

HEROES OF HIGH FANTASY



ARTIFICES OF QUARTZTOIL TOWER
NOAH MCCOY — RALPH STICKLEY

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INSTRUCTIONS

This adventure module is designed to be played at any level and in any campaign setting. The appendix includes statblocks for all of the monsters within this adventure at 'Beginner', 'Intermediate', and 'Advanced' challenge ratings. Beginner challenge rating is considered level 1-5, intermediate is 6-10, and advanced is any level 11 or higher. You are free to add more monsters than stated in each section of the encounter to make things more difficult if needed.

We've also included this beginner / intermediate / advanced challenge rating mechanic within the adventure itself. Various skill checks will require higher or lower numbers depending on which difficulty setting you're running. It's presented as follows: Make a **DC 10** (beginner)/**15** (intermediate)/**20** (advanced) **Strength check** to break down the door. This way you can keep the adventure flowing nicely without flipping back and forth to determine the appropriate challenge.

OVERVIEW

Artifices of Quartztoil Tower is a mid-length adventure which should fill 3–5 average gaming sessions of 3–4 hours.

It begins in the marketplace or main square of a town when the calm, peaceful day is interrupted by a hulking golem trouncing through town, smashing objects, and attacking townsfolk.

The party witnessing this should intervene and stop the rampaging golem with combat or by luring it into a nearby warehouse to trap it so it can be damaged and, eventually, destroyed by the town guards.

When the party examines the golem's remains, they find bones encased in the metal armor and the name 'Quartztoil' written in gnomish script. The town guard explain that this is the eighth construct they have encountered in the area in the past six months.

The party can then go on to investigate the name 'Quartztoil', leading them to learn of an old, gnomish, aspiring artificer, Penaral Quartztoil, who had a lab and workshop in a tower in the nearby mountains, but who has not been heard from for close to a century.

They are not alone in seeking the tower, however; another group, led by the halfling warlock Garrin Ashcopse, is searching for Quartztoil's library and the wealth of magical secrets therein. They will accept the party's help, subject to signing a contract, or work to hinder their progress along the way.

The party then travels to the tower, where they face some of Quartztoil's other inventions, both mechanical and arcane, and discover the dark secret of the 'shortcuts' the gnome used to complete his work and the price he paid.

Quartztoil was commissioned to build an army of constructs and, over time, developed an effective, if gruesome, manner of speeding up the process, using necromancy (and his own unfortunate workers) to power his creations rather than the costly and time-consuming enchantments used elsewhere. Quartztoil dabbled in 'improvements' on his own body using similar magic, eventually becoming a lich, though an imperfect one; his soul split between a (now lost) clockwork phylactery and the very stones of the tower itself.

Now ancient and quite mad, the withered lich has his remaining hapless workers shut inside suits of armor, preserving them to unwillingly power this new unquestioning and tireless workforce. Having no direction but the contract, Quartztoil has set them to work creating more and better constructs until, ninety years later, they have created a design he is happy with, and the constructs have been sent into the world to 'drum up business'.

INTEGRATING THE ADVENTURE INTO A CAMPAIGN

Artifices of Quartztoil Tower is designed to easily fit into any game world and could simply begin when the party enters a town (the nature of the town itself is intentionally kept vague to allow you to integrate it into your setting with minimal work). However, here are some suggested hooks to move your party towards the adventure:

Hook #1 - The party encounter a gnome craftsman, **Gritz Garick**, who has heard rumors of an old gnome outpost that specialized in golem constructs, but fears it must have been abandoned as it hasn't been heard of in a century. The gnome wishes to pay the party **100 / 250 / 1,000 gold pieces** for any notes and research they can uncover, which would surely help him with his tinkering. **Gritz** suggests they begin in the town where this adventure starts.

Hook #2 - One of the party who is interested in crafting and/or magic items comes across old notes from a gnome named **Penaral Quartztoil**. The knowledge is too tempting to resist. There is mention that many of his works were shipped out of the town where this adventure starts.

Hook #3 - While traveling, the party comes across an elven mage named **Odalleron Val'Thalis** being attacked by **8 crawling gauntlets**. Use **mage** statistics for Odalleron but he only has two 1st level spell slots left and his right leg is broken, meaning he can only move by crawling. The gauntlets cannot reach him; **Odalleron** is holding them back with a wavering magical barrier while calling out for help. If the party saves him, he will ask for their assistance in finding the source of the constructs, as he is interested in learning about them for research purposes. He needs healing and knows of a nearby town where the adventure begins where he can rest up and recover. He will also provide the party with a special set of rune patterns they can use when casting a *magic circle* spell to make it effective against constructs (casting the spell in this way requires 300 gold pieces worth of powdered silver and iron rather than 100).

PART 1: DOWNTURN IN THE MARKETPLACE

Read the following when you are ready to begin:

The buzz of chatter about the quality of merchandise, deals on goods, and the sizzle of fried foods being sold in the marketplace are interrupted by a loud crushing sound of wood snapping and metal scraping. Shrapnel and splinters of barrels rain down over the venue as several townsfolk emerge running from a cloud of flour and spices which were formerly stored in the now-shattered containers. The crowd suddenly stops and quiets as the ground vibrates from heavy footsteps. From the cloud, a large figure entirely clad in a heavy metal armor clanks and groans forward, and its destruction of the town square begins anew...

The **Quartztoil construct** will start destroying carts, barrels, and structures; whatever stands in its path. If something attacks it, then it will turn its attention on the attacker, but will not pursue over a great distance unless it is attacked at range.

On the third round of combat/interaction with the construct, a halfling town guard by the name of **Anthron** shouts to the party to, "Lead it this way!" **Anthron** then slings a stone that bounces off the **construct's** armored body which, in turn, starts charging after the halfling. **Anthron** has dealt with these sort of constructs before and is wise to their weaknesses. **Anthron** can answer several questions about how to best defeat the constructs, telling

them that they seem to be unaffected by charm magics and are heavily armored, but that they are slow and can be easily out-manuevered and out-thought.

The party can lure the **Quartztoil construct** to follow them through the streets after **Anthron**. A **DC 10 / 14 / 18 Charisma (Deception)** or **Charisma (Intimidate)** check will keep the **construct's** attention on the party and not on destroying other parts of the town, as will attacking it directly.

Anthron leads the party to a warehouse building where the town guards have laid a trap for the construct. The guards tell the party to goad the construct into the center of the room. A **DC 11 / 16 / 21 Charisma (Deception)** or **Charisma (Intimidate)** check will allow the party to get the **Quartztoil construct** into position. Alternatively, a party member can make themselves the 'bait' and attack the **construct** with melee attacks.

Once the **Quartztoil construct** is in position, **Anthron** tells any party member in melee combat to disengage with it. When the party is clear, the guards release a pit-trap, sending the construct falling into a 25 foot deep pit and releasing several nets holding scrap metal and wood raining down on top of the construct, pinning it down.

Once the **Quartztoil construct** is destroyed or contained in the pit, **Anthron** thanks the party and tells them the attacks from these constructs are getting to be increasingly dangerous. "At least this time we didn't lose anybody. Hey, you wouldn't be for hire by any chance, would you?"



As the town guards keep the captured construct subdued (if it still functions), **Anthron** will explain that the town and the surrounding farms have been suffering destructive incursions from these constructs for the past half a year. The golems have been very difficult to combat and only seem interested in causing destruction, but there have been several fatalities including, recently, the town sheriff. The town council is looking to hire a group of adventurers to put a stop to these repeat rampages, as they are impacting on the livelihood of the town. He will offer the party **100 / 400 / 1,600 gold pieces** if they track down where the constructs are coming from and stop their repeated incursions.

If the party agrees to stop the constructs, read:

Anthron is elated that you have agreed to assist the town. His first suggestion is to speak with the townsfolk about the attacks or try to find information from travelers at the local inn.

PART 2: SEARCHING FOR QUARTZTOIL

Assuming the party accepts the offer, **Anthron** shows them a pile of golem bodies. This pile has been depleted somewhat as some of the parts have been reduced to scrap to be used in pit traps like the one they have just witnessed. **Anthron** also tells them that the constructs always seem to approach from a north to north-westerly direction.

There are several things the party can do in the town and surrounding area to find out about the construct attacks:

- Examining the construct parts reveals the name **Quartztoil** stamped in Gnomish script on several armored parts. There are also bone pieces encased, and incorporated into the constructs structure. A **DC 13 / 16 / 19 Intelligence (Arcana) check** will reveal that magic of the necromancy school has been used in the creation of these constructs.
- Speaking with the townsfolk and succeeding on a **DC 12 / 15 / 18 Charisma (Investigation) check**, will uncover that about 100 years ago an enclave of gnomish tinkers under the leadership of one **Penaral Quartztoil** took up residence in the northern mountains. For a time, they repaired tools and implements for the town, and there was some word of them working for the military, but they haven't been heard from this century.
- Speaking with the townsfolk at inns and taverns and succeeding on a **DC 8 / 12 / 16 Charisma (Persuasion) check** reveals that four months ago, a local elven woodsman named **Yanathis Dreswood** set out to track the constructs. For a month he searched, returning every week to resupply. On his last trip he said he was going to scout out around the northern mountains. He has not been seen since.
- **Anthron** or other townsfolk can reveal that the first sighting of the constructs six months ago happened a few miles north where three farms were attacked and livestock was slaughtered and stolen. They can also reveal that when in town the constructs take to destruction over slaughter, unless provoked.

• Searching the town library about the name 'Quartztoil' with a successful **DC 13 / 16 / 19 Intelligence (Investigation) check** will reveal an old, dusty book containing a list of tinkers contracts made out to the leader of a gnomish enclave named **Penaral Quartztoil**. One of the contracts requires the delivery of payment to the enclave's tower in the mountains to the north. A map to the tower is attached to the contract.

Once the party has completed investigating around town or using other means to gain the whereabouts of Quartztoil Tower, they can begin traveling to or searching for it. If the party found the map to the tower, they can proceed there directly there without triggering any of the three additional encounters listed below. On their way to the tower, they catch sight of the pale glow of a campfire, initiating the 'Interested Party' encounter.

If the party only know the general direction of north or they wander around the immediate area, they will generate one of the following additional encounters:

- The party encounters another **Quartztoil construct** destroying the barn of a local farm. Three farmers (**3 commoners**) are attacking it from range and taking turns getting its attention to lure it close and then taking the disengage action to get away while the other farmers attack it.
- The party encounters another **Quartztoil construct** destroying a bridge spanning a small ravine that it is standing on. The party can attack it to save the bridge or wait, and the bridge will eventually collapse taking the construct with it. The construct takes **15d6 bludgeoning damage** when it hits the bottom of the ravine. Each member of the party now must succeed on a **DC 8 / 12 / 16 Strength (Athletics) check** to safely cross the ravine. Failure results in that party member plummeting into the ravine, taking **1d6 bludgeoning damage from their fall for each point they missed the DC by** (maximum 15d6).
- The party encounters **6 goblin bodies** that seem to have been crushed to death. A **DC 8 / 12 / 16 Wisdom (Medicine) check** reveals that the goblins were killed by a **Quartztoil construct**.

After the party has come across one of these encounters, they can make a **DC 10 / 13 / 16 Wisdom (Survival) check**. On a successful check, the party discovers tracks (consisting of several sets of humanoid footprints) cutting a trail that heads to the north-west for a way, before they veer off towards the pale glow of a campfire. If the party follows the tracks, this initiates the 'Interested Party' encounter.

THE INTERESTED PARTY

As the party travels towards The Tower they encounter a group comprised of two halflings, one half-orc, a human, and a dragonborn.

As they approach on the trail, read the following:

Off to the side of the trail, there sit tents and a small campfire barely smoking in the center. The central figure in the group is a gaunt-looking male halfling with aged features, salt-and-pepper hair, and an expression on his face that reveals he is no stranger to nightmares. He is speaking to the rest of the group in a frustrated, condescending tone about places they haven't looked while pointing to a map with a stick.

A younger female halfling with short blond hair and gray eyes sits on the ground next to him, looking intently at the other members of the campfire circle, as if she is cataloging each of their reactions to his words. She is dressed in a dark-green traveler's clothing ensemble topped with a darker green cloak.

A lank half-orc with red hair and coal black eyes, dressed in dark-brown leather, stares at the fire, half listening to the older halfling with clearly waning interest. Across from him, a raven-haired human female, dressed in navy-blue, looks over the map intently with each explanatory statement. The quintet is rounded out by a female, metallic-skinned dragonborn, who seems to be meditating more than listening...

The group is referred to hereafter as the **Interested Party** and consists of the following party: **Garrin Ashcopse**, **Sala Ashcopse**, **Grankus Feldspurn**, **Mara Sageprel**, and **Kra**, respectively. Their quest runs parallel to the party's goal of finding Quartztoil Tower. **Garrin** is interested in a great library that is rumored to be housed within the tower's walls, and is obsessed with finding it.

If the party attempts to pass by the campfire stealthily, they must beat the passive Perceptions of the **Interested Party** except for **Mara** and **Sala** who are actively keeping an eye on their surroundings, and will make a **Wisdom (Perception)** check. The statistics for the **Interested Party** can be found in the appendices.

If the party engages the **Interested Party**, they are civil, but not friendly. They only mention they are traveling, unless the players mention that they are looking for Quartztoil Tower. At that point, **Garrin** will change his tone to a friendlier one and begin to solicit the party's help.

Garrin will attempt to negotiate a deal with the party for getting his group to the tower and securing the library inside. He will offer the party **1,000 / 5,000 / 10,000 gold pieces** worth of gems and coin if they agree to secure the library and all its contents. **Garrin** will require the party to sign a contract for their services. This contract (see **Appendix E**) has the following effects:

- Each signatory must give a drop of blood to mix with the ink used to sign the contract.
- The contract acts as a *geas* spell with no saving throw for any signatory, and which lasts for one year.
- Each signatory has advantage on all saving throws against being charmed or frightened while under the effects of the contract.

The party is free to negotiate further terms of the deal and a successful **DC 14 / 18 / 22 Charisma (Persuasion)** check can add one of the following clauses:

- Payment is increased by **100 / 500 / 1,000 gold pieces**.
- **Grankus Feldspurn** will accompany and aid the party in his capacity as a thief.
- The cost of consumable equipment used over the course of the adventure will be reimbursed up to **150 / 750 / 1,500 gold pieces**.

The party can also refuse the deal; this will cause **Garrin** to cease conversing with them further, and ask them all to leave. If the party does not make a deal with the **Interested Party**, they will wait for them to clear the way to the library and plot ways to hinder them, culminating in an ambush after they defeat Quartztoil.





PART 3: QUARTZTOIL TOWER

Once the party reaches the general location of Quartztoil Tower, read the following:

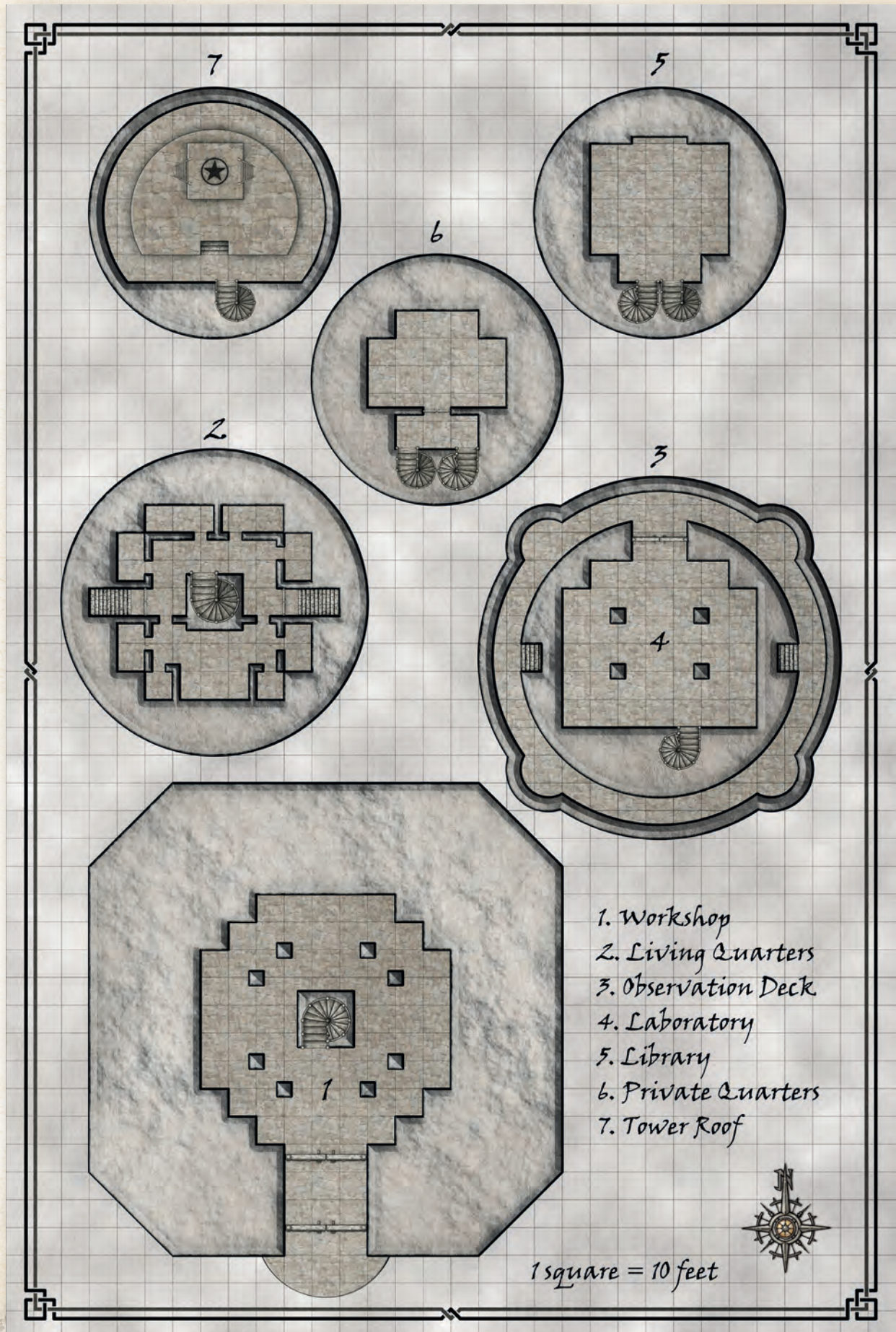
As you travel north for the next day-and-a-half, the temperatures begin to drop as your elevation climbs. Within the next half-a-day's journey, the slight inclines give way to the steep foothills of the adjacent mountains. As you reach the crest of the latest climb, you see the edifice of a white tower, slightly glistening in the fading light of dusk, an ivory spike built on a cliff reaching hundreds of feet above the valley floor.

The wind howls around you as you walk out from the cover of the trees that have, up to this point, blocked your view of the snow-covered tower, studded with glittering, crystalline quartz...

The gnomes that built Quartztoil Tower built it at the top a high cliff on the side of a mountain. A quick search reveals a cave at the base of the cliff and several trails leading up the mountain. This leaves the party a few ways to reach it by mundane means:

- The most direct way to the tower is a sheer climb up the cliff which can be accomplished in approximately five hours. Every hour, each party member must succeed on a **DC 14 / 18 / 22 Strength (Athletics) check** to safely climb. If they fail the check by 5 or less, they make no progress. If the party member fails the check by more than 5, they fall to the base of the cliff and take **20d6 bludgeoning damage**. A climber's kit will give them +2 to their rolls. A successful climb places the party at **The Gates of Quartztoil Tower**.
- The party can try to hike around the mountain using the various trails. After six hours of exploration, the party must succeed on a **DC 14 / 18 / 22 Wisdom (Survival) check** to find the correct path and avoid becoming lost. During the last hour of travel, the air gets very cold and begins to start freezing due to the elevation gain. Each party member must succeed on a **DC 8 Constitution saving throw** after one hour of exposure or suffer one level of exhaustion. Characters adapted to cold environments, resistant to cold damage, or wearing clothing specifically designed to keep out extreme cold do not have to make this saving throw. The hike places the party at **The Gates of Quartztoil Tower**.
- The party can explore the cave, leading to the discovery of **The Great Quartztoil Elevator**.

ARTIFICES
OF
QUARTZTOIL TOWER



THE GREAT QUARTZTOIL ELEVATOR

The walls of this cave are a mix of roughly-cut rock and worked, polished stone murals. In the center of the cave is a large, circular disk; an **elevating artifice** made by **Penaral Quartztoil**. The party can use this elevator to reach the **The Gates of Quartztoil Tower**.

Once the party reaches the Great Quartztoil Elevator, read the following:

The wide mouth of the cave leads to a long tunnel of worked stone, which suddenly opens out into a huge, domed chamber, lit by a pale, white glow emanating from sconces lining the walls. Their sickly light illuminates murals of gnomes working on constructs, similar to the ones terrorizing the town.

In the center of the chamber, among the scattered debris of rotted wooden crates, is a large circle of untarnished bronze. At each point of the compass around this disk is a pedestal and, in the ceiling, faintly illuminating it from far above, is a large, circular hole...

The party can determine the function of the device with a successful **DC 8 / 11 / 14 Intelligence (Investigation)** or **(Tinker's Tools)** check. This also reveals that the **North Pedestal** can make the device rise while the other pedestals maintain the speed, pitch, and yaw of the platform, but that these pedestals are inactive.

TREASURE

The rotted crates still contain some items that the Quartztoil gnomes were preparing to caravan out and goods they were trading for. The party easily find **Artisan's Tools: two sets of jeweler's tools** and a set of **tinker's tools**. They also find 100 lbs. copper bars worth **250 gp**.

While searching, a successful **DC 10 / 12 / 14 Intelligence (Investigation)** check reveals two copper flasks among the crates, one containing **oil of sharpness** and one containing a **potion of greater healing**.

THE ELEVATOR RIDE

Once the party activates the elevator by placing a palm on the **North Pedestal**, it begins to rise. After a few minutes into the ascent, the device will begin to malfunction; spinning, tilting, speeding up, and abruptly dropping only to stop and rise again. This will continue unless the party can stabilize the platform. The party must attempt to repair the **East Pedestal**, **South Pedestal**, and **West Pedestal** for the elevator to rise smoothly.

A party member attempting to move on the malfunctioning elevator must succeed on a **DC 12 / 16 / 20 Dexterity (Acrobatics)** check or fall prone. A result of 5 or below will cause the party member to fall off of the elevator, taking a maximum of **20d6 bludgeoning damage** when they reach the bottom of the elevator shaft.

A party member can attempt to repair the **East**, **South**, and **West Pedestals** with a successful **DC 14 / 18 / 22 Intelligence (Thieves' Tools)** or **(Tinker's Tools)** check (a successful check is required for each pedestal). After three failed checks, the mechanism locks up and no further checks can be attempted; the elevator continues to malfunction for the remaining duration.

If the party successfully stabilizes the platform, the rest of the ride is uneventful, coming to a gentle stop in a stone barn-like building 100 yards from the tower (the old stables).

If the party fails and the device locks up, they still reach the old stables, but each character must make **DC 12 / 16 / 20 Constitution saving throw** or suffer one level of exhaustion and develop severe motion sickness (represented by the poisoned condition) for one hour.

THE GATES OF QUARTZTOIL TOWER

The exterior of the tower is actually quite pristine and looks as if it has been maintained and cared for over these past decades. The tower grounds are mostly rocky shale stone and decomposed granite trails, surrounded by a wrought iron fence atop a worked stone wall, radiating out from the tower over 100 yards in all directions.

Once the party reaches The Gates of Quartztoil Tower, read the following:

A great granite tower rises up at least 110 feet into the air. Chunks of quartz stone glisten in the light of an ethereal glow that seems to radiate from the tower walls itself, only to be reflected and refracted by the inlaid crystal. The top is rounded and covered with a white layer of snow, while midway up an observation deck can be seen overlooking the northern side.

A large set of gates meet a stone-paved road leading to a smaller building 100 yards away, dilapidated and forgotten. Half the roof is caved in, and snow covers the ruins of wagons and tack. The rough and rocky ground is icy and treacherous, scattered with decomposing crates that were never loaded, abandoned long before a job was finished.

You would be able to appreciate the beauty of the tower if it wasn't for the biting cold and cutting winds battering against you as you approach the massive steel gates barring the entrance to the interior.

The tower is located at high altitude and the area is very cold. There are no heat sources for the party other than those they bring with them. The structures block the biting wind but do nothing to make the cold more palatable. Each party member must succeed on a **DC 10 / 15 / 20 Constitution saving throw** after each hour of exposure, or suffer one level of exhaustion. Party members adapted to cold environments, resistant to cold damage, or wearing clothing specifically designed to keep out extreme cold do not have to make this saving throw.

If any party members succeed on a **DC 12 / 15 / 18 Wisdom (Perception)** check, they notice two figures moving slowly in a clockwise fashion on the observation deck.

If any party members succeed a **DC 15 / 18 / 21 Wisdom (Perception)** check, they notice the top of the tower is an opaque dome of a different material to the main structure.

If the party investigate the old building (or arrive there via the elevator), read the following:

The structure is built around a circular hole stretching down in a smooth shaft, seemingly into the depths of the mountain itself. The weight of decades of snow has partially collapsed the roof, and broken timbers, cracked leather packs, saddles, tack, and splintered wagons jut out of the rubble. Within the remains of one old cart lies the frozen, dessicated corpse of a gnome. In its skeletal hand, it clutches a locket, untouched by the frost.

The old stables are the final resting place of one of **Quartztoil's** workers, who attempted to make off with his **phylactery** in the early stages of his madness, but was killed by the collapsing roof. A successful **DC 12 / 16 / 20 Intelligence (Arcana)** check will detect powerful magic emanating from the locket. A **DC 14 / 18 / 22 Intelligence (Tinker's Tools)** check will reveal that it contains a complex system of gears, but is impossible to open.

When the party approaches the gates, read the following:

The 15 foot tall, steel gates rise imposingly in front of you, much larger than would be expected of a gnome structure. The exact reason for such a grand entry could only be guessed at, but it can be assumed that much bigger things than gnomes passed through here regularly.

The gates are locked and can only be opened by succeeding on a **DC 14 / 18 / 22 Dexterity (Thieves' Tools)** check to pick the lock or a **DC 20 / 22 / 24 Strength** check to break one side of the gate.

A low ramp at the base of the tower leads to a set of bronze double doors, engraved with gears and hammers, which open into the **Manufacturing Workshop**.

The party can attempt to scale the tower or fly to the top. Small windows barely larger than arrow slits provide light in the tower, but are not large enough for a Small creature to squeeze through.

Each party member must succeed on a **DC 15 / 20 / 25 Strength (Athletics)** check to safely scale the tower. Failure results in that party member dropping to the ground, taking **1d6 bludgeoning damage** for every 10 feet they fall for a maximum of **11d6**.

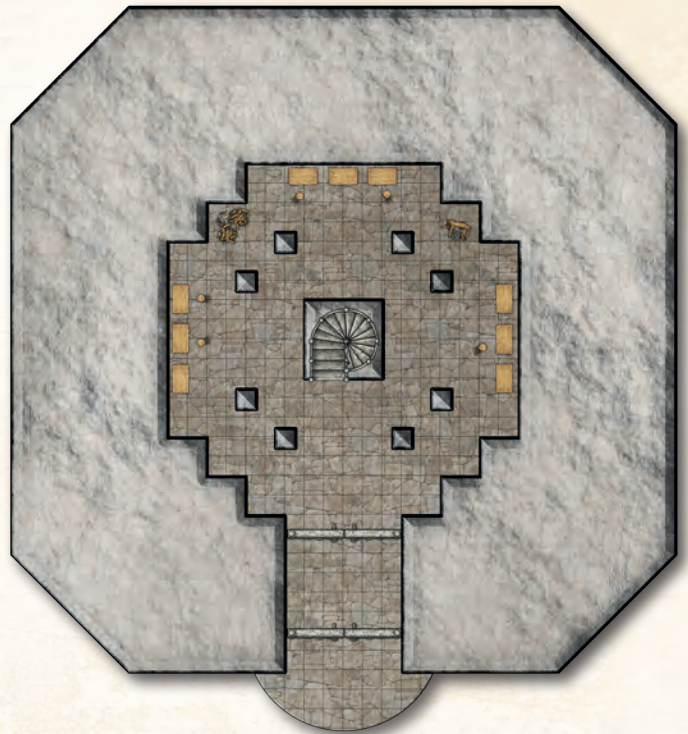
The top of the tower is impossible to access from outside due to the magical dome, but an intrepid party could reach and access the **Observation Deck**.

THE INTERESTED PARTY

If the party avoided the **Interested Party's** campsite earlier, then they now find them searching around the tower entrance. You can run a modified version of the initial meeting where **Garrin** will still try to hire the party. If the party avoids them again, they will set up camp near the front of the tower gates.

If the party becomes hostile towards them, the **Interested Party** will attempt to escape combat to observe from a safe distance, not wanting to expend resources before their exploration of the tower. The **Interested Party** will not engage the party again until the end of the adventure, and will spend their time preparing an ambush.

If the party chooses to work for **Garrin**, the **Interested Party** will move along behind the party as they explore the tower. Use 'The Interested Party' sidebar text to incorporate them into the exploration.



1. MANUFACTURING WORKSHOP

The party makes its way through two sets of double doors into a massive 90 foot wide base chamber. Throughout the chamber, small work stations and forges are set up. In each corner, there are large partially-completed constructs similar to the ones that have been terrorizing the local countryside.

When the party enters Quartztoil Tower, read the following:

The grating noise of the massive doors announces your presence as the light from outside pours into this great chamber. The tower's base seems to be a collection of several small workshops scattered with metallic hands and other extremities, while four unfinished constructs keep a slumped vigil on racks at each corner of the room. Small magical flames are set in sconces, lighting the dusty metal with a flickering glow. A great stone column is in the exact center of the chamber, and an old wooden staircase inside of it spirals upward to the next floor.

If the party approaches a construct, read:

With closer inspection, you can see that these contraptions are not truly full constructs. Metal seems to be bonded with bone, screws with old sinew. Plates and bolts have replaced some of the joints of the skeleton. The work is exceptional in its way, and it could be appreciated, with a sense of macabre, but this feeling is interrupted by the construct's sudden jerk into movement as it begins to attack.

4 incomplete Quartztoil constructs rise to attack the party. The fact that they are incomplete makes them no less dangerous and their unattached hand units, **4 crawling gauntlets** join the attack.

If the party fights the constructs or gets near the center column, read the following:

Suddenly, a small, raspy voice, amplified to great volume erupts throughout the tower. "There are no deliveries to be had today, only on the 5th and 20th of the month. This was the deal! Come no further, or be in breach of the contract! Much work to accomplish. Can't be distracted. Much work, yes?? Come back on the 20th or the 5th for deliveries..."

Once this event happens, The Tower, which contains a portion of **Quartztoil's** spirit, is aware of the presence of the party and its **legendary actions** become active.

LEGENDARY ACTIONS

Quartztoil Tower can take two legendary actions per round, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Quartztoil Tower regains spent legendary actions at the start of each round.

Disengage Minion. The tower momentarily assumes control of a friendly creature, granting it a tactical insight. One creature under **Quartztoil's** control takes the Disengage action and moves up to 10 feet.

Suppress Magic Item. Quartztoil's mastery over magical constructions allows him to dampen the effects of those that mean him harm. One creature must succeed on a **DC 12 / 14 / 16 Intelligence saving throw** or one magic item in its possession has its magic dispelled until the end of its next turn.

Shove. A wave of magical force assaults a creature. One creature must succeed on a **DC 12 / 14 / 16 Strength saving throw** or be pushed 10 feet in a direction of The Tower's choosing.

Trip. The floor roils and bucks, as if alive. One creature must make a **DC 12 / 14 / 16 Dexterity saving throw**, or be knocked prone.

Use Objects. To express its displeasure, The Tower quakes and fits. All doors, lids, draws, etc. open or shut in one area. Small objects move around toward or away from the party. Harmful objects like traps are manually reset.

THE INTERESTED PARTY

After the battle, assuming the constructs have been slain, **Sala** will take an interest in their bodies and parts. She will pick at them and separate out the organic parts. If asked why she is doing it, she will rant about the dead needing a proper burial and how she will see it done. **Garrin** will command her to stop and she will solemnly follow her father's command.

If the party investigates the workshop, they find devices for smelting and refining metal. A successful **DC 14 / 18 / 22 Intelligence (Smith's Tools)** check will reveal the forge can reach far hotter temperatures than is usual, enabling the creation of superior strength metal alloys.

These forges are the only thing hot enough to destroy the **phylactery** located in the old stables (in **The Gates of Quartztoil Tower**).



2. LIVING QUARTERS

This area used to be where the Quartztoil gnomes lived when they weren't working. It's separated into several small dorm rooms and a common area, with dining and kitchen facilities.

When the party enters the living quarters, read the following:

Once, this was a bustling area where the gnomes of the tower would eat, drink, and revel after a long, hard days' work. Now cobwebs, mold, broken furniture, and dusty reminders of a time long past haunt this place.

This area is mostly empty of any real valuables, but there are several **cold weather outfits** that can fit a Small character. These outfits cannot fit Medium creatures, though several blankets and furs can be gathered to bind together a makeshift outfit which will give a creature advantage on checks to endure cold weather conditions.

Heavy double doors on the east and west side of the tower reveal stairways which lead up to the **Observation Deck**, while a spiral staircase in the center of the tower leads down to the **Manufacturing Workshop**. By now the party would have noticed that the doors and stairs of this tower are not proportionately appropriate for gnomes. They were designed for much larger creatures.

TREASURE

In one of the rooms, a **chest** is hidden under one of the beds. The chest is guarded by a **crossbow trap** which is activated if the chest is moved and the wire activating the trap is not disarmed. The wire can be detected with a successful **DC 15 / 20 / 25 Intelligence (Investigation)** check.

When activated, the trap fires **4 bolts**. The trap makes four ranged attacks against the triggering creature. Each attack has a **+8 attack bonus** and deals **3 (1d6) piercing damage**. These are **dragontooth bolts** (see **Appendix D**) and cause extra damage if not removed properly.

A **DC 10 / 15 / 20 Dexterity (Thieve's Tools)** check disables the trap, but a check result of 5 or less triggers the trap.

The chest was owned by a gnomish worker, **Allia Rootbootle**, who ran a gambling gig on the side to supplement her income, fleecing her fellow workers with a stacked deck of cards. The chest is locked and may only be opened by succeeding on a **DC 12 / 14 / 16 Dexterity (Thieves' Tools)** check. The chest contains coins (2 pp, 135 gp, 230 sp, 16 ep, 376 cp), a small pouch containing 5 rubies (50 gp each), a set of marked playing cards, 6 dragontooth bolts (see Appendix D), and a note (see Appendix E) written in gnomish about how her 'debt is about ready to be repaid' and she 'can't wait to get back home.'

THE INTERESTED PARTY

While exploring, **Mara** and **Grankus** will take anything left behind by the party if they leave the area, including **Allia Rootbootle's stash**. **Grankus** is especially skilled at looting quickly.

3. OBSERVATION DECK

This deck sits 60 feet up from the base of the tower and overlooks the surrounding mountain ranges.

When the party ascends to the observation deck, read the following:

The freezing air assaults you as you walk onto the tower's observation deck. Its low stone walls are fit to protect a Small creature from the dizzying drop to the rocks far below, but less so someone of human height. Two figures, like sentries, move slowly in a clockwise fashion around the tower. They look out over the surrounding mountainside in a state of constant vigil, stopping at the northeast, southeast, southwest, and northwest in a half turret shaped section of the observation deck.

Patrolling the Observation Deck, 2 **ghastructs**, smaller constructs containing more organic material, watch for intruders and will begin attacking the party if they are detected. They are constantly on lookout but no longer have anyone to report to, so they continue to follow the last order they received. Because they are actively observing, they have an active +8 bonus to their **Perception** skill and have advantage when observing anything approaching.

If the party fights the **ghastructs**, they will attempt to paralyze as many of the party members as possible while The Tower's **legendary action** tries to push them off the ledge. The fall from the deck is a 60 foot drop and deals **6d6 bludgeoning damage**. A party member may attempt a **DC 12 / 14 / 16 Dexterity saving throw** to catch themselves on the low stone wall, if they are not paralyzed.

TREASURE

The **ghastructs'** faces have been fitted with *eyes of the eagle*. They are grafted to the constructs and a successful **DC 15 / 20 / 25 Dexterity (Thieves' Tools)** or **(Tinker's Tools)** check is required to remove them. If removed without finesse, through physical or magical force, then the frames bend and the lenses crack, rendering them useless.

When the party reaches the north end of the observation deck, read the following:

A pair of heavy stone doors decorated with metal plating face north and lead to an inner portion of the tower. They are decorated with embossed figures in full armor.

THE INTERESTED PARTY

After the **ghastruct** threat has been removed, **Kra** will kneel down and begin a small ritual to her deity that takes a minute. If the party waits within the area while **Kra** performs the ritual, they will have advantage on the next **initiative check** they make against the creatures in the tower. Conversely, they will have disadvantage on initiative checks made against the **Interested Party** if they engage them in combat in the next 24 hours.

4. QUARTZTOIL'S LABORATORY

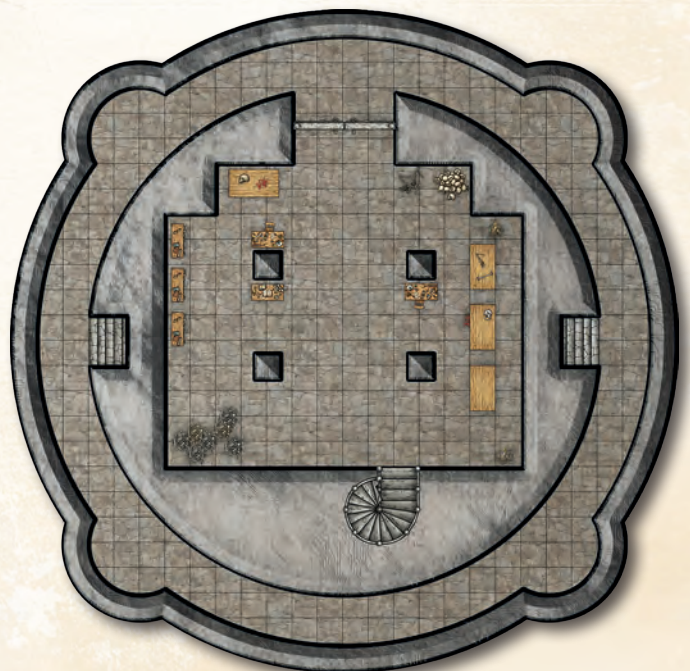
When the party enters Quartztoil's Laboratory, read the following:

This laboratory contains several workstations scattered about the room, each with tools that indicate that it was originally tailored towards an individual artisan craft. Other parts of the lab reveal a more nefarious side of this workshop, with bones, skin, fur and blood in labeled bins, indicating that bodies have been methodically taken apart. Skulls and limbs that have been bonded to freshly smelted iron, or bolted with steel plates, dominate each work station. These displays prove the vile methods to which the Quartztoil gnomes must have resorted to make their constructs function. At each station, several armored humanoids work away non-stop.

5 **animated armors** are working at the stations and continue to do so unless they are disturbed. They also will attack if the party is seen walking up the stairs to **Quartztoil's Library**.

If the party kills and examines one or more of the armors, read the following:

The face plate of the armor falls off, revealing the skull of a dead gnome. Unlike the other constructs, this skeleton does not seem to be bonded to the armor, but was simply stuffed inside.



TREASURE

A multitude of scattered notes and blueprints can be found in this area. If the GM is using **Hook #1**, these notes are what **Gritz** is looking for, and taking these back to him will be enough to gain the promised reward.

THE INTERESTED PARTY

After the **animated armors** have been defeated, **Sala** and **Mara** will go through the contents of the lab. They will be able to scrounge up a few bottles of acid and poison, respectively, to replenish their supplies.

5. QUARTZTOIL'S LIBRARY

When the party enters Quartztoil's Library, read the following:

Shelves of books dotted with artifacts, tools, and contraptions line the walls of this enormous room. In the center, there is a small desk flanked by two rows of bookcases. A humanoid figure in a suit of armor, thumbs through a book with one hand and is writing with the other. Without stopping, it glances up towards you and, again, a small, but incongruously loud, voice erupts throughout the tower.

"Again, you insist on disturbing my work. Can you not see I am busy? Business should be conducted on the 17th and 1st as per our agreement. Now that you are here, however, I will take the 237 sapphires I was promised, along with some of that delicious goat jerky you brought the last time."

The armor, still writing, silently stares at you with unseen eyes...

Although the voice emanates from the walls of the tower itself, the **animated armor** behind the desk will move and emote as if it is speaking. The party might ask questions similar to the following:

• **Who are you?** "Why, I am Penaral Quartztoil! You should know that, because we signed the contract. Did you find the eight spotted cats hard to procure?!"

• **Why are you attacking villages with your constructs?** "You have an odd way of describing my diplomatic trade caravans, you silly dragon. That reminds me, I could use five pints of goblin fat with my next order! You can get that, right?"

• **What you are doing is wrong! Why are you infusing the undead with your constructs?** "Ah, the old methods of constructing golems is really rather outdated. You see, the only really efficient way is to bond a body with necrotic energies. It is the future of construct technology, every artificer worth his alchemical burner knows that. You are getting a far superior product, produced faster, produced better, and produced cheaper than anywhere else in the land. I dance the waltz with each and every one of them after they are assembled."

• **What happened to you?** "I got the craving for squaring the circle on my business model. Quartztoil constructs need to be in every home. Magic-magic-magic! It makes the world go round! Magic-magic-magic! Don't you love my sound! Magic-ma-where was I again?"

• **Are you crazy?** "Yes... Genius is crazy. But also, yes. Hee! Hee!"

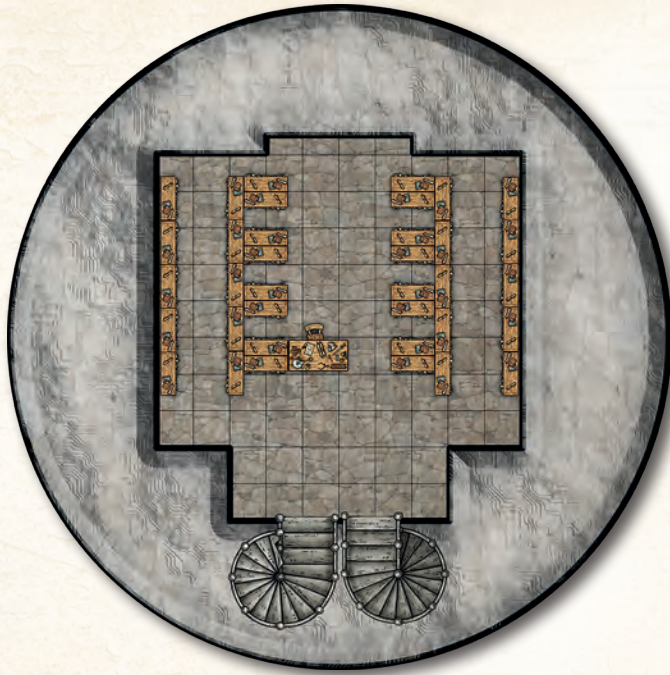
• **Can you please stop sending your constructs?** "I like wolf puppies, but stopping deliveries would be a breach of contract. The contract is the law that we gnomes live by, along with always taking time to smell the alchemical flasks after brewing up some sulfur."

• **Don't you know you are destroying towns?** "That is a tried and true method on how to effectively advertise your products. Word of mouth is never enough. Effective demonstration and handing out samples of 7-day-old mountain oysters is the only way to advertise."

• **What are you working on?** "This is my current plan, along with schematics to encase my body in my lich golem vessel instead of being bound to this tower. Once I am out, I can go ahead and fuse every living creature I find into a shiny undead construct under my control, so none will question the efficacy of my model. I am also trying to perfect my pig-cheese soufflé recipe. It is absolutely delicious."

• **We have to stop you!** "No refunds! No exchanges! No sock puppets!"





Once the party has had enough time to speak with **Penaral Quartztoil**, the **animated armor** will attack the party. The **armor** will adopt the **Penaral possessed template** when attacking.

If the party kills the Penaral animated armor, read the following:

The construct drops to the ground and the armor plates dislodge and scatter around the body of a female gnome. She suddenly gasps in a deep breath as if she has come up for air after a deep dive in freezing water, wildly looking around, scared and confused. She then starts crying out, "Don't let them get me! Don't let them take me!"

The small hysterical gnome is **Allia Rootbootle**, and the last thing she remembers is being grabbed by **Quartztoil's** golems and being forced into the armor laying around her. She explains that Quartztoil has become crazed over the last few months (she has no idea that she has been trapped inside the armor 90 years) and that the other gnomes were talking about leaving due to the rumors he was using necromancy to build his constructs. Other than that, she feigns ignorance, and plays up being traumatized more than she is, looking for a chance to run and get away from Quartztoil Tower as fast as possible.

If the party search the bookshelves, read the following:

There are books on various subjects, but the majority are about tinkering and metalworking techniques, with a few about the basics of infusing material with magic to create simple constructs (some of which are scribbled over with notes decrying their uselessness and inefficiencies).

TREASURE

The library itself is a treasure. The collection is **4 tons of books** that would be a boon to any mage's library. A party member who has access to this library can spend their downtime training without having to spend 1 gp a day or finding a trainer to **learn a new language** or **proficiency with a new tool**.

If a party member succeeds on a **DC 15 / 20 / 25 Intelligence (Investigation)** check, they find a spell book, the **Artificer's Book of Minor Infusions** (see **Appendix D**).

THE INTERESTED PARTY

If the party made the deal with **Garrin**, this is the treasure he seeks. If the party secures the room and goes back to inform **Garrin**, he will rush upstairs to the library without delay. He will start searching for the **Artificer's Book of Minor Infusions** while the rest of the **Interested Party** starts gathering up the books from the shelves. **Garrin** will only pay the party when the book is found. **Garrin** doesn't care about the rest of Quartztoil Tower beyond the library.

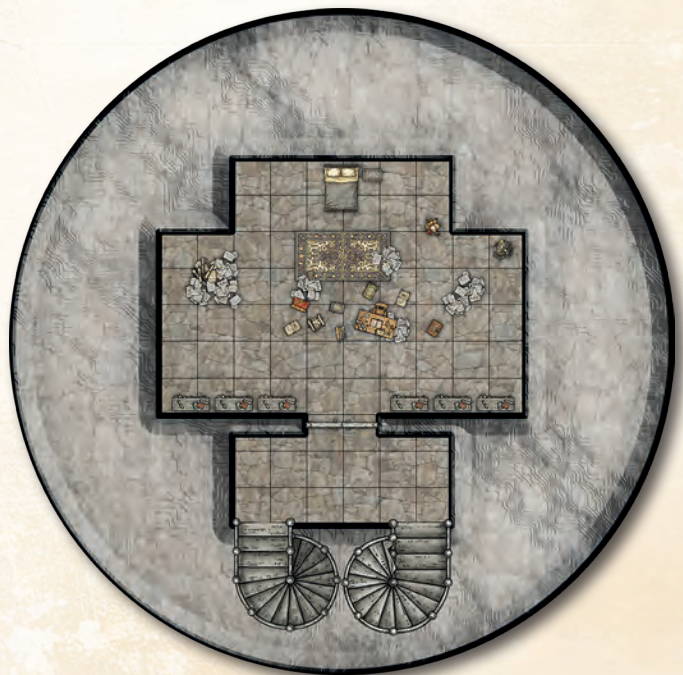
6. PENARAL'S PRIVATE QUARTERS

The spiral staircase from the library ends at a large room. On the North wall is a large locked double door which leads to Penaral Quartztoil's Private Quarters. The lock can be picked with thief's tools and a successful **DC 12 / 14 / 16 Dexterity** check. To the east is another spiral staircase that leads upward.

When the party enters Quartztoil's Private Quarters, read the following:

This room is fairly dusty and hasn't been cleaned in years. A dilapidated bed, dresser, wardrobe, and desk sit unused and gathering cobwebs. Around the room, you can see pages of parchment pinned to the walls, and vellum design schematics litter the floor with no sense of order to their arrangement. With a quick glance, the designs refer to the constructs and necromantic experiments.

Suddenly, the small, but incongruously loud, voice erupts throughout the tower, yet again. "No! No! No! Yes! No! Deliveries are accepted and signed for on the ground floor, not on the top! You could not have messed up the procedure worse! No griffin stew for you!"



This bedroom and office is littered with notes and designs that led **Quartztoil** to his madness. As the artificer drove deeper and deeper into combining the necromantic arts with the construction of golems, he went insane. Eventually this led him to attempt the experiment on himself, in which he hoped to become a lich inside a golem body. This, however, went awry, and now his soul is trapped within the tower and has only been able to interact with the constructs within. The notes indicate that he needed to procure a 'modified workforce' by bonding the gnomes working in the tower into construct shells. The bustle of activity can be heard coming from outside and above, where his 'workforce' are working to achieve his perverse dream of a **lich-golem** on the **Quartztoil Tower Roof**.

A successful **DC 10 / 12 / 14 Intelligence (Investigation) check** infers from the notes and designs that stopping Penaral requires prying open the golem body and crushing the undead gnome's withered heart within, destroying his hold over Quartztoil Tower.

A **locked safe** is hidden behind a painting of a gnome in leather armor holding various artificer's tools on the wall, which requires a successful **DC 15 / 20 / 25 Dexterity (Thieves' Tools) check** to open. The safe contains **Penaral's spellbook** (see **Appendix D**).

THE INTERESTED PARTY

Mara and **Grankus** will not be content loitering in the library. They will wait for the party to leave then loot the private quarters, taking **Penaral's Spellbook** if the party has not already done so.

7. QUARTZTOIL TOWER ROOF

The roof of the tower is surrounded by a snow-covered, domed wall of opaque magical force which protects the inside from the elements. 12 alcoves have been cut into the wall with **12 suits of animated armor** standing within. There are also **3 animated armor** suits which are tinkering with a massive steel component that could be attached to a huge golem.

When the party enters onto the Quartztoil Tower Roof, read the following:

As the you enter the area of the roof, you notice no biting wind, though the area is still freezing. Snow drifts and falls onto a ceiling of invisible force which is fogged with condensation and frost, and coated outside with a layer of ice.

Around the rooftop, three constructs work on assembling parts of, what appears to be, an enormous metal arm, while against the tower wall, more constructs stand like soldiers at attention awaiting orders. To the north two ladders stand on either side of the pinnacle of Quartztoil Tower, a platform where a huge golem slumps, unfinished.

Once again, the small, but incongruously loud, voice erupts throughout the tower. "This is an insult that cannot be overlooked. You are not simple traders, interested in my wares and goods and superior hygiene, you are nothing more than thieves set on stealing my greatest secrets and my immortality. You shall not have them!"

The **wall of force** dome becomes inactive, to allow the tower to use its **legendary actions** to attempt to push characters off the top of the tower. The fall from the top is a **100 foot** drop, and deals **10d6 bludgeoning damage** on impact. A party member may attempt a **DC 14 / 18 / 22 Dexterity saving throw** to catch themselves on the railing.

While the **withered lich** is active, The Tower has the following additional **legendary action** available to it:

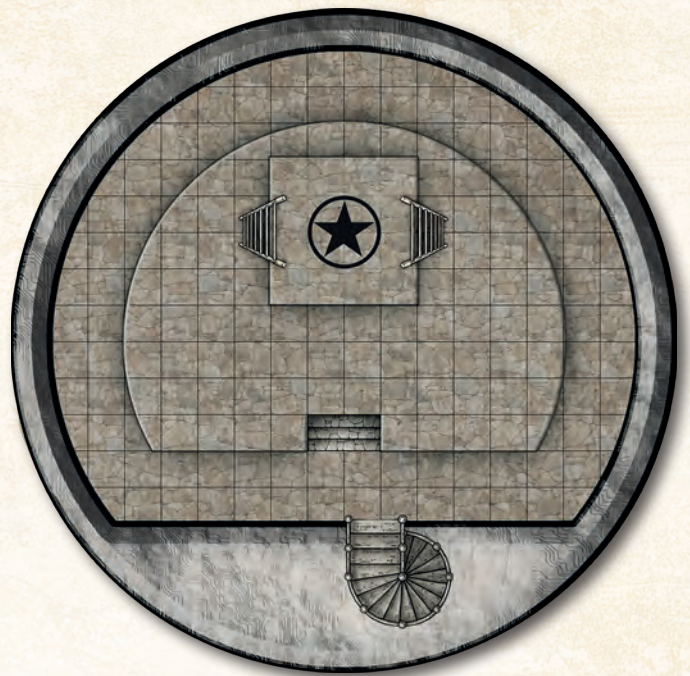
Smash. The unfinished **lich-golem** slams down with its completed arm. One creature within 10 feet of the lich-golem must succeed on a **DC 14 / 16 / 18 Dexterity saving throw** or take **2d10 + 4 / 4d10 + 5 / 6d10 + 5 bludgeoning damage**.

On the first round of combat, read:

All of a sudden, a burst of wind and snow whip around you as the protective dome vanishes in an instant and exposes the tower's roof to the elements.

The **3 animated armors** will cease their tinkering and begin attacking the party, while one **animated armor** on the wall will activate and adopt the **Penaral possessed template**. If one of the **animated armors** is killed, one of the remaining inactive **animated armors** will activate. Additionally, if one of the inactive **animated armors** is attacked then it will **activate**, increasing the number of enemies the party must face.

A successful **DC 10 / 13 / 16 Wisdom (Insight) check** causes the party to notice that the **animated armors'** primary goal is to keep the party away from the **lich-golem** at the top of the tower.



The **animated armors** contain the gnomes from the tower that have been trapped in these constructs for the past 90 years. If the party does not choose to knock an animated armor out rather than kill it, the gnome inside dies when the animated armor is killed.

If the party kills an animated armor, read the following:

A small cry is heard through the inside of the armor as the construct falls to the ground, and a pool of blood soaks the snow around it.

The **lich-golem** construct at the top is incomplete and months away from becoming fully operational. A party member can attempt to reach the **lich-golem** and destroy **Penaral's Heart** to stop the constructs. The **golem** must be attacked in three stages: **outer plates**, **inner workings**, and **Penaral's body**.

- **Outer plates.** A party member can pry open the outer plates of the **lich-golem** with a successful **DC 15 / 20 / 25 Strength check** or make an attack against them. The outer plates have an **AC of 19, 35 hit points**, and are resistant to piercing and slashing damage from non-magical weapons.

- **Inner workings.** A party member must spend an action to try to cut, pry, or break away the gears, springs, cogs, and wires that make up the inner workings of the **lich-golem** with successful **DC 13 / 18 / 22 Strength check** or make an attack against

them. The inner workings have an **AC of 16, 20 hit points**, and are resistant to piercing and slashing damage from non-magical weapons.

- **Penaral's body.** This small, shriveled, undead gnome screeches as the light hits its eyes that have only known darkness for many decades. **Penaral's body** will immediately animate as a **withered lich**. The **withered lich** will only have the spell slots the **Penaral possessed template** has not expended. Once the **withered lich** is reduced to 0 hit points, a party member must take an action to **destroy his heart**. Once the heart is destroyed, all **constructs** drop and stop functioning, releasing the trapped gnomes inside. The Tower ceases to perform legendary actions.

After defeating the withered lich, read the following:

A great wailing cry erupts from the tower itself so loud that it echoes for miles. The entire structure shifts and quakes, as if experiencing its own death throes. Loose items scatter across the floors, books fall from shelves, and unattended glass vials shatter throughout the tower. Suits of armor open up with a clatter and a cloud of dust, releasing confused gnomes that have not seen the light of day for over 90 years. After this cascade of events happens, one final scream erupts from the walls and the tower falls silent. Magical lights throughout the structure extinguish and the tower falls dark. Quartztoil Tower is free of Penaral's influence.



THE INTERESTED PARTY

If the party has been friendly with the **Interested Party**, then **Sala** and **Kra** will join the fight in the 2nd round of combat. **Mara** and **Grankus** will show up on the 5th round of combat. **Garrin** himself will show no interest in the party's actions after obtaining access to the library.

If the party has avoided dealing with, been hostile to, or betrayed the **Interested Party**, then they will be waiting to ambush them:

- The Interested party has stealth options, magic spells and items that can help to make a great trap for the party as they exit through **Quartztoil's Library**.
- The **Manufacturing Workshop** is a great ambush spot where **Mara**, **Kra**, and **Garrin** can attack from range while **Grankus** and **Sala** engage in melee.
- **Grankus** can sabotage the **elevator** to crash while the rest of the **Interested Party** waits in the **cave containing The Great Quartztoil Elevator** to attack any who survive in the wreckage.

Garrin will demand the **Artificer's Book of Minor Infusions** from the party in the first round of the ambush. If he receives it, he will not attack the party further but, if not, will have his **allies** fight to the death to get what he wants, even his own **daughter**. **Garrin** will not fight to the death, however, and will make every attempt to escape if this goes badly, plotting revenge while he licks his wounds.

CONCLUSION

If the **gnomes** trapped in the **constructs** survived, the party can determine how to deal with them. The gnomes ask to accompany them back to the village so they can get supplies and try to come to terms of losing 90 years of their lives. **Allia Rootbootle** will subtly ask about anything left in the living quarters; she is hinting about her personal affects and ill-gotten wealth, but will not press the issue, as she is grateful not to be trapped in a construct shell any longer.

The party is now free to go back to town and collect their **reward**. The townsfolk are grateful that rampaging golems will no longer threaten their livelihoods and property, and welcome the party to take up residence in the tower (none of them are in any hurry to lay claim to the source of their woes); it is a very secure and out-of-the-way location to rest and plan out their future adventures. A great celebration is planned in the party's honor, during which the confused gnomes can be brought up to speed on current events.

If any of the **Interested Party** survived but were, in any way, cheated or attacked, the remaining members will seek out the party when they are vulnerable (most likely when they are sleeping). The GM is encouraged to use all the **Interested Party's**

talents to attack characters individually and when they are weakest; **Garrin** is a petty, angry individual who holds a grudge, and may hire additional muscle to carry out his revenge if the **Interested Party** was depleted, possibly waiting and nursing his ill-will for months, or even years, if needs be.

If the **phylactery** was found but not destroyed, it begins to tick, building slowly in speed until **Penaral Quartztoil** is reborn as a **withered lich** after **1d10 days**. If possible, he will attack the party the night of the celebration, using *invisibility* to approach on a rooftop and begin his attack by using *fireball* to cow the townsfolk then attack the party with higher level spells, before returning to his tower to attempt to restart his work (which he will find difficult without his workforce).

If the party followed any of the adventure hooks, they can collect on what is owed to them:

Hook #1- Gritz Garick is ecstatic to gain the notes on the constructs, and also slightly disturbed and disappointed to find how Quartztoil 'cheated' by using necromancy. Regardless, he finds many useful notes on the construct portion of the research and pays the party their promised reward for the notes. Of course, now **Gritz** has the knowledge, will the temptation to use it ever become too much for him to bear?

Hook #2- The party member who was interested in crafting and/or magic items finds the tower is abundant with notes and books on artifices and arcana. The party member discovers several formulae for magic items. All **common magic item** formulae are available, as well as **five uncommon**, **two rare**, and **one very rare magic item** formula, discovered among Quartztoil's notes and books (the GM ultimately determines what those items are). These specific items can be crafted in the tower 50% faster due to the specialized equipment within, but the party member must still provide the materials and cost to create the items (at the GM's determination).

Hook #3- The party returns to **Odalleron Val'Thalis**, who is still recovering from his wounds, and reports their discovery of the tower. The **mage** is insistent that they immediately destroy the hard, metal **phylactery** as soon as possible. **Odalleron** is also keen to go back to the tower to work on cataloging and keeping the arcane works of Quartztoil Tower from reaching 'the wrong people'. This can play out in several different ways depending how the party left the tower (for example, using it as a new stronghold for themselves, giving it back to the gnomes, or possibly destroying it). Whatever the case, the party have made an ally in **Odalleron Val'Thalis**, and they can expect him to be very friendly and amenable to any request for help they make of him.

APPENDIX A: BEGINNER MONSTERS

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 31 (7d8 + 7)

Speed 25 ft.

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

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

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

False Appearance. While the animated armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The animated armor makes two melee attacks.

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

PENARAL POSSESSED TEMPLATE

A construct can become a vessel for **Penaral Quartztoil** to inhabit. It keeps its statistics, with the following amendments:

Damage Resistance necrotic, bludgeoning, piercing, and slashing damage from non-magical weapons

Speed. The Penaral Possessed gains a flying speed of 30 feet

Ability Scores. The Penaral Possessed has the following new ability scores: **INT** 18 (+4), **WIS** 14 (+2), **CHA** 12 (+1)

Skills. The Penaral Possessed gains proficiency in Arcana (+6), History (+6), Religion (+6)

Languages. The Penaral Possessed speaks Gnomish and Goblin

Spellcasting. The Penaral Possessed is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +5 to hit with spell attacks). The Penaral Possessed has the following wizard spells prepared:

Cantrips (at will): *chill touch, fire bolt, mending, prestidigitation*

1st level (4 slots): *fog cloud, magic missile, shield, thunderwave*

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

3rd level (2 slots): *animate dead, counterspell, lightning bolt*

CRAWLING GAUNTLET

Tiny construct (undead), lawful evil

Armor Class 14 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	5 (–3)	10 (+0)	4 (–3)

Damage Immunities poison, psychic

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

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1/4 (25 XP)

Immutable Form. The crawling gauntlet is immune to any spell or effect that would alter its form.

Magic Resistance. The crawling gauntlet has advantage on saving throws against spells and other magical effects.

Magic Weapons. The crawling gauntlet's weapon attacks are magical.

Turn Immunity. The crawling gauntlet cannot be turned.

ACTIONS

Gauntlet. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage and the target is grappled (escape DC 11) until the grapple ends. The crawling gauntlet can only grapple one target.

GHASTRUCT

Large construct (undead), lawful evil

Armor Class 16 (natural armor)

Hit Points 52 (8d10 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (–1)

Damage Resistance necrotic, bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 2 (450 XP)

Immutable Form. The ghastruct is immune to any spell or effect that would alter its form.

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

Magic Weapons. The ghastruct's weapon attacks are magical.

Turn Immunity. The ghastruct cannot be turned.

Siege Monster. The ghastruct deals double damage to objects and structures.

Stench. Any creature that starts its turn within 5 feet of the ghastruct must succeed on a DC 10 Constitution saving throw, or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastruct's stench for 24 hours.

ACTIONS

Steel Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is a creature and not undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, end the effect on itself on a success.

INCOMPLETE QUARTZTOIL CONSTRUCT

Large construct (undead), lawful evil

Armor Class 14 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+1)	12 (+1)	6 (–2)	8 (–1)	5 (–3)

Damage Resistance necrotic

Damage Immunities poison, psychic

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1 (200 XP)

Immutable Form. The incomplete Quartztoil construct is immune to any spell or effect that would alter its form.

Magic Weapons. The incomplete Quartztoil construct's weapon attacks are magical.

Turn Resistance. The incomplete Quartztoil construct has advantage on any saving throws against any effects that turn undead.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Death Seep. Unbound, raw, necrotic energy pours out from the construct. Each creature within 5 feet of the Incomplete Quartztoil Construct must make a DC 11 Constitution saving throw, taking 5 (2d4) necrotic damage on a failed saving throw, or half as much on a successful one.



QUARTZTOIL CONSTRUCT

Large construct (undead), lawful evil

Armor Class 16 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+1)	14 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Resistance necrotic, bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 1 (200 XP)

Immutable Form. The Quartztoil construct is immune to any spell or effect that would alter its form.

Magic Resistance. The Quartztoil construct has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Quartztoil construct's weapon attacks are magical.

Siege Monster. The Quartztoil construct deals double damage to objects and structures.

Turn Immunity. The Quartztoil construct cannot be turned.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) bludgeoning damage.



WITHERED LICH

Small undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 18 (5d6)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	8 (–1)	10 (+0)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Con +2, Int +6, Wis +4

Skills Arcana +8, History +6, Insight +4, Perception +4, Religion +6

Damage Resistance necrotic, bludgeoning, piercing, and slashing damage from non-magical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 60 ft., passive Perception 14

Languages Common, Gnomish, Goblin

Challenge 2 (450 XP)

Rejuvenation. If the withered lich's heart is not crushed, a destroyed withered lich reassembles its body in 1d10 days, regaining all its hit points and becoming active again.

Spellcasting. The withered lich is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The withered lich has the following wizard spells prepared:

Cantrips (at will): *chill touch, fire bolt, mending, prestidigitation*

1st level (4 slots): *fog cloud, magic missile, shield, thunderwave*

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

3rd level (2 slots): *animate dead, counterspell, lightning bolt*

Turn Resistance. The withered lich has advantage on any saving throws against any effects that turn undead.

ACTIONS

Freezing Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) cold damage. The target must make a DC 14 Constitution saving throw, taking 5 (2d4) necrotic damage on a failed saving throw, or half as much on a successful one.

THE INTERESTED PARTY

GARRIN ASHCOPSE

Small humanoid (lightfoot halfling), chaotic evil

Armor Class 13 (studded leather)

Hit Points 27 (4d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Wisdom +3, Charisma +6

Skills Arcana +4, Deception +6, Religion +4, Stealth +2

Senses passive Perception 11

Languages Common, Halfling

Challenge 1/2 (100 XP)

Agonizing Blast. Garrin adds +4 damage to his *eldrich blast* spells on a hit.

Brave. Garrin has advantage on saving throws against being frightened.

Criminal Contact. Garrin has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Dark One's Blessing. When Garrin reduces a hostile creature to 0 hit points, he gains 8 temporary hit points.

Eyes of the Rune Keeper. Garrin can read all writing.

Halfling Nimbleness. Garrin can move through the space of any creature that is a size larger than him.

Lucky. When Garrin rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Naturally Stealthy. Garrin can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.

Pact Magic. Garrin is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward*, *eldrich blast*, *poison spray*

2nd level (2 slots): *burning hands*, *command*, *hellish rebuke*, *protection from evil and good*, *scorching ray*.

Pact of the Blade (Flail). Garrin can use his action to create a pact weapon in a free hand. He is proficient with the weapon and it counts as magical for the purposes of overcoming resistances and immunities. The weapon disappears if it is more than 5 ft. away from Garrin for more than one minute, if he dies or if he dismisses it (no action required).

ACTIONS

Dagger *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage.

Pact Flail. *Melee Weapon Attack:* +2 to hit, reach 5ft, one creature. *Hit:* 4 (1d8) bludgeoning damage .

WEAPONS, ARMOR & ITEMS

Ragged fine clothes, studded leather, *orb of The Voice*, dagger, Dragonchess, lock of hair, thieves' tools, 10gp

Garrin Ashcops was a devoted husband to his wife Filna, and a loving father to their six children. That man has not been seen since Filna's death giving birth to their seventh. Unable to come to terms with her loss, Garrin disappeared for years and returned... changed.

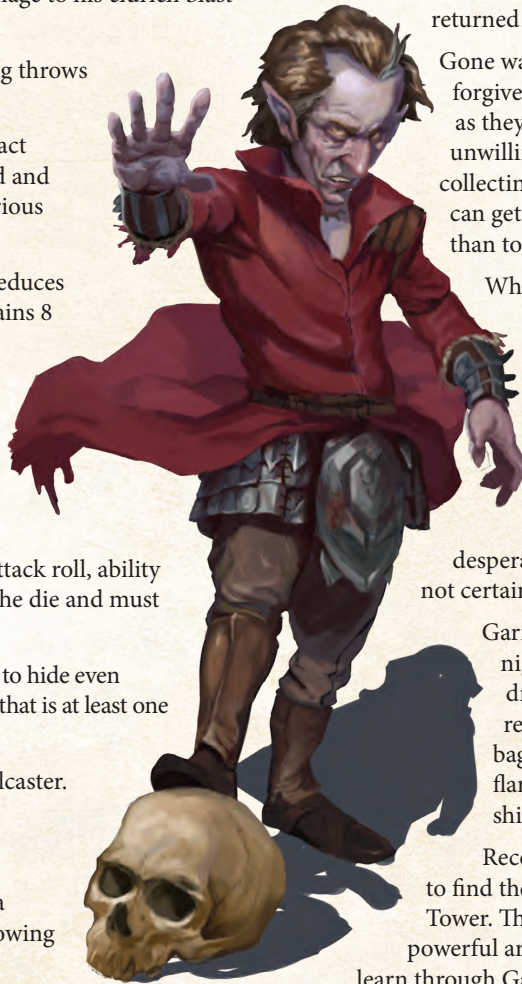
Gone was any warmth in the man, any humor or forgiveness. His children mourned his loss, even as they feared what he had become. They are now unwilling pawns in Garrin's criminal enterprise, collecting for him any items of magical power they can get their hands on to an end they know better than to ask about.

What they do not know is that Garrin is little more than a pawn himself, a puppet dancing to the whims of The Voice; a demonic maelstrom of threats, mocking laughter and half-remembered promises plaguing Garrin's psyche. What is left of Garrin is almost certain The Voice is lying when it claims the items are for a device to return Filna from the dead but, for a man as desperate and broken as Garrin, 'almost certain' is not certain enough.

Garrin has the face of a man who sees nightmares on a regular basis. His weight has dropped quickly and he appears sunken as a result. His eyes are surrounded by deep grey bags and rimmed with red. When his anger flares, it might be possible to notice his eyes shift to a fiery hue.

Recently, The Voice has been leading Garrin to find the texts and research housed in Quartztoil Tower. The binding of undead to constructs is a powerful artifice, and one The Voice is determined to learn through Garrin (with promises that such secrets may see his wife returned to him).

To his credit, Garrin will keep his word with the party if he is able to lay claim to the library and the research within, including the *Artificer's Book of Minor Infusions*. If the party attempts to block him from this knowledge then he will be visibly furious, but tell the party through gritted teeth that he understands why they can't keep their part of the deal. His revenge for their transgression is inevitable but, if needed, may be delayed while he gathers additional strength; if nothing else, Garrin can nurse a grudge.



GRANKUS FELDSPURN

Medium humanoid (half-orc), neutral evil

Armor Class 14 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+0)	17 (+3)	11 (+0)	15 (+2)	11 (+0)	13 (+1)

Saving Throws Dexterity +5, Intelligence +4

Skills Acrobatics +5, Perception +2, Slight of Hand +5, Stealth +2

Senses darkvision 60 ft., passive Perception 11,

Languages Common, Orc, Thieves' Cant

Challenge 1/2 (100 XP)

Sneak Attack (1/turn). Grankus can deal an extra 1d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Binding Contract. Grankus has advantage on saving throws against being charmed or frightened.

Cunning Action. On his turn, as a bonus action, Grankus can take the Dash, Dodge, Disengage, or Hide action.

Relentless Endurance (1/day). When Grankus is reduced to 0 hit points, but not killed outright, he can drop to 1 hit point instead.

Savage Attacks. When Grankus scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

ACTIONS

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

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Leather armor, shortsword, four handaxes, thieves' tools, burglar's pack, *potion of healing*, 25 gp

Grankus has been a thief and burglar since birth. It was told to him that his mother used to latch him to her back as she broke into homes and stores. He grew up stealing and continued the family tradition. He is as proud of what he does as any craftsman is proud of their skill. Now, at 30 years old, he has begun setting his sights on bigger and better targets to mark, looking to test himself against them.

This brazen attitude led him to the home of Garrin Ashcopse, where he attempted to make off with substantial amounts of magical loot. The warlock and his children caught Grankus in the act and subdued him. The thief found himself in a losing situation, but a normally-angry Garrin was passive and calm when confronting the half-orc, simply explaining that he needed someone with his type of specialist skills for several jobs in the foreseeable future. Garrin required Grankus' services for one year and, with that, he traded coin (and allowed the half-orc to keep his life) to procure them.

Grankus is in a binding contract working for Garrin Ashcopse and, thus, The Voice, though he is unaware of that otherworldly influence. He has an uneasy, unnatural, and unknown compulsion to obey Garrin when it comes to the terms of his employment. Grankus is three months away from the contract's end and is eager to be free from Garrin once it is over.



MARA SAGEPREL

Medium humanoid (human), neutral evil

Armor Class 14 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	11 (+0)	13 (+1)	13 (+1)	15 (+2)

Saving Throws Dexterity +6, Intelligence +3

Skills Acrobatics +6, Deception +4, Perception +3, Persuasion +4, Sleight of Hand +6, Stealth +6

Senses passive Perception 13

Languages Common, Halfling, Thieves' Cant

Challenge 1/2 (100 XP)

Sneak Attack (1/turn). Mara can deal an extra 1d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Binding Contract. Mara has advantage on saving throws against being charmed or frightened.

Escape Artist. Mara leaves no trace. Anyone attempting to track her has disadvantage.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Poison Use. Mara applies a basic poison to her weapon or up to three pieces of ammunition. A creature hit by the poisoned weapon or ammunition must succeed on a DC 10 Constitution saving throw or take 1d4 poison damage. Mara's poisons, once applied, lose their potency after one hour.

REACTIONS

Parry. When Mara is hit with a melee attack while wielding a melee weapon with the finesse property, she can add +2 to her AC for that attack.

WEAPONS, ARMOR & ITEMS

Leather armor, dagger, shortbow, 20 arrows, explorer's pack, poisoner's kit, 5 bottles of basic poison, 30 gp

Mara Sageprel led a charmed life, the daughter of a wealthy merchant in a safe and prosperous town, for twenty years. In her hometown, her family had influence but, after the town was besieged by a hobgoblin battalion, that all changed. Her family was killed, her estate burned to the ground, and her father's stores were razed. Mara survived by hiding, but her world was shattered.

In a neighboring city, after days of walking on delicate feet, she tried to find help, but found none to be offered. She was forced to the streets, but refused to be reduced to begging,

instead taking up a life of petty crime. One day, Mara was caught stealing from a merchant's cart and chased into a back alley. The merchant beat her soundly for the theft but, when he turned his back to leave her in a crumpled heap, she was able to gather the strength for the final word, and slashed the merchant's throat with her knife. At that moment, she discovered a taste for the rush of power that comes from taking the life of another.

Mara began to practice and perfect her new art by targeting the beggars and homeless of the city that none would miss. This cleansing caught the eye of the local assassins guild after Mara had dispatched one of their beggar informants. Instead of exacting revenge upon Mara, they took her in and nurtured her talents. By her 25th birthday, Mara had become a proficient poisoner, skilled infiltrator, and efficient killer.

When on the job, Mara will prepare at least three arrows or her melee weapon with poison if she expects combat within the next hour. She is equally inclined to attack at range or to get up-close and personal with her unfortunate victims.

Mara is also in a binding contract working for Garrin Ashcopse and, thus, The Voice, though she is similarly unaware of that otherworldly influence. Like Grankus, she too has an uneasy, unnatural, and unknown compulsion to obey Garrin when it comes to the terms of her employment. Mara rather likes working for Garrin because she has found abundant opportunities to practice her beloved trade with almost every job.



SALA ASHCOPSE

Small humanoid (lightfoot halfling), chaotic neutral

Armor Class 14 (leather armor)

Hit Points 26 (4d10 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	9 (−1)	11 (+0)	13 (+1)

Saving Throws Strength +3, Dexterity +5

Skills Athletics +3, Sleight of Hand +5, Stealth +5

Senses passive Perception 10

Languages Common, Halfling

Challenge 1/2 (100 XP)

Brave. Sala has advantage on saving throws against being frightened.

Bond of Blood (1/day). When Sala is reduced to 0 hit points, she grants her father, Garrin Ashcopse, an additional warlock spell slot that must be used within one minute.

Halfling Nimbleness. Sala can move through the space of any creature that is a size larger than her.

Lucky. When Sala rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Naturally Stealthy. Sala can attempt to hide even when she is obscured only by a creature that is at least one size larger than her.

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

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

Acid. *Ranged Weapon Attack:* +5 to hit, range 5/20 ft., one target. *Hit:* 7 (2d6) acid damage.

WEAPONS, ARMOR & ITEMS

Leather armor, rapier, ten darts, four acid vials, dungeoneer's pack, 15 gp

Sala is the eldest daughter of Garrin Ashcopse. The years since her mother died and her father returned have taken their toll on her sanity on two fronts; one being Garrin's abusive personality and demeanor, the second her constant close proximity to The Voice, the entity that plagues her father, and reaches out to touch those closest to him. These factors have driven her to the point of a madness akin to her father's; she has become sadistic towards her enemies and masochistic to herself.

Sala enjoys tracing runes and symbols onto her skin with acid, which has produced intricate scars all over her body. In addition, she appears to have developed a somewhat dual personality, friendly and meek to those who could be allies, but gleefully mutilating the bodies of those she has killed after they declare or prove themselves to be an enemy.

Sala assists her father in seeking out magical artifacts and forgotten lore. She is obedient to him alone and would never knowingly betray him. She is skilled at throwing vials of acid, which she loves to use in combat whenever she gets a chance, to make her enemies suffer and caustically burn.



KRA

Medium humanoid (dragonborn), chaotic evil

Armor Class 14 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Saving Throws Wisdom +4, Charisma +3

Skills Medicine +4, Religion +2

Damage Resistances fire

Senses passive Perception 12

Languages Common, Draconic

Challenge 1/4 (50 XP)

Pact Magic. Kra is a 2nd-level spellcaster. Her spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (3 slots): *bless*, *cure wounds*, *sanctuary*

ACTIONS

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

Breath Weapon (Recharges after a Short or Long Rest). Kra breathes fire out in a 5-foot by 30-foot line. Each creature in the line must make a DC 10 Dexterity saving throw, taking 2d6 fire damage on a failed saving throw, or half on a successful one.

WEAPONS, ARMOR & ITEMS

Leather armor, quarterstaff, holy symbol (The Voice), explorer's pack, *potion of healing*, 20 gp

Kra is a devoted servant to the demonic entity known as The Voice, and would do anything it demands. As a young dragonborn, Kra suffered from bouts of madness; patches of blank memory after which possessions would be found destroyed, animals would cringe from her in fear, and other children would go missing...

She searched for truth in various religions, but none made sense to her, and all feared her. An obscure cult dedicated to a chorus of demonic voices was the first to tell her not that she was broken, but that she was special; that these attacks of madness were a blessing. Kra studied and worshiped to gain control of this 'blessing', and harness a portion of the The Voice's power.

For years, Kra has traveled the world, seeking greater insight into The Voice's goals, needs, and desires so, as a faithful servant, she can provide for it. These journeys led her to Garrin Ashcose a little over six months ago. He took her into the fold and Kra has been a devoted follower of the nightmares and whispers she has gleaned from being in close proximity, unknowingly, to Garrin's *Orb of The Voice*.

The Orb, as a conduit for The Voice itself, directs Kra as a follower, and encourages her to steer Garrin towards forbidden items and knowledge that it desires to possess.



APPENDIX B: INTERMEDIATE MONSTERS

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 25 ft.

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

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 3 (700 XP)

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

False Appearance. While the animated armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The animated armor makes two melee attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

PENARAL POSSESSED TEMPLATE

A construct can become a vessel for **Penaral Quartztoil** to inhabit. It keeps its statistics, with the following amendments:

Damage Resistance necrotic, bludgeoning, piercing, and slashing damage from non-magical weapons

Speed. The Penaral Possessed gains a flying speed of 30 feet.

Ability Scores. The Penaral Possessed has the following ability scores: **INT** 20 (+5), **WIS** 14 (+2), **CHA** 12 (+1)

Skills. The Penaral Possessed gains proficiency in Arcana +8, History +8, Religion +8

Languages. The Penaral Possessed speaks Gnomish and Goblin.

Spellcasting. The Penaral Possessed is a 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +7 to hit with spell attacks). The Penaral Possessed has the following wizard spells prepared:

Cantrips (at will): *chill touch, fire bolt, mage hand, mending, prestidigitation, shocking grasp*

1st level (4 slots): *fog cloud, magic missile, shield, thunderwave*

2nd level (3 slots): *darkness, misty step, see invisibility*

3rd level (3 slots): *animate dead, counterspell, lightning bolt*

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

5th level (2 slots): *cone of cold, wall of force*

6th level (1 slots): *create undead*

CRAWLING GAUNTLET

Tiny construct (undead), lawful evil

Armor Class 15 (natural armor)

Hit Points 21 (6d4 + 6)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	5 (–3)	10 (+0)	4 (–3)

Damage Immunities poison, psychic

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

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 1 (200 XP)

Immutable Form. The crawling gauntlet is immune to any spell or effect that would alter its form.

Magic Resistance. The crawling gauntlet has advantage on saving throws against spells and other magical effects.

Magic Weapons. The crawling gauntlet's weapon attacks are magical.

Turn Immunity. The crawling gauntlet cannot be turned.

ACTIONS

Gauntlet. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and the target is grappled (escape DC 14) until the grapple ends. The crawling gauntlet can only grapple one target.

Crush. The crawling gauntlet crushes the creature it is grappling. The creature must make on a DC 11 Constitution saving throw, taking 13 (2d8 + 4) bludgeoning damage on a failed save, or half as much on a successful one.

GHASTRUCT

Large construct (undead), lawful evil

Armor Class 17 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (–1)

Damage Resistance necrotic, bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities poison, psychic

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

Senses darkvision 90 ft., blindsight 60 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Immutable Form. The ghastruct is immune to any spell or effect that would alter its form.

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

Magic Weapons. The ghastruct's weapon attacks are magical.

Turn Immunity. The ghastruct cannot be turned.

Projected Stench. Any creature that starts its turn within 10 feet of the ghastruct must succeed on a DC 13 Constitution saving throw, or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastruct's stench for 24 hours.

Siege Monster. The ghastruct deals double damage to objects and structures.

ACTIONS

Multiattack. The ghastruct makes two steel claw attacks.

Steel Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage. If the target is a creature and not undead, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, end the effect on itself on a success.

INCOMPLETE QUARTZTOIL CONSTRUCT

Large construct (undead), lawful evil

Armor Class 15 (natural armor)

Hit Points 52 (8d10 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+1)	12 (+1)	6 (–2)	8 (–1)	5 (–3)

Damage Resistance necrotic

Damage Immunities poison, psychic

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Immutable Form. The incomplete Quartztoil construct is immune to any spell or effect that would alter its form.

Magic Resistance. The incomplete Quartztoil construct has advantage on saving throws against spells and other magical effects.

Magic Weapons. The incomplete Quartztoil construct's weapon attacks are magical.

Turn Immunity. The incomplete Quartztoil construct cannot be turned.

ACTIONS

Multiattack. The incomplete Quartztoil construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Death Seep. Unbound, raw, necrotic energy pours out from the construct. Each creature within 10 feet of the incomplete Quartztoil construct must make a DC 13 Constitution saving throw, taking 15 (6d4) necrotic damage on a failed saving throw, or half as much on a successful one.



QUARTZTOIL CONSTRUCT

Large construct (undead), lawful evil

Armor Class 17 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+1)	14 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Resistance necrotic, bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities poison, psychic

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

Senses darkvision 90 ft., blindsight 60 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Immutable Form. The Quartztoil construct is immune to any spell or effect that would alter its form.

Magic Resistance. The Quartztoil construct has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Quartztoil construct's weapon attacks are magical.

Siege Monster. The Quartztoil construct deals double damage to objects and structures.

Turn Immunity. The Quartztoil construct cannot be turned.

ACTIONS

Multiattack. The Quartztoil construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.



WITHERED LICH

Small undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 38 (11d6)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	8 (–1)	10 (+0)	20 (+5)	14 (+2)	12 (+1)

Saving Throws Con +4, Int +9, Wis +6

Skills Arcana +9, History +8, Insight +5, Perception +5

Damage Resistance necrotic, bludgeoning, piercing, and slashing damage from non-magical attacks, cold, lightning

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 15

Languages Common, Gnomish, Goblin

Challenge 4 (1,100 XP)

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

Rejuvenation. If the withered lich's heart is not crushed, a destroyed withered lich reassembles its body in 1d10 days, regaining all its hit points and becoming active again.

Spellcasting. The withered lich is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The withered lich has the following wizard spells prepared:

Cantrips (at will): *chill touch, fire bolt, mage hand, mending, prestidigitation, shocking grasp*

1st level (4 slots): *fog cloud, magic missile, shield, thunderwave*

2nd level (3 slots): *darkness, misty step, see invisibility*

3rd level (3 slots): *animate dead, counterspell, lightning bolt*

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

5th level (2 slots): *cone of cold, wall of force*

6th level (1 slots): *create undead*

Turn Resistance. The withered lich has advantage on any saving throws against any effects that turn undead.

ACTIONS

Freezing Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) cold damage. The target must make a DC 16 Constitution saving throw, taking 10 (4d4) necrotic damage on a failed saving throw, or half as much on a successful one.

THE INTERESTED PARTY

GARRIN ASHCOPSE

Small humanoid (lightfoot halfling), chaotic evil

Armor Class 12 (studded leather)

Hit Points 51 (8d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	14 (+2)	12 (+1)	20 (+5)

Saving Throws Wisdom +4, Charisma +8

Skills Arcana +5, Deception +8, Religion +5, Stealth +3

Senses passive Perception 11

Languages Common, Halfling

Challenge 3 (700 XP)

Agonizing Blast. Garrin adds +5 damage to his *eldrich blast* spells on a hit.

Brave. Garrin has advantage on saving throws against being frightened.

Criminal Contact. Garrin has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Dark One's Blessing. When Garrin reduces a hostile creature to 0 hit points, he gains 13 temporary hit points.

Dark One's Own Luck (Recharges after a Short or Long Rest). When Garrin makes an ability check or a saving throw, he may add a d10 to the roll. He can do so after the initial roll but before determining success or failure.

Eyes of the Rune Keeper. Garrin can read all writing.

Halfling Nimbleness. Garrin can move through the space of any creature that is a size larger than him.

Lucky. When Garrin rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Naturally Stealthy. Garrin can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.

Pact Magic. Garrin is a 8th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, eldrich blast, poison spray*

4th level (2 slots): *burning hands, command, fireball, fire shield, hellish rebuke, protection from evil and good, scorching ray, stinking cloud, wall of fire.*

Pact of the Blade (Flail). Garrin can use his action to create a pact weapon in a free hand. He is proficient with the weapon and it counts as magical for the purposes of overcoming resistances and immunities. The weapon disappears if it is more than 5 ft. away from Garrin for more than one minute, if he dies or if he dismisses it (no action required).

ACTIONS

Thirsting Blade. Garrin makes two Pact Flail attacks.

Pact Flail. *Melee Weapon Attack:* +3 to hit, reach 5ft, one creature. *Hit:* 4 (1d8) bludgeoning damage .

Dagger *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage.

WEAPONS, ARMOR & ITEMS

Ragged fine clothes, studded leather, *orb of The Voice*, dagger, Dragonchess, lock of hair, thieves' tools, 15gp



GRANKUS FELDSPURN

Medium humanoid (half-orc), neutral evil

Armor Class 16 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+0)	20 (+5)	12 (+1)	18 (+4)	14 (+2)	16 (+3)

Saving Throws Dexterity +8, Intelligence +7

Skills Acrobatics +8, Perception +5, Sleight of Hand +8, Stealth +8

Senses darkvision 60 ft., passive Perception 15,

Languages Common, Orc, Thieves' Cant

Challenge 2 (450 XP)

Sneak Attack (1/turn). Grankus can deal an extra 3d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Binding Contract. Grankus has advantage on saving throws against being charmed or frightened.

Cunning Action. On his turn, as a bonus action, Grankus can take a Dash, Dodge, Disengage, Hide, Use an Object action. Alternatively, he can make a Sleight of Hand check or use his thieves' tools to disarm a trap or open a lock.

Relentless Endurance (1/day). When Grankus is reduced to 0 hit points, but not killed outright, he can drop to 1 hit point instead.

Savage Attacks. When Grankus scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

ACTIONS

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 5) piercing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 5) slashing damage.

REACTIONS

Uncanny Dodge. When Grankus is hit with an attack from an attacker that he can see, he can halve the attack's damage.

WEAPONS, ARMOR & ITEMS

Leather armor, shortsword, four handaxes, thieves' tools, burglar's pack, *potion of greater healing*, *potion of invisibility*, 135 gp



MARA SAGEPREL

Medium humanoid (human), neutral evil

Armor Class 17 (studded leather)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	11 (+0)	19 (+4)	16 (+3)	17 (+3)

Saving Throws Dexterity +8, Intelligence +7

Skills Acrobatics +8, Deception +6, Perception +6, Persuasion +6, Sleight of Hand +8, Stealth +8

Senses passive Perception 16

Languages Common, Halfling, Thieves' Cant

Challenge 2 (450 XP)

Sneak Attack (1/turn). Mara can deal an extra 3d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Binding Contract. Mara has advantage on saving throws against being charmed or frightened.

Cunning Action. On her turn, as a bonus action, Mara can take a Dash, Dodge, Disengage, or Hide action

Escape Artist. Mara leaves no trace. Anyone attempting to track her has disadvantage.

Poison Dip. Mara can use a bonus action to add elite assassin's poison to her weapon. The next time a poisoned weapon hits, the target must make a DC 19 Constitution saving throw or become poisoned. The target is paralyzed while poisoned in this way. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Mara can substitute her elite assassin's poison for wyvern poison with this ability.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Shortbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

REACTIONS

Parry. When Mara is hit with a melee attack while wielding a melee weapon with the finesse property, she can add +2 to her AC for that attack.

WEAPONS, ARMOR & ITEMS

Studded leather armor, silver dagger, shortbow, 20 arrows, explorer's pack, poisoner's kit, 5 bottles of elite assassin poison, 2 bottles of wyvern poison, 245 gp



SALA ASHCOPSE

Small humanoid (lightfoot halfling), chaotic neutral

Armor Class 15 (chain shirt)

Hit Points 60 (8d10 + 16)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Strength +6, Dexterity +7, Constitution +5

Skills Athletics +6, Perception +5, Intimidation +6, Sleight of Hand +7, Stealth +6

Senses passive Perception 15

Languages Common, Halfling

Challenge 3 (700 XP)

Brave. Sala has advantage on saving throws against being frightened.

Bond of Blood (1/day). When Sala is reduced to 0 hit points, she grants her father, Garrin Ashcopse, an additional warlock spell slot that must be used within one minute.

Fighting Style (Two-Weapon Fighting). Sala may add her ability modifier to damage rolls with her offhand weapon.

Halfling Nimbleness. Sala can move through the space of any creature that is a size larger than her.

Improved Critical. Sala scores critical hits on rolls of 19 and 20.

Lucky. When Sala rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Naturally Stealthy. Sala can attempt to hide even when she is obscured only by a creature that is at least one size larger than her.

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

Remarkable Athlete. Sala can add +2 to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Additionally, the distance Sala covers with a running long jump increases by 3 feet.

Second Wind (Recharges after a Short or Long Rest). On her turn, Sala can use a bonus action to regain 1d10 + 8 hit points.

ACTIONS

Multiattack. Sala makes two weapon attacks. Additionally, as a bonus action she can make an attack with her offhand weapon.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) piercing damage.

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Acid. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 7 (2d6) acid damage.

WEAPONS, ARMOR & ITEMS

Leather armor, rapier, ten darts, eight acid vials, dungeoneer's pack, *potion of greater healing*, *potion of heroism*, 120 gp



KRA

Medium humanoid (dragonborn), chaotic evil

Armor Class 16 (chain mail)

Hit Points 40 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	13 (+1)	18 (+4)	14 (+2)

Saving Throws Wisdom +7, Charisma +5

Skills Medicine +7, Persuasion +5, Religion +4

Damage Resistances fire

Senses passive Perception 14

Languages Common, Draconic

Challenge 2 (450 XP)

Spellcasting. Kra is a 6th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Kra has following cleric spells prepared:

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

1st level (4 slots): *bless, cure wounds, guiding bolt, inflict wounds, sanctuary*

2nd level (3 slots): *lesser restoration, silence, spiritual weapon*

3rd level (3 slots): *dispel magic, mass healing word, spirit guardians*

Maddening Strike (1/turn). Kra channels the madness and corruption of The Voice through her weapon attacks. On each of Kra's turns she can deal an additional 1d8 psychic damage to a creature she strikes with a weapon attack.

ACTIONS

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

Breath Weapon (Recharges after a Short or Long Rest). Kra can breathe fire out in a 5-foot by 30-foot line. Each creature in the line must make a DC 14 Dexterity saving throw, taking 3d6 fire damage on a failed saving throw, or half on a successful one.

Maddening Fear (Recharges after a Short or Long Rest). Kra instills madness in one creature she can see within 30 feet. The target must succeed on a DC 15 Wisdom saving throw or drop whatever they are holding and become frightened.

While frightened by this spell, a creature must take the Dash action and move away from Kra by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to Kra, the creature can repeat the Wisdom saving throw, ending the effect on a success.

WEAPONS, ARMOR & ITEMS

Leather armor, quarterstaff, holy symbol (The Voice), explorer's pack, *glyph of warding* spell scroll, 90 gp



APPENDIX C: ADVANCED MONSTERS

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 77 (14d8 + 14)

Speed 25 ft.

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

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 4 (1,100 XP)

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

False Appearance. While the animated armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The animated armor makes three slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) bludgeoning damage.

PENARAL POSSESSED TEMPLATE

A construct can become a vessel for **Penaral Quartztoil** to inhabit. It keeps its statistics, with the following amendments:

Damage Resistance necrotic, bludgeoning, piercing, and slashing damage from non-magical weapons

Speed. The Penaral Possessed gains a flying speed of 30 feet.

Ability Scores. The Penaral Possessed has the following new ability scores: **INT** 20 (+5), **WIS** 14 (+2), **CHA** 12 (+1)

Skills. The Penaral Possessed gains proficiency in Arcana +10, History +10, Religion +10

Languages. The Penaral Possessed speaks Gnomish and Goblin.

Spellcasting. The Penaral Possessed is a 17th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The Penaral Possessed has the following wizard spells prepared:

Cantrips (at will): *chill touch, fire bolt, mage hand, mending, prestidigitation, shocking grasp*

1st level (4 slots): *fog cloud, magic missile, shield, thunderwave*

2nd level (3 slots): *darkness, misty step, see invisibility*

3rd level (3 slots): *animate dead, counterspell, lightning bolt*

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

5th level (3 slots): *cone of cold, hold monster, wall of force*

6th level (2 slots): *create undead, true seeing*

7th level (2 slots): *finger of death, teleport*

8th level (1 slots): *maze*

9th level (1 slots): *prismatic wall*

CRAWLING GAUNTLET

Tiny construct (undead), lawful evil

Armor Class 16 (natural armor)

Hit Points 28 (8d4 + 8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	5 (−3)	10 (+0)	4 (−3)

Damage Immunities poison, psychic

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

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 2 (450 XP)

Immutable Form. The crawling gauntlet is immune to any spell or effect that would alter its form.

Magic Resistance. The crawling gauntlet has advantage on saving throws against spells and other magical effects.

Magic Weapons. The crawling gauntlet's weapon attacks are magical.

Turn Immunity. The crawling gauntlet cannot be turned.

ACTIONS

Gauntlet. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage and the target is grappled (escape DC 16) until the grapple ends. The crawling gauntlet can only grapple one target.

Crush. The crawling gauntlet crushes the creature it is grappling. The creature must make on a DC 13 Constitution saving throw, taking 16 (3d8 + 6) bludgeoning damage on a failed save, or half as much on a successful one.



GHASTRUCT

Large construct (undead), lawful evil

Armor Class 18 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	11 (+0)	10 (+0)	8 (−1)

Damage Resistance necrotic, bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Immutable Form. The ghastruct is immune to any spell or effect that would alter its form.

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

Magic Weapons. The ghastruct's weapon attacks are magical.

Turn Immunity. The ghastruct cannot be turned.

Projected Stench. Any creature that starts its turn within 10 feet of the ghastruct must succeed on a DC 15 Constitution saving throw, or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastruct's stench for 24 hours.

Siege Monster. The ghastruct deals double damage to objects and structures.

ACTIONS

Multiattack. The ghastruct makes two melee steel claw attacks.

Steel Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) slashing damage. If the target is a creature and not undead, it must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, end the effect on itself on a success.

INCOMPLETE QUARTZTOIL CONSTRUCT

Large construct (undead), lawful evil

Armor Class 16 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+1)	18 (+4)	6 (–2)	8 (–1)	5 (–3)

Damage Resistance necrotic

Damage Immunities poison, psychic

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 8 (3,900 XP)

Immutable Form. The incomplete Quartztoil construct is immune to any spell or effect that would alter its form.

Magic Resistance. The incomplete Quartztoil construct has advantage on saving throws against spells and other magical effects.

Magic Weapons. The incomplete Quartztoil construct's weapon attacks are magical.

Turn Immunity. The incomplete Quartztoil construct cannot be turned.

ACTIONS

Multiattack. The incomplete Quartztoil construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 20 (4d8 + 2) bludgeoning damage.

Death Seep. Unbound, raw, necrotic energy pours out from the construct. Each creature that is within 10 feet of the incomplete Quartztoil construct must make a DC 15 Constitution saving throw, taking 27 (6d8) necrotic damage on a failed saving throw, or half as much on a successful one.

QUARTZTOIL CONSTRUCT

Large construct (undead), lawful evil

Armor Class 18 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+1)	20 (+5)	6 (–2)	8 (–1)	5 (–3)

Damage Resistance necrotic, bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities poison, psychic

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

Senses darkvision 90 ft., blindsight 60 ft., passive Perception 12

Languages —

Challenge 8 (3,900 XP)

Immutable Form. The Quartztoil construct is immune to any spell or effect that would alter its form.

Magic Resistance. The Quartztoil construct has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Quartztoil construct's weapon attacks are magical.

Siege Monster. The Quartztoil construct deals double damage to objects and structures.

Turn Immunity. The Quartztoil construct cannot be turned.

ACTIONS

Multiattack. The Quartztoil construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 22 (4d8 + 4) bludgeoning damage.



WITHERED LICH

Small undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 59 (17d6)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	8 (−1)	10 (+0)	20 (+5)	14 (+2)	12 (+1)

Saving Throws Con +5, Int +10, Wis +7

Skills Arcana +15, History +10, Insight +7, Perception +7, Religion +10

Damage Resistance necrotic, bludgeoning, piercing, and slashing damage from non-magical attacks; cold, lightning

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 17

Languages Common, Gnomish, Goblin

Challenge 7 (2,900 XP)

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

Rejuvenation. If the withered lich's heart is not crushed, a destroyed withered lich reassembles its body in 1d10 days, regaining all its hit points and becoming active again.

Spellcasting. The withered lich is a 17th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The withered lich has the following wizard spells prepared:

Cantrips (at will): *chill touch, fire bolt, mage hand, mending, prestidigitation, shocking grasp*

1st level (4 slots): *fog cloud, magic missile, shield, thunderwave*

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

3rd level (3 slots): *animate dead, counterspell, lightning bolt*

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

5th level (3 slots): *cone of cold, hold monster, wall of force*

6th level (2 slots): *create undead, true seeing*

7th level (2 slots): *finger of death, teleport*

8th level (1 slots): *maze*

9th level (1 slots): *prismatic wall*

Turn Resistance. The withered lich has advantage on any saving throws against any effect that turn undead.

ACTIONS

Freezing Touch. *Melee Spell Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must make a DC 18 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed saving throw, or half as much on a successful one.



THE INTERESTED PARTY

GARRIN ASHCOPSE

Small humanoid (lightfoot halfling), chaotic evil

Armor Class 13 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	20 (+5)	12 (+1)	20 (+5)

Saving Throws Wisdom +5, Charisma +9

Skills Arcana +9, Deception +9, Religion +9, Stealth +4

Senses darkvision 120 ft., passive Perception 11

Languages Common, Halfling

Challenge 4 (1,100 XP)

Agonizing Blast. Garrin adds +5 damage to his *eldrich blast* spells on a hit.

Repelling Blast. When Garrin hits a creature with *eldrich blast*, he can push the target up to 10 feet away.

Brave. Garrin has advantage on saving throws against being frightened.

Criminal Contact. Garrin has a contact in the criminal network, and can send and receive messages to them through various means, even over great distances.

Dark One's Blessing. When Garrin reduces a hostile creature to 0 hit points, he gains 25 temporary hit points.

Dark One's Own Luck (Recharges after a Short or Long Rest). When Garrin makes an ability check or a saving throw, he may add a d10 to the roll. He can do so after the initial roll but before determining success or failure.

Devil's Sight. Garrin can see in magical and non-magical darkness to a distance of 120 feet.

Eldrich Master (1/day). Garrin can spend one minute entreating his patron to regain all his expended spell slots from his Pact Magic feature.

Eldrich Sight. Garrin can cast *detect magic* at will without expending a spell slot.

Eyes of the Rune Keeper. Garrin can read all writing.

Fiendish Resilience. When Garrin finishes a long or short rest, he may choose a damage type. He gains resistance to that damage type until he chooses a new one with this feature. Damage from magical weapons or silver weapons overcomes this resistance.

Halfling Nimbleness. Garrin can move through the space of any creature that is a size larger than him.

Lucky. When Garrin rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Mystic Arcanum (Mass Suggestion). Garrin may cast *mass suggestion* as a 6th-level spell once per day.

Naturally Stealthy. Garrin can attempt to hide even when he is obscured only by a creature that is at least one size larger than him.

Pact Magic. Garrin is a 12th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He regains expended spell slots after a short or long rest, and knows the following warlock spells:

Cantrips: *blade ward, eldrich blast, poison spray, true strike.*

5th level (3 slots): *burning hands, command, enthrall, fear, fireball, fire shield, hellish rebuke, protection from evil and good, scorching ray, stinking cloud, wall of fire.*

Pact of the Blade (Flail). Garrin can use his action to create a pact weapon in a free hand. He is proficient with the weapon and it counts as magical for the purposes of overcoming resistances and immunities. The weapon disappears if it is more than 5 ft. away from Garrin for more than one minute, if he dies or if he dismisses it (no action required).

ACTIONS

Thirsting Blade. Garrin makes two Pact Flail attacks.

Pact Flail. *Melee Weapon Attack:* +4 to hit, reach 5ft, one creature. *Hit:* 4 (1d8) bludgeoning damage plus 5 necrotic damage.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage.

One With Shadows. When he is in an area of dim light or darkness, Garrin becomes invisible until he moves or takes an action or reaction.

WEAPONS, ARMOR & ITEMS

Ragged fine clothes, studded leather, *orb of The Voice*, dagger, Dragonchess, lock of hair, thieves' tools, 30gp

GRANKUS FELDSPURN

Medium humanoid (half-orc), neutral evil

Armor Class 16 (leather armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+0)	20 (+5)	13 (+1)	18 (+4)	14 (+2)	16 (+3)

Saving Throws Dexterity +9, Intelligence +8

Skills Acrobatics +9, Perception +6, Sleight of Hand +9, Stealth +9

Senses darkvision 60 ft., passive Perception 16,

Languages Common, Orc, Thieves' Cant

Challenge 4 (1,100 XP)

Sneak Attack (1/turn). Grankus can deal an extra 6d6 damage to one creature he hit with an attack if he has advantage on the attack roll. The attack must use a finesse or ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Binding Contract. Grankus has advantage on saving throws against being charmed or frightened.

Cunning Action. On his turn, as a bonus action, Grankus can take a Dash, Dodge, Disengage, Hide, Use an Object action. Alternatively, he can make a Sleight of Hand check or use his thieves' tools to disarm a trap or open a lock.

Relentless Endurance (1/day). When Grankus is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

Savage Attacks. When Grankus scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Second Story Work. Grankus can climb without spending extra movement. In addition, when he makes a running jump, the distance he covers increases by 3 feet.

Supreme Sneak. Grankus has advantage on Stealth checks if he moves no more than half his speed on the same turn.

ACTIONS

Two-Weapon Fighting. When Grankus makes a shortsword attack, as a bonus action he can make an attack with his offhand weapon, but does not add his ability modifier to the damage.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

REACTIONS

Uncanny Dodge. When Grankus is hit with an attack from an attacker that he can see, he can halve the attack's damage.

WEAPONS, ARMOR & ITEMS

Leather armor, shortsword, four handaxes, two daggers, thieves' tools, burglar's pack, *potion of greater healing*, *potion of invisibility*, 185 gp



MARA SAGEPREL

Medium humanoid (human), neutral evil

Armor Class 17 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	12 (+1)	19 (+4)	16 (+3)	18 (+4)

Saving Throws Dexterity +9, Intelligence +7

Skills Acrobatics +9, Deception +8, Perception +7, Persuasion +8, Sleight of Hand +9, Stealth +9

Senses passive Perception 17

Languages Common, Halfling, Thieves' Cant

Challenge 4 (1,100 XP)

Sneak Attack (1/turn). Mara can deal an extra 6d6 damage to one creature she hits with an attack if she has advantage on the attack roll. The attack must use a finesse or ranged weapon. She doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she doesn't have disadvantage on the attack roll.

Assassinate. Mara has advantage on attack rolls against any creature that hasn't taken its turn in combat yet. Additionally, if she hits a surprised creature, it is counted as a critical hit.

Binding Contract. Mara has advantage on saving throws against being charmed or frightened.

Cunning Action. On her turn, as a bonus action, Mara can take a Dash, Dodge, Disengage, or Hide action.

Escape Artist. Mara leaves no trace. Anyone attempting to track her has disadvantage.

Evasion. When Mara is subjected to an effect that allows her to make a Dexterity saving throw to only take half damage, she takes no damage on a successful saving throw and half damage on a failed one.

Poison Dip. Mara can use a bonus action to add elite assassin's poison to her weapon. The next time a poisoned weapon hits, the target must make a DC 19 Constitution saving throw or become poisoned. The target is paralyzed while poisoned in this way. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Mara can substitute her elite assassin's poison for purple worm poison with this ability.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Shortbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

REACTIONS

Parry. When Mara is hit with a melee attack while wielding a melee weapon with the finesse property, she can add +2 to her AC for that attack.

WEAPONS, ARMOR & ITEMS

Studded leather armor, silver dagger, shortbow, 20 arrows, explorer's pack, poisoner's kit, 5 bottles of elite assassin poison, 2 bottles of purple worm poison, 285 gp



SALA ASHCOPSE

Small humanoid (lightfoot halfling), chaotic neutral

Armor Class 17 (studded leather)

Hit Points 99 (11d10 + 1d6 + 36)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	13 (+1)	13 (+1)	18 (+4)

Saving Throws Strength +7, Dexterity +9, Constitution +7

Skills Athletics +7, Perception +5, Intimidation +8, Sleight of Hand +9, Stealth +9

Senses passive Perception 15

Languages Common, Halfling

Challenge 5 (1,800 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Sala can take an additional action on top of her regular action and a possible bonus action.

Brave. Sala has advantage on saving throws against being frightened.

Bond of Blood (1/day). When Sala is reduced to 0 hit points, she grants her father, Garrin Ashcose, an additional warlock spell slot that must be used within one minute.

Fighting Style (Two-Weapon Fighting). Sala may add her ability modifier to damage rolls with her offhand weapon.

Halfling Nimbleness. Sala can move through the space of any creature that is a size larger than her.

Improved Critical. Sala scores critical hits on rolls of 19 and 20.

Indomitable. Once per day, Sala can reroll a failed saving throw. Once she uses this feature, she must finish a long rest before using it again.

Lucky. Sala rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Naturally Stealthy. Sala can attempt to hide even when she is obscured only by a creature that is at least one size larger than her.

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

Remarkable Athlete. Sala can add +2 to any Strength, Dexterity, or Constitution check that doesn't already use her proficiency bonus. Additionally, the distance Sala covers with a running long jump increases by 3 feet.

Second Wind (Recharges after a Short or Long Rest). On her turn, Sala can use a bonus action to heal 1d10 + 11 hit points.

Sorcerer Initiate. Sala is a 1st-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She knows the following sorcerer spells:

Cantrips (at will): *acid splash*, *true strike*

1st level (1/day): *shield*

ACTIONS

Multiattack. Sala makes three weapon attacks. Additionally, as a bonus action she can make an attack with her offhand weapon.

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

Dart. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 8 (1d4 + 5) piercing damage.

Acid. *Ranged Weapon Attack:* +9 to hit, range 5/20 ft., one target. *Hit:* 7 (2d6) acid damage.

WEAPONS, ARMOR & ITEMS

Leather armor, two rapiers, ten darts, eight acid vials, dungeoneer's pack, *potion of greater healing*, *potion of heroism*, 120 gp



KRA

Medium humanoid (dragonborn), chaotic evil

Armor Class 18 (plate mail)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	13 (+1)	20 (+5)	14 (+2)

Saving Throws Wisdom +9, Charisma +6

Skills Medicine +9, Persuasion +6, Religion +5

Damage Resistances fire

Senses passive Perception 15

Languages Common, Draconic

Challenge 3 (700 XP)

Spellcasting. Kra is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Kra has following cleric spells prepared:

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

1st level (4 slots): *bless, cure wounds, guiding bolt, inflict wounds, sanctuary*

2nd level (3 slots): *lesser restoration, silence, spiritual weapon*

3rd level (3 slots): *dispel magic, mass healing word, revivify, spirit guardians*

4th level (3 slots): *death ward, freedom of movement, guardian of faith*

5th level (2 slots): *contagion, flame strike, mass cure wounds*

Maddening Strike (1/turn). Kra channels the madness and corruption of The Voice through her weapon attacks. On each of Kra's turns she can cause an additional 2d8 psychic damage to a creature she strikes with a weapon attack.

ACTIONS

Quarterstaff. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) bludgeoning damage.

Breath Weapon (Recharges after a Short or Long Rest). Kra can breathe fire out in a 5-foot by 30-foot line. Each creature in the line must make a DC 15 Dexterity saving throw, taking 4d6 fire damage on a failed saving throw, or half on a successful one.

Maddening Fear (Recharges after a Short or Long Rest). Kra can use her action to instill madness on one creature she can see within 30 feet. The target must succeed on a DC 18 wisdom saving throw or drop whatever they are holding and become frightened.

While frightened by this spell, a creature must take the Dash action and move away from Kra by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to Kra, the creature can repeat the Wisdom saving throw, ending the effect on a success.

WEAPONS, ARMOR & ITEMS

Leather armor, quarterstaff, holy symbol (The Voice), explorer's pack, *glyph of warding spell scroll, symbol spell scroll*, 270 gp



APPENDIX D: NEW ITEMS

ARTIFICER'S BOOK OF MINOR INFUSIONS

Wondrous Item, Very Rare

This book describes how to cast minor infusions on mundane items to produce magical effects. Each infusion can be cast as a ritual that takes 10 minutes to complete and consumes alchemical oils and materials when it is cast. Each infusion lasts for 1 hour or until its infusion is expended. Once an item has been infused, it cannot be infused again until 24 hours have passed. The following infusions are scribed in this tome:

Energy Alteration Infusion. Any item that uses charges and has an effect that deals acid, fire, cold, lightning, or thunder damage can be infused with this effect. At the time the infusion is cast, another damage type is chosen from the list. The item can be activated with the chosen damage type in place of the normal damage type, but it uses up double the amount of charges and the infusion is expended. If the item does not have enough charges then the effect cannot be used.

Cost: 30 gp in alchemical oils to cast

Glowing Item Infusion. Any item can be infused with a colored light (chosen at the time the infusion is cast) that radiates bright light out 30 feet and dim light out an additional 30 feet. An action can be used to end the infusion.

Cost: 10 gp in alchemical phosphorous powder to cast

Lesser Armor Enhancing Infusion. A mundane set of armor can be infused to have its weight reduced by half, grant its wearer advantage on all saving throws against a damaging effect, and not impose disadvantage on Dexterity (Stealth) checks.

Cost: 20 gp in alchemical oils to cast

Lesser Weapon Augment Infusion. A mundane weapon can be infused to be considered magical, made of a different material (silvered, cold-iron, adamantite, etc.), and gain a +1 bonus to damage rolls.

Cost: 30 gp in alchemical oils to cast

Lesser Spell Storage Infusion. You can cast one cantrip or one first level spell (using a spell slot of at least 1st level) into a mundane item when you cast this infusion. A creature holding the item can use an action to speak a command word (chosen at the time the infusion is cast) to cast the spell. If the spell uses an attack roll or saving throw, it uses the spellcasting modifier or saving throw DC of the creature whose spell slot was used. Once the spell is cast, the infusion is expended.

Cost: 50 gp in alchemical powder and oils to cast

Quicken Activation Infusion. Any item that uses charges and has an effect that can be activated with an action can be infused with this effect. The item can be activated as a bonus action but it uses up double the amount of charges and the infusion is expended. If the item does not have enough charges, the effect cannot be quickened.

Cost: 50 gp in alchemical powder and oils to cast

DRAGONTOOTH AMMUNITION

Smith Item

Market Cost: 4gp

Crafting: 2gp / 1 day

This ammunition shreds the insides of any creature struck by it and is difficult to remove.

The arrow or bolt has small, jagged barbs on the edges of its tip. It causes normal damage when it hits a target, but is exceedingly difficult to remove. If a creature embedded with a piece of dragontooth ammunition receives any healing, it gains 1d4 fewer hit points but the ammunition falls out.

A creature can use an action and attempt a DC 10 Wisdom (Medicine) check to remove a piece of ammunition with no ill effects, but a failed check, or attempting to remove it with no check deals 1d4 slashing damage to the creature it is removed from.

Weight: —

ORB OF THE VOICE

Wondrous item, rare

This orb is a means of communication for the entity known only as The Voice. Within is a whirling, churning maelstrom which feeds paranoia, mocks, threatens and laughs. When the orb is nearby, sentient creatures suffer frequent nightmares. The orb can be used as an arcane spellcasting focus and grants a +1 to attack and damage rolls. Additionally, a creature can gaze into the orb to attempt to harness a portion of its power. Each time a creature gazes into the orb, they must make a DC 20 Wisdom saving throw. On a failed save, roll a d10. The creature is given a new flaw or personality quirk that lasts for 1 week (use the table below, or use it as inspiration to create your own); after multiple failures, these can become severe.

d10 Effect

- 1 New flaw - *"I WILL NOT BE MOCKED!"*
- 2 New flaw - *"Gold. I have to have it. I have to have it!"*
- 3 Every time the creature faces a new enemy, they must make a Wisdom saving throw (DC 15). On a failed save, the character is frightened of the enemy. The creature may repeat this saving throw as a bonus action on their turn.
- 4 The creature is mute.
- 5 New flaw - *"The Voice knows best. If I'm the only one that can hear it, that just means I'm special."*
- 6 Every time the creature finishes speaking, they must say, "so says The Voice," or suffer intense pain (1d4 psychic damage).
- 7 Once per turn, before the creature declares an attack, they must roll a d20. On a 1, the creature must attack the closest ally, moving up to their speed if necessary.

- 8 Animals fear the creature intensely and are unable to remain calm or be calmed in their presence, instead fleeing or fighting as best suits their nature.
- 9 When the creature casts a spell, roll a d20. On a 1, the spell backfires, creating the opposite effect to that intended, or targeting the caster or an ally rather than an enemy (or vice-versa) at the GM's discretion.
- 10 The creature immediately takes 1d12 psychic damage, and its hit point maximum is reduced by the damage taken for the duration of the week.

On a successful save, the orb's bonus increases to +2 and the wielder has advantage on Wisdom and Intelligence saving throws. These benefits last for 24 hours.

Value: 4,600 gp

PENARAL QUARTZTOIL'S SPELLBOOK

Beginner Challenge Rating

1st level: *burning hands, comprehend languages, detect magic, false life, fog cloud, grease, identify, mage armor, magic missile, protection from evil and good, shield, thunderwave, unseen servant*

2nd level: *arcane lock, blindness/deafness, continual flame, darkness, invisibility, knock, magic weapon, misty step, see invisibility, shatter*

3rd level: *animate dead, clairvoyance, counterspell, dispel magic, fly, glyph of warding, lightning bolt, magic circle, vampiric touch*

4th level: *arcane eye, conjure minor elementals, fabricate, greater invisibility, ice storm, stone shape, stonewood*

5th level: *animate objects, contact other plane, legend lore, wall of stone*

6th level: *create undead, magic jar*

PENARAL QUARTZTOIL'S SPELLBOOK

Intermediate Challenge Rating

1st level: *burning hands, charm person, comprehend languages, detect magic, false life, fog cloud, grease, identify, mage armor, magic missile, protection from evil and good, shield, thunderwave, unseen servant*

2nd level: *acid arrow, arcane lock, blindness/deafness, continual flame, darkness, invisibility, knock, magic weapon, misty step, see invisibility, shatter*

3rd level: *animate dead, bestow curse, clairvoyance, counterspell, dispel magic, fly, glyph of warding, lightning bolt, magic circle, remove curse, vampiric touch*

4th level: *arcane eye, blight, conjure minor elementals, fabricate, greater invisibility, ice storm, locate creature, stone shape, stonewood*

5th level: *animate objects, cone of cold, conjure elemental, contact other plane, hold monster, legend lore, scrying, wall of force, wall of stone*

6th level: *circle of death, create undead, magic jar, move earth, true seeing*

7th level: *finger of death, simulacrum, symbol, teleport*

PENARAL QUARTZTOIL'S SPELLBOOK

Advanced Challenge Rating

1st level: *burning hands, charm person, color spray, comprehend languages, detect magic, false life, fog cloud, grease, identify, mage armor, magic missile, protection from evil and good, shield, thunderwave, unseen servant*

2nd level: *acid arrow, arcane lock, blindness/deafness, continual flame, darkness, detect thoughts, invisibility, knock, magic weapon, misty step, see invisibility, shatter*

3rd level: *animate dead, bestow curse, clairvoyance, counterspell, dispel magic, fly, glyph of warding, haste, lightning bolt, magic circle, remove curse, vampiric touch*

4th level: *arcane eye, blight, conjure minor elementals, fabricate, greater invisibility, ice storm, locate creature, polymorph, stone shape, stonewood*

5th level: *animate objects, cone of cold, conjure elemental, contact other plane, hold monster, legend lore, scrying, telekinesis, wall of force, wall of stone*

6th level: *chain lightning, circle of death, create undead, magic jar, move earth, true seeing*

7th level: *finger of death, simulacrum, symbol, teleport*

8th level: *clone, demiplane, maze*

9th level: *power word kill, prismatic wall, wish*

APPENDIX E: DOCUMENTS

ALLIA ROOTLEBOOTLE'S LETTER

I know we didn't leave on the best of terms, but it won't be long now before I've enough to settle my debt and get the Jackdaws off our backs. I can't wait to get back home.

Production has really ramped up over the last couple of weeks. Quartztoil has had some sort of big military contract come through. Soldier constructs, very hush-hush. I'd be out the door if anyone found out I wrote this, but folk know not to go poking around my stuff since Nackle almost lost a finger trying to steal back his loses from our game...

Speaking of, I've not seen him for a few days now. People pull all-nighters at the workshop, sure, but not this long. Besides, I've never known Nackle to do a hard day's work in his life. Could you ask his sister if she's had any word from him recently? I've been hearing bad stories from upstairs. Quartztoil's been acting plain weird, even compared to his usual charming self. He's working the crew hard for this contract, but it looks like their days are numbered anyway from what I've been hearing about this new mechanical workforce. All I know is I'm out of here as soon as I'm paid.

Looking forward to finally seeing you again,

Allia

GARRIN ASHCOPSE'S CONTRACT

_____, hereafter 'The Undersigned', hereby swears to aid in Garrin Ashcopse's endeavor to secure and lay claim to The Library, formerly of Penaral Quartztoil, located in Quartztoil Tower. Specifically, the undersigned shall, to the best of their abilities, ensure safe passage for Garrin Ashcopse to Quartztoil Tower and, should a hostile presence be found therein, remove said presence. The Undersigned agrees to lay no claim to any contents of The Library, but no such limitations apply to the remainder of The Tower, save in the case of such items which it can reasonably be assumed were once a part of The Library, at Garrin Ashcopse's discretion.

In return for this service, Garrin Ashcopse will provide The Undersigned with _____ gold pieces, this amount split between precious gems and coin in a manner dictated by Garrin Ashcopse at the time of payment. Additionally, Garrin Ashcopse pledges magical protection over The Undersigned. Specifically, The Undersigned shall be bolstered in courage and against beguiling magic for the duration of the contract term.

This contract, made with blood The Undersigned gives of their own body and of their own free will, is binding for the period of 1 (one) year or until the claim to The Library, formally of Penaral Quartztoil, has been obtained by Garrin Ashcopse. For the duration of the contract term, The Undersigned agrees to carry out, without delay, any and all commands, directions, instructions, and/or orders, both direct and indirect, given by Garrin Ashcopse, and understands that failure to do so will be met with severe psychological pain. The Undersigned understands that Garrin Ashcopse is under no obligation to provide employment or reimbursement beyond the duties and payment detailed above for the duration of the contract term.

I hereby agree to the above terms,

Garrin Ashcopse

Garrin Ashcopse

The Undersigned

PENERAL QUARTZTOIL'S NOTES

Progress is slower than I had hoped. The covert nature of procuring the necessary organic components is a significant bottleneck on production. If we are to produce the required numbers, I will need more personal insight into the procedure.

The experiment was... a partial success. The vessel was unsuitable and shall need to be rebuilt which, at least, gives me an opportunity to build in some of my improvements. The locket only seems to have captured a portion of my power, and has since gone missing; while searching for it, I found myself unable to leave the tower proper. This has worrying implications and has caused the workers to question why I have stopped taking my morning rambles. Their insolent curiosity is bothersome, to say the least.

My body is beginning to fail; as I feared, my essence is contained within the tower. Work on the vessel must begin in earnest... The workers are getting too inquisitive for their own good. Doubling the shifts should serve to keep their prying eyes off my faltering form. I want to eat some cake, but a tooth came out in the last one...

A breakthrough! The prototype golems respond not only to voice commands but to direct thought, provided they remain within the tower. A few workers have proven to be a great help in operating them and they seem to be fully immersed in their work now. They proved themselves by securing the tower's defenses and entertaining me with a jolly puppet show. Best show I ever saw in my life! The psychic link will be a great help when the conversion to a modified workforce nears one hundred percent.

Some workers have been asking where the others are. Impudent tinkers. I told them they were out picking up some butter bread and delicious tickle-berry wine. Can you believe one of them said it was absurd and that there was no such thing?! All I could do was have the new batch of golems secure the nosy-nelly at the top of the tower with his questioning friends. And to think I was going to throw them a party with all the trimmings! Now I get to eat all the butter bread and drink all the tickle-berry wine myself! No other news, save that my right leg is withered to the bone now and I can no longer walk.

The fully modified workforce has been a great success. No expenses wasted on food, water, or sleep. The chamber pots are also staying cleaner. Pure efficacy and pure perfection, minus the things I need to change. The crudeness of the process was unfortunate but necessary, given the short-sightedness of the subjects and their unwillingness to take part in the more comprehensive and refined conversion of the golems. Also, they do not like it when I throw them parties! This must be an unfortunate side effect of the process.

In time, they shall come to see their error as we work out the kinks of the process.

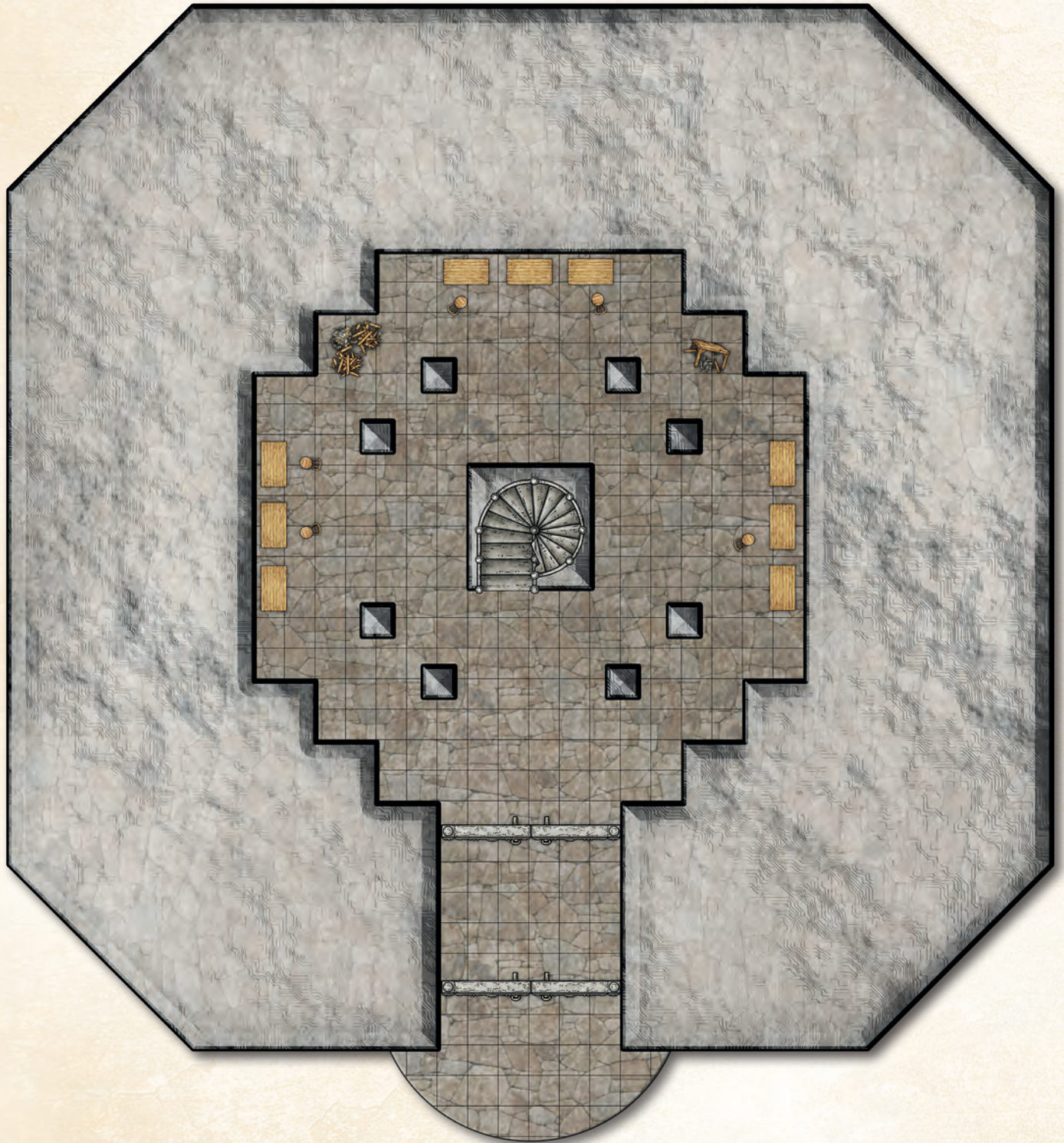
too weak... too happy... too-ta-too-ta-loo

This body will be contained today in the vessel (iteration 2). I look upon the sunrise and its rotting red disgusts me as it burns my eyes. Confinement within the vessel will help me achieve the imperfect perfection I seek and be a great boon in spreading the word. Best form of advertisement. Madam, I use these products myself, and look at me now! Happiness is gained only through potato soup and flagellation.

Writing by golem shall take some getting used to, but a much-needed step in increasing work flow. My mortal eyes see only the interior of the vessel (iteration 6), but the eyes of the tower are mine to command, the golems and workers all, and the dances are a nice touch if I do say so... and I do. Oh the workers' sleeping minds rebel, but they are mine all the same. Work shall continue. The research will continue. The shipments will continue. The continuations will continue. The contract shall be fulfilled.

APPENDIX F: FULL PAGE MAPS

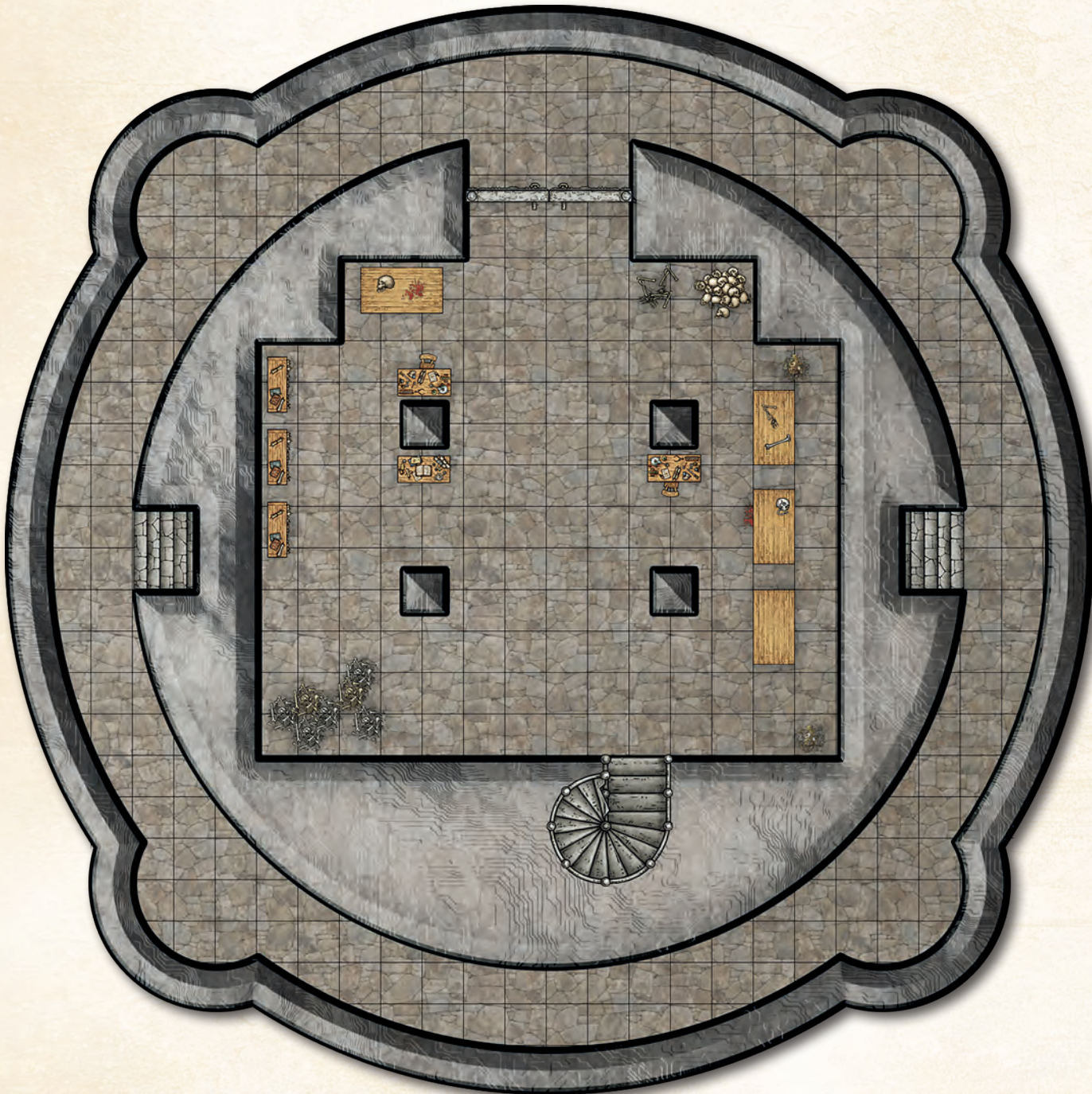
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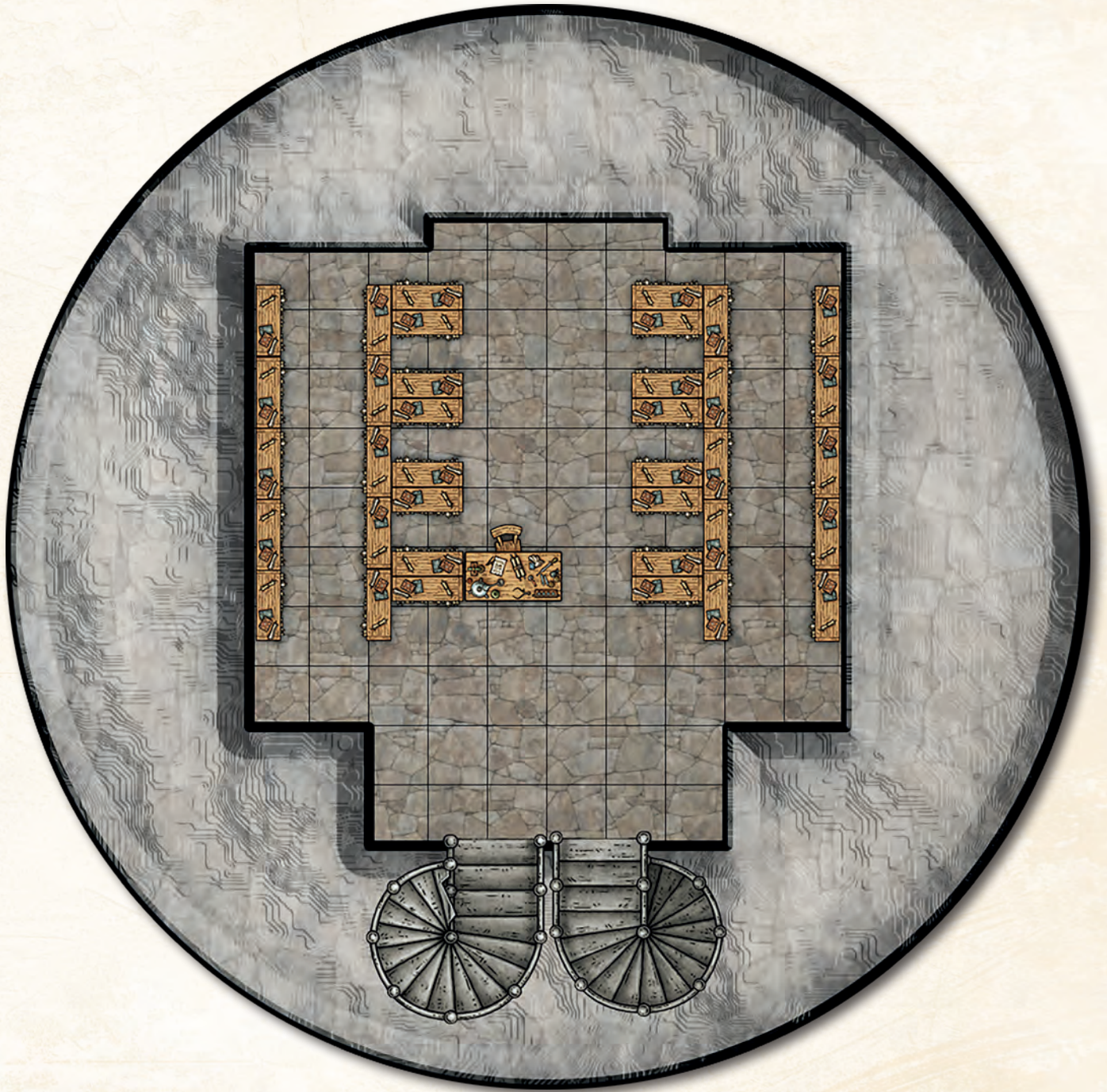
2. LIVING QUARTERS



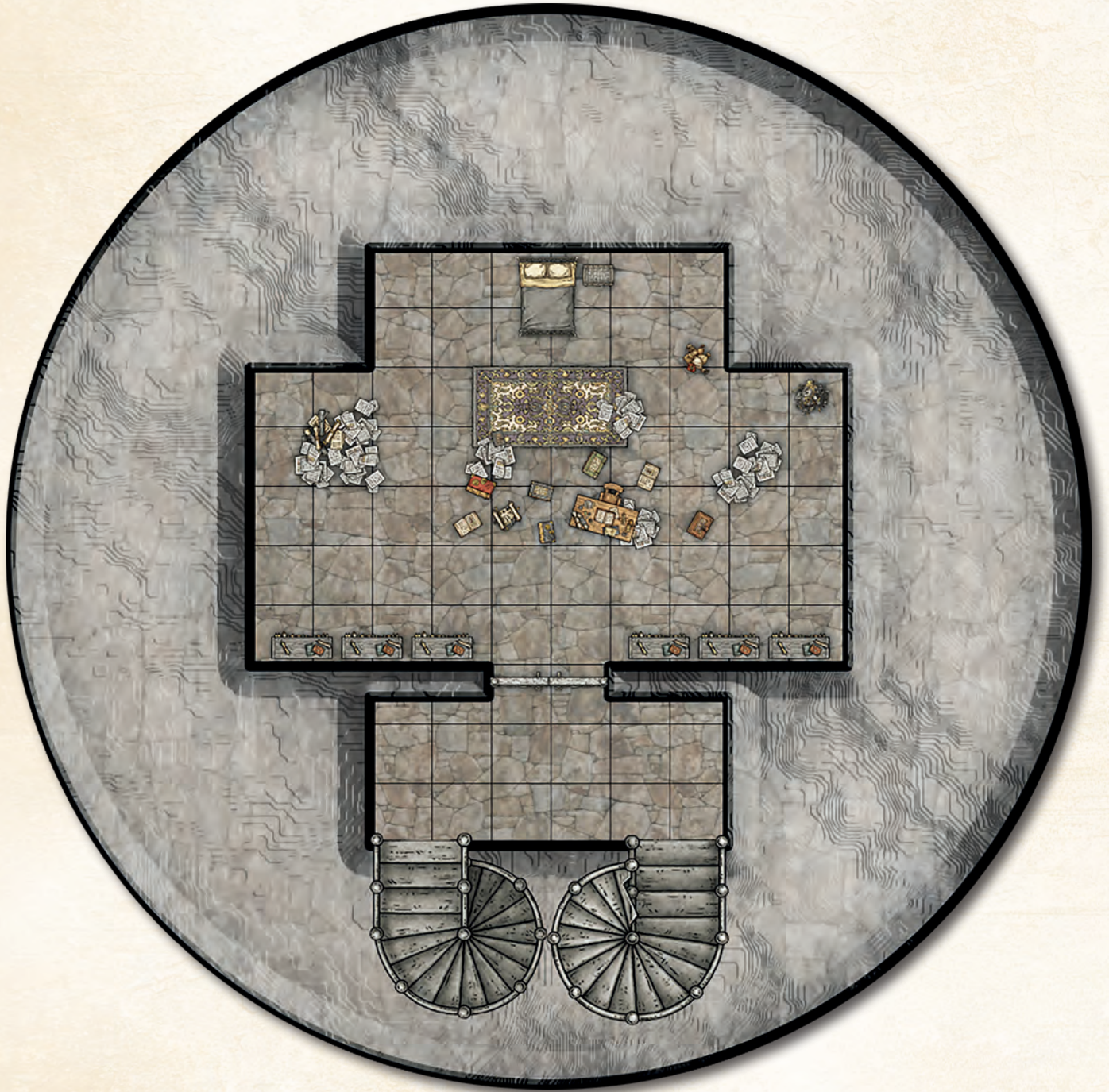
3 & 4. OBSERVATION DECK & LABORATORY



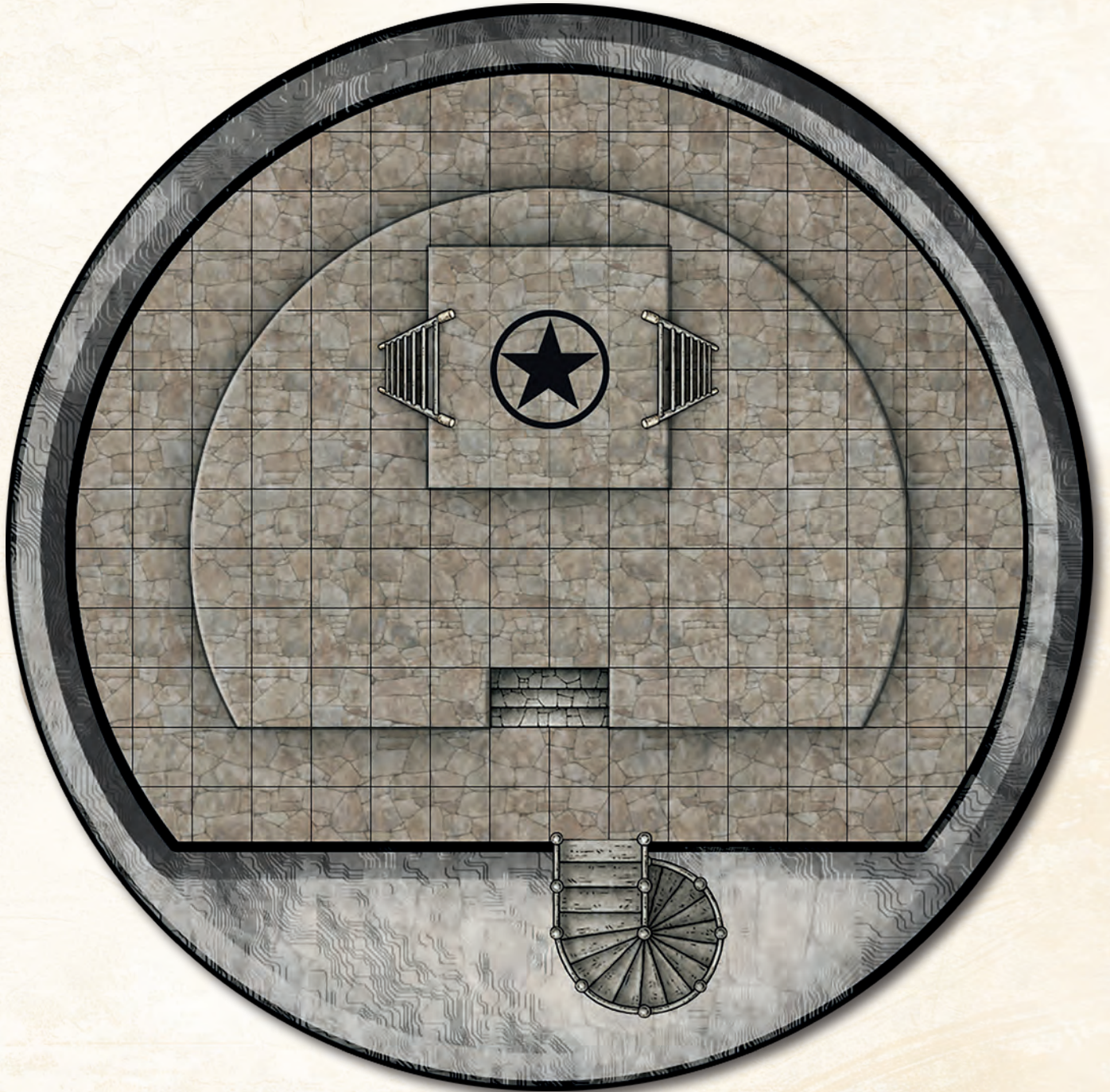
5. LIBRARY



6. QUARTZTOIL'S PRIVATE QUARTERS



7. QUARTZTOIL TOWER ROOF



APPENDIX G: ARTWORK PROCESS

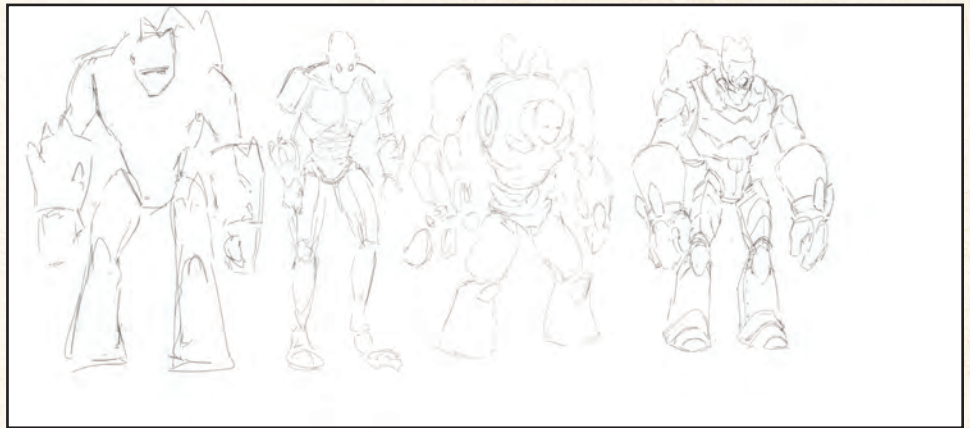
CHAOS IN THE MARKET

Ralph: The first to be worked on for the adventure, this piece really set the tone and got us very excited for the rest of the artwork. We knew that we wanted a fairly consistent look between the large golems and the animated armors which would feature in some of the other pieces (they come from the same manufacturer after all), so this piece was also a proof of concept as far as they were concerned. An original concept which incorporated chunks of living crystal into their forms separated them a little too much from the clockwork, vaguely-steampunk world of Quartztoil, so we went with a more metallic look, easier to tie together with the animated armor.

Once colored, there were few changes to be made, save for replacing a splash of wine with a cloud of flour, as it originally looked like the construct had just smashed some poor unfortunate townsfolk to pulp!

Konrad: Ralph always provided me with fantastic and short descriptions starting a project. We spent a lot of time discussing details of the environment and the characters involved and I am certain it shows!

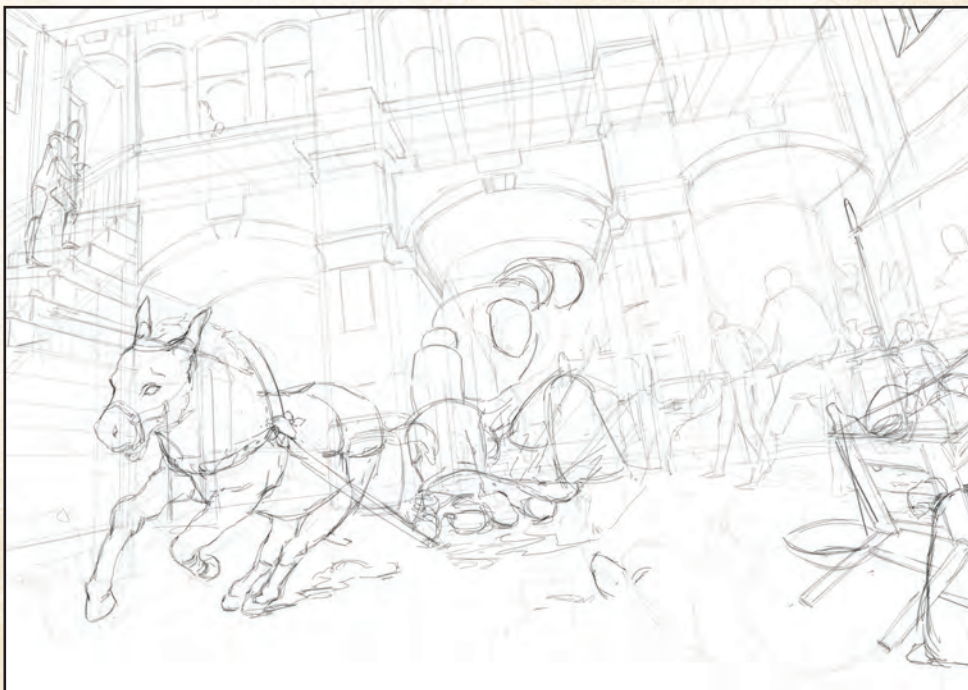
We began working on the market scene almost right away, starting with creating the first sketches. At one point, we were considering using elemental robots, bound solely by magic to armor and rock-like structures, but we kept scratching our heads, because it didn't feel right. So we shifted the armors more towards these humanoid-looking steampunk-ish shells.



I liked thinking that, though the technology involved was advanced, it was still not powerful enough to produce two robotic eyes that were small enough to fit into the same helmet. The same translated to the fingers, only allowing them four fingers per hand. Also, the armor of the construct attacking the town was more fancy than the animated armors back at the workshop; it's all about sending a message.

I was really heartbroken when Ralph decided that the wine wasn't working but, on the first look, it might have looked like some poor guy being smashed to a puddle, so I totally understood him, and I ended up liking the flour much more.

A small note: I like to imagine the scenes from the perspective of Garrin, which might be the reason for the low camera angles in most of the illustrations. So, in some sense, I managed to smuggle him in to every one of them!

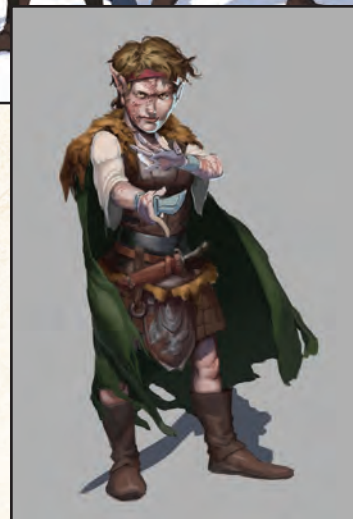




THE INTERESTED PARTY

Ralph: This was an interesting one to put together, as it included a character (Garrin) who had appeared in our book, 'Ultimate NPCs: Skulduggery'. Konrad did a great job of translating Garrin to his own style, while keeping consistent with Takashi Tan's original design (right).

First of all, a design board was created for the characters themselves; we wanted to settle on a look for each of them that we were happy with before placing them in the scene. While originally just intended as conceptual pieces, these went on to be colored as part of Konrad's artistic exercising, and so became the character portraits beside their statblocks.



Konrad: This one is was really important to me. Planning to make the characters reoccur in later illustrations, I designed them, focusing on keeping them faithful to the source material as well as adding excitement to them. Garrin, especially, had a really good and straightforward design – so I was able to keep most of his elements.

Ralph provided me with a lot of references and assisted me greatly on finding the right group dynamic on this piece.



I liked the idea of them being pods of partners in crime, not a full-fledged group of friends, and we tried to show it by positioning the characters accordingly in the scene. Those characters less involved sit a bit farther apart, while Garrin and his daughter, Sala, are very close and central. I felt that showing a glimpse of the mountains in the background helped to position the crew and pull the players ever closer to the tower!



QUARTZTOIL TOWER

Ralph: This one went through quite a few iterations before landing on the final design - from the tower gates, to the base of the cliff looking up. The long shot was chosen to give the feeling of the weary travelers catching their first glimpse, hopefully giving the tower an air of mystery and wonder.

The design of the tower shifted quite a bit from an elaborate, baroque structure surrounded by sharp buttresses, to the more stripped-down and simple final look; while the place is imposing, we wanted to give the impression that maybe this could have been a beautiful place to live once.

The addition of the figures was a fairly late one; I realized once the front cover was all but complete that we didn't have an image to wrap to the back! Luckily, Konrad is a good sport. Having a group of adventurers climbing towards the tower seemed an obvious fit, and we already had one ready-made in the form of the Interested Party.

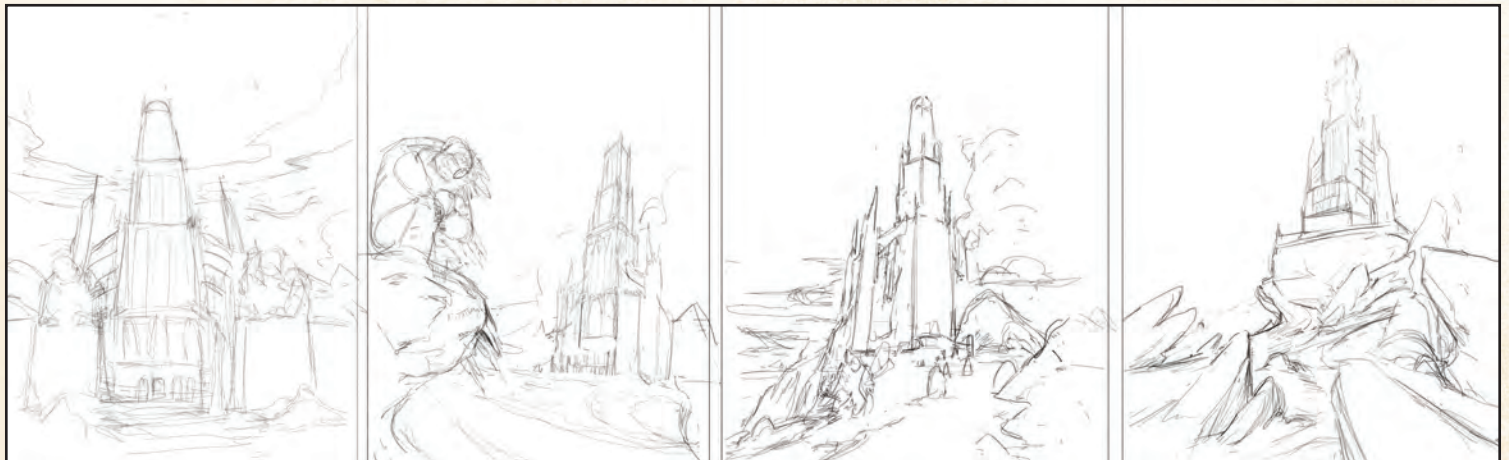
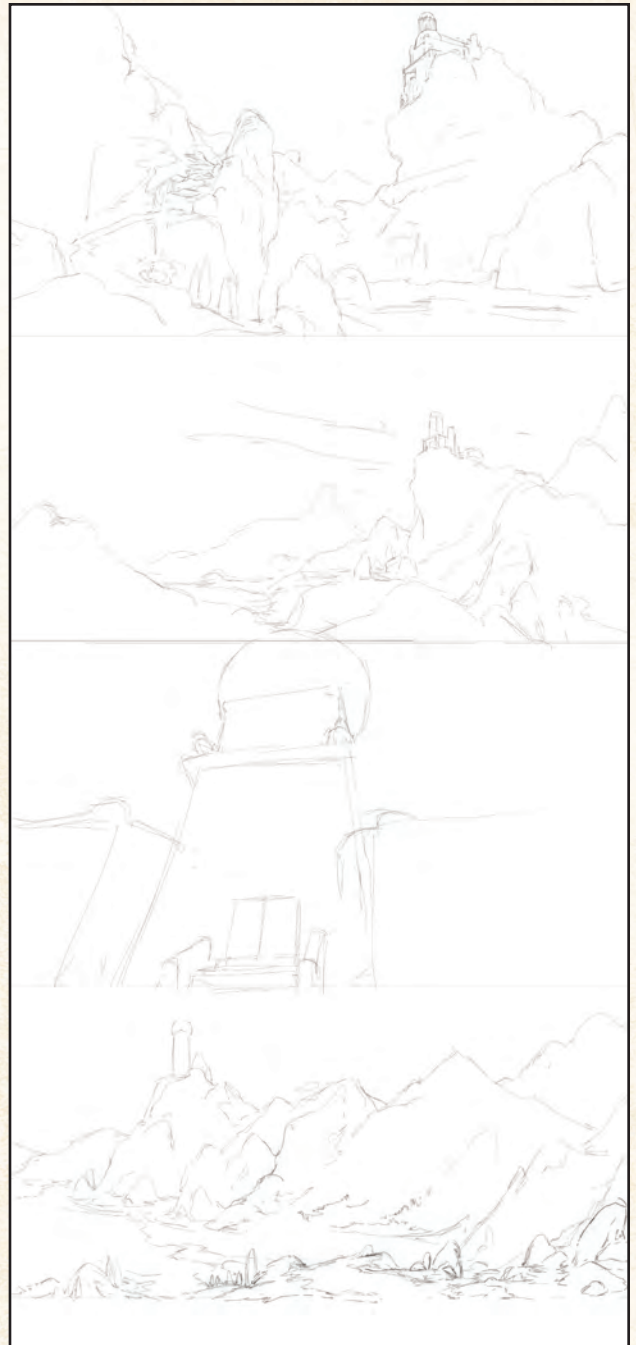
Konrad: The Tower piece went through a lot of design iterations and was the toughest to nail. We were thinking very carefully about how we wanted to introduce the players to the tower, starting with a long road winding up a steep mountain.

Simplifying the tower gave us a lot of options to contrast it to an environment that was deadly, sharp and unforgiving. It felt like the last safe place for miles and I genuinely loved it!

The wrap-around cover was a rather late addition. At first, Ralph suggested a wide and open field where our heroes in the background would fight against a storm. But then I started asking him, "Wouldn't it be cool if our heroes had to climb a steep rock on top a mountain to get their first good look at their destination?"

Thinking back, our whole process could be described by the words, 'Wouldn't it be cool if...'

We would regularly discuss ideas and add to the world together. It was a really fun way of working!





THE LIBRARY

Ralph: This one very much took on a life of its own. The original brief had a fairly generic suit of armor plonked behind a desk, but Konrad's imagination was piqued by this character, and he created designs for this ragged figure who had repaired and improved itself over the years with curtains, clasps and bookcovers. The helmet design was chosen to invoke the idea of a spider's many eyes (a chameleon-like design with two eyepieces focusing on two different tasks was deemed a little too silly).

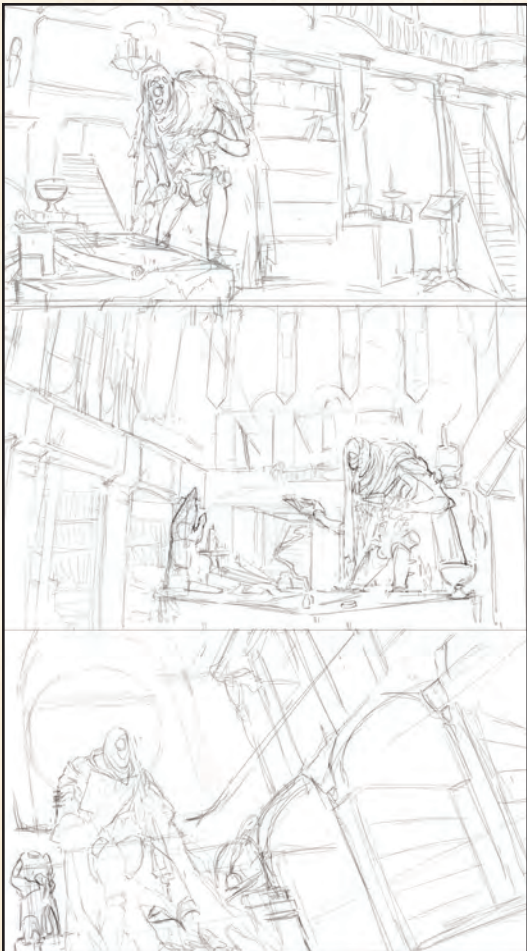
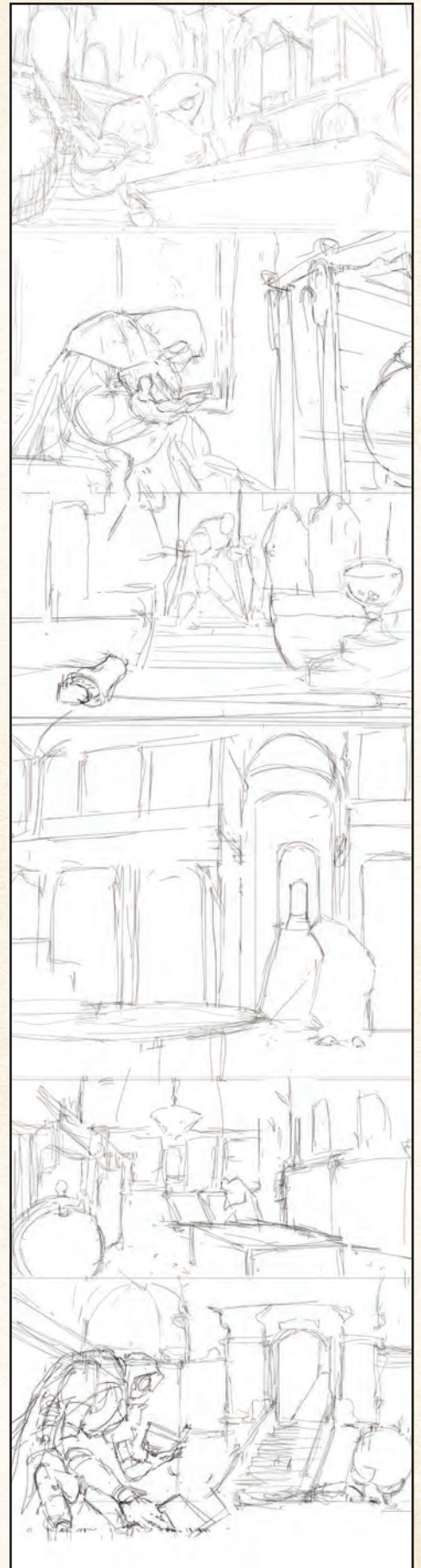
While a few of his ideas went a bit beyond the scope of the constructs as set in the adventure, he certainly pushed the idea far further than the original concept, and the piece is better for it.

Konrad: Starting out, I had the big, strong, heavy, moving armors in mind, like the one attacking the market that pushed the town into chaos, with its giant torso, thick armor and large, clumsy fingers...

I couldn't articulate it at first, but I started to realize that the librarian would need to be different to the other armors, while retaining the same underlying structure.

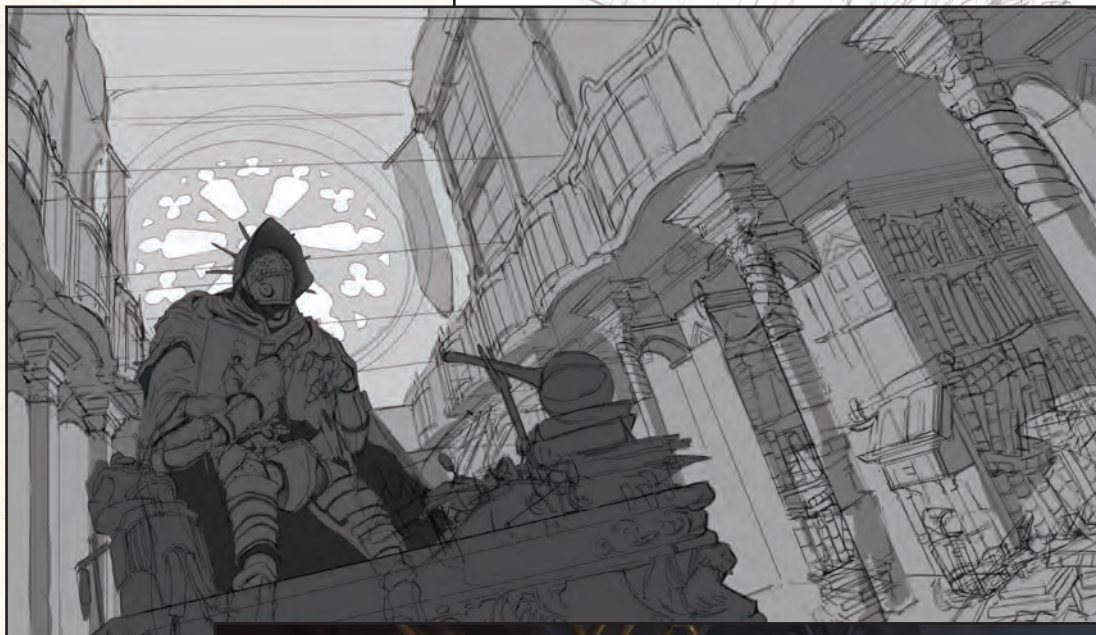
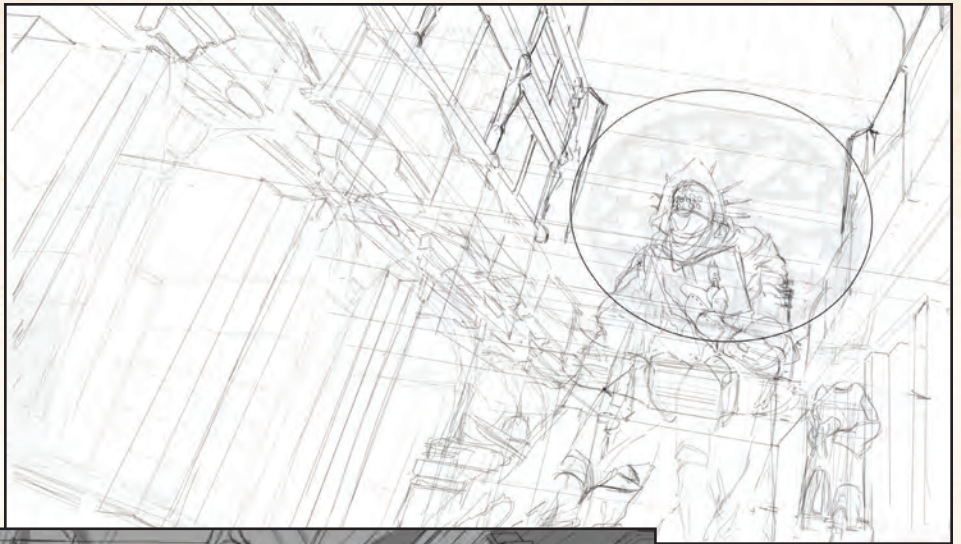
In my mind, the librarian was one of the oldest armors created by Quartztoil; a manifestation of Quartztoil's obsessive urge to learn and improve on his knowledge.

I like to believe that it started to deteriorate over time, leaving the skeleton-like scraps of metal we see. But Quartztoil couldn't be bothered, or was too much into his research, to even care that parts of metal were crumbling and falling off on their own over time.



He might have abandoned the heavy leather gloves of the other armors in order to be able to flip the pages on smaller books. He might also have added the sharp pointy ends to his fingers on his own, leaving skeletal hands with which he is able to do precise tasks like dissections.

I was also thinking about giving him multiple eyes (inspired by the sewer robots from *The Matrix*), but we scrapped the idea early on. Later, Ralph introduced the idea of the gladiator helmet and it blew my mind!



THE PINNACLE

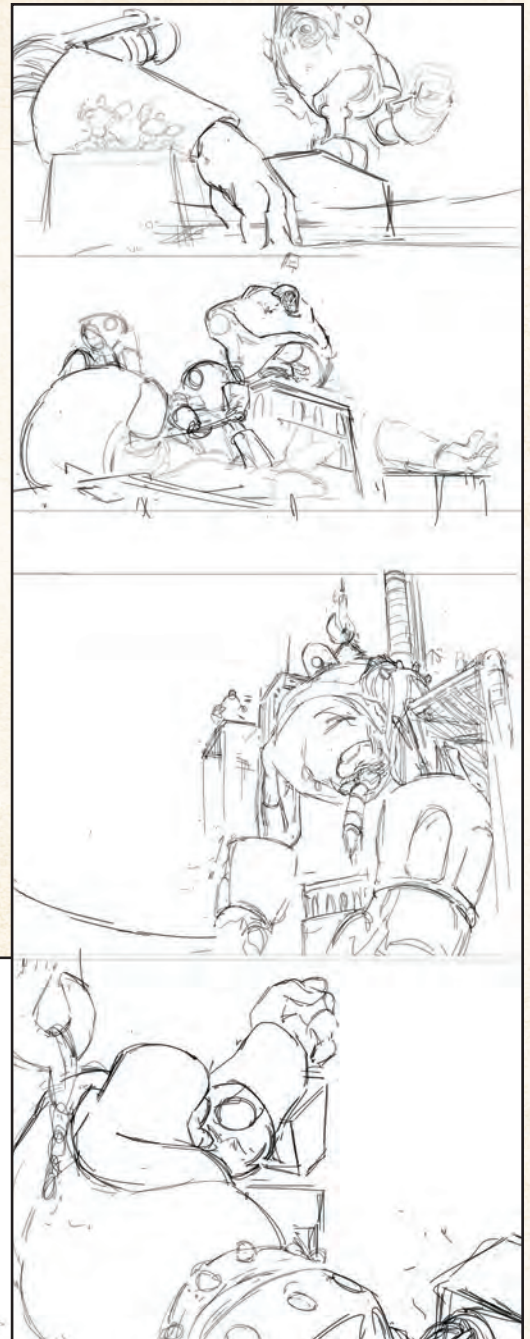
Ralph: Of all the pieces in the adventure, this one probably had the largest number, and greatest variety, of rough sketches; it took a lot of back and forth to nail down something everyone was happy with, and with it being such an important and climactic piece, nobody wanted any half measures!

I was keen to keep a low angle to emphasize the size and grandeur of Quartztoil's final project, as well as to put the viewer in the place of characters just entering the roof area. Ultimately, some of the big influences my end were video games like *Mass Effect 2*, and *Shadow of the Colossus*, but turning Quartztoil into a Byzantine-owl-Greek-god-robot-monster was a genius stroke of Konrad's own doing.

Konrad: The final piece we worked on; the final fight!

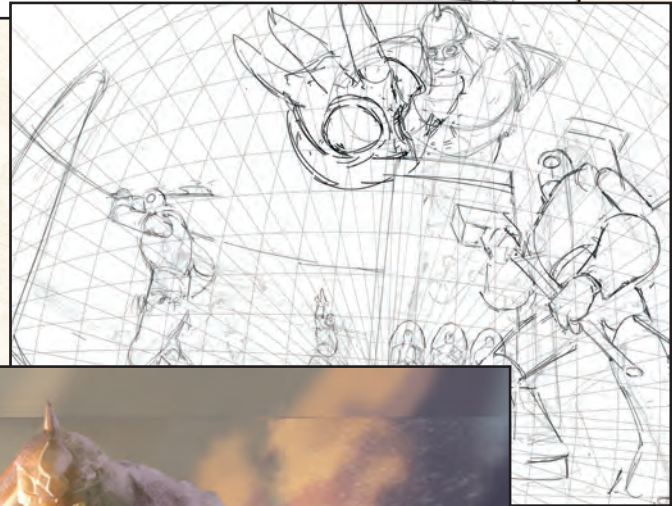
Quartztoil was my final boss as well. We started discussing the final scene quite early on, but always had a different angle or composition in mind. We agreed to push working on the piece to the end, so all my experience on this project could culminate here.

Quartztoil's basic design derived from a lot of cultural places, and is meant to represent his varied knowledge over the years. There are some European armor parts mixed with Byzantine armor into a steampunk aesthetic. The helmet derives a lot from the Byzantine era, and came close to my expectations.



The head went through a lot of changes, starting with skull-like features blending into a metal helmet, turning gradually into a Darth Vader-like helmet, but we wanted to keep him more ambiguous. That's why we used the traditional-looking armor parts to shield his mechanics, and provided him with a look more reminiscent of an owl.

I envisioned him to be a manipulator and a mastermind who is equally crazy – I liked the idea of him commanding his minions while they are standing on a chess-like floor. The first sketches laid a lot of emphasis on him commanding from afar, but Ralph and I agreed that he would need to play a much more active part in the final battle.



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A town is beset by incursions from strange creatures; constructs of metal, magic, and old bones. All signs point to the mysterious Quartztoil Tower, standing tall over the mountains to the north, and thought long abandoned. Rumors of the magical secrets contained within have not gone unnoticed, however, and others are drawn to the tower by dark dreams, and darker voices...

This 3–5 session variable difficulty adventure is designed to be played at any level, and can be easily tailored to fit any fantasy campaign setting.

