

WATER WEIRD RUINS

Water Weird Ruins is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 8, 11, 14, or 17**. This document offers details for each level and makes adjustments accordingly. Deadly elementals, both living and undead, haunt the crumbling ruins of a flying castle. Characters exploring the ruins discover clues pointing towards vast wealth hidden in the ruins' numerous secret areas.

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 ruleset from the official source.

Read aloud or paraphrase text that appears in a box like this when the characters first arrive at a location or under specific circumstances.

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.

The core manual for players describes *spells* and nonmagical equipment mentioned in the adventure. The core manual for gamemasters describes *magic items*. The text notes any items created for this adventure specifically, pointing you to the appropriate appendix or sidebar.

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave
Creature Design. DMDave
Cartography. DMDave

LEVEL SELECTION

Before play, know the level 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 treasures 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 the 8th, 11th, 14th, or 17th level, the chart below shows you which version of the adventure you should select for each level. We don't recommend running this adventure for characters with an average party level of less than 8 as it may pose too much of a challenge.

Scaling the Adventure

| Average Party Level | Recommended Adventure Version | Relative Difficulty |
|---------------------|-------------------------------|---------------------|
| 8 | 8th-level | Hard |
| 9 | 8th-level | Medium |
| 10 | 8th-level | Easy |
| 11 | 11th-level | Hard |
| 12 | 11th-level | Medium |
| 13 | 11th-level | Easy |
| 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 | 17th-level | Easy |

WELCOME TO THE FLYING CASTLE OF TOVIN THE DISFIGURED

A few hundred feet above the gray pines of the Venomous Forest near the village of Darkwell hover the crumbling ruins of a flying castle. Once the home to Tovin the Disfigured, a crude mage of ill-repute, the old castle now hides all manner of creatures, dark and deadly. Venomous wyverns encircle the castle and the other flying islands surrounding it. Water weirds, mimics, and other magical monstrosities continue to ward off treasure hunters within the ruins themselves. In the castle's undercroft, a derelict vampire named Leandro the Wretched makes his lair. And in the castle mote's lowest levels, gem-hungry xorns swim through the unworked stone and soil, desperate for their next meal.

WHO WAS TOVIN THE DISFIGURED?

Tovin the Disfigured was a wealthy noble and skilled mage. He earned his epithet from the scars marring the left side of his face, the byproduct of a failed experiment with alchemist's fire. Tovin lived in the castle with his wife, Gertrude, and their son, Harwick.

In Tovin's later years, he grew fiercely paranoid. He believed that assassins followed him wherever he went. Eventually, Tovin used powerful transmutation magic to lift his castle into the skies above the countryside. He secured the flying island with magical guardians and tamed wyverns. Even still, these extreme precautions did not assuage his fears.

Gertrude and Harwick became weary. They both wanted to leave the castle and begged Tovin to free them. Tovin refused, believing that their doom lay on the ground. He threatened to lock them in the dungeons below the castle. Knowing that she and her son were no match for Tovin's arcane might, Gertrude devised a plan.

One night, Gertrude entered the chambers, claiming that she had a change of heart. She told Tovin she was wrong to doubt his powers. Pouring two glasses of wine, she proposed a toast to the family's continued prosperity within the halls of the flying castle. Ever paranoid, Tovin refused to drink the wine unless Gertrude drank it first. Reluctantly, she did, smiling. Tovin followed suit. Moments later, the two were dead from the poison that Gertrude put in their cups.

When Harwick discovered the bodies, he collapsed in grief. A message from his mother told him to find a way to escape the castle and that he was still free to live his life. But Harwick only ever knew the castle. Without his mother to guide him, he felt hopeless. So Harwick, too, drank the poison that killed his parents.

Despite the death of Tovin and his family, the castle continued to drift over the Venomous Forest. Decades passed. The castle fell into ruin, but the magic that kept it aloft stayed strong. Today, the flying castle is a point of great interest among adventurers and thrill-seekers. Rumors persist that great treasures still hide within the castle's secret vaults. Of course, Tovin's magical servants still guard the castle. And the wyverns that were once under the wizard's control prowl the skies, fiercely defending it from anyone who tries to approach.

ADVENTURE HOOKS

If you don't have a reason for the characters to investigate the flying ruins, the table on the next page offers some ideas. Roll a d8 or choose the one you like best.

GENERAL FEATURES

Unless stated otherwise, the castle ruins have the following features.

Flying Castle. The castle's ruins sit atop a large mote of flying earth that measures approximately 150 feet wide. The mote was once more extensive, but bits of it shed off during the long years the castle set unoccupied. The mote drifts nearly 2,500 feet above the Venomous Forest below it. A creature that falls from this height without means to stop itself suffers 70 (20d6) bludgeoning damage. Multiple entrances allow access to the tunnels and chambers below the ruins. However, the best way to reach the ruins is to fly to the topmost level and land in the castle's courtyard or the region directly east of the castle.

High Winds. High winds constantly assault the mote and the ruins atop it. While outside of the castle walls or upon its ramparts, these winds impose disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing.

Architecture. Although much of it is in ruins, Tovin built the castle from sturdy stone blocks supported by wood and metal beams.

Doors. Many of the castle's oaken doors are missing, torn from the hinges. Those that still stand have AC 15, 15 hp, and immunity to poison and psychic damage. Secret doors throughout the ruins and its lower chambers require successful DC 20 Wisdom (Perception) checks to discover.

Illumination. This adventure assumes that the castle exists within the demiplane of shadows. There are no lights, natural or otherwise, throughout the castle. Text box descriptions assume that the characters brought their light sources or have darkvision.

Water Weird Ruins Adventure Hooks

| d8 | Adventure Hook |
|----|---|
| 1 | Find the Flame Tongue. An adventurer entered the ruins a few years ago but never returned. Her guildmates want the characters to find proof that she was there. They say she carried a flame tongue longsword at her side. This sword is in area W11. |
| 2 | Recover the Gem of Instant Teleportation. Tovin preferred transmutation magic but occasionally dabbled in conjuration, too. Tovin's old colleagues claim that he stole a gem of instant teleportation. Tovin's colleagues will pay 2,000 gp for its return. This gem is in area W13. |
| 3 | Talk to Harvick. A great evil lives in the bowels of the flying castle. Scholars believe only the ghost of Harvick, Tovin the Disfigured's son, knows how to rid the castle of this evil. The characters may find Harvick in area W18. |
| 4 | Save Krivit. Krivit, a bugbear rogue, entered the ruins hoping to find treasure. Instead, she got mesmerized by the Maimed God's statue's remains in area W10. Her friends will pay the characters 500 gp if they return her safely to the ground below the castle. |
| 5 | Learn the Goodberries' Fate. A band of adventuring heroes called the Goodberries entered the castle six years ago and never returned. Their ally, a monk named Dazen, wants to know what happened to them. The characters will find an old journal detailing the Goodberries' time in the castle among the magic items in area W3. |
| 6 | Slay Harvick. The vampire Leandro the Wretched sends one of his minions to negotiate with the characters. Leandro believes that Harvick is the one presence in the castle preventing Leandro from transforming it into his vampire lair. If the characters will rid the castle of Harvick, Leandro promises to give them a portion of the treasure he keeps in his hidden chamber. Harvick is in area W18. |
| 7 | Explore the Castle. The residents of Darkwell are tired of the castle casting a permanent shadow on their village. They offer to pay the characters 1,000 gp each if they explore the castle ruins and rid it of the dangers there. |
| 8 | Learn more about the Castle. An important noble in Darkwell has important information the characters need to complete one of their quests. However, the noble won't share this information unless the characters explore Tovin's Flying Castle. |

Transmutation Energy. The magical purple crystals that levitate the castle exude strong fields of transmutation energy, affecting the entire castle and its surroundings. Whenever a spellcaster casts a transmutation spell of 5th level or lower in the castle or within 100 feet of it, roll a d6. If the result is greater than the level of the spell cast, the spellcaster regains the spell slot.

Connected Adventures. Many of the locations detailed in this adventure reference areas not shown on the adventure's maps. Future adventures detail these areas. The exact adventure these areas reference depends on the preceding letter, as shown in this table.

| Preceding Letter | Adventure |
|------------------|---|
| V | <i>Dungeons & Lairs #43: Vampire Undercroft</i> |
| W | <i>Dungeons & Lairs #41: Water Weird Ruins (this adventure)</i> |
| X | <i>Dungeons & Lairs #44: Xorn Tunnels</i> |
| Y | <i>Dungeons & Lairs #42: Wyvern Motes</i> |

KEYED LOCATIONS

The maps show the locations of the areas detailed below.

W1 - Courtyard

This large open area was once the castle's courtyard. Following the demise of Tovin the Disfigured and his family, the enchantments he used to keep it lush and green faded. Only coarse yellow grass finds its way into the garden in small patches. Vast piles of stone and timber rubble litter the courtyard. These piles create cover as well as difficult terrain.

Two small buildings stand against the interior of the eastern wall: the stables and kitchen. The great hall and living quarters are against the western wall. While the southern gate crumbled and fell from the mote years ago, the northern gate still stands mostly intact. The family's well, now dry, still stands at the southeastern corner of the courtyard.

Well Passage. The bottom of the well dropped off the mote a long time ago, taking its ability to hold water with it. The shaft now serves as an access point to the ruins' undercroft and lower tunnels,

connecting this area to areas V6 and X6, respectively. Future adventures set in this castle detail these areas.

Slick mold covers the interior of the shaft. Any creature attempting to climb up or down the shaft without magical aid must first make a DC 13 Strength (Athletics) check. If the check results in a failure, the climber falls 60 feet down the shaft, exiting the hole at the bottom of the mote. From there, it's another 2,500 feet to the forest below.

Encounter: Well Guardians. Dangerous creatures linger around the well. These monsters attack any living creature that comes near the well. The nature of the encounter depends on the level of the adventure, as shown in the table below.

W1 Encounters

| Version | Encounter |
|---------|---|
| 8th | 2 black puddings |
| 11th | 3 black puddings |
| 14th | 1 clay golem + 1 black pudding |
| 17th | 1 clay golem + 2 black puddings |

Cellar Door. A rusty, iron cellar door offers access to the castle's undercroft, area V1.

W2 - Stables

These old stables once held Tovin's prized pegasi. Without his conjuration magic to bind them to the plane of shadow, the celestials fled as soon as he died.

Trap: Watery Sphere. One of Tovin's old traps still protects the stables. A magic glyph was scrawled in the dirt just by the stable's doors. The glyph is nearly invisible, requiring a DC 14 Intelligence (Investigation) check to find it. A creature that enters the stables without first speaking the phrase "Hello, Bubbles!" triggers the glyph.

The trap conjures up a sphere of water with a 5-foot radius centered on the creature that triggered the trap. The sphere hovers 10 feet off the ground and remains for 1 minute or until dispelled as if targeting a 4th-level spell.

Any creature in the sphere's space must make a DC 14 Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space of the creature's choice outside the sphere. A Huge or larger creature succeeds on the saving throw automatically, and a Large or smaller creature can choose to fail it. On a failed save, a creature is restrained by the sphere and is engulfed by the water. At the end of each of its turns, a restrained target can repeat the saving throw, ending the effect on itself on a success.

The sphere can restrain as many as four Medium or smaller creatures or one Large creature. If the sphere restrains a creature that causes it to exceed this capacity, a random creature already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it.

On initiative count 10, if the sphere is not full, it moves up to 30 feet toward the nearest creature it can see (it has blindsight 60 feet). If it moves over a pit, a cliff, or other drop-offs, it safely descends until it hovers 10 feet above the ground. Any creature restrained by the sphere moves with it. The sphere can ram into creatures, forcing them to make the saving throw. If there are no creatures that the sphere can sense outside of itself, the sphere instead moves up to 30 feet towards the edge of the mote. It then leaps off the edge, taking all restrained creatures with it.

After 1 minute, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls. The water then vanishes.

W3 - Kitchen

Although the building still stands strong, the inside of this old kitchen hardly resembles its former self.

Encounter: Rogue Guardians. The errant transmutation magic that permeates the castle and its mote animated some of the old kitchen tools in this room. These creatures are devoid of intelligence and lash out against anything that enters "their domain." The nature of the encounter depends on the level of the adventure, as shown in the table below. With the exception of the mimic, all creatures are detailed in the appendix of this adventure.

Area W3 Encounters

| Version | Encounter |
|---------|--|
| 8th | 1 mimic and 2 swarms of flying daggers |
| 11th | 1 hearth golem and 2 swarms of flying daggers |
| 14th | 2 hearth golems , and 2 swarms of flying daggers |
| 17th | 1 wall golem , 1 hearth golem , and 1 swarm of flying daggers |

Treasure: Lost Goods. The last party that entered the island ran afoul of the creatures here. The wyverns ate their flesh and bones, and the xorn ate their coins and gems. But their magic items remain. The nature of these items depends on the level of the adventure, as shown in the table below. A successful DC 17 Wisdom (Perception) check reveals this treasure.

Area W3 Treasure

| Version | Treasure |
|---------|---|
| 8th | 1 <i>potion of healing</i> , 1 <i>potion of climbing</i> , and <i>slippers of spider climbing</i> |
| 11th | 1 <i>potion of climbing</i> , 1 <i>bag of holding</i> , and <i>boots of levitation</i> |
| 14th | 1 <i>potion of climbing</i> , 1 <i>bag of holding</i> , and <i>wings of flying</i> |
| 17th | 1 <i>potion of gaseous form</i> , 1 <i>potion of flying</i> , and 1 <i>cloak of arachnida</i> |

Development. Combat here may draw the attention of the creatures in area W4.

W4 - Pantry

Rotten wooden boards and cracked stones are all that remain in this old pantry.

Encounter: Undead Elementals. A gaggle of pitiful creatures scours this old pantry looking for sustenance. They leap into combat as soon as they detect the characters' presence. The nature of these creatures depends on the level of the adventure, as shown in the table below. The appendix details all of these new monsters.

W4 Encounters

| Version | Encounter |
|---------|--|
| 8th | 2 desiccators |
| 11th | 1 voidwraith and 1 desiccator |
| 14th | 2 voidwraiths |
| 17th | 2 voidwraiths and 1 desiccator |

Treasure: More Magic Goods. Similar to the kitchen in area W3, this room contains hidden magic items, the only clue that adventurers were once here. The nature of the magic item found here depends on the level of the adventure, as shown in the table below.

Area W3 Treasure

| Version | Treasure |
|---------|------------------------------------|
| 8th | 1 <i>potion of greater healing</i> |
| 11th | 1 <i>potion of water breathing</i> |
| 14th | 1 <i>potion of heroism</i> |
| 17th | 1 <i>potion of flying</i> |

W5 - Northwestern Gatehouse

The interior of the northwestern tower lies in ruins. The northwesternmost part of the tower crumbled and fell off the mote years ago. Cold air rushes into the old halls below the ramparts, whistling through the rubble.

The floor here is a mess, creating difficult terrain throughout the entire area.

W6 - North Gate

Two rusted iron portcullises seal on either side of the old gate. A crumbling wall destroyed the winch to these gates years ago. Lifting a portcullis requires a successful DC 20 Strength check.

A massive hole in the ground at the center of the entryway collects cold, brown mud. The glimmer of something gold shines from within this mud, quickly drawing the eye of anyone who glances into the area.

Encounter: Water Weirds. The mud is home to the castle's deadly keepers, the water weirds. The quantity and quality of these elementals depend on the level of the adventure, as shown in the table below. The appendix details these creatures.

W6 Encounters

| Version | Encounter |
|---------|---|
| 8th | 3 water weirds |
| 11th | 4 water weirds |
| 14th | 2 water weirds (summoning variant) |
| 17th | 3 water weirds (summoning variant) |

Treasure: Fool's Gold. The shiny, golden object in the mud puddle is nothing more than a hunk of an old brass pipe. It is entirely valueless.

W7 - Northeastern Gatehouse

While this side of the gatehouse is in marginally better shape than its northwestern counterpart, it is still rough—a large hole filled with brown mud hugs the southern wall.

Encounter: Water Weirds. The mud is home to the castle's deadly keepers, the water weirds. The quantity and quality of these elementals depend on the level of the adventure, as shown in the table below. The appendix details these creatures.

W7 Encounters

| Version | Encounter |
|---------|---|
| 8th | 2 water weirds |
| 11th | 1 water weird (summoning variant) |
| 14th | 4 water weirds |
| 17th | 2 water weirds (summoning variant) |

Treasure: Not Fool's Gold. Unlike the puddle in area W6, this puddle contains something of value. An ornate, golden candelabra sunk to the bottom of the puddle. The candelabra is worth 100 gp per level of the adventure.

Development. The mud is the only thing that kept the candelabra safe from the ravenous xorn in the tunnels below. Recovering it from the mud might draw their attention.

W8 - Guardroom

This wider-than-normal passage once served as a guardroom for Tovin's footmen. It now lies in ruins.

Trap: Electrified Floors. Another hallmark of Tovin's paranoia, he trapped the floor tiles here if anyone ever got past the castle's guards. The trap was not active when Tovin and his family met their fate, but over the years, the original connections shorted, causing the trap to function independently. When a creature enters the area for the first time, it must make a DC 14 Constitution saving throw. A target takes 14 (4d6) lightning damage on a failed saving throw or half as much damage on a successful one. A creature recently grappled by a watery creature (such as a water weird) makes its saving throws against this trap with disadvantage.

Spotting the tricky floor tiles requires a successful DC 13 Intelligence (Investigation) check. Disabling it requires a successful DC 10 Dexterity check using proficiency in thieves' tools.

W9 - Greathall

This room reeks of mold and decay. The 10-foot-long table that once dominated this hall lies in ruins, along with the chairs that surrounded it.

Hazard: Tricky Chandelier. A rusty iron chandelier dangles from the ceiling. As poor luck would have it, the chain holding the chandelier is ready to snap when the characters arrive. When a character steps into the center of this room, the chandelier falls; the target must make a DC 13 Dexterity saving throw. On a failed saving throw, the target takes 7 (2d6) bludgeoning damage. The sound of the crashing chandelier might draw the attention of some of the creatures in the castle ruins. Spotting the faulty chandelier requires a successful DC 15 Wisdom (Perception) check. Once spotted, the characters may avoid the chandelier's path without any issue.

Secret Door. A secret door concealing stairs down to area V7 hides in the northern wall.

W10 - Temple

A tall statue dedicated to the Maimed God once stood at the western end of this small shrine. A band of adventurers searching the ruins for treasure knocked it over years ago. A character who examines the statue's pieces and succeeds on a DC 13 Intelligence (Religion) check recognizes it for what it is.

Hazard: Dark Secrets of the Maimed God. The statue held a minute vestige of the Maimed God. It was part of the reason Tovin went insane. A good-aligned character who successfully recognizes the statue for what it represents must make a DC 13 Wisdom saving throw. The character gains one form of long-term madness on a failed saving throw.

Secret Stairs. A secret staircase hides below the base of the old statue. Discovering the stairs requires a successful DC 20 Wisdom (Perception) check. Once found, a character must succeed on a DC15 Intelligence (Investigation) check to find the switch that slides the statue's base out of the way. The stairs lead to area V5.

W11 - Western Barracks

Broken beds and rusty weapons are all that remain of these barracks.

Encounter: Cinderspawn. An undead elemental lingers near the fireplace at the southwestern end of the room. The creature is a **cinderspawn** (see the appendix), the burnt-out undead remnants of a creature of elemental fire. It hates all living creatures for their warmth and seeks to destroy all such beings. This adventure's 14th- and 17th-level versions feature two **cinderspawn** instead of one.

Treasure: Cursed Flametongue. The cinderspawn here killed an adventurer a few years ago and stole her longsword, a *flame tongue*. The cinderspawn kept the flame tongue longsword in the fireplace where it (or they) derived sustenance from the fire the sword emitted. Prolonged exposure to the cinderspawn's presence cursed the sword. A creature attuned to the weapon becomes cursed. While cursed in this way, the target has vulnerability to cold damage.

W12 - Northwestern Tower

The northwestern tower lies in ruins; its entire upper half crumbled away. Two long-cold iron braziers still stand on the tower's ramparts.

Hazard: Collapsing Ramparts. A Medium or larger creature that enters this area for the first time or starts its turn there must make a DC 12 Dexterity (Acrobatics) check. A Large or larger creature makes this check with disadvantage. The water weirds automatically pass their checks. On a failed check, the creature causes another section of the tower to crumble to the ground below. Each creature in the area must make a DC 15 Dexterity saving throw when this happens. A creature moves to the tower's edge on a successful saving throw. Otherwise, a creature takes 10 (3d6) bludgeoning damage from the fall plus another 10 (3d6) bludgeoning damage from the rubble and lands prone in area W5. The collapse causes any water weirds here to fall out of their braziers, effectively destroying them.

Encounter: Water Weirds. Rainwater collected in these braziers allowed water weirds to claim the braziers as their homes. Currently, there are two **water weirds** here (see the appendix). The water weirds use the summoning variant in the 14th- and 17th-level versions of this adventure.

W13 - Barbican

This barbican once allowed Tovin's footmen to pour boiling water or oil onto intruders in the gatehouse below.

Trick: Strange Gem. An odd purple gem rests at the bottom of one of the barbican's iron braziers. A *detect magic* spell cast on the gem reveals an aura of conjuration around the gem. The first time a character touches the gem, the character must make a DC 15 Charisma saving throw. On a failed saving throw, the gem transports the character and everything they are holding and carrying, including the gem, to another part of the castle's ruins. Roll a d12 and consult the table below to determine where the gem transports the character. After the gem forces a saving throw, it does not function again for 24 hours.

Strange Gem Destination

| d12 | Random Location | d12 | Random Location |
|-----|-----------------|-----|-----------------|
| 1 | V1 | 7 | W7 |
| 2 | V4 | 8 | W9 |
| 3 | V7 | 9 | W10 |
| 4 | V8 | 10 | W19 |
| 5 | W5 | 11 | Y5 |
| 6 | W6 | 12 | Y7 |

W14 - Northeastern Tower

This old tower is still mostly intact.

Encounter: Wyverns. Wyverns call this tower home, extending their territory from the floating isles to the south. Although they are aggressive, these wyverns are wise enough to flee from a difficult encounter. There is one **wyvern** in the 8th- and 11th-level versions of this adventure and two **wyverns** in the 14th- and 17th-levels of the adventure.

W15 - Eastern Barracks

There isn't much left of the beds and chests that once crowded these barracks.

Trap: Shiny Things. A character who succeeds on a DC 15 Wisdom (Perception) check spots a loose tile under one of the old bedframes. The tile hides a small compartment containing a handful of coins. However, it's trapped. When someone lifts the coins from their spot, a poison needle fires out of the trap. The needle makes an attack roll with +7 to hit. A target takes 1 piercing damage on a hit and must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. Noticing the trap requires a successful DC 15 Intelligence (Investigation) check. Disabling the trap requires a successful DC 13 Dexterity check using proficiency in thieves' tools.

Treasure: Coins. The hidden compartment holds 2 ep.

W16 - Eastern Tower

The tower above the temple in area W10 still stands strong.

Encounter: Weird/Wyvern Rumble. When the characters first arrive at the tower, a **wyvern** battles two **water weirds** (see the appendix). The wyvern hoped to drink the water from the braziers from which the weirds rise. Naturally, the weirds objected. Unless the characters get involved, the brawl continues for 1 minute until the wyvern grows frustrated and flies back to one of the smaller, flying motes. The weirds then go dormant until the characters approach them. The weirds use the summoning variant in the 14th- and 17th-level versions of this adventure.

W17 - Ambulatory

The upstairs hallway of the living quarters connects the two bedrooms that once housed Tovin, Gertrude, and Harvick. Harvick's ghostly presence (see area W18) keeps this hallway cold regardless of the outside weather.

Trap: Lightning. An old magical trap protects the upstairs hallway. Any living creature that enters the hallway without first speaking the phrase "trident" arms the trap. Then, if a creature attempts to enter areas W18 or W19, it triggers the trap. The hallway fills with lightning, cast from a glyph on the southern wall. Each creature in the hallway must make a DC 14 Dexterity saving throw. A creature takes 28 (8d6) lightning damage on a failed saving throw or half as much damage on a successful one. Spotting the trap in advance requires a successful DC 14 Intelligence (Investigation) check. A successful DC 14 Intelligence (Arcana) check disarms it.

W18 - Harvick's Chambers

The smaller of the two rooms on the second floor of the living quarters was Harvick's. Little remains of his furniture.

Encounter: Harvick's Ghost. Harvick, now in **ghost** form, remains within this room, hidden in the Ethereal Plane. Still distraught from his parents' deaths, he whines and moans, lamenting his undead existence. Harvick doesn't wish to leave the castle. He only wishes to avoid the castle's undead dangers, particularly the vampire Leandro the Wretched in the castle's undercroft. Harvick knows that Leandro hides his coffin behind the rubble wall in the family's old tomb (areas V4 and V9). If the characters are willing to remove Leandro from the castle's undercroft, he will share the location of his father's secret treasure cache in area Y5. Future adventures feature both of these plot hooks.

W19 - Tovin and Gertrude's Chambers

This room belonged to Tovin and Gertrude. Their desiccated corpses still lie on their bed. The wine goblets from which they drank Gertrude's poison lie within reach. There is nothing else here of interest.

THE ADVENTURE CONTINUES

This adventure covers only one slice of Tovin's Flying Castle. Get the other adventures featuring this castle:

Dungeons & Lairs #42: Wyvern Motes

Dungeons & Lairs #43: Vampire Undercroft

Dungeons & Lairs #44: Xorn Tunnels

APPENDIX: NEW CREATURES

Cinderspawn

Large undead elemental, chaotic evil

Armor Class 16 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 50 ft.

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

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Frostfire Form. The cinderspawn can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the cinderspawn or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage as the cinderspawn drains heat from its body. In addition, the cinderspawn can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) cold damage.

Illumination. The cinderspawn sheds dim light in a 30-foot radius.

Undead Elemental. The cinderspawn has two creature types: undead and elemental. The cinderspawn can be affected by a game effect if it works on either of its creature types.

ACTIONS

Multiattack. The cinderspawn makes two touch attacks.

Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) cold damage. If the target is a creature, its Charisma score is reduced by 1d4. The target dies if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Desiccator

Small undead elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 54 (12d6 + 12)

Speed 20 ft., swim 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 16 | 12 | 12 | 8 | 11 | 13 |
| (+3) | (+1) | (+1) | (-1) | (+0) | (+1) |

Skills Perception +2

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan

Challenge 3 (700 XP)

Undead Elemental. The desiccator has two creature types: undead and elemental. The desiccator can be affected by a game effect if it works on either of its creature types.

ACTIONS

Multiattack. The desiccator makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is a creature, it must make a DC 11 Constitution saving throw. On a failed saving throw, the target takes one level of exhaustion.

Desiccating Breath (Recharge 6). The desiccator exhales a 15-foot cone of desiccating air. Each creature in the area must make a DC 11 Constitution saving throw. A target takes 9 (2d8) necrotic damage and gains one level of exhaustion on a failed saving throw, or half as much damage on a successful one and doesn't gain a level of exhaustion.

Hearth Golem

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 21 | 10 | 16 | 3 | 14 | 3 |
| (+5) | (+0) | (+3) | (-4) | (+2) | (-4) |

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

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

Senses darkvision 60 ft., passive Perception 12

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

Challenge 5 (1,800 XP)

Fiery Aura. The golem emits a fiery aura that extends from it 10 feet in all directions. A creature that ends its turn in this area takes 5 fire damage.

Flare Up. Whenever the golem is subjected to fire damage, it takes no damage and instead bursts with flames. Each creature within 10 feet of the golem takes 7 (2d6) fire damage.

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

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

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

ACTIONS

Multiattack. The hearth golem makes two slam attacks.

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

Ash Breath (Recharge 6). The golem exhales seething ash in a 15-foot cone. Each creature in the area must make a DC 13 Constitution saving throw. A creature takes 22 (5d8) fire damage and is blinded for 1 minute on a failed saving throw. A creature takes half as much damage and isn't blinded on a successful one. A blinded creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

Swarm of Flying Daggers

Medium swarm of Tiny constructs, unaligned

Armor Class 16 (natural armor)

Hit Points 35 (10d6)

Speed 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 11 | 16 | 11 | 1 | 5 | 1 |
| (+0) | (+3) | (+0) | (-5) | (-3) | (-5) |

Saving Throws Dex +5

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 2 (450 XP)

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

False Appearance. While the swarm remains motionless and isn't flying, the daggers are indistinguishable from normal daggers.

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

ACTIONS

Multiattack. The swarm makes two stab attacks. If the swarm starts its turn with half or fewer hit points remaining, it can't use this action.

Stab. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 13 (4d4 + 3) piercing damage.

Voidwraith

Medium undead elemental, neutral evil

Armor Class 15

Hit Points 90 (12d8 + 36)

Speed 0 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 12 | 21 | 16 | 8 | 13 | 5 |
| (+1) | (+5) | (+3) | (-1) | (+1) | (-3) |

Skills Stealth +11

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

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

Airless Aura. The voidwraith's body is surrounded by an aura of near vacuum at all times. Any creature that starts its turn within 5 feet of the voidwraith can't breathe and begins to suffocate.

Undead Elemental. The voidwraith has two creature types: undead and elemental. The voidwraith can be affected by a game effect if it works on either of its creature types.

ACTIONS

Multiattack. The voidwraith makes two Steal Breath attacks.

Steal Breath. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or half its hit point maximum reduced by an amount equal to the necrotic damage taken. The voidwraith then gains temporary hit points equal to the necrotic damage dealt.

Wall Golem

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 24 | 16 | 20 | 5 | 14 | 8 |
| (+7) | (+3) | (+5) | (-3) | (+2) | (-1) |

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite

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

Senses darkvision 120 ft., passive Perception 12

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

Challenge 10 (5,900 XP)

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

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Meld Into Wall. The golem steps into a stone wall or surface large enough to fully contain its body, melding itself and all the equipment it carries with the stone for the duration. Using its movement, the golem steps into the stone at a point it can touch. Nothing of its presence remains visible or otherwise detectable by nonmagical senses. While merged with the stone, the golem can sense what occurs outside it. The golem can use 10 feet of its movement to leave the stone where it entered it or use its topple action. Otherwise, it can't move. Minor physical damage to the stone doesn't harm the golem, but its partial destruction or a change in its shape (to the extent that it no longer fits within it) expels the golem and deals 6d6 bludgeoning damage to it. The stone's complete destruction (or transmutation into a different substance) expels the golem and deals 50 bludgeoning damage to it, which counts as magical for the purposes of overcoming its immunities. If expelled, the golem falls prone in an unoccupied space closest to where it first entered.

Topple. While melded into a stone wall, the wall golem can spend 10 feet of its movement to topple out of the wall. The wall golem exits the wall and enters a space that contains one or more other creatures. Each of those creatures must succeed on a DC 17 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 28 (6d6 + 7) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the wall golem's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the wall golem's space.

Water Weird

Medium elemental, chaotic evil

Armor Class 13 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft., swim 30 ft.

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

Skills Stealth +4

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Aquan

Challenge 3 (700 XP)

Magic Resistance. The water weird has advantage on saving throws against spells and magical effects.

Water Bound. The water weird is bound to a source of water. If the source is destroyed or if the water weird moves more than 10 feet away from the water source, the water weird is destroyed.

Water Invisibility. The water weird is invisible while underwater.

ACTIONS

Multiattack. The water weird makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe and the water weird can't attack another target.

Slam. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Variant: Water Elemental Summoning (1/Day). The water weird magically summons a water elemental which appears in an unoccupied space within 60 feet of the water weird. The water elemental acts as an ally of the water weird and can't summon other elementals. It remains for 1 minute or until the water weird dies, or until the water weird dismisses it as an action.

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