



TOWER OF AHGHAIRON

A Waterdeep Adventure



The Tower of Ahghairon has been sealed for years, but when the door opens at last, it's an invitation to even more mystery within. Part Two of the *Home Sweet Home* trilogy.

A Four-Hour Adventure for Tier 4 Characters. Optimized for APL 18.

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ADVENTURE PRIMER

Stop.... don't.... come back.
—Willy Wonka

With the characters' help, Artor Morlin will soon have a new home, hidden away deep in Undermountain. The problem is that there's a direct link to the Far Realm in that location, and the only way to close it down is to enter the Tower of Ahghairon and retrieve the item he left for them there a millennium ago.

Artor produces the key to the tower that the characters received from the ancient wizard in their previous time traveling adventures and asks them to please hurry.

EPISODES

The adventure's story is spread across **three main story episodes** that take approximately **4 hours** to play. A short Call to Action scene sets up the adventure.

- **Episode 1: A Lord's Request.** Artor Morlin asks the characters to go to the Tower of Ahghairon. This is the **Call to Action**.
- **Episode 2: Overdue for a Dusting.** The characters enter the tower using the key and begin to explore its chambers looking for the item they were promised. Unbeknownst to the characters, when they opened the door to the tower, magics contained therein reached out across the planes and pulled in a number of threats for them to contend with. This is Ahghairon's test, and **Story Objective A**.
- **Episode 3: Welcome to my Parlor.** As the characters reach the top of the tower, they discover that Ahghairon is indeed there and alive, though he's in a form of magical stasis. A most nefarious villain has taken advantage of the open door however and stands between the characters and the item they need... a cubic gate. It's up to them to remove the threat, and wake Ahghairon from stasis to get it. This is **Story Objective B**.

BONUS OBJECTIVES

This adventure also includes two, **1-hour** bonus objectives that the characters can pursue if they have additional time—earning more advancement and treasure checkpoints in the process. These bonus objectives are found in this adventure's appendices:

- **Bonus Objective A: A Little Ghost Story.** The characters can go through a small door in the foyer room, which leads them to discover a ghost in need of their assistance. This bonus objective is found in **Appendix 3**.
- **Bonus Objective B: You've Got a Mold Problem.** The characters find a spectacular "greenhouse" within the Tower, but there are some interdimensional pests to eradicate. This bonus objective is found in **Appendix 4**.

EPISODE SEQUENCE

Depending on your time constraints, play style, and environment, this adventure takes approximately four to six hours to play.

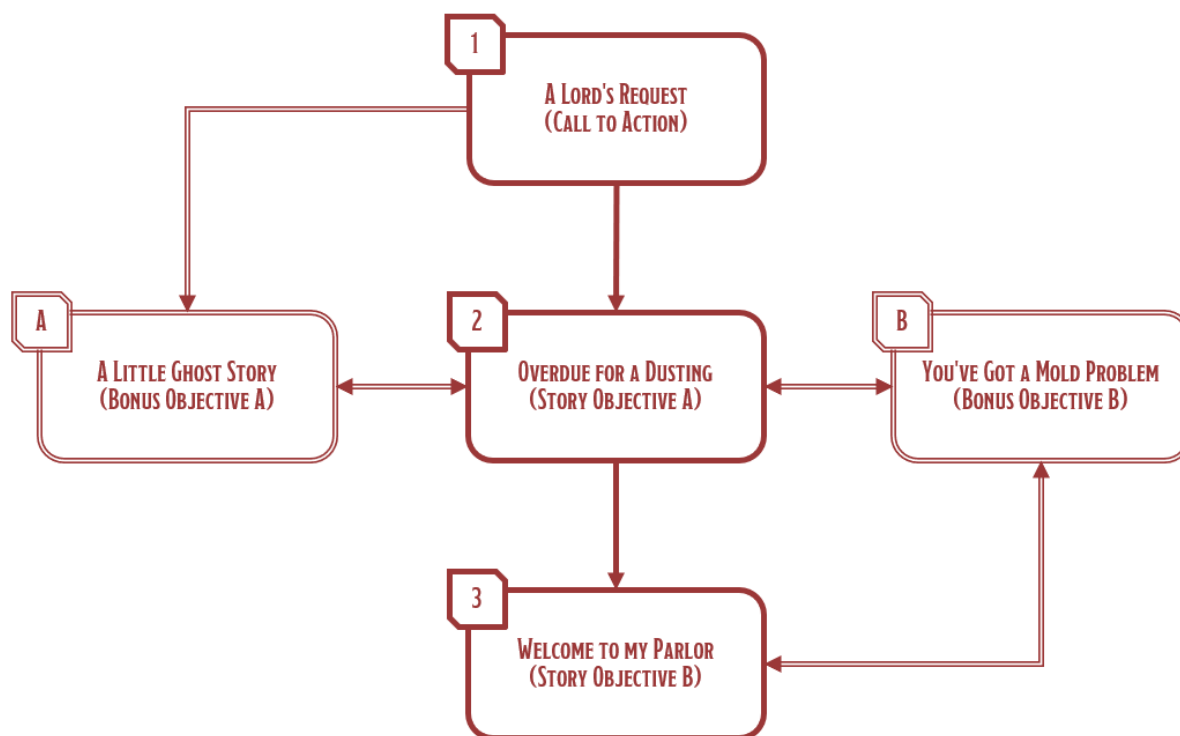
HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you use. At minimum, your session should last approximately **four hours**. However, if you wish, you can provide a longer experience for your players by using the optional bonus objectives.

- **Story Objectives Only.** To complete both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.
- **Bonus Objectives.** You can extend this adventure by one or two hours through the bonus objectives. **Bonus Objective A** fits best when played after the initial scene of Episode 1. **Bonus Objective B** can be played at multiple points: before or after Episode 2, or even after Episode 3, before the characters leave the tower.

EPISODE FLOWCHART

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective. If you're playing in a convention setting with a four-hour time limit, do NOT play the bonus objectives labeled below as 'A' and 'B'.



EPISODE 1: A LORD'S REQUEST (CALL TO ACTION)

Estimated Duration: 15 minutes

I'LL DRINK TO THAT

The vampire and Masked Lord of Waterdeep Artor Morlin has asked the characters to meet him in the Tempted Paladin in Skullport. He requests they go to the Tower of Ahghairon in order to speak with the wizard and find a way to help him seal off his new home from Far Realm incursions.

How Artor gives them the task depends on whether or not the characters played previous Season 8 adventures:

- **Played Previous Season 8 Adventures.** Artor speaks to the characters at the Tempted Paladin after they return from a previously assigned task. He provides encouragement to adventurers in need, saying they've thus far proven themselves useful and are best suited for this next task.
- **Didn't Play Previous Season 8 Adventures.** Artor Morlin contacts the characters via his network of spies and invites them to the Tempted Paladin in Skullport. Once there, he offers the characters the quest based on their reputations—promising a handsome reward if they return with something he can use.

AREA INFORMATION

The area has the following features;

Dimensions & Terrain. The Tempted Paladin is located in Skullport. The interior space of the tavern is approximately 60 feet long and 30 feet wide. The bar is on the right as the characters enter, and small round tables are arranged throughout the room.

Lighting. A fire burns in the central hearth, shedding dim light throughout the area.

Smells & Sounds. The tavern is clean and surprisingly free of the usual smells of food and spilled beer. It's also very quiet.

CREATURES/NPCs

Artor Morlin (a **vampire**) and masked lord of Waterdeep, is a powerful figure in the city. The nervous barkeeper (a retired **master thief**) stands behind the bar, waiting for an excuse to leave. The establishment is otherwise empty—everyone else having chosen to leave upon Artor's arrival.

Objectives/Goals. Morlin has long been working toward establishing a secure lair (preferably free from the incursions of the Far Realm) and seeks out adventurers willing to assist him in facilitating this.

CALL TO ACTION

Artor beckons them to sit, and then offers a simple proposal: go to the Tower of Ahghairon—yes, *that* Ahghairon—take the key you brought back to me here from the past and find the item he left for you so long ago. If none of the characters played the adventure where the key was obtained, feel free to modify this verbiage to the effect of—Here is a key that will see you safely through the front door. I promise you.

In exchange for this service, Artor promises a suitable reward. If the characters are reluctant to help, Artor reminds them that any Far Realm incursion that occurs within Undermountain is almost certain to spill out onto the streets of Waterdeep. He's extremely interested in maintaining the safety and sanity of the city's populace.



EPISODE 2: OVERDUE FOR A DUSTING

Estimated Duration: 2 hours 45 minutes

THE TOWER OF AHGHAIRON

The Tower sits in a square at the base of Mount Waterdeep, just outside Castle Waterdeep. Freshly cut violets have been placed in stone vases that are built into the area surrounding the tower proper. A sure sign of the citizenry's love for their founder.

There's a palpable sense of loneliness however, one that discourages most people from even getting as far as the door. As the characters approach the tower, no great spell or power strikes them dead where they stand, and there is an audible click when they get around to using the key in the door. At this point, arcane spellcasters feel a shiver crawl down their spine. The wards to Ahghairon's tower have been effectively dispelled, and their absence is uncomfortably noticeable.

As soon as the characters all enter the tower, the door shuts swiftly and silently, and then resolves into a door-sized oil painting of the door.

PREREQUISITES

This episode may be pursued after the characters receive the **Call to Action**.

STORY OBJECTIVE A

Passing safely through Ahghairon's tower to his chambers at the top is the ancient wizard's 'test of worth' and **Story Objective A**. When the characters enter the tower, some magical power within reaches out across the planes and pulls guardians into its chambers. Guardians who are ready to die to prevent the passage of all who seek entrance to Ahghairon's uppermost sanctum.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The Tower of Ahghairon is several stories tall, 100-feet across at its base, but tapering slightly as it ascends--flaring at the top-most level, and capped by a tall, peaked roof. The tower is built of smooth gray stone, accented by patches of lichen on the northern side. Only the top floor appears to have windows. The ground floor is accessible by an arched stone doorway, with a heavy iron-banded oak door.

Lighting. Unless otherwise specified, the interior of the tower is lit by candles set in regularly spaced wall sconces. Though they look like ordinary candles, they're sustained by magic (a *continual flame* spell), which prevents them from being extinguished. If blown out, a candle will relight itself the next round. The candles lose this property immediately upon being removed from the tower.

SCENE A. FOYER

Beyond the front door, the characters enter the tower's foyer. The foyer was once a gracious and impressive room, but it seems rather out of sorts now. This octagonal room contains many points of interest for characters who are exploring.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. This octagonal chamber is thirty feet across at its widest point. The north, east, and west walls are each set with a door. The door through which the characters entered is now just a highly detailed painting of a door. Floor-to-ceiling, rectangular mirrors are set into the walls between each of these walls. A wooden chest sits beneath each of the mirrors. Three of the chests are closed, and the fourth is open.

Smells. Dust and mildew.

Doors. There are three visible doors in addition to the door the characters entered through. The doors lead elsewhere into the tower:

- **West.** This door leads to **Scene B**.
- **North.** This door leads to **Scene D**.
- **East** This door leads to **Scene C**.

Mirrors. All four of the mirrors exhibit strange properties when gazed into. All of the mirrors radiate powerful illusion magic.

- **Southwest.** The creature reflected in this mirror is portrayed as standing on the Ethereal Plane. They're shrouded in mist and a successful DC 20 Wisdom (Perception) check reveals their shadow as moving independently of their own movements.
- **Northwest.** Creatures reflected in this mirror appear as being taller or shorter than normal. There's a 50% chance either way, and not all are affected the same at the same time.
- **Northeast.** The reflection cast by this mirror shows whoever standing it bathed in deep shadows. Their eyes glow a menacing shade of red.
- **Southeast.** Reflections from this mirror appear normal, but a creature standing in the mirror that succeeds on a DC 25 Wisdom (Perception) check notices the exceptionally faint outline of a creature pounding on the glass—trying to break through from the other side.

Graffiti. Characters with a passive Perception score of 13 or higher notice one or more scrawled messages, either inked on the walls, chests, or sometimes scratched onto the stone. The messages (written in Common) say odd things such as:

- "NO PLACE LIKE HOME"
- "HOME LIKE NO PLACE"
- "CAN'T GET OUT"
- "STAIRS" (carved on the north door).

BONUS OBJECTIVE A

If utilizing this additional content, any character with a passive Investigate score of 18 or higher notices a small hidden door just to the right of the entrance with the words "NO TREASURE HERE. IGNORE THIS DOOR" carved into it.

CREATURES/TRAPS

Two of the closed chests (directly to the right and left of the open chest) are unlocked but trapped with a *glyph of warding* (cast as at 9th level). A successful DC 25 Intelligence (Investigation) check is required to spot the trap, and a successful DC 25 Intelligence (Arcana) check PLUS a successful DC 25 Dexterity check made by a character trained with thieves' tools, are required to disarm it. Failing either check by any amount, or simply opening the chest without disarming the trap triggers the glyph which casts *mass polymorph* on everyone in the room. A successful DC 22 Wisdom saving throw is required to avoid being turned into a frog.

Four **boggles** occupy the open chest, where they are hiding. They were transported here from the Feywild, against their collective will. If the boggles are still in the open chest when the trap goes off, they're strangely unaffected by it. Either trap going off however, will attract their attention. If any of the characters have been turned into frogs, the boggles attempt to catch that frog and then use their *Dimensional Rift* ability to escape with the frog to the second floor.



Objectives/Goals. If the contents of the open chest is disturbed, they escape to the second floor using their *Dimensional Rift* ability, though they throw taunts and insult the characters as they leave.

What Do They Know? The boggles know nothing. They ‘found their way here accidentally’ from the Feywild and are now exploring the tower in their own time.

TREASURE

Inspecting the chests reveals:

- **Open Chest.** The items in and around this chest include fine clothing, a sapphire necklace (costume jewelry), and two expended *Quaal's feather tokens*.
- **Closed Chest.** The chest with no trap is closed and unlocked. If opened, it is revealed to be empty, but smells strongly of freshly caught fish. It is a *chest of preserving*.

FROG

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 – 1)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	13 (+1)	8 (–1)	1 (–5)	8 (–1)	3 (–4)

Skills Perception +1, Stealth +3

Senses Darkvision 30 ft., passive Perception 11

Languages –

Challenge 0 (10 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

LET'S BE FROGS!

An interesting note about being a frog. As a frog you don't have any real attacks (see the stat block above). So, in a circumstance where all characters are frogs, they're going to have to get creative to damage themselves and transform back. Unless they're willing to let a boggle bite them.



SCENE B: SHIELD GUARDIAN ROOM

The west door leads to this area from the foyer.

AREA INFORMATION

Dimensions. This 10-foot by 15-foot chamber has a 15-foot ceiling is nondescript and dusty.

Light. The room is completely dark.

Silent Guardians. The two shield guardians take no aggressive actions, and indeed are inert. Upon closer inspection, it is clear that they've taken heavy damage, with carbon scoring as if from a mighty flame, and many dents to their armor. A successful DC 15 Intelligence (Investigation) check allows a character to realize that both have their heads tilted up, as if looking directly toward the top of the tower.

CREATURES/NPCs

The two **shield guardians** here are inert and inactive. A character that succeeds on a DC 20 Intelligence (Arcana) check knows that these constructs are tied to a control amulet that allows its wearer to command them. The amulets aren't here. The creatures are little more than inert curiosities.



SCENE C: GUEST ROOM

The east door leads to this area from the foyer. This room seems to be a place for a visitor to stay, but who visits a long-dead Lord of Waterdeep?

AREA INFORMATION

The area has the following

Dimensions. This dusty 25-foot by 25-foot room has 15-foot high ceiling.

Light. The room is unlit, but there are several sconces on the walls and a lantern on the desk. These burst into pale blue flame if touched.

CREATURES/NPCs

If the characters poke around under bed, they disturb a **swarm of rats**.

Objectives/Goals. The rats are normal rats and only want a place to call home. They'll defend themselves if they must, but they'll scatter and escape if they can.

What Do They Know? Normal obstacles in translation aside, the rats know that they came to this place when it was cold and dark (last winter), and they prefer to stay on the ground floor and in the "twisting rooms" (i.e. the staircases). It's too dangerous to venture elsewhere.

TREASURE

There isn't much of interest here, but curious characters may discover:

- A small locked box beneath the bed has an emblem engraved on the top of the box, which a successful DC 15 Intelligence (History) check reveals is Artor Morlin's personal mark. The box contains six glass vials of a dark, sticky substance—old coagulated blood.
- A tapestry on the wall depicts a very outdated map of Waterdeep—a depiction of the city from when Ahghairon first laid out the plans for it.



SCENE D: STAIRS

Beyond this door, the characters find a spiral staircase that wraps up around the curve of the tower—matching the curvature of the structure’s exterior.

AREA INFORMATION

The area has the following features:

Dimensions. This passageway is 8-feet wide, with relatively shallow steps.

Light. Glass globes filled with luminescent fluid hang from the ceiling hang every 10 feet; their gentle, warm glow providing the only available light. One of the globes is smashed; shards of glass are scattered on the step below it.

CREATURES/NPCs

As they ascend the stairs, the characters are approached by Sabef (a **death slaad** in the guise of an archetypical human wizard apprentice), who claims to be Ahghairon’s “acolyte.” He speaks to the characters using telepathy only, claiming that he lost his tongue in a tragic accident involving magic, and no amount of magical healing has managed to reverse the damage.

Objectives/Goals. Sabef was transported here with his entire warband, consisting of various types of slaad. Sabef’s plans to draw visitors into the library above, where they’ll be killed and eaten, and their belongings divided up as spoils. To facilitate this, he puts on quite the pleasant demeanor.

What Do They Know? Sabef has no idea what’s really going on but claims that the tower is experiencing some strange side effects involving spontaneous interdimensional rifts that last but a moment. This isn’t entirely a lie, and he refuses to answer any other questions, instead insisting that the characters speak to ‘the master’, because he can “explain it better.” If asked about the traps, boggles, or the inert shield guardians, (or Inina if you’re playing with Bonus Objectives), Sabef feigns concern but doesn’t offer much besides a promise that Ahghairon will “explain everything”.



SCENE E: THE LIBRARY

Sabef leads the characters to the library. Here, he introduces them to the librarians as they turn up. Their names are Famel, Drumma, Stankle, Rusty, and Doh.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The reading room is 70 feet long, 50 feet wide, and 15 feet high. Based on the tower's dimensions, the room appears to be larger than it should be; it's a safe bet that magic is at play. It's otherwise beautifully appointed—plush carpets, dark wood furniture, and stuffed to the gills with packed bookshelves.

Lighting. A few lanterns in the area are filled with the same glowing liquid as those in the stairway. Elsewhere, the area is blanketed in darkness. The room's wards prevent any flame in the library—even fire-based spells or affects fail.

Sounds & Smells. The reading room smells of leather, old paper, and very faintly of dried roses. It is quiet, but a character with a passive Perception of 20 or greater, hears rustling and light footsteps as the librarians seemingly move about their business.

Doors. There are multiple doors in the library, though they are in shadowed parts and not immediately visible. On the wall to the right side of the entrance are two doors (the near one leads to the cloakroom and the further one to the office). A large set of double doors on the wall opposite the entrance leads to the Stacks (**Scene F**).

CREATURES/NPCs

Five **gray slaad** inhabit the shadowy corners of the library—in the guise of a “librarian” in case they're discovered. Each of them carries a candle lamp whose light is actually produced by a **will-o'-wisp**.

Objectives/Goals. The slaad were sucked through a rift to this place. Being from Limbo, they're accustomed to random changes in environment, and have adapted rather quickly to their new surroundings. Taking on the guise of librarians, they plan to lure any passers by into conversation about the tome here, making up arcane sounding ideas from what little they know of their own home, in the hopes of drawing them all into the chamber before attacking. Ideally, one of them will alert the slaad in the stacks so as to maximize the impact of their initial aggression.

If they're found out before this however, they'll attempt to shout into the stacks chamber for help while attacking the characters. The will-o'-wisp will join them in the fight. They came from the Feywild through a different portal and know a good hunting partnership when they see it.



SCENE F: THE CLOAKROOM

The characters enter this room from the reading room. It is very dark, but if the characters have darkvision or create a light, they will see that several cloaks hang on pegs along one wall, a few chairs are stacked in a corner, and that some cleaning supplies (broom, rags, buckets) are arrayed on shelves near the door. The only out-of-place thing here is a small pile of bones in the far corner, accompanied by a shiny ring that flashes briefly in the light.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. This 10-by-10-foot room has a 10-foot high ceiling—cloaked in darkness.

Lighting. It is pitch black inside.

CREATURES/NPCs

A monstrosity known only as **The Angry** hides behind a mass of cloaks, and pounces on whomever opens the door, hoping to catch them unawares.

Objectives/Goals. The Angry doesn't know how it got here, it just knows that its hungry and there is food to be had, if patience prevails.

TREASURE

This nonmagical silver ring is the only item of interest that remains from previous “snacks.” It's made of silver and fashioned to look like twisting vines, with seven emerald “fruits” worked into the design. The Angry leaves it there to attract others, hoping to get them all the way into the room.



SCENE G: THE OFFICE

The office is next to the cloakroom on the righthand side of the reading room. The heavy oak door is locked but can be opened with a successful DC 20 Dexterity check made by someone using and proficient with thieves' tools. A good old-fashioned shoulder ram or boot to the door and a successful DC 20 Strength (Athletics) check will also do the job. It contains a large desk and chair. A bookshelf half-full of books is on the wall behind the desk.

There is a sign on the desk:

*If you damage a book, remember to pay the fine
All coins accepted.*

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This 10-foot by 10-foot office that has a 10-foot high ceiling.

Lighting. There is no light in the office, but a lantern rests on the desk. It illuminates if touched.

Sounds & Smells. The office is quiet—sound is muffled here, since the room is so much smaller than the reading room. The smell of dried roses is more pronounced, emanating from a bowl of dried pink rose petals high on the bookshelf.

Tomes. There is an open book on the desk, written in an obscure dialect of Alzhedo with a dozen additional books stacked nearby. If investigated, each book is written in a different human language. The books range in topic from history to discussions of magical theory.

TREASURE & REWARDS

A character that is investigating the desk that also succeeds on a DC 25 Wisdom (Perception) check notices a secret drawer in the desk. The spellbook within the drawer has the *demiplane* and *contact other plane* spells etched inside but is otherwise completely blank.

SCENE F: THE STACKS

The characters enter this room through the doorway at the back wall of the reading room.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The stacks are contained in a room the same size as the library, but this room has floor to ceiling shelving set up in a way that makes it impossible to see more than 20 feet ahead. The shelves are arranged to create some alcoves and cul-de-sacs in addition to straight passages. It's rather like a maze.

Lighting. A few lanterns in the area are filled with the same glowing liquid as those in the stairway. Elsewhere, the area is blanketed in darkness. The room's wards prevent any flame in the library—even fire-based spells and affects fail.

CREATURES/NPCs

Three **green slaad** search through the stacks for anything they deem of value. They're looking for tomes of spells and other such arcane studies. They also appear as elderly librarians, each of them carrying a candle lamp whose light is actually produced by a **will-o'-wisp**. If any of the slaad from the library fled, it's most likely they came in here to hide, or for additional support.

FROG PRISONERS

Any character that was brought up to the second floor by a boggle is trapped in this chamber, having been stuffed in a cubby by the green slaad after they killed the tiny fey creature. Since there's no telling how long they'll be here, and knowing good food when they see it, the green slaad are saving any live frogs for a snack later. A successful DC 20 Intelligence (Investigation) check is required to locate the hidden cubby where any frogs are kept.

Objectives/Goals. The slaad are rummaging about for anything of value. They don't have anything specific they're looking for but are opportunistically taking the oldest books and dropping them in satchels they wear at the sides.

COMBAT

The green slaad fight and use their *Shapechanger* ability to try and trick the characters into attacking each other if possible.

EXPLORATION

The characters can inspect the stacks, which contain many interesting and rare tomes, both mundane and magical.

SOCIAL

The characters may be able to bargain with a green slaad to find the location of the 'frogs'.

WRAP-UP

If the characters defeat the slaad in the library and the stacks, they can leave the level in peace and either explore the other area on the second level (**Bonus Objective B**) or continue up the stairs to the third floor and **Episode 3**.



EPISODE 3: INNER SANCTUM

Estimated duration: 60 minutes

SCENE A: THE WORKSHOP

The characters enter the top floor of the Tower, where a group of star spawn have taken up residence. They're obsessed with breaking Ahghairon from his stasis, taking his cubic gate, and destroying it before anyone might use it to prevent move of their folk from invading Undermountain, and eventually, Waterdeep.

PREREQUISITES

The characters must navigate the lower floors of the tower in Episode 2 before pursuing this Episode.

STORY OBJECTIVE B

Retrieving Ahghairon's cubic gate is **Story Objective B**. This is most easily accomplished by defeating the star spawn and releasing Ahghairon from his stasis.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The room is a half-circle, being 100 feet long on the flat side. The ceiling is 20 feet high. Characters can see three doors besides the one they entered through. Two are set in the curving wall, one to the left (the storage room), and one to the right (the inner chamber). A third, smaller door is set in the far-left corner of the flat wall (broom closet).

Lighting. The lighting is good here, apparently coming from high windows set in the curving wall. Thanks to magic, the effect is that of bright daylight regardless of the actual time of day.

Sounds. The burbling of the star spawn, as well as an almost inaudible muttering hum that floats through the room, driving its presence into the skulls of any who enter here.

CREATURES/NPCs

Two **star spawn seers** are here, prowling through the workroom, examining the alchemical devices with as much interest as they do some of the more esoteric items that you guess are certainly magic. Nearby, hiding in the shadows of shelving, tables, and other apparatus are four **star spawn manglers**.

Objectives/Goals. As they search for any means of breaking Ahghairon's stasis, the star spawn seers remain alert to danger. Any non-star spawn entering the chamber are deemed a threat and immediately attacked, even as these creatures call for reinforcements from the other chambers nearby.

What Do They Know? Nothing they can explain with any degree of coherency.

PLAYING THE PILLARS

COMBAT

The star spawns attack the moment the characters make an appearance.

EXPLORATION

Characters can explore the room to discover the other doorways. If the characters use Stealth to sneak up on the star spawn.

SOCIAL

Communication with the star spawn is going to be minimal unless a character can speak Deep Speech or has some other means of communicating with these creatures. If they can understand them, the star spawn rant about destroying "the wizard" and his little cube too.

SCENE B: THE BROOM CLOSET

Anyone opening the door on the flat wall finds the broom closet.

AREA INFORMATION

This area has the following features:

Dimensions. The broom closet is 5-by-5 feet.

Lighting. There is no light in the closet.

Called to Clean. On a successful Investigation check, a character can read the sign written in Common on the inside of the door. It says: *Enough for today*. Speaking this phrase will call the brooms back to the closet. If the door is not shut behind them, they'll fly out again in two rounds.

CREATURES/NPCs

The closet contains five **animated brooms**. For the purpose of this encounter they're not combatants.

Objectives/Goals. The brooms were created by Ahghairon to clean his tower; they clean until done or until called back to the closet.

SCENE C: THE STORAGE ROOM

When combat begins, and the star spawn call out for reinforcements (or a bunch of fighting noise alerts them) six **star spawn hulks** leave this room to join the fight. They burst out of the left-hand room the round following the star spawn seers's first action, and move immediately to attack. However, it is also possible that a character could open this door before combat begins, in which case the star spawn hulks might be surprised.

AREA INFORMATION

This area has the following features:

Dimensions. This room is 70 feet by 50 feet, with 20-foot-tall ceilings. It functions as a storage room for magical paraphernalia and components, as is made evident by the contents of the shelves lining the walls.

Lighting. The star spawn hulks have destroyed the magical lighting in here, so it's quite dim if the door is open, and dark if the door is closed.

SCENE D: THE INNER CHAMBER

The characters who pass through the right-hand door of the work room find Ahghairon's personal chamber, once orderly and calm, but now taken over by two **star spawn larva mages**, who have made a mess of the place.

AREA INFORMATION

This area has the following features:

Dimensions. The chamber is forty feet by fifty feet, with 20-foot high ceilings.

Lighting. High windows of colored glass allow light in, dappling the scene with a riot of color if it is daytime. At night, sconces on the walls illuminate the space (they are identical to the ones elsewhere in the tower).

Furniture. The room contains a four-poster bed with heavy curtains, a fireplace with a comfortable chair and side table, and a large wooden wardrobe. It was once locked but has been pried open. Several robes can be seen hanging inside.

Ahghairon. Lying asleep on the bed is the ancient wizard himself, caught in a type of temporal stasis. He appears to be sleeping peacefully, and the *cubic gate* rests lightly on his frail looking chest. A dome of arcane energy encompasses the wizard and the bed, and the star spawn larva mages have been trying to breach this barrier by any means they think of. Splinters of wood and shards of various metals lay

strewn about the floor. The only way to bring down the barrier is to remove ALL hostile creatures from the tower. Once they're gone or destroyed, the barrier will come down and Ahghairon will awaken. Then, and only then, can he give the characters the *cubic gate*.

CREATURES/NPCs

The star spawn larva mages will only leave this room to join in the fight against the characters.



WRAP-UP

After defeating creatures running loose in the tower, and freeing Ahghairon from his stasis, the characters can speak with the legendary wizard to discuss the errand that brought them to the tower.

Ahghairon is grateful to the characters and remembers those he met before in a previous adventure (the *Folded Time* trilogy). He agrees that Artor Morlin should have something to help him seal off the Far Realms (“I’ve had quite enough of the other planes for the time being!”). Ahghairon gives the characters the *cubic gate*, an object that possesses the ability to lock or unlock passages to other planes of existence. He instructs the characters in how to use the cubic gate to seal off the Far Realms and tells them they must deliver it to Artor Morlin as soon as they leave the tower. He won’t leave his tower, or reveal his continued existence to the world, but he acknowledges that there may come a time when he’ll have to lend aid to the characters or others like them to finally end this threat to Waterdeep.

TREASURE & REWARDS

Cubic Gate. This object is a cube of opalescent crystal about six inches tall, wide, and deep. On each side, a different magical glyph is carved, indicating a specific plane. See **Appendix 5**.

Ahghairon’s Secret. If they get this far, the characters are among a very small number of people who know that the wizard Ahghairon is still alive. They can use this knowledge to their advantage, for example by returning to ask a favor at a later point, or perhaps bartering or selling the knowledge to someone else in Waterdeep.



ADVENTURE REWARDS

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive **2** advancement checkpoint(s) and **4** treasure checkpoint(s) for each **story objective** that they complete, as follows:

- **Story Objective A:** Reaching the tower's top floor
- **Story Objective B:** Defeating the arcanoloth

The characters receive **1** advancement checkpoint(s) and **2** treasure checkpoint(s) for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Retrieve Inana's doll
- **Bonus Objective B:** Eradicate the garden pests

PLAYER REWARDS

The characters earn the following player rewards for **completing the adventure**:

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Cubic Gate. Created by the wizard Hilather, the six sides of this cube are covered in characters from the language of Alzhedo. The six sides are keyed to: the Prime Material, the Elemental Plane of Fire, the Nine Hells, the Far Realm, the Outlands, and Arborea. This item can be found in **Appendix 5**.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations are featured in this adventure.

Ahghairon (Ah-GAR-on). Ahghairon is a wizard and the First Lord of Waterdeep. He dwells alone in his tower and uses magic to keep the outside world out. Most people in Waterdeep believe he's long dead, which is honestly the only way to get any work done around here.

Personality: *I am old and wise, and I aim to get older and wiser.*

Ideal: *The pursuit of arcane knowledge is noble and worthy. The outside world can wait.*

Bond: *Promises to old friends must be honored, and Waterdeep is my home.*

Flaw: *I can absolutely handle any magic that I dream up.*

Artor Morlin (AR-tor MOR-lin). A male vampire and one of the Masked Lords of Waterdeep. Also known as the Baron of Blood. Very few have this knowledge. Found in the **Preview episode**.

Personality: *I am wary and would rather observe my foes or send my minions and lackeys to deal with threats than handle them on my own.*

Ideal: *Waterdeep is my personal hunting ground, and I brook no challenges from other vampires.*

Bond: *I will keep my hunting to criminals and other undesirables so long as the other Masked Lords leave me alone.*

Flaw: *If I must fight, my bloodlust consumes me and exposes my vampiric desires.*

Inina (in-NEEN-ah). A ghost of a young girl who haunts the Tower of Ahghairon, with Ahghairon's knowledge and indulgence. Inina was killed and her soul then captured in a phylactery that later came into Ahghairon's possession. He broke the phylactery to free the souls within, but Inina took the form of a ghost, too frightened to leave this plane. She is essentially innocent and will not deliberately frighten or possess another creature. She can be found in **Bonus Objective A**.

Personality: *I have a child's fears combined with a ghost's regrets.*

Ideal: *I want to be strong enough to move on.*

Bond: *My memories of life are powerful pulls to this world.*

Flaw: *I'm fragile and easily frightened.*

APPENDIX 2: CREATURE STATISTICS

BOGGLE

Small fey, chaotic neutral

Armor Class 14

Hit Points 18 (4d6 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Sleight of Hand +6, Stealth

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 1/8 (25 XP)

Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

Slippery Oil: While coated in slippery oil, the boggle gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.

Sticky Oil: While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Dimensional Rift. As a bonus action, the boggle can create an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggle can see or specify by distance and direction (such as “30 feet straight up”). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle’s next turn.

Uncanny Smell. The boggle has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggle’s choice). The puddle is 1 inch deep and covers the ground in the boggle’s space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour.

If the oil is slippery, any creature that enters the puddle’s area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle’s area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.

BROOM (ANIMATED OBJECT)

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 17 (5d6)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (–5)	5 (–3)	1 (–5)

Saving Throws Dex +4

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1/4 (50 XP)

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

Constant cleaners. The broom can sense dirt or mess, and flies directly to the nearest spot (unless another broom is already there). The broom then cleans in a regular sweeping motion.

False Appearance. While the broom remains motionless and isn't working, it is indistinguishable from a normal broom.

CRAWLING CLAW

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (–3)	10 (+0)	4 (–3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

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

Languages understands Common but can't speak

Challenge 0 (10 XP)

Turn Immunity. The claw is immune to effects that turn undead.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).

DEATHLOCK MASTERMIND

Medium undead, neutral evil

Armor Class 13 (16 with *mage armor*)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	15 (+2)	12 (+1)	17 (+3)

Saving Throws Int +5, Cha +6

Skills Arcana +5, History +5, Perception +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft. (including magical darkness, passive Perception 14)

Languages Common, Elvish

Challenge 8 (3,900 XP)

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect magic, disguise self, mage armor*

Spellcasting. The deathlock is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch, mage hand, minor illusion, poison spray*

1st – 5th level (2 5th-level slots): *arms of Hadar, blight, counterspell, crown of madness, darkness, dimension door, dispel magic, fly, hold monster, invisibility*

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

ACTIONS

Deathly Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) necrotic damage.

Grave Bolts. *Ranged Spell Attack:* +6 to hit, range 120 ft., one or two targets. *Hit:* 18 (4d8) necrotic damage. If the target is Large or smaller, it must succeed on a DC 16 Strength saving throw or become restrained as shadowy tendrils wrap around it for 1 minute. A restrained target can use its action to repeat the saving throw, ending the effect on itself on a success.

DEATH SLAAD

Medium aberration (shapechanger), chaotic evil

Armor Class 18 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	10 (+0)	16 (+3)

Skills Arcana +6, Perception +8

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18

Languages Slaad, telepathy 60 ft.

Challenge 10 (5,900 XP)

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

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic, detect thoughts, invisibility* (self only), *mage hand, major image*

2/day each: *fear, fireball, fly, tongues*

1/day each: *cloudkill, plane shift*

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

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

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 or greatsword.

Bite (Slaad Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Claws (Slaad Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 7 (2d6) necrotic damage.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

DRYAD

Medium fey, neutral good

Armor Class 11 (16 with barkskin)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

GRAY SLAAD

Medium aberration (shapechanger), chaotic evil

Armor Class 18 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

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

Skills Arcana +5, Perception +7

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 17

Languages Slaad, telepathy 60 ft.

Challenge 9 (5,000 XP)

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

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 14). The slaad can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect thoughts*, *invisibility* (self only), *mage hand*, *major image*

2/day each: *fear*, *fireball*, *fly*, *tongues*

1/day each: *plane shift* (self only)

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

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

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 or greatsword.

Bite (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 5) slashing damage.

GREEN SLAAD

Large aberration (shapechanger), chaotic neutral

Armor Class 16 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	8 (–1)	12 (+1)

Skills Arcana +3, Perception +2

Damage Resistances acid, cold, fire, lightning, thunder

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

Languages Slaad, telepathy 60 ft.

Challenge 8 (3,900 XP)

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

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 12). The slaad can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect thoughts*, *mage hand*

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

1/day each: *fireball*

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

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

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 or staff.

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

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

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

Hurl Flame. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 10 (3d6) fire damage. The fire ignites flammable objects that aren't being worn or carried.

ININA (GHOST)

Small undead, neutral good

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Ethereal Sight. Inina can see 60 feet into the Ethereal Plane when she is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

KORRED

Small fey, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 102 (12d6 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	9 (–1)

Skills Athletics +9, Perception +5, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 15

Languages Dwarvish, Gnomish, Sylvan, Terran, Undercommon

Challenge 7 (2,900 XP)

Command Hair. The korred has at least one 50-foot-long rope woven out of its hair. As a bonus action, the korred commands one such rope within 30 feet of it to move up to 20 feet and entangle a Large or smaller creature that the korred can see. The target must succeed on a DC 13 Dexterity saving throw or become grappled by the rope (escape DC 13). Until this grapple ends, the target is restrained. The korred can use a bonus action to release the target, which is also freed if the korred dies or becomes incapacitated.

A rope of korred hair has AC 20 and 20 hit points. It regains 1 hit point at the start of each of the korred's turns while it has at least 1 hit point and the korred is alive. If the rope drops to 0 hit points, it is destroyed.

Innate Spellcasting. The korred's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *commune with nature*, *meld into stone*, *stone shape*

1/day each: *conjure elemental* (as 6th-level spell; galeb duhr, gargoyle, earth elemental, or xorn only), *Otto's irresistible dance*

Stone Camouflage. The korred has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Stone's Strength. While on the ground, the korred deals 2 extra dice of damage with any weapon attack (included in its attacks).

ACTIONS

Multiattack. The korred makes two attacks with its greatclub or hurls two rocks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) bludgeoning damage, or 19 (3d8 + 6) bludgeoning damage if the korred is on the ground.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage, or 24 (4d8 + 6) bludgeoning damage if the korred is on the ground.

PIXIE

Tiny fey, neutral good

Armor Class 15

Hit Points 1 (1d4 – 1)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	20 (+5)	8 (–1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Sylvan

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

1/day each: *confusion*, *dancing lights*, *detect evil and good*, *detect thoughts*, *dispel magic*, *entangle*, *fly*, *phantasmal force*, *polymorph*, *sleep*

ACTIONS

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

STAR SPAWN HULK

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	21 (+5)	7 (–2)	12 (+1)	9 (–1)

Saving Throws Dex +3, Wis +5

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Deep Speech

Challenge 10 (5,900 XP)

Psychic Mirror. If the hulk takes psychic damage, each creature within 10 feet of the hulk takes that damage instead; the hulk takes none of the damage. In addition, the hulk's thoughts and location can't be discerned by magic.

ACTIONS

Multiattack. The hulk makes two slam attacks. If both attacks hit the same target, the target also takes 9 (2d8) psychic damage and must succeed on a DC 17 Constitution saving throw or be stunned until the end of the target's next turn.

Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Reaping Arms (Recharge 5–6). The hulk makes a separate slam attack against each creature within 10 feet of it. Each creature that is hit must also succeed on a DC 17 Dexterity saving throw or be knocked prone.

STAR SPAWN LARVA MAGE

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 168 (16d8 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	23 (+6)	18 (+4)	12 (+1)	16 (+3)

Saving Throws Dex +6, Wis +6, Cha +8

Skills Perception +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, restrained

Senses darkvision 60 ft., passive Perception 16

Languages Deep Speech

Challenge 16 (15,000 XP)

Innate Spellcasting. The larva mage's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *eldritch blast* (3 beams, +3 bonus to each damage roll), *minor illusion*

3/day each: *dominate monster*

1/day each: *circle of death*

Return to Worms. When the larva mage is reduced to 0 hit points, it breaks apart into a swarm of insects in the same space. Unless the swarm is destroyed, the larva mage reforms from it 24 hours later.

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 6) bludgeoning damage, and the target must succeed on a DC 19 Constitution saving throw or be poisoned until the end of its next turn.

Plague of Worms (Recharge 6). Each creature other than a star spawn within 10 feet of the larva mage must succeed on a DC 19 Dexterity saving throw or take 22 (5d8) necrotic damage and be blinded and restrained by masses of swarming worms. The affected creature takes 22 (5d8) necrotic damage at the start of each of the larva mage's turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Feed on Weakness. When a creature within 20 feet of the larva mage fails a saving throw, the larva mage gains 10 temporary hit points.

LEGENDARY ACTIONS

The larva mage 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 larva mage regains spent legendary actions at the start of its turn.

Cantrip (Costs 2 Actions). The larva mage casts one cantrip.

Slam (Costs 2 Actions). The larva mage makes one slam attack.

Feed (Costs 3 Actions). Each creature restrained by the larva mage's Plague of Worms takes 13 (3d8) necrotic damage, and the larva mage gains 6 temporary hit points.

STAR SPAWN MANGLER

Medium aberration, chaotic evil

Armor Class 14

Hit Points 71 (13d8 + 13)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)	7 (-2)

Saving Throws Dex +7, Con +4

Skills Stealth +7

Damage Resistances cold

Damage Immunities psychic

Condition Immunities charmed, frightened, prone

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

Challenge 5 (1,800 XP)

Ambush. On the first round of each combat, the mangler has advantage on attack rolls against a creature that hasn't taken a turn yet.

Shadow Stealth. While in dim light or darkness, the mangler can take the Hide action as a bonus action.

ACTIONS

Multiattack. The mangler makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If the attack roll has advantage, the target also takes 7 (2d6) psychic damage.

Flurry of Claws (Recharge 4–6). The mangler makes six claw attacks against one target. Either before or after these attacks, it can move up to its speed as a bonus action without provoking opportunity attacks.

STAR SPAWN SEER

Medium aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	22 (+6)	19 (+4)	16 (+3)

Saving Throws Dex +6, Int +11, Wis +9, Cha +8

Skills Perception +9

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 19

Languages Common, Deep Speech, Undercommon

Challenge 13 (10,000 XP)

Out-of-Phase Movement. The seer can move through other creatures and objects as if they were difficult terrain. Each creature it moves through takes 5 (1d10) psychic damage; no creature can take this damage more than once per turn. The seer takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The seer makes two comet staff attacks or uses Psychic Orb twice.

Comet Staff. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage, or 10 (1d8 + 6) bludgeoning damage if used with two hands, plus 18 (4d8) psychic damage, and the target must succeed on a DC 19 Constitution saving throw or be incapacitated until the end of its next turn.

Psychic Orb. *Ranged Spell Attack:* +11 to hit, range 120 feet, one target. *Hit:* 27 (5d10) psychic damage.

Collapse Distance (Recharge 6). The seer warps space around a creature it can see within 30 feet of it. That creature must make a DC 19 Wisdom saving throw. On a failed save, the target, along with any equipment it is wearing or carrying, is magically teleported up to 60 feet to an unoccupied space the seer can see, and all other creatures within 10 feet of the target's original space each takes 39 (6d12) psychic damage. On a successful save, the target takes 19 (3d12) psychic damage.

REACTIONS

Bend Space. When the seer would be hit by an attack, it teleports, exchanging positions with another star spawn it can see within 60 feet of it. The other star spawn is hit by the attack instead.

SWARM OF RATS

Medium swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 – 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	11 (+0)	9 (–1)	2 (–4)	10 (+0)	3 (–4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

THE ANGRY

Medium monstrosity, neutral evil

Armor Class 18 (natural armor)

Hit Points 255 (30d8 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	19 (+4)	8 (–1)	13 (+1)	6 (–2)

Skills Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or darkness

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 13 (10,000 XP)

Two Heads. The Angry has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Rising Anger. If another creature deals damage to the Angry, the Angry's attack rolls have advantage until the end of its next turn, and the first time it hits with a hook attack on its next turn, the attack's target takes an extra 19 (3d12) psychic damage.

On its turn, the Angry has disadvantage on attack rolls if no other creature has dealt damage to it since the end of its last turn. **Magic Resistance.** The slaad has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Angry makes two hook attacks.

Hook. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) piercing damage.

TREANT

Huge plant, neutral evil

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (–1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

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

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Life Drain, or until its concentration ends (as if concentrating on a spell).

APPENDIX 3: BONUS OBJECTIVE A: A LITTLE GHOST STORY

Estimated duration: 60 minutes

SCENE A: THE OUTER DARKNESS

The characters encounter an unexpected resident of the Tower. The characters pass through the small door in the foyer, finding themselves in a strange, narrow room. The air is cold here, with a thin layer of wispy fog swirling just above the floor. The stone walls are bare, with a thin film of moisture clinging to them. It is dark except for whatever light seeps through the doorway to the foyer.

PREREQUISITES

This bonus objective may only be pursued if the characters enter the small door in the foyer.

OBJECTIVE

Freeing Inina the ghost from her predicament is **Bonus Objective A**.

AREA INFORMATION

This area has the following features:

Dimensions. This room is a slightly curved rectangle, evidently echoing the shape of the outside of the tower. It is twenty feet long and ten feet wide. There is an opening in the short wall at the far end—a passageway.

Lighting. The room is unlit.

Unsettling Sounds. The characters can hear what sounds like a young child's scream of pain or anguish. It's coming from the passageway.

SCENE B: THE STAIRWAY

The characters can go through the passage to discover stone steps going down into utter darkness.

AREA INFORMATION

This area has the following features:

Dimensions. The stairs are six feet wide, and the ceiling is about 8 feet tall. The stairs descend for forty feet, terminating in the circular room below.

Lighting. The area is unlit.

Sounds. The screams from below continue intermittently. On a successful DC 15 Wisdom (Perception) check a character can hear a slight scratching sound, not unlike rats.

CREATURES/NPCs

Ten feet from the top of the stairs, a swarm of **crawling claws** lurks in the shadows. The swarm waits until the characters have passed by, then attempt to chase them, grabbing onto clothing, capes, necks, etc. If the characters make noises fighting off the claws, it alerts the monsters below.



SCENE C: THE CIRCLE OF PAIN

At the base of the stairs, the characters enter a circular room. It appears to be primarily a storage area, with stacks of wooden crates and barrels arounds the perimeter. However, the most arresting sight is that of a small figure being hounded by three dark, spectral forms floating the air above her. The small figure looks like a young human girl, but her filmy, insubstantial appearance reveals her to be a ghost. The dark forms seem to be tormenting her, pulling at her very self, drawing it into thin, luminescent threads.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The circular room is 30 feet in diameter. The floor, ceiling, and walls are constructed of very solid grey stone.

Lighting. The area is unlit, except for the faint glow coming from the ghost.

Sounds. The ghost is shrieking, a bone-chilling sound.

CREATURES/NPCs

Six **deathlock masterminds** hover over the ethereal form of a young girl (a **ghost**) who shrieks and begs for help.

Objectives/Goals. The ghost wishes to be freed from its torment by the deathlock masterminds, and ultimately leave this plane of existence. The deathlock masterminds seek to kill all life they encounter. Inina wishes to tag along with the characters as they navigate the tower. Before this, however, she wishes to venture to the floor below (Scene D) and collect her doll—something she's been too afraid to do on her own due to the presence of the "eyes in the dark."

What Do They Know? Inina knows that Ahghairon is alive but sleeping. She knows that the deathlock masterminds ("wraiths") appeared from a dark tear in reality not long ago and have been chasing her ever since. Though she is undead, they were attracted to her innocent soul. The deathlock masterminds know nothing of the situation. They found a rift in reality that allowed them to pass into the tower from the Shadowfell, and they're simply taking advantage of a new hunting ground. They can speak Common and Elvish.

ININA, A GHOST

She was once a young girl living in Waterdeep (through details of her story, the characters can glean that she lived centuries prior). An evil mage cast a spell that killed her and a large number of other children, trapping their souls in a strange, glassy prison. She remembers little of that time, but she knows when the prison was broken open, she was here in the Tower. The nice wizard Ahghairon explained that he now had the item that contained her soul, and he broke it to release the ghosts inside. While most of the ghosts disappeared soon after, Inina remained in the Tower, afraid to pass through the veil. Ahghairon permitted her to linger, telling her that when she was ready, he'd help her to another plane of existence. The recent, frightening events in the tower have convinced Inina that her time has come.

If the characters come to Inina's aid, encourage them to roleplay their interactions with her. She can provide useful information if she is treated kindly:

- She knows that evil things have been appearing in the tower, and thinks a magic spell went wrong, though she can't explain further.
- She knows that most of Ahghairon's most important magical things are kept in his chambers on the top floor.
- She knows that the scratched messages found throughout the tower are relatively recent.
- She can offer insight into some of the layout of the tower, including the fact that many rooms in the tower are "too big to fit inside it" (i.e. that they are pocket dimensions and/or gates to other dimensions). If the DM wants to include Bonus Objective B, she knows a beautiful garden is accessible from the second floor.

SCENE E: THE SUB-BASEMENT

Inina leads the characters to another stairway on the opposite side of the circular room, which leads down to the sub-basement.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The lowest basement in the tower is also circular, with a 50-foot diameter. The walls and ceiling are the same smooth stone, but the floor is quite a bit rougher, perhaps the natural stone level anchoring the tower itself.

Lighting. There is a faint glimmering of light in the center of this room. A single candle in a lantern hangs from the ceiling, lit by the same *continual light* spell as the others in this tower.

Eyes in the Dark. The characters may catch a glimpse of what appears to be the two eyes of some massive creature. The “eyes” is a death tyrant hovering in the back of the room, opposite the bottom of the spiral staircase.

Junk Room. Whatever this room used to be, it now looks like a trash heap. Broken objects are scattered across the floor, and crates have been smashed open or burned to ash. A successful DC 15 Arcana check allows a character to realize that nearly all of these items were once magical but have had the essence drained from them. None of the objects in this room are magical now.

Bones. There are dead, rotting creatures scattered amongst the items: rats, boggles, and some larger specimens that look human or elvish. These are the victims of the death tyrant.

CREATURES/NPCs

A **death tyrant** lurks in this room. They came here via a dimensional gate, much like the other creatures in the tower. They were drawn to the intense level of magic contained within the tower and have been draining many of the magical items that were kept here. It also eats any rats, boggles, or other creatures foolish enough to explore this level.

Objectives/Goals. The **death tyrant** is angry that it got trapped here when it came through the dark tear.

WRAP-UP

After they defeat the monsters, Inina hunts for and retrieves a non-magical cloth doll Ahghairon gave her after she decided to stay on this plane. She explains that it's her darling companion, and she can't “move on” without it near. She is able to use her *etherealness* ability to draw the doll into the Border Ethereal, allowing her to keep hold of it. The characters can go upstairs to the foyer to return to the main storyline.



APPENDIX 4: BONUS OBJECTIVE B: YOU’VE GOT A MOLD PROBLEM

Estimated duration: 60 minutes

SCENE A: THE GARDEN ROOM

The characters find that the garden room isn’t as serene as it seems.

PREREQUISITES

This bonus objective may only be pursued if the characters enter the green door on level 2. They can find it on their own through exploration after **Episode 2**, or even after **Episode 3** is concluded and they are on their way back down.

OBJECTIVES

Eradicating the threat to the garden by sealing the rift that is allowing the monsters through from the Feywild and the Shadowfell is Bonus Objective B.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The garden is 1,000 yards square and open to the sky—an unusual sight that a character that succeeds on a DC 20 Intelligence (Arcana) recognizes as it’s part of the Feywild, permanently attached to Ahghairon’s tower. He designed it as a retreat from his work.

Lighting. The light comes from the sky, a soft twilight glow that makes the area under any trees heavily shadowed. What seem to be fireflies flicker among the trees.

Sounds & Smells. The main garden smells wonderful, the aroma of fresh air and flowers providing a sense of rejuvenation. A successful DC 20 Wisdom (Perception) check reveals a less pleasant scent from further on—mold or rot, perhaps.

COMPLICATIONS

The garden is filled with many diversions, some magical and whimsical, some more disturbing. Use as many as you wish in any order, while the characters move through the garden.

- About 100 feet beyond the clearing to the right, a group of 8 **korred** lay in wait to tease anyone who happens by. They’ll play tricks if they can, but they’ll attack if they are attacked (or they see an opportunity to strike).
- In a secluded grove, three statues of humanoids that look somewhat like elves stand in a triangle,

facing each other, about 15 feet apart. A character who walks to the middle of the triangle will hear a hauntingly sweet song in an ancient language. A *comprehend languages* spell or similar power lets a character translate the song, which is a lullaby.

- A natural-looking pool of clear water lies among a group of willow trees. Fireflies and showy moths dance over it. A non-evil character who drinks the water find that it functions as a *potion of healing*. Evil characters who try the water react to it as if it were *poison*.
- A character who sits quietly in the garden may attract the interest of several **pixies**. This is especially likely for druids or characters with a fey background. The pixies will lead the character to the dryad’s grove, if no one has already encountered her.
- In another corner of the garden is a small hill with a “temple” at the top. The structure is composed of seven marble pillars topped with a round marble roof. Everything is intricately carved. It can accommodate three people comfortably. If a character sits on one of the silk cushions on the ground, unseen servants will produce refreshments: a flask that pours the character’s chosen beverage, and a platter filled with cheeses, fruits, and sweets. There is a 10% chance the offerings will be tainted with mold or rot, evidence of the problems in the garden.
- There are a few tricks in the garden, essentially harmless traps. A character who trips one of them may suffer one of the following effects detailed in the sidebar.

THE GARDEN’S “TRAPS”

The DM can choose one or more traps for the characters to encounter. There is no saving throw against these effects.

- A cloud of multicolored bubbles surrounds the character for one minute. The bubbles smell and taste like honey.
- Illusory moths appear and flutter around the character for one minute.
- Ethereal piping sounds around the character for one minute, inspiring them to dance.
- The character can levitate for one minute. They’ll be lowered down gently at the end of the effect.

SCENE B: THE GROVE

The most prominent feature of the garden is a stand of trees, planted in a perfect circle around a clearing of soft grass.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The clearing is about 100 feet in diameter, and the surrounding trees block the view of the garden beyond.

Lighting. The same twilight glow lights the sky. A flickering in the trees might be fireflies.

A Restful Spot. A path leads from the doorway to this clearing of lush green grass about 100 feet into the garden. It is surrounded by trees planted in a circle, and concentric rings of flowers and plants. There are a few stone benches in the clearing, artfully carved with elven designs.

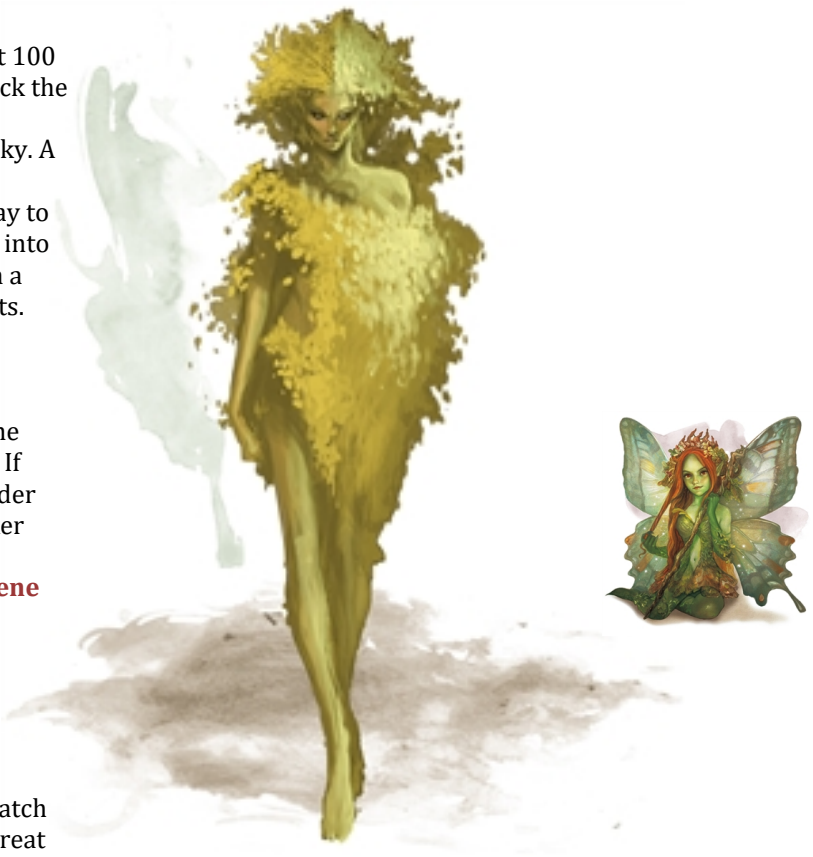
A **dryad** emerges from her tree and asks the characters what they're doing in the garden. The dryad recognizes Inina, if she is with the party. If asked, the dryad explains that the garden is under assault from some evil creatures from the darker corners of the Feywild. She asks politely if the characters will help to eliminate the threat (**Scene C**).

CREATURES/NPCs

One **dryad** and a dozen **pixies** are in this area.

Objectives/Goals. The dryad is a long-time resident of this grove. She was called there by Ahghairon a long time ago, and her task is to watch over the garden, which Ahghairon uses as a retreat when he wants to "get outside" without leaving his tower. The pixies also live in the garden; they came from the Feywild as well. The dryad seeks help in eliminating the dark fey.

What Does She Know? The dryad is loyal to Ahghairon, and his recent absence from the garden worries her. The pixies know that the dimensional rifts are becoming more frequent.



PLAYING THE PILLARS

COMBAT

Combat will happen once the characters encounter the korred or the treants.

EXPLORATION

There are several points of interest in the garden, which was designed as an amusing, relaxing getaway. Feel free to be creative with your descriptions, but keep them family friendly please.

SOCIAL

The dryad is perfectly willing to talk once the threat is ended, but she's focused on the dangers upsetting her realm.

SCENE C: MEAN-LEAVES

The characters move toward the shadowed part of the woods, where the unpleasant smell is emanating. What causes them to move there depends on how this encounter unfolds:

- They can discover it through their own explorations.
- The dryad can point them to source of the trouble.
- A surprise attack by any of the evil creatures in this area can lead the characters to the source.

In any case, the characters discover that this part of the woods is unwholesomely dark, with webs or long mosses hanging from the branches of blighted trees.

AREA INFORMATION

Dimensions & Terrain. This area is heavily shadowed, the tree branches thick and the ground overgrown with vines. Moving off the path leads the characters into *difficult terrain* that is boggy and contains small sinkholes. There are a few spots of higher ground (a foot or so above the waterline) where footing is safer.

Lighting. There is almost no light here. Even the fireflies avoid this part of the woods. The rift itself glows dimly (30-foot radius).

Smells & Sounds. The smell of rot and mold grows more pronounced the closer the characters get to the rift. On a successful Perception check (DC 12), characters can notice the smell of decaying flesh. The woods aren't quite silent, but all the pleasant noises of birds and breeze elsewhere in the garden are replaced with the occasional chittering, growling, and the unsettling sound of something heavy stepping on spongy, boggy ground not far away.

Rift. The characters notice a sickly greenish glow about forty feet away, off the path and in the difficult terrain. This is the rift that is allowing the nastier creatures of the Feywild into the garden. Looking into the rift is like looking through a jagged window to the scene beyond; a nightmarish forest of twisted, dead trees in a bog, with massive growths of mold and fungi in place of healthy vegetation. Misshapen

creatures prowl in the shadows, their eyes glowing red. Any character attempting to move through the rift takes 10d10 necrotic damage (half damage on a Wisdom saving throw).

Closing the Rift. The characters can battle the creatures already here, but to solve the problem, they need to close the rift that keeps allowing them in. This can be done by means of a *dispel magic* (level 7) or a *hallow* spell.

CREATURES/NPCs

Five corrupted **treants** attack once the characters get within reach (about 20 feet of the rift). Ten **korred** join the fray as soon as the characters are engaged.

Objectives/Goals. These creatures emerged from the rift and are focused on turning the garden and its denizens to a world more like their own.

What Do They Know? The monsters know nothing of what's going on the tower. They don't know how to close the rift either.

WRAP-UP

After they defeat the monsters and close the rift, the dryad thanks the characters for their assistance. She points them to the fountain with healing waters if anyone is wounded. She explains that the threats to the garden are recent, and due to a number of small rifts in reality that let creatures in from other, more fell dimensions.

She hasn't seen Ahghairon in the garden since that point and hasn't been able to tell him about the problem (she can't leave the garden). She asks the characters to report what happened to Ahghairon.

TREASURE & REWARDS

The dryad allows the characters to take some of the water from the fountain. She permits each character to fill up to two containers—each of which functions as a *potion of healing*. Those that disobey and fill more find their containers bone dry.

APPENDIX 5: MAGIC ITEM UNLOCK

Characters completing this adventure's objective unlock this magic item. Once unlocked, the item may be purchased once using treasure checkpoints. Once this item has been purchased, it's no longer available unless later unlocked by other means.

CUBIC GATE

Wondrous Item, very rare

This cube is 3 inches across and radiates palpable magical energy. The six sides of the cube are each keyed to a different plane of existence, one of which is the Material Plane. The other sides are linked to planes determined by the GM.

You can use an action to press one side of the cube to cast the *gate* spell with it, opening a portal to the plane keyed to that side. Alternatively, if you use an action to press one side twice, you can cast the *plane shift* spell (save DC 17) with the cube and transport the targets to the plane keyed to that side.

The cube has 3 charges. Each use of the cube expends 1 charge. The cube regains 1d3 expended charges daily at dawn. This item can be found on **Magic Item Table I** in the *Dungeon Master's Guide*.

Created by the wizard Hilather, the six sides of this cube are covered in characters from the language of Alzhedo. The six sides are keyed to: the Prime Material, the Elemental Plane of Fire, the Nine Hells, the Far Realm, the Outlands, and Arborea.

APPENDIX 6: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 17th - 20th level characters** and is optimized for **five characters with an average party level (APL) of 18**. Characters outside this level range cannot participate in this adventure.

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To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play too but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

PREPARING THE ADVENTURE

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. Familiar 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.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown.

These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you determine the best mix/number of opponents to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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

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

