

LEVEL 5 ADVENTURE MODULE

# FIFTH EDITION FANTASY #10

## ◆ THE CASTLE IN THE SKY ◆

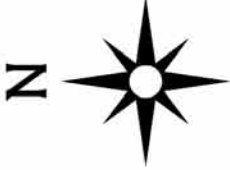


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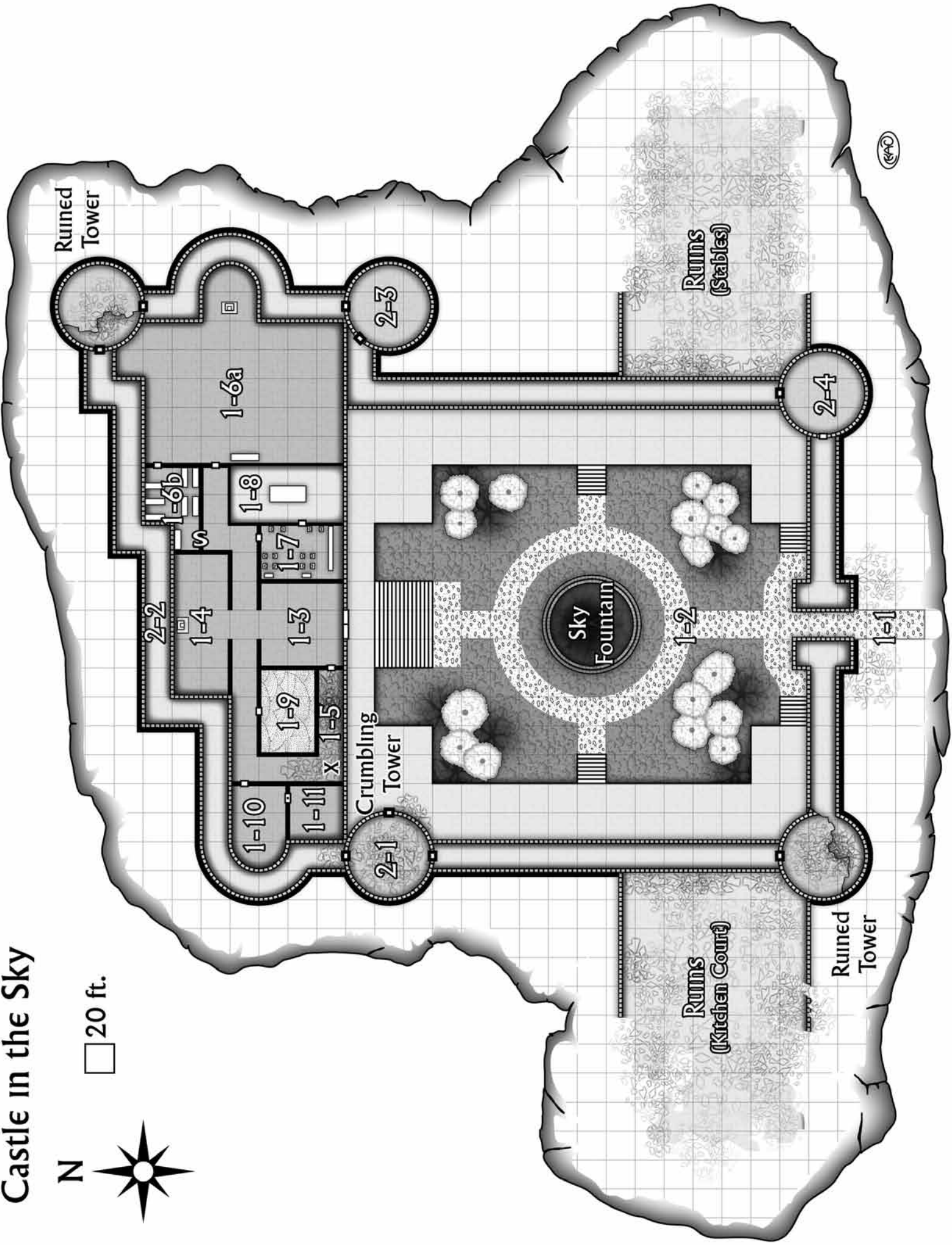
BY BOB BRINKMAN



# Castle in the Sky



□ 20 ft.



# THE CASTLE IN THE SKY

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# THE CASTLE IN THE SKY

By Bob Brinkman

**T**he *Castle in the Sky* is an adventure designed for use with the 5th edition of the first fantasy role-playing game. It is intended for four to six characters of 5th to 6th level. A variety of character

classes is suggested for the exploration of the castle and the time-tossed battles it contains. The adventure can be dropped into virtually any locale; the characters merely need to climb the ropes.

## BACKGROUND

**F**orges ago in a time now lost, the kindly elven wizard Kaligby used his magical arts to build a great castle in the sky. Craftsmen toiled for over a century, raising a structure as secure as it was elegant. The greatest artisans from a number of nations gathered to create finery unlike anything before seen. Finally, when their work was done, Kaligby rent the structure from the world itself and into the skies. It was there that the troubles began.

Originally building near a cliff face (to more easily facilitate raising the castle skyward) the elves were unaware that the area was both a breeding ground to razor hawks as well as an ancient burial ground to the eagardi, the feasters from the sky. As the castle raised skyward, tearing tombs and shearing away the razor hawk rookery, the once peaceful eagardi took flight and vowed revenge for the desecration of their dead. This began the war that ravaged the castle and drained all the resources of Kaligby, both magical and mundane. The war raged for centuries as the castle drifted across the land, always followed by its winged pursuers. At long last, the defenses of the castle fell through a combination of treachery and an overabundance of force.

Knowing the end was near, Kaligby reached through time itself, seeking champions who might alter the flow of events and prevent the destruction of his floating fortress. Using his crown to gaze into the future, Kaligby foresaw the moment when the paths of the characters and the castle would cross, and he focused his energies on rending aside the veil of time to allow them access to the past.

Assuming the characters ascend to the castle, they are immediately plunged into the battles that cross time. Once they are victorious in their first encounter, they rapidly

discover that they are expected, their presence having been foretold and prepared for, as they step between times effortlessly and unknowingly. Greeted by Kaligby's majordomo, the party is introduced to the wizard himself, who begs for their aid in changing the course of history on behalf of him and his people.

Kaligby hopes, with the aid of the heroes, to defeat the eagardi forces that have plagued him since the castle lifted skyward, although he is truly blind to how he himself caused the war through his carelessness. The characters then traverse through the castle, unwinding intrigues such as an assassination attempt against Kaligby's forces as well as military incursions of differing times. As each scene plays out, the party begins to gain clues as to the true origins of the conflict and it may find them coming to a number of possible resolutions.

While victory through sheer force of arms is a possible path towards resolution, so too is opening Kaligby's eyes to the destruction he has wrought in the creation of his castle, as well as any number of half measures between. This adventure through time should be as enlightening for the players as it is for their characters, allowing them to shape the ending to fit their characters' needs and desires.

## ADVENTURE HOOKS

It is up to the GM as to where the castle crosses the path of the adventurers, although it is advised for the events to at least begin in an isolated area away from towns and other locales that may have numerous other people swarming up the ropes into the castle. Hopefully the obvious lure of ropes trailing from a castle in the sky will be too much for the characters to resist. Beyond the obvious

(curiosity), there are a number of secondary reasons for the heroes to take to the sky. Some suggested adventure hooks are:

- **Rescue/Escape.** The castle appears in the sky overhead just as the characters are facing near-certain doom. Perhaps they are aboard a floundering ship that is going down, or being pursued by a force of far greater power. The lure the castle provides is rescue, shelter, and (once the lines are brought up) safety.

- **Quest.** Rumors of an ancient item, the *Crown of Kalligby*, reach the ears of the characters. A local wizard is offering a sizeable reward to any who can provide her the ancient item for study.
- **War.** A cloud of strange birdmen darkens the skies to the west; local villages are being wiped out as the forces of the eagardi pour forth from a rift in time and continue their war against those who dwell on the land. Dragged behind the time-crossed invading army, its ruined construction a trophy of war, is the castle in the sky. The temporal distortion seems to stem from the ruins and so the characters must choose to flee or solve the mystery of the floating ruins.

## BEGINNING THE ADVENTURE

The adventure does not delve into the myriad ways that the characters could intersect with the castle in the sky; it instead is focused on what comes next. The adventure begins thusly (and can be modified to fit alternative circumstances):

*A massive shadow slowly works its way towards you, the clouds themselves seeming to trail serpentine coils of rope. As snakelike trails work their way across the ground it is readily apparent that it is no illusion or mirage; massive ropes dangle from hundreds of feet in the air, cascading over the sides of a floating landmass. Eerily, the floating monument passes overhead silently and that stillness carries downwards to yourselves.*

The castle itself floats 700 feet above the ground, imperceptibly rotating so that the great gallery (area 1-6a) always faces both the rising and setting sun. The ropes, more properly heavy hempen cables, originally were used to lower baskets when the civilians of the castle were evacuated. The cables are 10 times as thick as normal rope and weigh over 1,000 pounds each. Retrieval of the lines is unlikely.

### GENERAL FEATURES

**Conditions.** The adventure takes place in two distinct eras: before and after the fall of the sky castle. In the present, all lies in ruins; dust lies heavy over every surface, ceilings sag and crumble, signs of ancient battle are strewn everywhere, and skeletal fragments are found by

any searching. In the past, things were all polished grandeur and finery. Things in the past positively gleam. Unnumbered rooms are choked with debris and are impassable.

**Ceilings.** Unless otherwise noted, rooms and passages in the palace have ceilings of arching, worked stone measuring 18 feet in height.

**Light.** Unless otherwise noted, the interior of the palace is unlit.

**Doors.** The doors of the palace are fashioned from ornately carved lacewoods, covered in fanciful figures, and highlighted with gold filigree. The handles are curved with a thumb-latch at the top of the handle, and are covered in swirling gold and silver ornamentation. Each is unlocked unless noted otherwise.

**Ropes.** The “ropes” that hang from the castle are massive hempen cables as thick as a dwarf’s thigh and weighing over half a ton each. They are secured to titanic iron rings that are affixed to the bedrock in front of the main gates. Despite their age, the ropes have endured the elements well and are in usable shape.

**Ruined Towers.** Two of the towers of the castle have been nearly destroyed. They sway dangerously and bits of loose stone crumble from their edges. They may be passed through from the wall above, requiring either sensible precautions (such as secured ropes) or a DC 13 Dexterity check.

## RESTING IN THE SKY CASTLE

Time distortions ripple through the area, much like curtains of unseen energy. These chrono-storms often carry with them warriors out of time. Any party attempting a short rest inside the walls of the palace have a 1 in 6 chance of encountering a time-tossed **eaglardi** scouting party, with the likelihood of encounter increasing to 1 in 2 for a long rest. PCs can take a short or long rest outside the walls without incident.

### EAGLARDI (5)

Medium humanoid (eaglardi), neutral evil

**AC:** 13 (leather armor)

**Hit Points:** 15 (2d8 + 6)

**Speed:** 30 ft., fly 60 ft.

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

**Skills:** Intimidation +2

**Senses:** passive Perception 10

**Languages:** Auran, Common

**Challenge:** 1/2 (100 XP)

**Aggressive:** As a bonus action, the eaglardi can fly up to its speed toward a hostile creature that it can see.

#### ACTIONS

**Talons:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

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

**Reinforced Net:** *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The creature is restrained. As an action, the restrained creature can make a DC 20 Strength check, escaping from the net on a success. The effect also ends if the net is destroyed by slashing damage. The net has AC 10 and 10 hit points.

*The eaglardi are winged humanoids of sinister cast. Bald-headed with black pebbled skin, red eyes, and downward turned beaks for tearing into flesh, their body feathers tend to be all in blacks and grays.*

## AWARDING EXPERIENCE

For defeating the eaglardi divide 500 XP among the characters.

### AREA 1-1 – THE CASTLE GATES

*Having reached the upper surface of the floating landmass, you are astonished to find yourself standing before the gates of a castle, floating upon the air. The view from this high vista is disorienting and the strangeness of this place is disquieting. The white stone structure is in ruins, and wind whistles through gaps rent into the stone fortifications that once enclosed and protected those who dwelt within. Once lush gardens are overgrown with weeds, and large stone blocks and broken statuary litter the ground. A cracked and element-pitted marble walkway leads through the entrance gates and into the courtyard of the castle. The lingering cry of a buzzard comes from overhead, and then another, and another. The skies above you darken as large winged shapes, certainly too large to be mere birds, seem to take form in the air above you, coming from the gods know where. As they get closer you can see weapons clenched within grasping talons, and man-sized torsos. These are not mere buzzards.*

The outer ledge around the castle stretches outwards 50 feet from the walls. To either side of the castle walls lie two additional areas, now in ruins. The castle, while walled, was obviously never designed with warfare or siege in mind, as evidenced by the exclusion of those two areas from the shelter of the fortifications.

Rubble from damaged fortifications is strewn about and any character wishing to may use the debris for defense, receiving half cover from the incoming attacks from above (see Player's Handbook page 196). The attacking **eaglardi** are young and disoriented by the temporal flux around the castle. Moments ago (for them) they were flying over the end of a raging battle, now the castle is in ruins. Confused and enraged, a number of them descend from the swarm above bent on killing the land-dwellers beneath.

The attacks of the eaglardi are not coordinated. Young and inexperienced, these eaglardi rush into combat using spears and fly-by attacks, and seek to avoid engaging on the ground where possible. When the first wave of eaglardi is cleared, a commotion is seen above where eaglardi continue to appear, seemingly from nowhere. Should the characters remain for more than 3 additional rounds, the encounter repeats with a follow-up group of eaglardi.

## EAGLARDI (7)

Medium humanoid (eaglardi), neutral evil

**AC:** 13 (leather armor)

**Hit Points:** 15 (2d8 + 6)

**Speed:** 30 ft., fly 60 ft.

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

**Skills:** Intimidation +2

**Senses:** passive Perception 10

**Languages:** Auran, Common

**Challenge:** 1/2 (100 XP)

**Aggressive:** As a bonus action, the eaglardi can fly up to its speed toward a hostile creature that it can see.

### ACTIONS

**Talons:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

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

**Reinforced Net:** *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The creature is restrained. As an action, the restrained creature can make a DC 20 Strength check, escaping from the net on a success. The effect also ends if the net is destroyed by slashing damage. The net has AC 10 and 10 hit points.

### AWARDING EXPERIENCE

For each group of eaglardi defeated, divide 700 XP among the characters.

### AREA 1-2 – THE COURTYARD

What once must have been a place of astonishing beauty is now overgrown and tangled. The courtyard is easily 300 feet across and is lined on either side with stepped terraces. On the far side a massive staircase, 60 feet wide, stretches upwards to the main entrance of the castle beyond. The marble walkway from the gates, in no better condition here, extends to either side to four staircases up to the terraces. Ahead lies what once must have been a pristine lawn and garden, now overgrown and near waist-high in places. Towards the center there is a clearing, containing the base of a delicately carved

stone fountain. No water runs in the fountain; instead there are swirling forms in the air that carry dead grass and leaves, spinning upwards of 40 feet in places. As the debris floats in the winds it briefly takes the form of a pair of humanoids, dancing within the fountain.

The center of the courtyard holds what was once the crowning beauty of the castle, the sky fountain. Once lit by colored alchemical fires and smoke, this fixture is actually an exquisitely carved chimney that stretches through the bedrock and out into the open air below. The fountain, once a clear path to the air below, over the course of time has been choked and clogged with debris. The swirling mass of air is actually a pair of elemental **air dancers**, enchanted to swirl within the “fountain.”

Having been held here for more than half a millennium, the elementals have gone quite mad. Having been bound here by Kaligby, they do not initiate hostile actions towards elves in the courtyard—although any other humanoids that come within 50 feet of the sky fountain are targeted. The air dancers will use whirlwind lash actions in an attempt to reduce the party’s numbers, by hurling them into the fountain below, before striking with their slam attacks.



Targets hurled into the debris-clogged chimney of the fountain must succeed at a DC 13 Dexterity check, made with advantage, or begin to plummet downward. So great is the distance that the target will have a full round to act while still falling prior to fatally striking the ground.

## AIR DANCER (2)

*Large elemental, neutral*

**AC:** 16

**Hit Points:** 78 (12d10 + 12)

**Speed:** 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	12 (+1)	6 (-2)	10 (+0)	14 (+2)

**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:** 5 (1,800 XP)

**Air Form:** The air dancer can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

### ACTIONS

**Multiattack:** The air dancer makes two slam attacks.

**Slam:** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Whirlwind Lash (Recharge 4-6):** The air dancer may, in place of its twin slam attacks, lash out 50 feet with a narrow cyclone of wind. The chosen target must make a DC 13 Strength saving throw. On a failure, the target takes 15 (3d8 + 2) bludgeoning damage, is knocked prone, and is dragged 10 feet. The stricken target must make an additional Strength saving throw on each subsequent round or be dragged 10 more feet. If the initial saving throw is successful, the target takes half the bludgeoning damage and isn't dragged or knocked prone. The air dancer cannot maintain this attack while taking any other actions.

## AWARDING EXPERIENCE

For slaying the pair of air dancers, divide 3,600 XP among the characters. Should they manage to dispel or otherwise free the elementals without resorting to combat divide 3,000 XP among the characters.

## AREA 1-3 – THE GRAND HALL

*The front doors to the palace swing open at a touch and you suffer a moment's disorientation as you look within. Standing in a flawlessly decorated and well appointed entrance hall is an elderly elf, finely dressed in the attire of majordomo. Although somewhat threadbare, his black doublet and breeches are obviously of once fine velvets and are traced with gold thread. He bows slowly, obviously pained by the deep motion. Torches light the dim hallway and blazing magical lights illuminate the gardens behind you. Although you stepped in from the gardens in daylight, behind you now there is night.*

*"My master bids you welcome and apologizes for the distress that these events must be causing you." The servant pauses, holding his hand to his mouth as he is wracked with coughing. "He has asked me to bring you to his presence immediately, so that he may explain your current situation and beg your aid in the resolution of the threat that he faces."*

As the door opens and the scene shifts from day to night, the characters must succeed on a DC 10 Constitution saving throw or be incapacitated for 1 round. Merryweather, the majordomo, is literally days away from death by natural causes. He has served his master loyally and will continue to do so. Despite his infirmities, Merryweather will fight in self-defense or in the defense of Kaligby. If attacked, treat Merryweather as a **commoner** (Monster Manual p. 345). His sole goal is to serve his master by escorting the party to the Grand Salon at a slow, shuffling, pace.

## DEVELOPMENTS

On subsequent visits read or paraphrase the following:

*The great doors to the once gilded and immaculate entry hall lie hanging on broken hinges, allowing daylight to filter in from outside. Moldering piles of ruined furnishings are scattered about, splashes of ancient and dried blood paint the walls, and rusted remnants of broken arms, armor, and bones litter the floor. The only sound here is the sound of your own footfalls and the mournful howl of the wind.*

Careful searching among the detritus reveals a finely crafted longsword still clenched in a mummified fist.



## AWARDING EXPERIENCE

If the players attack or otherwise harm Merryweather, award no XP.

### AREA 1-4 – THE GRAND SALON

*Contrary to what one would imagine, the furnishings of this torch-lit chamber are spartan and threadbare. The elf who sits uneasily upon the throne appears ancient, even by the standards of his people. He looks to you with a careworn face, and his haunted eyes peer out from underneath a heavy iron circlet adorned with a smoky gemstone that seems to swirl from within. His long hair is sparse and hangs limply around his shoulders like a tattered shawl. Fine raiments hang loosely over his frame, his green doublet sags open, and his brown trousers appear to house a pair of broomsticks instead of legs. With aching slowness, appearing to be more scarecrow than man, he gestures for you to be seated.*

Originally driven by pride to create his majestic flying castle, Fara Dyoon, Kaligby is now a broken man. All around him has been brought to ruin and death. In his pride he is blinded to the fact that he brought this disaster upon himself by simply showing no caution or care for the original location in which the castle was built. In his dealings with the characters he is quite open and admits complete bewilderment as to the cause of the attacks. In truth, in his youth he never cared enough about anyone else enough to even have noticed the risk. That blind spot of long ago has haunted him ever since.

If asked about the “bird men,” Kaligby explains that they are the eaglaridi. They were once a peaceful, if distasteful, race of bird men who generally survived as scavengers. Attacks by the eaglaridi made upon the living were wholly unheard of until they began to wage war on the castle.

Kaligby is at the end of his life. The effort of having reached out across time to draw the characters to him has drained the last of his essence. He explains what he knows, which is little. Shortly after raising the castle into the sky the eaglaridi began attacks both open and covert. The eaglaridi once went so far as to send an assassin to a grand masquerade in an effort to kill him. One of his guard commanders gave his life to stop the assassin.

He is unsure as to the reasons but hopes that the heroes will be able to unravel the events and bring him the answers so that he may attempt to undo them.

Further information may be gleaned through careful questioning. Successful DC 13 Intelligence (Investigation) checks while questioning Kaligby reveal the following:

- The tower was built 1,000 years ago by the reckoning of the characters (800 years ago by Kaligby’s timeline).
- The attacks began the night the castle was raised into the sky and became progressively worse as time wore on.
- The attacks by the eaglaridi became full warfare after 500 years and now only Kaligby and his majordomo, Merryweather, remain.
- Kaligby alone can control the flight of the castle, although it is possible that someone else may eventually learn.
- Kaligby has burned out all of his magical powers opening the chronoscape, so as to make contact with the characters. He has been able to see that they alone have the power and force of will to aid him in saving the castle.
- Kaligby is no longer able to leave his throne due to the enormous drain of both controlling the castle and holding the ravages of time at bay.

**Quest: The Preservation of the Sky Castle.** If the players agree to aid Kaligby he offers them an artifact of singular power: his crown (the *Crown of Kaligby*, as opposed to the figurative one that is the right to sit upon the throne). He asks that the characters seek out answers and bring them back to him. He explains that the castle is in a state of flux and times may not always be as expected.

## DEVELOPMENTS

On subsequent visits (other than returning to conclude the adventure) read or paraphrase the following:

*The grand salon is empty and lies in ruins. A portion of the ceiling has caved in and light filters in from the sky above. Where the great throne once sat are merely the charred remains of old furnishings, long ago used for warmth.*

## AREA 1-5 – COLLAPSING HALLWAY

*You move through the deserted hallway, pushing your explorations deeper into the castle.*

As the characters move through the hallway make a DC 15 Wisdom (Perception) check for the lead hero. Failure indicates that the head of the line failed to notice the poor condition of the hallway until it was too late. When the lead party member reaches the marked point on the map, the entirety of the shaded area collapses upon the characters, raining tons of stone and debris from above. All characters in the hallway must succeed on a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

On a successful check, the poor structural condition of the hallway is recognized, marking it as unsafe. It is obvious that the weight of ages is about to bring this hallway down, and it collapses as the characters (forewarned) watch.

The collapsing ceiling opens the hallway up to the sky, showing an odd swirling passage of day and night repeating in rapid succession. Once this portion of the hallway collapses it is impassable. Characters climbing up to explore the roof and the chronospherically shifting sky will age 1 year for each round they spend atop the castle.

## AWARDING EXPERIENCE

Should the danger be noticed and aid the party succeed in avoiding it, divide 200 XP among the characters.

## AREA 1-6A – THE GREAT GALLERY

*Entering what can only be the grand ballroom you are swept up with the cacophony of music and voices making merry. Massive skylights let in the rays of the moon and magical globes of ever-changing hues flit about the room. The room is filled with occupants, some in garish costumes while some others are dressed less outrageously. Everyone, including the servants who pass through the room with refreshments, is wearing a mask, ranging from a simple domino-style to ornate and fantastic masquerade disguises. On a table next to the door is an assortment of masks for guests to don.*

*Seated on a throne atop a dais is Kaligby, looking centuries younger than when you last saw him. He is dressed in a suit of the finest royal blue and wearing a massive mask of a crowned lion that is currently pushed back on his head to reveal his face. As he gazes across the room his eyes pass directly over you, showing no recognition.*

Let the players choose and describe masks that best express their characters and allow them to be as flamboyant or subdued in their choices as they wish. Characters refusing to don masks are asked to leave the party and, if need be, politely but firmly escorted out.

**Quest: Stop the Assassin.** Unbeknownst to the characters, an assassin skulks about the room preparing to move on its target: the commander of the castle's guard (who conveniently wears a mask that closely resembles one chosen by one of the characters). Further complicating matters, the assassin is a **doppelganger** who has taken the form of one of Kaligby's household servants and moves through the room unnoticed.

## MASQUERADE-WEAR

A sampling of the masks found on the table includes the following:

- tawny panther mask with an open mouth filled with real teeth
- crimson mask with an elongated beak, rimmed with green and blue feathers
- simple domino-style mask covered in sheet music
- gilded jester mask, made of white porcelain, with a ruff made of varnished playing cards

As the heroes move through the room there are subtle signs that there is something amiss that may be picked up by casual observation. Allow players passive Wisdom (Perception) checks with a DC of 20 to notice one of the following clues amidst the chaos of the party.

- A group of revelers stand beneath one of the skylights wrapped in close-knit conversation. While none wear the same costume, all of their costumes are feathered. They are, secretly, a quartet of eagardi there to bear witness to the act. Should they be discovered they will fly skyward through one of the skylights, raining broken glass harmlessly down on the guests. As they take flight they shriek in Auran, "Death to the defiler," at which point the doppelganger drops its pretense and immediately seeks to kill Kaligby by any means possible.
- A small smear of blood is visible against the stark white of the wall next to the servants' entrance to the room (the door to area 1-6b), a relic of the doppelganger's

attack on the server that it has replaced. Characters are discouraged from moving through the servants' entrance but are not stopped.

- One of the servers seems to be following the heroes (the doppelganger believing for a moment that it is following its target), keeping the drinks of those near them flowing free. If approached, the doppelganger realizes its mistake, relaxes, and gladly turns its attentions elsewhere, seeking its prey.

If characters are actively seeking the culprit, a successful DC 15 Wisdom (Perception) check allows them to spot the individual server in the room at any time. If they watch it closely they see it slip a powder into a glass and then hand it off to its target. The poison will kill the commander should he be allowed to drink it. Once he has the beverage he continues to wander and speak to people for 2 rounds prior to taking his drink.

Should the poisoning be quietly foiled, the doppelganger does its best to discreetly slip away; it is an assassin but not suicidal, changing forms in the confusion if possible. If directly confronted, the assassin engages the party. The doppelganger fights to the death.

## DOPPELGANGER ASSASSIN

*Medium monstrosity (shapechanger), neutral evil*

**AC:** 16 (studded leather)

**Hit Points:** 78 (12d8 + 24)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	13 (+1)	11 (+0)	14 (+2)

**Saving Throws:** Dex +8, Wis +4

**Skills:** Acrobatics +8, Deception +6, Insight +4, Perception +4, Stealth +12

**Damage Resistances:** poison

**Condition Immunities:** charmed

**Senses:** darkvision 60 ft., passive Perception 14

**Languages:** Common, Thieves' cant

**Challenge:** 9 (4,600 XP)

**Shapechanger:** The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Assassinate:** During its first turn, the doppelganger has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the doppelganger scores against a surprised creature is a critical hit.

**Evasion:** If the doppelganger is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the doppelganger instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Surprise Attack:** If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

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### ACTIONS

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**Multiattack:** The doppelganger makes two shortsword attacks.

**Shortsword:** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

**Read Thoughts:** The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as its concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

### DEVELOPMENTS

If the party succeeds in uncovering the plot and preventing the assassination of the commander, history still plays out for the castle, but the effects across the timeline of the characters are quite massive. Each has vague memories of any other combats up to this point but, as time rewinds and alters, the characters receive the effects of having taken a long rest at no cost. In addition, the corpse of the assassin carries a detailed map of the castle on his person with the area of the Grand Salon (area 1-4) marked as the "throne room of the defiler of the dead."

On subsequent visits read or paraphrase the following:

*The once majestic grand gallery is simply gone. Winds whip about you, shrieking in from where the exterior wall of the castle has been breached. All signs of the place's former gaiety have been replaced by the ruins of a field hospital. Aged cots and tables have blown into heaps against the near wall, and stains of ancient blood and other fluids mar the once fine floor.*

## AWARDING EXPERIENCE

If the characters foil the assassination and also slay the doppelganger divide 5,000 XP among the characters. For only managing to slay the doppelganger divide 4,600 XP among the characters. For merely halting the assassination and allowing the doppelganger to escape, divide 400 XP among the characters.

## AREA 1-6B - SERVANTS' STAGING AREA

*This room is a maze of cupboards and jacket hooks and it looks like a whirlwind hit it. Spare doublets and cravats are set out so that members of Kaligby's household may dart in and change should they be so gauche as to spill anything upon themselves.*

Searching the pantries and cupboards turns up the body of the doppelganger's victim.

## DEVELOPMENTS

Should the characters return to this room read them the following:

*The staging room is packed with piles of roughly made bandages and dressings; tools both surgical and of a more general medical nature are scattered about, signs that even the gods themselves could not keep up with the needs of the injured and dying. All here has begun to rot due to age and inattention. It has been a long time since anyone came through here.*



## AREA 1-7 – DRAWING ROOM

*Despite the ravage of time the finery of this room is still relatively undiminished. Delicate tapestries still hang on the walls, depicting scenes of a grand city within an immense wood surrounded by woodland creatures. Comfortable chairs and divans line the north and west walls while the southern wall is taken up by a polished bar, its dust-covered decanters still holding exotically colored liquids.*

If the tapestry is closely examined the characters notice the forest is filled with elves as difficult to spot in the tapestry as real elves are to be found in an actual wood. Should the carved tree and elf from area 1-11 be brought into the room and placed before the tapestry, a small compartment will open revealing a *potion of greater healing*. The crystal decanters on the bar, along with the accompanying setting of eight crystal goblets, are of fine



workmanship and (combined) are worth 250 gp on the general market (although to a collector of antiquities the set could be worth as much as 10 times that amount).

The liquors on the bar have been altered by the passage of time, aging and concentrating in ways that no one could ever have anticipated. The contents are as follows (see table at the bottom of the page):

## AREA 1-8 – INTERIOR COURTYARD

*The walls of this courtyard are marred by the blows of weapons and the charring of flaming oil. Benches of broken marble lie in the four corners of the courtyard. A small raised stage stands in the middle where presumably musicians might once have plied their craft.*

## DEVELOPMENTS

While there is nothing of value to find in this room, should the characters return a second time read them the following:

*The walls of the courtyard gleam as if freshly mortared and there is no sign of the ruinous damage that was previously present, and the marble benches have been restored—or have they not yet been destroyed? Ghostly figures linger in the courtyard, all watching the stage area, from which the faint sound of harpsichord music can be heard. Suddenly, all eyes turn skyward and there is a panicked commotion. The figures fade away and the courtyard is once more in ruins.*

## AREA 1-9 – THE MEDITATION GARDEN

*Sheltered from the passage and damage of time, the sandy ground in the center of this open-air chamber has been raked into sweeping patterns that are both intriguing and soothing.*

*ing. In multiple places, large round boulders emerge from the sand, accenting the patterns and adding to the general sense of calm.*

This room is wholly safe and immune to the effects of the shifting time. In addition, monks spending 5 rounds here are allowed the benefits of a long rest. Should characters decide to destroy the tranquility of this place, the restorative benefits are lost but they uncover a mummified eagardi buried in the sands. The body does not appear to be that of a warrior, but instead a noble lain to rest.

## AREA 1-10 – THE ENTRYWAY

*The remains of once fine furnishings litter the floor like so much debris. A wide balcony takes up most of the west wall, a grand feature of a once sumptuously decorated room.*

Characters with a passive Wisdom (Perception) score of 10 or higher, or who succeed on a DC 10 Wisdom (Perception) check, see signs of recent habitation: footprints among the debris, relatively fresh bones, signs of cook fires, etc. In addition, a foul-smelling bucket sits near the edge of the balcony, still damp from having recently been emptied over the ledge.

Bandits, having found the ropes prior to the adventurers, have taken up residence here in the castle and are not enthused to have potential neighbors. To this end they are lying in wait on the other side of the locked door to the south (area 1-11) in an attempt to ambush the party. If the characters attempt stealth, use the lowest result of the party's Dexterity (Stealth) checks vs. the result of a Wisdom (Perception) check on the part of the bandit leader, Tamara. Picking the lock requires the use of thieves' tools and a successful DC 15 Dexterity check while forcing it requires a successful DC 18 Strength (Athletics) check.

Decanter	Color of Liquid	Contents
1	Deep crimson	Vinegar (formerly elder-plum wine) with no special properties.
2	Bright gold	Highly concentrated poison (formerly fire brandy). Upon ingesting the victim must make a DC 18 Constitution saving throw or suffer 13 (2d12) hit points of damage and be poisoned for the next 48 hours. On a successful save the victim takes half damage and is not poisoned. The decanter holds 4 doses worth 50 gp each.
3	Murky green	Powerful healing draught (formerly gnomish rum). Drinking this liquid heals 6d4 + 6 hit points. There is 1 dose within the decanter.
4	Golden brown	Whiskey, the finest imaginable. Having magically continued to age within the bottle the contents of this decanter are worth 1,000 gp to a connoisseur of fine spirits.

## AREA 1-11 – THE HIDEOUT

The air here is rank with the stench of sweat and grime, as if too many people have been in too small a space for too long. Torches flicker on the walls, illuminating several small sacks, a number of crates, and even barrels of goods and supplies. Also littering the floor are numerous detached pieces of mummified corpses.

Hiding behind the crates and detritus are the **bandits**. While unhappy with the presence of the party, as the characters enter the bandits recognize them as a clearly superior foe. With this in mind, their leader, **bandit captain Tamara**, attempts to negotiate with the party for safe passage for her and her band. She is not able to agree on simply abandoning all they have collected here for fear that her band might turn on her. She is wily and does all she can to persuade the characters to let her and her crew leave with as much of their loot as they can carry. Tamara can be very persuasive and charming. She knows that a fight will end badly for her people, but she will not let on to that fact, instead implying that there are far more bandits about and hoping that things can be solved amicably.

The bandits had been exploring the private wine cellar (through a trapdoor now covered by their loot crates), and living it up on the contents when a portion of the floor collapsed revealing the catacombs and burial grounds below. (See Concluding the Adventure.) The bandits looted what they could but only barely managed to escape when a second collapse sealed off the area.

If pressed for details on what the bandits know about the castle she discloses the following tidbits on a successful DC 10 Charisma (Persuasion) check.

- The tower is at least 1,000 years old.
- Extensive catacombs and crypts beneath the castle were revealed by the initial collapse in the cellar.
- The burial chambers looked to be far older than the castle and some passages led outside.
- The mummified remains were pulled from the wreckage below area 1-11 before the floor caved in.
- The mummified remains (to be ground up for sale as folk medicine) are from some sort of bird men.

## BANDIT (10)

Medium humanoid (human), chaotic evil

**AC:** 12 (leather armor)

**Hit Points:** 11 (2d8 + 2)

**Speed:** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

---

**Senses:** passive Perception 10

**Languages:** Common

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

### ACTIONS

**Shortsword:** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

**Light Crossbow:** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

## BANDIT CAPTAIN TAMARA

Medium humanoid (human), chaotic evil

**AC:** 15 (studded leather)

**Hit Points:** 65 (10d8 + 20)

**Speed:** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	14 (+2)	11 (+0)	16 (+3)

---

**Saving Throws:** Str +4, Dex +5, Wis +2

**Skills:** Athletics +4, Persuasion +5

**Senses:** passive Perception 10

**Languages:** Common, Elvish

**Challenge:** 2 (450 XP)

**Special Equipment:** Tamara wears studded leather and carries a +1 *scimitar* and four daggers.

### ACTIONS

**Multiattack:** Tamara makes three melee attacks: two with her +1 *scimitar* and one with her dagger. Or she makes two ranged attacks with her daggers.

+1 **Scimitar:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

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

### REACTIONS

**Parry:** The captain adds 2 to her AC against one melee attack that would hit her. To do so, the captain must see the attacker and be wielding a melee weapon.

*The bandit leader looks to be a woman who is as willing to scrap as she is to talk. Clad in battered but cared-for studded leather armor, her long black hair is knotted into a tightly woven braid that hangs over her shoulder. Her calloused hands show the marks of a fighter, scarred with swollen knuckles. She carries herself with an unselfconscious sense of bravado.*

The treasure in the room is as follows:

- Sacks (10) – 1,000 cp each
- Sacks (2) – 200 sp each
- Sack (1) – 500 gp
- Barrels (5) – Disinterred eaglardi mummy parts valued at 2 gp per barrel.
- Crates (5)
  - #1 A silver statue of a woman, clad in a flowing toga and wearing an ivy crown, worth 900 gp.
  - #2 Eight rolled-up portraits of elven nobility, cut from their frames, worth 150 gp each.
  - #3 330 lbs. of dried grain (worth 40 gp). In the center of the crate, cushioned by the grain, is a single vase of exquisite craftsmanship worth 1,000 gp.
  - #4 A miniature wooden tree with the figure of an elf carved into its bark. This elf is a match for the figures seen in the tapestry in area 1-7, and the carving is worth 100 gp (more information is found in area 1-7).
  - #5 10,000 cp (weighing 625 lbs. and requiring a combined Strength of 41 to carry or a combined Strength of 20 to push/drag).

### AWARDING EXPERIENCE

For killing the bandits, divide 700 XP among the characters. If the party accepts the parley of the bandits, award 1,000 XP plus an additional 100 XP for each clue learned (above) divided among the characters.



### AREA 2-1 – CRUMBLING TOWER

*The winding stairway takes you upwards through the crumbling shell of the once great spire. You pass several landings, the rooms beyond long lost to collapse and ruin. After several minutes of picking your way through debris, you arrive at the top of the tower, its rooftop shattered and lost to history. Wind and rain pound down out of the stormy blackness*

above. The gale is so strong that it reduces visibility to a mere 40 feet as sleet bites into your eyes.

Characters looking for a hazard in the storm must succeed as a DC 15 Wisdom (Perception) check, made at disadvantage, to catch sight of the threat descending from above, or else be surprised by the **skyworm**. In addition, the winds are so great that all missile attacks are made at disadvantage. Characters seeking protection amongst the rubble of the tower's top may achieve half cover after a round spent looking for shelter.

## SKYWORM

*Large monstrosity, unaligned*

**AC:** 18 (natural armor)

**Hit Points:** 142 (15d10 + 60)

**Speed:** 0 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	1 (-5)	13 (+1)	4 (-3)

**Saving Throws:** Dex +3, Con +7, Wis +4

**Damage Immunities:** poison

**Condition Immunities:** blinded

**Senses:** blindsight 100 ft., passive Perception 10

**Languages:** –

**Challenge:** 8 (3,900 XP)

### ACTIONS

**Multiattack:** The skyworm makes three attacks: one with its bite, one slam, and one with its tail stinger.

**Bite:** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

**Wing Slap:** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Dexterity saving throw or be knocked prone.

**Tail Stinger:** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much on a successful one.

*The creature's light gray skin is smooth and sleek, bordering on featureless. From its side extend rippling, curtain-like wings that propel the thing through the sky like some blasphemous sea creature taken flight.*



*The front of its wormish form is a gaping maw of teeth while its tail end is tipped with a wicked point.*

## AWARDING EXPERIENCE

For defeating the skyworm, divide 3,900 XP among the characters.

## AREA 2-2 – ATOP THE WALL

*As you move across the treacherous footing of the upper battlements you suffer another bout of disorientation. Day darkens to night and watch fires light the grounds around the castle. Wind beats at your face and you feel the castle rising into the sky. Glancing to the horizon confirms what you innately know: this is the night that the castle rose, and it is still clawing its way skyward. Looking down either side of the battlements you see the spectral forms of soldiers, alive and yet long dead, as they scan the skies. One of them points*



skywards and you see his lips move as he shouts an unheard warning. Spectral soldiers dash first one way, then another, as men-at-arms prepare to repel their attackers.

The walkway underneath you solidifies, becoming as strong as when it was first made, as the world around you stabilizes. You hear screeching from above as a group of eaglardi and their war birds swoop down toward you. From all around you come the muted sounds of the ancient battle, but for you it is no memory. It is now. The battlements that rise to either side of the wall provide no protection from the attackers descending upon you.

Two identical waves of **eaglardi** engage the party, one after the other. When the first wave is down to a single eaglardi the second wave joins the attack. These groups, each having an **eaglardi war band leader**, attack in a coordinated fashion. The group head attempts to use his net to ensnare a target so that the **giant buzzards** can drag the victim to the edge and hurl them from atop the wall. To succeed in dragging a character off the edge, that hero must first be ensnared. In the subsequent round, the two giant buzzards must score hits to grab the target. Finally, should they be able to maintain their grip they will hurl the target off the edge, dropping them to the base of the castle 100 feet below for 35 (10d6) points of falling damage. Ensnared characters are treated as incapacitated.

## EAGLARDI WAR BAND LEADER

Medium humanoid (eaglardi), neutral evil

**AC:** 16 (studded leather)

**Hit Points:** 93 (11d8 + 44)

**Speed:** 30 ft., fly 60 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	10 (+0)	11 (+0)	16 (+3)

---

**Saving Throws:** Str +6, Con +6, Wis +2

**Skills:** Intimidation +5

**Senses:** passive Perception 10

**Languages:** Auran, Common

**Challenge:** 4 (1,100 XP)

**Aggressive:** As a bonus action, the eaglardi can fly up to its speed toward a hostile creature that it can see.

**Necrophagic Fury:** When the eaglardi hits with any weapon, the weapon deals an extra 4 (1d8) damage (included in the attack).

---

### ACTIONS

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**Multiattack:** The eaglardi makes two talon attacks or a single attack with either its net or javelin.

**Javelin:** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 4 (1d8) damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a diving melee attack.

**Reinforced Net:** *Ranged Weapon Attack:* +6 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The creature is restrained. As an action, the restrained creature can make a DC 20 Strength check, escaping from the net on a success. The effect also ends if the net is destroyed by slashing damage. The net has AC 10 and 10 hit points.

**Talon:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (1d12 + 4) slashing damage plus 4 (1d8) damage.

**Feeding Cry (1/Day):** Each creature of the war band leader's choice that is within 30 feet of it, can hear it, and not already affected by Feeding Cry gain advantage on attack rolls until the start of the war band leader's next turn. The war band leader can then immediately make one attack as a bonus action.

## EAGLARDI (2)

*Medium humanoid (eaglardi), neutral evil*

**AC:** 13 (leather armor)

**Hit Points:** 15 (2d8 + 6)

**Speed:** 30 ft., fly 60 ft.

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

**Skills:** Intimidation +2

**Senses:** passive Perception 10

**Languages:** Auran, Common

**Challenge:** 1/2 (100 XP)

**Aggressive:** As a bonus action, the eaglardi can fly up to its speed toward a hostile creature that it can see.

### ACTIONS

**Talons:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

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

**Reinforced Net:** *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The creature is restrained. As an action, the restrained creature can make a DC 20 Strength check, escaping from the net on a success. The effect also ends if the net is destroyed by slashing damage. The net has AC 10 and 10 hit points.

## GIANT BUZZARD (2)

*Large beast, neutral evil*

**AC:** 13

**Hit Points:** 26 (4d10 + 4)

**Speed:** 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

**Skills:** Perception +4

**Senses:** passive Perception 14

**Languages:** understands Auran and Common but can't speak them

**Challenge:** 1 (200 XP)

**Keen Sight:** The buzzard has advantage on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack:** The buzzard makes two attacks: one with its beak and one with its talons.

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

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

## AWARDING EXPERIENCE

Divide 1,700 XP between the characters for each of the two waves defeated.

## AREA 2-3 – RAZOR HAWK ROOKERY

*Approaching the leaning tower you can hear the cries of a multitude of birds. With a near explosion of sound, a massive flight of scarlet-feathered raptors takes to the sky through the ruined roof of the tower. The door leading into the room beyond is visibly swollen with damp and age.*

The door from the castle walls into the leaning tower is rotten and crumbles away with the merest effort to force it. Any serious effort requires a DC 15 Dexterity saving throw to avoid collapsing through the door and landing prone in the room within. The area is disgusting. It has been used as a roost for the razor hawks for several centuries, and the floor reflects that fact. Characters falling onto the floor must make a DC 12 Constitution saving throw or be overwhelmed by nausea. Those sickened make all actions at disadvantage for 10 rounds.

Once the door is open, continue:

*What might have been expected to be the ruins of a guard post is filled with feathers and reeks of bird droppings and that particular musty smell of rotting feathers. The floor is positively blanketed with rotting feathers, along with broken egg shells. The ceiling above is charred and mostly burned away by some great fire. Only blackened timbers remain where half of the roof once was. Looking out a window on the side of the tower you see the rusting remains of massive chains wound about the tower, as if there had been an attempt to physically drag the tower down.*

Allow the party a round or two of searching the room before a group of **razor hawks** return to chase off the characters daring to invade their rookery.

## RAZOR HAWK (15)

*Small beast, unaligned*

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**AC:** 12

**Hit Points:** 7 (2d6)

**Speed:** 10 ft., fly 60 ft.

---

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	3 (-4)	16 (+3)	5 (-3)

---

**Skills:** Perception +5

**Senses:** passive Perception 15

**Languages:** –

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

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**Keen Sight:** The hawk has advantage on Wisdom (Perception) checks that rely on sight.

**Pack Tactics:** The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally isn't incapacitated.

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### ACTIONS

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

*Razor hawks are highly aggressive birds of prey covered in silvery gray feathers with a bright yellow underbelly that matches their wickedly sharp beak.*

The carpet on the floor is thoroughly befouled and sodden. Searching through it is a slow, disgusting, and time-consuming effort but it does come with reward. Buried under the mess, amongst a number of rotted and other-

wise ruined weapons is an *oathbow*. In a quiver alongside it is a single +2 *arrow* of ancient elvish manufacture.

Looking downwards from the tower windows characters can make out several collapsed cave openings emerging from the sky castle's cliff face. The entrances, while appearing to be mostly natural, look to have been artificially widened.

## AWARDING EXPERIENCE

For vanquishing the razor hawks, divide 375 XP among the characters.

## AREA 2-4 – TEMPORAL NEXUS

*The air above the battlements crackles with energy and the sky races from day to night repeatedly in a time-washed mass of chrono-collisions. The images of countless eaglaridi, ancient and withered as if perhaps mummified, shimmer into being all around you, wisps of rage and fear.*

*The door to the tower is marked with sigils (in Auran), traced in blood and daubed with large feathers of some sort. The atmosphere here is tense; murderous rage hangs in the air so thick it can be tasted; the cries of bird men, and the screeches of war birds, come from above.*

Naturally, **An'Dmrk** and his fellow **eaglaridi** are suspicious and hesitant to parley. Still, if the characters have learned the cause of the war, they may be open to reason and parley. Convincing the eaglaridi that the characters do not have hostile intent requires a successful DC 20 Charisma (Persuasion) check made at disadvantage. Other methods may be used but failed Charisma (Deception) or Charisma (Intimidation) checks lead to An'Dmrk and the other eaglaridi loosing their **razor hawks** and all of them immediately attacking the party. If the eaglaridi are convinced of the party's good intentions, they do not attack, and join the party in confronting Kaligby with the news of what has brought about the war.



## AN'DMRK

*Medium humanoid (eaglardi), neutral evil*

**AC:** 12 (15 with *mage armor*)

**Hit Points:** 67 (9d8 + 27)

**Speed:** 30 ft., fly 60 ft.

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

**Saving Throws:** Int +6, Wis +4

**Skills:** Arcana +6, Intimidation +4

**Senses:** passive Perception 11

**Languages:** Auran, Common, Draconic, Elvish

**Challenge:** 6 (2,300 XP)

**Aggressive:** As a bonus action, An'Dmrk can fly up to his speed toward a hostile creature that he can see.

**Spellcasting:** An'Dmrk is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared (an asterisked spell is from appendix B):

- Cantrips (at will): *acid splash*, *blade ward*, *ray of frost*, *talons of the wind*\*
- 1st level (4 slots): *fog cloud*, *mage armor*, *magic missile*, *sleep*
- 2nd level (3 slots): *cloud of daggers*, *see invisibility*
- 3rd level (3 slots): *banishment of air*\*, *counterspell*, *lightning bolt*
- 4th level (3 slots): *blight*, *greater invisibility*, *ice storm*
- 5th level (1 slot): *cone of cold*

### ACTIONS

**Talons:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.



## EAGLARDI (2)

Medium humanoid (eaglardi), neutral evil

**AC:** 13 (leather armor)

**Hit Points:** 15 (2d8 + 6)

**Speed:** 30 ft., fly 60 ft.

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

**Skills:** Intimidation +2

**Senses:** passive Perception 10

**Languages:** Auran, Common

**Challenge:** 1/2 (100 XP)

**Aggressive:** As a bonus action, the eaglardi can fly up to its speed toward a hostile creature that it can see.

### ACTIONS

**Talons:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

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

**Reinforced Net:** *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The creature is restrained. As an action, the restrained creature can make a DC 20 Strength check, escaping from the net on a success. The effect also ends if the net is destroyed by slashing damage. The net has AC 10 and 10 hit points.

## RAZOR HAWK (2)

Small beast, unaligned

**AC:** 12

**Hit Points:** 7 (2d6)

**Speed:** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	3 (-4)	16 (+3)	5 (-3)

**Skills:** Perception +5

**Senses:** passive Perception 15

**Languages:** –

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

**Keen Sight:** The hawk has advantage on Wisdom (Perception) checks that rely on sight.

**Pack Tactics:** The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

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

## AWARDING EXPERIENCE

For defeating the eaglardi forces, divide 2,550 XP among the characters. If the heroes manage to successfully parlay with the eaglardi and convince them to join them rather than attack, divide 3,000 XP among the characters.

# CONCLUDING THE ADVENTURE

Eventually the party will learn what they feel they need to know to bring about resolution on behalf of Kaligby, whether via the destruction of An'Dmrk and ending the continuing attacks on the castle, or by understanding the castle's history and informing him of the true cost of raising his palace into the sky. When the party returns to speak with Kaligby, he appears on the brink of death, his mortal form held together by sheer will and determination.

Should the characters defeat An'Dmrk and bring an end to the attacks, Kaligby gives a wistful smile, thanks the party, and allows his spirit to be released from its earthly shell. As he sags into his chair, the *Crown of Kaligby* falls from his head and rolls towards the party. If there is an elf in the party it will roll towards that character, otherwise it lands

at the feet of the character with the highest Wisdom (GM's choice in case of a tie). The crown's powers allow the characters to control the flight of the sky castle, granting them a floating base of operations, and giving options for further adventure such as excursions into the buried crypts below.

If the characters tell Kaligby of the desecration of the eaglardi burial grounds, he is stricken with grief to know that his actions have been the cause of so much bloodshed and strife. Using the *djinn stone* on his crown he undoes the launch of the castle, rewriting time for all outside the castle, and laying down his life in the process. The crown is destroyed by the release of the wish and the characters find themselves standing in the courtyard of the still-abandoned castle, now located in its original locale (GM discretion as to where).

Finally, if the characters have convinced An'Dmrk and the eaglaridi to join them in confronting Kaligby with his actions, the eaglaridi wizard is moved by Kaligby's grief. The war ends, and Kaligby allows the eaglaridi access to their ancestral grounds (which are now well protected by

a floating castle). Kaligby offers to roll back time, at the expense of his own life, but An'Dmrk declines, feeling it better to have real resolution and peace rather than a war waiting to happen should a mistake be made later.

## APPENDIX A: NEW MAGIC ITEMS

### CROWN OF KALIGBY

*Wondrous item, legendary (requires attunement)*

This simple—and heavy—iron crown is topped by a single, glittering gem. This focal stone, the *djinn stone*, contains a djinn whose soul fuels the power of the crown.

The attunement process requires you to wear the crown for 1 full year.

You gain the following benefits while wearing it:

You can control the flight of Fara Dyoon, the castle in the sky, moving it as much as 5 miles per hour or raising or lowering it at a rate of 250 feet per hour.

You may willingly release the djinn's soul, granting you a single, wondrous wish. The making of the wish is, however, fatal as your life force is required to break the enchantment of the stone containing the djinn's soul.

## APPENDIX B: NEW SPELLS

### BANISHMENT OF AIR

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (the tail feather of a razor hawk)

**Duration:** Concentration, up to 10 minutes

You manipulate the elemental forces to void the air from a chosen area that you can see within range. The void appears as a 15-foot-radius sphere, and it vanishes when the spell ends. The invisible vacuum prevents mundane, airborne flight. Any air-breathing creature caught within the sphere immediately begins to suffocate and must succeed on a DC 15 Constitution saving throw at disadvantage, or be rendered unconscious. The creature must make a saving throw for each round it remains in the airless void.

### TALONS OF THE WIND

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

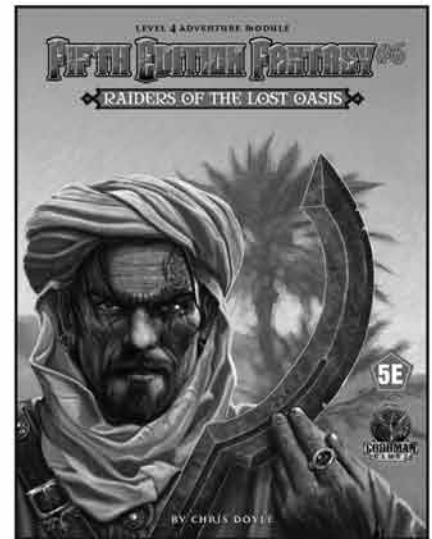
**Duration:** Instantaneous

A whip-crack of frenzied winds lashes toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d12 slashing damage.

The spell creates more than one wind when you reach higher levels: two at 5th level, three at 11th level, and four at 17th level. You can direct the winds at the same target or at multiple foes. Make a separate attack roll for each wind.

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