



CHELIMBER'S DESCENT

Deep in the Marsh of Chelimber lie the ruins of a great wizard's tower. SEER has received intelligence, which she imparts via her emissary Hsing, that deep beneath the marsh in the remains of an old tower is knowledge of older magics. This could be just what Parnast needs to resist the onslaught of Bad Fruul and his armies!

A Two-Hour Adventure for 1st-4th Level Characters



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INTRODUCTION

Welcome to *Chelimber's Descent*, a D&D Adventurers League™ adventure, Part of the official D&D Adventurers League™ organized play system and the *Storm King's Thunder* storyline season.

This adventure is designed for **three to seven 1st through 4th level characters**, and is optimized for **five 3rd level characters**.

The adventure begins in the Marsh of Chelimber and occurs after the events of *Beneath the Fetid Chelimber*.

THE D&D ADVENTURERS LEAGUE

The D&D Adventurers League™ is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time or see the need to do so, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 3rd-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

RUNNING THE ADVENTURE

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, so long as you maintain the original spirit of what's written.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. *The Dungeon Master's Guide* has more information on the art of running a D&D game.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection</i> *	3,000 gp
<i>True Resurrection</i> *	50,000 gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Acolytes can call upon spellcasting services in and around the three towns as follows:

Parnast (Tier 1). Mielikki

Stagwick (Tier 2). Chauntea

Beregost (Tier 3). Lathander, Waukeen

DEATH AND RECOVERY

Sometimes bad things happen, and characters get die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DEATH

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead*

spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

Many centuries ago, a wizard built a tower on top of a cliff in one night. This earned him the moniker of the Wizard of the Crag. It also infuriated a wealthy landowner named Chelimber who had extensive holdings on the plain that stretched out to the west and east of the crag. The antagonism only increased over time and the man hired another wizard, by name Taskor the Terrible, to battle the upstart spoiling his view with his tower and possibly becoming a rival for rule.

A battle ensued which ended in the disappearance of both wizards. Unfortunately, the Wizard of the Crag had been on the verge of adding a waterfall to his complex and vast numbers of water elementals were released upon his death. They flooded the land and created the area known today as the Marsh of Chelimber. Between the cataclysmic events and the depredations of time, the tower which once stood high on a crag is now submerged in the marsh. Portions of its roof can be seen deep in the marsh. It is only ancient elemental earth magic embodied in the towers gargoyles that keeps the structure from imploding from the pressure of water and time.

While many have looked for the ruins of his tower over the centuries, it was only recently that information that hinted of its location came into the hands of the one known as SEER. As she was scrying the general area, she discovered that adventurers had found the exact location. (these events occur in DDAL05-06 *Beneath the Fetid Chelimber*). She sends Hsing to task the adventurers with finding the books and scrolls of ancient magic purported to be there.

The location found it is up to the characters to find a way in and discover whatever ancient knowledge has been preserved here.

The Wizard of the Crag, was skilled in elemental magic and is known to value magical knowledge over most everything else. He also knew he had enemies, hence the various traps in his tower.

Between expenditures on magical experiments and personal defenses, most of his remaining wealth was in his library of rare books.

ADVENTURE OVERVIEW

This adventure is broken down into three parts: Getting in to the tower, exploring the Chapel Level and exploring the Laboratory Level. The tower design is such as to limit the number of paths the characters can take thus hopefully streamlining preparation and building to a climatic combat.

Part 1. Getting In. This involves investigation and solving puzzles. The characters have the missing piece that allows them to interact with the tower's defenses. Once that is in place they need to solve the puzzles to gain entrance. Failure opens up a different path into the tower.

Part 2. The Chapel. Additional traps and a possible combat await the characters here. However, there are also clues for obstacles on the next lower level. A possible interaction with the few remaining gargoyles and stone mephitis could provide a combat encounter.

Part 3. The Library and Laboratory. Information from the Chapel aids in the safe traversing of the elemental summoning chambers (magic item gained). The Laboratory is trapped. The library is guarded by a wight and assistants (skeletons).

HOW LONG SHOULD THIS TAKE?

This may vary widely based on both player knowledge and character knowledge/abilities. Mistakes also could lengthen play time. Playing this right after playing DDAL5-06 *Beneath the Fetid Chelimber* saves time also. In an ideal world: "Getting In" section should take no more 20 minutes, Chapel level should take no more than 40 minutes, Lab and Library 45 minutes leaving 15 minutes for wrapping things up.

ADVENTURE HOOK

Ideally the characters have just participated in DDAL5-06 *Beneath the Fetid Chelimber*. If this is the case, the adventure picks up at the location and should have the "necklace" that Mama was wearing. The pendant of the



necklace bears a rune meaning "Stein" (stone), and a small hole in each corner. If running this adventure back to back with the previous one, then the characters should have the benefit of a long rest either before or after the discussion with Hsing.

Not long after you defeated the hag known as "Mama" and her half-ogre "Boys" a whistling noise announces the arrival of a golden pseudodragon with milky-white eyes.

"Greetings and congratulations. SEER believes you have found a site long sought, the tower of the Wizard of the Crag. She wishes to encourage you to explore the tower. She is interested in the repository of Lore he is rumored to have had. If you retrieve these manuscripts on ancient forms of magic, we shall pay you handsomely."

Additional information he gives them:

- The wizard, whose tower this was, is known to have at least been a master of earth and water elementals.
- It is believed he worked with all the elements
- He had a reputation of being a devotee of both Mystra and Oghma
- It is her hope that the information contained in these old manuscripts shall aid in her attempts to protect Parnast from the Bad Fruul

If there is anyone who is a member of the Harpers she hands them a sealed envelope. The missive informs the character of their Faction Assignment.

"I can't do everything for you, I am behind on my naps as is. This is the place, your job to enter. Coming out with just one miserable spellbook is not acceptable. Use the pendent that the earlier group found. I hear SEER calling me" and with that he apparently teleports away.

ROLEPLAYING HSGING

Hsing has been around a long, long time. However, while he seeks those who are insightful and direct, Hsing is distracted and speaks in vague, cryptic riddles. He is also quite lazy and his preferred place is curled up around someone's shoulders. Although he is blind, he has very well developed hearing and an acute sense of smell to help him navigate. A gift from Io himself, Hsing's blindness is incurable.

Quote: "ZZZZZZZZ..."

Faction Assignment (Harpers). While in favor of improving the defenses of Parnast, the Harper's are concerned about the concentration of all that knowledge in one hand. Harpers are tasked with personally retrieving, a few of the scrolls or books.

To that end, members are lent a *bag of holding*, for the course of the adventure, if they do not have one or something similar.

NOTE: If a character did not yet finish the Emerald Enclave Assignment from the previous adventure they can still complete it.

IF THE CHARACTERS DIDN'T PLAY BENEATH THE FETID CHELIMBER

Hsing made sure that you did not make a misstep on your way to this remote location in the marsh. Oh, your feet still were damp, and bugs still managed to make their way into uncomfortable places, but otherwise he led you straight to this odd island. Scavengers have been feasting on the remains of assorted creatures, the decaying meat adding to the odoriferous miasma of swamp.

"I can't do everything for you, I am behind on my naps as is. This is the place, your job to enter. Coming out with just one miserable spellbook is not acceptable. Use the pendent the earlier group found. I hear SEER calling me" and with that he apparently teleports away.

The characters are on an island in the marsh, ruins of huts appropriately sized for half ogre's, on either end. A large depression encircled by razorvine is accessible via two mud and wood ramps.

Any of the following hooks may justify the party's presence in the Marsh of Chelimber.

Rune Magic. Characters interested in lost magical lore or affiliated with the Harpers might be interested in the ruins for the same reason Bad Fruul is: the sunken remnants of a wizard's tower are rumored to hold powerful magic and forgotten spells.

Faction Assignment: Harpers. While in favor of improving the defenses of Parnast, the Harper's are concerned about the concentration of all that knowledge in one hand. They ask any member to personally retrieve, if possible a few of the scrolls/books for their faction and to further that end lend a *bag of holding*, for the course of the adventure, to the character if they do not have one or something similar. At the very least they ask that the character make copies, or assist in the effort.

Additionally, before leaving Parnast, the characters were informed of the following by Hsing, SEER's psuedodragon familiar.

- Having found the location of what remains of the Wizard of the Crag's tower, a group is needed to

find a way into it and retrieve the magical texts believed to be there.

- Hsing provides the characters with a square-shaped, stone pendent engraved with a single rune (see Adventure Hook, above). He isn't sure what the pendant is for, but states that it was recently recovered from the ruins of the tower.
- Legend has it that as a devotee of both Mystra and Oghma, he had an extensive library.
- He also showed his mastery of at least two elements, earth and water—otherwise the marsh would not exist.
- The tower was raised in a single night
- He was preparing to add a waterfall, when he was challenged to a duel by Taskor the Terrible (who was paid to do so by Chelimber the baron of the area).
- He died in the duel and all the water elementals he had bound were freed immediately and their number and might was such that the marsh was created.
- If they return with the ancient texts, not just a simple spellbook, they are to be paid 150 gp.
- SEER believes that the texts hold the key to creating defenses for the town against the hill giants.

PART 1. GETTING IN IS HALF THE FUN...?

The adventure begins in earnest with the characters arriving at a boggy island deep in the Marsh of Chelimber. Here they find the abandoned ruins of a camp of half-ogres and the hag that was their leader. A depression within the island is the area of interest.

THE DEPRESSION

A wide stone foundation frames this sinkhole, giving it a roughly square shape. The edges of the foundation are badly weathered but appear crenellated, like the walls of a battlement, making the stone frame seem less like a foundation and more like the top of a large keep or tower.

The floor of this sinkhole is ancient but well-laid flagstone covered with a thin sheen of swamp-water. The northwest corner of the sinkhole contains a badly weathered statue. A large table to the southeast is covered with filthy furs and torn silks, a poor imitation of a luxurious bed.

Two wide ramps of logs and earth lead into the sinkhole from the north and south.

Finding the way into the tower requires that the characters explore the depression in detail. Passive ability checks or a quick look around may not be enough to find the necessary clues. The more time spent looking at a specific section or attempting a task the lower the DC, or you can grant advantage based on the description the player gives of their character's action. Reward innovation and out of box thinking—try to avoid resorting solely to the roll of the dice.

Successful Intelligence (Arcana) checks and *detect magic* might reveal old, lingering auras of abjuration. The magic here is very old and quite different from what is usually found in modern structures. *Find trap* is a bit harder to adjudicate, at least to the satisfaction of some players. There is a trap here, but the trigger is partly magical and the trap itself is mechanical. To succeed without triggering the trap, they need to locate the lever arm. Once that is pulled the “door lock” in the table is revealed, as is an obvious place for the pendant. Once the pendant is inserted the stairway leading into the submerged tower is revealed.

PASSIVE CHECKS

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the DM

wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster. Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check

If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a **score**.

For example, if a 1st-level character has a Wisdom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) score of 14.

GENERAL FEATURES

The following features pertain to locations in the depression.

Light. The edges of the depression are obscured by shadow depending on the time of day. In the morning, the shadows are deep on the eastern edge (where the table is) while in the afternoon the shadows are deeper on the opposite side. The shadows do not extend further than ten feet into the area unless it is very early or near sunset. Such shadowy areas are dimly lit, as is the entire area at night when illuminated by the moon. No matter the hour, a thin haze along the ground limits visibility to 100 feet.

Floor. The floor is made of stone, but it is mostly covered by dirt, mossy growths, water and other unmentionable filth.

Razorvine: This dangerous plant grows in large clumps on either side of the ground above the sinkhole. In theory, they can avoid it, and it is possible if they played the previous adventure they have already destroyed some or all of it.

RAZORVINE

Razorvine is a plant that grows in wild tangles and hedges. It also clings to the sides of buildings and other surfaces as ivy does. A 10-foot-high, 10-foot-wide, 5-foot-thick wall or hedge of razorvine has AC 11, 25 hit points, and immunity to bludgeoning, piercing, and psychic damage.

When a creature comes into direct contact with razorvine for the first time on a turn, the creature must succeed on a DC 10 Dexterity saving throw or take 5 (1d10) slashing damage from the razorvine's bladelike thorns.

Sound. The marsh is alive with the sound of insects, and water laps against the edges of the island.

Smell. In addition to the smell of decaying vegetation prevalent throughout the Marsh of Chelimber, the half-ogres that once resided here had

terrible hygiene; their odor still pervades the island even though they are gone.

The Walls. The walls of the sinkhole appear to be stonework crenulations, something that removing the muck and moss from the area corroborates, revealing the stone work beneath.

The Statue. Determining what this mud and moss-covered statue in the northwest corner of the depression requires scraping it clean of mud and moss, ideally without damaging the statue beneath. Tools, such as those of a mason, cobbler or jeweler (not a complete list) can speed this up. This should resemble archeologists cleaning off something buried in heavy wet dirt. In a pinch, however, miner's pick or even a dagger could work. Assign ability checks as thematically appropriate if desired. Eventually the characters discover the subject of the statue is that of a gargoyle. On the base the phrase "Earth Remains Strong Protecting All" is carved in Common. Below that is engraved Stein, the stone rune.



A character inspecting the statue that succeeds on a DC 11 Intelligence (Investigation) check discovers that the arm of the statue is a lever. Further study of the immediate area of the statue does not discover what happens if the lever is pulled. Pulling the lever causes the table to open.

The Table. This plinth is covered in filthy silks and furs as if it was a crude imitation of a luxurious bed. The legs of this table, are fused to the stone beneath it. If the covers are moved a character that succeeds on a DC 15 Intelligence (Investigation) check discerns that the top is not actually a solid piece; very faint lines indicate that part of the top moves or might open, but a latch or method of activating it cannot be seen on the table.

The Floor: moving aside some of the mud, it is plain to see that the floor is worked stone. Tapping on the floor does not reveal any weaknesses or hollows. Everything sounds the same, except the ten-foot area around the table. There is something different. A successful DC 15 Intelligence (Investigation) check reveals that while it's stone, it might not be as thick. This is the cover for the cistern (see map). For reasons lost to time the tower had a large covered cistern. It is full of fresh water.

THE STAIRS AND THE PUZZLE-LOCKED DOOR

To gain entrance into the tower, the Stein pendant must be placed in the depression in table. This can only happen if the characters pull the lever on the

statue. Once the rune is inserted a stair way is revealed to one side of the table. The stairs wind down approximately 25 feet to a landing.

THE LANDING

The 5-foot wide stairs wrap around the central shaft and end in a landing. There is no obvious door way, but the wall immediately in front of them has the following inscribed:

*Be not faithless
Magic and Knowledge divine
Not in power or sphere presented
But in names Ascending*

The symbols are detailed in **Player Handout 1**. The capitalized words in the stanza above are hints that the symbols represent gods associated with either Magic or Knowledge and that the tiles should be arranged such that the names are in alphabetical order.

- The correct order—from left-to-right—is:
 - 1. Azuth.** A human hand, finger pointing upward
 - 2. Deneir.** A single lit candle
 - 3. Mystra.** A seven-pointed star
 - 4 Oghma.** A simple blank scroll
- The symbols are on tiles inset into an area large enough that they can slide around.
- The first three symbols (Azuth, Deneir, and Oghma) are common enough that the characters identify them without a check, but the symbol of Mystra is quite old, and requires a DC 15 Intelligence (Religion) check to identify. Clerics and paladins of Mystra automatically succeed on this check.

If the characters answer incorrectly, a glyph conjures a 3-foot wide rock at the top of the stairs. The characters hear the rock rumble and crash as it rolls down the stairs and collides into the wall beside the puzzle-locked door. Each character in the rock's path takes 5(1d10) bludgeoning damage. A successful DC 11 Dexterity saving throw reduces this damage by half. The rocks break apart upon hitting the wall at the bottom of the stairs.

The trap automatically resets itself. After two failures, however, the rocks have damaged the door into the Chapel Level enough that the characters can simply push it open without needing to solve the puzzle.

DEVELOPMENT

If they get the answer correctly the puzzle-locked door swings open. Otherwise, if the characters

answer incorrectly twice, the falling rocks damage it enough to be pushed opened. Proceed to Part 2. The Chapel, below

XP AWARD

If the characters solve the door puzzle, award each character 25 XP.

PART 2. THE CHAPEL

The traps on this level are all about discouraging thieves and thus can be easily avoided. The achievements on this level include gaining the clues in the elemental shrine, learning why the tower is still intact (the gargoyles) and finding the path to the stairs down. They can also gain two scrolls on this level.

GENERAL FEATURES

This level of the tower has the following general features:

Light. Globes of spun glass are set into the ceilings and glow with bright magical light throughout the level. Removing the globes destroys this enchantment.

Floors. The stone floors bear a thick layer of dust, and in some places, seems to have formed mounds. These mounds are the remains of items that have decayed so there is no way to tell what they once were. Unless otherwise mentioned there are no tracks in the dust.

The Air. Like most underground places, the air is chilly. Surprisingly, however, the air here is a bit stale and dry. There is also a notable lack of insects unlike in the marsh above, and the ubiquitous spider webs associated with ruins are strangely absent.

Items. Everything on this level seems to be made from stone. Most mundane items have been reduced to small piles of dust-covered rubbish. Paint flakes on the statues indicate that some of them were painted either partially or completely to better represent their respective deities.

The Gems. Each of the gems in the shrines on this level are trapped and aside from enduring the trap, any would-be thieves, must be willing to break the statue to remove the gem.

THE STAIRWELL

The stairwell ends in a single door that leads into the Chapel Level.

THE SECRET STAIRS

There are secret doors that access the stairs down to the laboratory level. One of these doors is here in the stairwell beside the door into the Chapel Level. Another in the shrine to Deneir, and the last is in the room housing the gargoyles. The hidden door here in the stairwell is the most cunningly hidden and requires a successful DC 30 Wisdom (Perception) check to detect.

1. THE SHRINE OF MYSTRA

The wall swings open revealing a room 30-feet deep and 25-feet wide. Archways to the left and right provide a view into the rooms beyond. Immediately facing the entrance, a prismatic-hued will-o'-wisp hovers over a short pillar. Atop the pillar rests an offering bowl, and behind it, a fresco depicting a blue, seven-pointed star. The walls are covered in murals depicting a woman performing feats of magical prowess.

The murals depict various ways Mystra has manifested in the past as well as her avatar. The prismatic will-o-wisp is also one of her earlier manifestations; an otherwise harmless illusion.

There are some piles of wood that might have been tables on either side of the pillar, they crumble if picked up.

POISON GAS TRAP

In the bowl is a rainbow tourmaline. The tourmaline is permanently affixed to the bowl with a small dab of *sovereign glue*. Removing the gem requires either dissolving the glue or destroying the bowl which bears a **poison gas trap**.

Disabling. The tourmaline can only be removed from the bowl by first removing the *sovereign glue*—something that requires *universal solvent*, *oil of etherealness*, or casting *wish*. As the bowl and the gem are permanently bound together, barring a display of clever thinking, removing the gem involves breaking the bowl, which is attached to the pillar.

Trigger. The trap is triggered if the bowl or the pillar is broken.

Effect. Triggering the trap causes poison gas to jet from the pillar beneath the bowl. Any creature within 5 feet of the bowl must immediately succeed on a DC13 Constitution saving throw or take 7 (2d6) poison damage. The gas continues to stream out of the bowl for two additional rounds, and any creature entering or starting their turn within 5 feet of the bowl, must repeat this saving throw or take the damage. The jets stop emitting poison gas at the end of the third round.

TREASURE

Due to the *glue* and bits of broken bowl stuck to it, the tourmaline is worth only 10 gp.

XP AWARD

If the characters disable the trap or leave the altar alone, award each character 25 XP.

2. SHRINE OF AZUTH

Passing through the archway into this room, you see a fresco depicting a human hand, index finger pointed up. A statue of a bearded, old human male stands on the southern wall, holding a topaz-capped staff in lovingly in both hands.

The six-foot tall statue depicts Azuth, something a DC 11 Intelligence (Religion) check reveals. The staff is one and half times his height topped by a large cabochon-cut topaz. It is also trapped.

A SHOCKINGLY DEVIOUS TRAP

A character succeeding on a DC 15 Wisdom (Perception) check notices copper wires joining the staff's hands to the staff. These copper wires are enough to deliver a **nasty shock** to anyone touching the staff or the gem.

Disabling. This trap can be disabled by severing the wires connecting the two—a feat that requiring a set of thieves' tools and a successful DC 15 Dexterity check.

Trigger. Anyone touching the staff or the gem without first disabling the trap triggers the trap.

Effect. Any creature touching the staff or the topaz must succeed on a DC 13 Constitution saving throw or take 7 (2d6) lightning damage.

TREASURE

If removed, the topaz is worth 10 gp.

XP AWARD

If the characters disable the trap or leave the altar alone, award each character 25 XP.

3. THE SHRINE OF DENEIR

The archway leading in this room open into the next shrine. The walls of this shrine are covered in all type of scripts and glyphs some from languages long dead. The statue is that of a balding man covered in voluminous robes, covered in glyphs, standing beside a desk bearing a quill and a beautiful ink pot. His arms cradle several scrolls.

A successful DC 11 Intelligence (Religion) check indicates that this shrine is dedicated to Deneir. A

character succeeding on a DC 13 Intelligence (Arcana) check recognizes some of glyphs on the wall to be giant runes. Characters that are proficient in Giant automatically succeed on this check.

POISON GAS TRAP

The ink pot is made from a single piece of jet. A successful DC 15 Intelligence (Investigation) check reveals several tiny holes from which a concentrated dose of **Malice poison gas** emits.

Disabling. The trap can be disabled by casting *dispel magic* or a similar spell on the jet.

Alternatively, a character with a set of thieves' tools may attempt a DC 17 Dexterity check to disable the trap. A character holding their breath (see Effect, below) makes this check with disadvantage.

Trigger. Touching the gem triggers the trap.

Effect. Creatures within 10 feet of the ink pot must succeed on a DC 13 Constitution saving throw or become poisoned for 1d4 hours. While poisoned, the creature is blinded. A creature may hold their breath to avoid inhaling the poison. While they make the check to disable the trap with disadvantage, the saving throw made to avoid the poison is made with advantage.

SECRET DOOR

On the wall opposite the statue is a secret door. A character succeeding on a DC 20 Wisdom (Perception) check notices its outline. The door to the stair way is not hidden from those inside the passageway, nor is the door from the gargoyle's room.

DEVELOPMENT

If none of the characters take the gem, they hear a soft plop as they leave the room. Any character looking back sees a scroll on the ground at the base of the statue. There does not seem to be any missing from the pile of scrolls the statue holds. This is a *spell scroll* (see Treasure, below).

TREASURE

If the characters are respectful, Deneir gifts them with a *spell scroll of tongues*. If the characters take the piece of jet, they find it worth 10 gp.

XP AWARD

If the characters disable the trap or leave the altar alone (and are subsequently rewarded with the scroll), award each character 25 XP.

4. THE SHRINE OF OGHMA

The walls of this room show various ways of preserving knowledge including carving stone tablets, preparing paper and the binding of books. Also shown are people of various races and genders creating knowledge by experimentation or spreading knowledge.

The statue here is not of a humanoid, but rather a desk with a blank, open tome, inkstand with quill, and a large diamond paperweight.

A successful DC 15 Wisdom (Perception) check reveals veins of copper running throughout the floor. This check is made with advantage if the floor is cleared of dust before being stepped on it (this floor is decidedly different than that in the other shrines).

PROGRAMMED ILLUSION TRAP

A programmed illusion is triggered by the characters entering this room. Read or paraphrase:

Without warning, the statue's quill rises and floats in the air beside the open tome.

A deep, disembodied voice says "All should surrender knowledge so it may be shared."

Characters near the desk notice that the ink in the well is wet and the quill is real—not simply a stone effigy. The entire set is the triggering mechanism for an **electrical floor** trap.

Disabling. To disable the trap, each creature in the room must offer a piece of wisdom or knowledge by writing on the stone tome with the quill. Once written the ink seeps into the stone and disappears (simply writing curse words does not count, but something like "don't split the party" would).

If all the characters write something without touching the diamond, a voice is heard once more. "The gift of knowledge given freely is blessed." A page of the tome fills with magical writing and peels away—turning into a *spell scroll* which the characters can freely take (see Treasure, below).

Trigger. Touching the diamond paperweight without first offering a piece of knowledge or wisdom triggers the trap.

Effect. If a character attempts to retrieve the diamond paperweight without first writing a piece of knowledge or wisdom in the tome on the desk, the trap sends a burst of electricity through the copper-veined floor. Everyone standing on the floor in the

room when this occurs must succeed on a DC 11 Constitution saving throw or take 5 (1d10) lightning damage.

DEVELOPMENT

The door leading into the Gargoyle's Roost is trapped. See Area 5, below for more information.

TREASURE

If the characters each write something in the tome, before attempting to touch the diamond, they are gifted with a *spell scroll of lesser restoration*. The diamond is worth 25 gp.

XP AWARD

If the characters disable the trap or leave the altar alone, award each character 25 XP.

5. THE GARGOYLE'S ROOST

This room appears to have been a guest room before being converted to little more than storage.

The walls are paneled in wood. There are three large piles of rocks in the room and (number dependent on party strength) statues are scattered about. The center of the room has a layer of fine gravel. There is a door in the wall opposite. The eyes of the statues open and a sound like grinding rocks comes forth from the open mouth of the largest statue.

THE GARGOYLE

The **gargoyles** and **stone mephits** were bound to the tower—enslaved to provide protection and ensure its continued existence. While the water elementals were released upon the wizard's death, these creatures were not. Over the long centuries their bonds have weakened, such that those that remain ensure only the tower's structural integrity.

ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter. They are not cumulative.

- **Very weak:** Remove **gargoyle**, the two **stone mephits** each have 15 hit points
- **Weak:** Remove the gargoyle
- **Strong:** Add two stone mephits
- **Very Strong:** Add a gargoyle

This room has since become a nest-of-sorts and a graveyard for their peers. The areas marked on the map as rubble, are the mounded remains of gargoyles and the fine layer of gravel that covers the center of the room is the remains of stone mephits.

The ancient **gargoyle** asks the characters what their business is in the tower. Because of its extreme age, its hit points are reduced to 31. It is accompanied by two **stone mephits**.

If the characters do not immediately instigate combat, they can parlay with the creatures in this room. The gargoyle and stone mephitis believe that if the chest with the most treasured books and scrolls leaves then their binding will end. So, they can be talked to, but they only know Terran. What the characters can learn:

- “His Arroganceness (their name for the Wizard) bound us here to protect his tower.”
- The lowest levels are intact, but full of muck and water.
- The next level down includes his treasury and work rooms.
- These creatures won’t stop the characters, but they warn them of “the Librarian”.
- The Librarian is “not living like you, but walks nevertheless.”

If attacked the creatures fight back; death is freedom from eons of imprisonment. Alternatively, the characters can opt to simply walk back out of the room.

As the last of the creatures dies, it gives a strange smile. A groaning noise is heard as the protections on the tower, that have preserved it so long and were embodied in the gargoyles, have disappeared. Small cracks appear in the walls and motes of centuries-old dust fall from the ceiling in thin streams.

The characters now might worry about the structural integrity of the tower. Cracks appear in the stone walls slowly over the course of the adventure. The tower should last long enough for the characters to finish their investigation as it implodes in 1d4+1 days.

SECRET DOOR

The secret door in this room, has been used so much over the centuries that it requires only a successful DC 10 Wisdom (Perception) check to reveal.

TRAPPED DOOR

Both iron-bound doors leading into and out of this room are trapped with **poison needle traps**.

Detecting and Disabling. Detecting the trap requires a successful DC 15 Wisdom (Perception) check, and disabling it requires a set of thieves’ tools

and a successful DC 15 Dexterity check. The door is also locked. unlocking the door requires a set of thieves’ tools and a successful DC 15 Dexterity check.

Alternatively, the iron-banded door can simply be forced open with a successful DC 17 Strength (Athletics) check or destroyed (AC 17; 18 hit points; immune to poison and psychic damage).

Trigger. Anyone unlocking it without the key triggers the trap. Alternatively, a creature attempting to disable the trap that fails by 5 or more triggers the trap.

Effect. The creature triggering the trap takes 1 piercing damage and 3 (1d6) poison damage. A successful DC 11 Constitution saving throw reduces the poison damage by half.

XP AWARD

For each trap that they disable, award each character 25 XP.

6. THE ELEMENTAL CHAPEL

Beyond the archway from Mystra’s shrine, this large, pillared hall is bathed in a dancing and cascading rainbow of light. Wide arches indicate that at one time this area may have been opened to the elements. Now earth and dried mud fills these openings.

Anchored by pillars in the center of the room walls of scintillating light are the source of the cascade of colors.

From your vantage point, you can see only half of the room—the rest being blocked by the walls of light. You see a pair of altars.

The walls of light obscure the other two altars. Note that if this area is entered from the gargoyles room, then there is an altar immediate opposite their entrance instead of to their left.

The altars are each made of either a material precious to the god, or in a manner to echo the element. The symbol of the god is carved somewhere on the altar and a phrase is either on the top or on the floor in front of the altar. Each altar has some sort of offering bowl incorporated into its design.

If a character places an offering of some type in an alter bowl they gain resistance to elemental damage of that type. If the offering is coin they gain 3 resistance, if the offering is something that either echoes an aspect of the element, such as burning incense at the air altar, or pouring a liquid in to the water altar’s basin they gain 5 resistance. This bonus lasts until the end of the adventure.

THE ALTARS

The side closest to Mystra's shrine has altars to Grumbar and Istishia.

- **Altar A.** Grumbar's altar is made of jasper and his offering bowl resembles a polished geode. Engraved around the lip of the geode is:

*Grumbar's oath unchanging and true
Earth remains strong protecting all*

Suitable Offerings. Gems, rocks and coins. Note that since coins are metal they count toward gaining the larger bonus if offered more than 1 gp.

- **Altar B.** Istishia's altar resembles a wave crashing and appears to be made from quartz crystal with varying shades of green and blue with flecks of white resembling crashing surf. A deep valley between the waves serves as the altar's offering bowl. Engraved on floor in front of the altar:

*Istishia's triumph to confirm
Water rushes out to cover all*

Suitable Offerings: These include water, or any liquid including blood.

- **Altar C.** Akadi's altar is shaped like a 4-foot-high tornado, the eye of the funnel cloud serves as the offering bowl. Streaks of lightning that are carved into the stone clouds, are engraved with the words:

*Akadi's healing kiss once more to feel
Air bursts free in no one's thrall*

Suitable Offerings. These include burning incense, sprinkling perfume around the altar or producing a wind either magically or mechanically.

- **Altar D.** Kossuth's altar is a 4-foot high flame made of crystals of varying shades of red and yellow. A brazier before the altar serves as the altar's offering bowl. Engraved are the words:

*Kossuth's renewing purification performed
Fire erupts dancing death for all*

Suitable Offerings. These include burning any item worth at least 2 gp.

ELEMENTAL GODS

The following information, especially that regarding foes, to characters making Religion checks, or asking what they can discover about the gods from these altars.

Alkadi (*Queen of Air Elementals*)

Foes: Grumbar

Elemental Ally: Kossuth

Symbol: A white cloud, often on a blue background Akadi (*Ah-KAH-dee*) is the whispering wind and the blinding gale storm. Large offerings of precious incense that waft on her winds please her, but she does not answer prayers to calm or raise harsh storms viewing that as the prelude of Talos and Umberlee. She does occasionally provide a whirlwind of stunning if brief duration.

Grumbar (*Boss of Earth Elementals*)

Foes: Akadi, Urdlen

Elemental Ally: Istishia

Symbol: Mountains often on a purple field Grumbar (*GRUM-bar*) represents both stability and resistance to change and is the guardian of secret treasures. He is said to be fond of offerings of sardonyx, and jasper and often statues of him are made of those with rubies as the eyes.

Istishia (*The Water Lord*)

Foes: Kossuth

Elemental Ally: Grumbar

Symbol: A cresting wave or a drop of water Istishia (*Is-TISH-ee-ah*) is more abstract than some of the better-known deities of water such as Umberlee, Eldath and Valkur. He represents water, but not any specific formation or body of water. He furnishes a crucial resource, but apparently cares not how it is used. He prizes offerings of water-hued fine fabrics that ripple like waves, gemstones that echo the color of water, fine inks or dyes, or books or papers on which are written unsolvable mathematical problems.

Kossuth (*The Lord of Flames*)

Foes: Istishia

Elemental Ally: Alkadi

Symbol: Twining red flame

Kossuth (*Koh-SOOTH*) is the patron of all fire elementals as well as those who view fire as a purifying and revitalizing force. He prefers offerings to be burnt such as fine oils, aromatic resins, nuts and meat, but is also fond of garnets, citrine, topazes and fine smith work in iron or precious metals.

Note that the positions of the altars in the room is such that foes are not directly opposite one another, and the closest altar is of an element that is a sometimes ally.

THE SCINTILLATING WALLS

It is not necessary to go through any of these walls to explore the chapel, but they are a hint of what is to come.

The walls of cascading light resemble the *prismatic wall* spell. The light rotates between colors, but there are only four wall types (mimicking the elements) and rather than one solid shade of color various shades flow through the wall. The walls cycle every five minutes.

Fire. Shades of red and orange ebb and flow when this wall is active. The wall emits heat, and any item placed in the wall takes 3 (1d6) fire damage. Walking through it without reciting the proper phrase for that element gain 5 (1d10) points of fire damage or half on a successful DC 11 Dexterity saving throw.

Water. Shades of blue and deep greens are present when this wall is up. An item placed in the wall becomes thoroughly drenched. Characters that touch the wall must make a DC 11 Strength saving throw or get pulled in. Characters drawn into the wall are tossed about as if the character is caught in a tidal current (escape DC 11). The character takes 3 (1d6) bludgeoning damage.

Earth. Browns and greys with an occasional flash of green and yellow make up the colors of this wall. Putting an item into the wall's light requires physical effort; requiring a successful DC 15 Strength (Athletics) check. Characters that succeed on this check must succeed on a DC 11 Strength saving throw or get pulled in. Characters drawn into the wall find themselves buried (escape DC 11). The character takes 3 (1d6) bludgeoning damage. The character is completely covered in a layer of dirt when they exit.

Air. This grey, white, and blue wall smells of incense and ozone, and occasionally flashes silver with lightning. Any item placed in the wall takes 3 (1d6) lightning damage. Walking through it without reciting the proper phrase for that element gain 5 (1d10) points of lightning damage, or half on a successful DC 11 Dexterity saving throw.

DEVELOPMENT

The door leading into the Gargoyle's Roost is trapped. See Area 5, below for more information.

THE SECRET PASSAGE

The Wizard was a tad paranoid, or perhaps a bit picky, in either case the way down to the next level is found by either going through the secret doors in to this passage or by discovering the very well hid stairwell door. This location makes a feasible resting spot. Taking time to recover might be advisable.

If the characters destroyed the gargoyles, then they no longer have a limitless amount of time to continue exploring as the tower implodes in 1d4+1 days. Describe the tower as becoming more and more unstable as time passes.

PART 3. THE LIBRARY AND LABORATORY

IF THEY DIDN'T INTERACT WITH THE WALLS IN THE ELEMENTAL CHAPEL

Or even if they did, allow Intelligence (Arcana), Wisdom (Insight) checks and Intelligence (Religion) checks to determine that simply walking through these walls could be painful.

If they simply assume that singing the phrase that goes along with the color of the wall, then they trigger the trap when moving through air into earth. That is on them.

GENERAL FEATURES

This level of the tower has the following general features:

Light. Globes of spun glass are set into the ceilings and glow with magical light throughout the level. Removing the globes destroys this enchantment.

Floors. The stone floors bear a thick layer of dust, and in some places, seems to have formed mounds. These mounds are the remains of items that have decayed so there is no way to tell what they once were. Unless otherwise mentioned there are no tracks in the dust.

The Air. Like most underground places, the air is chilly. Surprisingly, however, the air here is a bit stale and dry. There is also a notable lack of insects unlike in the marsh above, and the ubiquitous spider webs associated with ruins are strangely absent.

Items. Everything on this level seems to be made from stone. Most mundane items have been reduced to small piles of dust-covered rubbish.

PARANOIA AND THE WIZARD OF THE CRAG

Being both learned and paranoid the Wizard of the Crag was cautious in his dealing with the elements. While it is true that some elementals frolic with those not their kind (hence the existence of mephitis) he could not count on the opinions of individual summoned elementals. Since his plans included several apprentices, having separation between the rooms seemed wise. However, singing the praise of an elementals foe made him uneasy. Hence the solution using the elemental allies.

THE SUMMONING ROOMS

Continuing down the stairs you arrive at a large landing. There is an opening onto this level and a solid looking door cover in a green mold that from what you have seen so far in this tower, is likely to lead further downward.

The opening leads to an area with a few chairs (that break if anyone sits in them) and shelves that may

have held decorative items or magical supplies but are now only rusted pieces of metal that crumble at the slightest touch and piles of debris. There are however a few irregular stone tablets on the floor. It is obvious (no check needed) that the tablets at one time were one large stone plaque (**Player Handout 3**). Characters proficient in either Religion or Nature know that the gods of air and fire are allies (as are the elements in nature), just as the gods of earth and water are. The gods of water and fire are enemies, as are the gods of earth and air. This knowledge is not difficult so a simple DC 5 check is called for if necessary.

At the far end, a scintillating red wall of light blocks an opening. (See description above for the wall of fire for specific details.) To one side is engraved on the wall:

Sing praises or be tested.

If the character sings the phrase presented on the floor above:

*Kossuth's renewing purification performed;
Fire erupts dancing death for all.*

They can pass through the wall of light without harm

If they do not, they must make a Constitution saving throw DC 13 or take 11 (2d10) fire damage. On a save they take half damage.

XP Award. If each of the characters pass harmlessly through the wall, award each character 100 XP.

FIRE SUMMONING CHAMBER

The 20-foot-square room has a brass brazier in each corner, and a circle of arcane symbols inscribed in the center of the room. There are shelves to either side of the wall through which you enter.

The shelves once held bolts of expensive fabric destined to be burned during conjuring rituals, but time has rendered the cloth so fragile it crumbles at a touch.

The right-hand wall is pierced by a wall of white and grey light. (See description of the Air wall above). To one side is engraved on the wall:

Songs of our ally may be treated gently

If the character sings the phrase presented on the floor above:

*Akadi's healing kiss once more to feel
Air bursts free in no one's thrall*

Not only do they pass through without harm they regain 7 (2d6) hit points. If they pass through the wall without uttering the phrase, they take 3 (1d6) lightning damage, or half damage on a successful Constitution DC 13 saving throw.

XP Award. If each of the characters pass harmlessly through the wall, award each character 100 XP.

AIR SUMMONING CHAMBER

The 20-foot-square room has a brass brazier in each corner and a circle of arcane symbols inscribed in the center of the room. There are shelves to either side of the wall through which you entered.

If anything was on these shelves it has already crumbled into dust.

The wall opposite the entrance is pierced by a 10-foot by 10-foot wall of brown and grey light. (See description of the Air wall above). To one side is engraved on the wall:

Gently treat with song the phrases wisdom dictates
This is a bit of a twist and a warning; air and earth are enemies, but air and water are not so here the character needs to sing the phrase for water presented on the floor above:

*Istishia's triumph to confirm
Water rushes out to cover all*

If they do not, they take 3 (1d6) lightning damage as they pass through this wall, or half as much with a successful DC 11 Dexterity saving throw.

XP Award. If each of the characters pass harmlessly through the wall, award each character 100 XP.

EARTH SUMMONING CHAMBER

The 20-foot-square room has piles of rocks in each corner and a circle of arcane symbols inscribed in the center of the room. There are shelves to either side of the wall through which you entered.

All that remains on the shelves is a small metal hammer, and a stone mortar and pestle.

The right-hand wall is pierced by a wall of various shades of blue and green. (See description of the Water wall above). To one side is engraved on the wall:

Songs of our ally may be treated gently

If the character again sings the phrase presented on the floor above:

*Istishia's triumph to confirm
Water rushes out to cover all*

Then they pass without damage. Otherwise, they take 3 (1d6) bludgeoning damage.

XP Award. If each of the characters pass harmlessly through the wall, award each character 100 XP.

GO, GO, GARGOYLES!

In the spirit of fairness, not shortchanging the characters of XP, if the characters didn't encounter the gargoyles, and if the characters are below the minimum XP award for the adventure or just seem hungry for a fight; add the encounter with the gargoyle and mephits (See Area 5, above).

A fight in this room however, could be difficult, as the characters might be maneuvered into walls of light without the phrase and the effect triggered.

WATER SUMMONING CHAMBER

The walls of this 20-foot-square room are covered in mold and the circle of runes in graved on the floor is blacken by fire and damaged. On the shelves by the entrance is a foot-long length of ivory wood.

The length of wood is a *wand of webs*.

The right-hand wall is pierced by a wall of brown and grey light. (See description of the Earth wall above). To one side is engraved on the wall:

Songs of our ally may be treated gently

If the character sings the phrase presented on the floor above:

*Grumbar's oath unchanging and true
Earth remains strong protecting all*

Characters who sing the phrases move through the wall of light unhampered. Those who do not must

take 3 (1d6) bludgeoning damage or half damage on a successful DC 11 Constitution saving throw.

Treasure. The characters find a *wand of webs* on a shelf in the room.

XP Award. If each of the characters pass harmlessly through the wall, award each character 100 XP.

DEVELOPMENT

The characters are now in a room the wizard used to rest in occasionally, the fragile remains of cushioned benches lie in pieces on the either end of the room. A door is in the wall opposite the wall of light. If they need to take a short, or long rest this is a “relatively” safe place.

THE LABORATORY

This was the Wizards workshop for creating elemental gems, scrolls and potions; as well as developing new spells.

Work benches line one wall of the large room. Each work station seems fitted out with a table of the appropriate height for working with tools and supplies. Most of the tools are in too poor of shape to be useful as are the supplies.

All the furniture in here is made of stone, the better to weather any accidents. This includes the two long tables. There are glass beakers and vials on the long tables.

Treasure. While most of the tools here are worthless, a set of jeweler’s tools are still useable and worth 25 gp.

THE TRAP

A writing table next to the door has three books—one of which is an open spellbook. Disturbing one of the closed books triggers three *glyphs of warding*.

Detecting/Disabling. Detecting the trap requires a successful DC 18 Intelligence (Arcana) or Wisdom (Perception) check. A character using *detect magic* detects the trap automatically. The trap can be removed only by the use of *dispel magic*.

Triggering. Moving the spellbook in any way, including turning a page or closing the cover, triggers the trap.

Effect. The first *glyph* casts *mage hand* to close the book. The second *glyph* casts *arcane lock* the nearest door. The third and final *glyph* conjures two **magmin**.

ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter. They are not cumulative.

- **Weak/Very weak:** Remove a **magmin**
- **Strong:** Add a **magmin**
- **Very Strong:** Add two **magmin**

ESCAPING THE LOCKED ROOM

The *arcane locked* door is wooden with rusted iron banding (AC 22; 20 hit points; immune to poison and psychic damage). It requires either a DC 25 Strength (Athletics) check **or** a set of thieves’ tools and a DC 25 Dexterity check to open it. Alternatively, *knock* momentarily suppresses the *arcane lock*.

The open book is an actual spell book. It has the following spells: *absorb elements*, *catapult*, *ice knife*, *earth tremor*, *dust devil*, *skywrite*, and *wall of water* (all found in *Princes of the Apocalypse Appendix B*). The other two books contain shockingly abysmal (not abyssal) poetry.

This was a much more effective trap when the Wizard was alive to deal with would-be thieves. Time and historical events have relegated it to little more than an annoyance for the characters.

Other Exits. There are two unlocked doors, both of which access the library via hallways and a secret door that is the only access to the Treasure room.

- Locating the secret door requires a successful DC 15 Wisdom (Perception). It was originally harder but dust has settled in some of the edges, making this a tad easier.
- Finding the opening mechanism (a specific stone in the wall) is a bit more difficult; it requires a DC 20 Intelligence (Investigation) check to find, but simply pushing the stone once found, gains the characters entrance to the treasure room.
- All this work might be a bit disappointing, however, since the wizard had spent much of his wealth furnishing the tower by the time of his famous duel with Taskor. The entirety of his surviving wealth, 200 gp worth of various coins and gems in several containers spread among the shelves of this room. There is a large chest in the room, suitable for holding many books and scrolls. It, too, is disappointingly empty

TREASURE

The characters find 200 gp worth of various coins and gems, a set of jeweler’s tools worth 25 gp, and a spellbook containing *absorb elements*, *catapult*, *ice knife*, *earth tremor*, *dust devil*, *skywrite*, and *wall of*

water (all from *Princes of the Apocalypse Appendix B*).

THE LIBRARY

All the walls in this room are lined with book shelves. On the right side of the room is a large desk, and on the left side are the rotted remains of what may have been a pair of leather chairs.

Behind the desk sits a gaunt, humanoid in tattered clothing, and a few skeletons stand in silent watch behind it.

The creature behind the desk is a **wight**, and there are a total of four **skeletons**—one in each corner. One of the skeletons carries a meat cleaver loosely at its side (it deals slashing damage instead of piercing damage).

The wight, Elquen, was the towers librarian and a sorcerer. When the Wizard of the Crag died, he attempted to control the water elementals. His magic surged and left him a wight. In the chaos, a few other of the towers guards and servants were trapped. He tried to help them, but once again his magic backfired and turned the three guards and the cook into skeletons. He as sworn off the use of magic. He doesn't allow the characters to take any books, and if the characters try to leave with them without destroying him first it follows.

ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter. They are not cumulative.

- **Very Weak:** Remove two **skeletons**; the **wight** has only 30 hit points,
- **Very weak:** Remove two **skeletons**
- **Strong:** Add two **skeletons**
- **Very Strong:** Replace a skeleton with a **wight**

The book cupboards on the wall with the doors to the lab are made of glass and stone. These hold the only salvageable books and scrolls in the library. If the characters do not have bags of holding or other ways to carry them, there is the trunk in the treasure room. These books are extremely old, so deciphering what is written, even for those that know the language, is difficult and takes time. They are also in several different languages. Two entire shelves of books are written in a form the giant language with runes scattered about the texts. Numerous history books are included as are religious tracts. There are an additional three shelves on magical theory.

The Wizard of the Crag's personal journal is here. In it it details his plans to adding a waterfall and preliminary plans for additional features to showcase air and fire. Apparently, he hoped to create a school for elemental wizards here.

The bookcase behind the desk hides a secret door and access to the stairway. Detecting the secret door requires a successful DC 13 Intelligence (Investigation) check.

CONCLUSION

If the characters choose to explore the rest of the tower, they may. They do need to either suppress the spell/ break the lab door or use the secret doorway in the laboratory to return to the surface. The same care must be made regarding allies and enemies when returning through the Summoning rooms.

The main concern here is what books are they taking with them and how are they transporting them? While the trunk is large, it can only hold the books and scrolls from the cupboards between the doors. The other set of books requires at least another trunk or a *bag of holding* (which members of the Harpers may have been given). Allow out of box solutions, such as doing something with remains of the tents seen before they entered.

Returning to Parnast with the books, Hsing greets them warmly and has a wagon ready to transport the cargo on to SEER. He also pays the reward promised of 150 gp.

If a character wants to copy any of the works for their faction they can convince Hsing to wait a few days before leaving, and any members of the Harpers may spend five downtime days copying texts to satisfy the requirement for their faction assignment. If they spend an additional five days, they also gain one 3rd level or lower spell from *Princes of the Apocalypse Appendix B*.

REWARDS

Make sure the players note their rewards on their adventure log sheets. Provide them your name and DCI number (if applicable) so they can record who ran the session.

EXPERIENCE

Total up all **combat experience** earned for defeated foes and divide by the number of characters' present in the combat. For **non-combat experience**, the rewards listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Gargoyle	450
Stone mephit	50
Magmin	100
Wight	700
Skeleton	50

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Solve Door Puzzle	25
Avoid Shrine traps	25 each trap
Disabling door traps	25 each door
Use summoning chambers phrase	100 ea.
Avoid <i>glyph of warding</i> trap	150
Avoid combat with Gargoyles	125

The minimum total award for each character participating in this adventure is **900 experience points**.

The maximum total award for each character participating in this adventure is **1,200 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided up according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Rainbow tourmaline	10
Topaz	10
Jet	10
Diamond paperweight	25
Complete mission award	150
Jeweler's tools	25
Gold & gems	200

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

WAND OF WEBS

Wand, uncommon (requires attunement by a spellcaster)

This short, squat wand is fashioned from single piece of white wood tipped with a pair of black diamonds cut to resemble spinnerets. A description of this item can be found in **Player Handout 2**.

SPELL SCROLL OF TONGUES SPELL

Scroll, common

The scroll has the spell tongues which can be found in the Player's Handbook.

SCROLL OF LESSER RESTORATION

Scroll, common

The scroll has the spell lesser restoration which can be found in the Player's Handbook.

DOWNTIME ACTIVITY

FACTION COPYIST

Any character may spend ten downtime days assisting their faction by copying the texts retrieved for SEER. Upon completing this downtime activity, the character may copy one spell from the *Elemental Evil Player's Companion* of a level they can cast for their spellbook

RENOWN

Each character gains one renown for successfully completing the adventure.

Members of the Harpers who either manages to copy some of the books, or steal some for the faction gain an additional point of renown.

DOWNTIME

Each character receives **five downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **150 XP, 400 gp, and five downtime days** for each session you run of this adventure.

DM APPENDIX. NPC/MONSTER STATISTICS

GARGOYLE

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

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

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

STONE MEPHIT (MUD MEPHIT)

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages, Terran

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a shower of pebbles. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or take 7 (2d6) bludgeoning damage.

False Appearance. While the mephit remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Fists. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Stone Breath (Recharge 6). The mephit belches a barrage of pebbles in a 15-foot cone. Creatures in that area must succeed on a DC10 Dexterity saving throw, on taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

MAGMIN

Small elemental, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the end of each of its turns.

WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Skills Perception +3, Stealth +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

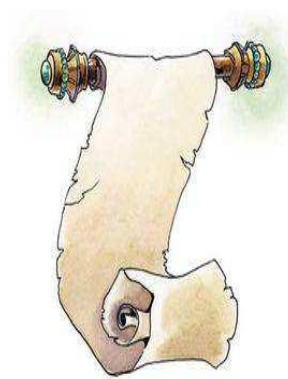
Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

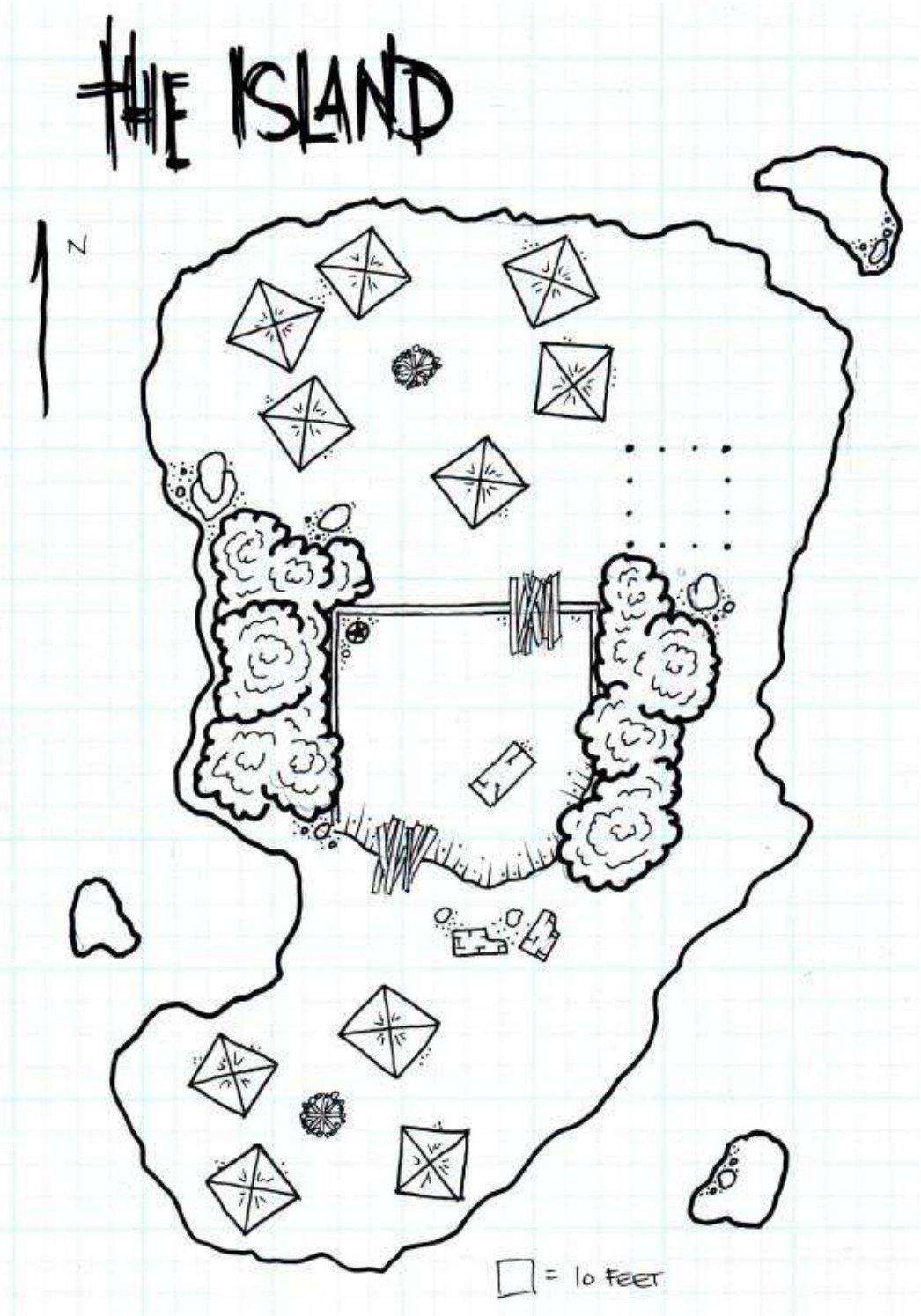
PLAYER HANDOUT 1. THE PUZZLE

The symbols are on tiles inserted in an area that allows them to be moved around.

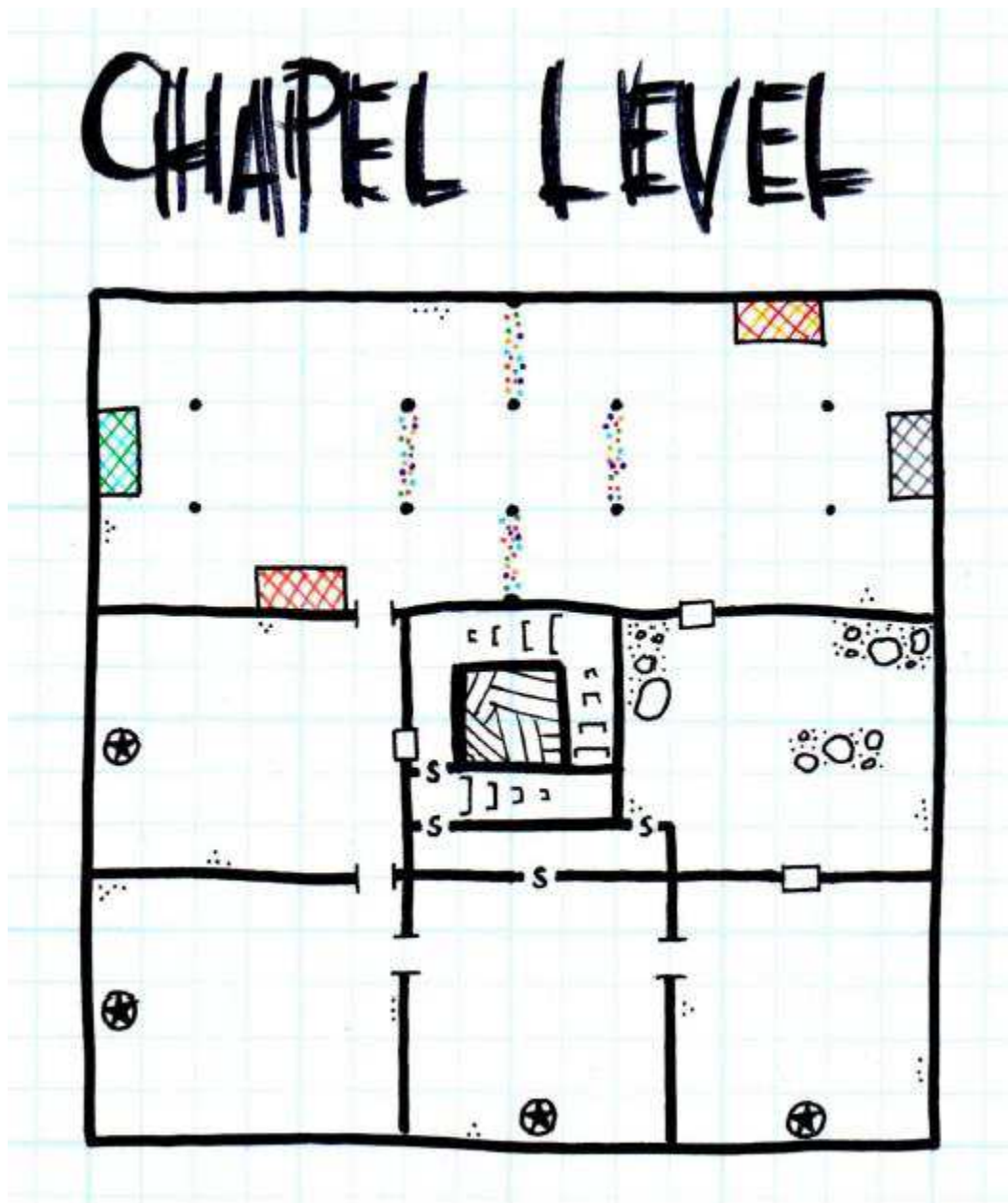
*Be not faithless
Magic and Knowledge divine
Not in power or sphere presented
But in names Ascending*



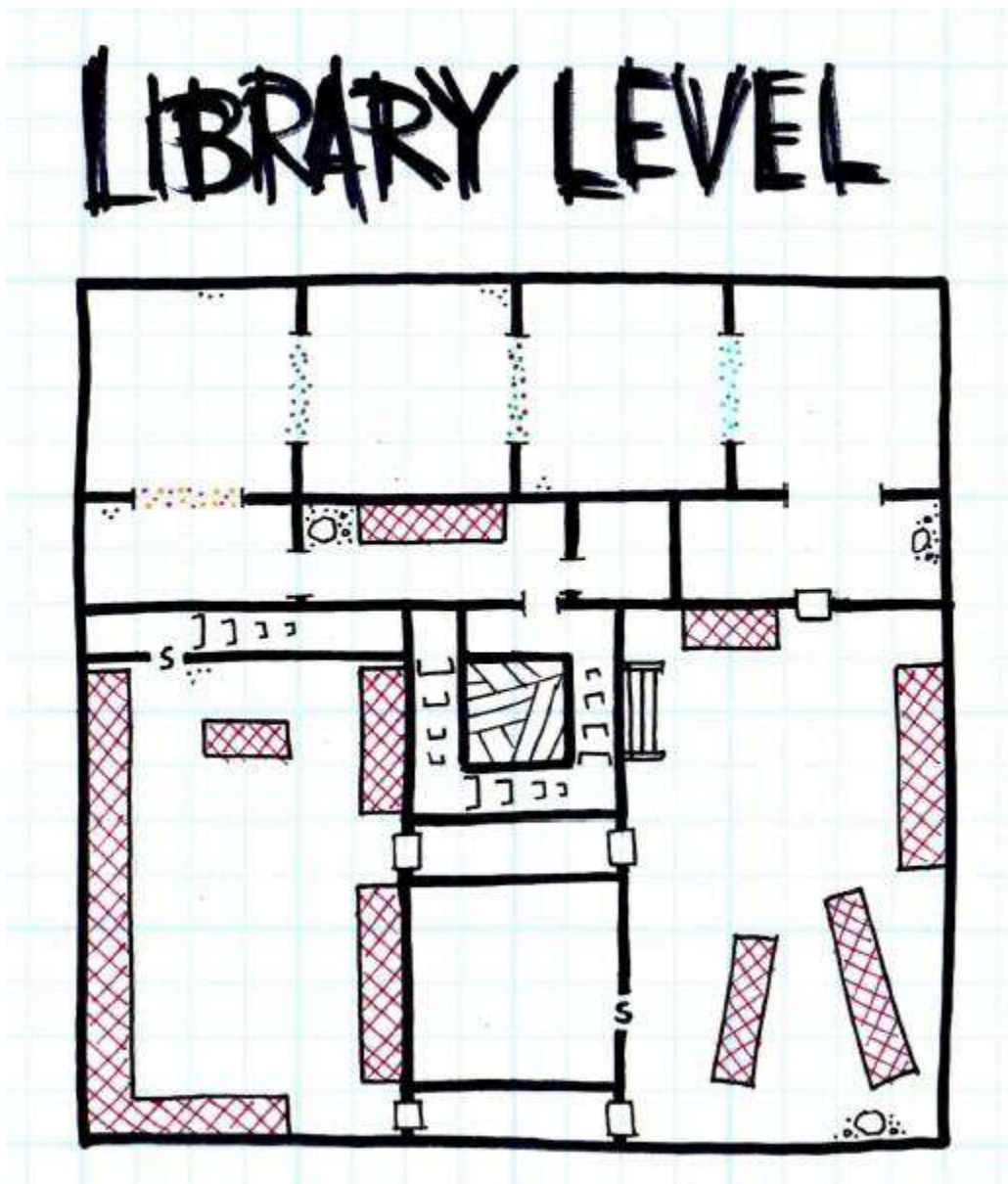
APPENDIX. THE ISLAND MAP



APPENDIX. THE CHAPEL LEVEL MAP



APPENDIX. LABORATORY AND LIBRARY MAP



PLAYER HANDOUT 2. WAND OF WEBS

WAND OF WEBS

Wand, uncommon (requires attunement by a spellcaster)

This short, squat wand is fashioned from single piece of white wood tipped with a pair of black diamonds cut to resemble spinnerets.

This wand has 7 charges. While holding it, you can use an action to expend one of its charges to cast the web spell (save DC 15) from it.

The wand regains 1d6+1 charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

PLAYER HANDOUT 3. THE STONE PLAQUE

BALANCE SOUGHT

ONE ELEMENT AGAINST THE OTHER

BINDING FORCES TOGETHER

ENEMIES

IN OPPOSITION STRENGTH AND DANGER

ALLIES

IN HARMONY WISDOM AND PEACE

PLAYER HANDOUT 4. INSCRIPTIONS

FROM THE CHAPELS:

*Grumbar's oath unchanging and true
Earth remains strong protecting all*

*Istishia's triumph to confirm
Water rushes out to cover all*

*Akadi's healing kiss once more to feel
Air bursts free in no one's thrall*

*Kossuth's renewing purification performed
Fire erupts dancing death for all*

ON THE WALLS

Sing praises or be tested.

Songs of our ally may be treated gently

Gently treat with song the phrases wisdom dictates

Songs of our ally may be treated gently

RESULTS CODE: JANUARY – FEBRUARY 2017

If you are DMing this adventure during the months of January – February 2017, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

