality pipe tobacco worth 50 gp sits with the decanters.

Four **guild thieves** typically occupy this room when on duty unless summoned elsewhere. They attack any intruders. If they are overmatched, they attempt to fall back to the stairs and make their way to the guildmaster.

The double doors lead out onto a balcony that contains a pair of chairs and offers a picturesque view of the bay below. The doors are locked and trapped. A successful DC 20 Dexterity check using thieves' tools unlocks the doors.

Hinged Balcony Trap. If the doors are opened, the balcony tips downward as the back railing unlocks from the side railings and falls away on a hinge. Each creature on the balcony is dumped 20 feet onto sharpened stakes hidden in the tall grass on the grounds below. In addition to falling damage, each creature takes 22 (4d10) piercing damage from the spikes. After the trap triggers, a counterweight resets the trap once the balcony is clear of all creatures. The chairs on the balcony are bolted into place and do not tumble to the ground below when the trap is triggered.

Prevention. A successful DC 20 Wisdom (Perception) or Intelligence (Investigation) notices a small gap between the balcony's side and back railings and that the chairs on the balcony are bolted onto it. A successful DC 20 Dexterity check using thieves' tools disarms the trap, locking the balcony into place. Alternatively, a successful DC 20 Wisdom (Perception) check in Area 7 notices a switch hidden behind the rack of pool cues that secures the balcony in place and prevents the trap from triggering when the doors are opened.

8. SECRET ROOM

A ladder runs up through a hole in the floor of this small room and continues up through another in the ceiling above.

This room connects to the secret corridor in the floor below and Area 13 above. The secret door is clearly visible from inside the room. A spy hole in the door offers a view of the room the guildmaster's bodyguard claimed.

9. TROPHY ROOM


This room contains several tables and stands which display a variety of items. A pair of shields are mounted on one wall, framing one of the windows. A suit of full plate on a stand faces a tapestry featuring a unicorn battling a basilisk.

The room holds trophies that were stolen from Jerron's rivals or taken from his dead enemies throughout his career. Though not necessarily things of value, they all hold importance to Jerron Vaine. The following items can be found here, each with a small plaque bearing the name of the rival or enemy that "gifted" the trophy:

- Thirty-two gold teeth, removed from the mouth of rival crimelord, "Goldtooth" Tiak. The teeth are worth 32 gp if melted down.
- A tapestry stolen from a noble, Cedric Addington, who tried to break the guild worth 75 gp.
- A prosthetic leg from Captain "Shifty" Blackwood.
- A taxidermy owl, formerly the familiar of an enemy wizard the plaque names as "The Nuisance."
- A braid of platinum blond hair, four and a half feet in length, from the northern warrior, Svanhild.
- A suit of full plate, a longsword, and three shields, trophies from various now-defunct mercenary companies.

10. THE GUILDMASTER'S BEDROOM

This room contains a large, canopied bed. A rug woven of burgundy wool covers the floor, and a pair of overstuffed armchairs sit near a fireplace. A tapestry depicts some sort of civil scene with a number of men and women arguing in what appears to be a forum.



Jerron Vaine, a **thief lord** (*Creature Codex*, p. 406), hides behind the bed in this room, waiting to strike any intruders that engage with his bodyguards. His twin bodyguards, Elmer and Marlo, sit in the chairs by the fireplace. They are **bandit lords** (*Tome of Beasts*, p. 418) and are Jerron's seconds in command. If alerted, they pace the room, swords drawn. They are loyal to Jerron as he has brought them great glory, power, and wealth, and they defend him to the death. They do not target Jerron with their Redirect Attack reactions, but they do use their reactions to protect each other. Jerron, though loyal to his underlings, uses the brothers to protect himself whenever possible—this is what they are paid to do. Should a fight go poorly, Jerron attempts to escape, taking the secret door to Area 13. He intends to escape via a glider on the roof. The twins do their best to assist Jerron's escape and block any who try to follow him.

A key to the safe in the adjoining bathroom is hidden behind a loose stone in the fireplace. A successful DC 15 Wisdom (Perception) check notices the loose stone. A locked door behind the tapestry requires a successful DC 20 Dexterity check using thieves' tools to unlock.

11. THE GUILDMASTER'S BATHROOM

This elegant bathroom houses a marble tub flanked by two low tables. A cabinet holding soaps, towels, and other grooming supplies stands in the corner.

The tub hides the guildmaster's main treasure. A successful DC 20 Wisdom (Perception) check notices a tile in the floor beneath the tub is slightly misaligned with the other tiles around it. A successful DC 15 Strength check moves the tub off the tiles, revealing a locked safe in the floor beneath the tiles. The safe's key is in Jerron's bedroom as described above. Alternatively, a successful DC 25 Dexterity check using thieves' tools unlocks the safe. The safe holds Jerron's personal cache of wealth: ten sapphires worth 1,000 gp each, a *potion of gaseous form*, and a *chime of opening*. If the PCs came here to recover their property (as described in one of the Adventure Hooks), it is also in the safe.

12. FALSE TREASURE ROOM

A pair of iron chests sits along the western wall. A cabinet stands against the eastern wall, and a low shelf stacked with gold ingots sits opposite the door.

This room is a trap for anyone trying to steal from the guildmaster. His true cache of treasure sits under the

floor of his bathroom. The gold ingots are actually lead covered in gold leaf. A successful DC 13 Intelligence (Investigation) check within 5 feet of the ingots recognizes the truth about the ingots.

Trapped Chests. The chests are locked, requiring a successful DC 15 Dexterity check using thieves' tools to unlock. Each chest is empty except for **burnt othur fumes** that are released when it is opened. Each creature within 5 feet of the chest when it is opened is affected by the fumes.

Trapped Cabinet. The cabinet is also locked, requiring a successful DC 15 Dexterity check using thieves' tools to unlock. When it is opened, a spring-loaded blade thrusts out from the cabinet. The spear makes one melee attack with a +6 bonus against a random target within 10 feet of the cabinet. If there are no targets in the area, the spear doesn't hit anything. A target that is hit takes 22 (4d10) piercing damage.

Prevention. A successful DC 20 Wisdom (Perception) check notices a metal plate in the back of the wooden cabinet. A successful DC 20 Dexterity check using thieves' tools removes the metal plate from the back of the cabinet, removing the springboard for the spear and making the cabinet safe to open. Unfortunately, the cabinet is empty except for the parts to the trap.

13. SECRET ROOM

A ladder runs up through a hole in the floor of this small room and continues up to a trapdoor in the ceiling above.

This room connects to Area 8 below, and the trapdoor opens onto Area 14 above. The secret door is clearly visible from inside the room. A spy hole in the door offers a view of Area 9.

14. ROOF

A pair of smokestacks jut from the roof. A large, winged contraption made of wood, leather, and cloth sits facing one corner.

A pair of **guild thieves** stand watch. The glider can carry 1 Medium or smaller creature and gives the user a flying speed of 40 feet. A successful DC 15 Dexterity check is required to keep it aloft. On a failed check, the glider still moves its normal movement rate, but it loses 20 feet of altitude. If the check fails by 5 or more, the glider crashes, and the passenger takes falling damage as normal.

SPIRE OF THE SUN GOD

A SCENARIO FOR FOUR 11TH LEVEL CHARACTERS

ADVENTURE BACKGROUND

The spire was once a most holy site, a beacon for the faithful and a bastion of divine will. The clergy grew proud. Then they grew lax and lazy. Then the tower was overrun by the forces of evil, who took the decadent priesthood by surprise. The deity brought its wrath down upon the invaders, and the tower has been sealed for centuries.

RECENT EVENTS

The clerics of the Sun God have received visions and omens about the spire. It has been foretold that the faithful may reclaim their lost holy site—if the right representatives are sent to pass tests within the tower and cleanse any remaining taint of evil that may lie within the place.

ADVENTURE HOOKS

Use one or more of the following to get the PCs to the Spire of the Sun God.

- The PCs are among the faithful and have volunteered to undergo the quest to restore the spire to its former glory.
- The PCs' reputations precede them, and the current high priest of the Sun God requests that they take up this quest on behalf of the clergy, promising rewards equal to the challenge.


Putting this adventure in the Midgard Campaign Setting: The Spire could be dedicated to Khors, in which case it could be set in the Ironcrag or in the hills northwest of Khorsburg in the Magdar Kingdoms. Alternately, it could be a holy place of Aten, standing somewhere east

of Per-Xor at the edge of the Sakarian Desert.

THE SPIRE

The spire is a magnificent sight, standing 300 feet tall and constructed of golden marble. At its pinnacle is a sphere, 40 feet in diameter and covered in hammered gold, shining in the daylight like a small star. The entryway to the lowest level is barred by a pair of doors of burnished bronze, inscribed with the sun disc symbol of the deity in whose name this edifice was raised. As long as the PCs are indeed the chosen representatives of the church and it is daylight, the twin doors swing silently open of their own accord, granting the PCs access.

Note: There are many levels and rooms of the spire not shown on the maps. These are currently inaccessible. The PCs will note when heading up the main staircase that levels in between their destinations are blocked. Each exit from the stairway to areas other than those that hold the tests appear filled with a golden-orange material—cool and smooth like stone. It is transparent, and glimpses of rooms and halls can be seen through the doorways. Everything, including bodies of the fallen from the invasion, sit in this material, perfectly preserved like insects in amber. This amber-like material is impervious to weapons and spells. Under the examination of a *detect magic* spell, the material radiates an almost blinding aura of abjuration, the hand of a divine being palpable in the air. If the PCs persist in attempts to destroy the material, the deity recognizes they are not the true champions of the church, teleports the PCs outside the spire, and again seals the doors. The amber-encrusted rooms will be restored after the chosen representatives pass the tests and cleanse the tower, allowing the high priest to return and reclaim the holy site.



1. ENTRY HALL

This arched hall has a floor of white marble. In the center of the hall, a statue of a tall, winged form holding a mace to its chest stands, facing the exterior doors. Another set of bronze doors emblazoned with the sun disc stands beyond the statue.

A successful DC 15 Intelligence (History or Religion) check reveals that the statue of cast bronze depicts a deva, specifically Af, a herald of the Sun God. The hall past the statue is a T-intersection with two doors of bleached wood just around the corners to the east and west. A successful DC 12 Wisdom (Perception) check notes a small inscription on the statue's base. It reads, in Common:

"Let the faithful now adjourn and garb themselves accordingly. Let them take the sacred objects that they may properly adorn the altar of the Sun God and make the Lord welcome in His sanctuary."

2. SACRISTY

This room contains a pair of large cabinets and a long table. Despite centuries of disuse, the room is clean and shows no signs of decay or neglect.

The cabinets hold white robes edged in red and orange and stitched with golden thread. In the base of the cabinets, sandals made of bleached leather and wool sit in rows. The clothing is in pristine condition, like everything else in the room. A successful DC 12 Intelligence (Religion) check reveals that these robes are worn by priests of the Sun God during temple services.

3. VESTRY

This room holds two brass-bound chests and a long wooden table. No trace of dust or decay mars the area.

Both chests are unlocked. The western chest contains altar cloths, candlesticks, and a chalice. The eastern chest holds a thurible, a box of incense, and a pair of candlelighters. None of the objects radiate magic. A successful DC 12 Intelligence (Religion) check reveals that the items here are used to adorn the altar of the Sun God and to prepare the sanctuary for a service.

4. SANCTUARY

This wide room contains a holy water font crafted of brass and white marble. An altar, carved of a single block of golden marble, sits on the far side of the room beneath a golden sun disc mounted on the wall. Tapestries of silk hang to either side, depicting the angelic hosts of the heavens warring with the forces of darkness.

The worship area shows no signs of neglect despite the passing of centuries. The room is silent, but there seems to be a note of expectancy in the air, as if something is about to happen.

A successful DC 10 Intelligence (Religion) check reveals the proper method for preparing this room for a service: the PCs must don the robes from the sacristy, trace the sun symbol on their foreheads with the water from the font, bring in the items from the vestry, place the items on the altar and light the incense on the altar. Another successful DC 12 Intelligence (Religion) check is required to properly perform the ceremony of renewal and to invite the Sun God's presence back to the tower. A character who has attended a service to the Sun God has advantage on these checks. A character who worships the Sun God automatically succeeds on these checks.

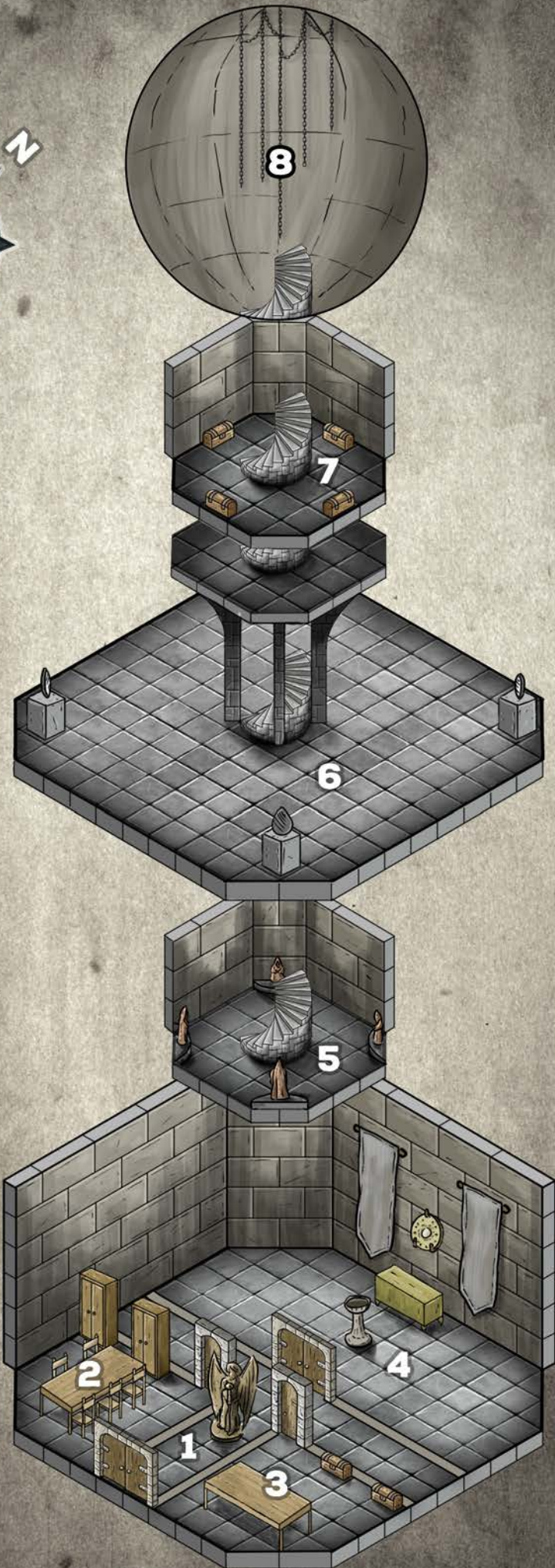
On a failure, the sheen on the sun disc dims and the PCs are affected by a *bane* spell for 1 minute. On a success, the sun disc glows with a golden light, and the PCs that participated in the ceremony are affected by a *bles* spell for 1 minute.

Should anyone defile or desecrate the sanctuary in any fashion, a **deva** appears, pronounces punishment upon them for their sacrilege, and attacks. It fights until death, its own or the PCs, or until the PCs flee the tower. If they flee, it returns to its home plane.

Once the PCs perform the ritual, whether or not they do so correctly, a spiral staircase, with alternating steps of white and gold marble, appears in the entry hall between the statue and the double doors. The stairs provide access to the next level.



ONE SQUARE = 5 FEET



5. TEST OF THE SAINTS

The stairs ascend into an octagonal room. Raised daises sit against the walls at the intermediate compass points. Each dais holds the cast bronze statue of a humanoid figure, its empty hands positioned as if holding an object. On the north end of the room, a small table holds four objects. The stairs continue up, but a sheet of amber-like material blocks any further access. Trapped in the amber above, frozen as if in the act of tumbling down the stairs, is a devilish-looking creature with curved horns, a pig-like snout, and shaggy-furred goat legs.

Each statue portrays a figure of import in the history of the church. Items also cast in bronze sit on the table: a book, a sword, a stone, and a pitcher.

A successful DC 15 Intelligence (Religion) check identifies the statues. Alternately, a successful DC 15 Intelligence (Investigation) check while examining the objects on the table deduces which goes with which statue based on how each statue's hands are positioned. A character that worships the Sun God has advantage on these checks.

Northwestern Statue. Saint Arbella, a young woman who was called from her family's farm by the Sun God to lead a crusade against an evil lord, stands with her hands clasped together at her waist as if gripping something. She was known for helping to overthrow the evil lord and institute a beneficent ruler in his place. The correct item for her is the sword.

Northeastern Statue. Saint Tyrus, an inquisitor who sought out decadence and disorder within the hierarchy of the church, stands with one hand clenched in a fist and the other held aloft. He was well-known as a harsh disciplinarian who cleansed corruption from the church. The correct item for him is the stone.

Southeastern Statue. Saint Iola, who devoted her life to the spread of the Sun God's worship among the faithless, stands with her hands against her chest as if holding something dear close to her heart. She was known for traveling to even the most dangerous parts of the world to bring the light of the Sun God to the faithless in those areas. Undeterred, she regularly returned to these same dangerous locations to ensure the safety and knowledge of the newly faithful. She is the reason the Sun God's faith spread and flourished as much as it did. The correct item for her is the book.

Southwestern Statue. Saint Mago, who died fighting a fire in one of the Sun God's temples, stands with one hand palm up and the other slightly clenched above it. His sacrifice was one of great legend as he repeatedly went into the fire, seemingly impervious to it, and retrieved worshippers in the temple. He never returned from his last trip into the fire, but his body was never found. Many believe the Sun God took Saint Mago on that day to fight the forces of darkness beside the Sun God in the heavens. The correct item for him is the pitcher.

If an item is placed incorrectly, the creature placing the item in the incorrect hands takes 11 (2d10) radiant damage. When all of the items are placed correctly, the amber blocking the passage vanishes, allowing access to Area 6. However, this also frees the **chort devil** (*Tome of Beasts*, p. 104) that was trapped there. It attacks the PCs when freed.

6. TEST OF LIGHT

The stairs ascend into another octagonal room. Archways in the walls at the cardinal compass points lead out onto a large, windswept balcony somewhere high up the tower. Four pedestals sit in the corners of the balcony. Upon each pedestal is a concave mirror, each bright, spotless, and untouched by the elements. The magical amber blocking the stairs holds two humans clothed in rich silks and decorated with golden jewelry, their faces frozen in fear.

The polished silver discs catch and amplify the light of the sun when properly positioned. They can be turned a full 360 degrees on their pedestals and angled in nearly any position. If they are aimed at the great sphere above at just the right angle, the sphere's golden surface reflects and refracts the light in a dazzling display that can be seen for miles around. This display was once used to draw the faithful to the spire.

A successful DC 15 Intelligence (Investigation) check recognizes that the mirrors are positioned far enough out from the above sphere that they can be used to reflect light onto the sphere. Alternatively, a successful DC 15 Intelligence (History or Religion) check knows that, in the spire's prime, the golden sphere above dazzled with light that was visible for miles. This successful check coupled with seeing the mirrors allows the PC to deduce that the mirrors could be used to reflect light onto the sphere. A successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check is required to move each mirror into the correct position. On a failure, the PC takes 5 (1d10) fire damage from the

sunlight reflecting off the mirror onto the PC. Once the mirrors are all in place, they send dazzling rays of light lancing off the golden sphere.

Once all four mirrors are properly placed, the amber blocking the stairs melts away, allowing access to Area 7. In doing so, two *polymorphed gilded devils* (*Tome of Beasts*, p. 106) are released from the amber. These were the devils that corrupted the former high priest of the Spire of the Sun God, causing the priest's downfall and enabling the forces of evil to invade the spire.

The gilded devils, disguised as rich merchants, fawn over the PCs, praising the PCs as their rescuers and benefactors. They claim to be adherents to the faith, merchants that had come to make offerings when doom fell upon the tower. They offer the PCs the jewelry they were going to leave at the altar as gratitude for the rescue, hoping to use their Liar's Largesse trait to gain influence over the PCs. The jewelry they offer each PC is worth 100 gp. They ask for escort from the tower and back to civilization, using *suggestion* to reinforce their requests, if necessary. They attempt to lure the PCs away from the tower, intending to allow their masters, who they assume are not far away, to continue the assault on the spire. The devils aren't immediately aware of how much time has passed, and, if made aware, they attempt to lure the PCs out of the tower before returning to their masters to make their masters aware of the spire's reopening.

If their attempts to influence the PCs fail, they attack. If one of the devils falls in combat, the other teleports away, reporting the events to its superiors.

7. SUN GOD'S BOONS

The stairs emerge into another octagonal chamber. Chests of polished steel, chased in gold, sit against the walls in the four cardinal directions. The way up is sealed by amber.

A gold leaf image sits on the lid of each chest. The chests are unlocked and contain items blessed by the Sun God. The items have the weight of divine will on them but also feel like something darker has tainted them. After each item has been removed from its chest, all four items glow and become warm to the touch. Divine energy washes over each creature from the item, instantly attuning the item to its wielder (if an item is being held by a creature that can't attune to it, it automatically attunes when it is held by a creature that can).

The items bear a curse that can only be cleansed when the evil inhabiting the Spire of the Sun God is vanquished. Each item functions as normal; however, the stress of combat causes the darkness in each item

to bubble up. While in combat, at the start of each of an attuned wielder's turns, it must succeed on a DC 15 Wisdom saving throw or suffer the item's curse for that round. Removing the item fails to end the curse on the wielder. A *remove curse* spell cast on the attuned wielder suppresses the curse's effects for 1 minute. The only way to permanently cure the curse is to cleanse the Spire of the evil infecting it.

Northern Chest. This chest bears the image of a sword and holds a *sun blade*. If the blade's attuned wielder fails the Wisdom saving throw while in combat, the blade's light immediately goes out and the blade disappears. The wielder is fearful of the sudden loss of light and has disadvantage on attack rolls for that round. The wielder can spend a bonus action to make the blade reappear, as normal, but this does not remove the disadvantage.

Eastern Chest. This chest bears the image of clasped hands in the middle of a sun and holds a *staff of healing*. If the staff's attuned wielder fails the Wisdom saving throw while in combat, the wielder's magic resists attempts to assist allies that round. The wielder must succeed on a DC 15 Charisma saving throw to cast any beneficial spell on an ally, which includes the staff's spells.


Southern Chest. This chest bears the image of a trumpet and holds a *silver horn of valhalla*. If the horn's attuned wielder fails the Wisdom saving throw while in combat, the damage the wielder deals is halved for that round as the wielder's weapon or spell partially phases into the Ethereal Plane just as it strikes its target.

Western Chest. This chest bears the image of an open book and holds a +2 *wand of the war mage*. If the wand's attuned wielder fails the Wisdom saving throw while in combat, it has disadvantage on spell attack rolls and on Constitution saving throws to maintain concentration on a spell for that round.

8. PRISON OF THE GILDED APOSTATE

The stairs terminate at the bottom of a great sphere. The upper hemisphere is festooned with silvery chains chased in gold that stretch from the dome to the center of the sphere. They wrap around an object suspended in the air that appears humanoid in shape.

This is the prison of the former high priest of the Sun God, punished for betraying his oaths and allowing corruption to nearly destroy this sanctuary. For losing his faith to greed, he was transformed into a **gilded apostate** (see below), then wrapped in chains of silver to bind and burn him during his imprisonment.



As the PCs enter the chamber, the figure above detaches from the chains, landing without harm on the bottom of the sphere, still wrapped in his silver bonds. He stands to face the PCs, as the chains in the sphere dance and thrash at his whims.

Divine power washes over the PCs when they slay the gilded apostate. This divine power cleanses the spire and the items from Area 7, removing the evil taint from the Spire and the curse from each item. In this power, the PCs feel a brief warmth of divine gratitude before all returns to normal. The amber closing off several rooms in the Spire is still present, but it melts away when the high priest of the Sun God reclaims the temple in the name of the Sun God.

Gilded Apostate

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	19 (+4)	14 (+2)

Saving Throws Con +8, Wis +8, Cha +6

Skills Perception +8, Religion +4

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Celestial, Common, Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

Bound in Silver. The gilded apostate is bound in silver chains, the Sun God's punishment for the apostate's betrayal. At the start of each of the apostate's turns, roll a die. On an odd result, the silver chains burn the apostate, dealing 4 (1d8) radiant damage to it. On an even result, the apostate deals an extra 4 (1d8) radiant damage when it hits with any weapon that turn.

Devil's Sight. Magical darkness doesn't impede the gilded apostate's darkvision.

Legendary Resistance (3/Day). If the gilded apostate fails a saving throw, it can choose to succeed instead.

Magic Resistance. The gilded apostate has advantage on saving throws against spells and other magical effects.

Silver Chains. The gilded apostate's weapon attacks are magical and silvered.

Actions

Multiattack. The gilded apostate makes two attacks with its chains.

Chain. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 16) if the gilded apostate isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest).

Up to four chains the gilded apostate can see within 60 feet of it magically sprout razor-edged barbs and animate under the apostate's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hp, resistance to piercing damage, and immunity to psychic and thunder damage. When the apostate uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hp or if the apostate is incapacitated or dies.

Reactions

Greedy Gaze. When a creature the gilded apostate can see starts its turn within 30 feet of the apostate, the apostate can compel the creature to succumb to greed. If the creature can see the apostate, it must succeed on a DC 16 Wisdom saving throw or be incapacitated until the end of its turn as it gathers and holds all of its valuables tightly to it.

Legendary Actions

The gilded apostate can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The gilded apostate regains spent legendary actions at the start of its turn.

Attack. The gilded apostate makes one chain attack.

Move. The gilded apostate moves up to its speed without provoking opportunity attacks.

Gilded Sweep (Costs 2 Actions). The gilded apostate arcs its chains in a giant sweep around it. Each creature within 20 feet of the gilded apostate must make a DC 16 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save, or half as much damage on a successful one.

Divine Renewal (Costs 3 Actions; Recharge 5–6). The gilded apostate rips divine power from its deity. It regains 13 (3d8) hp and the area within 30 feet of the gilded apostate becomes dim light if it was bright light or darkness if it was dim light until the end of the gilded apostate's next turn.

STORMCALLER'S TOWER

A SCENARIO FOR FOUR 11TH LEVEL CHARACTERS

ADVENTURE BACKGROUND

High in the mountains, the Stormcaller's Tower stands defiant among the black thunderheads that rush overhead. A forest of iron spikes jut from the tower's top, drawing down burning spears of lightning from the sky. Here the most fearless and devoted followers of the Storm God serve, meting out their lord's fury upon his enemies and the unfaithful.

RECENT EVENTS

The leader of a local settlement has incurred the Storm God's wrath. The stormcallers have sent terrible weather to wreak havoc on the leader's lands, along with an ultimatum that the storms will cease when he surrenders himself. The lord has no intention of doing so, but the continued storms may kill or drive away the land's inhabitants before the Storm God's fury abates.

ADVENTURE HOOKS

Use one or more of the following to get the PCs to Stormcaller's Tower.

- The PCs owe the lord a debt, and he's calling it in. He sends them to Stormcaller's Tower to deal with the problem. One way or another, the retribution of the Storm God's followers must end.
- The PCs are acting as agents of another deity, who is answering the prayers of the people suffering under the Storm God's wrath. The PCs must face his agents and cease their attacks.

- The PCs own land, homes, and/or a stronghold in the area being ravaged by the Storm God's minions, and they've had enough. They're fighting for their own livelihood.

Putting this adventure in the Midgard Campaign Setting: The tower could be dedicated to Thor, in which case any mountainous area of the Northlands is an acceptable setting. It might be a holy site of Mavros-Perun and set in the Crossroads with the PCs acting on behalf of a beleaguered settlement in Hirschberg, the Iron Crags, or the White Mountain Marches.

THE TOWER

Stormcaller's Tower is an impressive construction, rising at an angle over its broad lower level. The top level extends even further, looking like it could fall over at any moment. The top level boasts an array of large lightning rods, which arc with lightning from passing storms. At the very precipice of the top floor's leading edge stands a mighty statue, its hands raised to the sky. Bolts from the heavens strike the statue's upraised palms as often as they do the lightning rods.

The front doors of Stormcaller's Tower are iron-banded oak and locked, requiring a successful DC 20 Dexterity check using thieves' tools to unlock. Unsuccessfully attempting to pick the lock on the door triggers the thundering door trap on it.

Thundering Door. A *glyph of warding* spell protects the entrance from intruders. If a creature opens the door without removing the ward or saying the passphrase ("flash and roar"), thunder crackles out from the door.

Each creature within 10 feet of the door must make a DC 17 Dexterity saving throw, taking 22 (5d8) thunder damage on a failed save, or half as much damage on a successful one.

Prevention. A successful DC 15 Intelligence (Investigation) check reveals the runes protecting the door. A successful dispel magic (DC 13) cast on the door destroys the trap. Alternatively, a successful DC 15 Intelligence (Arcana) check suppresses the magic of the runes for 1 minute.

1. ENTRY HALL

This short hallway has a set of double doors opposite the entrance. The gray and black stone of the ceiling overhead is inlaid with translucent blue and purple tiles in jagged lines, like forks of lightning. The air here smells faintly of ozone.

The double doors at the end of the hall are also protected by a **thunder door trap** like the one on the double doors into the tower, but they are unlocked.

2A-B. GUARD POSTS

This room contains a pair of stools and a plain wooden table. A ceramic pitcher and a pair of metal mugs sit on the table.

A pair of **thunder wardens** (see below), chosen guardians of Stormcaller's Tower, keep watch in each room. They attack any intruders they see enter the hall or their guardroom, yelling to alert the thunder wardens in the opposite room as they do so. The pitcher on the table contains ale.

A thunder warden uses the statistics of a **wolf reaver dwarf** (*Tome of Beasts*, p. 426), and it gains the following additional trait:

Lightning Strikes. When the thunder warden hits with any weapon, the weapon deals an extra 2d6 lightning damage.

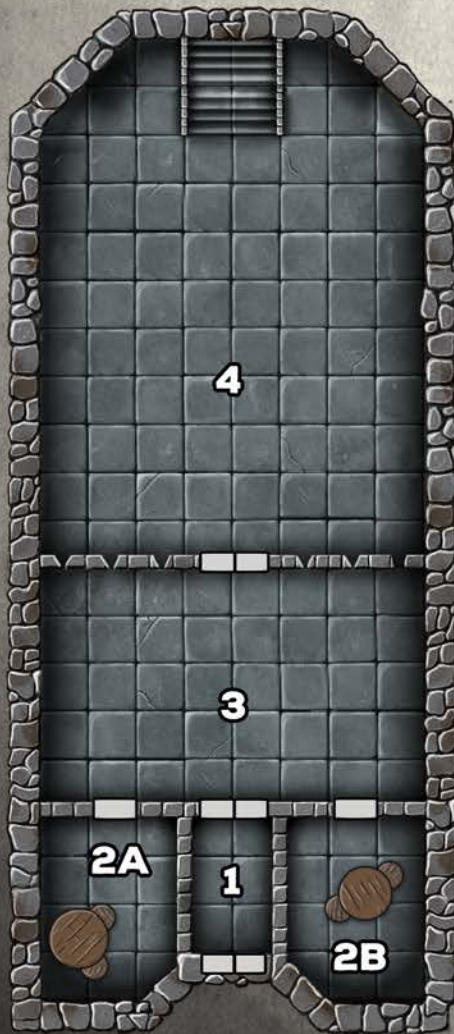
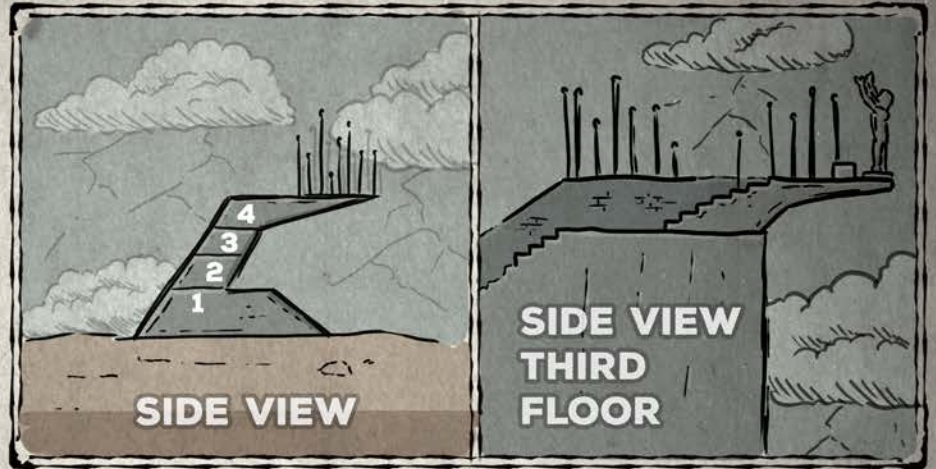
3. ANTECHAMBER

The floor here is covered in blue-gray slate tiles. Burnt practice dummies stand scattered throughout the room. A set of double doors stands in the wall opposite. Half a dozen arrow slits pierce the inner wall. The smell of ozone is stronger here.

This room is used as a practice area for the faithful of the Storm God. They train diligently in the art of manipulating and using lightning, which brings them closer to their god. The double doors leading to the interior of the tower are barred from the other side. A successful DC 18 Strength check is required to force open the barred door. The thunder wardens in Area 4 fire upon intruders in Area 3 with light crossbows, switching to melee should the intruders make it through the doors.



THIRD FLOOR



FIRST FLOOR

SECOND FLOOR

GROUND FLOOR



ONE SQUARE = 5 FEET

4. HALL OF CORONAS

The high, vaulted ceiling of this room contains a framework of copper rails with spikes pointing down at angles toward the floor. The smell of ozone fills the air as blue-white electricity slithers along the copper rails. Arcs of electricity occasionally leap from the copper spikes to the floor. Stairs in the northern wall ascend to the next floor.

Three **thunder wardens** guard this room with two **electric huntsmen** (see below). These mechanical constructs are powered by the electrical energy generated by the surrounding storms and channeled down through the tower. They serve the temple and obey the temple's residents.

Lightning Rain. The electricity coursing through the copper spikes above occasionally strikes down to the floor below (treat as Recharge 6). Choose a point anywhere in the room. Each creature within 10 feet of that point must make a DC 14 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one. The lightning can't strike any space within 15 feet of its most recent strike point. When a thunder warden succeeds on this saving throw, it takes no damage instead of half damage.

An electric huntsman uses the statistics of a **clockwork huntsman** (*Tome of Beasts*, p. 63) except it has immunity to lightning damage, and it gains the following additional action option:

Electrify Net. The electric huntsman channels electricity from its core, down its trailing cables, and into its nets. Each creature restrained by the electric huntsman's Net Cannon must make a DC 13 Constitution saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one.

5. SURGE ROOM

Another cage of copper lines this ceiling, charging the air with static. The sharp scent of ozone sits thick in this room. Two staircases on the far end of the room climb to a balcony that holds stairs to the next level.

A pair of **stormcallers** (see below), devoted priests of the Storm God, stand watch on this floor, attended by two **thunder wardens**. They take whatever means necessary to keep the PCs from accessing the next floor.

Lightning Rain. The copper-lined ceiling in this room creates more regular lightning strikes (treat as Recharge 5-6). This otherwise works like the lightning rain in Area 4.

Stormcaller

Medium humanoid (dwarf), chaotic neutral

Armor Class 16 (chain mail)

Hit Points 76 (9d8 + 36)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	9 (-1)	18 (+4)	9 (-1)

Skills Athletics +6, Intimidation +1, Religion +1

Damage Immunities lightning, thunder

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish

Challenge 4 (1,100 XP)

Danger Sense. The stormcaller has advantage on Dexterity saving throws against attacks it can see when it is not blinded, deafened, or incapacitated.

Dwarven Resistance. The stormcaller has advantage on saving throws against poison.

Lightning Strikes. When the stormcaller hits with any weapon, the weapon deals an extra 2d6 lightning damage (included in the attack).

Spellcasting. The stormcaller is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The stormcaller has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, sacred flame*

1st level (4 slots): *bane, cure wounds, fog cloud, inflict wounds*

2nd level (3 slots): *gust of wind, silence, spiritual weapon*

3rd level (3 slots): *dispel magic, mass healing word, protection from energy*

4th level (2 slots): *freedom of movement, guardian of faith*

Actions

Multiattack. The stormcaller makes two melee or ranged attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 7 (2d6) lightning damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) lightning damage.

6. HALL OF CASCADING ENERGY

The electricity in the air here trickles along the skin of creatures in the area. It crackles loudly along the copper framework attached to the ceiling above and sizzles where it strikes the floor. Stairs across the room ascend to the floor above.

A **stormcaller** and a **thunder warden** maintain vigil on this level, along with a pair of **electric huntsman**. They are the last line of defense between the PCs and the high temple above.

Lightning Rain. The copper in the ceiling in this room constantly rains lightning upon the room's occupants (treat as Recharge 4-6). This otherwise works like the lightning rain in Area 4.

7. CATHEDRAL OF THE TEMPEST

The peals of thunder are deafening, and the lightning causes contrasts of deep shadow and bright, blue-white light. This area of the building is open to the storm, and the flagstones here are soaked with rainwater. Steps rise up to an extended balcony flanked by great iron spikes that are assaulted by a near-constant barrage of lightning. At the very end of the precipice is a statue of a muscled male figure, naked to the waist, with wild hair and beard. His arms are raised to the heavens, and lightning bolts strike his upraised palms as witchlight dances along his iron skin. A charred altar of stone sits at the statue's feet.

Vultan Stonebones, a **stormcaller** and high priest of the Storm God, presides over this temple. As chosen representative of the Storm God in this region, Vultan's defeat will quell the storms and stop the physical manifestation of the Storm God's anger. The constant exposure to lightning and to the Storm God's divine might have imbued the altar with power. When Vultan engages in combat, the altar rises up to fight the intruders beside him.

The Storm God's altar uses the statistics of an **altar flame golem** (*Creature Codex*, p. 193) except its fire immunity, fire damage (on its Death Burst trait and Slam and Flame Breath actions), and fire damage absorption are replaced by lightning.

Treasure

When Vultan is slain, the storm begins to subside. A successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check locates a recess beneath where the altar sat, revealing the temple's treasury. The recess holds: 13,250 gp, 1,450 pp, a pair of electrum bracers worth 250 gp, a winged helm chased in gold and set with amber worth 500 gp, a pair of opal earrings worth 500 gp, and a *potion of storm giant strength*.





BLOODSTONE TOWER

A SCENARIO FOR FOUR 13TH LEVEL CHARACTERS

ADVENTURE BACKGROUND

Horrifying tales are told of the blood mage known as the Nightreaver and the atrocities he has committed. It is said that thousands of victims over the course of the last two centuries have met their end at his hands and that their souls are still tormented, haunting the dark edifice known as Bloodstone Tower.

RECENT EVENTS

The new Lord Marshal in the area is more interested in justice than with her life, and many would say this portends ill for her future well-being. She has offered a standing reward to anyone willing to be deputized to seek out and apprehend the villain known as the Nightreaver. Given the blood mage's long career, there are very few takers to be found.

ADVENTURE HOOKS

Use one or more of the following to get the PCs to Bloodstone Tower.

- The PCs have some serious issues due to a civil or political matter, or perhaps one or more of their group is imprisoned. The Lord Marshal offers to solve their problems up to and including issuing full pardons, if they will go to Bloodstone Tower and destroy the Nightreaver.

- Someone near and dear to the PCs has gone missing. They have determined that the missing person was abducted by the Nightreaver. Now they must rush to the rescue before it is too late.
- The PCs answer the Lord Marshal's call because they are good and righteous people. Or perhaps they simply wish to prove themselves against the greatest challenge the area has to offer. It could be a combination of both.

Putting this adventure in the Midgard Campaign Setting:

The Bloodstone Tower might be in Morgau, just south of the border with Krakova. The PCs could be agents of the crown under orders by the Lord Marshal to make an example of the Nightreaver as a show of strength.

BLOODSTONE TOWER

The tower is well built and fortified. It is a stocky edifice made of blocks of dark green stone shot through with flecks and striations of blood red. Strangely, there are no windows anywhere to be seen on the thick stone walls, and only one entryway offers egress. Careful inspection reveals small cracks in the stonework. The locked iron doors are studded with spikes. A successful DC 23 Dexterity check using thieves' tools unlocks the door. Alternatively, a successful DC 20 Strength check can break down the door, but the character making the check takes 7 (2d6) piercing damage from the spikes.

1. ENTRANCE HALL

A thick, coppery scent wafts through the air. The stone floor is covered with thick, rust-colored stains. Another pair of doors block the hall at the other end. The hall is filled with bloody corpses, shuffling aimlessly.

Eight **blood zombies** (*Creature Codex*, p. 393) stand in the entrance hall and attack anything that enters the hall from outside. They fight until destroyed or commanded to do otherwise by the Nightreaver.

2. THE LABORATORY

The smell of blood hangs in the air. It drips down in crimson streams from grates in the ceiling above into large metal vats in the corners of the room. Pipes lead from these vats to a series of copper cylinders then finally to a large vat that stands in the center of the room. Shelves of laboratory equipment, a desk, and a table fitted with shackles round out the room. The occasional flutter and squeak of bats echoes from the dark reaches of the ceiling.

Here the Nightreaver performs strange experiments with the blood of his numerous victims to further his understanding of blood magic and necromancy. The desk holds a stack of journals in which the Nightreaver documents his horrid experiments. A small table near the restraining table holds an array of flensing knives and other instruments of surgery and torture.

A secret door hides a spiral staircase that leads up to Area 3. A successful DC 20 Wisdom (Perception) check notices the latch hidden among the swirls of red in the stonework.


If the PCs approach the great vat at the center of the room, its contents heave and slosh, overflowing and congealing on the floor into three large, crimson blobs. These are **blood elementals** (*Creature Codex*, p. 138), which the Nightreaver has been using in experiments to focus the magical power of blood. He has been working to increase the beneficial effects of blood both for vampire consumption and for use as a magical focus.

3. THE ABATTOIR

This room reeks of blood and decay. A large iron grate is embedded in the floor at the room's sloping center, dripping this room's contents into the vat in the room below. A recently-used torture table stands covered in gore next to a pair of racks filled with bladed instruments, whips, and other torture devices. A nearby bin seems to hold parts from a recent victim. An alcove holds a trio of iron maidens. The four corners of the room hold small, cramped cages. Several of them are occupied by the bodies of humanoids, pale from exsanguination. Grates beneath the cages funnel the blood from those in the cages to the room below. The squeak and skitter of vermin echoes from the shadows.

Here, the Nightreaver's assistants gather the lifeblood that fuels the blood mage's experiments. It is also where they feed and indulge their sadistic natures. Three **vampire spawn** are currently at work here, but they are quick to attack intruders. The master always needs new stock, so the spawn focus their attacks on capturing rather than killing any intruders.





Three secret doors in the room can each be found with successful DC 20 Wisdom (Perception) checks. One holds a staircase that ascends to Area 4. Another opens into a room that contains plain coffins—the resting places of the Nightreaver’s spawn. The third secret door, situated between two long tables filled with equipment, opens into a room full of small, low cages. Six caged **commoners** fearfully await whatever terrible fate lies ahead. If the PCs have come to rescue someone, place that person in one of the cages instead of a commoner.

4. THE BLACK FOYER

The stairs ascend into a remarkably lavish chamber. A blazing fire burns in a large, marble hearth. A leather couch and two overstuffed chairs sit near the fire. A dining table of polished ebony stands to one side, surrounded by matching chairs with cushions covered in red, crushed velvet. A large ebony cabinet stands near the table. Another spiral staircase rises on the opposite side of the room.

A **vampire priestess** (*Creature Codex*, p. 367), the Nightreaver’s consort, lounges with two **vampire spawn** in this room. They are all dressed in blood-stained finery and attack any intruders. The corpses of two recent victims are sprawled on the couch.

Treasure

The cabinet next to the table contains four gold goblets sitting on a golden tray worth a total of 500 gp. The spawn have neglected to take a sapphire earring off one of their victims worth 1,100 gp.

5. PRIVATE SANCTUM

A pair of stands holding ornate humanoid skeletons flank the stairs here. A fire burns in a large hearth. Nearby, a large oak desk sits with a padded leather chair in front of it. A stepped dais holds two large, iron-bound chests. An ebony cabinet with silver fittings and exquisite glass figurines sits against one wall. An ornate sarcophagus of black marble stands on another raised dais, flanked by a pair of brass braziers, each burning rose and sandalwood incense.

This room is the **Nightreaver’s** (see below) private sanctum. The two skeletons are actually **bone golems** (*Creature Codex*, p. 195) that were created by the Nightreaver out of the bones of his victims. They stand vigil in his room and attack any intruders that are not accompanied by him.

Both chests are locked with **poison needle traps** on their locks. A successful DC 20 Dexterity check using thieves’ tools unlocks each chest. Unsuccessfully attempting to pick the lock triggers the trap. Both chests are empty.

Five blown glass figurines stand atop the cabinet. They are built into the cabinet and can’t be removed without breaking them. The figurines are of various unclothed humanoids in different suggestive poses. The cabinet is locked, requiring a successful DC 20 Dexterity check using thieves’ tools to unlock. The key to the cabinet sits on the floor underneath it.



PRIVATE SANCTUM



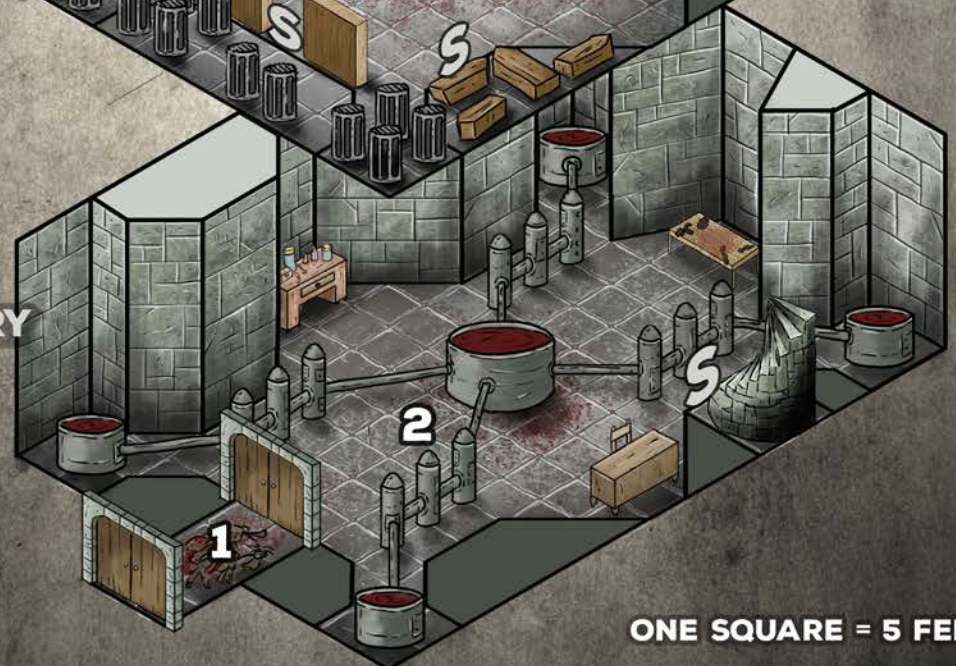
THE BLACK FOYER



THE ABATTOIR



THE LABORATORY



ONE SQUARE = 5 FEET

Draining Cabinet Trap. If someone opens the cabinet without the proper key, a pair of hollow needles extend 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 11 (2d10) necrotic damage as the needles begin to drain the target's blood. The blood is drawn up to fully fill one of the figurines above. The target must succeed on a DC 18 Dexterity saving throw or be restrained by the barbed needles. A restrained target takes 11 (2d10) necrotic damage at the start of each of its turns as the needles continue to drain its blood into the figurines. It takes 1 round for the needles to fill one figurine. The needles retract and release the target once all five figurines are filled. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Prevention. A successful DC 20 Intelligence (Investigation) check finds two tiny holes in the lock where the needles are housed. A successful DC 23 Dexterity check using thieves' tools removes the needles from the cabinet's lock, allowing it to be safely opened. Unsuccessfully attempting to pick the lock or remove the needles from the lock triggers the trap.

Treasure

The cabinet holds a collection of books on blood magic, medicine, and history, a *manual of flesh golems* and a *tome of clear thought*. A successful DC 15 Strength (Athletics) check opens the sarcophagus. It is filled with earth. A successful DC 14 Intelligence (Investigation) check reveals small holes in the coffin's bottom, hinting at another recess in the dais below this sarcophagus. A successful DC 20 Strength (Athletics) check slides the sarcophagus aside, revealing the Nightreaver's true coffin and his treasure: a bag containing 10 rubies worth 1,000 gp each and a *figurine of wondrous power (obsidian steed)*.

THE NIGHTREAVER IN MIDGARD

When using the Midgard setting, change the Nightreaver's spells to the following (see "Fifth Edition Appendix" in the *Midgard Worldbook*):

Cantrips (at will): *acid splash*, *blood tide**, *mage hand*, *mending*, *prestidigitation*

1st level (4 slots): *charm person*, *false life*, *stanch**, *weapon of blood**

2nd level (3 slots): *bloodshot**, *hold person*

3rd level (3 slots): *blood armor**, *dispel magic*, *fly*, *vampiric touch*

4th level (3 slots): *black tentacles*, *blight*

5th level (2 slots): *sanguine horror**, *scrying*

Nightreaver

Medium undead, lawful evil

Armor Class 16 (natural armor; 17 with *mage armor*)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	18 (+4)	12 (+1)	13 (+1)

Saving Throws Int +8, Wis +5

Skills Arcana +8, Medicine +5, Perception +5, Stealth +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 15

Languages Common, Draconic, Primordial

Challenge 10 (5,900 XP)

Absorb Impurities. The Nightreaver can absorb poisons or diseases from another creature, living or dead, and turn it to his use. He can expose a fresh cut to a source of disease or poison and safely absorb the dormant affliction into his blood stream. He can then inflict the disease or poison on another by spitting a stream of blood at the creature. On a successful hit as a ranged spell attack, the target is exposed to the disease or poison and must proceed with whatever saving throws are required.

Blood Savant. When subjected to a disease or poison effect that allows a Constitution saving throw to take only half damage, the Nightreaver instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Blood Vision. When the Nightreaver ingests the blood of another creature, he is stunned until the start of his next turn. During that time, the Nightreaver experiences a memory of the creature through its own eyes which may or may not be of the incident which caused the creature to bleed. The older the blood, the foggier and more obscure the memory is likely to be. Once the Nightreaver has consumed a creature's blood in this way, the same creature's blood will never again produce a memory for him.

Legendary Resistance (3/Day). If the Nightreaver fails a saving throw, he can choose to succeed instead.

Misty Escape. When the Nightreaver drops to 0 hp outside his resting place, he transforms into a cloud of mist instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed. While he has 0 hp in mist form, he can't revert to his humanoid form, and he must reach his resting place within 2 hours or be destroyed.

While in mist form he can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed

of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. He has advantage on Strength, Dexterity, and Constitution saving throws, and he is immune to all nonmagical damage, except the damage he takes from sunlight.

Once in his resting place, he reverts to his humanoid form. He is then paralyzed until he regains at least 1 hp. After spending 1 hour in his resting place with 0 hp, he regains 1 hp.

Regeneration. The Nightreaver regains 15 hp at the start of his turn if he has at least 1 hp and isn't in sunlight or running water. If the Nightreaver takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Spider Climb. The Nightreaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The Nightreaver has the following flaws:

Forbiddance. The Nightreaver can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The Nightreaver takes 20 acid damage if he ends his turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the Nightreaver's heart while the Nightreaver is incapacitated in his resting place, the Nightreaver is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The Nightreaver takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Spellcasting. The Nightreaver is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *acid splash, mage hand, mending, poison spray, prestidigitation*

1st level (4 slots): *charm person, false life, mage armor, magic missile*

2nd level (3 slots): *acid arrow, hold person*

3rd level (3 slots): *dispel magic, feign death, fly, vampiric touch*

4th level (3 slots): *black tentacles, blight*

5th level (2 slots): *conjure elemental (blood or water elemental only), scrying*

Actions

Multiattack. The Nightreaver makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the Nightreaver, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hp maximum is reduced by an amount equal to the necrotic damage taken, and the Nightreaver regains hp equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hp maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the Nightreaver's control.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Blood Feast (Recharge 5–6). The Nightreaver drains life-giving blood from nearby creatures. Each creature within 20 feet of the Nightreaver must succeed on a DC 16 Constitution saving throw, taking 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one. The Nightreaver gains temporary hp equal to the single highest amount of necrotic damage dealt. A creature that doesn't have blood is immune to Blood Feast.

Legendary Actions

The Nightreaver can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Nightreaver regains spent legendary actions at the start of his turn.

Cantrip. The Nightreaver casts a cantrip.

Move. The Nightreaver moves up to his speed without provoking opportunity attacks.

Bite (Costs 2 Actions). The Nightreaver makes one bite attack.

Children of the Night (Costs 3 Actions; 1/Day). The Nightreaver magically calls 1d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the Nightreaver can call 2d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the Nightreaver and obeying his spoken commands. The beasts remain for 1 hour, until the Nightreaver dies, or until he dismisses them as a bonus action.



COURT OF THE LUNAR KNIGHT

A SCENARIO FOR FOUR 15TH LEVEL CHARACTERS

ADVENTURE BACKGROUND

The Courts of the Shadow Fey are the demesne of many powerful entities. One such entity is the Lunar Knight, who serves as right hand of the Moonlit King (*Tome of Beasts*, p. 190). With the King in exile, the Queen of Night and Magic (*Tome of Beasts*, p. 192) has banished the Lunar Knight from her court, and, until her humors change, he broods atop his ivory tower, hoping for a change in fortunes.

RECENT EVENTS

While the fey can come and go as they please (or at least as it pleases the Lunar Knight) from his court, it is a much more difficult affair for mortals to reach his court from their realm. On certain nights of the year when the moon is in the right phase, a gate opens to the pocket realm that holds the Ivory Tower of the Lunar Knight.

ADVENTURE HOOKS

Use one or more of these to get PCs to the Court of the Lunar Knight.

- A strange blight or disease has affected the surrounding countryside. Magical divinations reveal that the shadow fey are involved, and the Moonlit King may hold the key to a cure. No one knows how to get an audience with the King, except for the Queen—who isn't inclined to assist mortals in speaking with her exiled husband. To win favor with the Queen of Night and Magic, the PCs must journey to the Lunar Knight's ivory tower and win—by whatever means necessary—his silver spurs to gift to Her Majesty.

- A holy relic has been stolen. It was spirited away by servants of the Lunar Knight, who believes the relic may heal the madness of the Moonlit King. The Lunar Knight hopes to heal the King so they both may return to power; however, the relic is needed by mortals to help contain the spread of a plague. The PCs need to convince the Lunar Knight to return the relic, or they need to take it by force.

THE IVORY TOWER

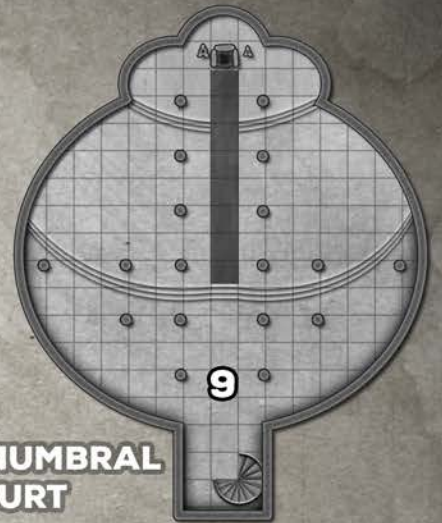
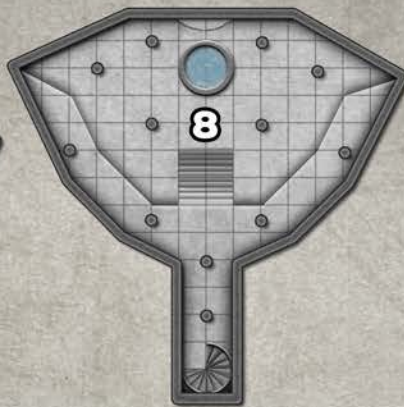
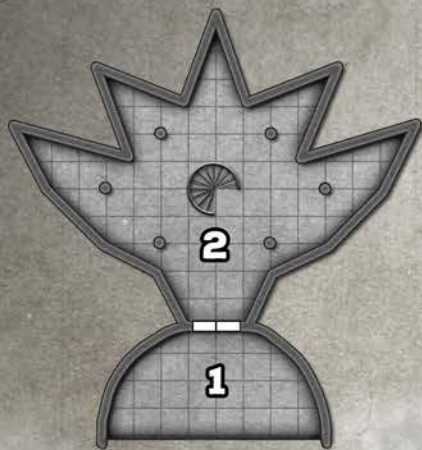
The Court of the Lunar Knight is held in the Ivory Tower, a lonely edifice in a desolate pocket plane. The pocket plane holds white, wind-swept plains for as far as the eye can see, the Ivory Tower its only landmark. The tower is highly magical, and its interior does not align with the dimensions of its exterior. A magical gate to the tower opens on certain nights, remaining from moonrise until dawn. The night in question depends on the season:

- The crescent moon of the Spring Equinox
- The new moon of Midwinter
- The full moon of Midsummer
- The half moon of the Autumnal Equinox

The location of the gate on the Material Plane can be wherever you desire.

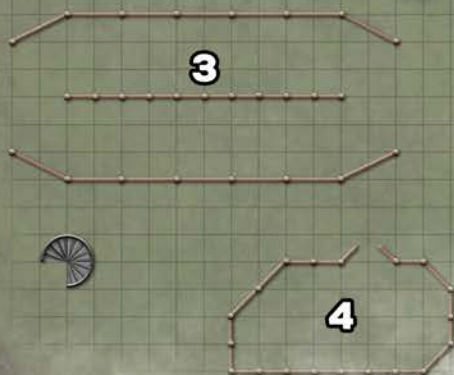
1. THE CRESCENT GATE

A barely visible path in the dust leads to the entrance of the tower. A pair of silvery metal doors stand in the middle of a wide crescent of descending walls that curve out from either side of the door, forming a half-circle before the doors.



THE PENUMBRAL COURT


THE EFFULGENT FIELDS



ONE SQUARE = 5 FEET



THE GIBBOUS GARDEN



The Ivory Tower allows entrance to all invited guests. Uninvited guests are magically dissuaded.

Cursed Door. When an uninvited guest opens the doors to the Ivory Tower, the trap triggers. Each creature within 10 feet of the door must succeed on a DC 17 Wisdom saving throw or suffer the Curse of the Crescent Moon. While cursed, the target has disadvantage on Charisma checks and on saving throws against enchantment spells for the next 24 hours. This curse can be lifted early by a *remove curse* spell or similar magic. Alternatively, the Lunar Knight can choose to end the curse on the target. The Lunar Knight can pinpoint the location of any creature afflicted with the Curse of the Crescent Moon within 100 feet of him.

Prevention. A successful DC 25 Wisdom (Perception) check notices the tiny glyphs carved into the handles of the doors. A successful dispel magic (DC 17) cast on the doors suppresses the magic of the trap for 10 minutes but does not destroy the trap. Alternatively, a successful DC 20 Intelligence (Arcana) check suppresses the magic of the trap for 1 minute, allowing the characters to pass safely through the doors.

2. THE RADIANT HALL

This oddly shaped room is lit with a shifting, luminous glow. The light changes from daylight to darkness and back again, though the source of the illumination remains hidden. Six slender pillars of white stone support the room's sweeping arches. A spiral staircase, seemingly fashioned of mother-of-pearl, ascends to the next level of the tower. As the light waxes and wanes, shadows twist and stretch along the walls, floor, and ceiling between patches of opalescent brightness.

One **shadow fey poisoner** (*Creature Codex*, p. 148) and two **shadow fey duelists** (*Tome of Beasts*, p. 171) stand guard in this room, moving to eject unwelcome guests from the Lunar Knight's halls. To represent the ever-changing lighting in this room, roll a d12 at the start of each round. On a 1-4, the room is brightly lit with sunlight; on a 5-8, the room is dimly lit with moonlight; and on a 9-12, the room is covered in darkness.

THE EFFULGENT FIELDS

The staircase rises not into another room, but onto the dewy grass of a lawn. A full moon shines down from a sky filled with stars, illuminating everything with a silvery sheen. A jousting list and a corral stand in the center of the field while three colorful silk pavilions stand to one end. A bank of thick fog surrounds the field, the mists bright with moonlight. Nothing can be seen beyond them.

The Mist. The mist surrounding the field isn't impenetrable. Instead, a creature that walks into the mist walks 100 feet into it before coming out of it on the opposite side of the field from where it entered the mist. For example, a creature that walks north into the mist will come out of the mist on the southern end of the field after walking 100 feet.

Though it appears to be outside, the effulgent fields are wholly contained within the Ivory Tower. PCs that fly into the air rise 100 feet and then can continue flying without actually rising any higher.

3. THE LISTS

A center rail is enclosed by two fences that stand about four feet high. The jousts are held here, if the PCs choose to participate.

4. THE CORRAL

This corral holds a hippogriff, a nightmare, a worg, and three fey-blooded warhorses that stand on the opposite end of the corral. The beasts do not seem to be inclined to hostility towards one another or any outsiders. They appear content to remain within the corral.

5, 6, & 7. THE PAVILIONS

The first two of these silk tents hold some sparse furniture and rugs. Each also holds a chest containing 250 sp, 125 gp, and an ivory hunting horn with gold fittings worth 250 gp. Aside from basic furnishings, the third pavilion holds a spiral staircase that disappears into the roof of the tent, ascending to Area 8.

Three **shadow fey knights of the road** (*Creature Codex*, p. 146), Dulira, Varratir, and Quentor, loiter outside of the pavilions, appearing bored. They perk up at the approach of the PCs. The knights want a good joust with new people and offer to show the PCs the way to the next level of the tower, if one or more of them is willing to joust.

If the PCs reject the offer, the knights refuse to help them. If the PCs attempt to find the way out without

jousting, the knights decide to have a melee instead and attack. The knights surrender if one of their number fall or if they are all reduced to below half of their hit points. The creatures in the corral will defend themselves if attacked but otherwise do not engage the PCs.

Choosing a Mount. The knights use their own fey-blooded warhorses in the joust. Any guests participating in the joust must choose the hippogriff, nightmare, or worg. The knights tack up the mounts and provide blunted lances to the PCs. If a PC succeeds on a DC 15 Charisma (Persuasion) or Wisdom (Animal Handling) check when choosing a mount, the PC has access to the mount's special bonus while riding the mount in the joust:

Hippogriff. The hippogriff beats its wings as it runs, providing greater impact during the joust but keeping its rider slightly off-balance. The rider has advantage on its jousting saving throw; however, if the rider fails the saving throw, it has disadvantage on the Dexterity saving throw to avoid falling off the mount.

Worg. The worg snaps at the passing horse, causing the horse to shy but leaving the worg's rider open to a counter. The knight has disadvantage on its jousting saving throw; however, if the knight succeeds on the saving throw, the worg's rider must succeed on a DC 15 Dexterity saving throw or fall off the worg.

Nightmare. The nightmare partially phases while it runs, securing its rider's legs in the Ethereal Plane but providing no other benefit. The rider has advantage on the Dexterity saving throw to avoid falling off the nightmare if knocked prone while mounted.

Jousting. The competing PC starts at one end of Area 3 while the opponent knight starts at the other. The two charge each other and attempt to unseat the other. Each jouster must make contested Strength or Dexterity saving throws as they pass each other. The jouster that fails is knocked prone on its mount and must succeed on a DC 10 Dexterity saving throw or fall off the mount. If a jouster succeeds by 5 or more, its opponent has disadvantage on the saving throw on the next round. A jouster earns 1 point if its opponent is knocked prone while mounted or 3 points if its opponent falls off the mount. The first jouster to 5 points wins.

Win or lose, the knights are good to their word and show the PCs the exit in the third pavilion once the joust completes. If the PCs want to joust more than once, the knights are more than happy to continue jousting. How long they continue to joust before growing bored and insisting the PCs be on their way is at your discretion. Each knight has a word of advice for

the PCs. A knight only shares its advice if a PC jousted against it, but the knight shares this advice whether the PC won or lost.

Dulira: "Beware the statues in the garden."

Varratir: "Those of strong mind can change the moon."

Quentor: "Don't drink from the new moon fountain."

8. CHAPEL OF THE WANING CRESCENT

Down a short, pillared hallway from the stairs, a wide balcony overlooks a magnificent chapel. Stairs lead down from the balcony to a white marble floor. Narrow pillars surround a pool set in the floor beneath a disc mounted on the wall. The disc has a thin crescent of light showing, like a waxing crescent moon.

Three **lunar devils** (*Tome of Beasts*, p. 110) lurk in the chapel. The light from the lunar disc acts as real moonlight for the purposes of the devils' Light Incorporeality ability. The devils lounge here, ordered by the Lunar Knight to protect the area against intruders.

If the PCs received Varratir's clue after the joust, they might be able to improve their odds in this fight. A successful DC 15 Intelligence (Arcana, Nature, or Religion) check made as an action while within 5 feet of the pool changes the phase of the moon on the disc. A PC that heard Varratir's advice has advantage on this check. The phases change in the order listed below, starting back at New Moon if a character changes the Full Moon:


New Moon: The room is cast into darkness. The lunar devils gain no benefit from their Light Incorporeality trait.

Waxing Crescent: All melee and ranged attacks count as silvered when striking the lunar devils.

Half Moon: Each round, roll a d20. On an even result, the PCs have disadvantage on attack rolls against the lunar devils; on an odd result, the lunar devils have disadvantage on attack rolls against the PCs.

Gibbous Moon: Each round, roll a d20. On an even result, the PCs have advantage on attack rolls against the lunar devils; on an odd result, the lunar devils have advantage on attack rolls against the PCs.

Full Moon: The PCs have advantage on all attack rolls. The lunar devils' Lightwalking trait no longer uses half its speed and can be used to teleport anywhere in Area 8.



When the last devil is slain, the moon disc reverts to a waxing crescent, and a stairway rises from the pool, allowing access to the next level.

THE GIBBOUS GARDEN

The stairs ascend onto a lawn once again, this time flanked by a pair of thick hedges that stand several feet high. A gibbous moon hangs in the sky above. Ahead, another set of stairs sits behind a gate.

This room is the Lunar Knight's personal garden that, like the Effulgent Fields, is wholly contained within the Ivory Tower. A magical bowl of moonlit water next to his throne provides him with a view of any events in the garden. He finds amusement in watching visitors struggle through the maze's twists and turns and often invites mortals to his tower solely to watch them succumb to frustration in his garden.

Hedge Maze. The garden is magically protected from tampering or cheating. If a PC tries to jump, climb, or fly over the hedges, the PC is teleported back to the entrance of the garden in front of the staircase from Area 8. If a PC deliberately attacks a hedge, the PC must make a DC 15 Intelligence saving throw. On a failure, the PC takes 22 (4d10) psychic damage and is incapacitated for 1 round. On a success, the PC takes half the damage and isn't incapacitated. If a PC attempts to move through a hole that it or another PC cut into the hedge, the PC is teleported to the entrance of the garden. Repeated attempts to circumvent the maze or otherwise bypass the hedges without going through the maze bores the Lunar Knight, who teleports the offending PC just outside the Ivory Tower, facing the silvery metal entry doors.

G2. THE SCOFFING STATUE

This dead-end holds a pair of marble benches and the statue of a bearded fey man in robes. He has a disapproving look on his face, his lips curled in a sneer while one hand strokes his goatee.

If a creature sits on one of the benches under the gaze of the statue, it animates and begins a scathing critique of the creature's physical, mental, and/or social attributes. Each creature within 10 feet, except the target of the ridicule, must succeed on a DC 15 Wisdom saving throw or fall prone in a fit of laughter, becoming incapacitated and unable to stand up for 1 round. Each round a creature remains on one of the benches, the statue says another insult, and the nearby creatures must succeed on another saving throw.

G3. THE POOL OF REFLECTED MEMORIES

Beyond an archway, a reflecting pool sits with the moon above twinned in its mirror-like surface. Three marble benches surround the pool.

The rim of the pool is carved with an inscription in Sylvan: *"Take joy in the memories left here or unburden yourself of your own."*

If a creature sitting beside the pool gazes into the water for 1 round, a random memory left by another visitor appears in the pool. Its content is up to you, but it is likely something uncomfortable or even disturbing. Alternately, the creature can choose a memory of its own and recall it while gazing at the pool. After 1 minute, the memory is absorbed into the pool's collection and completely forgotten. Only a *wish* can restore memories lost this way.

G4. GOODBERRY BUSH

A pair of archways lead into an area with a planting box in its center. A bush covered in plump, black berries grows in the box.

A successful DC 15 Intelligence (Nature) check recognizes that the berries from this bush are edible and that some are supernatural. The first ten plucked from it act as *goodberries*. Another ten *goodberries* sprout on the bush after 24 hours. The remaining berries are delicious but otherwise provide no magical benefit.

G5A-B. THE TWIN FOUNTAINS

In this dead-end, a satyr's face spits water into a stone basin. A disc is embedded in the side of the basin.

These fountains are identical, except that one bears a disc of black onyx, the other white, representing the new and full moons, respectively. A creature that drinks from the full moon fountain regains 13 (3d8) hp. A creature can benefit from this fountain no more than once every 24 hours. A creature that drinks from the new moon fountain must succeed on a DC 15 Constitution saving throw or be blinded for 24 hours. A successful DC 13 Intelligence check reveals that the black onyx represents the new moon, while the white onyx represents the full moon. A PC that heard Quentor's advice has advantage on this check.

G6. ENAMORING FOUNTAIN

A marble fountain, surrounded by ornamental shrubs, sprays arcs of water into the air. The water sparkles in the moonlight and splashes soothingly as it falls into the basin.

Each creature within 15 feet of the fountain that can see and hear it must succeed on a DC 15 Wisdom saving throw or become enamored with the fountain, unable to look away. The affected creature is incapacitated and has a speed of 0. The effect ends for a creature if the creature takes damage or someone uses an action to shake it out of its torpor. A creature can repeat the saving throw at the end of each minute, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fountain's enamoring effects for the next 24 hours. If all of the PCs are enamored by the fountain, the Lunar Knight's chuckle bubbles up from the splashes of the fountain.

G7. COFFIN OF DESPAIR

Beyond the arch, a glass coffin sits on the lawn, surrounded by flowering shrubs. The pristine body of a beautiful fey lies in the coffin, so untouched it might open its eyes at any moment.

Each creature within 10 feet of the coffin that can see it must succeed on a DC 15 Wisdom saving throw or collapse, overcome with grief. The affected creature is incapacitated and has a speed of 0. The effect ends for a creature if the creature takes damage, the creature's view of the coffin is blocked, or if the creature is physically moved further than 10 feet from the coffin. A creature can repeat the saving throw at the end of each minute, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the coffin's grief effects for the next 24 hours. If all of the PCs are stricken with the coffin's grief, the flowers on each shrub shed nectar "tears" until a PC recovers.

G8. WISHING WELL

This area holds several bushes and a small hillock topped with a tree. A small well sits under the tree.

A sign on the side of the well reads "Wishing Well" in Sylvan. It does work, but the wish is proportional to the offering dropped inside. For example, if a creature

wishes for a magic sword after dropping in one gold piece, then a *magic weapon* spell with a duration of 1 hour is cast on a nonmagical blade in the creature's possession. A platinum piece for the same wish might get the *magic weapon* spell cast at 4th level, providing the blade with a +2 bonus. If a gem or some other object worth 5,000 gp or more is dropped into the well, then an actual *wish* is granted. This is fey magic, so feel free to use a literal interpretation or twist the wish if it is not well-worded. Only one *wish* is granted per creature, and the well can grant only three wishes every 24 hours, no matter how powerful or mundane the wish.

G9. THE GAUNTLET

This corridor contains four pairs of fey statues that stand facing one another. They have arms raised with batons held aloft, like an honor guard forming arches above the walkway.

Attacking Statues. A creature that walks between the statues triggers the trap. The arms of the statues swing down, attacking creatures between them. Each statue makes a melee attack with a +8 bonus against a random target between it and its opposite statue (vision is irrelevant to this attack roll). (If there are no targets in the area, the statues don't hit anything.) A target that is hit takes 11 (2d10) bludgeoning damage.

Prevention. A successful DC 20 Wisdom (Perception) check notices that the arms of the statues have long, vertical scratches on them, revealing that the arms pivot down and back up. A successful DC 20 Dexterity check using thieves' tools can disable the pivoting mechanism on a single statue. A PC who heard Dulira's advice has advantage on these checks.

G10. FRUIT TREES


Two rows of trees, boughs heavy with fruit, stand here.

Plum, pear, and apple trees grow in this orchard. The fruit is normal and edible.

G11. TARTBERRY BUSH

This dead-end holds an oblong reflecting pool. On the other side of a hedge from the pool is a large bush bearing plump, round, yellow berries.

The berries are edible, but incredibly tart. A creature that eats a berry must succeed on a DC 15 Constitution



saving throw or be overwhelmed with thirst. A creature that drinks from the pool must succeed on a DC 15 Constitution saving throw or be overwhelmed with hunger.

G12. STAIRCASE

These stairs ascend to the Penumbral Court, the throne room of the Lunar Knight.

THE PENUMBRAL COURT

The stairs come up into an opulent, moonlit room, its arched ceiling supported by numerous slender pillars. A black carpet crosses the white marble floor up to a stepped dais, where a large marble throne sits, flanked by braziers. Soft music plays over the quiet din of dozens of voices. An imposing fey man dressed in a nobleman's finery lounges on the throne, surrounded by fey.

This is the audience chamber of the **Lunar Knight** (see below). The fey in the room whisper, point, and titter at the approach of the PCs. The Lunar Knight has been watching the PCs' progress through his tower via a small bowl of moonlit water beside his throne. He is curious about mortals who have come so far to seek him out and will hear any pleas or overtures they decide to make. However they approach this encounter, the PCs must succeed on a DC 20 Charisma (Intimidation, Performance, or Persuasion) check to move him to assist them. Give the PCs advantage or disadvantage on the check, depending on their roleplay.

Roleplaying the Lunar Knight. The Lunar Knight is a minor fey lord who serves the Moonlit King and despises the Queen of Night and Magic. He is prone to laughter and likes characters who can entertain him. He is open to an equitable exchange if the PCs want to trade to get an item from him (if the PCs are in the Ivory Tower to obtain an item, as described in the Adventure Hooks). Keep in mind, however, that fey rarely have interest in material wealth, preferring to trade in things such as a character's childhood memory of its first pet, the joy a character feels when drinking a good ale, or a character's ability to dance. If angered or attacked, the Lunar Knight orders the courtiers away before drawing his weapons. He knows he is useless to his king dead and surrenders when reduced

to 40 or fewer hit points. If he surrenders, he hands the PCs the item they came to retrieve from him.

Courtly Attendants. The Lunar Knight has allies in the crowd of fey attending his court. Any of these allies might step forward to help the Lunar Knight, depending on how the PCs interact with the Knight. Only one of these groups helps the Lunar Knight in combat. The other two groups are either in their nearby residences and unaware of the happenings in court today, or they focus their efforts on helping the noncombatant members of the court safely exit the room.

The Bodyguards. Two **green knights of the woods** (*Creature Codex*, p. 209) stand on the outskirts of the crowd, wearing shiny, silver plate and bearing shields decorated with a crescent moon. They are the Lunar Knight's personal bodyguards and keep a close watch on the happenings in the court. They are the Lunar Knight's default allies if he engages in combat with the PCs, but, if they see other members of the court aid the Knight, they instead focus their efforts on protecting the noncombatants.

The Brothers. Two elven brothers, an **enchanter** (*Creature Codex*, p. 143) and a **servant of the vine** (*Creature Codex*, p. 144), stumbled upon the Lunar



Knight's court a few years ago and haven't left. The Lunar Knight finds them entertaining and has allowed them to stay in his realm. The brothers enjoy their new life here in the Ivory Tower and might defend their new lord if he is threatened. Alternatively, they might instead provide drunken commentary while placing bets with each other on the outcome of any combat that happens.

The Queen's Emissaries. A **shadow fey ambassador** (*Creature Codex*, p. 145) and **three shadow fey pattern dancers** (*Creature Codex*, p. 147) came to the Ivory Tower to meet with the Lunar Knight on behalf of the Queen of Night and Magic. Though the Queen is aware of the Lunar Knight's discontent toward her, she hopes to steadily sway him to her side over time. These emissaries have been stationed at the Ivory Tower for decades and have become a constant at the court. The ambassador has near-infinite patience with the Lunar Knight and is waiting for the right moment to sway him. The ambassador and pattern dancers might aid the Lunar Knight in combat if the PCs make too many insults toward the Queen of Night and Magic in their conversation with the Knight. If others in the court aid the Lunar Knight, the ambassador watches from a safe distance, noting the PCs' strengths and weaknesses for a later report to the Queen.

If the Lunar Knight is slain, the Ivory Tower shudders with his passing. The moonlight in the tower winks out and chaos erupts in the room. The fey shout for the PCs to leave, some pleading and some threatening. The Moonlit King feels his champion's death and is aware of who caused it. The Queen of Night and Magic had hoped to win the Lunar Knight to her side, and news of his death quickly finds its way to her. The PCs might earn the ire of both the Summer and Winter fey courts with one violent act.

Lunar Knight

Medium fey, lawful neutral

Armor Class 19 (natural armor)

Hit Points 165 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	15 (+2)	17 (+3)	19 (+4)

Saving Throws Dex +10, Con +8, Cha +9

Skills Acrobatics +10, Intimidate +9, Perception +8, Stealth +10

Damage Resistances cold, radiant; bludgeoning, piercing

and slashing from attacks not made with cold iron

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 18

Languages Common, Elvish, Sylvan

Challenge 13 (10,000 XP)

Legendary Resistance (3/Day). If the Lunar Knight fails a saving throw, he can choose to succeed instead.

Moonlit Weapons. The Lunar Knight's weapon attacks are magical. When the Lunar Knight hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Innate Spellcasting. The Lunar Knight's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *jump*, *ray of frost* (2d8), *spider climb*

3/day each: *haste*, *slow*, *vampiric touch*

1/day each: *freedom of movement*, *moonbeam* (3d10)

ACTIONS

Multiattack. The Lunar Knight makes three attacks: two with his rapier and one with his dagger.

Rapier. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 9 (1d8 + 5) piercing damage plus 9 (2d8) radiant damage.

Dagger. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 7 (1d4 + 5) piercing damage plus 9 (2d8) radiant damage.

Moon Bolt. Ranged Magic Attack: +9 to hit, range 120 ft., one target. **Hit:** 21 (6d6) radiant damage and the target must succeed on a DC 18 Constitution saving throw or be blinded until the end of its next turn.

LEGENDARY ACTIONS

The Lunar Knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Lunar Knight regains spent legendary actions at the start of his turn.

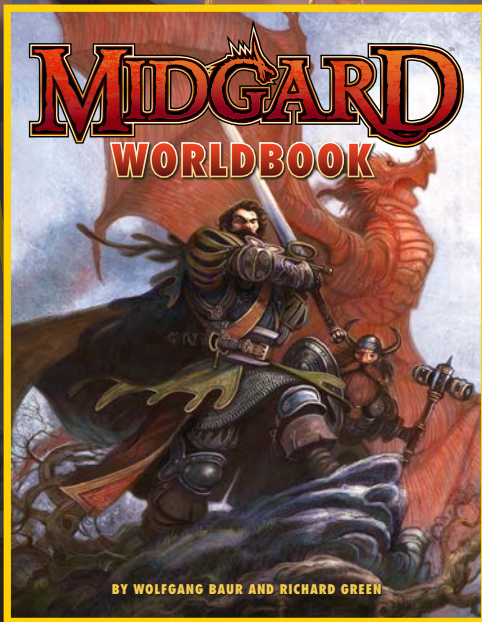
Dagger. The Lunar Knight makes one dagger attack.

Move. The Lunar Knight moves up to his speed without provoking opportunity attacks.

Cast a Spell (Costs 2 Actions). The Lunar Knight casts a spell from his list of innate spells, consuming a use of the spell as normal.

Flashing Blade Dance (Costs 2 Actions). The Lunar Knight channels moonlight through his twirling blades. Each creature within 10 feet of the Lunar Knight must succeed on a DC 20 Dexterity saving throw or take 14 (4d6) radiant damage and be blinded until the end of its next turn. He can then teleport to an occupied space he can see within 15 feet.

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