

TOWER OF THE LOST MAGE

A 7TH LEVEL 5E ADVENTURE BY



KELFECIL'S
TALES

TOWER OF THE LOST MAGE

BY



AUTHOR: PHILIP ALEXANDRIS

EDITING: CONSTANTINE "KELFECIL" CHRISTAKIS

FEATURED MAP MAKER: TOM CARTOS

TOKEN ARTIST: PRINTABLE HEROES

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SOFTWARE USED

[Homebrewery](#) || [Twine](#) || [Roll20](#)



THE TOWER REVEALED

People had thought the tower was simply a myth, a part of some long forgotten story with no basis in reality. At least, that was what they thought until the tower actually appeared.

Covered under a massive hill of snow and frost, the tower recently returned, the hill covering it melting away. It was discovered by a traveler passing by, who quickly reported it to the nearest village.

After that, news of the tower's appearance spread like wildfire. It wasn't as much the tower itself that excited people, as much as it was the tower's story, and that of the wizard residing within.

The wizard's name had been lost to time, but enough about him was still remembered, told in stories. He had been a powerful mage in his time, living in his opulent tower by himself and protecting the surrounding area from threats.

Then, during the midst of some great upheaval he had vanished, taking his tower with him. People had attempted to find him for centuries, or at least find his treasure, said to be massive. And yet, none had managed to find even a single clue about the wizard and his tower.

Now, it seems that the tower has returned, although the wizard hasn't been seen or heard from yet. Even so, there are many who wish to explore the tower and find out its secrets...



INTRODUCTION

Kelfecil's Tales is all about stories and adventures inspired by art. Each adventure focuses on a different featured artist. Unlike the traditional way of creating adventures and then finding art that suits what the story is all about, we prefer to be inspired by the art of a certain artist and then create something based on the art itself.

This module's featured artist is: [Tom Cartos](#)

QUICK ADVENTURE INFO

Tower of the Lost Mage is one of the many short adventures we release on a weekly basis. Some quick information about it:

- **Recommended Average Party Level (APL):** 7
- **Experience from Completion:** ~14,000
- **General Theme:** Dungeon Crawl
- **Setting:** Any, Starlight Chronicles
- **Time - Sessions to Finish:** x2 3-hour sessions

ADVENTURE SUMMARY

An ancient tower has been found again. The players join an ambitious archaeologist wishing to discover its secrets, and must brave the tower's dangers to do so...

RUNNING THE ADVENTURE

This adventure is easily adaptable and can easily be run as a **One-Shot**, as an **added adventure in your campaign** or as **part of the Starlight Chronicles** setting created by Kelfecil's Tales.

This adventure takes place during the "**Rise of Astromancy**" era in the Astral Chronicles timeline and setting.



More information on the custom Kelfecil's Tales campaign setting can be found in the available for free [Of Starlight and Void supplement](#).

RELATED GAMEBOOK

With every adventure that comes out, we also release a [Tales of Choice Gamebook](#) to go with it. These are browser-based interactive stories that anyone can enjoy reading and playing at any time.

- They are **good for anyone to read**, even if you are not taking part in a TTRPG session.
- They are **very short in duration**, taking no more than 5 minutes to complete.
- They are **directly connected to the adventures**, making it perfect to allow someone to share it with their players before or after their next session.
- They are **made with a simple design**, something that will become more complex and interesting in future releases.

SPECIAL THANKS

Kelfeci's Tales would like to extend their gratitude to a few people that really helped this module come to life.

- **Tom Cartos, the map artist**, who breathes life into the adventure with his fantastic maps.
- **My good friend and co-writer, Constantine**, who is always there to give feedback and help me out with anything.
- **All our patreon supporters** who continue to give us feedback and all their love and support.

PATREON SUPPORT

If you wish to support Kelfecil's Tales with writing more RPG modules in the future, you are more than welcome to do so through our [Patreon page](#).

Patreon supporters get **weekly exclusives, such as adventures, variants, sidequests and short stories!**

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BACKGROUND

Around three centuries ago, a great elf wizard known as Kikeon was at the height of his powers. He was strong enough to build his own tall tower, from where he ruled the lands around it, keeping the people there safe from threats. In exchange, he was largely left alone, able to conduct his research in peace.

It was around that time when a great upheaval took place (if you are playing in the Astral Chronicles Setting, this would be the Astral Conflict). With the world at risk of destruction, Kikeon decided to venture into the Astral Plane. There, he hoped to find some sort of power, some sort of remedy with which he would help the world and avert its total destruction.

Venturing into the Astral Plane is a very difficult task, but Kikeon was able to do it, using the spell *Astral Projection*. However, as the spell would basically make him unconscious and unable to perceive anything going on in the material world, up to and including an attack on his tower and person, he took some steps to protect his domain before he cast it.

Kikeon used his spells to bind his tower inside a hill of ice and frost, thick enough to be protected by any threat that would seek to attack him. Moreover, he bound his tower in wards, rendering it invisible to any form of divination magic that could be used to locate it. Finally, he filled his tower's rooms with defenders to watch over him as he 'slept'.

With all that done, Kikeon ventured into the Astral Plane. However, something went wrong there, and Kikeon's tether to his body and, by extension, to the material world, was severed. He was left alone in the Astral Plane, trying to find a way to return.

Although Kikeon is still trapped in the Astral Plane to this day, he has recently managed to at least undo the spell maintaining the hill of frost and ice around his tower. With the spell undone, the hill melted away, revealing his tower to the world for the first time in centuries, with word of its return spreading fast.

Kikeon hopes that with the tower revealed, somebody will eventually enter it. Although he cannot appear to them directly, he has managed to find out a way to at least communicate with them. He hopes that those who enter the tower can defeat his defenders and help him call his body back, in order to finally return home.

KIKEON, ARCHMAGE

Kikeon is an ancient archmage, raised in an era that was far more advanced than the current one, both in terms of technology as well as magic. Being a powerful archmage, and an elf on top of that, he is exceedingly arrogant, and struggles to comprehend how much knowledge has been lost during his time.

He speaks in an archaic manner that, although understood by most, sounds very odd to people. He is short of patience after being trapped in a different realm for three hundred years, and does not hesitate to show it.

- **Unique Phrase:** "Amateurs" (usually mumbled, sometimes shouted).
- **Desire:** To finally return home to his tower.
- **Fear:** That he will remain trapped in the Astral Plane forever.
- **Misbelief:** Kikeon refuses to believe that the world has regressed in terms of magic and technology.

CHAON, ARCHAEOLOGIST

Chaon is a tiefling in his late thirties, who has been an archaeologist in the north for the past fifteen years. He is also a wizard, although of low pedigree, essentially going through the trouble of learning spells more for his protection than any desire to become a powerful mage.

Chaon was one of the first to learn of the tower's discovery. Immediately connecting it to the stories of the lost wizard he learnt years ago, he decided to put together an expedition to investigate the building.

Chaon is a patient man, usually easy-going. When it comes to archaeology though, he becomes laser-focused, letting nobody and nothing stand in the way of knowledge.

- **Unique Phrase:** "This requires further research."
- **Desire:** To make a big archaeological discovery.
- **Fear:** Dying in obscurity.
- **Misbelief:** Kikeon sometimes puts his love of knowledge and long dead things before his love of anything living.

ADVENTURE HOOKS

These are a few ways to introduce the adventure into your campaign or to get a one-shot started:

- **Chaon** The players are approached by Chaon directly, and asked to take part in his expedition.
- **Job Board** The players are in a town or city near the tower, where they see a posting for an expedition there.
- **The Call of Knowledge** One or more players hear about the appearance of a tower and know its story. Thus, they seek it out and pick up Chaon on the way, as added help.

PROLOGUE

You can either play out the Adventure Hook you've chosen, or start by reading out the following text:

The sun is shining overhead as you approach the tower, but the weather is still cold, with snow and frost all around you. The tower stands out among the white, a tall structure of grey stone.

Chaon, the archaeologist accompanying you, takes a deep breath as you approach. "What an amazing discovery," he smiles. "One for the ages".

You reach the base of the tower. There seem to be no signs of movement - or life in general - coming from within.

Chaon turns to you. "Your call," he says. "What do you want to do?"

ACT 1: ENTERING THE TOWER

The players can enter the tower in one of two ways: The first one is through the front door. If they choose to look around the tower before entering though, a **DC 14 Investigation Check** will reveal another entrance behind the tower, which they can also use to enter the structure.

If the players choose to enter via this back entrance, go to the [Basement](#). If they enter from the front door, continue as normal.

THE ENTRANCE HALL

Read the following once the players enter the tower:

The room that lies before you is richly decorated. The furniture and decorations inside it would feel at home in some palatial manor.

An old, luxurious carpet covers the first steps into the tower. Beyond, you see a table set with dishes and cutlery, as well as a small seating area before an unlit fireplace.

Despite the fireplace being unlit, the interior of the tower feels oddly warm, definitely the work of some kind of magic.

As you take a few more steps, you hear creaking. Your turn and see two suits of armor flanking the door. Their helmets turn towards you as they begin to move!

The players are attacked by x2 suits of [Animated Armor](#), that seek to stop them from advancing further into the tower. They do not employ any tactics, instead simply attacking the player that happened to be closest to each one at the time of their awakening.

Once the Armors have been dealt with, read the following:

"Congratulations," you hear a voice saying. It comes from all around you and yet nowhere in particular, seeming to echo all around the tower. It is a man's voice, old and distant.

"I am Kikeon," the voice said, "the owner of this tower. I await for you upstairs." The voice doesn't seem hostile, merely stating facts.

Kikeon is able to see into the tower, as well as speak to the players. However, his connection to the tower is hazy. Essentially, it is up to the DM how much Kikeon should speak during this adventure. If you like, this can be his only interruption as the players climb the tower. Alternatively, you can have him speaking constantly, conversing with the players, mocking them, and whatever else you like.

After Kikeon has spoken to them, the players are free to search the room. A successful **DC 17 Investigation Check** reveals a hidden compartment inside the fireplace. Inside, there is a diamond worth 100 gold pieces.

Once the players have searched the room, they are free to move on, either descending the stairs to the [Basement](#) or climbing them to the [Library](#).

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**TOM
CARTOS**

THE BASEMENT

This is the area where your players come in if they enter the tower from its back entrance. If they did so, read the following, then start out at **Room 3**, without reading the text there:

A window panel stands closed before you, but it is unlocked. With one pull, you wrest it open.

The room beyond seems to be a bedroom meant for guests or perhaps, servants. It features two beds, a simple table and two chairs.

If the players entered the tower from the front door, they find themselves in **Room 1**.

ROOM 1: THE KITCHEN

Read the following once the players enter the room.

You find yourselves in a kitchen, its oven miraculously still burning. Before the room's table, you see a tall creature, its flesh a motley combination of skin tones held together by stitches. Once it meets your eyes, it looks at you confused for a moment.

Then, it roars, running straight for you. Four large knives fly from the walls along with it, attacking you.

The players are faced by x1 [Flesh Golem](#) and x4 [Flying Swords](#). The swords constantly fly about, pestering the players as much as possible.

As for the Flesh Golem, it charges the players furiously, trying to pummel them into submission. However, it avoids the still-lit oven, trying to stay as far away from it as possible. This is because the creature innately fears fire. The players can realize this with a **DC 14 Perception Check**.

Once the players have defeated their foes, they are free to search the room. There is no treasure to be found, however the oven still has food inside. It is perfectly edible, kept fresh and warm through the years thanks to the oven's enchantments.

ROOM 2: THE CELLAR

Read the following once the players enter the room:

The smell of wine and vinegar hits you as you enter the room. You stand in the wizard's cellar, or at least what remains of it.

While some of the bottles are still in pristine condition, many appear to have cracked or broken somehow throughout the years. The contents of those bottles seem to have become vinegar, judging by the smell.

Should the players wish to take any bottles of wine with them, there are 12 bottles that are still in pristine condition. Of these, 8 hold red wine and 4 hold white wine. Should they wish to sell them, the red wine will fetch around 15 gold pieces per bottle, while the white wine will fetch around 10 gold pieces per bottle.

Should the players search the room, a **DC 16 Investigation Check** reveals that there's a small room beyond a large shelf. There, the players find a trapdoor leading to the [Dungeon](#).

ROOM 3: SERVANT QUARTERS 1

Read the following once the players enter the room:

You see a rather small room, probably meant for servants. It has two beds, as well as a simple table and two chairs.

The players are free to search the room. There isn't really any treasure to be found here beyond a book next to one of the beds, whose contents turn to dust as soon as it is opened.

ROOM 4: SERVANT QUARTERS 2

Read the following once the players enter the room:

The room before you is quite spartan in its design, meant for servants by the looks of it. Apart from the two beds, there is also a wardrobe, as well as a desk.

The players are free to search this room. A **DC 15 Investigation Check** reveals a false bottom in one of the wardrobe's drawers. Inside, the players find 10 electrum pieces.

Once the players are done with this floor, they can either ascend to the [Entrance Hall](#) or, if they've discovered it, descend to the [Dungeon](#).

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**TOM
CARTOS**

THE DUNGEON

The players come into the dungeon from the ladder on the right, between **Rooms 1 & 2**. Read the following when they do:

The air here is stale, with a faint smell of blood still lingering in the air. As you look around, you see many chambers filled with cages.

ROOMS 1, 3, 4: CELLS

Read the following the first time the players venture into one of those rooms:

If there were people once held here, there are no signs of them. The pallets on which they slept are rotten almost to the core, and little remains of any other furniture.

Should the players search the rooms, a **DC 15 Investigation Check** reveals a golden tooth worth 20 gold pieces under the broken pallet in room 4.

ROOM 4: STEEL CAGES

Read the following once the players enter the room:

Three steel cages occupy this room, tall enough for a person to stand in but not wide enough for them to lie down. A skeleton is still inside one of the cages.

There is nothing to be found in this room.

ROOM 5: STORAGE AREA

Read the following once the players enter this area:

Two large iron drawers occupy this room. Although they seem locked, it is easy to see that their locks are thoroughly rusted through, to the point where they might fall away with the slightest pull.

Indeed, the locks break open easily. Both of the drawers seem to be full of clothing and other minor possessions that are either worthless or heavily damaged by the passage of time. A **DC 15 Investigation Check** however, reveals that inside one drawers there is a small pouch with 60 gold pieces inside.

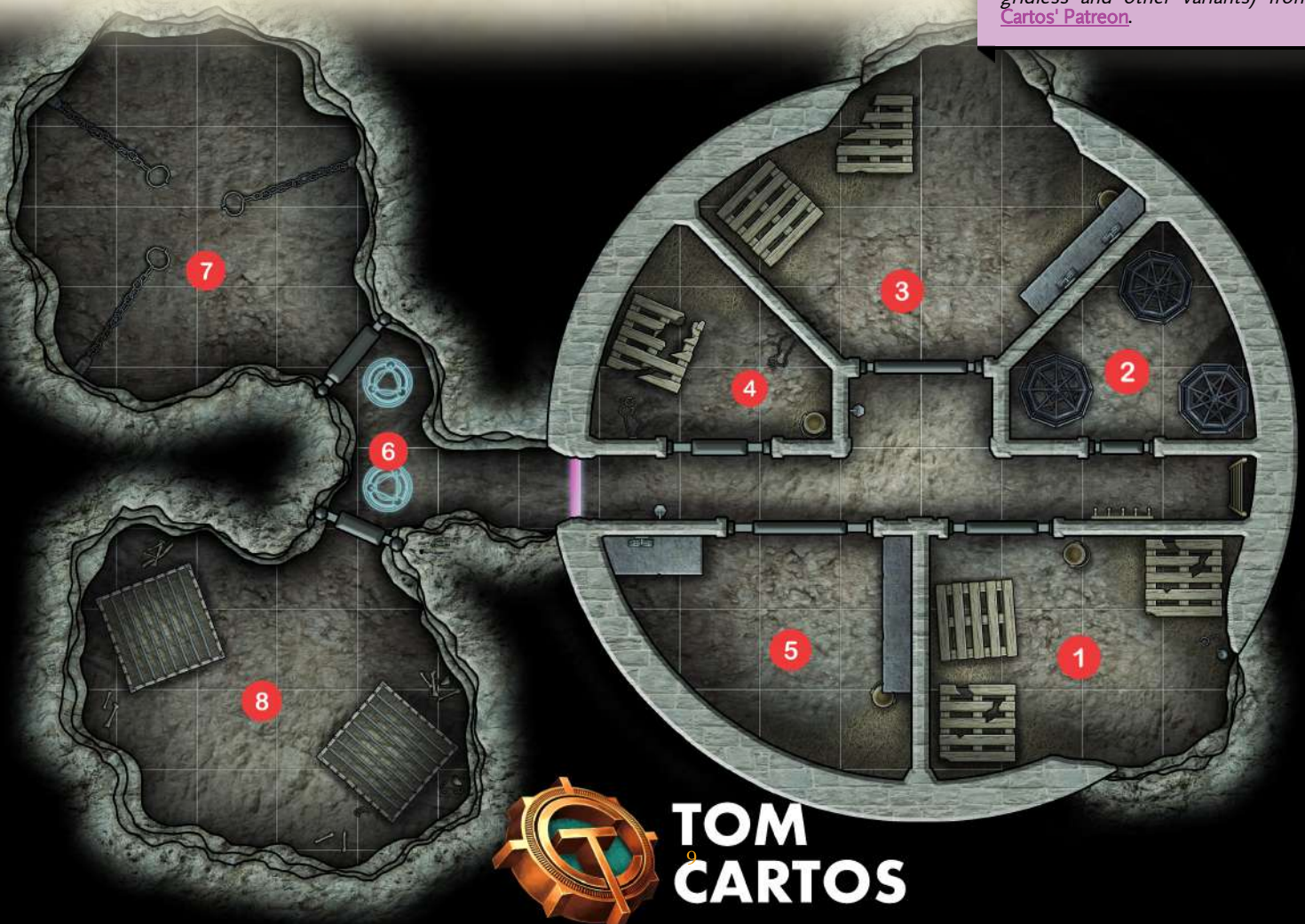
ROOM 6: THE WARD ROOM

Read the following once the players enter the room:

This seems to be a small hallway, leading into two rooms further beyond. In contrast with the rest of the floor, the walls from here on out are not smooth. They seem to be part of some natural cave instead.

The doors to the two rooms beyond are both locked, and despite the passage of time the locks still hold, somewhat. A **DC 13 Thieves' Tools Check** is required to open them. Alternatively, they can be broken down. They have an AC of 11 and 10 HP each.

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Moreover, there is a ward before each of the two doors. A **DC 14 Perception Check** is required to detect them. If they fail to do that and step on them, everybody within a 5 ft. radius of the wards must succeed on a **DC 13 Constitution Saving Throw**. On a failed save, they take 3d6 cold damage, or half as much on a successful save.

ROOM 7: THE CHAIN ROOM

Read the following once the players enter this room:

The room is empty beyond three chains extending from the walls, ending in collars. A skeleton still stands locked into one of the collars, tatters of clothing still clinging to it.

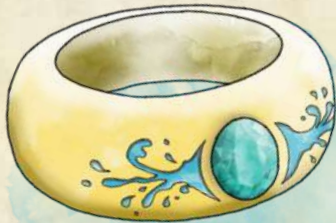
As you stand near the entrance, a form begins to appear in the middle of the room, an ethereal woman with sad eyes.

This woman is the **Ghost** of the skeleton still trapped by the collar. The woman is unable to speak, but tries to make the players understand that she wishes for them to bury her corpse. If they do so, she smiles and fades away, leaving a shiny gold ring behind her, detailed below.

If they do not, the ghost gets desperate and attacks the players, trying to possess one of them in order to try and communicate, or fight them.

RING OF COLD RESISTANCE

A golden ring with a small sapphire embedded on it. The gem seems to shine faintly. The wearer of this ring gains resistance to cold damage for as long as they are wearing it. Requires attunement.



ROOM 8: ANIMAL PENS

Read the following once the players enter the room:

Some type of animal seems to have been in the two cages. However, there seem to be holes on the bottom of the cages, and their doors lie broken. The few remaining bones of the animals are cast around the room.

A successful **DC 13 Investigation Check** reveals that the bones are full of bite marks. Moreover, the check reveals that the cages aren't just broken, but their bars seem to be heavily corroded by some kind of acid.

After about a minute of the players being in the room, x2 **Ankheg** sprout up from the ground, attacking them. Any player with **Passive Perception 16** or higher hears them coming and is not surprised during the first round.

The Ankheg use their acid spray first, before moving in to finish the job. However, they are hunters first and foremost. As such, if they realize that things are not going their way, they are quick to burrow into the ground and run away.

With the floor clear, the players can climb back up to the **Basement** and beyond.

THE LIBRARY

ROOM 1: THE HALLWAY

Read the following once the players climb the stairs to this floor.

You find yourselves in a hallway, well lit thanks to three large windows. You can see a door to your right, as well as another one further forward.

The door further forward leads to next floor up, the [Laboratory](#). The door to the right leads into the library proper. If a player tries to listen for any noise through the closed door, a successful **DC 14 Perception Check** means that they will hear a faint beating of wings, as well as a rapid flipping of pages.

ROOM 2: THE LIBRARY

Read the following once the players enter the room:

The pleasant smell of old books strikes you as you enter the room. You find yourselves in a large library, with bookshelves lining every wall you can see.

A round table with a couple of chairs stands in the middle of the room. You see an open book there. Reading it is a small Imp, which looks up as you enter.

"Finally," it exclaims, "people!"

The [Imp](#) is named Krost. He was summoned by Kikeon a couple of years before he vanished, to stand watch over his library and keep it organized. Krost has continued doing this task ever since Kikeon vanished. He has no idea what happened to his master, since he is confined to the library and cannot leave it.

Anybody secluded in a room for three centuries starts to go insane, even an imp. Still, it tries to adhere to the terms of its contract, meaning that the library is sparkling clean. To pass the time, Krost has read every book available, and then reread and reread them again. He is a walking repository of knowledge. However, thanks to his slight insanity, he can't really recall most of the things he's read. This obviously suits him just fine, since the books aren't boring to him.

Krost is delighted to actually see people and pesters the players with question after question. Overall, he's particularly harmful. The only way Krost can turn hostile is if the players completely ignore his questions.

Krost turns desperate if the players try to leave the room. He offers them rich rewards to stay with him longer, but a successful **DC 13 Insight Check** reveals that this is a lie.

If the players try to leave without calming Krost down or at least promising to come back, he attacks. He doesn't use any tactics, instead simply attacking the closest player. This is both out of desperation and also out of practicality: Krost doesn't really care if he dies, as the contract with Kikeon will still be fulfilled that way, and he will soon manifest himself again back in his home plane.

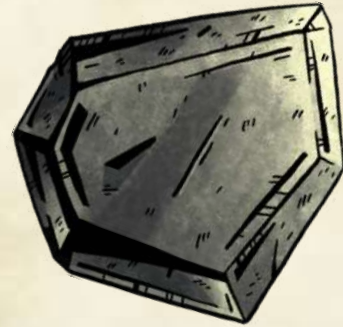
The players are free to search the library. A successful **DC 17 Investigation Check** will reveal a hidden compartment under one of the bookshelves. Inside, there is a single black chunk of onyx, half as big as a human's fist. It is magical, and has the following effects:

BLACK GEM OF FIRE ABSORPTION

A chunk of what seems to be onyx, pitch black in color.

As a reaction, the wielder of the gem can activate it as they are being hit by fire damage. The gem absorbs as much as 30 points of fire damage, turning bright red as it reaches this limit. After 24 hours, the gem expends this energy and can be used again.

After the players are done with this floor, they can head up to the [Laboratory](#).



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**TOM
CARTOS**

THE LABORATORY

As they climb to this floor, the players find themselves in a small chamber first. Just like many things on this floor, the door to **Room 1** is trapped. A **DC 14 Perception Check** is required to detect the mechanism on the wall opposite the door. If the players fail to do that, the wall releases darts the moment one of the players touches the door. That player must succeed on a **DC 13 Dexterity Saving Throw** or take 2d6 piercing damage.

ROOM 1: THE LABORATORY

Read the following once the players safely step foot inside the room:

You stand in a large room, lit by a big window on the opposite wall. There are two large desks as well as a table, each one with various instruments and ingredients on top of them. You can also see four vats of some kind, as well as another machine off to the side. Finally, the floor on the middle of the room is glass, under which lies a map of the world.

The door to **Room 2** is locked. It is magically sealed, such that it cannot be opened with ordinary Thieves' Tools, or even broken down. Not even the *Knock* spell works.

The way to open this door is to find its password, which can be displayed on the glass floor. The way for this to be done is as follows:

- The players must activate the machine next to the broken vats on the map. It is a generator. As a clue, mention that some sort of cable connects the glass to the generator. A **DC 17 Investigation Check** is required to figure out how to start the generator, as it is quite advanced.
- With the generator active, the glass floor lights up. To trigger the password display, the players must cast a spell into it, targeting roughly the area of the world where they currently are. The glass floor prompts them to do this, pulsing faintly whenever a player capable of casting magic stands on it.

With these two steps complete, the password appears on the glass surface of the floor, and the players can say it to open the locked door. Should they have trouble figuring the puzzle out, use Chaon to help them.

Apart from this puzzle, the players can also search the room. Here are the places of interest:

- Two broken vats on the eastern wall. A few droplets of what they contained are still on the ground, sizzling faintly. A player that tries to touch the substance takes 1 point of acid damage.
- Two intact vats on the northern wall. They have the same acidic substance as the other two vats, but this time the players can actually take the substance and put it into the glass vials found in abundance around the room. Should they do so, they get the following item:

ACID VIAL

A vial with a thick red substance inside. The vial's contents can be thrown at an enemy. The enemy has to succeed on a **DC 14 Dexterity Saving Throw** or suffer 2d8 points of acid damage.

- A desk on the northern wall. Has a variety of oddities on it, as well as 2 rubies worth 50 gold pieces each, revealed with a **DC 12 Investigation Check**

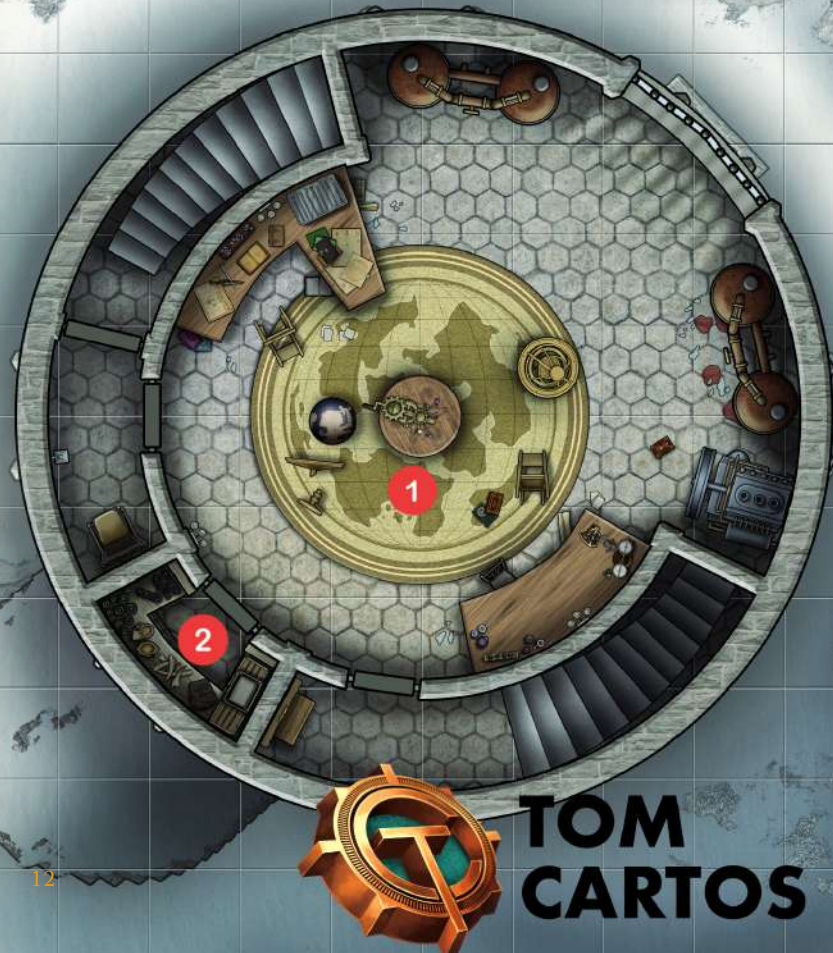
ROOM 2: THE COMPONENTS ROOM

Read the following if the players manage to open the room and enter it:

The room is rather cramped, most of its space taken up by tables. On them, there are various strange items, laid out neatly in rows.

Every single item in the room is used in the casting of one or more spells. While most of the items are basically worthless (bat guano, for example, or a small piece of sheep's wool), there is a diamond worth 200 gold pieces among them.

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**TOM
CARTOS**

THE CONSERVATORY

Read the following when the players enter the floor's main area:

You step out of the staircase and into a brightly lit area. The light emanating from various lamps around the room feels like sunlight, leaving a pleasant warm sensation on your skin.

Everywhere you look, you see plants in every color and size. Most of them are in bloom, making the room even more vibrant.

As you sit and stare, you see water droplets from the plants take to the air. Quickly, they begin to stick together. You barely have time to blink as you see what seems to be the whole supply of water in the room form into two vaguely humanoid beings, which turn and attack you.

The players are attacked by x2 [Water Elementals](#). Originally summoned by Kikeon to tend his plants, they have been entrusted to let nobody through.

The elementals try to focus down the player closest to them first, grappling them into submission. If a player tries to move further inside the room for safety, they find an extra danger there:

THE PIRANHA PLANT

The plant occupying the middle of the room on the map is a carnivore. Although it seems immobile, it can lunge at anything that steps next to it.

PIRANHA PLANT

- **Armor Class:** 13
- **Hit Points:** 50
- **Vulnerability:** Fire Damage
- **Melee Attack.** +6 to hit, range 5 ft., one target. Hit: 16 (3d10) piercing damage. The players must succeed on a **DC 14 Constitution Saving Throw** or be poisoned for the next minute.

After defeating the plan and the Water Elementals, the players can search the room. In general, most of Kikeon's plants have some use in alchemy. If a player is skilled in that craft, they can find most of what they need for their brews in the room. If the player happens to be looking for something very rare and specific, a **DC 15 Nature Check** might be needed.

As far as items of interest go, the players can actually take the lamps of the room:

SUNLIGHT LAMPS

Small, round lamps able to float around twenty feet from the ground.

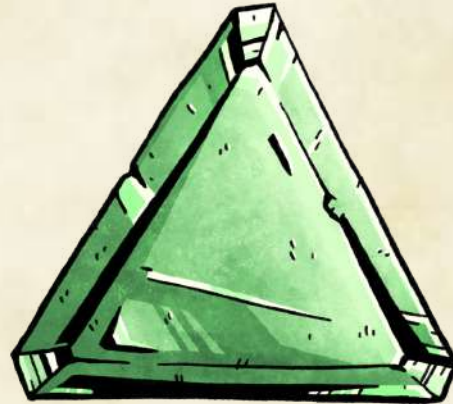
The lamps cast bright light in a radius of 20 feet around them, and dim light for another ten feet. The light they emit is as nourishing as sunlight, and can be used as such to grow plants.

Apart from the lamps, the players can search the room further. A successful **DC 16 Investigation Check** reveals a triangular green gem under one of two benches:

GEM OF GROWTH

A triangular green gem that is warm to the touch. As a bonus action, the wielder of the spell can infuse nearby plants with energy, strengthening them and giving them 2 months' worth of grow in an instant.

After the players are done with this room, they can further ascend the tower into the [Bedroom](#).



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ACT 2: THE RITUAL

THE BEDROOM

ROOM 1: THE BEDROOM PROPER

Read the following once the players enter the room:

You find yourselves in a large, luxurious bedroom. The furniture of the room is luxurious, but there is something wrong.

There are signs of struggle in the room, or at least something similar. Two chairs are thrown by the table and a mirror in the back of the room is cracked, as is the stone of the walls in a couple of places.

Laying on top of the bed is an elf, his features serene. He is dressed in the robes of an archmage, and he seems to be asleep.

You hear the voice of Kikeon emanate from all around you. "Ah, there I am. The journal by my side will help illuminate things."

The journal Kikeon is speaking of is right next to him on the bed. It is a small leather book, currently open.

Inside it, Kikeon writes about the conflict that unfolded three centuries ago (this can either be a conflict in your world, or the Astral Conflict in the Astral Chronicles Setting. Read the free supplement to find out more).

After some pages discussing the upheaval, Kikeon then speaks about his plans to solve it, namely to travel to the Astral Plane to find some artifact or power that he believes can help end the conflict. Firstly, he details his research into how to get to the Astral Plane in the first place, essentially lining out the steps required for one to cast *Astral Projection*.

Secondly, he outlines the way to bring his consciousness back into his body, "In the unlikely case something should happen to me in the Astral Plane that renders me unable to return via my spell" The steps to bring Kikeon back are as follows:

- The players first need to bring Kikeon's body two floors up, to his altar. Kikeon notes that a fiend guards the way up.
- Then, the players need to find the reagents needed for the ritual, which are also in the altar floor.
- Finally, the players must draw the precise arcane runes drawn in the journal, so Kikeon's consciousness essentially has a target to aim for in order to come back.

Kikeon claims that the task is actually quite easy. It remains to be seen if he's telling the truth.

ROOM 2: THE BATHROOM

Read the following once the players step into this room:

You enter into a rather small bathroom. Even so, both the furniture inside is made of porcelain and looks to be sparkling clean. It is the mirror specifically that draws your attention, shining in an odd bright light.

The mirror is magical. If somebody looks at it and thinks of changing some part of their face, it instantly happens. For example, if one stands there and thinks about their hair being purple, they instantly become so.

This change lasts for one full day before reverting to the original.

ROOM 3: THE BALCONY

Read the following once the players step out onto the balcony:

You are greeted by a beautiful view of the land surrounding the tower. Two comfortable armchairs sit on the edge of the balcony, seemingly unharmed by the weather and the passage of time.

The players can enjoy the view out here, or even choose to take a short rest if they like.

After the players are done with this floor, they can pick up Kikeon's body and move up to the [Summoning Circle](#)

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THE SUMMONING CIRCLE

Read the following once the players enter this floor:

There are no windows in this room, or any sort of lamp or lantern. Instead, the whole floor is lit by ominous red markings on the floor, coalescing into various shapes in the middle of the room.

There, in the middle of it all, stands a fiend of some type, its body full of spikes and barbs. Its face lights up with a grin as it sees you.

The fiend is a **Barbed Devil** who goes by the name of Barabas. Like the Imp in the library below, he was summoned to keep this room safe and defended, and, just like Krost, he has gone slightly mad after three centuries stuck in the same area.

Barabas wants two things: the first is to finally leave the material plane. The second is revenge. He tries to get the latter first.

If Barabas sees the players carrying the body of Kikeon with them, he offers them a deal. They will cut up the body so Kikeon has no chance of ever returning, and in exchange he will grant them power and riches.

Barabas is only half-lying. Although he has no wealth now, if he returns back home he can certainly bestow riches on the players. Whether he wants to do it is another matter. In general, he will do his best to convince them of the sincerity of his offer.

If the players refuse, Barabas will become desperate. He begs the players to free him from his prison. The way to do that, he says, is to simply obstruct some of the red markings in the floor so the seal is broken.

If Barabas actually manages to convince the players, the bindings that keep him in the material plane are indeed broken. However, this doesn't mean that he leaves immediately. Instead, he lunges for the body of Kikeon, trying to kill him.

KIKEON

- **Armor Class:** 10
- **Hit Points:** 90

Barabas doesn't care much as to whether he will succeed or not since, even if he dies, he will simply manifest back in his home plane after a while.

After the players deal with Barabas, they are free to search the room.

A successful **DC 15 Perception Check** reveals that there are four gems powering the summoning circle, each one located in one of the floor's four alcoves.

Three of the gems are rubies. The fourth gem also seems like a ruby, but it is actually magical:

Having cleared the floor, the players can proceed up into the **Altar**.

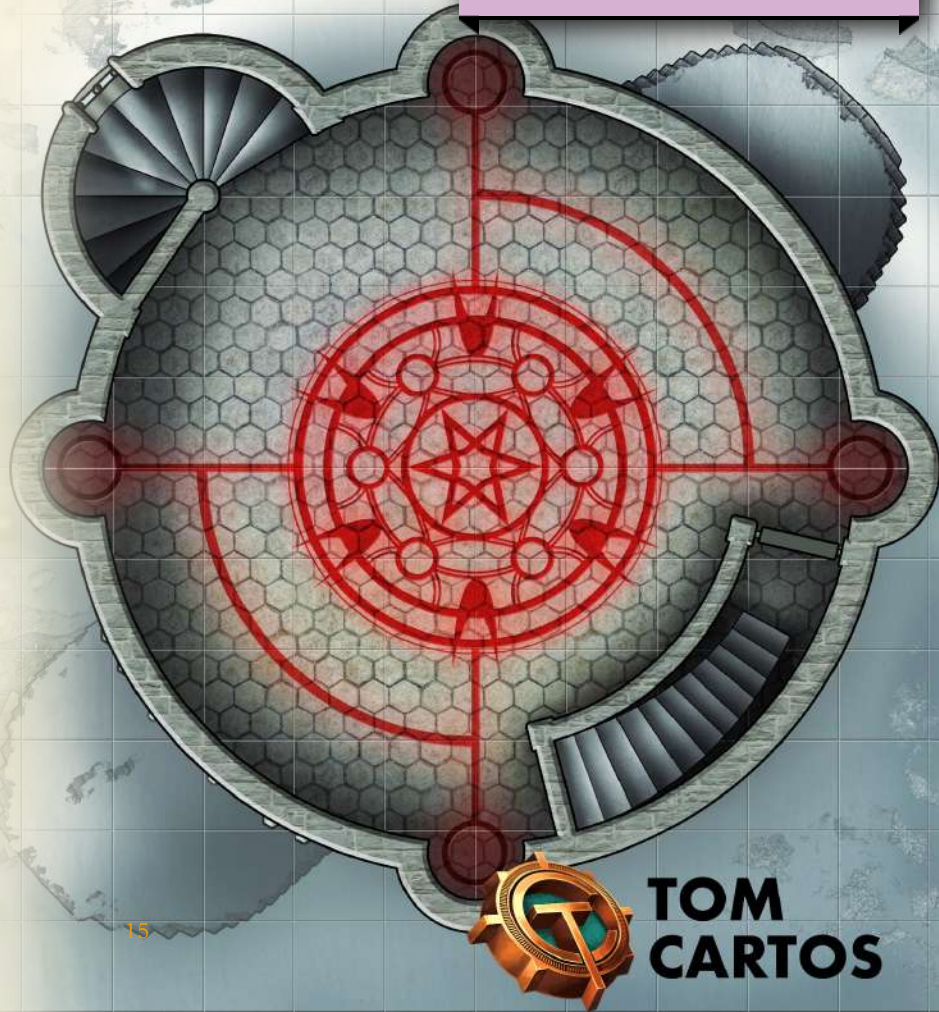
GEM OF MAINTAINING

A red gem in the shape of a stick.

The gem acts as a power source. When used to ritually cast spells, it increases the duration of the following spells for one hour: *Detect Magic*, *Tiny Hut*, *Unseen Servant*.



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THE ALTAR

Read the following once the players reach this floor:

A large stone altar lies in the middle of the room, with four columns around it. The floor is lined with markings.

In each of the cardinal directions inside the room, you see a mirror, reflecting a light from an unknown source into the room, illuminating it.

This is the room Kikeon spoke of in his journal. The players can lay out the archmage's body on the altar itself. As for the reagents, a **DC 12 Investigation Check** reveals that they are located right below the altar.

Finally, the players have to draw the arcane symbols and rune that they see in the journal onto the floor. To do so correctly, they must succeed on a ***DC 14 Arcana Check***. If they fail, the ritual still happens, but their next encounter becomes more difficult.

Once the players draw the last of the runes, read the following:

As you finish creating the runes detailed in Kikeon's journal, you step back towards the altar, waiting for something to happen. A few quiet moments pass, and you begin to wonder if you did something wrong.

Then, Kikeon's body begins to convulse. As he thrashes about the altar, you feel the air grow colder. A portal opens at the south end of the room. Two beings step out, pitch black, seemingly dripping void itself.

The two beings are x2 **Void Hunters**, who are determined to hunt Kikeon down. They were able to use the ritual to manifest in the material plane and attack Kikeon. The Void Hunters do not really care about anybody except for Kikeon, and do not try to fight the players off if attacked. Instead, they continue attacking Kikeon, trying to kill him before his soul returns to his body.

If the players manage to keep Kikeon alive and defeat the Void Hunters, read the following:

As the last of the creatures falls, Kikeon tumbles down from the altar onto the floor, still convulsing. As you go to him, his eyes open. "Above," he says, strained and sweaty from the exertion. His eyes seem to flicker between wide open and glassy, as if his soul is moving in and out of his body.

You hear a crash from above you, as specks of dust and stone rain down from the ceiling. Whatever is up there is angry indeed.

Chaon choose to stay back for this final fight, saying that he wants to keep watch over Kikeon.

Once the players are ready, they can climb the final set of stairs up onto the **Roof**, to face the final obstacle standing in their way.

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THE ROOFTOP

Read the following once the players reach this floor:

As you climb up the last steps, you feel yourselves buffeted by strong winds. You are standing out in the open, at the top of the tower.

A low, 3 foot high wall lines the tower top. Three towers jut out from it, standing slightly taller than the rest of the structure.

There, in the middle of the tower top, you see a creature from the Astral Plane, similar to the ones you just fought. Only, this one stands taller, prouder, exuding a terrifying aura.

The players face a [Void Crusher](#), a being specifically designed by the Void to kill, even more so than its cousins. In battle, it uses its Corrupting Roar first. Then, it tries to grapple players and throw them off the roof.

The ground below is around 200 feet away. Thankfully though, the deep snow has made it somewhat soft. A player that falls only takes half of the damage he would otherwise take.

EPILOGUE

The players are successful if the Void Crusher is defeated. If that happens, when the players return to the altar room below, they will find Kikeon wide awake and basically back to normal.

Although deeply scarred by his centuries in the Astral Plane, Kikeon still has most of his wits about him. He is grateful to Chaon and the adventurers, allowing them to keep anything they have found so far. Moreover, he gives them 70 platinum pieces, as well as a chakram, a weapon from his own time:

CHAKRAM

Damage

Properties

1d8 slashing finesse, light, thrown (20/60)

A ring of steel and brass, whose edges are particularly sharp.

This chakram is able to return back to the user at the start of their next turn after being thrown.



Apart from the items that Kikeon gives the players, he also offers to teleport them anywhere they like. If this adventure is part of a campaign, the players have also gained a powerful ally for the future.

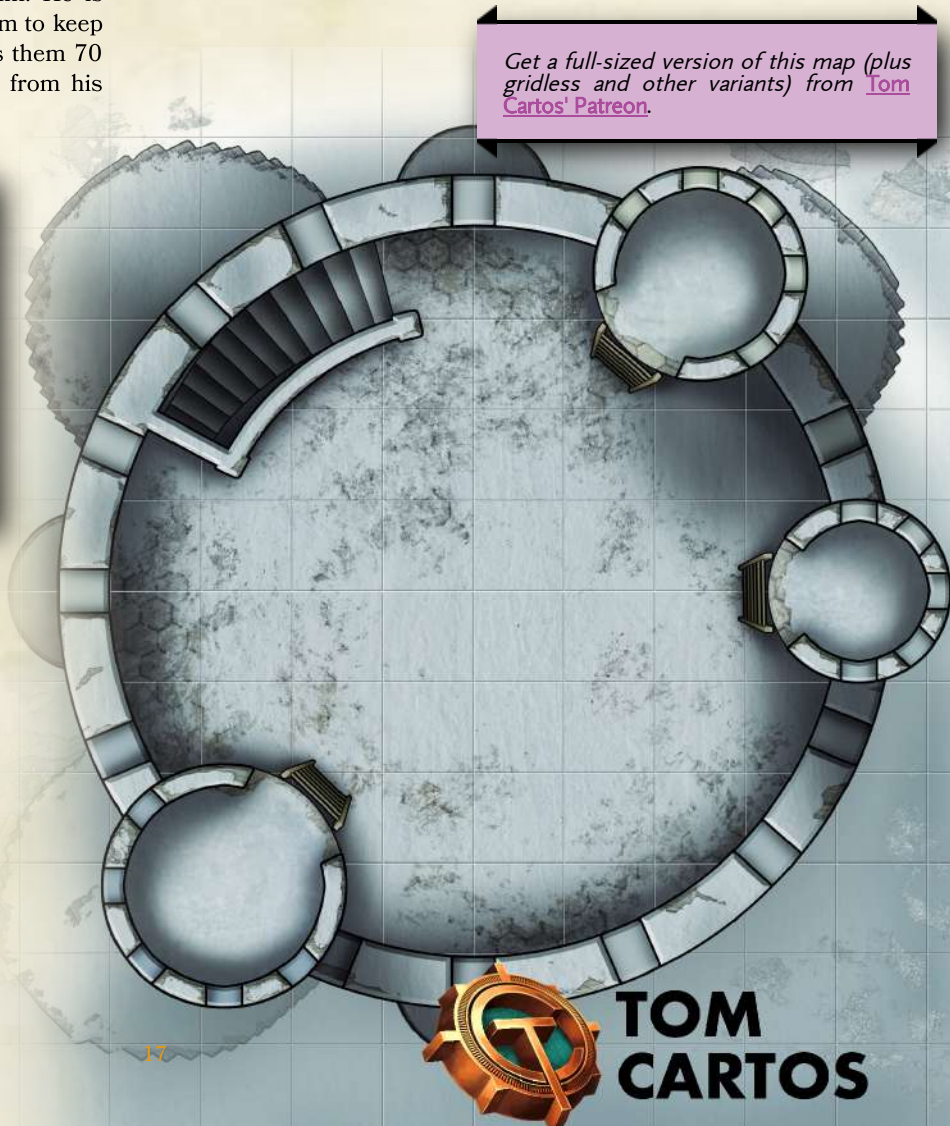
THE MAPS

The beautiful maps by Tom Cartos can be found without GM Notes at the following links:

- 1st map; [Dresden's Tower Entrance Hall Snow](#)
- 2nd map; [Dresden's Tower Basement Snow](#)
- 3rd map; [Dresden's Tower Dungeon Snow](#)
- 4th map; [Dresden's Tower Library Snow](#)
- 5th map; [Dresden's Tower Laboratory Snow](#)
- 6th map; [Dresden's Tower Conservatory Snow](#)
- 7th map; [Dresden's Tower Bedroom Snow](#)
- 8th map; [Dresden's Tower Teleportation Circle Snow](#)
- 9th map; [Dresden's Tower Altar Snow](#)
- 10th map; [Dresden's Tower Rooftop Snow](#)

For more variants and gridless versions, make sure you check out [Tactical Master's Patreon page](#).

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APPENDIX A: MONSTERS

If you are looking to populate your adventures with more monsters from the world that Kelfecil's Tales take place in, then make sure you check out the [Of Starlight and Void supplement](#), released on our Patreon.

CHAON

Medium humanoid (tiefling), neutral good

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 2 (2,300 XP)

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

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

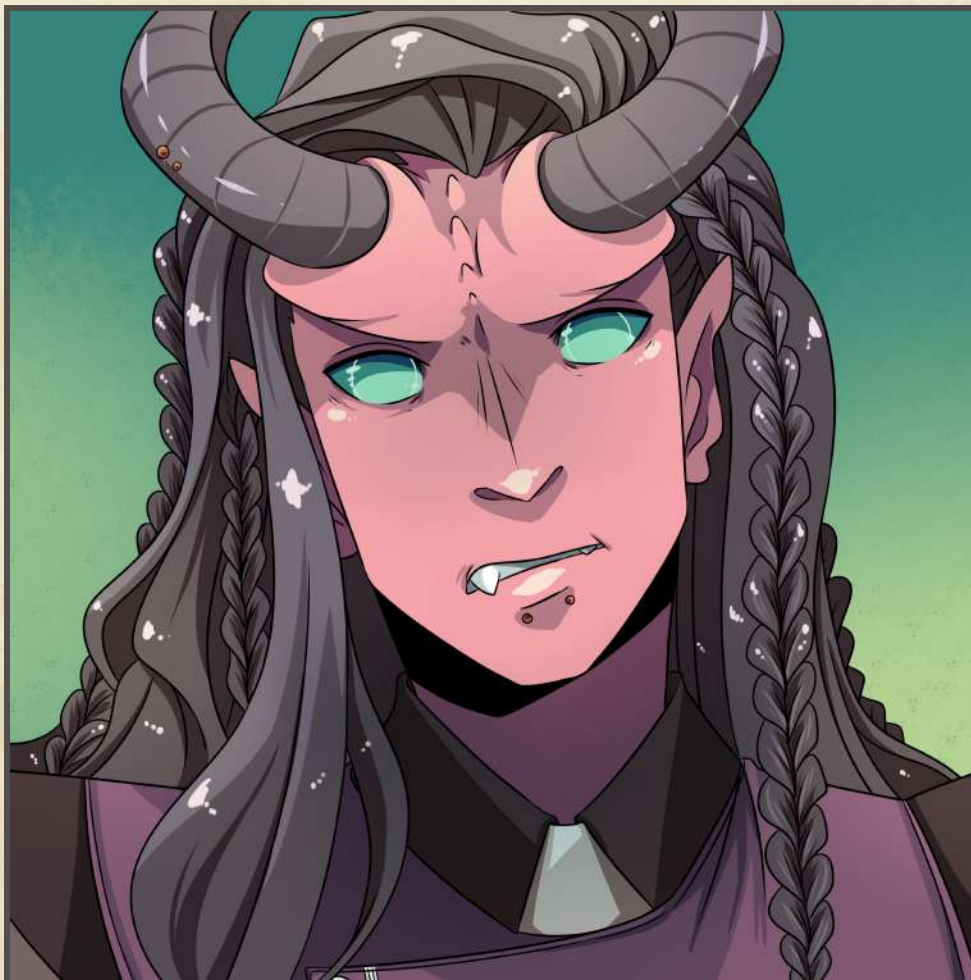
1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

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

Actions

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

Chaon is a daring archaeologist, who believes that he is on the verge of a great discovery.



ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

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

Damage Immunities poison, psychic

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

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

Languages —

Challenge 1 (200 XP)

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

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

Actions

Multiattack. The armor makes two melee attacks.

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

An **Animated Armor** is an old suit of armor, animated thanks to some kind of magic and ready to serve its new master.

A **Flesh Golem** is a hulking being stitched together from the flesh of many humanoids and animated by magic. It serves its master in all things.

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FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

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

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

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

Actions

Multiattack. The golem makes two slam attacks.

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

FLYING SWORD

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

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

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

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

Actions

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

ANKHEG

Large monstrosity, unaligned

Armor Class 14 (natural armor), 11 while prone

Hit Points 39 (6d10 + 6)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 ft. long and 5 ft. wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

A **Flying Sword** is a blade animated by magic, enough to attack people with its pointy end.

A creepy insect that likes to burrow and make surprise attacks, an **Ankheg** has eaten many an adventurer.



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GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

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

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 weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 ft. into the Ethereal Plane when it 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.

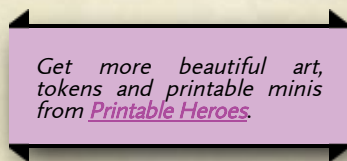
Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 ft. 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 x 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 ft. 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 ft. 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.

A vestige of some long dead being, a **Ghost** still wanders the lands of the living, usually looking to finish a task undone or tormented by a promise.



KROST

Tiny fiend (devil), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical/nonsilver weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

Variant: Familiar. The imp can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the imp senses as long as they are within 1 mile of each other. While the imp is within 10 feet of its master, the master shares the imp's Magic Resistance trait. At any time and for any reason, the imp can end its service as a familiar, ending the telepathic bond.

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

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



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Krost the Imp has been driven almost insane from long years of isolation, and longs to see a friendly face again.

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water 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.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 ft. until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

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

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.



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A **Water Elemental** is a being of pure water, exemplifying the element's most destructive tendencies.

BARABAS

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

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

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

Actions

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

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

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.



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Barabas the Barbed Devil has been stuck in the same floor for centuries. Needless to say, he's not very happy about it, and wishes to get revenge.



VOID HUNTER

Large elemental, chaotic evil

Armor Class 14 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft.

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

Damage Vulnerabilities Any Starlight Magic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities void

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

Senses darkvision 60 ft., passive Perception 10

Languages Deep Speech, Primordial

Challenge 3 (1,800 XP)

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

Actions

Multiattack. The hunter makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) bludgeoning damage +2 void damage.

Grasp of Death (Recharge 5-6). The hunter attacks a creature. The target must make a DC 14 Dexterity Saving Throw. On a failure, a target takes 10 (2d8 + 2) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 12). Until this grapple ends, the target is restrained and unable to breathe. If the saving throw is successful, the target is pushed out of the hunter's space.

The hunter can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the hunter's turns, each target grappled by it takes 10 (2d8 + 2) bludgeoning damage. A creature within 5 feet of the hunter can pull a creature or object out of it by taking an action to make a DC 12 Strength and succeeding.

A being from the Planes Beyond, a **Void Hunter** seeks out its pray with the sole purpose of ending its life.



VOID CRUSHER

Large monstrosity, Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft.

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

Saving Throws Str +9

Skills Athletics +9

Damage Vulnerabilities any starlight magic

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities void

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

Senses passive Perception 11

Languages Deep Speech, Primordial

Challenge 7 (2,900 XP)

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

Regeneration. At the start of its turn, the crusher regains 5 HP.

Actions

Multiattack. The crusher makes two Slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 6) bludgeoning damage. On a hit, the target is grappled.

The crusher can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the reaper's turns, each creature grappled by it takes 7 (1d10 + 2) bludgeoning damage. The crusher gains half the damage it dealt back as HP. The grapple's Escape DC is 12.

Ear-Rending Roar. The crusher releases a terrifying roar. All other creatures within 30 feet of it that can hear it must make a DC 13 Constitution saving throw. On a failure, a creature takes 7d6 psychic damage and is knocked prone. A creature takes half as much damage on a success, and is not knocked prone.

A **Void Crusher** is capable of taking on a multitude of foes. A true killer among the elementals of the Void, it is a terrifying foe to face.

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VERSION 1.0A

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Afterword

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