

Adventure Module CCC - SALT 02-02

The Tower in the Valley

A Four-Hour Adventure for 5th-10th Level Characters

*Zach Pcikett
Adventure Designer*



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Introduction

Welcome to *Tower in the Valley*, a D&D Adventurer's League™ adventure, part of the official D&D Adventurers League™ organized play system and part of the *Convention Content* for **SaltCon 2018**.

This adventure is designed for **three to seven 5th-11th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

This adventure takes place within a wizard's tower standing in a tranquil meadow. There are many strange and wonderful things within this tower that will threaten and challenge the adventurers.

Adjusting This Adventure

This adventure provides suggestions in adjusting for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

Adventure Background

The tower of the Master Conjuror has stood quite for many years. It was built originally for an archmagi by the moniker of Dojer the Master Conjuror at the behest of Garreth Dragonsbane in exchange for services rendered by Dojer. Dojer magically transported the tower to its current location after the death of Lord Garreth.

Dojer recently left to practice in the city of Neverwinter and has sent word to his most promising pupil, Molly Geargrove. Unfortunately for Molly, her former master forgot to give her instructions on how to get past the wards and guardians of the tower to make it her own. In quite a conundrum, Molly has sent out letters to various adventurer's she has heard of in hopes that they could help her acquire her rightful property.

Kleist the Clear, a jealous rival of Molly's and a former apprentice of The Master Conjuror as well has intercepted the characters' letters and altered them to read as though he were the rightful heir to the tower. He lies nearby the tower, awaiting the deactivation of its defenses so that he may claim it for his own.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

Molly Geargrove (Mol-ee Gear-grove). An impulsive and enigmatic gnomish wizard whose brilliance and oddity make her the favored apprentice of the foremost conjuror of the region.

Kleist the Clear (Kleist the Clear). A moody and vindictive Half-orc Abjurer who has a long time grudge against Molly from when they were apprentices to the Master Conjuror

Morgan, the Narrator (More-gen). A sassy and sarcastic unseen servant whose sole purpose is to be a detriment to intruders.

Cualli (Coo-all-ee). The stalwart defender of the entrance to the Master's sanctum.

Rashad (Ra-sha-d). The boisterous proprietor of the Five Winds Casino.

Part2. The characters enter the tower and must complete a series of rooms to near the wizard's sanctum.

Part3. The characters either battle the sanctum guardians or make amends and fight Kleist the Clear.

Adventure Hooks

Story Hook. The characters have each received a letter from Kleist the Clear. However, things are not as they seem. The letters were altered by Kleist who had intercepted the letters which were from Molly Geargrove and had replaced her name with his own to claim the tower for himself.

The characters can detect this ruse in a few ways;

- A character with a passive insight of 18 will sense that something is off with their letter
- A successful DC 16 Intelligence (Forgery tools) check will reveal what the actual mission is by stripping away the fake ink.
- An Augury spell will be sufficient to confirm that the letters are fake.

Harpers (Faction Assignment)

Given via multiple sending spells and are not altered by Kleist. The members of the Harpers are asked to stay on guard for the machinations of the Master Conjuror's rival, Kleist the Clear. If they succeed in detecting and thwarting Kleist, they succeed on their secret mission.

Adventure Overview

Part 1. The characters receive their letters and arrive at the tower.

Part 1. The Letters

Estimated Duration: 5 minutes

You have each received a letter from an individual known as Kleist the Clear. They read as such:

“Dearest adventurer,

I have heard of your great deeds and triumphs which have spread throughout the land! I would like to implore you to come to my aid. This won’t be solely on your charity, there will be reward of course! I, Kleist the Clear, have recently come into possession of my master’s old tower. There is a major problem though, he failed to key the tower to myself and, as such, I would have to contend with his wards, traps and guardians to gain access to the sanctum.

I am particularly busy at the moment and am hesitant to enter into a drawn out engagement within the tower at this time.

That is where you come in. I would like to hire you to infiltrate the tower, enter the inner sanctum, disable the wards of the tower temporarily, then notify me of your success.

For payment, I promise you whatever you may find within the tower (which, knowing my master, should be more than sufficient to pay for expenses and risks taken in this venture).

Sincerely, Kleist the Clear.

These letters have been altered from their original form. Where it says Kleist the Clear it should say Molly Geargrove.

The characters can detect this ruse in a few ways;

- A character with a passive insight of 18 will sense that something is off with their letter
- A successful DC 16 Intelligence (Forgery tools) check will reveal what the actual mission is by stripping away the fake ink.
- An Augury spell will be sufficient to confirm that the letters are fake.

Those members of the Harpers will receive a sending spell as well

Watch out for trickery concerning the tower, things are not as they seem. Get the tower to its proper owner. Your harp be well strung

Part 2. The Hub

Estimated Duration: 210 minutes

This adventure has a high possibility of going over the listed time. If you are strapped for time or on a schedule, then I advise you to cut some of the more complicated rooms. Doing so will reduce the experience points available to the characters.

General Features

The nesting area has the following general features:

Terrain. The tower is seemingly hollow and empty save for the first floor. The architecture is made of marble and granite. Carvings of arcane history are found throughout.

Light. Continual flames set on torches light the tower.

Smells and Sounds. Clean, slight acrid scent, the occasional sparking of an unstable portal.

Tower Wards

The wizard’s tower has many wards protecting it:

- No teleportation or planar travel allowed except by the traps and monsters within the tower.
- Stone shape, transmute stone, passwall, and similar magic have no effect upon the rooms or objects within them.
- The walls cannot be moved through while within the ethereal plane.
- Long rests are permissible, but if they begin their second long rest since entering the tower Morgan, The Narrator interrupts it as he has become bored with their extreme caution. All rests afterwards are confined to short rests until they leave the tower.
- The entire time they are within the tower they are within another plane of existence, causing certain spells and abilities to function differently.

Morgan the Narrator

Morgan is a special Unseen Servant created to serve in this tower. Morgan has a bad attitude and is a reluctant servant. Some might think this is a result of the untested magics used to create him.

He refuses to tell the complete truth and won’t tell the adventurer’s how to navigate each room under any means.

As part of this attitude problem, Morgan gets restless if the party attempts to take more than one long rest while in the tower. He will make himself a nuisance, preventing anything longer than a short rest.

Morgan has telepathy that can reach anywhere within the tower. If Morgan is destroyed he returns in one hour. Dispel Magic also only removes him for the hour. Antimagic will only suppress Morgan during its duration. (find more about him in **Appendix A**)

Area A. The Front Door

You approach an old tower which stands in a forest clearing. As you approach the first thing you notice is the numerous signs nailed to the old set of oak doors. The first reads "NO TRESPASSING" in big red letters, the second reads "FINE OF A TENTH OF CURRENT WEALTH FOR DOING SO", third reads "DANGEROUS MAGIC WITHIN", and the final reads "LEAVE ALL DELIVERIES OF FOOD ON THE FLOOR". The door is solid and bears a well-worn brass handle.

The door is unlocked. No magic visible from outside.

Area B. Thinking with Portals

"Wipe that dumb look off your face, it's almost as if you haven't seen a portal before!"-Morgan, the Narrator

"You enter a marble tiled room that seems to take up the entire floor of the tower. The walls are decorated with frescos depicting Satyrs and Dryads dancing and mingling in flower filled meadows. Tall gold and silver candelabras line the walls. There are no exits visible."

A successful DC 13 Intelligence (Investigation) check of the fresco reveals that there is a switch disguised as a Satyr's tail. When the switch is flipped the Satyr carving kicks them in the lower body, stunning them for a turn. They are then teleported to the first blue chamber, suffering from a teleportation mishap (roll on table A).

Once the switch is flipped a wall of force silently blocks of the doorway. 30 seconds later the floor tiles begin to change to orange and blue in a checkered pattern from the walls inward. Those who are standing on a colored tile are teleported to the corresponding first room and suffer from a teleportation mishap (roll on **Unstable Portal Mishaps** in **Appendix. Unstable Portal Table**)

Development

The rooms the characters now see are identical from here on out until they exit the maze, so you will only have to describe them once besides the various signs and some graffiti drawn by those previously trapped in the maze.

The room is the shape of a cube with 20 feet per side, set in the left wall is a portal filled with orange

mist, set in the right wall is a portal filled with blue mist.

Whenever a creature goes through a portal that portal closes. If multiple creatures try to go through a portal choose one at random to get through, the rest get shoved back as it closes. Once both portals close another portal filled with yellow mist opens and takes the place of the floor.

All creatures that go through a blue portal end up in the same room together, the same goes with those that go through the orange portal. Those that are sent through the yellow portal are randomly but evenly distributed between the two groups.

Some of the signs found around the doors are listed in the table below.

	Blue	Orange
1	"LEFT?" pointing right, "RIGHT?" pointing left	"RIGHT" pointing up, "WRONG" pointing down
2	"TO BE?" above blue, "OR NOT?" above orange	"RASPBERRY?" above the blue, "LEMON!" above the orange
3	"LOOK UP" pointing up, "LOOK BACK" on the ceiling pointing behind	"BACK" pointing right, "FORTH" pointing left
4	"NICE VEIW!" over the blue. "BRAIN TEASER" over the orange	"NICE VEIW!" over the blue. "BRAIN TEASER" over the orange

After four rooms each group runs into a different creature in a seeming dead end. The orange group encounters a brain starved **Mind Flayer** at the brink of madness, it attacks them on sight. The blue group encounters a magic starved **Gauth** which attacks on sight.

Once these creatures have been defeated a careful search of each room (DC 12 Wisdom (Perception) Check) reveals a stone button set into the same wall. If either button is pressed a large golden portal opens in the floors of each room, depositing their occupants into a pile in the hub room, reunited at last.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak:** The mind flayer does not have its mind blast recharged yet and it is wearing studded leather, making its AC 14. The gauth cannot use its enervation ray more than once every two turns and it starts combat with its central eye facing away from the characters.

- **Weak:** The mind flayer does not have its mind blast recharged yet. The gauth starts combat with its central eye facing away from the characters.
- **Strong:** The creatures surprise the characters automatically.
- **Very strong:** The creatures surprise the characters automatically. The mind flayer is wearing half-plate, making its AC 17 and recharges its mind blast automatically once. The gauth starts combat floating 20 feet of the ground and uses its paralyzing ray, then its enervation ray, then its fire ray one the first round of combat.

Development

Those who present 10% (rounded up) of their wealth to the Copper Dragon statue are instantly teleported to the gates of Waterdeep hundreds of miles away. They down the 10% they presented and are considered removed from this adventure.

After all five activated rooms are completed the deactivated portal becomes active.

Treasure

The candelabras in this room are not magical, but are valuable. There is a total of 5 and they are each worth 40 gp.

Hub Room

This room is circular with a diameter of 25 feet. There are 5 mist filled portals set into the walls and one that seems to be deactivated. In the center of the room sits a sculpture of a copper dragon, around its neck hangs a sign. It reads "10% of what you got for a one-way trip back to Waterdeep!"

The first portal is surrounded with carvings of young animals, and the words "To Menagerie" are carved above it. Those who step through are sent to the Pet Shop.

The second portal is surrounded with carvings of pots and bowls and the words "To Arts and Crafts" are carved above it. Those who step through are sent to the Pottery room.

The third portal is surrounded with carvings of mice and vials and the words "To Laboratory" are carved above it. Those who step through are sent to the Laboratory.

The fourth portal is surrounded with carvings of wands and wizards and the words "To Testing Chamber" are carved above it. Those who step through are sent to the Testing Chamber.

The fifth portal is surrounded with carvings of coins and cards and the words "To Casino" are carved above it. Those who step through are sent to The Four Winds Casino.

The deactivated portal is surrounded with carvings of stars and moons and the words "To Observatory" are carved above it. Those who step through are sent to the Astral Observatory but currently it is not active.

Part 3. The Grand Tour

Area A. To Menagerie

"I've always wanted a gold fish but mother never let me have one, something about overfeeding it and what not."-Morgan, the Narrator

You appear in the center of a large square room near a large oak table. Shelves line three of the walls and in the fourth is set a large door made from a dark metal.

The shelves are filled with long tanks and on the table are two cages, one shrouded in darkness. A long the wall is a large cage.

Each tank contains a seemingly harmless animal. They are monsters shrunk down and shrouded in powerful illusion from casual observation. A creature with true sight can discern the identity of the occupant, as can any creatures within the enclosures.

Within each enclosure is a key made of a special metal as shown on the following table. These keys are a bit difficult to find from observation alone. To discern which key resides in an enclosure requires a successful DC 15 Wisdom (Perception) check (made at disadvantage for the bat cage).

If a creature reaches into an enclosure they are shrunk down, appear within that tank, and immediately roll initiative as they are attacked by its occupant.

Anyone who attempts to affect an enclosure or its occupants in any other way is shrunk down and is teleported into an enclosure chosen at random (roll 1d8). Whatever they were attempting is interrupted and doesn't have any affect.

The only exception to this is if a character attempts to cast dispel magic (DC 19) on an enclosure. If it succeeds then the magic of each enclosure is dispelled, releasing all the occupants and causing them to be restored to their normal sizes, filling the room. They are immediately hostile and everyone rolls initiative as a huge free for all ensues. Please give them ample warning against attempting this line of action.

Enclosure Dimensions

The internal dimensions of the enclosures for those which were shrunk are 60 feet wide and 80 feet long and 60 feet deep for tanks, 60 feet in diameter and 80 feet tall for a cage, and 60 feet in diameter and 60 feet deep for the goldfish

bowl. 120 feet wide and 160 feet long and 120 feet 120 feet tall for the monkey cage.

There are some suggested decorations listed in the Pet Enclosure chart that should add a little challenge to the battles, but feel free to add your own.

To return to normal size a character must defeat the enclosure's occupant, at which time the monster will turn into a stone statue sized to fit in a palm and the enclosure's magic is suppressed, teleporting the characters within to the spaces closest to that enclosure as their normal size. They can then retrieve the key without risk of further magical effect.

Or they can escape the enclosure without fighting.

To do so in a cage requires a successful DC 20 Dexterity (Acrobatics) check for a medium sized creature, the DC is reduced by 5 for a small sized creature. Any creatures smaller than small require no check to escape a cage.

To escape a tank requires magic. A creature with a fly speed can escape by flying up and out. A creature under the effect of spider climb or similar magic can run up the wall and out.

Once a creature escapes they return to normal size in the nearest unoccupied space.

Pet Enclosure

- 1 **Wyvren** (weak party) or **Bone Devil** (strong party): Parakeet. Cage with many perches. Silver key. Upon death it turns into a roast chicken on a platter
- 2 **Red Slaad** (weak party), **Hezrou** (strong party): toad. Hot and arid tank with desert sand and heavy stones. Iron key. Upon death it turns into a swarm of harmless flies.
- 3 **Young Remorhaz** (weak party) **Hydra** (strong party): centipede. Hot and humid tank with lots of plants. Gold Key. Upon death it turns into a pile of one hundred shoes, all unique and mismatched, treasure
- 4 **Giant Crocodile** (weak party) **Tyrannosaurus Rex** (strong party): Kommodo dragon. Hot tank with a small pond and lots of plants. Iron key. Upon death it turns into a lizard skin tracksuit that fits any creature who dons it, treasure
- 5 **Chuul** (weak party) **Glabrezu** (strong party): lobsters. Water filled tank for chuul. Low water (2 feet deep) for the Glabrezu (or give it a swim speed and water breathing). Bronze Key. Upon death it turns into a large bib embroidered with lobsters, treasure

- 6 **Giant Shark** (weak party) **Aboleth** (strong party): goldfish. Water filled tank. Bronze key. Upon death it turns into a platter of fresh sushi
- 7 **Chimera** (weak party) **Cloaker** (strong party): bat. Shrouded cage (enchanted to have perpetually dim light. Requires a spell of 4th level or higher to illuminate) with many perches. Silver key. Upon death it turns into a rather stylish black cloak, treasure
- 8 **Barlgura** (weak party) **Giant Ape** (strong party): monkey. Huge cage with many branches and plants. Gold Key. Upon death it turns into a plastic gorilla mask with a leather tie string, treasure

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak:** use the weak monster and give the characters one round to act before being noticed
- **Weak:** use the weak monster
- **Strong:** use the strong monster
- **Very strong:** use the strong monster and give it an additional 50 hit points

Development

The magic of shrinking isn't always exact. When a creature is shrunk down roll 1d6:

- 1 – 3 The creature is under the effect of the Reduce spell while shrunk. Their size is halved in all dimensions and its weight is reduced to one-eighth of normal. This reduction decreases its size by one size category. While shrunk they have disadvantage on Strength checks and Strength saving throws. Their weapons also shrink to match their new size. All their weapon attacks (including unarmed strikes and natural weapons) deal 1d4 less damage (this can't reduce the damage below 1). This cannot be dispelled and automatically ends once the creature attains its normal size.

- 4 – 5 No change.

- 6 The creature is under the effect of the Enlarge spell while shrunk. Their size is doubled in all dimensions and its weight is multiplied by eight. This growth increases its size by one size category. While shrunk they have advantage on

Strength checks and Strength saving throws. Their weapons also enlarge to match their new size. All their weapon attacks (including unarmed strikes and natural weapons) deal 1d4 extra damage. This cannot be dispelled and automatically ends once the creature attains its normal size.

This door has four locks on it and is made of adamantine. Each lock is decorated with a different metal. The first is gold, the second silver, the third bronze, and the last iron. A successful DC 20 Intelligence (Investigation) check can determine that any combination of three locks need to be unlocked for the door to open at which point they are teleported to the hub room and this room is considered completed.

Any attempt to pick the locks or open them with magic (even with mage hand for all those arcane tricksters) causes the creature to be teleported into a random enclosure (roll 1d8) and arrive as a shrunk Giant Rat (This is caused by a Polymorph spell with no saving throw). Then they roll initiative with the occupant. It may take an Arcana check to realize what happened and a Perception check to find which enclosure they were transported to, made at disadvantage if they were sent to the bat enclosure.

Treasure

Along one of the shelves are small carved figurines; 1 of a perch, a toad, centipede, kommodo dragon, a lobster, goldfish, and a bat. Each is worth 30 gp.

Area B. Pottery Room

"after all of that fighting how about some calming pottery?" -Morgan, the Narrator.

This room is coated in a thick layer of clay. In its center is a pair of pottery wheels and between them is a bubbling fountain of water which feeds a low stone basin set on the floor. The wall opposite has a series of shelves carved into it. Half of the shelves are empty; the others hold crudely made pottery.

The room is 25 feet square and 15 feet tall with a small fountain taking up the centermost squares flanked by pottery wheels.

The clay in this room is endless due to a connection to the elemental plane of earth.

This puzzle requires the characters to make two clay pots. The process involves 3 checks which are automatically known by any character with proficiency in pottery tools, otherwise a DC 15 Intelligence check is required to determine the proper process.

The first step is forming the clay from a lump into the shape desired. It takes a successful DC 12 Strength (pottery tools) check which takes 2 rounds to complete. Increase the DC by 5 if it is attempted during combat. The check is made with advantage if they make liberal use of the water from the basin (if done during combat this will cause that character to automatically take 2d10 acid damage, though it still grants advantage to the check). This check is made at disadvantage if attempted without the pottery wheel.

The second step is decoration. It takes a successful DC 16 Dexterity (Pottery tools) check which takes a full minute to accomplish (for dramas sake feel free to let it only take one action). Increase the DC by 5 if it is attempted during combat. The check is made with advantage if they use a small sharp pointed object to do so (such as a dagger or a dart, NOT a short sword). This check is made at disadvantage if attempted without the pottery wheel.

The third step is firing the pottery. This must be done carefully to avoid ruining the pot. It requires a successful DC 14 Intelligence (Pottery Tools) check and takes an hour to complete (the perfect time for everyone to get a short rest in, even the person tending the pot). Both pots can be fired with the same check in this case. If attempted during combat it can only be done using magical flame. To do so the caster must deal at least 10 fire damage to the pot (AC 5) and succeed on a DC 15 Spellcasting ability modifier check, they can add their proficiency bonus to the check if they are proficient with Pottery tools.

Development

The room is only completed if pots are completed on the wheels. One then turns into solid gold while the other turns into platinum.

If any of these checks fail by 3 or more the pot is destroyed and the whole process must be repeated. If they fail two of the checks in step 1 or 2 fail by 5 or more, a **clay golem** rises from the ground and attacks the characters. When this happens the water in the basin and the fountain turns to acid and the fountain begins spraying the room with acid.

The portal into the room disappears when combat begins.

At the beginning of each creature's turn that creature takes 2d10 acid damage, this damage will instead heal the **clay golem** by that much.

If the characters defeat the golem the entrance opens and the fountain ceases to create acid. A new **clay golem** can be generated each hour.

Treasure

The golden pot is worth 900 gp and the platinum pot is worth 1800 gp.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak:** Remove the acid entirely and the golem only makes one slam attack per turn
- **Weak:** only 1d10 acid damage
- **Strong:** 3d10 acid damage instead and the golem makes an additional slam attacks per turn
- **Very strong:** 4d10 acid damage and the golem can make two additional slam attacks per turn

Area C. Laboratory

"Healing potions? I'm more of a Gin and Tonic type of guy myself."-Morgan, the Narrator

This room has tables and shelves against three of its wood paneled walls. Alchemical supplies adorn the shelves and beakers, bottles, and cylinders are organized on the desks, held in various positions by a variety of clamps.

Within the laboratory is enough supplies to craft 3 **greater healing potions**. Thanks to the magic of the tower the speed of potion brewing is greatly increased within this room.

A character with proficiency in Alchemist's supplies can successfully brew a potion with a DC 16 Intelligence (Alchemist's supplies) check. They can attempt these three times. If they succeed by 5 or more on any check means that they rationed the ingredients masterfully and made twice as many greater healing potions with the supplies required to craft one.

A failure of 5 must roll 1d8 and consult the potion mishap table.

These potions lose their potency when they leave the tower.

Potion Mishap Table

1	The potion explodes in a shower of glitter, anyone within 5 feet of the alchemy table must make a successful DC 15 Constitution saving throw or become blinded for the next 2d6 hours.
2	A gray cloud emits from the alchemy table. Anyone within 10 feet of the table is under the effects of a <i>stone skin</i> spell for the next 10 minutes.
3	The potion is more potent than expected and acts as a superior healing potion.
4	The potion swirls with all the colors of the rainbow. When ingested the potion has the effects of a greater healing potion, but also roll on the Wild Surge table in the PHB for an additional effect.
5	The potion exudes a stench of sulfur just before exploding. Everyone in the room must make a successful DC 15 Dexterity saving throw or take (35)10d6 fire damage. On a success the character takes half damage.
6	All the equipment on the alchemist's table quivers and shakes, gray and red smoke fills the room. After a moment the shaking stops and the smoke clears. Nothing else happens and the potion is useless.
7	The potion is weaker than expected and acts as a healing potion.
8	The potion has a drab gray color and smells of freshly turned earth. Anyone who drinks the potion must succeed on a DC 15 Constitution save or become restrained. On a success nothing further happens. If the character is restrained, they must make additional Constitution saves each round until they have succeeded or failed three saves. If they have failed three times, they become petrified until the effect is removed.

There is also a formula for a potion of lichdom which is held within a locked, black, box (DC 30 to open, AC 10, 10 HP, immune to poison and psychic, damage threshold 20) which weighs 5 pounds.

The Master Conjuror found it many years ago in the possession of a would-be mage king, He seized it from him to keep it secret from the world.

Unfortunately, the formula is flawed and anyone who first successfully crafts the potion (DC 22, using the same possible mishaps) and imbibes the sparkling black liquid that gleams with a reddish radiance immediately dies if they have 100 or fewer hit points, as per the effects of the Power Word Kill spell. Otherwise, they suffer from horrendous wracking pain that persists for the length of a year, giving disadvantage on attack rolls and ability checks.

The formula is as follows:

2 drops of Arsenic, the purest distillate

1 drop of Belladonna, the purest distillate

1 quart of blood from a dead Pegasus foal, killed by wyvern venom

1 quart of blood from a demihuman slain by a phase spider

The intact heart of a humanoid killed by poisoning, a mixture of arsenic and belladonna must be used
Reproductive glands from eight giant moths, dead for less than 10 days, ground together

1 pint of Venom, drawn from a phase spider less than 30 days prior

1 pint of Venom, drawn from a wyvern less than 60 days prior

The ingredients must be mixed in the order given, by the light of the full moon, and must be drunk within seven days after they combine.

The room is completed upon making three attempts to brew potions, at which point a portal opens that will return them to the hub.

Treasure

There is a locked black box worth 90 gp, a spell scroll of Thunder step (3rd level wizard spell from *Xanathar's guide to Everything*), and a spell scroll of Tidal wave (3rd level wizard spell from *Xanathar's guide to Everything*)

Area D. Testing Chamber

"Ooooo, Levers. Quite a classic! Aren't choices fun?!"- Morgan, the Narrator.

This room is made of black veined marble. Nine levers are set upon three of the walls: Each is a different design and material. Floating in the center of the room is a huge hourglass filled with glittering sand. It turns over and begins to count down as you enter

When a creature pulls a lever describe what seemingly happens to them without further explanation. Once all the characters have pulled a lever have them roll their saving throws and explain what actually happened to them.

Once everything is resolved and explained the characters are released from suspended animation and teleported to the next room, at which point they will begin to make death saving throws if they were reduced to 0 by any damage caused by a lever. Familiars, animal companions, and any other living creatures they left behind are teleported with them as well.

Left Wall

The levers on the left-hand wall are described and act as follows:

Left Lever: This lever is golden and warm to the touch as if it had been sitting in the sun all day.

Pulling it causes the creature to dissolve in a shower of sunlight. They then must make a Constitution saving throw, DC 15. On a failed save they take (27) 6d8 radiant damage, or half on a success. (the *sunbeam* spell)

They are then placed in suspended animation within a pocket dimension. (don't worry. Once everybody has pulled a lever they will all reappear in the next room)

Center lever: This lever is made of silver and shines with a spectral opalescence.

Pulling it causes the creature to fade into distant starlight. They take (14) 4d6 Psychic damage and they must make an Intelligence saving throw, DC 14.

On a failed save the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and

even protect them. This effect ends once they leave the tower or is ended by a Greater Restoration.

They are then placed in suspended animation within a pocket dimension.

Right Lever: This lever is black and cold to the touch, like an early grave.

Pulling it causes the creature to turn to dust as a chilling scream fills the air. The spell *Death Ward* is cast upon them. They are then placed in suspended animation within a pocket dimension.

Right Wall

The levers on the right-hand wall are described and act as follows:

Left Lever: This lever is red and covered in bumps which seem to squirm as you touch it.

Pulling it causes the creature to explode in a large splash of gore. The gore ceases to exist in a few minutes. They take (11) 2d10 poison damage and must make a Constitution saving throw, DC 14.

On a failure, they are affected as if they had failed three saving throws against a *Contagion* spell cast inflicting *Filth fever* (disadvantage on strength checks, Strength saving throws, and Strength attack rolls). This effect ends once they leave the tower, are immune to disease, or if a Lesser Restoration or similar magic is cast upon them.

They are then placed in suspended animation within a pocket dimension.

Center Lever: This lever is tipped with a gem and you feel inexplicably hungry as you touch it.

Pulling it causes the creature to transform into a pile of assorted wax fruit. The creature is cured of all diseases and poison, become immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by (11) 2d10, and it gains the same number of hit points. These benefits last until they leave the tower.

They are then placed in suspended animation within a pocket dimension.

Right Lever: This lever is made of petrified insects which seem to twist and writhe as you touch it.

Pulling the lever causes the creature to be consumed by a swarm of insects which fall to the floor dead, leaving no trace of who once stood there. The creature must make a Constitution saving throw, DC 15. They take (22) 4d10 Piercing damage on a failed save, or half as much on a successful one. They are then placed in suspended animation within a pocket dimension.

Center Wall

The levers on the center wall are described and act as follows:

Left Lever: This lever is grey and seems to surge with energy as you touch it.

Pulling this lever causes the creature to disappear in a flash of lightning followed by a bellowing peal of thunder. The creature must make a Dexterity saving throw, DC 15. They take (13) 2d12 Lightning damage and (9) 2d8 Thunder damage on a failed save, or half as much on a successful one.

They are then placed in suspended animation within a pocket dimension.

Center Lever: This lever is seemingly made from diamonds and you feel supernaturally anxious as you touch it.

Pulling this lever causes the creature to turn to glass and shatter into a million pieces. They gain the ability to cast Greater Restoration once without expending a spell slot or needing material components.

They are then placed in suspended animation within a pocket dimension.

Right Lever: This lever is made of glass and seems to vibrate as you touch it.

Pulling the lever causes the creature to cease existing, not a trace of them is left. The creature must make a Charisma saving throw, DC 14. They take (24)10d4 Force damage on a failed save, or half as much on a successful one.

They are then placed in suspended animation within a pocket dimension.

Area E. Five Winds Casino

"Always been a fan of Craps, too bad the last lot of you broke the table"-Morgan, The Narrator

You step into a windy and open room which smells of perfumes and spice. A living whirlwind spins behind a table set with a wheel. Another whirlwind spins beside a standing box with a lever sticking out of its side. As you get your bearings you hear a boisterous "HELLO!" Turning around, you see a large, blue skinned man with a tremendous black beard set with golden clips. His purple turban is set with an opal and his teeth sparkle like diamonds as he smiles. "Welcome to the five winds casino!!"

The whirlwinds are **Air Elementals** and the man is a **Djinni** who goes by the name of Rashad (find more about him in **Appendix A**).

- These creatures have advantage on ability checks made to notice cheating and theft within the casino.
- The **Air Elementals** deal an additional d8 when using their Whirlwind ability within this room due to the chips that are picked up by it.
- The **Djinni's** Create whirlwind ability causes those restrained by it to take 2d8 bludgeoning damage at the beginning of their turns due to the chips that are picked up by it.
- The characters can purchase betting chips for 500 gold each. To complete this room the characters must either defeat the elementals in combat or pay in 10 chips each. They are each given a free chip at the beginning.
- Cheating in the casino is a strict no go.
- The first time someone is caught cheating the party receives a warning.
- The second time they are caught and every time afterwards, that character forfeits 2 chips
- The third time the character forfeits their chips (at least 10 or all they have, whichever is less).
- A Dexterity (Sleight of Hand) check made by the caster, or a Charisma (Deception) check by someone else contested by the Djinni's Passive Wisdom (Perception) of 18 is required to cast spells that help them cheat unseen. If the elemental sees the attempt the party is given their first warning.

Should the characters decide to fight the elementals, use the Casino map in **Appendix C**.

Slots

Before you sits an odd contraption. A large painted metal cabinet as tall as a man with three wheels stacked together on their sides set in its face. The wheels are decorated with flowing, decorative numerals. They slowly turn, revealing eight different numerals on a wheel.

A lever tipped with a pearl is attached to its side.

A sign hangs above the machine reading "SPIN THE WESTERN WINDS OF FORUTUNE" in golden letters.

It costs 1 chip to play the slots 4 times.

Every time a character plays the slots roll 3D8 in order, with one designated as the first position, the second, and the third.

The characters win when these scenarios come up:

- **3 of a kind:** they win chips equal to the number multiplied by 3. If the results are all 7 they instead win 24 chips. *Example:* 2 2 2 would win 6 chips.
- **Diagonal:** (the first number is within one increment of the center and the third is within one increment of the center but not equal to the first number): They win chips equal to the center number multiplied by 2. *Examples:* 8 1 2 would lose, 3 4 5 would win 8 chips.

Cheating at slots

- **Lucky (Halflings):** once per play you may reroll 1 die of your choice.
- **Lucky (feat):** You may spend a luck point once per play to reroll any number of dice and change their order.
- **Augury:** This spell will tell if the next play is a win or not. By playing a game of roulette they can ignore the next play
- **Divination:** This spell will predict the results of the next 4 plays. Roll the next four results and let them decide whether to take those or try their luck.
- **Grease:** When cast upon the slot machine it allows you to reroll the first and last number of the next 4 plays.
- **Knock:** Unlocks the wheel for repositioning. They can choose to move increment a number by two in either direction before it locks again. If the elementals hear the spell the party is given their first warning and the wheels are locked.
- **Divine Intervention (Cleric):** A success results in an automatic win on the next roll. Roll 1d8 and treat the result of the die as being the result of all three.
- **Bend Luck (Wild Magic Sorcerer):** Spend 2 sorcery points to reorder any of the results in one play.

- **Dark One's Own Luck (Fiend Warlock):** Expend this feature to reroll any of the results in one play.
- **Portent (School of Divination Wizard):** Roll 1d8. During any play today, you may replace one result with that number. Doing so consumes one foretelling die.
- **Dexterity (Thieves tools):** DC 20 to move one result up or down by one. A Dexterity (Sleight of Hand) DC 18 made with advantage is required to do so unseen.

Roulette

This is an altered version of Roulette played in the plane of water. To play, the devil spins the wheel and sets the ball moving (the DM rolls 1d20). While the wheel is in motion the characters can place their bets on the table. They can bet on all blacks (evens), all reds (odds) or a specific number.

If the character bet blacks (evens) and the result is blacks (evens) the character wins chips equal to half their bet rounded down. Same goes for reds.

If the character bets on a specific number and the result is that number the character wins chips equal to their bet times ten.

Cheating at Roulette

- They can attempt to place a bet just as the wheel stops with a Dexterity (Sleight of Hand) DC 18. This can be attempted once without any further checks, and if the Djinni sees the attempt the party is given their first warning. Every time after the character must succeed on a Charisma (Deception) DC 18.
- **Lucky (Halflings):** once per play you may spin the roulette wheel an additional time and choose which result happens. This is done after betting.
- **Lucky (feat):** Once per play you may spend a luck point to spin the roulette wheel 3 times and choose which result happens (Before the wheel is initially spun). This is done after betting.
- **Augury:** This spell will tell if your next bet is a win or not.
- **Divination:** This spell will predict the results of the next spin.
- **Divine Intervention (Cleric):** A success results in an automatic win on the next spin.
- **Bend Luck (Wild Magic Sorcerer):** Spend 2 sorcery points to move the ball up to two numbers in any direction.
- **Dark One's Own Luck (Fiend Warlock):** Expend this feature to spin the wheel again after it has shown its result.
- **Portent (School of Divination Wizard):** Expending a foretelling die makes that number the next result of the wheel.

Treasure

Upon one of the tables sits an old brazier which the Djinni uses to snuff and hold cigar butts. He knows it is a **Brazier of Commanding Fire Elemental** and will gladly give it to the characters should they prove amiable.

Area F. Planar Observatory

This room is like unto a starry void. The first thing you see is a large armillary sphere depicting the great wheel of the multiverse. The various rings turn lazily, each holding an orb which is etched with a symbol of the plane it represents. Before the armillary sphere is a spy glass mounted so that it can be turned to look at any of the orbs.

When a creature focuses the spy glass upon an orb and looks through it a beam of light erupts from the orb, striking the creature looking through the spy glass then splitting to strike every creature in the room.

With a feeling like being lifted by their navels, the party is teleported to the plane of existence represented by that orb. Feel free to make your own description for that plane, but at the end of a minute they are teleported back to where they previously stood in the room.

Planar Description Suggestions

- Ysgard: "A tremendous mountain valley lies before you bordered by impossibly tall pines. Two armies clash upon the bloodstained snow-covered valley. One consists of bellowing warriors clanging their shields with their weapons, axes, and hammers. The other? Cold blue giants whose great axes could fell a man as if he were a sapling!"
- Limbo: "You float with a roiling soup of utter chaos. Energy and matter meld together and transform in every unpredictable combination or iteration. Rocks shatter into snow, which melts into lightning, which strikes into crystal. Fire burns to coal which cracks into flesh which bleeds into iron."
- Pandemonium: "Utter darkness surrounds you, an unearthly howling wind fills your mind as it buffets you. The stone beneath your feet gives way and you plummet screaming in a seemingly endless freefall!"
- The Abyss: "A twisting maze of bones and gore expands past your vision and rises into a blood red sky! Unholy howls echo through the body strewn corridors. The crunching of bones and the tearing of sinew is quickly approaching."

- Carceri: "A deep black expanse of black ice stretches out beneath a cold gray sky. Wretched figures can be seen crawling across the ice. Slowly, their eyes turn to you and widen before the creatures begin to skitter haltingly towards you."
- Hades: "A bleak, grey land stretches beyond you beneath a cheerless, cloudy sky. A large, plump, grub crawls towards you squealing like a stuck pig. Twenty others squirm out of the crevices behind it. Each grub bearing the face of a humanoid: all tortured, all screaming, and all hungry!"
- Gehenna: "You instantly begin to slip and slide as the ground beneath your feet is no longer even! You race past bubbling lava flows and jagged cave opening as the sky seems to pull away with tremendous speed!"
- The Nine Hells: "You stand upon a broken, rocky, wasteland. Rivers of blood weave through the valleys like varicose veins. Clouds of biting insects descend upon you as the screams of tormented souls reach your ears!"
- Acheron: "An unnaturally flat iron land stretches out beneath an airy void. Suddenly, a calamitous *CRASH* deafens you as the distant roaring of warriors breaks through your ringing ears. The ground shakes beneath your feet as a hoard of orcs rush through the darkness towards a host of goblins!"
- Mechanus: "A heavy feeling of duty settles upon your shoulders and the clanging of metal against metal fills your mind. You look out over a host of circular things. They are arrayed in perfect lines led by more cuboid creatures which are in turn led by pyramidal creatures and it goes on into infinity."
- Arcadia: "A perfectly straight road stretches off into the distance between an absolutely orderly city consisting of 90-degree angles and pleasing curves and, on the other side, a harmonious field of grain which waves in unison within the gentle breeze."
- Mount Celestia: "You stand upon a plane of clouds which drift in banks at the base of an impossibly tall peak. Globes of light float by and you hear conversation coming from a nearby table set up, several individuals sit around it rolling dices and writing on sheets of parchment. At the head of the table, sitting behind a small paper screen, is an aged, bald and bearded man. He chuckles at the words of one of the players of their game before turning and seeing you. He smiles warmly and nods knowingly before turning back to his group."
- Bytopia: "You stand within a peaceful pasture, silvery cattle wander about calmly. One approaches and stares at you with doughy eyes before stepping closer and chewing on a patch of cyan grass. In the distance stands a farm hand beneath a vibrant green tree. Mountains climb in the background."
- Elysium: "A tranquil forest of idealistic trees surround you. A streams meanders past you. You feel tempted to sit and take a small nap."
- The Beastlands: "You find yourself within a vast, flowered, jungle teeming with life. Squirrels carouse upon the

branches and families of quail skirt from bush to bush. In the distance, in the shadow of a bush, the reflective eyes of a predator watch everything in silent focus.”

- Arborea: “Long grasses caress your finger tips and tremendous trees tower above you. A joyous tune trails from the canopy; a flawless elven voice singing of love, battle and triumph of the elven gods.”

When they return they become aware of a tattoo having appeared somewhere on their bodies. Each creature has been marked with the symbol of the plane they just visited. The tattoo radiates conjuration magic and can only be removed with a Dispel Magic DC 15.

Another thing they see is that a star is beginning to form in the center of the Armillary sphere. With every planar visit, the star grows and shines brighter. Once four planes have been visited in this way read the following text:

The star, now 10 feet wide, splits apart into a glowing archway. Nothing but blinding light can be seen beyond it. “Final call for all adventurer’s. Boss fight ahead.” Morgan calls out in a mocking tone.

Those who step through the archway are bathed in radiant light which removes all magical effects that were granted them by things in the tower, this includes the changes caused by the teleportation mishaps and the levers but does not include the tattoos.

All spells affecting them of 3rd level and lower that did not come from one of the rooms in the tower are automatically dispelled as in Dispel magic. Spells of higher levels have a chance of being dispelled. For each such spell, roll 1d20+5, if the result is equal to or greater than the spell’s level it is dispelled.

They then appear in the final room.

Part 4. The Steps of Infinity

You step out onto brilliant, prismatic, steps, lacking railings, which rise a hundred feet to a colossal arched set of double doors. Surrounding the staircase is a starry void, at your back is a drop into infinity.

Several foes block your path. A phalanx of golden armored figures bearing shining shields and longswords stand in formation before a large serpentine creature with an oddly regal humanoid face.

It hisses and speaks with force and posture. "You have violated my master's sanctum. Begone or BE REMOVED. You are not worthy to be in his presence nor mine."

This is Cualli (find more about him in **Appendix A**), a **Guardian Naga**, and his loyal guard of four **Helmed Horrors**. He will give the characters one chance to surrender and leave. But at the slightest sign of hostility such as a bow drawn, taunt or the casting of an aggressive spell (such as haste) he leaps into action. He sends his guards forward, blocking the staircase, while he casts spells from afar.

The stair case is twenty feet wide, 90 feet long, and rises 5 feet for every 10 feet forward (divided into half foot high, 1-foot deep steps). There is no railing. Those who fall from the stair case fall for seeming ages before landing softly in a pond nearby the tower.

At the top of the stairs is a huge set of doors which resist any effort to open while Cualli lives, unless he gives said individuals expressed permission.

- **Very weak:** Remove the Helmed horrors.
- **Weak:** Remove 2 Helmed horrors.
- **Strong:** Add 2 Helmed horrors.
- **Very strong:** Add 2 Helmed horrors. Cualli acts first in initiative and can cast two spells per round as long as one of the spells is 3rd level or lower. He can cast a 3rd level or lower spell in the same action he uses to make an attack.

Cualli details:

Cualli has the following spells prepared:

Cantrips: Mending, Sacred flame (3d8), Thaumaturgy

1st: Shield of Faith, Cure Wounds, Bless (Uses on his guards)

2nd: Spiritual Weapon (use when there are no more uses of invoke the planar bindings), Hold person (cast at higher level as needed when blade barrier fails)

3rd: Dispel Magic, Spirit Guardians (When people get within melee range, cast as 4th level)

4th: Death ward (precast), Freedom of Movement (precast)

5th: Flame Strike, Insect Plague (use on casters in back as needed)

6th: Blade Barrier (First turn)

Cualli has this following ability while within this room.

Invoke the Planar Bindings: Cualli knows which creature bear which planar tattoos. As an action, Cualli can speak the name of a plane. When he does, each creature with that plane's symbol tattooed on them makes a saving throw against an effect determined by the following chart. Once use a tattoo loses its magic and becomes a mundane tattoo.

- Arcadia: DC 15 Strength saving throw or be restrained by golden chains which coalesce. They can repeat the save at the end of each of their turns, ending it on a success.
- Mount Celestia: DC 15 Constitution saving throw or be blinded by a flash of brilliant sunlight. They can repeat the save at the end of each of their turns, ending it on a success.
- Bytopia: DC 15 Intelligence saving throw or be at disadvantage on attack rolls as illusions of beauty and happiness dance before them. They can repeat the save at the end of each of their turns, ending it on a success.
- Elysium: DC 15 Wisdom saving throw or be charmed by Cualli as tranquility over comes them. They can repeat the save at the end of each of their turns, ending it on a success. If they take damage they can repeat the saving throw with advantage.
- The Beastlands: DC 15 Wisdom saving throw or be Polymorphed into a cr 1 or lower beast. They can repeat the save at the end of each of their turns, ending it on a success, though they must use the beast's Wisdom modifier to do so.
- Aborea: DC 15 Charisma saving throw or be at disadvantage on ability checks as they are overcome with an intense feeling of yearning. They can repeat the save at the end of each of their turns, ending it on a success.
- Ysgard: DC 15 Wisdom saving throw or be at disadvantage on saving throws using Wisdom, Charisma, and Intelligence as their wrath gets the better of them. They can repeat the save at the end of each of their turns, ending it on a success.
- Limbo: DC 15 Wisdom saving throw or act as if confusion had been cast upon them as chaos overcomes them. They can repeat the save at the end of each of their turns, ending it on a success.
- Pandemonium: DC 15 Constitution saving throw or gain a level of exhaustion as maddening wind erode their will power. They can repeat the save at the end of each of their turns, ending it on a success.
- The Abyss: DC 15 Charisma saving throw or gain a random short-term madness (DMG pg 259) as maddening corruption claws at their mind. They can repeat the save at the end of each of their turns, ending it on a success.
- Carceri: DC 15 Wisdom saving throw or use their reaction to move up to their speed towards an ally and make an

attack roll against them as urges of treachery over comes them.

- Hades: DC 15 Charisma saving throw or be at disadvantage on Dexterity saving throws and Dexterity checks to determine initiative as despair overcomes them. They can repeat the save at the end of each of their turns, ending it on a success.
- Gehenna: DC 15 Charisma saving throw or be unable to cast spells or use abilities that restore hit points or remove conditions as a vile presence hinders their efforts. They can repeat the save at the end of each of their turns, ending it on a success.
- The Nine Hells: DC 15 Constitution saving throw or be poisoned and unable to regain hit points while poisoned as they feel the venomous bite of a Pit Fiend. They can repeat the save at the end of each of their turns, ending it on a success.
- Acheron: DC 15 Wisdom saving throw or be frightened of Cualli as the terrible sounds of war fill their mind. They can repeat the save at the end of each of their turns, ending it on a success.
- Mechanus: DC 15 Wisdom saving throw or be affected by the spell Slow as bureaucracy overcomes them. They can repeat the save at the end of each of their turns, ending it on a success.

If the characters agree to leave, Cualli teleports them to the base of the Tower where they started the adventure. There they are confronted by Kleist the Clear (a Chaotic Neutral **Archmage**) who is hostile due to his plan's failure and attacks them on the slightest provocation.

Cualli will join them in their battle if they are significantly at the disadvantage. Kleist the Clear is accompanied and aided by four **Veterans** who work for him.

Kleist the Clear has the following traits:

Half orc resilience: The first time he is reduced to 0 hit points, Kleist is reduced to 1 hit point instead. (find more about him in **Appendix A**)

- **Very weak:** Replace the Archmage with a Mage and remove two veterans.
- **Weak:** Replace the Archmage with a Mage and add two Veterans.
- **Strong:** Add two veterans.
- **Very strong:** Add two veterans. The Archmage is able to cast two spells per turn as long as at least one of them is 3rd level or lower.

Development

Cualli will only allow the characters into the Master's sanctum if they present him with the letters they received, if they have been returned to their original forms, and succeed on a DC 17 Charisma Persuasion check.

Once within the sanctum they will find very little of value. To disarm the tower wards a character must make a successful DC 15 Arcana check, this check can be done any number of times.

Once the wards are down the characters are return to the base of the tower via a portal set in the wall of the sanctum. There they are greeted and thanked by Kleist the Clear, who congratulates them and then enters the tower, rekeys the wards, and seals it off from further entry. If all of this happens without character interruption, of course.

OR

If Kleist's deception was uncovered and he is defeated, and Molly is notified of their success (via sending, animal messenger, and so forth), she will teleport to the tower and make it her own. She will be ecstatic and likely to invite the adventurers inside to celebrate in some overly energetic way that may or may not involve her magically altering and abusing one of the many traps within. Or just have drinks at the casino, that works to.

Treasure

Within the Master's Sanctum is a locked (DC 20) book display case which holds a cold iron box wrapped in silver chains. Within are black papyrus pages written upon with silver ink in abyssal and infernal. These are the Pages of the Lower Planes, pages from the spell book from which Dojer first learned magic. The pages were once part of a tome which detailed the summoning of creatures from every plane of existence.

Rewards

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

Experience (Min: 4,500/Max: 6,000)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Aboleth	5,900
Air elemental	1,800
Archmage	8,400
Barlgura	1,800
Bone Devil	5,000
Chimera	2,300
Clay Golem	5,000
Cloaker	3,900
Djinni	7,200
Gauth	2,300
Giant Ape	2,900
Giant Crocodile	1,800
Giant Shark	1,800
Guardian Naga	5,900
Helmed Horror	1,100
Hezrou	3,900
Hydra	3,900
Mage	2,300
Mind Flayer	2,900
Red Slaad	1,800
Tyrannosaurs Rex	3,900
Veteran	700
Wyvern	2,300
Young Remorhaz	3,900

Non-Combat Awards

Task or Accomplishment	XP Per Character
Completing the pottery without combat	5,000
Completing the casino without combat	10,000
Discovering Kleist's Deception	5,000
Exploring the planes at the observatory	1,200

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Candelabras	200
Figurines	210
Golden pot	900
Platinum pot	1800
Black Box	90

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

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Brazier of Commanding Fire Elementals

Wondrous Item, Rare

While fire burns in this brass brazier, you can use an action to speak the brazier's command word and summon a fire elemental, as if you had cast the *conjure elemental* spell. The brazier can't be used this way again until next dawn.

Player Handout 1.

Scroll of Tidal wave

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*. The spell can be found in *Xanathar's Guide to Everything*.

Scroll of Thunder Step

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*. The spell can be found in *Xanathar's Guide to Everything*.

The Pages of the Lower Planes (Spell Book)

At one point in time this collection of pages was an entire tome detailing the summoning of creatures from every plane but few of the original rituals remain. It was torn apart decades ago by feuding mages with different interest. Since then the pages have become somewhat of a collector's item. The pages are held within a cold iron box which is bound with a silver chain. The loose pages are made of black papyrus and the words are inked into them with silver ink and are written in abyssal and infernal.

It contains the following spells: *Shield, Find Familiar, Comprehend Languages, Absorb Elements**, *Arcane Lock, See Invisibility, Rope Trick, Continual Flame, Summon Lesser Demons**, *Glyph of Warding, Magic Circle, Tiny Servant**, *Fabricate, Leomund's Secret Chest, Summon Greater Demon**, *Conjure Minor Elementals, Teleportation Circle, Planar Binding, Conjure Elemental, Infernal Calling**, *Drawmij's Instant Summons, Create Homunculus**, *Mordenkainen's Magnificent Mansion, Plane Shift, Demiplane, Maze, Gate, Meteor Swarm.*

*spells from Xanathar's Guide to Everything

Renown

Each character receives **one renown** at the conclusion of this adventure.

Members of Harpers that successfully detect and thwart Kleist's machinations earn **one additional renown point**.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix A. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Molly Geargrove (Mol-ee Gear-grove). An impulsive and enigmatic gnomish wizard whose brilliance and oddity make her the favored apprentice of the foremost conjuror of the region. She is a happy go lucky sort whose focus is nearly nonexistent, but she makes up for it with tremendous talent and natural ability. Conversation with her is often fast paced but respectful.

Kleist the Clear (Kleist the Clear). A moody and vindictive Half-orc Abjurer who has a long time grudge against Molly from when they were apprentices to the Master Conjuror. His careful and calculating façade has a major crack in it; should everything not go his way, Kleist becomes violent and destructive. The Master Conjuror noted this as his downfall and banished him from his apprenticeship.

In an act of petty vengeance, Klesit has studied into the school of magic which directly opposes that of his old master, Abjuration.

Morgan, the Narrator (More-gen).

Cualli (Coo-all-ee). The stalwart defender of the entrance to the Master's sanctum. He will accept pleas for mercy and accept surrenders but fights fearlessly and to the death otherwise. In combat, Cualli uses his helmed horror phalanx to push the attackers back whilst casting terrifying spells upon his enemies.

Rashad (Ra-sha-d). The boisterous proprietor of the Five Winds Casino. He is kind and friendly, the sort who would buy you a drink, especially with someone else's coin! A true entrepreneur, Rashad knows that the house always wins. So he started up his casino and agreed to let Dojer link a portal to it from his tower.

He is currently in the slow season and has placed most of the games in storage while a considerable portion of his staff is on holiday.

Morgan, The Narrator (More-gen). This unseen servant is the sarcastic guardian of the tower trials. He is quick to make a quip and becomes bored easily. He will give semi truths and hints that lead to the most interesting outcomes, but he absolutely refuses to give intruders the solutions to the traps.

Appendix B. Monster/NPC Statistics

Aboleth

Large aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Wis +6

Skills History +12, Perception +10

Senses darkvision 120 ft., passive Perception 20

Languages Deep Speech, Telepathy 120 ft.

Challenge 10 (5,900 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Actions

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft. one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Legendary Actions

The aboleth can take 3 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. The aboleth regains spent legendary actions at the start of its turn.

Detect. The aboleth makes a Wisdom (Perception) check.

Tail Swipe. The aboleth makes one tail attack.

Psychic Drain. (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

Air Elemental

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

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

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Archmage

Medium humanoid, any

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +7

Skills Arcana +13, History +13

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage*

hand, prestidigitation, shocking grasp

1st level (4 slots): *detect magic, identify, mage armor, magic missile*

2nd level (3 slots): *detect thoughts, mirror image, misty step*

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

4th level (3 slots): *banishment, fire shield, stoneskin*

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

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

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank*

9th level (1 slot): *time stop*

*The archmage casts mind blank, stoneskin and mage armor spells on itself before combat.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Barlgura

Large fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning;

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, Telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The barlgura's spellcasting ability is Wisdom (spell save DC 13). The barlgura can innately cast the following spells, requiring no material components:

1/day each: *entangle, phantasmal force*

2/day each: *disguise self, invisibility* (self only)

Reckless. At the start of its turn, the barlgura can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Running Leap. The barlgura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

Actions

Multiattack. The bargura makes three attacks: one with its bite and two with its fists.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage.

Bone Devil

Large fiend, lawful evil

Armor Class 19 (natural armor)

Hit Points 145 (15d10 + 60)

Speed 40 ft., fly 40 ft.

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

Saving Throws Int +5, Wis +6, Cha +7

Skills Deception +7, Insight +6

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, Telepathy 120 ft.

Challenge 9 (5,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Actions

Multiattack. The devil makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned 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.

Chimera

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

Actions

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Fire Breath (Recharge 5–6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

Clay Golem

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities Acid, Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Condition Immunities

Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

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

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

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Haste (Recharge 5–6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

Cloaker

Large aberration, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Undercommon

Challenge 8 (3,900 XP)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The cloaker makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. Hit: 7 (1d8 + 3) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges after a Short or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

Djinni

Large fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +5, Wis +7, Cha +9

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 13

Languages Auran

Challenge 11 (7,200 XP)

Elemental Demise. If the djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

Innate Spellcasting. The bargura's spellcasting ability is Wisdom (spell save DC 13). The bargura can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *detect magic*, *thunderwave*

3/day each: *create food and water* (can create wine instead of water), *tongues*, *wind walk*

1/day each: *conjure elemental (air elemental only)*, *creation*, *gaseous form*, *invisibility*, *major image*, *plane shift*

Actions

Multiattack. The djinni makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (djinni's choice).

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and

creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

Gauth

Medium Aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 20 ft. (hover)

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

Saving Throws Int +5, Wis +5, Cha +4

Skills Perception +5

Condition Immunities Prone

Senses darkvision 120 ft., passive Perception 15

Languages Deep Speech, Undercommon

Challenge 6 (2,300 XP)

Stunning Gaze. When a creature that can see the gauth's central eye starts its turn within 30 feet of the gauth, the gauth can force it to make a DC 14 Wisdom saving throw if the gauth isn't incapacitated and can see the creature. A creature that fails the save is stunned until the start of its next turn. Unless surprised, a creature can avert its eyes at the start of its turn to avoid the saving throw. If the creature does so, it can't see the gauth until the start of its next turn, when it can avert its eyes again. If the creature looks at the gauth in the meantime, it must immediately make the save.

Death throes. When the gauth dies, the magical energy within it explodes, and each creature within 10 feet of it must make a DC 14 Dexterity saving throw, taking 13 (3d8) force damage on a failed save, or half as much damage on a successful save.

Actions

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

Eye Rays. The gauth shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. Devour Magic Ray: The targeted creature must succeed on a DC 14 Dexterity saving throw or have one of its magic items lose all magical properties until the start of the gauth's next turn. If the object is a charged item, it also loses 1d4 charges. Determine the affected item randomly, ignoring single-use items such as potions and scrolls.
2. Enervation Ray: The targeted creature must succeed on a DC 14 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.
3. Pushing Ray: The targeted creature must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet directly away from the gauth and have its speed halved until the start of the gauth's next turn.
4. Fire Ray: The targeted creature must succeed on a DC 14 Dexterity saving throw or take 22 (4d10) fire damage.
5. Paralyzing Ray: The targeted creature must succeed on a DC 14 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.
6. Sleep Ray: The targeted creature must succeed on a DC 14 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature uses an action to wake it. This ray has no effect on constructs or undead.

Giant Ape

Huge beast, unaligned

Armor Class 12

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4

Senses passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Actions

Multiattack. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 50/100 ft., one target. Hit: 30 (7d6 + 6) bludgeoning damage.

Giant Crocodile

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5

Senses passive Perception 10

Languages —

Challenge 5 (1800 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

Actions

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by the crocodile. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Giant Shark

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Senses Blindsight 60 ft., Passive Perception 13

Languages —

Challenge 5 (1800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Guardian Naga

Large monstrosity, lawful good

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	16 (+3)	19 (+4)	18 (+4)

Saving Throws Dex +8, Con +7, Int +7, Wis +8, Cha +8

Damage Immunities Poison

Condition Immunities Charmed, Poisoned

Senses Darkvision 60 ft., Passive Perception 14

Languages Celestial, Common

Challenge 10 (5,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following cleric spells prepared:

Cantrips (at will): *mending, sacred flame, thaumaturgy*
1st level (4 slots): *command, cure wounds, shield of faith*

2nd level (3 slots): *calm emotions, hold person*

3rd level (3 slots): *bestow curse, clairvoyance*

4th level (3 slots): *banishment, freedom of movement*

5th level (2 slots): *flame strike, geas*

6th level (1 slot): *true seeing*

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Spit Poison. *Ranged Weapon Attack:* +8 to hit, range 15/30 ft., one creature. *Hit:* The target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Helmed Horror

Medium construct, neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Damage Immunities Force, Necrotic, Poison

Condition Immunities

Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, Stunned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 14

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

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

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

Actions

Multiattack. The helmed horror makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Hezrou

Large fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +8, Wis +4

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 11

Languages Abyssal, Telepathy 120 ft.

Challenge 8 (3,900 XP)

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

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Hydra

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Senses Darkvision 60 ft., Passive Perception 16

Languages —

Challenge 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Mage

Medium humanoid, any

Armor Class 12 (15 With Mage Armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses Passive Perception 11

Languages Any four languages

Challenge 6 (2,300 XP)

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

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

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

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

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *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: 4 (1d4 + 2) piercing damage.

Mind Flayer

medium aberration, lawful evil

Armor Class 16 (breastplate)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 7 (2,900 XP)

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

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

1/day each: Detect thoughts, Levitate

1/day each: Dominate monster, plane shift (self only)

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. Hit: 55 (10d10 + 4) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence

saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

Red Slaad

Large aberration, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (–2)	6 (–2)	7 (–2)

Skills Perception +1

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Slaad, telepathy 60 ft.

Challenge 5 (1,800 XP)

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be infected with a disease—a minuscule slaad egg.

A humanoid host can carry only one slaad egg to term at a time. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process.

If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

Tyrannosaurus Rex

Huge beast, unaligned

Armor Class 13

Hit Points 136 (13d12 + 52))

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Languages –

Challenge 8 (3,900 XP)

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. *If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.*

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Wyvern

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages –

Challenge 6 (2,300 XP)

Actions

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Young Remorhaz

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (–4)	10 (+0)	4 (–3)

Damage Immunities cold, fire

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

Languages —

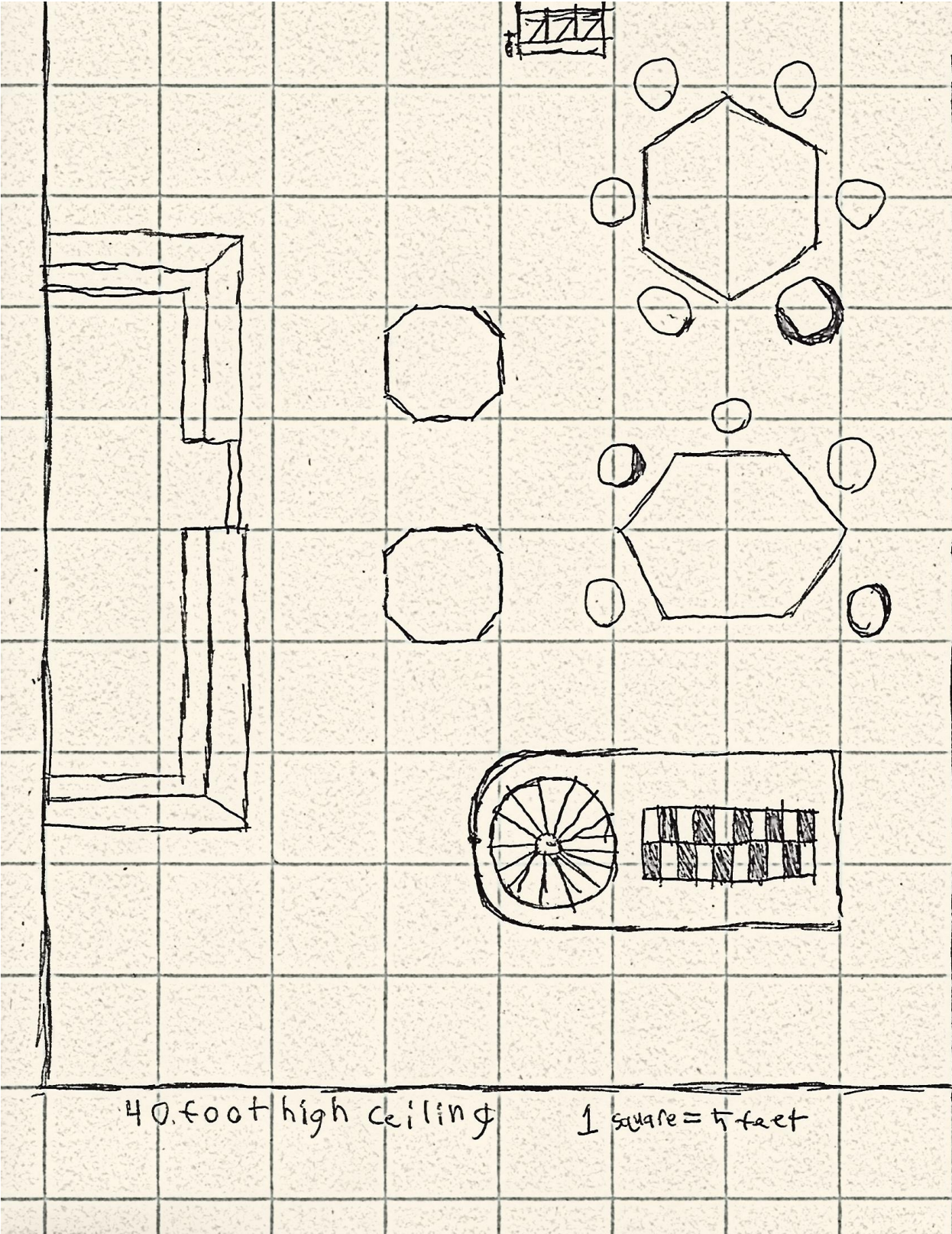
Challenge 5 (1,800 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.

Appendix C. Casino Map



Appendix D. Unstable Portal Table

Unstable Portals Table

1 - 4	nothing happens
5 - 6	The color of their skin becomes cherry red. A Remove Curse or similar magic can reverse this.
7 - 8	The creature's gender changes to its opposite. A Greater Restoration or similar magic can reverse this.
9-10	The creature's sweat becomes magically slick. At the beginning of their 3 rd (or 2 nd if they are wearing heavy armor) turn of combat a Grease spell is cast centered on them, Save DC 15. This happens for up to two combats before fading away, leaving them slick and well oiled.
11-12	The creature begins to reek of something unimaginably foul. At the beginning of their first turn in combat a stinking cloud appears centered on them, Save DC 15. This happens for up to two combats before fading away, leaving them smelly until they wash off.
13-14	The creature inexplicably grows thick hair all over their body which itches horribly, giving them disadvantage on ability checks (including initiative) for the next hour, at which time all the hair on their body falls off (even the hair they would usually have). This is reversible with a Remove Curse or similar magic.
15-16	The creature's eyes relocate to the palms of their hands. While they are on all fours or holding something in both hands they are considered blinded. If they clap during this time they take 1d4 bludgeoning damage. Their eyes remain there until this result is rolled again or the adventure ends, a Greater Restoration or Remove Curse also reverses this.
17-18	The creature's mouth relocates to the bottom of one of their feet chosen at random, the nose relocates to the other foot. While they are wearing foot wear or standing on that foot they are unable to speak. A creature can attempt to stand on one foot by using all their movement for that turn and succeeding on a DC 10 Dexterity (Acrobatics) check. If they fail they fall prone but are still able to speak. While standing on one foot they can speak but they have disadvantage on Dexterity saving throws . The check must be repeated each time they take damage. Their nose and mouth remain on their feet until this result is rolled again or the adventure ends, a <i>Greater Restoration</i> also reverses this.
19	The creatures body becomes hard and stiff like Iron. They have advantage on Strength saving throws, resistance to nonmagical slashing damage, piercing and bludgeoning damage from nonmagical weapons, vulnerability to fire, lightning and acid damage, and disadvantage on Dexterity saving throws . Their movement speeds are all reduced by half and the creature automatically sinks in water, becoming unable to swim. They remain like this until a result of 20 is rolled for them on this chart (cancelling it out) or they leave the tower. A <i>Greater Restoration</i> also reverses this transformation.
20	The creatures body becomes flexible and soft like Rubber. They have advantage on Dexterity saving throws, resistance to fire, lightning and acid damage, vulnerability to bludgeoning, slashing and piercing weapon damage, and disadvantage on Strength saving throws . Their movement speeds are all doubled and the creature automatically floats to the top of water at a rate of 60 feet per round. They remain like this until a result of 19 is rolled for them on this chart (cancelling it out) or they leave the tower. A <i>Greater Restoration</i> also reverses this transformation.

Player Handout #1. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Brazier of Commanding Fire

Wondrous Item, Rare

Brazier of Commanding Fire Elementals

Wondrous Item, Rare

While fire burns in this brass brazier, you can use an action to speak the brazier's command word and summon a fire elemental, as if you had cast the *conjure elemental* spell. The brazier can't be used this way again until next dawn.

This brass brazier was made by the master smiths of the elemental plane of fire, the Azer. Its craftsmanship is impeccable and copper filigree is worked into the likenesses of its flame bearded smiths on three of its sides.

Elementals summoned by it are bright blue in colour and smell heavily of tobacco, an interesting side effect of its use as an ash tray for over a century.

Player Handout #2. Spell Book

During this adventure, the characters may find the following permanent item:

The Pages of the Lower Planes (Spell Book)

At one point in time this collection of pages was an entire tome detailing the summoning of creatures from every plane but few of the original rituals remain. It was torn apart decades ago by feuding mages with different interest. Since then the pages have become somewhat of a collector's item. The pages are held within a cold iron box which is bound with a silver chain. The loose pages are made of black papyrus and the words are inked into them with silver ink and are written in abyssal and infernal.

It contains the following spells: *Shield, Find Familiar, Comprehend Languages, Absorb Elements**, *Arcane Lock, See Invisibility, Rope Trick, Continual Flame, Summon Lesser Demons**, *Glyph of Warding, Magic Circle, Tiny Servant**, *Conjure Minor Elementals, Teleportation Circle, Planar Binding, Conjure Elemental, Infernal Calling**, *Drawmij's Instant Summons, Create Homunculus**, *Mordenkainen's Magnificent Mansion, Plane Shift, Demiplane, Maze, Gate, Meteor Swarm.*

*spells from Xanathar's Guide to Everything