



# DUNGEONS & LAIRS #20: LICH TOWER

**L**ich Tower is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 14, 17, 20, or Epic**. This document offers details for each level and makes adjustments accordingly. The characters must enter the black tower of one of the most dangerous beings in the world, a lich.

## PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Lich Tower Hooks table on the next page offers details for introducing this adventure to your players.

## RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic rule set from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

*Spells* and nonmagical equipment mentioned in the adventure are described in the core manual for players.

*Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

## LEVEL SELECTION

Before play, be sure to know the level for which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 14th, 17th, or 20th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level less than 14 as it may pose too much of a challenge. The epic version of the adventure included in this offers double the adventuring day XP a 20th-level party is capable of handling. Only experienced players should even attempt this version of the adventure.

## SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy
17	17th-level	Hard
18	17th-level	Medium
19	17th-level	Easy
20	20th-level	Hard
20	Epic	Deadly





## LICH TOWER HOOKS

Side Quest d8	Type	Details
1	Fetch Quest	The characters are asked to retrieve a legendary magic item rumored to be in the possession of the lich.
2	Recover Stolen Item	The lich stole the soul of a large wealthy kingdom's queen. Without a soul, she's passionless and cold, incapable of feeling pity or remorse.
3	Receive Information	A creature even worse than the lich plagues the region. The characters must learn from the lich how to defeat the creature.
4	Rescue Mission	A party of adventurers close to the characters entered the tower a month ago. They haven't been seen since.
5	Find a Missing NPC	A fisherman named Ramdeo vanished while sailing near a mysterious pillar of fog. As he is a cousin of the king, the party must discover what happened to Ramdeo.
6	Monster Hunt	The lich is a genocidal maniac that must be stopped at all costs.
7	Supernatural Investigation	Sailors tell horror stories about a great pillar of fog in the middle of the sea. The characters are sent to check it out.
8	Secure Aid	A mad titan just declared war on the world; the characters must recruit the lich to help them fight the titan.

**Gold Rewards.** To further incentivize the party to enter the lich tower and risk the dangers that lie within, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 1,000 gp per level of the adventure so long as their patron is wealthy enough to afford such a price.

## OMERIA PLACEMENT

The lich tower rises from a wild and temperamental body of water. In Omeria, this ocean can be the Omerian Ocean off Omeria's west coast, the troublesome waters just off the Mirror Coast in Aspaeth, in the Tyrant's Riddle, or even in The Wound between Greatwell and the Tadju Confederacy.

## LICH TOWER

The black tower featured in this adventure rises a full 160 feet out of a raging body of water like a charred tusk. Reaching this tower should not be easy. In the 14th-level version of this adventure, the characters can't reach this location unless they take a ship whose captain is insane enough to navigate the deadly waters surrounding the tower. In the higher level versions of this adventure, the tower can only be reached by magical means. The tower might not even be found on the prime material plane. It could exist in the Elemental Plane of Water, the Astral Sea, the realm of shadow, or even a layer of the Abyss.

## GENERAL FEATURES

Unless stated otherwise, the tower has the following features.

### ARCHITECTURE

The tower itself is made from magical-treated stones which cannot be destroyed by anything less than a *disintegrate* spell. Ceilings on the top eight levels rise 2 feet above the black floors, and 10 feet above the dungeon's floors.

### DOORS

The tower's doors are built from the same type of stone as the tower itself. These doors are indestructible to all forms of damage except for the damage caused by a *disintegrate* spell. Every door in the tower is magically locked. Only the tower's undead inhabitants can open the doors without issue. To open a locked door, a character must succeed on a DC 28 Dexterity saving throw using proficiency in thieves' tools to pick a lock, or a DC 32 Strength check to break a locked door open.

### ILLUMINATION

All of the tower's levels are illuminated by permanent *continual flame* spells.

### MAGICAL PROTECTIONS

The entire tower and 100 feet beyond its walls in all directions are protected by permanent *private sanctum* spell, which imparts the following protections:

- Sound can't pass through the barrier at the edge of the warded area.
- The tower appears to be surrounded by a wall of dark fog, preventing vision (including darkvision) through it.
- Sensors created by divination spells can't appear inside the tower or its warded area or pass through the warded area at its perimeter.
- Creatures in the tower and its warded area can't be targeted by divination spells.
- Nothing can teleport into or out of the tower or its warded area.
- Planar travel is blocked within the tower and its warded area. Magic items and spells that create pocket dimensions, such as *magnificent mansion*, *bag of holding*, and *portable hole* do not function inside the tower and its warded area.

The tower is protected by *forbiddance* spells, too. The spells proof the area against planar travel and thereby



prevent creatures from accessing the area by way of the Astral Plane, Ethereal Plane, realm of fey, realm of shadow, or the *plane shift* spell.

The *forbiddance* spell also damages celestials, elementals, fey, fiends, and undead that enter the area. When one of these creatures enters the spell's area for the first time on a turn or starts its turn there, the creature takes 55 (5d10) necrotic damage. This includes familiars, magical steeds, and other creatures summoned by conjuration magic.

All of the creatures who lurk in and around the tower are not affected by the *forbiddance* spells.

**Stone of Evil.** The one exception to the no-teleportation rule are the lich's *stones of evil*. A *stone of evil* is a magic item that allows a wielder to teleport itself and up to eight willing creatures the wielder can see within 10 feet of it to another level of the tower. Each level of the tower has its own unique command word. If the wielder attempts to use a *stone of evil* without speaking a correct command word, the wielder is instantly teleported to area 3e of the tower while their passengers remain behind.

The correct command words are hidden throughout the tower. The table below lists each command word, the level to which they teleport a *stone of evil* user, and where the word can be found by the characters.

## STONE OF EVIL COMMAND WORDS

Teleportation Destination	Command Word	Location Found
1a	Suffering	Written on Ramdeo's brick in area 10.
2b	Carnage	On the backside of the secret door in area 2b.
3e	Any incorrect command word	—
4	Windblaze	Embroidered on a robe in the wardrobe in area 7.
5	Poisonrage	On the wall in cell 3d.
6	Strigeforms	Inside the book <i>Owl of Yesterday</i> in area 5.
7	Lullaby	On the throne in area 1a.
8	Purge	On the ceiling in area 6.
9	Ancestral fury	Under the table in area 5.
10	Nightfall	Dog's name tag in area 3a.

## STORM CONDITIONS

The exterior of the tower is constantly rocked by a ceaseless sea storm. Strong wind and heavy precipitation impose disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing and sight. The weather extinguishes open, nonmagical flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

All Strength and Dexterity checks made underwater in the area surrounding the tower are made with disadvantage. A large or smaller creature that starts its turn near the surface of the water must succeed on a DC 18 Strength saving throw, or be pulled 3d10 feet underwater.

## KEYED LOCATIONS

The following locations are keyed to the maps of the lich tower, as shown on pages 4, 5, 6, 7, and 9.

### 1A - FRONT GATES

The most obvious way inside the lich tower is through its front gates. Like the rest of the doors in the tower, the front gates are locked.

**Hazard: Slick Stone.** If the characters fight the gate guard in the area in front of the doors, they have to contend with the slick stone during their fight. A character moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A character moving through the area at half speed doesn't need to make the saving throw. The gate guardians are unaffected by the slick stones.

**Encounter: Gate Guard.** The gate is guarded by one or more dangerous minions, the nature of which depends on the level of the adventure as shown on the table below. All of the monsters are detailed in the Appendix. Speaking the command phrase "Haunt" forces the creature to stop fighting and surrender its key (see below). Otherwise, these monsters fight until destroyed.

### AREA 1A ENCOUNTERS

Adventure Level	Encounter
14th	1 storm giant zombie
17th	1 dragon turtle zombie
20th	1 storm elemental
Epic	1 elder storm elemental

**Treasure: Key to the Tower.** Whatever the nature of the creature, it holds inside it a key to the front gates. Of course, finding the key is no simple task. For the zombies, a character must examine the destroyed zombie corpse and succeed on a DC 20 Wisdom (Medicine) check to locate the key. For the elementals, the key falls to the ground as soon as the creature is destroyed. Alternatively, a creature standing in the elemental's area can use its action to grab the key, doing so with a successful DC 23 Dexterity (Acrobatics) check.

### 1B - THRONE ROOM

This large area boasts the lich's throne. Two sets of stairs offer access down to the dungeon (area 2) and the level above (area 4). The ceiling is open to the level above it. This allows creatures in area 4 to make attacks against creatures in this area and vice versa.

**Encounter: False Lich.** When the characters first arrive, a creature designed to look exactly like the tower's lich sits upon a black throne at the west end of the room—a **necropolitan archmage**. A necropolitan archmage uses the same stat block as an **archmage**, except its type is undead, it is immune to poison and the poisoned condition, and it has advantage on saving throws against effects that turn undead.

Depending on the level of the adventure, the necropolitan archmage might be accompanied by minions, as shown on the table below. The death giant is featured in the Appendix.





## AREA 1B MINIONS

### Adventure Level Encounter

14th	—
17th	1 death giant
20th	1 death giant and 1 chain devil
Epic	1 death giant, 1 chain devil, and 1 erinyes

Unless the characters have already met the true lich, the necropolitan archmage pretends to be the lich and plays the role to a T. It even goes so far as to try to bargain with the party. See area 8 for details on the lich's offers.

**Treasure: Stone of Evil.** The fake lich wears a glowing amulet around its neck. This amulet is one of the three *stones of evil* used to teleport between the levels of the tower. See General Features for details.

**Investigation.** A character who searches the throne and succeeds on a DC 15 Intelligence (Investigation) check notices words of an unknown language carved into the base of the throne. If a *dispel magic* spell is cast on the words, or if a character views the writing with truesight, the words reveal the phrase "Lullaby." This command word is used to teleport to the 7th level of the tower.

## 2A - STORAGE

Floor-to-ceiling shelves wrap this basement's walls. The shelves appear to be filled with mundane supplies, all of which are covered in a thin layer of dust.

**Trap: Stalagmites.** This room is trapped. Any creature that attempts to open the secret door that leads to area 2b without disabling the trap triggers it. Once triggered, jagged black stone stalagmites rise from the floors of the area. When the stalagmites appear, each creature standing on the ground in this area takes 7 (2d6) piercing damage from the stalagmites. The area becomes difficult terrain. When a creature moves into or within the area, it takes 7 (2d6) piercing damage for every 5 feet it travels.

Recognizing the trap requires a successful DC 20 Intelligence (Arcana) check. *Detect magic* picks up the presence of transmutation magic. The spell can be disarmed with another successful DC 20 Intelligence (Arcana) check, or removed with a *dispel magic* spell targeting spells of 4th level or higher.

**Secret Door.** A secret door hides the presence of the secret chamber (area 2a). Finding the secret door requires a successful DC 20 Wisdom (Perception) check. The secret door is locked. The command word "Carnage" opens the door.

## 2B - SECRET CHAMBER

This narrow secret space hidden at the center of this level reeks of black mold. A small trapdoor in the floor reveals a ladder that leads down to area 3a. The secret door that leads to this area is visible from this side, but still locked. However, the word "Carnage"—the command word used to open the door—is etched into the door's surface. The word Carnage also teleports creatures to this area when used in conjunction with one of the *stones of evil*.

## 3A - DOG

The ladder from area 2b leads into this chamber. As soon as the characters enter here for the first time, they're greeted by a large, friendly **mastiff**.

An ornate black wooden desk dominates the western wall. It's flanked by a pair of shelves covered in unusual arcane trinkets, jars stuffed with body parts, and other oddities. While interesting, none of these items have any value.

**Investigation.** The mastiff wears a collar with a name tag. The name tag reads "Nightfall." When a character wielding a *stone of evil* speaks this phrase, they teleport to area 10 of the tower.

**Magic Mouth.** While inspecting the dog's collar, an illusory skull forms on the nearest wall. It speaks in the lich's voice.

"I don't know who you are or why you've entered my domain, but I respect your tenacity. You are clearly beings of great power. That is why I'm going to offer you this wonderful tip. This part of my tower is the dungeon. Within its cells, you will find horrors. You might even find something—or someone—that you seek. Like all of the doors in this fabulous structure, the doors to these cells are locked. However, there is a key hidden inside this room.

"'Where?' you wonder. Why, the key is inside the dog, of course!"





The *magic mouth* lies; the key is not inside the dog. In fact, there is no key.

### 3B - WRAPPINGS

This room is clearly a torture chamber. An open iron maiden stands against the southeastern corner. The eastern end of the room features a stretching rack, under which sits a bucket of blood. Cruel surgical tools dress a steel table in the northeastern corner.

**Hazard: Whispers.** Hundreds of humanoids have died in this chamber. The tortured souls of this chamber will linger here until the lich is destroyed. When the characters first enter this area, any character with levels in cleric or paladin senses the tortured souls' pain. Those characters must make DC 15 Wisdom saving throws. On a failed saving throw, the target gains a form of short-term madness (as explained in the Fifth edition manual for game masters).

### 3C - GLISTENING

This jail cell features a small fishbowl within which a fish (**quipper**) with iridescent scales swims. The fish is an ordinary fish; however, an illusion cast upon it allows the lich to speak through its mouth. If the lich hasn't yet been destroyed, it broadcasts threats to the characters, warning them of the dangers within the tower. It does this even if the characters have overcome many of the challenges already.

**Investigation.** The fish bowl exudes an aura of conjuration magic. The fish bowl itself actually serves as a *bag of holding*, except its inside is a 10-foot-radius sphere and it is filled with water—plus one very confused fish. Items can be placed into the bigger-on-the-inside fishbowl, but the water cannot be poured out of it. A character who enters the fishbowl and swims to its bottom discovers one of the tower's three *stones of evil*. See General Features for details.

### 3D - AIRLESS

This jail cell is inhabited by a horrific spirit, the nature of which depends on the level of the adventure, as shown on the table below. An *imprisonment* spell keeps the creature contained in this cell. If the door opens, the *imprisonment* spell ends and the creature is free to terrorize the world. All creatures can be found in the Appendix.

## AREA 3D ENCOUNTER

Adventure Level	Encounter
14th	1 weeping soul
17th	1 shrieking horror
20th	1 deathshrieker
Epic	1 phane

**Investigation.** The word "Poisonrage" is written on the wall of this chamber in blood. This is the command word used to teleport to area 5 (see stones of evil in General Features for details).

### 3E - DESICCATED

Massive chains dangle from the ceiling of this large, pentagonal chamber.

**Encounter: Scares.** A pair of **scares** (see the Appendix) gnaw on the gory remains of some unfortunate prisoner. Unless attacked, the scares pay the characters no mind.

## 4 - LIBRARY

This large room is filled with shelves choked with thousands of old books. The floor is open to the level below (area 1b). A wide bridge spans the gap. A skeletal figure wearing long black robes sits cross legged on a plush leather sofa at the west end of the room. It is reading a book titled *Owl of Yesterday*.

**Lich Illusion.** The lich is an illusion. When the reader sees the characters enter the chamber for the first time, it introduces itself as the owner and master of the tower. Then, just as the true lich and all its duplicates would, it attempts to negotiate with the characters. See area 8 for details. If the characters attack the lich or otherwise touch the lich illusion, it and the book it was reading vanish. Noticing that it's an illusion without touching it requires a successful DC 20 Intelligence (Investigation) check.

**Investigation.** Characters who think to search the library for a book titled *Owl of Yesterday* will quickly locate it as the book the illusion was reading. The entire book is blank except for a single page marked with the word "Strigiformes." This is a *stone of evil* command word used to teleport to the fourth level, area 6.

The rest of the books on the shelves, while interesting, hold limited value to anyone but collectors.





## 5 - PARLOR

A large oaken table dominates this chamber. Shelves jam-packed with arcane trinkets, spell components, and other bits of esoterica clutter shelves and tables at all corners of the room. A black iron chandelier hangs from the ceiling above the center table, casting the area in dim, orange light.

**Lich Simulacra.** Multiple skeletal figures designed and dressed to impersonate the tower's lich lurk in this area. All of them pretend to be the lich, going as far to argue among themselves who the true lich is. Of course, none of them are the true lich. While they're keen to negotiate with the characters (see area 8 for details), they won't allow the characters to go up the staircase that leads up to area 6.

The nature of the lich simulacra depends on the level of the adventure as shown below. Necropolitan creatures use the appended stat block except their type is undead, they have darkvision out to 60 ft. (unless their darkvision is already greater), they are immune to poison damage and the poisoned condition, and they have advantage on saving throws against effects that turn undead.

### AREA 5 ENCOUNTER

Adventure Level	Encounter
14th	2 necropolitan mages
17th	2 necropolitan archmages
20th	3 necropolitan archmages
Epic	4 necropolitan archmages

**Investigation.** A character who examines the chandelier and succeeds on a DC 15 Wisdom (Perception) check spots that one of the chandelier's candle holders is empty. In its place sits one of the three *stones of evil*.

If a character peers under the table, they discover a word carved into its underside: "Ancestralfury." When this word is spoken with a *stone of evil*, it teleports the user and its companions to the tower's ninth level (area 9).

**Treasure.** The room contains enough spell components to create six spell component pouches. However, there aren't any spell components with a cost over 10 gp. It also has four of each type of arcane foci. The rest of the items in the room are useless knick-knacks.

## 6 - FAUX-LACTERIES

This level is decorated with an unusual collection of biological specimens, fossils, and historical objects. The map shows the objects that the characters can interact with in this room.

**Magic Mouth.** When the characters first enter this room, an illusory skull bulges from the wall and speaks with the lich's voice.

Curse you, adventurers! You've discovered the room in which I keep my phylactery. Destroy it, and you destroy me. But of course, there's only one problem. It's hidden here among all these other artifacts. And all these artifacts are cursed! Touch the wrong object and you die! Only an investigator with keen detection skills will find the true phylactery.

"Good luck, heroes!"

The skull cackles then fades.

**Hazard: Faux-lacteries.** Every item in the room radiates an aura of transmutation magic except for one: a small yellow gem hidden under the centermost display table. It exudes an aura of necromancy. Unfortunately, all of the items in this room are trapped, including the yellow gem. In fact, the lich's phylactery isn't even here! That cur!

When a character touches any of the objects in this room, they must make a DC 20 Constitution saving throw. A character takes 35 (10d6) force damage on a failed saving throw, or half as much damage on a successful one. If this damage drops the character's hit points to 0, they are disintegrated and reduced to a pile of fine gray ash.

Each time the characters choose the wrong phylactery, the lich reappears and laughs, "Whoops! That's the wrong one! Try again!"

**Investigation.** There is a strange design carved into the ceiling, noticeable with a successful DC 15 Wisdom (Perception) check. Hand the players the Purge handout (see the Appendix). When viewed at the correct angle, the design reads the word "Purge." In the hands of a *stone of evil* holder, this word is the command word needed to reach area 8 of the tower.





## 7 - BEDROOM

This clean, darkly decorated room looks like a bedroom. A four-poster bed made with black pillows, sheets, and comforter adorns the western wall. A tall armoire of black wood stands proud to the south. Finally, three 6-foot-tall black-framed mirrors stand in a semi-circle at the north end of the room. The mirrors do not reflect living creatures, only the undead.

At the bottom of each mirror, a single word has been carved into its base. The words, starting from the westernmost mirror and going clockwise, read "throne room," "fishbowl," and "chandelier."

**Mirror Portals.** If all three *stones of evil* are brought before the mirrors, the mirror glass within each frame melts away, revealing a portal filled with impenetrable darkness. Blindsight, truesight, or any other special sight cannot see through this magical darkness. When these portals are revealed, the lich's illusory skull appears in the wall over the central mirror and speaks.

"Clever, clever. You've found all three of my *stones of evil* and now the only thing that stands before you and me is a simple choice. And that choice, if you haven't guessed, is deciding which one of these three portals you wish to walk through.

"One portal will lead you to me, while the other two will completely remove you from existence. Yes, heroes. Their magic is so thorough, not only will you be completely erased from reality, those who knew you in life won't even remember your name. It will be as if you never were at all.

"Choose wisely, heroes."

The skull vanishes.

Fortunately for the characters, it's a bluff. No matter which mirror a character steps through, the character teleports to area 8. Simultaneously, an illusory effect on the respective portal makes it seem like the character is destroyed. When this happens, each creature in the bedroom must make a DC 20 Wisdom saving throw. On a failed saving throw, a target totally forgets the name of the character who stepped through the portal, what they looked like, and any other

important information about them. The creature's mind fills in any gaps in the details of the character's absence. The creature's memory is permanently affected until a *greater restoration* spell is cast upon the creature or the creature sees the missing character alive again, at which point, all their memories of the missing character come flooding back.

**Investigation.** The only thing inside the wardrobe is a single black robe. The word "Windblaze" has been embroidered onto its collar. This is one of the command words used with the *stones of evil* (see General Features). It's used to teleport to area 4.

## 8 - THE LICH

The ceiling above this area is open to area 9. An arcane symbol drawn on the floor glows with faint, white light. Three paintings depicting macabre scenery dominate the north, south, and western walls. Whenever the characters aren't looking, the scene in the paintings seem to change and evolve.

**Encounter: The Lich.** The true lich lingers in this otherwise empty chamber. Unless the characters somehow managed to surpass all of the lich's defenses, it likely already knows the characters are inside its tower.

If one of the characters arrived here before the others due to the mirror trick described in area 7, the lich speaks to that character as if its companions died, going as far to reproduce an illusion that shows that while that character survived, his or her allies were instantly killed for their reluctance to enter the mirror portal. The lich uses this to its advantage during its negotiations (see below).

As a creature with near god-like intelligence, the lich has already anticipated the characters' movements. It knows everything there is to know about them and is ready to use that information against them. However, it is megalomaniacal, too, and only interested in negotiating with the party if they're willing to curry his favor and cower before its eldritch might.

A few things that it might offer include:

- The solution to the adventure's hook, whatever it may be.
- A solution to one or more of the characters' own personal problems from their background.
- Exorbitant wealth—it will offer the characters up to 5,000 gp per level of the adventure.



- At least one legendary magic item desired by the characters.
- The location of an artifact sought by the characters.
- Long-lost lore remembered only by the lich.
- Details on a villain more powerful than it.
- If any characters permanently died on their way to visiting the lich, it offers to return the dead character's soul.

If negotiations fail, the lich is prepared for combat, too. The lich is protected with a *contingency* spell that it triggers whenever it is targeted by an attack or spell. The *contingency* spell casts *resilient sphere* on the lich that protects it from all damage, including the triggering attack. Only a *disintegrate* spell is capable of blasting through the sphere.

When the characters trigger the *contingency* spell, the lich switches from pleasantries to threats. Similar to its negotiation tactics, it reveals what it knows about the characters' bonds and flaws. It's not above harming those close to the characters and warns them that it has the means and patience to make the lives of the characters and their friends and family living hell.

"I was willing to barter before, but now? Now, you've angered me.

"Even if you somehow destroy this form, the receptacle to which I'm tied is nowhere near here, far away in a dimension forgotten by even the gods themselves. I will reform. And I will rebuild all of this in a place that not even your strongest divinations can find. I will then spend the rest of your lives and the lives of your descendants' hunting, torturing, and making all those who share your pathetic bloodlines regret you ever crossed paths with me."

The lights in the room start to dim. The lich almost seems to grow larger as its shadows stretch behind it. The lich then laughs. "Look around you, fools. Do you even know how to leave this room? How to leave this tower? You've traveled through countless portals to arrive here using keys left behind by *me*. Are you even sure you're on the same plane of existence that you were when you first came here?"

"Your ignorance has blinded you to simple logic. And your arrogance has put you at the feet of a *god*.

"But I am a *generous* deity. Bow before me. Grovel. And beg for a swift death. Do this and I will grant you this one favor. You will be dead. Forgotten. Lost to the annals of history. But I shall spare those closest to you. Deny this generosity, and you—shall—suffer—my—*wrath!*"

The lich isn't bluffing this time. Everything it said, it will do, and then some. The characters will spend the rest of their lives looking over their shoulders. The lich will use its minions to torment their loved ones and friends. It will defame them. It will strip them of their legacies. And it will let them live long enough to see all this come to pass.

The lich uses the typical **lich** stat block in the 14th-, 17th-, and 20th-level versions of this adventure, and the **mythic lich** stat block included in the Appendix for the epic version. In the 17th-, 20th-, and epic-level versions of this adventure, it also has the lair actions detailed below. In all versions, the lich can also activate the orb in area 9.

**Lair Actions.** On initiative count 20 (losing initiative ties), the lich can take a lair action to cause one of the following magical effects; the lich can't use the same effect two rounds in a row:

- The lich rolls a d8 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.
- The lich summons an elemental, fiend, or undead with a CR equal to or lower than half the adventure's level (rounded down). The creature appears in an unoccupied space in front of one of the three paintings in the room, almost as if it had been trapped within it. The creature disappears when it drops to 0 hit points or when the lich is destroyed. Otherwise, it remains for 1 hour. The creature is friendly to the lich and its companions so long as it remains and it takes its turn on the same initiative count as the lich. It obeys any verbal commands that lich issues to it (no action required by the lich). If the lich doesn't issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no actions.
- The lich causes cords of negative energy to rise from the ceilings, floors, and walls of this room. Each creature of the lich's choice within the room must make a DC 18 Dexterity saving throw. On a failed save, the target takes 24 (7d6) necrotic damage and is grappled until the next initiative count 20 on the next round or until the lich or the target are no longer in the area. Until this grapple ends, the target is restrained. A target can escape the restraints but succeed on a DC 18 Strength (Athletics) or Dexterity (Acrobatics) check. A *dispel* magic spell cast on the tethers also removes the restraints.

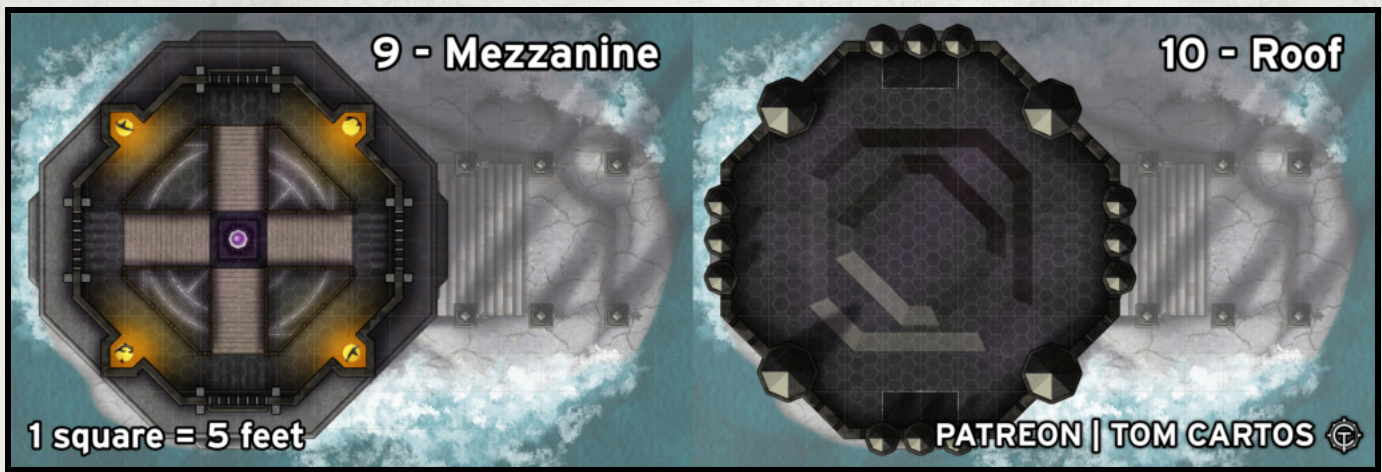
## 9 – MEZZANINE

This layer's floor is open to area 8 below it. Two crossed bridges span the gap. At the center of the bridges stands a pedestal upon which a purplish orb stands.

**Trap: The Purple Orb.** The purple orb is a magical device which the lich uses to defend itself. The lich can activate the device even when it's protected by its *resilient sphere* or *globe of invulnerability*—which also protects the lich from the orb's effects. On a creature's turn, the creature can use its bonus action to speak a command word that changes the orb's effects. The table on page 9 lists the orb's effects and the command words needed to activate the effects. The effect does not happen immediately, but happens on initiative count 10. If another command word is spoken before the orb's effect goes off, the effect changes for it. After the orb's effect happens, the orb then returns to its dormant state. When the characters first enter this area or area 8, the orb is in its dormant state.

The orb has an AC of 15, 50 hp, and immunity to poison and psychic damage. The orb is destroyed when its hit points are reduced to 0. *Dispel magic* cast against a 6th-level spell disables the orb for 24 hours.





## 10 - ROOF

The roof is open to the elements. A lone fisherman named Ramdeo (NG human **bandit**) sits atop the tower, eating the last of his rations. Ramdeo shares that he accidentally came upon the tower while he was fishing. He was friendly enough to convince the tower's guardian (see area 1a) to let him past. However, the faux lich in area 1b decided to banish Ramdeo to the roof of the tower, where he's been trapped since. Ramdeo doesn't know much about the tower beyond what's in areas 1a and 1b. He also found a loose black brick on the roof etched with the word "Suffering." When this word is

spoken in the presence of a *stone of evil*, it transports the user to area 1a of the tower—the exit.

## AFTERMATH

It's unlikely that the characters will leave this tower unscathed, or having accomplished whatever goal it was they set out to accomplish. If they leave the lich to its own devices, it continues to perform its heinous acts uninterrupted. And if they aggravate the lich, it does as it promises and haunts the characters until the end of their days and beyond. Not even high-level characters can escape such grim fates. Ω

## PURPLE ORB EFFECTS

### Command Word

### Effect

Ancestralfury	<b>Petrification.</b> Each creature in areas 8 and 9 must make a DC 18 Constitution saving throw. On a failed save, a creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success the effect ends. On a failure, the creature is petrified until freed by the <i>greater restoration</i> spell or similar magic.
Carnage	<b>Enervation.</b> Each creature in areas 8 and 9 must make a DC 18 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.
Lullaby	<b>Sleep.</b> Each creature in areas 8 and 9 must make a DC 18 Constitution saving throw. On a failed saving throw, the creature falls unconscious for 1 hour, until the creature takes damage, or another creature uses its action to shake or slap the creature awake.
Nightfall	<b>Dormant.</b> The orb creates no effect on its turn.
Poisonrage	<b>Fear.</b> Each creature in areas 8 and 9 must succeed on a DC 18 Wisdom saving throw or be frightened of the last creature to activate the orb until the next initiative count 10.
Purge	<b>Disintegration.</b> A bright flash of light washes over areas 8 and 9. Each creature in the area must succeed on a DC 18 Constitution saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. All creations of magical force in the area are destroyed, with no saving throw.
Strigiformes	<b>Charm.</b> Each creature in areas 8 and 9 must succeed on a DC 18 Wisdom saving throw, or become charmed by the creature who activated the orb for 1 hour, or until the creature takes damage.
Suffering	<b>Death.</b> Rays of black energy fire from the orb in all directions. Each creature in areas 8 and 9 must make a DC 18 Dexterity saving throw, or take 27 (5d10) necrotic damage on a failed saving throw or half as much damage on a successful one. A target dies if a ray reduces it to 0 hit points.
Windblaze	<b>Gravity.</b> The force of gravity in the area increases dramatically until the next initiative count 10. Until the next initiative count 10, every creature in areas 8 and 9 has its movement speed reduced by half. When the effect goes off, each creature in the area must succeed on a DC 18 Strength saving throw or fall prone. Until the extreme gravity condition ends, a prone creature must succeed on a DC 18 Strength to stand, using its full movement in order to do so.



# PURGE HANDOUT

## CREDITS

The following creators made this adventure possible:

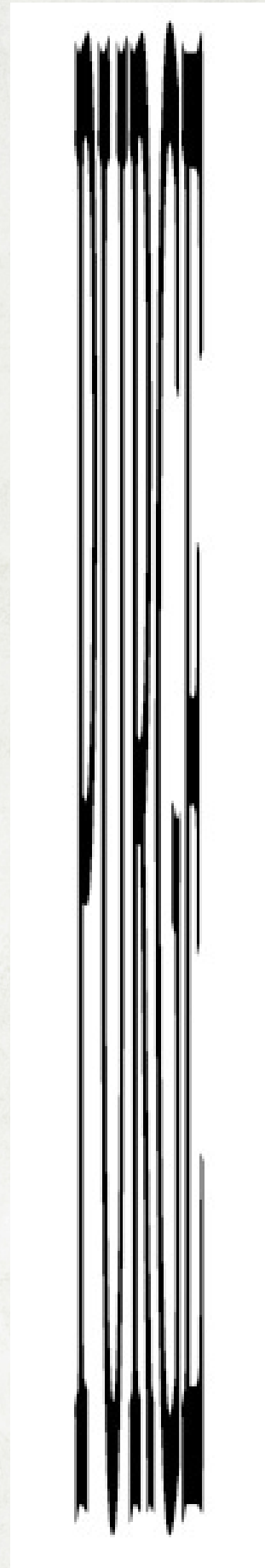
**Design and Writing.** DMDave

**Art.** Paper Forge, Nacho Lazaro, Fat Goblin Games, Shutterstock

**Cartography.** Tom Cartos

**Editing, Proofing, Layout.** Laura Jordan

## APPENDIX







## DEATH GIANT

*Huge giant, neutral evil*

**Armor Class** 17 (natural armor)  
**Hit Points** 126 (11d12 + 55)  
**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	21 (+5)	12 (+1)	20 (+5)	20 (+5)

**Saving Throws** Dex +4, Con +8, Wis +8  
**Skills** Perception +8  
**Damage Immunities** necrotic  
**Condition Immunities** frightened  
**Senses** darkvision 60 ft., passive Perception 18  
**Languages** Giant  
**Challenge** 7 (2,900 XP) **Proficiency Bonus** +3

**Guardian Souls.** The giant is surrounded by the souls of its victims which serve as its guardians. The souls grant the giant advantage on initiative checks, saving throws, and Wisdom (Perception) checks.

If the souls are targeted by an effect that turns undead, they are quelled for 24 hours. When the giant loses its guardian souls, it loses the benefits from this trait as well as its Frightful Keening, Soul Healing, and Steal Souls ability until the souls return.

**Sold Soul.** A death giant cannot be raised, resurrected, or reincarnated. If a death giant's soul is not taken as a guardian soul by another death giant or kept from departing by some other means (such as a *wish* spell), it is utterly destroyed 1 round after the giant's death.

**Soul Healing.** Whenever the giant is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

**Steal Souls.** Any creature with 0 hit points that starts its turn within 15 feet of the death giant must succeed on a DC 16 Constitution saving throw or die instantly.

Any creature that dies within 15 feet of a death giant has its spirit sucked up into the swirling guardian souls that protect it. The creature cannot be raised,

resurrected, or reincarnated as long as the death giant lives. Killing the death giant releases the souls.

If a living death giant is within 15 feet of a death giant that dies, the souls are not released and are instead transferred to the nearby death giant so long as its own ability to steal souls is active.

A living death giant may release a soul that it has captured.

If the giant loses its guardian souls, this trait does not function until the souls return.

### Actions

**Multiattack.** The giant makes two spear attacks.

**Spear.** *Melee or Ranged Attack:* +9 to hit, reach 15 ft. or range 90/270 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage, or 19 (3d8 + 6) piercing damage if used with two hands to make a melee attack.

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

**Frightful Keening.** The death giant's guardian souls wail in frightful anguish. Creatures within 100 feet of the death giant that can hear the keening must make a DC 16 Wisdom saving throw. On a failed Wisdom saving throw, the target becomes frightened of the death giant for as long as the guardians moan. The death giant must take a bonus action on its subsequent turns to maintain the effect. It can stop the guardians at any time. The wailing ends if the souls are turned or the giant is incapacitated.

The frightened condition ends if the target can no longer hear the keening or it moves out of range. A frightened target can also use its action to repeat its saving throw, ending the effect on itself with a success.

A target that successfully saves is immune to wailing of all death giants' guardian souls for 24 hours.

If the death giant loses its guardian souls, the giant cannot use this action until its souls return.

### Reactions

**Rock Catching.** If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.



# DEATHSHRIEKER

Medium undead, chaotic evil

**Armor Class** 20 (profane defense)

**Hit Points** 112 (25d8)

**Speed** 0 ft., fly 40 ft. (hover)

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

**Saving Throws** Con +6, Wis +8, Cha +11

**Skills** Stealth +17

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

**Damage Immunities** cold, necrotic, poison

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

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

**Languages** the languages it knew in life

**Challenge** 18 (20,000 XP) **Proficiency Bonus** +6

**Despair.** A target that sees the deathshrieker must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. While frightened, the target is paralyzed. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

A target that succeeds on its saving throw or the effect ends for it is immune to this trait for 1 hour.

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

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

**Magic Resistance.** The deathshrieker has advantage on saving throws against spells and magical effects.

**Profane Defense.** The deathshrieker gains a bonus to its AC equal to its Charisma modifier (included).

**Silence Vulnerability.** The deathshrieker is harmed by areas of magical silence such as that created by the *silence* spell. The deathshrieker must succeed on a DC 18 Wisdom saving throw to enter an area of magical silence. When the deathshrieker enters an area of magical silence or starts its turn there, it takes 5 (1d10) force damage.

**Turn Resistance.** The deathshrieker has advantage on saving throws against effects that turn undead.

## Actions

**Multiattack.** The deathshrieker makes four corrupting touch attacks.

**Corrupting Touch.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 26 (6d6 + 5) necrotic damage. The target must make a DC 19 Constitution saving throw. On a failed saving throw, the target's Charisma score is reduced by 1d4. The target dies and dissipates into nothing if its Charisma score is reduced to 0. Only a *greater restoration* spell restores the target's Charisma score.

**Scream of the Dying (1/Day).** The deathshrieker releases a soul-numbing scream in a 60-foot cone. Each creature within the area must make a DC 19 Wisdom saving throw. Creatures that cannot hear or are within the area of a *silence* spell make this saving throw with advantage. If a target fails its saving throw, it is deafened for 1 minute. A deafened target can repeat its saving throw at the end of each of its turns, ending this effect and all associated conditions on a successful saving throw.

The deathshrieker can use its bonus action on subsequent turns to continue screaming. The second round it screams, each creature already deafened by the deathshrieker becomes stunned. On the third round the deathshrieker continues screaming, a target that has been deafened and stunned by the deathshrieker has its Wisdom score reduced to 2, unless it's already lower.

The target's Wisdom score can only be restored with a *greater restoration* spell or similar magic.

## Legendary Actions

The deathshrieker can take 3 legendary actions, choosing from the option below. Only one legendary option can be used at a time and only at the end of another creature's turn. The deathshrieker regains spent legendary actions at the start of its turns.

**Move.** The deathshrieker can move up to its full movement speed without provoking attacks of opportunity.

**Attack (Costs 2 Actions).** The deathshrieker makes a corrupting touch attack.

**Dreadful Glare (Costs 3 Actions).** The deathshrieker targets one creature that it can see and that can see it within 60 feet of it. The target must make a DC 19 Charisma saving throw. A target immune to being frightened makes this saving throw with advantage. On a failed saving throw, the target takes 66 (12d10) psychic damage and is stunned for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.



# DRAGON TURTLE ZOMBIE

**Undead Nature.** The zombie does not require air, food, drink, or sleep.

## DRAGON TURTLE ZOMBIE

*Gargantuan undead, neutral evil*

**Armor Class** 20 (natural armor)

**Hit Points** 341 (22d20 + 10)

**Speed** 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	20 (+5)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws** Wis +4

**Damage Resistances** fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 8

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

**Challenge** 17 (18,000 XP)

**Proficiency Bonus** +6

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### Actions

**Multiattack.** The zombie makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage.

**Claw.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

**Tail.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the zombie and knocked prone.





# MYTHIC LICH

Medium undead, any evil alignment

**Armor Class** 17 (natural armor)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

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

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

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

**Damage Resistances** cold, lightning, necrotic

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** truesight 120 ft., passive Perception 19

**Languages** Common plus up to five other languages

**Challenge** 21 (33,000 XP) **Proficiency Bonus** +7

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

**Rejuvenation.** If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

**Spellcasting.** The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

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

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

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

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

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

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

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

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

9th level (1 slot): *power word kill*

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

**Wrath of the Century (Mythic Trait; Recharges after a Short or Long Rest).** If the lich is reduced to 0 hit points, it isn't destroyed. Instead, its body is consumed with crackling necrotic energy. The lich regains 135 hit points and all of its expended spell slots. Until the lich is destroyed a second time or 1 hour passes after it uses this trait, the lich has advantage on spell attacks and creatures have disadvantage on saving throws against its spells.

## Actions

**Paralyzing Touch.** *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Legendary Actions

The lich can take 3 legendary actions, choosing from the option below. Only one legendary option can be used at a time and only at the end of another creature's turn. The lich regains spent legendary actions at the start of its turns.

**Cantrip.** The lich casts a cantrip.

**Paralyzing Touch (Costs 2 Actions).** The lich uses its Paralyzing Touch.

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

**Disrupt Life (Costs 3 Actions).** Each non-undead creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

## Mythic Actions

If the lich's mythic trait is active, the lich can use the options below as legendary actions for 1 hour after using Wrath of the Century.

**Paralyzing Blast (Costs 2 Actions).** *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Spell (Costs 1 Action per Level of Spell Cast).** The lich casts a 1st-, 2nd-, or 3rd-level spell.



# PHANE

Large fiend (abomination), chaotic evil

**Armor Class** 19 (natural armor)

**Hit Points** 348 (24d10 + 216)

**Speed** 60 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	25 (+7)	28 (+9)	24 (+7)	16 (+3)	30 (+10)

**Saving Throws** Int +14, Wis +10, Cha +17

**Skills** Insight +10, Perception +10, Stealth +14

**Damage Resistances** acid, cold, fire, lightning

**Damage Immunities** necrotic, poison, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** truesight 120 ft., passive Perception 20

**Languages** Abyssal, Celestial, Common, Deep Speech, Infernal, telepathy 120 ft.

**Challenge** 22 (41,000 XP) **Proficiency Bonus** +7

**Amorphous.** The phane can move through a space as narrow as 1 inch wide without squeezing.

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

**Innate Spellcasting.** The phane's innate spellcasting ability is Charisma (spell save DC 25, +17 to hit with spell attacks). It can cast the following spells, requiring no material components.

At will: *detect evil and good*, *detect magic*, *greater invisibility*

3/day each: *haste*, *slow*, *mirror image*, *teleport*, *tongues*

1/day: *sequester*, *time stop*

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

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

**Magic Weapons.** The phane's weapon attacks are magical.

**Shadow Stealth.** While in dim light or darkness, the phane can take the Hide action as a bonus action. Its Stealth bonus is also improved to +21.

**Stasis Field.** The phane emits a temporal-bending aura that extends from it 30 feet in all directions. All creatures and objects that enter or start their turn in the field except for otherphanes must make a DC 25 Wisdom saving throw. On a failed saving throw, a target is stuck in a static time stream until the end of its next

turn. While stuck in the time stream, the target is immune to all damage and effects except those caused by the phane.

A target that succeeds on its saving throw or the effect ends for it is immune to the stasis fields of allphanes for 24 hours.

## Actions

**Multiattack.** The phane makes two time leech attacks or two chronal blast attacks.

**Time Leech.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 42 (10d6 + 7) necrotic damage. The target must succeed on a DC 24 Constitution saving throw. On a failed saving throw, the target enters temporal stasis. While in stasis, the target is incapacitated and can't move, and it is invulnerable to all damage and can't be targeted by spells or other magical effects.

A target in stasis must repeat its saving throw at the end of each of its turns. On a successful saving throw, the stasis ends for the creature and it ages 1d4 x 10 years. The phane then regains a number of hit points equal to half the years the target aged. The aging effect can be reversed with a *greater restoration* spell, but only within 1 hour of it occurring.

A target that fails its saving throw three times against this effect rapidly ages and dies. The target is considered to have been dead for longer than 200 years for the purposes of reviving it. The phane then regains 100 hit points.

A target that dies this way can only be revived with a *wish* spell.

**Chronal Blast.** *Ranged Spell Attack:* 17 to hit, range 100 ft., one creature. *Hit:* 52 (15d6) necrotic damage.

**Summon Past Time Duplicate (1/Day).** The phane summons a duplicate of a creature that it can see within 60 feet of it from a past alternate timeline. The duplicate is an exact copy of the creature and possesses all of the creature's statistics and equipment, including magic items. The duplicate is friendly to the phane and creatures it designates. It obeys the phane's spoken commands, moving and acting in accordance with the phane's wishes and acting on the phane's turn in combat. The duplicate remains for 1 hour, or until the phane dismisses it with a bonus action. When the duplicate disappears or it is destroyed, all of its equipment vanishes along with it, even if its items were dropped, removed, stolen, etc.

If the duplicate is slain, the original is not injured, as the duplicate comes from an alternate timeline. However, if the original witnesses its duplicate's death, it must succeed on a DC 15 Wisdom saving throw or gain one random form of short-term madness.



# SCARE

**Undead Nature.** The scare does not require air or sleep.

## SCARE

*Huge undead, neutral evil*

**Armor Class** 17 (natural armor)  
**Hit Points** 103 (9d12 + 45)  
**Speed** 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	2 (-4)	13 (+1)	14 (+2)

**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** understands the languages of its creator but can't speak  
**Challenge** 7 (2,900 XP)      **Proficiency Bonus** +3

## Actions

**Multiattack.** The scare makes two claw attacks and one bite attack.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 6) piercing damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. The target is grappled (escape DC 16). Until this grapple ends, the scare can't use its claws on another target.

# SHRIEKING HORROR

*Large aberration, chaotic evil*

**Armor Class** 18 (natural armor)  
**Hit Points** 190 (20d10 + 80)  
**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	5 (-3)	12 (+1)	8 (-1)

**Skills** Perception +11  
**Senses** darkvision 60 ft., passive Perception 21  
**Languages** Infernal  
**Challenge** 15 (13,000 XP)      **Proficiency Bonus** +5

## Actions

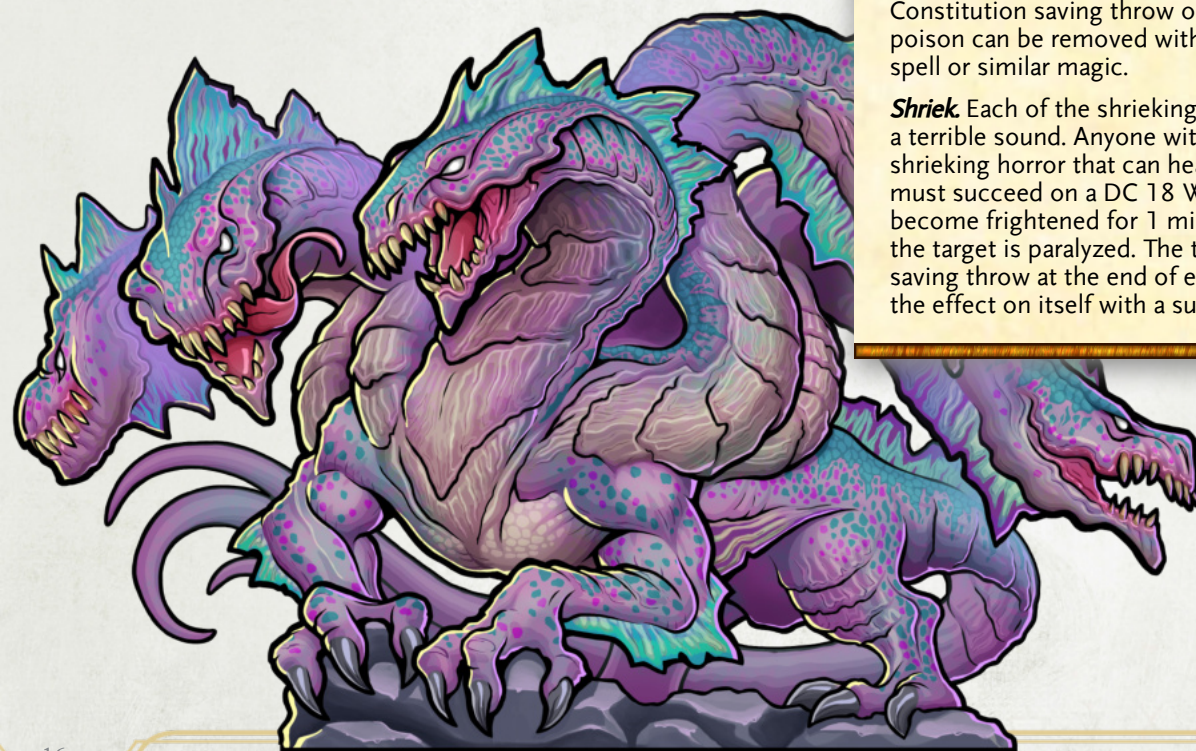
**Multiattack.** The shrieking horror makes ten bite attacks.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. The shrieking horror can cause one of the following effects.

**Kiss.** The target must succeed on a DC 18 Charisma saving throw or become cursed. The cursed target loses 1 point of Charisma after each hour, as its head takes on fiendish aspects. The curse doesn't advance while the target is in sunlight or the area of a *daylight* spell. When the cursed target's Charisma becomes 2, it dies, and its head tears from its body and becomes a *vargouille*. Casting *remove curse*, *greater restoration*, or a similar spell on the target before the transformation is complete can end the curse. Doing so undoes the changes made to the target by the curse.

**Poison.** The target must succeed on a DC 18 Constitution saving throw or become poisoned. The poison can be removed with a *lesser restoration* spell or similar magic.

**Shriek.** Each of the shrieking horror's mouths let out a terrible sound. Anyone within 60 feet of the shrieking horror that can hear and see the creature must succeed on a DC 18 Wisdom saving throw, or become frightened for 1 minute. While frightened, the target is paralyzed. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.





# STORM ELEMENTAL

**Elemental Nature.** The elemental does not require air, food, drink, or sleep.

## STORM ELEMENTAL

*Gargantuan elemental, neutral*

**Armor Class** 22 (natural armor)

**Hit Points** 390 (20d20 + 180)

**Speed** 40 ft., fly 120 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	29 (+9)	7 (-2)	16 (+3)	18 (+4)

**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning, poison, thunder

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

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Aquan, Auran

**Challenge** 21 (33,000 XP)      **Proficiency Bonus** +7

**Freeze.** If the elemental takes cold damage, its speed is reduced by 20 feet until the end of its next turn.

**Storm Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. A creature that enters or starts its turn in the storm elemental's area takes 5 (1d10) lightning damage plus 5 (1d10) thunder damage and must make a DC 24 Strength saving throw. On a failed saving throw, the creature is pushed 50 feet away from the storm elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that target must succeed on a DC 24 Dexterity saving throw or take the same damage and be knocked prone.

## Actions

**Multiattack.** The storm elemental makes four slam attacks

**Slam.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

**Lightning Storm (Recharge 4-6).** Each creature in the elemental's space must make a DC 24 Dexterity saving throw. Targets made of metal or wearing metal armor make this saving throw with disadvantage. On a failure, a target takes 66 (12d10) lightning damage. On a successful saving throw, the target takes half as much damage.





# STORM ELEMENTAL ELDER

**Elemental Nature.** The elemental does not require air, food, drink, or sleep.

## STORM ELEMENTAL ELDER

*Gargantuan elemental, neutral*

**Armor Class** 22 (natural armor)

**Hit Points** 574 (28d20 + 280)

**Speed** 40 ft., fly 120 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	30 (+10)	7 (-2)	16 (+3)	18 (+4)

**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning, poison, thunder

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

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Aura, Aquan

**Challenge** 26 (90,000 XP) **Proficiency Bonus** +8

**Freeze.** If the elemental takes cold damage, its speed is reduced by 20 feet until the end of its next turn.

**Legendary Resistance (3/Day).** If the storm elemental elder fails a saving throw, it can choose to succeed instead.

**Storm Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. A creature that enters or starts its turn in the storm elemental's area takes 5 (1d10) lightning damage plus 5 (1d10) thunder damage and must make a DC 26 Strength saving throw. On a failed saving throw, the creature is pushed 50 feet away from the storm elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that target must succeed on a DC 26 Dexterity saving throw or take the same damage and be knocked prone.

## Actions

**Multiattack.** The storm elemental makes four slam attacks

**Slam. Melee Weapon Attack:** +18 to hit, reach 15 ft., one target. **Hit:** 28 (4d8 + 10) bludgeoning damage.

**Lightning Storm (Recharge 6).** The storm elemental emits electrical energy from it that extends 120-feet in all directions. Each creature in the area must succeed on a DC 26 Constitution saving throw, or become stunned until the end of its next turn. Creatures made of metal or wearing metal armor make this saving throw at disadvantage.

## Legendary Actions

The storm elemental can take 3 legendary actions, choosing from the option below. Only one legendary option can be used at a time and only at the end of another creature's turn. The storm elemental regains spent legendary actions at the start of its turns.

**Attack.** The storm elemental makes a slam attack.

**Move.** The elemental moves up to its full movement speed without provoking attacks of opportunity.

**Lightning Storm (Costs 3 Actions).** Each creature in the elemental's space must make a DC 26 Dexterity saving throw. Targets made of metal or wearing metal armor make this saving throw with disadvantage. On a failure, a target takes 88 (16d10) lightning damage. On a successful saving throw, the target takes half as much damage.



# STORM GIANT ZOMBIE

**Undead Nature.** The zombie does not require air, food, drink, or sleep.

# WEEPING SOUL

**Undead Nature.** The weeping soul does not require air, food, drink, or sleep.

## STORM GIANT ZOMBIE

*Huge undead, neutral evil*

**Armor Class** 11 (armor scraps)  
**Hit Points** 230 (20d12 + 100)  
**Speed** 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	8 (-1)	20 (+5)	3 (-4)	8 (-1)	5 (-3)

**Saving Throws** Wis +3  
**Damage Resistances** cold  
**Damage Immunities** lightning, poison, thunder  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 9  
**Languages** understands Common and Giant but can't speak  
**Challenge** 12 (8,400 XP)      **Proficiency Bonus** +4

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### Actions

**Multiattack.** The zombie makes two slam attacks.  
**Slam.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 9) bludgeoning damage.  
**Rock.** *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 35 (4d12 + 9) bludgeoning damage.



## WEEPING SOUL

*Medium undead, lawful evil*

**Armor Class** 17 (unholy grace)  
**Hit Points** 115 (11d8 + 66)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	22 (+6)	6 (-2)	14 (+2)	20 (+5)

**Skills** Stealth +6  
**Damage Resistances** acid, fire, lightning, thunder  
**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks  
**Condition Immunities** charmed, frightened, poisoned  
**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 12  
**Languages** the languages it knew in life  
**Challenge** 11 (7,200 XP)      **Proficiency Bonus** +4

**Turn Resistance.** The weeping soul has advantage on saving throws against effects that turn undead.

**Unholy Grace.** The weeping soul has advantage on all saving throws. Additionally, it adds its Charisma modifier to its AC (included).

### Actions

**Multiattack.** The weeping soul makes two attacks with its claws and one attack with its bite.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 16 (3d10) poison damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 16 (3d10) poison damage.

**Weeping Dirge.** The weeping soul begins to weep. Each creature within 60 feet of the weeping soul that can hear it must succeed on a DC 18 Wisdom saving throw or become frightened of the weeping soul until the dirge stops. It can stop weeping at any time. The weeping soul must take a bonus action on its subsequent turns to continue weeping. The weeping ends if the weeping soul is incapacitated.

If the target moves more than 60 feet away from the weeping soul or can no longer hear it, it can repeat its saving throw, ending the effect on itself with a success. The target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this weeping soul's dirge for the next 24 hours.



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