

REBELS OF THE DRIFTING CITY

A ONE SHOT ADVENTURE

5e

Free the people of the Drifting City in this exciting
adventure for the world's greatest roleplaying game

INTRODUCTION

Purple lightning crashes through the sky, but you don't see it deep within the tunnels of the Warrens. You do feel the thunder and high winds rocking the entire city though, as you sit in this cave of a tavern and sip an ale brewed from lichen.

You've always felt a wanderlust, a need to get out, but there's nowhere to go. There is only the Drifting City. Eternally floating over a world you've never seen. It is overcrowded and under-resourced, a hell drifting through the heavens. Everyone you've ever known was born here and everyone will die here, destined to feed the fungal grottoes as they decay. But the last message from your rebel contact was different. There was an urgency to it. And the last sentence filled you with both terror and hope.

"Soon we leave."

Rebels of the Drifting City is a short form, action-oriented adventure for the fifth edition of the world's greatest role-playing game. The players are a single cell of a rebel group trying to end the reign of despotic rulers known as the Five. The intention is that this adventure is run in a single session of gameplay, totaling a few hours. The players are dropped into the middle of the action and at a breakneck pace fly toward the end. Think of this like the final act of an action movie.

The players are given a rich, strange world with endless possibilities, full of interesting stories, but kept condensed and contained to keep it exciting and energetic. The players get new spells, new equipment, and a clear path to victory. Encourage boisterous action and drive-it-like-you-stole-it shenanigans, because it's only a session or two to complete it.

While this adventure is designed for 5E, it can easily be adapted into any fantasy role-playing setting. Scaled for a party size of four characters playing at 5th level, the difficulty can be adjusted by reducing or increasing the number of enemies in each encounter.

GAME MASTER NOTES

As stated before, this is an action-oriented adventure intended for a single session of gameplay. Keep that in mind while running the game. This adventure has a very linear structure and is “on rails” as the saying goes, so players should not get bogged down in the minutiae of the adventure. There are three key tools built into the adventure to help keep things moving.

The first is a synopsis of the setting meant for the players. Covered on the following two pages, this information is intended to be provided to the players prior to the start of the game so that they can become familiar with the setting. This gives them a basic understanding of the world, and what their mission is.

The second is **The Voice**. Select one or more players to hear an unknown voice in their heads, giving them guidance on their mission. This is a way to help guide the players without them knowing the full story. The Voice, revealed to the players in the epilogue as a mage from the surface world, is a tool to make sure the players stay on target. It is highly recommended that the messages from the Voice are given on separate sheets of paper or cards rather than saying it aloud to the player who hears it. This keeps it

secret. The player who received the information must then decide whether to tell their party members about what they are hearing or not. You will see key times for The Voice to be used referenced in the adventure guide.

The third key piece is the Goggles of Truth. A magical item received during the raid into the Cadre Barracks, they allow one player to see the Five as they truly are. Ideally, the players will use these on their own, but if not, a prompt on their use can happen easily by simply asking, “Who has the goggles on?”

These three tools should easily keep the players on track and quickly moving toward the grand finale of the adventure.

Throughout this adventure module, there are two forms of call outs.

The first, in yellow, are meant to be read aloud to the players, directly or paraphrased.

The second, in green, are tips for the game master.

WHAT YOU KNOW

History

Millennia ago, a war between the gods released powerful magic that shattered the very structure of the world. All of civilization was on the verge of collapsing. Five powerful wizards joined their arcane skills together to save what remained of the inhabitants of the world. Wrenching a mountain of the hardest stone from the ground, they created a massive city in the sky and floated it high above the storm clouds of eldritch fallout from the god's war.

Centuries after the city's creation, these five wizards, now simply known as the Five, have become despotic rulers of The Drifting City. They believe themselves to be the new gods of this world, and as the Drifting City grows overcrowded, they show little concern for the wellbeing of the city's people. They hold the citizens in an iron grip enforced by the Cadre, a violent police force loyal to their rule, and the Dark Sky, spellcasters apprenticed to them.

Geography of the Drifting City

The Drifting City is a massive mountain of stone, teardrop shaped with the point aiming down. The surface at the top is full of buildings, but as the population grew and space became limited, more and more people moved underground. With the high winds around the city and the unstable

nature of the city's movement through the sky, underground proved to be the safest place, though space there is becoming limited as well.

Most surface buildings are low to the ground, to avoid the danger of the winds, and the tallest structure in the city is the Tower of the Five. Multiple stories high, pulled amorphously from the stone of the city itself, it looms above everything else. The Tower sits at the Raising Square, in the center of the Surface. The Five rarely leave the Tower, but when they do, something terrible is occurring.

The Five

The five wizards responsible for the Raising of the Drifting City, may have begun their reign with good intentions, but over time it has turned into a totalitarian regime. Their will is done, or people die. The most visible and vocal of the Five is Draga. He is the one most likely to take direct action. Though rarely named, the others of the Five are Isolde, Fratek, Lopilla, and Requis.

The Cadre

The Cadre are soldiers trained to exert the Five's will in violent and destructive ways. Enlistment in the Cadre is seen as one way to guarantee your survival in the harsh reality of the city. The Cadre is led by Captain Arra Reltik, a

highly competent and intelligent commander.

The Dark Sky

The Five have taken powerful magic users as apprentices, collectively known as the Dark Sky. Imparting their arcane malevolence to the apprentices, the Five have created powerful weapons to exert their will. The three most prominent of the Dark Sky are Icondria, a dark cleric, Argast, a spellcasting master of torture, and Vandro, most powerful of all the Dark Sky and a potent storm-bringer.

The Fire

Atop the Tower of the Five, an arcane light shines at all times, emitted from the artifact known as the Fire. It crackles with eldritch lightning, casting a twilight hue across the Surface of the Drifting City even in the darkest hours. Pieces of stone orbit the Fire, remnants of the spell that formed the city originally. Imbued and sustained through the magic of the Five, the Fire gives them complete control over the Drifting City.

The Lawless

You are part of a rebel group opposed to the rule of the Five, dubbed the “The Lawless” by the Cadre. The Lawless

are organized in a cell structure and other than those in your cell, you cannot identify anyone else in the Lawless. You only communicate through a series of dead drops.

You’ve been told to wear yellow on your person, keeping it hidden from plain sight but easily revealed as an identifying mark. **If asked the question, “Is your journey far?” you are to respond with the confirmation phrase “I know the way.”**

You received a dead drop that indicates the time for The Lawless to move from rebellious actions to full rebellion is now. In one day, the Ritual of the Raising is held. This annual “celebration” of the day the Five saved the people of The Drifting City is when the Five make their only public appearance together. The uprising is to take place at this event.

Your group has been given a vitally important task. You must acquire the magic cloaks worn by the Cadre, in order to gain access to the Tower of the Five. A distraction will happen at the Ritual, and you’re to move into the Tower of the Five to take the Fire. The Five, and their minions will likely try to stop you.

This will be your final mission, one way or the other.

SETTING

The following information about the Drifting City is not vital to the playing of this adventure but does help to inform the game master regarding the world the players will be inhabiting.

People

The remnants of all civilized races found a place in the Drifting City. Dwarves, humans, and halflings are common. Less plentiful, but still common, are the elves and gnomes. The other races number fewer but are still represented. Each has found their niche in the city, but due to the majority of people living underground, races comfortable there have done best. Though no formal census has been completed, there are clearly thousands of people in the Drifting City.

There is a constant dark cloud over the Drifting City, both literally and figuratively, and it mutes the colors of life to those who live there. Despite the issues of scarcity and the oppression of the Five and their minions, the people of the Drifting City live their lives as any others might. Despite the hardships, people still raise families, still work and trade, and still take joy in living. The bright light that is the resilience of the Drifting City citizens is something that can never be snuffed about by the tyranny of the Five.

Magic

Magic of the minor variety, such as some cantrips, is fairly common, passed down in families or during apprenticeships. A strong focus is placed on magical skills that are of the conjuration and transmutation varieties because of the ongoing resource limitations in the city. As an example, someone who learns mending will always find their skills in demand.

Magical practitioners of significant power are not common, but they do exist, often learning their skills in secret. Once discovered though, their path is decided for them. They can join the Dark Sky or die at the hands of them.

The primary limitation to the expansion of magic usage in the Drifting City is the prohibition on paper or any other form of permanent record keeping. This is one of the strictest rules enforced by the Five and their underlings. Any person caught with paper, scrolls, or anything similar will have the object immediately confiscated, and likely will be executed on the spot. The elimination of written records is one of the primary duties of the Dark Sky mages.

Religion

The Five actively prohibit religion and any temple or shrine discovered is

destroyed and often the worshipers executed. The more cynical among the citizens spread the message that the Five discourage the worship of gods because they fear drawing the attention of any gods that survived the war that destroyed the World Before. Others choose to believe that the Five are the new gods of the world that remains and should be worshipped as such. This belief is led by Acolytes of the Five who work to spread the message of harsh benevolence to the people of the Drifting City.

Despite all of this, the old ways continue to persist and many gods are worshipped in secret, regardless of the dangers associated with it.

Geography and Locations

Initially, the people of the city survived and thrived on the Surface. Eventually though, with such limited space and limited resources, more and more people moved underground. With the high winds around the city and the unstable nature of the city's movement through the sky, underground proved to be the safest place. Known as the Warrens, the underground space has become limited as well. The city above ground is large enough that a person can walk for about an hour from edge to edge and underground is far larger due to its volume.

Swirling around the Drifting City are dark storm clouds, streaked with violet lightning, remnants of the eldritch war of the gods that led to the city's creation. The thick cloud cover

obscures the ground below, and none have seen the surface in known history. In general, the city floats above the worst of the storm clouds, but occasionally the heavy storms surge up over the city and buffet it about. The cloud cover commonly extends above the city and limits sunlight to only a few hours a day. The high winds across the Surface can become exceptionally dangerous and many lives have been lost due to them. In the underground portions of the city, the storms create earthquake-like reverberations.

One can never forget that space is limited in the Drifting City. There is no option to expand the city. Streets on the Surface and passageways within the Warrens are almost never more than 20 feet across. Chambers and buildings may be larger, but even they are built in such a way as to maximize space usage.

The most powerful tool in the Five's arsenal is that they still control the floating of the city. The most prominent exhibition of their mastery has been their willingness to rotate the city to deal with dissidents. In the tunnels beneath, and inside the buildings on the surface, this is dangerous with walls becoming ceilings and floors becoming walls. On the surface itself, it is usually fatal, with people being thrown from The Drifting City, cast down into the horrors below. The atrocities of the Five are myriad, but specifically twice in recorded history, dissidents have tried to rush the Tower of the Five, to take control,

and both times the Five turned the city on its side, killing the dissidents and hundreds more innocent people.

The Surface

The oldest part of the Drifting City, the Surface is the part most like a traditional city and the smallest portion overall. It is primarily inhabited by the species that prefer the open air, such as halflings, elves and humans, though there is a mix of all races on the Surface and in the Warrens. Broadly speaking, the Surface is laid out in concentric rings with roads and avenues connecting them. The structures are tightly packed together, and gaps between buildings usually only exist due to natural disasters, such as the frequent lightning strikes and windstorms, or natural rock formations that pierce through the surface making building difficult. Most surface buildings are low to the ground, to avoid the danger of the winds.

For many years, much of the Surface was abandoned by the people of the Drifting City. Over time, most people have moved into the Warrens, both for the safety of its structures and to move further from the Five and their underlings, all of whom live on the Surface. But as the overcrowding in the Warrens continues to grow, more have moved back to the Surface, with all the dangers inherent with it.

Many buildings on the Surface have private entrances into the Warrens,

and public access points exist throughout the Surface city as well.

The Tower of the Five

The most visible landmark and a constant reminder of the tyranny of the Five, their Tower stands high above all other structure on the Surface. Many stories high, the Tower of the Five has an organic quality to it. Unlike the other buildings on the Surface, the Tower was not built, but rather mystically pulled from the ground through the arcane powers of the Five. The Tower sits centrally surrounded by the largest open area on the Surface, the Raising Square.

Atop the Tower, an arcane light shines at all times, emitted from the artifact known as the Fire. It crackles with eldritch lightning, casting a twilight hue across the City even in the darkest hours. Pieces of stone circle the Fire, remnants of the spell that formed the city originally. Imbued and sustained through the magic of the Five, the Fire gives them complete control over the Drifting City.

The Cull

One of the darkest events in the history of the Drifting City left not only a deep emotional scar in the hearts of the people, but also a dark gash across the landscape of the Surface.

Before the majority of people started moving underground, there was already concern regarding overcrowding. A mass of people went to the Tower of the Five and demanded the Five address the issue. Their

solution was as simple as it was brutal. With what seemed like little effort, they released a burst of magical energy that destroyed everything in its path. Buildings and people disintegrated in an instance. Nearly 20% of the total population at that time, and nearly 80% of the elves overall, simply ceased to exist due to the Five. Hundreds of years later, some rebuilding in the area has begun, but most of this area still stands empty and charred, and it is now known as The Cull.

The Grove of the Sun

The soil in the Drifting City is rocky and poor. The growth of plants is difficult except for one area maintained by a group of highly protective and militant Druids.

Roughly pentagonal in shape, the Grove of the Sun is full of trees and plants seen nowhere else in the Drifting City. The Druids allow no one other than their order in and a thick hedge full of razor-sharp thorns circles the entire glade. The Druids in the glade are self-sufficient and rarely leave it. They do offer a bit of trade periodically with the greater city, allowing some wood and other products to be shared, sold, or bartered. They are also known to provide materials to the Five and their subordinates, as the price to be allowed to function on their own.

Dark Sky Lyceum

A group of interconnected obsidian buildings on the Surface contains the Dark Sky Lyceum. Children identified with arcane abilities are taken from their families to be raised here. These

children train to become the most loyal and powerful servants of the Five, enforcing their will through coercion and fearsome magical attacks. Life in the Lyceum is dualistic in nature. The students there live a life of luxury not seen anywhere else in the Drifting City. They want for nothing and receive far more education than the common folk. But the sheer brutality of their training offsets any positivity found in it. The Dark Sky clearly believe in the concept that only the strong survive and those that live through their training are clearly the strongest.

Cadre Barracks

The Cadre, like other servants of the Five, live on the Surface. More than a dozen Cadre Barracks are spread through the Surface with the greatest concentration being close to the Raising Square and the Tower of the Five. Each barrack is self-contained, serving as home, training center, and administrative offices of Cadre officers.

The Warrens

Underground, in the Warrens, is where most people live. In fact, some have never gone to the Surface before. In the early days of the Drifting City, most lived on the Surface, but it didn't take long before the dwarves began excavating and discovered many natural caverns within the body of the city. Between the natural caverns and the new chambers and tunnel pathways created by the dwarves and others, the Warrens quickly grew to accommodate the burgeoning

population of the Drifting City. For many years, this allowed the population to grow without issue, but eventually, after generations, the Warrens grew crowded like the Surface. From an area and volume perspective, the Warrens are 3-4 times larger than the Surface.

Enclaves

Most spaces within the Warrens are in groupings of connected chambers known as enclaves. Some are built around a family structure, some by race, some by an occupation, still others by shared beliefs. Ultimately the only defining characteristics of the multitude of enclaves is that those living in them have enough in common that they are willing to live in close proximity and share their lives with others. Dozens of enclaves exist, but other than the largest of them, few have proper names. The two most well-known are Fabrica and Helica.

Fabrica

The largest and most respected of the enclaves is Fabrica. Part home, part factory and forge, part mining and recycling operation, the Fabrica provides most of the raw materials used within the city. The dwarves and gnomes heavily populate this enclave, though some others can be found here as well. This enclave is the industrial heart of the city, with forgers producing metal from the stone, miners refining coal, and everything else the stone can provide being processed and created.

Fabrica is located centrally in the Drifting City, not too far below the

Central Bazaar, giving it easy access for the commerce resulting from the manufacturing in Fabrica.

Helica

The enclave of the elves is the most secretive of all the communities in the Warrens. Originally, most elves had lived on the Surface, but after the events of the Culling the remaining elves gathered together in what seemed like the safest place. Though the elves come and go from their enclave as they please, and some live outside of it, non-elves, and those associated with the Five, are not allowed in the Helica. Even the Dark Sky and the Cadre appear to follow this rule with little argument. To the common knowledge, the Five themselves have never attempted to enter Helica, but it would be a historic day if they attempted.

Helica spirals around the outer edge of the Warrens with portions of it built to be exposed to the exterior of the stone structure. This affords the elves of Helica a view outside that others in the Warrens do not have, though they see nothing but the heavy storm clouds surrounding the Drifting City.

Central Bazaar

The largest natural cavern within the Drifting City, located in the top center of the stone base, the Central Bazaar has grown into a large gathering place for people looking to work, trade, and socialize on a daily basis. The craftsman of the Drifting City have learned their trades for generations and there is always someone willing to trade for the right price. Rows of tents

crafted by the stoneweavers stretch out across the large space and majority of commerce in the city happens here. A dim light always glows from the cavern ceiling due to bioluminescent lichen growing on the rocks, but the merchants are likely to have lamps of their own outside their tents to light the paths more clearly.

A side effect of being above Fabrica and the forges there, the Central Bazaar maintains a warmer temperature than most parts of the Warrens, and substantially higher than found on the Surface. This warmth contributes to the social aspect of the Central Bazaar by creating a comfortable environment for gathering.

Fungal Grottoes

Dozens of interconnected caverns, spreading across multiple levels of the Warrens, produce most of the foodstuffs of the Drifting City in the form of mushrooms, molds, lichens and yeasts. The environmental conditions needed for successful growth vary due to the types of crops grown within and several groups work diligently to maintain the necessary equilibrium in the caverns for their success. The Great Famine occurred when one of the largest caverns was thrown into disarray due to a clash between Cadre forces, support by the Dark Sky, and a group of rebellious dwarves who had taken refuge there.

Insectariums

Livestock and other domesticated creatures in the traditional sense faded

from the Drifting City many generations ago. What few animals remained in the city after the Raising were not of sufficient population to be sustained nor were there adequate resources to sustain them. The need for animals for food, as well as draft animals, never went away though, especially as the population of the city grew. Creative solutions were eventually developed, and sections of the Warrens were partitioned off for the breeding of domesticated beasts. Though the Surface contains aviaries, the most unique area of animal husbandry is the insectariums.

Most nutritional needs within the city are met by the Fungal Grottos, but the largest source of protein comes from domesticated species of insects, both traditional size and giant insects. Selective breeding, coupled with subtle magic influences, has led to the creation of large insect species capable of providing the resources historically provided by domestic animals. Several species of horned beetles have been propagated to serve as draft animals; and even pets.

The giant taurus beetle is the most widespread and will often be seen pulling carts through the tunnels of the Warrens. Another common species is the giant rhinoceros beetle, which is stronger than the taurus breeds, but also much more prone to violence.

Occasionally, giant beetles will escape their enclosures and wreak havoc in more populated areas.

ENCOUNTERS

You begin in media res. You are standing outside the Surface level entrance to one of the Cadre Barracks. You must successfully infiltrate the barracks, find the Cadre Cloaks and get out to continue the Lawless plan. The Cadre Barrack is two stories, one above ground consisting of administrative offices, the training center, and holding cells. The second, below ground, contains living quarters.

BARRACK SURFACE LEVEL

A. Lobby

A big stone desk fills a large space in front of a window. Behind the desk are two suits of armor with the Crest of the Cadre between them, a raven rampant over two swords. Another window is across the room in front of the desk. On the wall opposite the entrance are plaques on the wall and a massive, taxidermy rhinoceros beetle head. Two Cadre soldiers stand behind the desk.

An open doorway behind the desk leads to the holding cells. Closed double doors can be seen behind and to the side of the desk. These lead to the Training Room.

If the blood of a Cadre member is spilled in the lobby, the suits of armor come to life with standard statistics of **Animated Armor** and will attack any non-Cadre in the lobby.

Behind the desk are two Cadre soldiers (human male **veterans**) outfitted with shortswords and wearing armor, but not wearing Cadre Cloaks. They are having a discussion of no importance when the players walk in. One turns and asks, "What is your business here?" when someone walks in. If a distraction is made outside, both will come out, leaving the lobby empty.

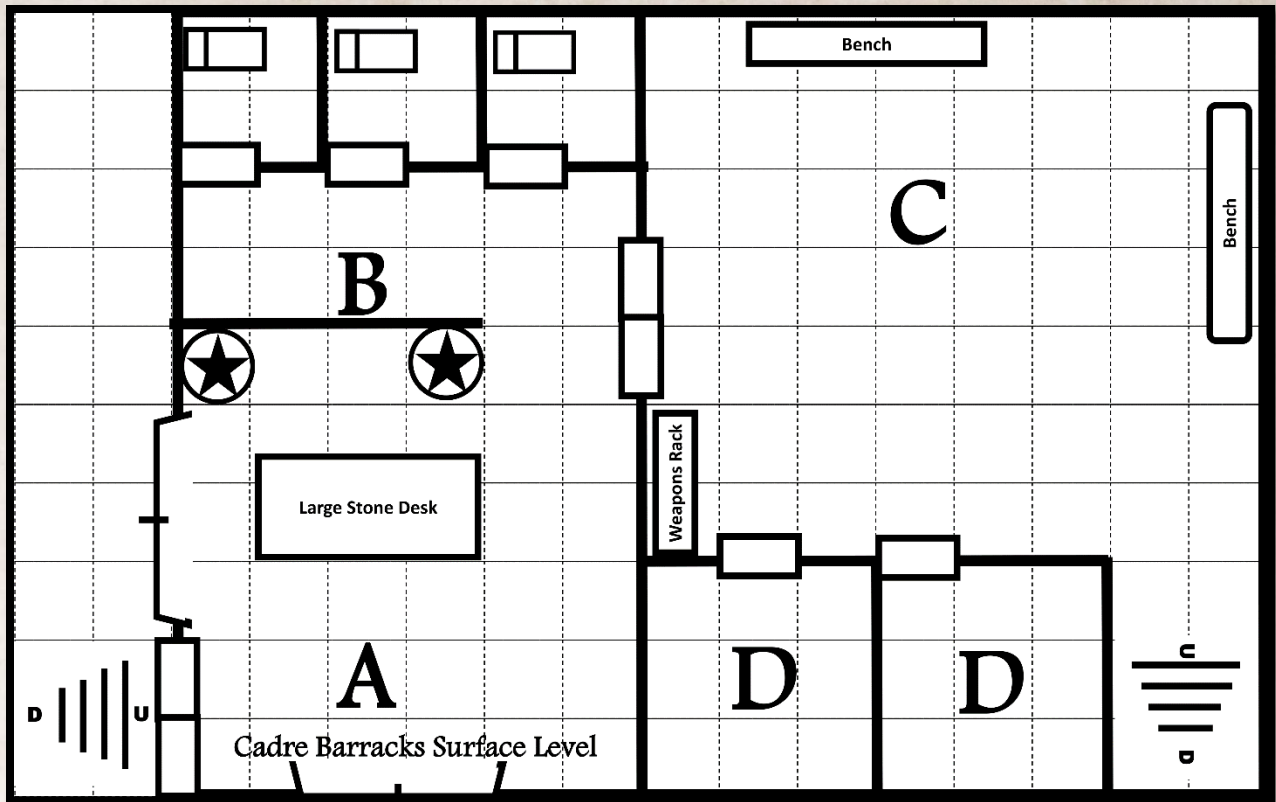
B. Holding Cells

Three holding cells with iron bar doors are found here. Each has a basic cot in it, no blankets or pillow, and a bucket. The center cell contains a female dwarf who watches you intently as you enter.

The dwarf does not speak unless spoken to. If the players use the Lawless confirmation phrase, she'll identify herself as a member and assist them by watching the lobby if freed. If they do not, she will simply run away if freed. Freeing her will require a successful DC 13 Dexterity (Lockpicking) check or retrieving the keys from a lobby soldier. The only assistance she will provide is watching the lobby.

C. Training Room

Through the double doors off the lobby is a large training room. Two benches line the walls. A small weapons rack is in one corner and in the center of the room on the floor is a large woven mat where combat is practiced. Blood stains



can be seen on it from previous practices.

Two doors off the training room lead to offices. In the back corner of the room is a staircase leading down into the living area of the building.

Three Cadre Initiates (one female human **guard**, two male dwarf **guards**) are practicing weapons drills. A Cadre Soldier (elf male **Veteran**) is overseeing the training. All are armed with simple clubs, though swords are on the weapons rack in the corners. If attacked, the Cadre will attempt to reach the swords after one round of combat. The Cadre are not wearing Cadre Cloaks.

D. Officer Offices

No one is in these offices, but a successful DC 10 Intelligence

(Investigation) check will result in the players finding orders to bring one of every race to **Argast** in the Tower after the Ritual of the Raising. This is the only item of interest and the rest is nothing but administrative paperwork.

BARRACK SUBTERRANEAN LEVEL

Regardless of what happens in the upper level, the players are successful at reaching the lower level without drawing any attention from people on the lower level. They must now find the Cadre Cloaks and get out to continue the Lawless plan.

A. Entry Hall

You enter down a flight of stairs into the underground level of the Cadre Barracks. The entry hall to the living level has the crest of the Cadre inlaid in

The door to the left of the stairs leads to the Sleeping Quarters of the Cadre, the door directly in front leads into the Mess Hall. The door beside the stairs is an Armory. The hallway leads to the Kitchen.

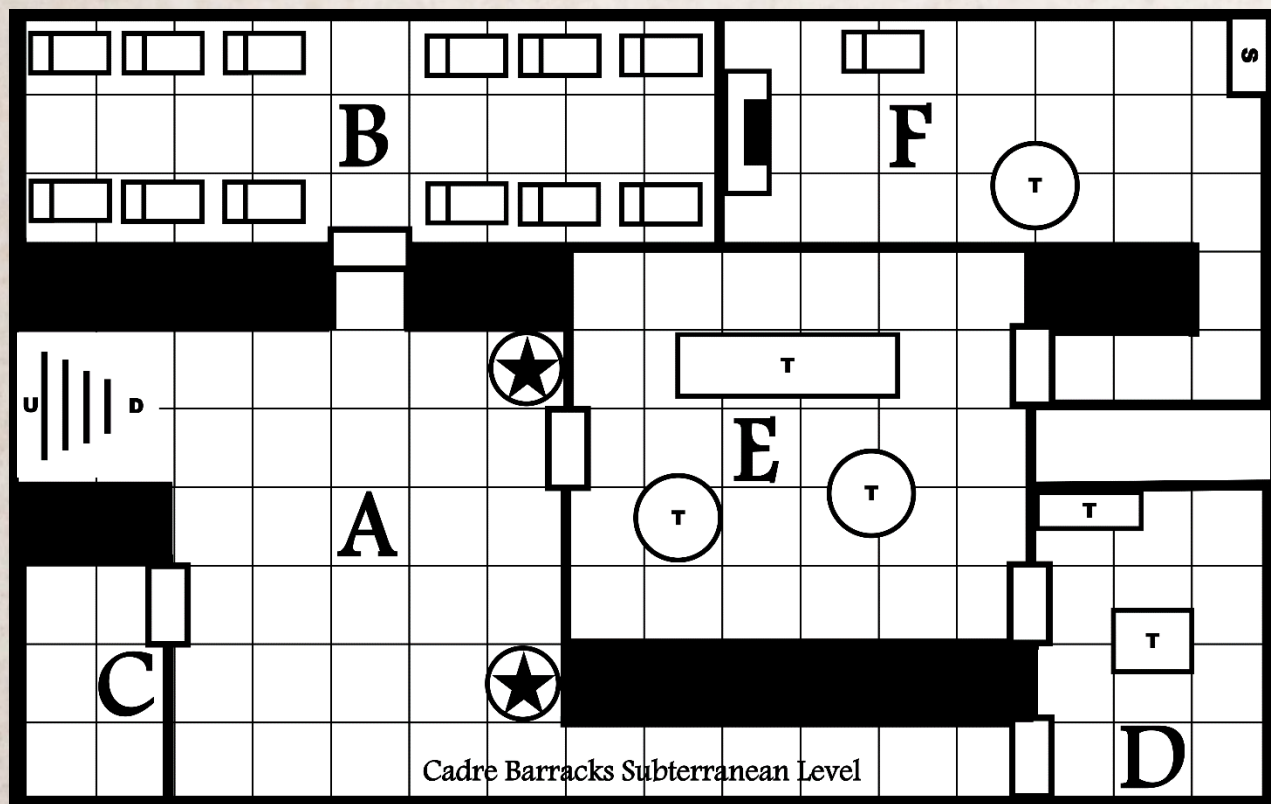
B. Sleeping Quarters

The room is dark, but you can make out the shapes of several bunk beds in the room. Several large wardrobes are against the back wall.

Darkvision, or a successful DC 13 Wisdom (Perception) check, will reveal three Cadre Initiates (male human **Guards**) asleep in the room. The Cadre Initiates are unarmed and unarmored. Cloaks are not found in this room.

Noise in this room does not carry through to other rooms and if the players leave them undisturbed with the door closed, they will sleep through the infiltration.

If an Initiate is attacked and not killed in one attack, it results in enough noise to wake the others. If an Initiate escapes the Sleeping Quarters and



makes it to the Entry Hall, they will make an alert and the four Cadre Soldiers in the Mess Hall will enter the fight.

C. Armory

A collection of Cadre weapons hangs on racks in this room. The collection of weapons is expansive, but you see no armor, nor the Cadre Cloaks.

Players may find any weapon listed in the standard table from the Player's Handbook here. If players succeed on a DC 12 Intelligence (Arcana) check, they will discover all weapons in here are +1 weapons.

D. Kitchen

A large table is in the center of the room. A cook (female dwarf **commoner**), holding a large cleaver, is chopping meat on a cutting board. Another Cook (male human **commoner**) is standing near the back wall, washing vegetables in a basin. Barrels, bags of food, and cooking dishes are around the room. There is another door in the room. It is closed, and you cannot tell where it goes.

These Cooks are not Cadre members, simply servants and will not attack unless attacked first. A successful DC 10 Charisma (Intimidation or Persuasion) check and the Cooks will tell the players the layout of the barracks and warn them about who is in the building. They do not know where the Cadre Cloaks are kept. The second door in the room leads to the Mess Hall.

E. Mess Hall

A spacious room with one long table and several smaller tables with chairs. Four Cadre Soldiers (2 male human **veterans** and 2 female human **veterans**) are eating a meal and playing a card game. They are fully armored, wearing Cadre Cloaks, and their weapons are leaning against the table they are eating at.

Two carry halberds, the other two longswords. If they are attacked, it takes one round to get their weapons.

F. Captain's Quarters

The Captain's quarters are spartan. Against one wall is a small bed. A large fireplace is on one wall. A modest round table with a few chairs is on one side. Several items sit on the table. **Captain Arra Meltik** is standing near the fire, dressed in full armor with her sword, looking at a glowing crystal sitting on the mantle.

She knows the players are there regardless of their stealth. She turns to look at the first person who enters, pulls a yellow scarf from her belt pouch and ties it around her arm.

She says, "Is your journey far?"

The Voice speaks into the mind of one player and says, "Trust the Captain."

The Captain speaks to the group.

"Hurry in, we've only got a few moments. I've served most of my life. We did some questionable things, but I always felt that I served the greater good. My eyes were opened recently."

As she speaks, you hear shouting and loud voices down the hall toward the entrance. She glances toward the noise and then points at the crystal.

“That’s the alarm. You did well, but you missed that. The full force of the Cadre is on its way here now. Gather the things on the table, I grabbed what I could for you.” She gestures to the back wall of the room. “The third stone in the fourth row pushes in and opens a secret passage. I’ll hold them off as long as I can. GO! NOW!”

She draws her sword, drops her helmet’s visor into place and rushes down the hall. Loud yelling and the clash of steel follows moments later.

BRIGHT & BOLD TAVERN

Having acquired the Cadre Cloaks, and more (see Items), the players are returning to the dead drop to receive further instructions.

Deep in the Warrens, a rough stone path leads up to the entrance of the Bright and Bold Tavern. A single large window beside the door looks out into the path. A few lanterns hang outside the tavern, illuminating the path and stalagmites near the exterior wall of the tavern form columns in front of it. The stone near here is a reddish-gray color and reflects little light.

Though it is named the Bright and Bold Tavern, it is neither bright; nor bold. This dingy tavern stays busy because it is along the path to the Central Bazaar and people going or coming from there often stop for a drink and a meal. You

are very familiar with it and have used it as a meeting place and hosting spot for their dead drop messages to other cells of the Lawless. Brogan Turnstone (male dwarf **thug**) is the owner and barkeep. He is not a member of the Lawless but tolerates their activities in his tavern as long as it doesn’t interfere with business.

A. Main Room

A large L-shaped bar is inside the room, with stools in front of it. Tables with chairs are spread throughout the room and one long table has benches on either side of it. An open fire-pit is in the middle of the room, illuminating most of it, and the smoke drifts up into a hole in the ceiling above it.

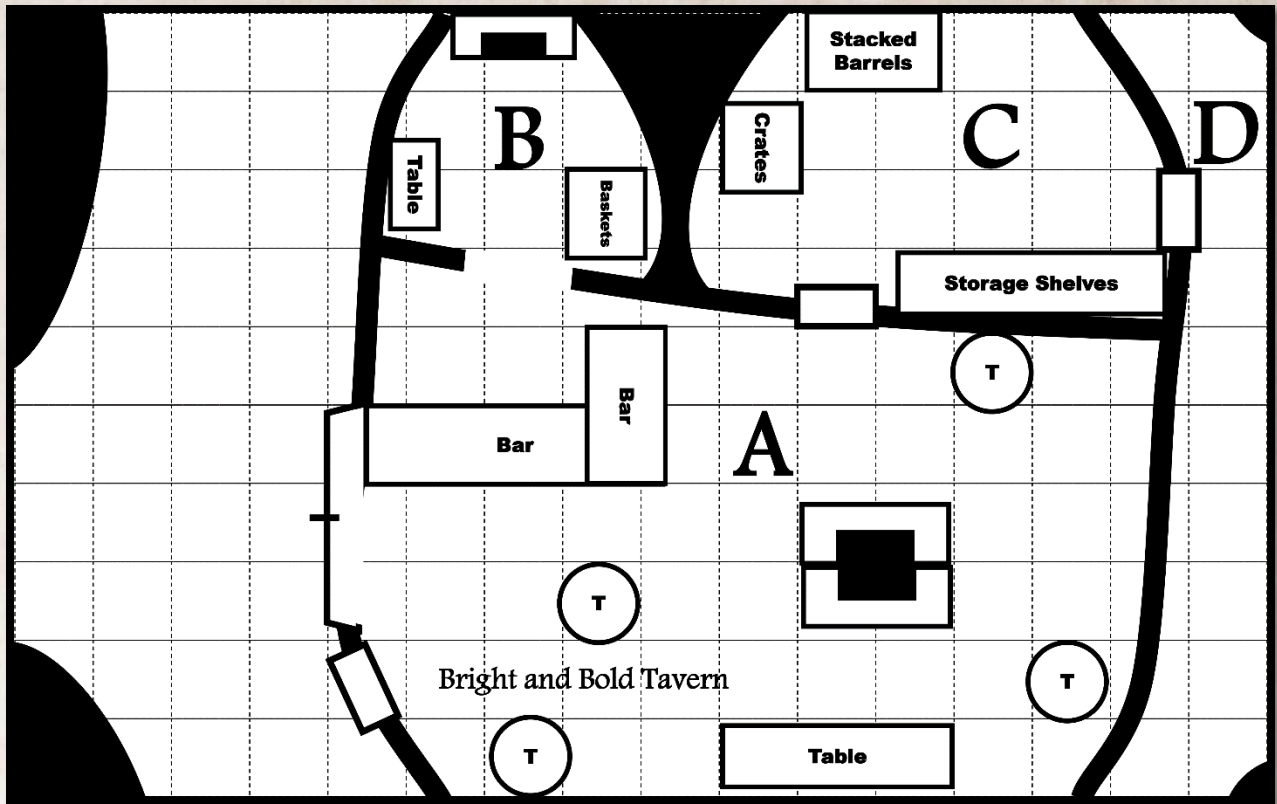
B. Kitchen

A kitchen area, without a door, is behind the bar. It has a cooking fireplace in the rear, a prep table to one side, and a couple of woven baskets full of tubers and mushrooms.

C. Storage Room

This storage room contains a stack of barrels, some crates, and a storage shelf against the wall. There is a door exiting into the alley behind the tavern and one into the Main Room. There are lanterns hanging on the inside and outside of the door to the alley.

The players contact the other cells of the Lawless by writing a message in chalk on the slate base of a lantern hanging in the alley behind the tavern, then lighting the lantern to indicate a message is waiting. When the players see the lantern inside the store-room is



lit also, they know a response has come.

The tavern is fairly full of patrons, with a couple dozen or more in there. A table is available if the players want to take it. The door to the storage room is closed when the players enter. Once they have left their message, they can leave the storage room door open.

A shifty-looking halfling, Cade Cobbletongue (male halfling **spy**), that one of the players is acquainted with, notices them entering the tavern from his seat at the bar. After the players place their message at the dead drop, he will approach, try to strike up a conversation, and try to figure out why they are there. A successful DC 17 Charisma (Intimidation or Persuasion) check will cause him to go away and leave them alone and go back to the

bar, though Intimidation will cause a bit of a scene and others will notice. A failed check and Cade will give them a strange look, but still go away. Instead of returning to the bar, he will leave the tavern.

(Optionally, Cade may return with Cadre soldiers if the GM chooses to have another combat encounter here.)

Brogan will approach after Cade leaves the table and remind the players that they can stay only if they don't cause trouble. As he walks away, the players will see the light come on in the storage room. As they enter the room, they will hear the sounds of a fight in the alley.

As you enter the alley, you see a male gnome lying on the ground, near the door, bleeding. The dead drop lantern

is broken on the ground and the base is missing.

If the players approach the body on the ground, they discover he is near death. The wound is turning black already from poison and no amount of healing will save him. There is no one around that the players can see.

As he dies, he says, "Distraction ... Square ... Tomorrow." And with a final gasp, "...I know the way."

The players know that the Ritual of the Raising is happening in the morning.

The players have just enough time for a long rest before the Ritual.

RAISING SQUARE

The Raising Square is a large empty cobblestone area, flanked by buildings on all sides and the Tower of the Five in the center.

At the break of dawn, the Cadre has gathered hundreds of people in the Raising Square. A semi-circle of Cadre surrounds the entrance to the Tower. Throughout the Square, Cadre move about in the crowd.

By the time the players arrive, it's difficult to move through the square due to the people (the crowd is difficult terrain). Give the players the opportunity to place themselves within the crowd and plan their approach.

After a period of time, a shout draws everyone's attention to the balcony on the front of the Tower. Walking out slowly, the Five exit the Tower and take position at the edge of the balcony

several stories up. Identically dressed in crimson robes with their faces obscured, the Five stand menacingly, looking over the crowd.

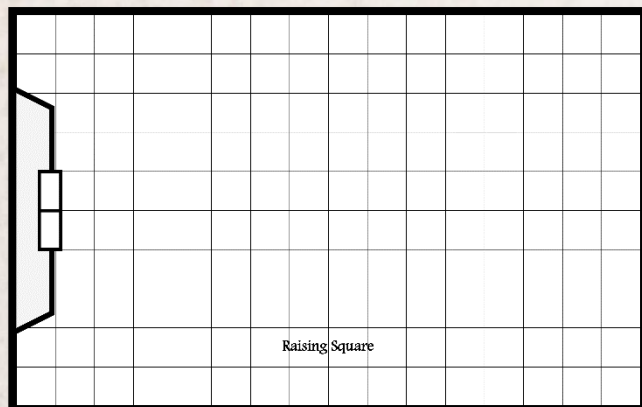
A player wearing the Goggles of Truth will see that all of the Five, except **Draga**, are illusions, but will not understand why at this point.

Draga addresses the crowd. "Look upon your saviors. We are those that saved you from the sure death below. And it is on this glorious anniversary of the Raising that..."

Before Draga can finish that sentence an explosion bursts in the distance.

After the sound of the explosion fades, Draga aims a hand in the direction of the explosion. About half the Cadre in the square head off in the direction of the explosion. Moments later another explosion happens, on the opposite side of the Surface.

The crowd begins to panic and the remaining Cadre try to maintain order. The Five confer, and when they turn back to the square, 3 figures in dark robes fly from a top floor window of the Tower. The Dark Sky are being sent out to deal with the issue.



Give the players the opportunity to discuss their next steps.

A few moments after the Dark Sky pass over, a rapid series of explosions is heard, more muffled than before. They sound as if they may be underground this time. These explosions prompt the Five themselves to float off of the balcony where they were standing and fly away to deal with the issue directly. As the Five leave, the crowd becomes a full-on stampede rushing from the Square.

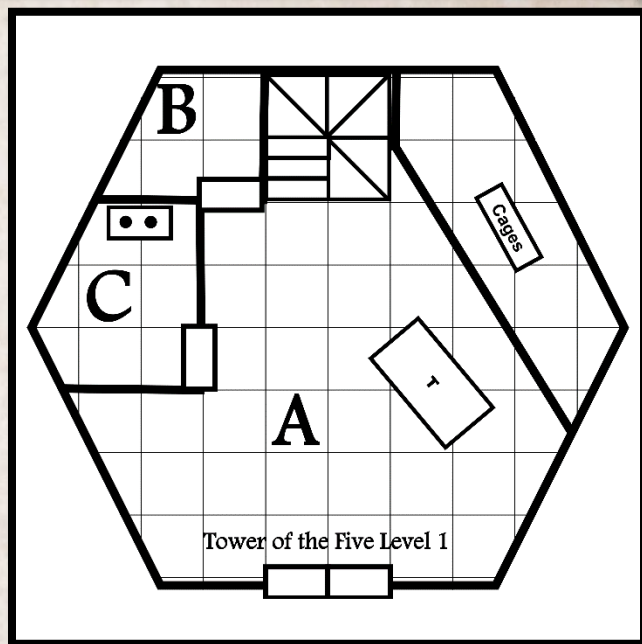
The Voice in one player's head says, "Now is the best chance to get the Fire. Get in there!"

Dozens of Cadre are trying to maintain order in the square and hundreds of people are trying to get out. The players must find a way to make it to the Tower, through the very difficult terrain of the crowd and through the Cadre still stationed at the door. They can do it by force, likely injuring civilians in the process. The best chance for the players to get in the Tower is to convince the crowd to aid them. If a player makes a speech to the crowd, a successful DC 10 Charisma (Persuasion or Performance) check will rally the crowd to their side and against the Cadre. The crowd will distract the Cadre and the players will make it into the Tower. The players must have the Cadre Cloaks on to enter the Tower

TOWER OF THE FIVE FIRST FLOOR

Though many stories tall, once inside you realize there are only a few floors,

each with very high ceilings. The first floor is mostly one large room that appears to be some kind of workspace. A large table is in the middle. The largest portion of it, to your right as you enter, contains cages along the wall with monstrous creatures, most of which you've never seen before. The stairs are directly ahead of you. Two closed doors are on the left opposite the creatures. As you enter, the creatures began thrashing about in their cages.



A. Main Room

With a successful DC 11 Wisdom (Perception) or Intelligence (Investigation) check, the players will see a considerable amount of blood on the table in the center, along with surgical instruments, and a trough to catch the blood around the edge. They will notice the creatures in the cages have scars and fresh wounds as if they have been experimented on.

The players see the creatures listed below. The first one they recognize, but the rest they do not. As the players look around the room, one of the creatures in the cages breaks free and attacks the players. Choose a creature or roll a d6 to decide which attacks.

1. **Glaber**
2. **Furbick**
3. **Blaze Ghoul**
4. **Giant Scorpion**
5. **Dire Wolf**
6. **Owlbear**

B. Library

Inside the first closed door is a small library, containing dozens of books and hundreds of scrolls. A successful DC 11 Intelligence (Investigation) check and the players will find spell scrolls for all spells listed in the Spells section of this adventure.

C. Prayer Room

The second closed door reveals a room in which two **acolytes** (female elf **acolyte**, male dwarf **acolyte**) of the Five are praying. Once the door opens, they will attack. They are true believers and will fight to the death.

The stairs go upwards, as well as down. The players are surprised the Tower has subterranean levels.

TOWER OF THE FIVE SECOND FLOOR

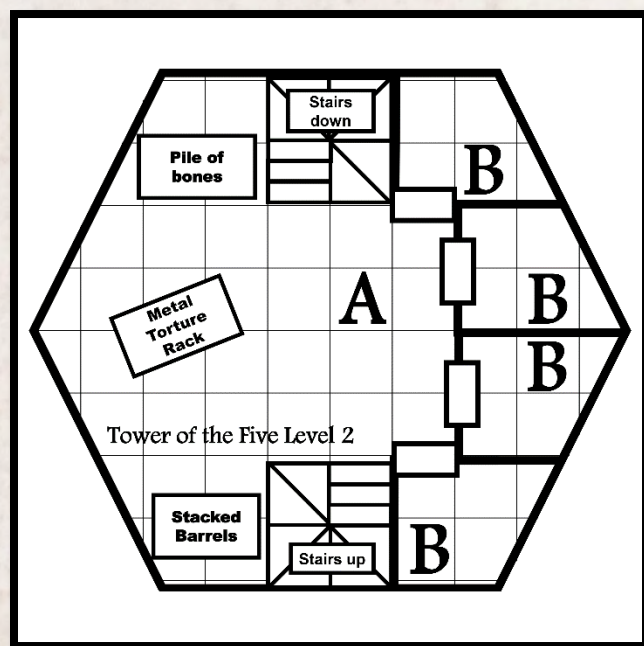
You enter out onto a floor that reeks of blood and excrement. Dim lighting comes from a couple of torches on the wall. The stairs you came up end on

this floor but another staircase is across the room.

A. Main Room

The main room is a torture chamber. There is a large metal torture rack in the middle of the room. Beside the stairs down there is a pile of bones high enough to have come from dozens of victims. Beside the stairs up there are several stacked barrels, and some type of green ooze is coming out of one of them and spilling onto the floor.

A male halfling is manacled to the torture rack. He is bleeding and unconscious.



B. Victim Cells

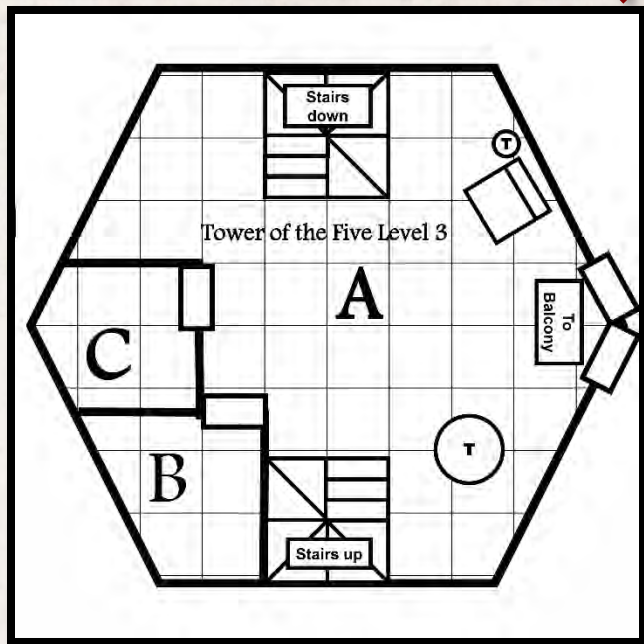
To one side are four cells used to contain victims. They are bare stone floors with straw thrown in them to soak up fluids. The doors are metal cage doors. Rats are running between

the bars carrying scraps of food and bones. The cells are empty.

Argast is well hidden behind the pile of bones near the stairs. A successful DC 18 Wisdom (Perception) check will discover him. If discovered, or when all the players are not looking, he will attack.

TOWER OF THE FIVE THIRD FLOOR

After climbing several flights of stairs, you enter onto a floor laid out similarly to the first. This appears to be a living space. A sitting area and bed are off to one side, and two closed rooms are on the other. As before, the stairs you entered on do not continue up, but rather a staircase opposite you does.



A. Main Room

A successful DC 8 Intelligence (Investigation), or Wisdom (Perception), check in the main room will cause the

players to notice there is only one bed set up.

B. Storage Closet

The first closed door appears to be simply a closet for storage. A successful DC 15 Intelligence (Investigation) check, will find a small magically locked chest. The chest contains jewels and an amulet with a cats-eye design.

C. Mirrored Room

The second closed door opens to a strange room covered in mirrors. Floors, ceilings, and walls are all covered in mirrors. There is nothing else in this room, and no explanation for it.

After the first player reaches the halfway point of crossing this floor, **Icondria** flies in from the balcony and immediately attacks. (Optionally, to increase the difficulty, **Vandro** may arrive as well with Icondria.)

After defeating the Dark Sky mages, players have time for a short rest before ascending to the roof.

TOWER ROOF

The Fire floats ten feet above the center of the Tower. The central sphere of the Fire is about three feet across, but its aura reaches nearly 10 feet. Arcs of electricity spark from the center out to the edge of the aura, with irregular frequency.

To retrieve the Fire, a player simply needs to take hold of it. The Fire can be pulled down, with minor force applied

to it. The electrical arcs look powerful but do no damage. When pulled down, the electrical arcs and aura will fade but the core orb will continue to glow.

When you pull the Fire down, several things happen. The Drifting City immediately fades into twilight, the sun becomes obscured as the clouds around the base of the Drifting City, rise up and surround it. A tremor occurs and **the entire Drifting City begins to pivot on its axis**, slowly at first, but you can tell it is gaining speed. It won't be long until the city has pivoted enough for people on the Surface to be in lethal danger.

The Voice speaks into the mind of one of the players, "Get the Fire off of the Drifting City! It is the only way!"

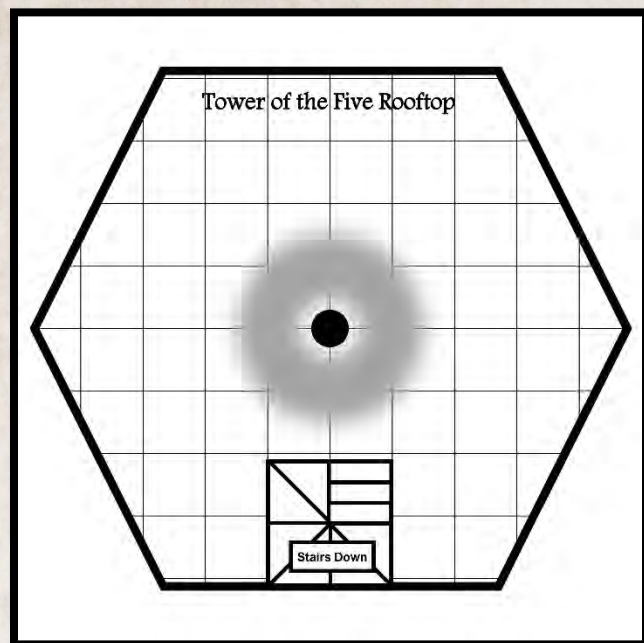
Once the Fire is touched, the Five are alerted, and will arrive, floating in the air, equidistant around the roof, surrounding the players, before the players can escape the roof.

With a booming, harsh voice, Draga addresses you. "What do you think you'll accomplish? Taking the Fire will doom all of what remains of civilization. What is your goal? Without us, without the Fire, this city and this world, will be over."

Give the players the opportunity to respond, either through words or actions.

Draga himself is masked in illusion, hiding his true form, a gaunt and skeletal **Lich**.

Regardless of how they respond, Draga begins to attack.



FINAL SHOWDOWN

Draga is a Lich and an 18th level spellcaster. The others of the Five are illusions. It is unlikely the players will defeat him; their best option is to escape.

See information about the **Fire** in the Non-Player Character section.

The Fire is Draga's phylactery, giving him his immortality and sustaining his power. It is protected, and he is more powerful, as long as it is in the Drifting City. Draga will pursue and attack the players but will be cautious of damaging the Fire.

Give the players the opportunity to escape, but don't make it easy. The quickest way for them to get the Fire out of the city is to run in the same direction the city is pivoting until they

simply fall off the city. If players choose to do this, it only takes a few minutes before they reach the point of no return. If the players do not understand the requirements, the Voice repeats its last message to all players.

If an attempt is made to throw the Fire off the city, it will simply float in the air relative to the ground where it was released. **It must be held to leave the city and it will take several people. The players must sacrifice themselves to do it.**

As the Fire leaves the Drifting City, it falls through the dark, swirling clouds that the city has always floated above, the clouds part and with a burst of arcane energy, dissipate. With the clouds abolished, the ground below opens into view for the first time in millennia. The world below is not as it has been described in legends. The world looks lush and green as it rushes toward you. You look back up and you see the Drifting City is no longer rotating and has righted itself. You have succeeded in taking control of the Drifting City away from the Five.

Outside of the Drifting City, the air is too thin to breathe and as you fall, your vision begins to fade to black while you slip into unconsciousness.

EPILOGUE

To the players who made it off the Drifting City:

You wake up in a cave. You can clearly see light coming from the cave mouth. As you walk out, you are met by bright, almost blinding sunlight. As your eyes adjust, you see you are standing on a small stone overreach, looking out over a verdant and green valley teeming with plants and animals you've never seen. In all your life, you've never seen this much space. As you gain your bearings, a deep resonant voice speaks to you from the side.

You recognize it as the Voice. A large, dragonborn male, wearing a cloak embroidered with cryptic symbols approaches you. He says,

"Welcome back to the world, I'm sure we have much to talk about."

NON-PLAYER CHARACTERS AND MONSTERS

CADRE

Animated Armor



Decorative suits of armor in the Cadre Barracks become animated if Cadre blood is spilled in specific areas as detailed in

the adventure. They will attack the player who spilled the blood first.

The standard statistics for **Animated Armor** as found in the Monster's Manual (MM) or [System Reference Document \(SRD\)](#) should be used.

Cadre Initiates

These are new members of the Cadre. They have not completed their training yet and are not as proficient as fighters. They use the standard statistics for a **Guard** from the MM or SRD. They are unarmed and unarmored while in the sleeping quarters.



Cadre Soldiers

These are experienced soldiers of the Cadre and are well trained. Use the standard statistics for a **Veteran** from the MM or SRD for these characters. Commonly, they use a longsword or a halberd.





Captain Arra Meltik

Arra Meltik is a tall, striking woman of intense focus with fiery red hair and pale skin. She has led the Cadre for years with a loyalty to the Five that is second to none. She is highly trained and deadly with her greatsword. Recently, she has witnessed something that has shaken her faith in the Five. After capturing a member of the Lawless, she uses the information she received through interrogation to contact, and join, the Lawless. She is using the same grim determination she has always had serving the Five, to now end their reign.

ARRA MELTIK Medium human

Armor Class 18 (plate)

Hit Points 68

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses Passive Perception 10

Brave. The captain has advantage on saving throws against being frightened.

Actions

Multiattack. The captain makes three melee attacks.

Greatsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 3d6 + 3 slashing damage.

Reactions

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

Monsters

The first floor of the Tower of the Five is an arcane workspace containing several monsters in cages.

Glaber



Dwelling in the uninhabited tunnels of the Drifting City, glabers have evolved, or possibly devolved, into dangerous scavengers

living deep within the city. They know no fear, and feel no pain, making them one of the most dangerous creatures to encounter when along in the tunnels.

GLABER *Medium monstrosity*

Armor Class 18 (natural armor)

Hit Points 58

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	13(+1)	16(+2)	7(-2)	10(+0)	7(-2)

Senses Darkvision 120 ft., Passive Perception 10, Tremorsense 60 ft.

Tunneler The glaber can burrow through solid rock at half its waling speed and leaves a 5 ft. wide by 5 ft. high tunnel in its wake. Pain Resistance The glaber feels no pain. As a reaction when receiving a killing blow, it will make one final claw attack against the creature that deals the killing blow to it, or the closest creature.

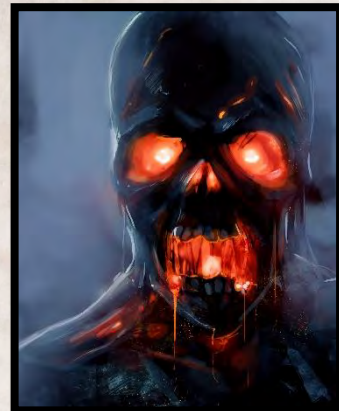
Actions

Multiattack The glaber makes two attacks with its claws.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8 + 4 slashing damage.

Blaze Ghoul

The result of arcane experiments on an already undead creature, the Blaze Ghoul seeks little more than destruction.



BLAZE GHOUL *Medium undead*

Armor Class 16 (natural armor)

Hit Points 48

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	17(+3)	10(+0)	11(+0)	10(+0)	8(-1)

Damage Resistances necrotic, fire

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision, passive Perception 10

Heat. Any creature that starts its turn within 5 feet of the blaze ghoul must succeed on a DC 10 Dexterity saving throw or take 5 pts of fire damage due to the heat it generates.

Actions

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 3d6 + 3 slashing damage.

Lava Breath (3 per day) The blaze ghoul exhales a stream of lava from its mouth in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one.

Furbik

Initially, the **Furbik** looks somewhat cute, standing only a foot tall and covered in fur. But their mouth and grotesque teeth reveal their true nature. Furbiks “speak” as they are attacking. It sounds somewhat like language but is indecipherable.



FURBIK *Small monstrosity*
Armor Class 13 (natural armor)
Hit Points 64
Speed 40 ft.

STR 16(+2) **DEX** 13(+1) **CON** 14(+2) **INT** 7(-2) **WIS** 10(+0) **CHA** 13(+1)

Skills Perception +6
Senses darkvision, passive Perception 16

Standing Leap. The Furbik’s long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 2d12 + 2 piercing damage.

Other Monsters

The **Owlbear**, **Giant Scorpion** and **Dire Wolf** use the standard statistics as found in the Monster Manual (MM) or System Reference Document (SRD).

Acolytes

Servants and worshippers of the Five tasked with assisting them in their occult rituals.

They use the standard statistics for an **Acolyte** from the MM or SRD.



Dark Sky Mages

Icondria

Icondria takes pride in healing wounds and joy in inflicting them. This dwarf stays close to their Dark Sky compatriots to ensure they can stay in battle. Do not underestimate them though, they are more than capable of holding their own in combat.



ICONDRIA *Medium dwarf*
Armor Class 14 (chain shirt)
Hit Points 45
Speed 30 ft.

STR 10(+0) **DEX** 10(+0) **CON** 12(+1) **INT** 13(+1) **WIS** 16(+3) **CHA** 13(+1)
Skills Medicine +7, Persuasion +3
Senses darkvision, passive Perception 13

Arcane Impact. As a bonus action, Icondria can expend a spell slot to cause their melee weapon attacks to magically deal an extra 3d6 necrotic damage to a target on a hit.

Spellcasting. Icondria is a 5th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Icondria has the following spells prepared:

Cantrips (at will): *resistance, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, inflict wounds*
2nd level (3 slots): *hold person, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*

Actions

Mace. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2d6 bludgeoning damage.

Argast



The lead interrogator of the Dark Sky, Argast believes torture to be an art form. A gaunt, pallid elf, who has been deformed through magic

means, he only leaves the Tower and his work at the direct order of the Five.

ARGAST *Medium elf*

Armor Class 15 (studded leather armor)

Hit Points 63

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	16(+3)	12(+1)	10(+0)	13(+1)	10(+0)

Skills Deception +4, Persuasion +4

Senses Darkvision, passive Perception 11

Expert Torturer. Argast's knowledge of torture allows him to target his attacks into vulnerable points on his opponent's body. Argast's melee attacks score a critical hit on a roll of 19 or 20.

Spellcasting. Argast is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *chill touch, shocking grasp, acid splash*
1st level (4 slots): *command, inflict wounds, bane*
2nd level (3 slots): *hold person, shatter*

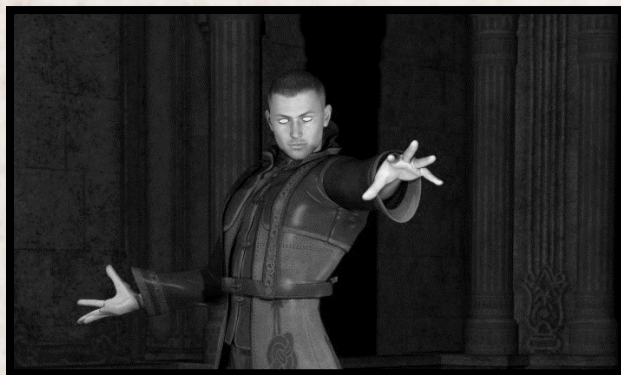
Actions

Multiattack. Argast makes two melee attacks.

Daggers. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 3d4 + 3 piercing damage.

Vandro

A handsome, muscular human, Vandro has proven to be the star pupil of the Five. He is the most powerful of the Dark Sky and has tailored his mastery of the mystic arts towards elemental and weather-based spells.



VANDRO *Medium human*

Armor Class 12 (15 with mage armor)

Hit Points 72

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

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

Cantrips (at will): *fire bolt*, *ray of frost*, *mage hand*, *chill touch*

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

2nd level (3 slots): *misty step*, *gust of wind*

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

4th level (3 slots): *fire shield*, *ice storm*

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

Actions

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

The Five

Little is known about the Five before the Raising, and little information has been added since. Identically dressed in long crimson robes, with their faces obscured, they primarily keep to their Tower. They have ruled for thousands of years, with little regard for the wellbeing of the people of the Drifting City.

Ultimately, it is revealed that the Five, as seen by the people of the Drifting City are an illusion. Though there were

originally five wizards, only Draga now remains as a lich. It is a lich that is using the Drifting City to serve as its lair and the Fire is its phylactery to sustain its un-life. **Draga can only be defeated after separating its phylactery, the Fire, from the Drifting City.**

DRAGA (lich) *Medium undead*

Armor Class 17 (natural armor)

Hit Points 196

Speed 30 ft.

STR 11(+0) **DEX** 16(+3) **CON** 16(+3) **INT** 20(+5) **WIS** 14(+2) **CHA** 16(+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight, passive Perception 19

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

Rejuvenation. Draga may use its entire turn to focus its arcane powers to heal all damage and return to max hit points. As long as the Fire is in the Drifting City, Draga cannot be reduced to 0 hit points.

Spellcasting. Draga is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Draga has the following spells prepared:

Cantrips (at will): *mage hand*,

prestidigitation, *ray of frost*

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

2nd level (3 slots): *acid arrow*, *detect thoughts*, *invisibility*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *blight*, *dimension door*

5th level (3 slots): *cloudkill*, *scrying*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *meteor swarm*

Turn Resistance. Draga has advantage on saving throws against any effect that turns undead.

Actions

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 3d6 cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

Draga can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Draga regains spent legendary actions at the start of its turn.

Cantrip. Draga casts a cantrip.

Paralyzing Touch (Costs 2 Actions). Draga uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). Draga fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Draga's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of Draga must make a DC 18 Constitution saving

throw against this magic, taking 6d6 necrotic damage on a failed save, or half as much damage on a successful one.



The Fire

The Fire is a powerful magical artifact specifically enchanted to extend life. Draga has used the connection the Fire has to all members of the Five to trap their souls in it, including his own, to power it and give him his un-life.

Having never expected anyone to take the Fire from him, Draga has failed to protect its rejuvenating powers from

others. A player holding it will find that mere proximity to the Fire will extend life.

A player holding the Fire will regain 10 hit points per round, up to their maximum hit points. If a player is reduced to 0 hit points while holding the Fire, they will only drop to 1 hit point instead.



ITEMS

These items are provided by Captain Arra Meltik to the players at the end of the Barracks encounter.

GUARDIAN SHIELD

Armor (shield), very rare

The Guardian

Shield is an undecorated metal shield that glows with a faint blue light. It can be activated as a bonus action.

Once activated, the Shield protects the wielder, by absorbing up to 20 hit points of damage. After the shield has absorbed 20 points of damage, it can be released as a melee attack action against an opponent. The opponent must make a DC 15 Dexterity saving throw. If unsuccessful, they take 20 pts of force damage and are pushed back 10 feet. If successful they take half damage and are not moved.



- When you fall while wearing this cloak, you descend 60 feet per round and take no damage from falling.
- You gain a +1 bonus to AC and +1 to Dexterity Saving Throws.
- You are granted access to the Tower of the Five.

GOGGLES OF TRUTH

Wondrous item, very rare

These goggles give the wearer the ability to see things as they truly are. While wearing them, they can; see in normal and magical darkness as if it were bright light, see invisible creatures and objects, automatically detect visual illusions and see through them, perceive the original form of a creature that is transformed by magic, see a dark aura around creatures that are lying.



CADRE CLOAK

Wonderous item,

uncommon

Crafted and enchanted to protect the Cadre in

their duties, this garment is made of crimson cloth interwoven with faint golden silk threads. While wearing it, the following benefits are gained:



DEFLECTION BLADE

Weapon, very rare (requires attunement)

This sword is clearly ancient and well used, but it seems to have been finely maintained and shows few signs of damage other than slight discoloration.

When wielded, the sword provides a +1 bonus to attack and damage rolls



made with this magic weapon. Additionally, the magic of this short sword guides your hand in defense and provides +2 to your AC when wielding it. It cannot be used with a shield.

RING OF ALERTNESS

Ring, rare

This plain silver band is not noteworthy until put on the index finger. The hand it is worn on will immediately feel cold and stay that way as long as the ring is worn.



While wearing the ring, you gain advantage on initiative rolls. The wearer will also discover the first time they attempt to rest after putting on the ring, that they are unable to sleep while wearing it.

GELATINOUS DUST

Wonderous item, rare

A small, rough bag containing a pungent green powder.

When mixed with a small amount of water, the powder expands rapidly

until it is full-sized gelatinous cube occupying a 5-foot cube. The gelatinous cube will remain in place until it is touched by a creature, including attacks, at which point it will move toward the creature who touched it.



The bag contains enough powder to create two (2) gelatinous cubes.

OTHER ITEMS

In addition to the items above, additional items are provided to the players as listed below. These items use the standard information as found in the Dungeon Master's Guide (DMG) or System Reference Document (SRD).

IRON BANDS OF BINDING

IMMOVABLE ROD

MANTLE OF SPELL RESISTANCE

RING OF SPELL TURNING

POTION OF GREATER HEALING *Quantity 4*

SPELL SCROLL OF MASS IDENTIFY *(optional, allows players to learn all item information)*

SPELLS

The following new Spells are available to be used in this adventure.

ANCHOR

Transmutation Cantrip

Casting Time: 1 reaction, when you would be involuntarily moved, restrained, or grappled.

Range: Self

Components: V

Duration: 1 Round

May be used by: All spellcasters

Attempts by a creature, effect, or spell to involuntarily move, restrain or grapple you are impeded by a magical force. You have advantage on any saving throws in these situations.

FLASH STEP

2nd level Conjunction

Casting Time: 1 reaction, which you take when you are hit by an attack, physical or magical

Range: Self

Components: V, S

Duration: Instantaneous

May be used by: Sorcerer, Warlock, Wizard, Bard, Paladin, Ranger

A flash of light bursts around you a split second before an attack hits. You teleport up to 10 feet away to an unoccupied space that you can see and avoid the attack. This movement does not provoke opportunity attacks and area of effect spells that hit your new location are still effective.

ECHO SHIELD

2nd level abjuration

Casting Time: 1 reaction, which you take when you are hit by an attack, physical or magical

Range: Self

Components: V, S

Duration: 1 Round

May be used by: Sorcerer, Warlock, Wizard, Druid, Cleric

A barrier of magical force appears and protects you from an attack that hits, providing resistance to all physical and magical damage. An echo of the attack directs back to the attacker, matching the attack roll and causing half of the original damage. The attacking creature may use reactions as normal.

THREAT SENSE

Divination Cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 Round

May be used by: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

You sense the presence of any hidden or invisible creatures within a 10-foot radius of you.

This spell merely reveals if a creature is present. You do not learn the location of the creature if it is invisible or outside your line of sight.

WALL WALK

Transmutation Cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 Round or 15 feet

May be used by: All spellcasters

For one round or 15 feet of movement, whichever is completed first, one creature you touch gains the ability to move up, down, and across vertical surfaces, as if the surfaces were horizontal.

If still on a vertical surface as the spell ends, the creature immediately drops from their location.

RICOCHET

Evocation Cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

May be used by: All spellcasters

When taking your next ranged attack action, you may make it against a target outside of your line of sight, but within your weapon range, whose general location you are aware of.

On a successful attack roll, you are able to ricochet your attack off of a stationary object within your range and hit the target.



ADVENTURE EXPANSION

While this adventure is intended to be played in a single, action-packed session, the setting of the Drifting City is full of other stories and possibilities. Here are some suggestions to continue your exploration of this unique location.

Expanding the Adventure

To expand the existing adventure, include these additional encounters into your sessions.

The Final Adventure Begins

Prior to the start of the adventure as written, the players received a coded message on their dead drop behind the Bright and Bold Tavern. They must decipher its meaning and attempt the mission.

*With your bodies Cloaked in Crimson,
the yellow won't be seen.*

*Where the little soldiers sleep, is our
goal you may glean.*

Let us know when you've succeeded.

And have all the things we needed.

*When they celebrate Raising, we'll
start the uprising.*

At your word, we will begin organizing

One, two, three, will ring out loud

*You'll need to make it through the
crowd*

You'll take the lead, and walk inside

Once it starts there is no place to hide.

You may win or you may not.

But regardless, this reign must stop.

Somewhere to Hide

After the infiltration at the Barracks, and the incident at the Bright and Bold Tavern, the Cadre are on high alert, and the Dark Sky is assisting them in searching both the Surface and the Warrens. The players must find somewhere they can hide until morning. The only place they believe to be safe would be in the enclave of the elves, Helica. Non-elves are not allowed in, so the group must convince the leaders of Helica to give them haven for the night.

A Taller Tower

The Tower of the Five is four floors tall instead of three. The first three levels are the same as in the standard adventure.

The fourth level contains a scale model of the Drifting City floating several inches above the floor in the center of the single room that makes up the level. The walls of the room are covered in paintings that appear to tell the history of the Five. If players investigate this room, they'll discover arcane locks on both stairwells. They can lock the room off and keep others out long enough for a rest. Review of the paintings depicts something unexpected.

If the players study it, they'll discover the true history of the Five, and that over the centuries, Draga has killed all of the other members, setting himself up as the only power in the city.

Incorporating the Adventure

If you wish to incorporate this adventure into a campaign you're running, do so as fits into your story. But unless you are interested in basing a campaign in the Drifting City, which could be amazing, you may find some difficulty incorporating it into your existing campaign. Here is a suggested method.

Where Does This Lead

A magical door, teleportation circle, obscuring mist or other mystical means of transportation is made available to the players. When they enter through it, they find themselves in the Drifting City, unable to return the way they arrived. Perhaps introduce it something like this:

Over the nearly empty plain, a massive storm cloud, streaked with purple lightning, hovers high in the sky, unmoving. A single shaft of blue light descends from the cloud directly to the ground.

When a player touches the light, they're all teleported.

Another option might be like this:

You woke up this morning to find a large stone door on the wall. It wasn't there when you went to sleep. When you open and look into the door, you

see an empty room that contains another door.

If the players enter the other room, the door closes behind them and disappears. They are now in a room in the Drifting City.

Once the players are in the Drifting City, I'd recommend treating it much like Barovia in the classic adventure Ravenloft (or its modern reinterpretation The Curse of Strahd). In these adventures, the players are physically unable to leave Barovia until they defeat the vampire Strahd.

To leave the Drifting City, they must acquire the Fire to escape. Drop the players unexpectedly into the Drifting City, give them a session or two to explore and learn, then have them learn about the Lawless and attempt to join it. The adventure picks up as written. The players may have a different motivation for acquiring the Fire in this scenario, but the end goal is the same.

It's important to remember, however your players arrive into the Drifting City, that the people of the Drifting City believe themselves to be the last survivors of the world and they know nothing of the world below them. Player attempts to convince people otherwise will be met with confusion at best, and violence at worst.

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