

# Tower of the Mad Mage



**M.T. Black**



# INTRODUCTION

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*Tower of the Mad Mage* is a Dungeons & Dragons adventure designed for a single session of 4-6 hours play. Although it is set around Longsaddle, it can be moved to any other setting with a small amount of work.

The combat sessions have been designed to present a tough challenge to four 1<sup>st</sup> level characters. It will present a less difficult, though still enjoyable, challenge to 2<sup>nd</sup> level characters.

This adventure assumes you have access to the *Dungeons & Dragons 5<sup>th</sup> Edition Basic Rules*, which are available online for free download. However, it is recommended that you also purchase the *Player's Handbook* and the *Dungeon Master's Guide*.

This adventure is designed to be run with minimal preparation. Before running the session, though, you should skim through the contents of this document.

Detailed descriptions for the monsters featured here can be found in the *Monster Manual*. If you don't own the MM, you can find basic stats in the *D&D 5th Edition Basic Rules* and *SRD online*. The statistics for any new monsters may be found at the end of this document.

Not every loose end is tied up in the following text, nor every possible reaction accounted for. Be ready to improvise, and do so with confidence!

In the following sections, the boxed text should be read aloud to the players. Unless stated otherwise, assume all NPCs have the stats of a **commoner**.



# LONGSADDLE

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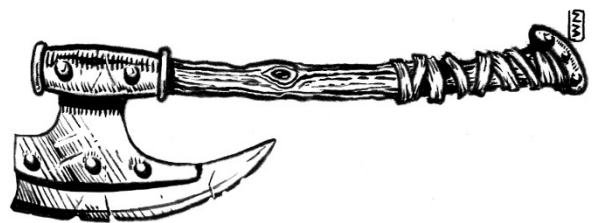
Read the following –

The door slams open so hard that the wall shakes and the hinges groan. To everyone's astonishment, a goblin staggers in. He is badly wounded, with dried blood covering about half of his body.

Only a moment before the air was full of the rattle of dice, the slap of cards, and cries of victory and defeat. Now the *Gambling Golem* is dead silent.

The goblin lurches toward your table then collapses right in front of you. "Help me," he croaks, looking up at you with bloodshot eyes. "I'll make you rich!"

The PCs are in the *Gambling Golem*, a gaming den in the village of **Longsaddle**. The proprietor of the *Gambling Golem* is a grim, one-eyed dwarf named **Brottor Ironbeard**. He will demand the party hand the goblin over to the Constable. If they refuse, he will insist they leave.



The goblin's name is **Skwelch**, and he speaks *goblin* and broken *common*. He is too badly wounded to talk much more. Magical healing will restore him completely – otherwise he requires a couple of days bed rest. You can assume the players are staying at *The Gilded Horseshoe*, which is Longsaddle's only true inn.

## Skwelch's Tale

When Skwelch is well enough, he will share the following story.

He is a member of the **Deathrot Tribe**, who have inhabited the **Starmetal Hills** to the west of Longsaddle for many years. About a week ago they were foraging in the **Neverwinter Wood**, on the far side of the hills, when they came across an abandoned tower.

The goblin chief, **Glubnose**, sent Skwelch in to explore. Skwelch was astonished to find a dragon on the top floor of the tower, alongside a "big pile of dragon gold".

Skwelch made his report and Glubnose decided to attack. They managed to kill the dragon, but most of the tribe were also killed in the process. (If pressed at this point, Skwelch will admit that the dragon was quite small).

Despite their losses, there was much celebration amongst the remainder of the tribe. But things soon turned sour. Skwelch thought he deserved a bigger share of the dragon gold because he did the initial scouting. Glubnose disagreed. They fought, and Skwelch barely managed to escape with his life.



## The Deal

Here is where Skwelch will make his offer. He will lead the party back to the tower and split the dragon gold with them, assuming they get rid of Glubnose and deal with the now weakened tribe.

If asked how many goblins are left, he will hold up his eight remaining fingers. If asked how much gold was in the tower he will do the same. He will assure them that the rest of the tower is quite safe.

Anyone making a **DC 15 Wisdom (Insight)** check will decide that Skwelch is being mostly honest, but is hiding something.



## The Constable

Assuming the party accept Skwelch's tale, he will be ready to travel in another day or two (or immediately if he is magically healed).

The day they head out, read this –

You have taken only a few steps down the Long Road when you are approached by a young woman. She is wearing a glistening chainmail shirt and has a longsword strapped to her back.

She stops before you and says fiercely, "My name is **Ana Stormrider**, and I am the Constable here. That goblin is wanted for crimes against the people of Longsaddle, and I'm taking him with me. Don't get in my way."

Ana doesn't actually have any specific charges against Skwelch - she just thinks the only good goblin is a dead goblin. The party will need to persuade her to let Skwelch leave, or otherwise trick her in some way. Play it by ear.

## Skwelch Under Arrest

If the party make an especially poor effort at keeping Skwelch free, Ana will take him to the lock-up and keep him there overnight. The party could bust him out fairly easily as there is no guard. If they don't, Skwelch will be taken before the magistrate in the morning. The magistrate will chide Ana, saying that being a goblin is not a crime. Skwelch will then be released.

## Attacking the Constable

Attacking Ana is a bad idea. Although she is young, Ana has a long history of adventuring and has the stats of a **veteran**. There are also a number of retired adventurers in the village who help keep the peace. If Ana is attacked, she will be joined by another veteran every two rounds until there are five in total fighting. If the party somehow survive, an **archmage** from nearby Ivy Mansion will appear, complain about the noise, and turn the party into rabbits. Roll up new characters.

# THE JOURNEY

The tower is roughly 30 miles south-west of Longsaddle. Skwelch will lead the party by the



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shortest route, but it will still take about a day and a half of travel.

If they follow Skwelch, they will have two encounters on the way. If they decide to follow their own path, you should create some encounters using the random encounter tables in the DMG.



## Skwelch's Personality

Skwelch is smarter than the average goblin but still not very bright. In his mind, he is the leader of the expedition, and the party are a bit like hirelings. He will bark out orders quite often, but will pay no attention if they are ignored. He doesn't listen very well when others talk, and tends to look around or even wander off when they are mid-sentence.

In battle, he has the stats of a normal **goblin**. His first priority is his own safety, so his tactics will be to get a reasonable distance away from the melee and then use his short bow.

He will also call out useless combat advice to the party. For example, if someone is hit he might call out, "Use your shield better!" If someone misses with their attack, he might call out, "Get closer – then strike!" The PCs will likely find him quite annoying.

## **Boar Attack**

After the party set out, read the following -

The Starmetal Hills are low and rolling with the occasional steep, rocky gorge. The poor soil is decorated by scrubby grass, thorny brush and the thickets of dry, scraggy trees. Skwelch seems to know this area well and so you make steady progress south-west.

It is about noon; the sun is high and hot, your armor and gear are feeling heavy, and you are beginning to think about lunch. You hear a sudden squealing and three large boars burst out of a spikey bush no more than thirty feet in front of you. They squeal again as they charge.

These **three boars** are ordinary animals – they have nothing of value. If skinned and cooked, they taste superb.



## **Naked Man**

Read the following -

Toward the end of the day you leave the Starmetal Hills and enter the vast, forbidding expanse of the Neverwinter Wood. Skwelch once more guides you expertly along old paths and game trails.

The sun is starting to set and you are looking for a campsite when you come across a fallen tree. To your astonishment, there is a naked young man caught beneath the trunk. “Thank the gods!” he cries as he sees you. “Please, help me!”

The man is trapped, but is otherwise uninjured. Two or three PCs can easily lift off the trunk if they choose. Skwelch will advise them to either leave him or eat him.

The man’s name is **Jai Copperstaff**, and he is an apprentice clockmaker from Neverwinter. He has no idea where he is or how he got there – his last memory was of going to bed in his home at Neverwinter.

Poor Jai is actually a **wererat**, but he is unaware of his condition. Five nights ago he transformed in Neverwinter and then off into the woods. A chance lightning strike saw a tree fall on him a day ago, and he transformed back.

If the party free Jai and keep him with them, he will transform again around midnight. In his rat form he is more than a match for the party. If the PCs don’t attack him, he will stare at them for a few moments then run off. If attacked he will fight back, but will flee after receiving 5 *points* of damage.

# THE TOWER

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Read the following -

Around mid-morning, Skwelch leads you to the edge of a large glade. It is cool and shadowy, with the ground blanketed by bright green grass and patches of yellow soil. There are several large burn marks on the ground.

Rising up in the middle of the glade is an ancient six-sided tower, about eighty feet tall. The tower is covered by a veneer of white limestone, which is now quite dirty. It is capped by a sloping roof tiled in dark slate. The roof has been smashed in a number of places.

A large door on the ground floor leans out steeply, having been torn from its top hinges. Near this entrance is a huge pile of smoking ash.

The ashes are from a funeral pyre erected for the remains of the *20 goblins* who died assaulting the dragon. Astute PCs may note that there is no evidence of the dragon's remains.

## Tower Features

The bottom floor is made of flagstones, while the upper floors, stairs and doors were all built from a magically strengthened hardwood. The interior walls are made of brick, which has also been magically reinforced. The ceilings are 12' high.

On the first floor and above there are windows in the north, south, east and west walls. The Guest and Master Chamber windows are secured by a **force field**. The other windows are all glazed, but most have been broken or are badly cracked. An exception is the **Chantry** stained glass window on the first

floor. The goblins have covered the windows in the Master Chamber to keep out the sunlight.

A map of the tower is available on the last page of this document. Squares are 5'.

## Resting

Most of the goblins sleep on the fourth floor during the day, and the floors are very thick and heavy. The goblins on the fourth floor are unlikely to realise they are under attack until the PCs reach the third floor, and maybe not at all if the PCs are quiet.

This means that the PCs can comfortably take short rests as required, and can also take a long rest if they need to. If you feel the PCs are taking too many rests, send along a pair of wandering **goblins** to stir them up.

## Skwelch the Guide

Skwelch only spent a brief amount of time in the tower before being exiled, so he does not really know his way around it. He won't tell the party that, though.

The Deathrot Tribe have not explored the whole tower, being more concerned about licking their wounds and fondling the dragon gold.



## 0. GROUND FLOOR

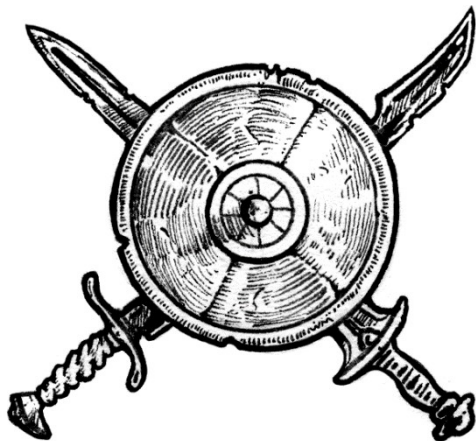
### 0A. Foyer

This room is in a sad state. The plaster on the walls is dirty and has gaping holes, the ceiling beams are exposed and the stone floor is covered with all manner of refuse. Several old, dust-covered chairs are scattered around the room. There is a closed door on the northern wall.

There are **two goblins** in this room. They are meant to be keeping watch but they are actually engrossed in a game of dice, and can be easily surprised if the party is quiet.

Once the PCs enter the room, the **wolves in location 0B** will begin howling and pawing at the door. Once the goblins realise they are under attack, they will try and reach the door on the northern wall to let the wolves in and attack.

*Treasure.* There is a pile of coins and some dice where the goblins were gambling. In total there are **75cp** and **20sp**. One of the goblins is also wearing a worn leather belt with **3gp** sewn inside it. There is no other treasure in the room.



### Goblin Names

The names of major goblins in the Deathrot Tribe are given in the text. If you need some other goblins names, try these - Gergle, Flem, Klot, Flort, Hoozer, Slopyolk, Snurt, Pusgriddle.

### 0B. Sitting Room

The floor of this room is covered with rubble, plaster and old wood. The walls and ceiling are torn and dirty, and the air is full of dust. Several filthy old rugs have been bunched up in one corner.

The goblins have turned this into a kennel for the **three wolves** they keep as pets. The wolves will be alert and howling as soon as the PCs enter the tower. If they howl for a full minute (10 rounds) a goblin from the fourth floor will sleepily come down to investigate.

*Treasure.* There is no treasure in this room.

### 0C. Servants Room

This room is once more littered with debris and full of dust. Half a dozen broken old beds line one wall, and there are several smashed chairs scattered about.

There are **two axe beaks** in this room. The unfortunate creatures wandered in about a week ago and began nesting amongst the rubble. The goblins were frightened of the large birds and shut the door to trap them. The creatures are now nearly mad with thirst and hunger, and will attack the party as soon as the door is opened.

*Treasure.* On a successful **DC 20 Wisdom (Perception)** check, the party find a hiding place under a cracked flagstone. In the hole is a set of prayer beads made of semi-precious stones (worth **50gp**).

# 1. FIRST FLOOR

## 1A. Chantry

Your eyes are drawn immediately to a gleaming silver globe sitting atop a stone altar at the far end of this room. A dusty blue rug covers the floor, and the walls are plastered and whitewashed, though now covered in grime. The single window is made of stained glass, and shows a robed figure bearing a staff in one hand, and a globe in the other.

This room was used for the worship of Savras, the god of mages. The figure depicted in the window is actually a **minor stained glass golem**. If anyone touches the silver globe, the golem will step down out of the window and attack. It is flat and two-dimensional, and makes a tinkling sound as it moves.

*Treasure.* The silver globe is exquisitely carved with many kinds of eyes (worth **100gp**).

## 1B. Guest Chamber

This door is locked. The lock may be picked with thieves' tools and a **DC 15 Dexterity** check. Once it is opened, read the following -

The odor hits you immediately - it is stale and musty, with a strong tinge of decay. An old set of drawers and a collapsed bed are the only furniture in this room. On the bed you can see traces of bones and rags - all that remains of a body long since dead. There is a thick layer of dust everywhere.

The body belonged to a former servant, who was locked in this room (either by accident or malice) and left to die after the tower was abandoned.

He turned into a **specter**, and is full of an undying hatred for the living. Once the whole

party has entered the room, the door will lock itself and the specter will appear and attack.

*Note.* The specter has been weakened by the close proximity of the chantry. Therefore, it cannot use its *life drain* ability.

*Treasure.* If the PCs search amongst the bones on the bed, they will find a small silver hip flask (worth **50gp**).



# 2. SECOND FLOOR

## 2A. Drawing Room

As you open the door you hear pipe music - the melody is gentle and sad. The sound is coming from a large wooden pan flute attached to the interior wall. The pipes appear to be playing themselves.

The rest of the room is sumptuously furnished, though all is now covered with dust and cobwebs. Several landscape paintings hang on walls paneled in dark wood, while the carpet underneath is thick and plush.

There are several chairs and lounges scattered around the room. There is also a gilt mirror on one wall and a writing bureau in the corner.

The pipes are actually being played by a **minor air elemental**, which has been magically



bound to the room and is invisible while it is playing.

If the PCs begin to examine the writing bureau, the music will stop. The bureau is locked, but can be may be opened with thieves' tools and a **DC 10 Dexterity** check. As soon as the PCs begin playing with the lock, the air elemental will attack. It will become visible then as a swirling mess of dust and cobwebs.

*Treasure.* Inside the bureau are dry ink pots, withered quills and some old blank sheets of paper. There is also a small purse with **20gp** in it, and a pair of **goggles of night**.

## 2B. Study

Light wooden paneling covers the walls, and there is a thin crimson rug in the middle of the wooden floor. There is a small bookshelf next to a strange gray door on the east wall.

Against the western wall is a large writing desk made of dark oak. There is a heavy, closed volume on the desk, with a locked clasp on it.

As with the other rooms, this one is covered with copious amounts of dust, and cobwebs hang listlessly from the ceiling.

## Desk and Diary

The book on the table is labelled "The Diary of Hugo Harpell". The Harpell's are a mighty and eccentric magical dynasty who founded the town of Longsaddle, and whose ancestral home is the Ivy Mansion. Hugo was an eccentric archmage who built this tower over a hundred years ago then mysteriously vanished.

If anyone touches the clasp, the diary grows a pair of spindly legs and begins running around the study, crying "No, no!" It will require a **DC 20 Dexterity** check to catch it. Once caught, it will squirm about for a few moments, then

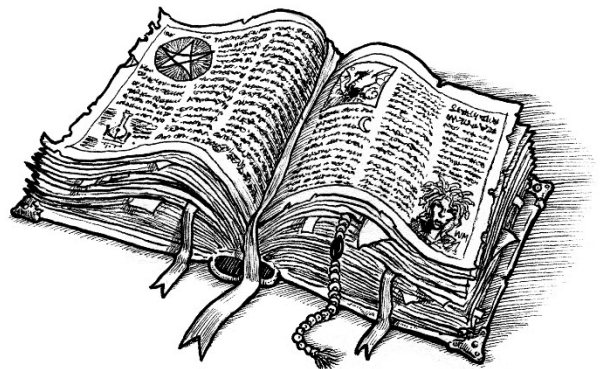
give a long and mournful "Noooooo!" as it slowly turns into dust.

## Bookshelf

The bookshelf contains about forty volumes, many of which are decaying. The volumes include such titles as –

- Glyphs, Sigils, and Seals
- The Obscure Octavo
- Deadly Glamours of the Unseelie Court
- The Perils of Drink
- The Prophecies of the Grand Egg

*Treasure.* The bookshelf also contains a volume entitled "The Book of Wondrous Answers". It is entirely full of blank pages. Once per day, you can write a question in the book in ordinary ink. After a few moments the ink will fade away, and then a helpful answer



will appear. Sadly, the book only has 3 charges left.

## 2C. Vault

The door to this room is gray and metallic looking, and features a large lock and handle. It is, in fact, a **gray ooze** that has been magically petrified. If anyone touches the handle or lock, the ooze will revert to normal and attack.

Once the creature is defeated, read the following –

The walls of this large chamber are covered with a pale gray stucco, which has been carved in an intricate pattern of swirls and curves. A thick layer of dust covers the wooden floorboards.

Otherwise the room is completely empty – it looks like no-one has been in there for many years.

There is a small treasure chest against the far wall, but it is invisible. If the PCs spend any amount of time searching the room, they will soon stumble upon it.

This chest is locked. The lock may be picked with thieves' tools and a **DC 20 Dexterity** check. The chest will become visible once it is opened.

*Treasure.* The chest contains the following items –

- **200gp**
- Longsword +1 (named *Whitherbrand*)
- Pouch of 15 goodberries
- Wand of the War Mage +1
- Platinum backed hand mirror, set with small rubies (worth **150gp**)
- 3 potions of healing

## 3. THIRD FLOOR

### 3A. Dining Room

A statue of a goblin with a horrified expression on his face stands just a few feet from the door. A long dining table made of dark wood runs through the center of the room, lined on either side with plush chairs. At the far end of the table are four candlestick holders, made of silver.

The PCs will hear a shuffling sound from beneath the table at the far end of the room. A

**cockatrice** has flown in through the broken window and made a nest for itself there. The poor goblin near the door was bitten by it and turned to stone. A few rounds after the players enter, the cockatrice will attack.

*Treasure.* The candlestick holders are worth **90gp** in total.



### 3B. Kitchen

There is a dead goblin in a pool of blood near the door, with a meat cleaver buried deep into his skull. On the far wall you see a large hearth, with a spit and several cauldrons suspended over it and an oven on one side. Several cleavers, pots, pans and spoons sit on a large wooden bench in the middle of the room. It is otherwise empty.

The utensils here were enchanted to prepare and serve the food without assistance. The charm has worn off most items, but a decayed version persists in some.

Three rounds after the PCs enter the kitchen, they will notice a number of cleavers and pots begin shaking violently. The next round, **four flying pots** and **two flying meat cleavers** will rise off the ground and attack.

*Treasure.* There is a set of silver cutlery in a sideboard (worth **50gp**). The dead goblin has **7gp** concealed in her boot.

## Where are the goblin kids?

The Deathrot Tribe has a roughly equal number of male and female goblins (all fight alike). You might therefore be wondering where the goblin young are.

Nomadic goblin tribes (like Deathrot were up until a week ago) have few children due to certain aspects of goblin physiology. The young that *are* born are usually exposed.

Once a nomadic tribe finds a nice lair (such as a good cave or an abandoned dwarf mine) they settle in and tend to breed prodigiously.

## 4. FOURTH FLOOR

### 4A. Master Chamber

This large chamber is paneled in dark wood hung with numerous paintings, most of which are torn or faded. The carpet was once a deep crimson, but is now badly discolored by dust and grime.

A number of wardrobes are scattered about the room, and there is a large four-poster bed against one wall. In the corner opposite is an impressive pile of coins and other treasure.

There are also **eight goblins** in the room – all that remains of the Deathrot Tribe. Some of them are playing dice, a few are drinking from a barrel of old beer, and the rest are talking or arguing. The chief of the Deathrot Tribe is named **Glubnose**.

There is a trapdoor in the ceiling leading up to the attic (not mapped). The tribe moved the treasure hoard from the attic down to the master chamber, then nailed the trapdoor shut and destroyed the ladder.

*Treasure.* See “The Dragon Hoard” in the following chapter.



### Read This!

The party might just charge in, or they may try some other plan. Before any combat breaks out, go to the chapter titled “The Dragon” and read out the opening text.

### Glubnose’s Personality

In all probability the PCs will need to negotiate with Glubnose at some point. He is older, fatter and smarter than the other goblins, though still not very intelligent. He is convinced that he is always right, and that most of his tribe are lazy and stupid. He speaks with a kind of spluttering bluster, and rarely lets anyone else finish their sentences.

## THE DRAGON

Before the party begin fighting the Deathrot tribe, read the following –

There is a sound like a sudden rush of wind, then the ceiling above you booms and shudders as a large weight alights upon it. There are a few moments of silence and then an ear-splitting roar.

The goblins begin rush around madly. “The dragon!” they cry. “The dragon has returned!” From above you can now hear a great pounding and the splintering of wood.

The dragon is named Talantha, and she is a **red dragon wyrmling**.

### **Talantha's Tale**

Talantha was born and raised in The Crag. About a year ago she left her mother to make her own way in the world. She found the old tower, made a den in the attic, and began building her hoard.

All was going well until a week ago when the Deathrot Tribe provoked her into a battle in the field before the tower. She raked the goblins with fire and claw while they poured volley after volley of arrows into her.

She destroyed over half the tribe but was fearfully wounded and forced to flee. Now she has returned, fully recovered and looking for vengeance.

Talantha is 15 years old, and is about 8' long from tip to tail.

### **Party Options**

It will take Talantha 10 rounds to tear her way through the ceiling into the Master Chamber, at which point she will attack anyone who remains. If no-one is there, she will spend about a day re-counting all of her treasure,



then will creep down through the levels of the tower, looking for survivors to roast.

The party have several options, some of which are explored below.

### **Attack the Goblins**

The party may choose to destroy the rest of the Deathrot Tribe. They could do this effectively by trapping them in the Master Chamber with Talantha. She will have no problem dealing with the remaining goblins on her own.

They would then need to decide whether to attack or negotiate with Talantha, or to flee the tower.

### **Negotiate with the Goblins**

The party may choose to negotiate with the goblins. Glubnose realizes his situation is desperate and is willing to cut a deal (but see "Glubnose's Personality" above).

### **Negotiate with Talantha**

The party may try to negotiate with Talantha. She speaks Draconic and Common fluently, and will be willing to talk with them (see "Talantha's Personality", below).

Ultimately, she is not willing to sacrifice any of her hoard, and she wants to punish the goblins for the harm they did her.

### **Attack Talantha**

The party may choose to attack Talantha. On their own, it would be a very difficult fight to win. With the aid of the Deathrot Tribe, however, they would have a good chance.

In battle, Talantha will focus her attacks on the goblins first. If she loses half of her hit points, she will flee. She will remember the PCs, however, and could well become a recurring villain.

### **Flee**

The party may decide to flee without facing the dragon, which is a sensible option on the face of it. If Talantha is in the attic or Master

Chamber, she will be listening for anyone leaving the tower, and will quickly take flight to hunt them down. She will likely get one full attack on those fleeing before they reach the safety of the trees.

The party may come up with other options, of course. If so, improvise!

## Talantha's Personality

Talantha is just 15 years old and has the personality of a petulant teenager. She considers the PCs and goblins to be vermin. Her main goal in talking will be to draw the PCs out into a vulnerable position so she can roast them. She lacks experience, however, so some of her entreaties will sound quite naïve ("Why don't you come out of hiding? I just want to be friends!").

## The Dragon Hoard

Talantha's hoard consists of the following –

- **3540cp**
- **570sp**
- **220gp**
- Jade bird cage (worth **50gp**)
- 9 tiger eye gems (worth **10gp** each)
- A gold scarab worth (**110gp**)
- A 200-year-old bottle of elven wine from the *Rosedale* vineyard (worth **190gp**)
- 2 potions of healing
- Potion of strength
- +2 shield, white with a green cross

## CONCLUSION

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If Glubnose survives, he will honor whatever deal he made with the PCs. The only exception would be if the party were severely weakened during the battle (for example, if most of the PCs died). In that case he would feel free to change the terms to suit himself.

If Glubnose dies then Skwelch will become the new goblin chief, and he will honor his deal with the party.

Skwelch will also happily lead the party back over the Starmetal Hills to Longsaddle. If Skwelch died and the party remained on good terms with the rest of the Deathrot Tribe, one of the other goblins will lead take them. Otherwise they will need to find their own way back to Longsaddle, which should not be overly difficult.

The folk of Longsaddle will listen to their tale with interest and skepticism, and the story will earn them a round or two of ale. They townsfolk will also cheerfully advise the party that the Constable is looking for them, and wants to have a little chat...



# MONSTER STATS

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## Flying Meat Cleaver

*Small construct, unaligned*

**Armour Class** 13

**Hit Points** 5

**Speed** fly 25 ft. (hover)

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STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	1 (-5)	1 (-5)	1 (-5)

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**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

**Languages** -

**Challenge** 1/8 (25 XP)

**Antimagic Susceptibility.** The cleaver is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the cleaver must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

### Actions

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**Cleave.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

## Flying Pot

*Small construct, unaligned*

**Armour Class** 13

**Hit Points** 5

**Speed** fly 25 ft. (hover)

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STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	1 (-5)	1 (-5)	1 (-5)

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**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

**Languages** -

**Challenge** 1/8 (25 XP)

**Antimagic Susceptibility.** The pot is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the pot must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

### Actions

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**Bash.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

## Minor Air Elemental

*Medium construct, unaligned*

**Armour Class** 14

**Hit Points** 33 (6d8+6)

**Speed** 20 ft.

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STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	6 (-2)	10 (+0)	6 (-2)

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**Damage Resistances** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Auran

**Challenge** 1 (200 XP)

**Air Form.** The elemental 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

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**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 3) bludgeoning damage.

## Minor Stained Glass Golem

*Medium construct, unaligned*

**Armour Class** 15

**Hit Points** 33 (6d8+6)

**Speed** 20 ft.

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STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

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**Damage Resistance** psychic, poison, radiant

**Damage Vulnerabilities** bludgeoning

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

**Languages** -

**Challenge** 1 (200 XP)

**Antimagic Susceptibility.** The golem is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the golem must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

### Actions

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**Multiattack.** The golem makes two slash attacks.

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

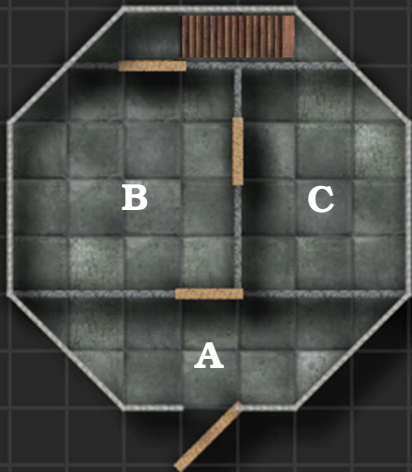
## CREDITS & LEGALS

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**Design:** M.T. Black

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**Ground Floor**



**First Floor**



**Second Floor**



**Third Floor**



**Fourth Floor**

