

~ Strange Adventures from the Multiverse! ~

THE TOWER GOLEM



The Greenfields
Adventure Series



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The Tower Golem

Chapter 2 of the Saga about Logrimm's Tower Golem

By Christian Eichhorn

"I was tortured by Azaketh, yes, but you can't compare that to the trashing my da' gave me when I released his dragonchick, oh no!" - Squatnose

Azaketh, a sly and industrious devil, prepares his revenge against his bitter enemy Zirkex. Naturally, the mortals affected by his schemes are mere pawns to further his goals. It is up to the heroes to stop Azaketh in his tracks before he takes control of a powerful weapon – Logrimm's Tower Golem.

This adventure is designed for 3-7 2nd to 4th level characters and is optimized for 5 characters with an average party level (APL) of 3. *The Tower Golem* is the second of two chapters about the events surrounding Logrimm's Tower. The first chapter *The Soulmonger* dealt with the collateral damage Azaketh's campaign caused to the populace of the Greenfields. With only minor adjustments, *The Tower Golem* can also serve as a adventure independent from Chapter 1.

The saga about Logrimm's Tower Golem is part of the *Greenfields Adventure Series*, a collection of adventures set in and around the Greenfields. The first part is *Ravenhome's Plight*.

To run this adventure, you ideally need a copy of the *Player's Handbook* (PHB), the *Monster Manual* (MM), and *Volo's Guide to Monsters* (VGTM). If a monster name is formatted in bold, like a **gnoll**, it means that the characters encounter this monster and a fight might ensue. Skill checks are given in bold, e.g., **DC 15 Wisdom (Perception) check**. If a passive check is called but a player's statement warrants an active check, the DC of the passive check is applied.

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

Determining Party Strength

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

Adventure Background

Logrimm Stonemasher was a half-orc wizard of some renown. His greatest achievement was the construction of a gargantuan golem which he used to travel the world. He engineered the golem to look and function as a tower, making it his home and trusted companion. Some years ago Logrimm relocated his Tower to the vicinity of Longbarrow, a small village in the Greenfields. The Greenfields are a verdant region of the Sword Coast, located north of Amn and the Cloud Peaks. Logrimm wanted to spend his waning years in the vicinity of the Cloud Peaks, where his foster parents live in a minor dwarven kingdom named Granitehome. 3 years after Logrimm moved the golem to this location he died peacefully in his sleep, having accomplished almost everything he hoped for during his life. His passing was mourned by his faithful apprentice Squatnose and his Tower.

After Logrimm's death, Squatnose attempted to master the powers of the Tower. However, the goblin failed miserably. Squatnose may have had the needed talent, but he did not have the mental fortitude to dominate the Tower. Strange and dangerous floors were added to the Tower because of his lack of control. The most hazardous addition was a shifting portal which connects the Tower to the Nine Hells from time to time. Many aberrations and fiends managed to enter the Prime Material Plane through this portal, most of which now roam the countryside surrounding the Tower.

Squatnose was overpowered and imprisoned by one such devil named Azaketh. The devil found the portal and immediately recognized the potential of the Tower. He attempted to wrest control over Tower by torturing Squatnose. However, the goblin remained steadfast. The thought of his father's Tower and dear friend falling into the hands of a filthy devil unleashed Squatnose's true potential, and he endured where others would have faltered. The connection between him and the Tower steadied Squatnose as well, but the additional strain on the Tower lead to an even greater destabilization of the Tower's integrity. Therefore Azaketh shifted his efforts and now tries to influence Squatnose. His reasoning was that if he could bend the goblin to his will, he might gather information about the inner workings of the Tower. Squatnose has thus far resisted Azaketh's attempts, but he can't hold out forever.

In the meantime, Azaketh is trying to gather power and allies. He summons lesser devils and sends them to nearby villages to terrorize the populace. His servants press the mortals for their souls through cunning and force. The devils collect the contracts they acquire and teleport them directly to Azaketh. The contracts include a special clause which allows Azaketh to transfer them to any other being of his choice. He collects these contracts as bargaining chips he can use to acquire the help of devils more powerful than himself.

Adventure Summary

Part 1: Arrival

The characters arrive at the location of the Tower. After the characters enter the tower, they find an entrance hall full of pictures depicting Logrimm and Squatnose.

Part 2: Fight for Survival

The first level of the Tower deals with a conflict between 2 races heroes normally regard as mindless forces of evil: Hobgoblins & gnolls. While this stereotype is affirmed in regards to the gnolls, the characters have the possibility to support the trapped hobgoblins by resolving a deadly standoff.

Part 3: Doubleducks' Ignominious Prison

The characters arrive in a prison dimension that is designed to deride its inmates. They have to face several challenges and are constantly watched and ridiculed by a disembodied viewership. The characters must dive, jump, evade fire, fight squirrels and solve riddles to escape from this level.

Part 4: The Maelstrom

The characters arrive on an undead vessel, the prison of Captain Cinderdane, a legendary and ill-famed pirate lord, imprisoned to suffer for all eternity. The ship is battling against an all-consuming maelstrom, with no means of escape. The only way for Cinderdane and the characters to escape is through death or the portal in the midst of the maelstrom.

Part 5: Additional Optional Levels

The character's journey to the top of the tower could take a lifetime, and they might forget why they attempted to start in the first place. If this sounds like something your players might enjoy, you can use these additional adventure seeds to prolong the adventure.

Part 6: A Dance with the Devil

The characters reach the final level, where they find the mastermind Azaketh and the imprisoned Squatnose. Will the characters defeat Azaketh in battle, or was their journey to reach the top of the Tower in vain?

Adventure Hooks

Use one of the following hooks in case you haven't run *The Soulmonger* for your players:

A Tower in the Wilds

The characters explore the countryside when they stumble upon a tower. As if this isn't enough to pique their interest a stone face emerges from the tower's door and addresses the characters:

Excuse me? Could you spare a minute of your time? I am in distress and in urgent need of help. I will have to be brief to conserve my strength. Inside of me, you will find a portal and a devil from the Nine Hells. Would you be so kind to see the devil out? He is quite rude and tortures my friend Squatnose. Many thanks in advance!

With that, the face vanishes and the large stone door opens.

A Wounded Traveler

The characters come across a wounded man. His arms and legs are broken and he is in dire straits. Curiously, he carries a pair of tiny wings on his back. The man tells the characters that he is named Hendrik Dayton and that he was tricked by an insidious devil. He sold his soul for a pair of wings, which turned out to be a fraud after they shrunk in mid-flight. He tells the characters about the location of the devil's lair and begs the characters to kill the devil and retrieve the contract Hendrik signed – after the characters bring him back to his home in Longbarrow, of course.

Dramatis Personae

The Tower Golem

The Tower of Logrimm is a living being of immense power, but needs a person who channels these powers to create order and an environment suitable for habitation. The Tower is made up of several levels. The number of levels depends on the mental prowess and experience of its dominator. The levels can be of different shapes, sizes or climates. It populates these pocket dimensions with willing beings if need be. It is also possible for the Tower to open portals to other planes, and an unsuspecting visitor might end up leaving the Tower without realizing it. The Tower's first memory is of Logrimm's proud face. Logrimm fashioned the Tower from the heart of a stone giant, the essence of an earth elemental, and the rubble of an ancient temple. After completing a lengthy ritual, Logrimm found a small stone hut standing on the ritual grounds. Since its birth, the Tower has served Logrimm dutifully. They shared a close bond, only rivaled by the bond between Logrimm and his apprentice Squatnose. The Tower greatly misses Logrimm and craves a new dominator who can channel its immense power to create rather than to destroy. Because of its deep connection with the noble wizard Logrimm, the Tower resists Azaketh with all its might. The Tower kept one secret from Logrimm: When it rests, it dreams. It dreams of the times when it was a simple temple. Those are not real memories, however; they are more akin to visions or fleeting feelings. Sometimes it feels the urge to return to the place of its birth.

Logrimm Stonemasher

Logrimm was a half-orc, born to an orcish mother and shunned by his tribe. His father was a human prisoner who died before Logrimm was born. Logrimm lacked the strength and stamina needed to survive in the harsh North. As a very young boy, he was beaten to a pulp and left for dead in the mountains, to rid the tribe of dead weight. A dwarven family came upon the dying half-orc, and the twin children of the family pleaded with their parents to save the young boy. Persuaded by the children, the Stonemashers cared for Logrimm until he recovered. They were surprised by his intelligence and gentle nature. He was tutored in the arcane arts and did many good deeds for the dwarves. Eventually, he became part of the clan, earning the name and the recognition which were denied to him by his former tribe.

Squatnose

Squatnose is the new master of the Tower and stood firm in the face of Azaketh's torture and persuasion attempts. Logrimm adopted the goblin Squatnose after finding him in a ditch while traveling the North. Squatnose, still a baby, was abandoned by his tribe due to his obscene ugliness. Or at least this is what Logrimm assumed when he regarded the squealing bundle. He carefully wrapped the infant in a blanket and brought the goblin home. He taught Squatnose to speak, write, and how to use the arcane arts. To Logrimm's surprise, Squatnose had some actual talent. Squatnose is a polite-enough goblin thanks to Logrimm's upbringing. But the goblin has retained some of the mischievous nature passed down from his blood relatives. He loves to play tricks on people and goes through every chest and cabinet he can find. But one immediately forgives the little rascal when he looks at you with his trusting, puppy eyes. Squatnose might not be the most careful wizard, but he is very diligent in his studies, if only to learn new tricks.

Azaketh

Azaketh was once a high-ranking devil. Due to a string of failures, he was demoted and robbed of most of his powers, but he kept his intellect and a thirst for revenge. Before his demotion, he was the right hand of Zirkex, who served Dispater himself. Azaketh was almost ready to upstage Zirkex, but after Azaketh was maimed in the Blood War he lost Zirkex's favor. Many years after his downfall, he stumbled upon a portal while patrolling the city of Dis. Curious, he stepped through the portal to investigate and found himself in Logrimm's Tower. Sensing the Tower's innate power, instead of returning to the Nine Hells or fleeing into the Prime Material Plane, he decided to take control of the Tower. The Tower outright refused to accept Azaketh as its dominator, and now Azaketh attempts to force Squatnose into transferring the control to him.



The Tower Golem

Part 1: Arrival

Sights, Smells & Sounds. Logrimm's Tower is located deep inside the woods on a beautiful clearing. The forest teems with activity and the winds originating from the nearby Cloud Peaks bring crisp air. The Tower is slowly crumbling and it is surrounded by the resulting debris.

Entering the Tower. The entrance to the Tower is a strikingly large stone door 10 feet tall. There is no lever, pull, lock, handle, or discernible mechanism to open the door. The door only opens if the characters simply knock or state their desire to enter. The Tower has suffered due to Squatnose's lack of control, and the door – like many other things in the Tower – does not function properly. When the characters manage to open the door, paraphrase or read out loud:

The door stutters terribly while it retracts into the top of its frame. Although the door only opens halfway, there is enough room to pass in the space beneath it. Behind the door lies an impossibly long hallway. If what you see is true, the length of this corridor greatly exceeds the diameter of the tower.

When the characters enter the corridor, continue as follows:

The hallway is built from fine marble, and the walls are adorned with numerous large framed paintings. They depict a half-orc who has the appearance of a wizard. You also find many pictures of a goblin. First, the goblin is shown as a rather ugly baby. But he quickly grows up to be an obscenely ugly adult. At the end of the hallway, you stand before another door. It is made of wood and looks extremely weathered. It stands out in this noble-looking hallway.

DM Note: Skipping Levels

The players might attempt to skip several levels of the Tower by flying or climbing up to the final level. Luckily, the Tower has an unlimited number of interchangeable levels on different Planes, and the final level is not physically located at the top of the Tower. To reward inventive players, describe the different vistas the characters see through differently shaped windows so the players can choose where to start the adventure. Consult Part 5 for inspiration.

Part 2: Fight For Survival

General Features

Fight for Survival takes place in an abandoned ruin, forgotten by time.

Walls, Doors & Ceiling. Behind the weathered door the characters find a dank corridor. The corridors and rooms of this level are built from old stone, overgrown with moss and lichen. They stand in stark contrast to the marbled corridor the characters just left. The ceiling is 10 foot high and made of large stone slabs. There are no doors unless otherwise stated.

Lighting. The corridors and halls of this level are lit by torches that are mounted on the walls. The torches never expire unless they are removed from the walls. In the latter case the torches burn out after 5 minutes.

Area 1: The Entrance Chamber

Sights, Smells & Sounds. The air of this room is filled with smells of rot and decay. Across the room lies a large stone portal, from where a pool of half dried blood extends in an eastern direction.

The Skirmish. When the characters enter Area 1, they find 6 **gnolls** (MM 162) launching arrows into the northern corridor. After the gnolls fire one volley, the stone portal opens and an **ettin** (MM 132) emerges. The ettin sticks his two ugly heads through the frame first and makes his way in. The gnolls shift their focus and fire upon the ettin with their longbows. They seek to kill it, hungering for his flesh. If 3 gnolls die before the ettin is killed or the characters join the fight, the gnolls retreat into the southern corridor to join their pack in Area 5.

The Corridors. 2 corridors leave Area 1 to the north and south. A rising sun is embossed into the wall above the entrance to the northern corridor into which the hobgoblins retreated when they first arrived. An embossment of a crescent moon can be seen above the entrance to the southern corridor. The symbols resemble the indentations on the stone portal. A character with a **passive Wisdom (Perception) of 14** can hear the wailing of gnolls originating from the southern corridor.

The Stone Portal. This large portal is the exit the characters have to open to advance to the next level. This is also the portal from which the hobgoblins emerged after they arrived in the Tower. The portal features two indentations, one depicting a sun, the other depicting a crescent moon. If the characters recover both keys from Area 4 and Area 6 they can open the portal by placing the keys in the indentations.

The door can also be destroyed with digging implements. The characters need to accrue 10 progress points to break through the stone. Progress points can be earned by succeeding in **Strength (Athletics) checks** according to the following table, each check taking 1 hour:

DC	Progress Point
< 6	The characters gains 1 level of Exhaustion.
< 11	0
11–15	0.5
16–20	1
21–25	2
26–30	3

The gnolls are alerted by the noise and constantly harass the characters if they attempt to break through the portal without solving the conflict between gnolls and hobgoblins first. Roll a d4 for every hour that passes while the characters attempt to break through the door. On a 4, the characters are embroiled in the hobgoblin's final attempt to reach the exit. You can find details to run this encounter in the description of Area 4.

Area 2: Hobgoblin Fortifications

The end of this corridor is barred by a makeshift barricade and some heavy stones are hoisted to the ceiling in a net, ready to crush an attacker. The barricade is peppered with arrows and several crushed dead husks of gnolls rot in front of the fortifications. The trap the hobgoblins installed is obvious and serves as a deterrent to prevent an all-out attack by the gnolls. The crushed bodies in front of the barricade are gnolls and other unidentifiable monsters.

A character with a **passive Wisdom (Perception) of 15** makes out sentries who hide behind the barricade and watch the characters. When the characters approach the fortifications or attempt to communicate with whoever might hide behind the barricade, they are addressed by the hobgoblin sentries. The hobgoblins inquire if the characters come in peace or to make war. Furthermore, the hobgoblins tell the characters that if they harbor no ill intentions, they are allowed inside to parlay with their leader.

A Peaceful Solution. The characters are admitted into the hobgoblin camp if they approach with good intentions and swear to remain peaceful. 2 **hobgoblin** (MM 186) guards accompany the characters while they stay in the camp to make sure there is no foul play. The characters are brought to the hobgoblin's leader Kettik immediately.

A Belligerent Outcome. 4 **hobgoblin** (MM 186) guards defend the barricade against attackers permanently. The hobgoblins activate the trap when most attackers enter the trap's area of effect, as shown on the corresponding map. Each creature within 15 feet of the barricade must make a **DC 12 Dexterity throw**. A creature takes 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one. To destroy the barricade, a character must succeed in a **DC 12 Strength check**.

Alternatively, the barricade has 15 hit points, an AC of 5, is immune to piercing damage, and has vulnerability to fire damage. The hobgoblins attack the characters with longbows and spears through arrow slits in the barricade. The barricade counts as total cover (MM 196). After 5 rounds of combat, 4 additional hobgoblins join the fray.

Difficulty Adjustments. This is a fight of **hard to deadly difficulty**. Make the following adjustments as required:

- If the party is very weak, remove 4 hobgoblins.
- If the party is very weak, remove 2 hobgoblins.
- If the party is strong, add 4 hobgoblins.
- If the party is very strong, add 2 hobgoblins and 1 **hobgoblin captain** (MM 186).



Hobgoblin Warband



Area 3: The Hobgoblin's Encampment

The circumstances under which the hobgoblins live are abhorrent. Starving children and desperate elders huddle together, seemingly waiting for deliverance or death.

Sights, Smells & Sounds. A bleak picture presents itself. Wounded hobgoblins rest on scraps of torn fabric and the women and children huddle in the corners. The foul odor of waste and decay permeates the air. Most of the hobgoblins are very young or elderly. Only a handful is of fighting age and those fighters have suffered terrible wounds. A character with a **passive Wisdom (Perception) of 14** notices that the hobgoblins look starved and must have hunkered down here a long time ago.

Good Samaritan. A character can help 1 wounded hobgoblin by using a healer's kit and succeeding in a **DC 5 Wisdom (Medicine) check**. For every 5 points the check surpasses the DC, the character heals an additional hobgoblin to a maximum of 5. A hobgoblin crone who notices the deed of the characters rewards them with 2 *potions of hunter's eye* (Appendix A) as well as traditional hobgoblin recipe for it.

Area 4: Kettik's Chambers

Kettik's Plan. The situation of the hobgoblins is dire and their leader, Kettik (LE male **hobgoblin** MM 186), tries to get the characters' help. The hobgoblins are in the following predicament: When they try to leave the area, the gnolls attack, preventing their escape. One of Kettik's scouts found the way out and Kettik wants to lead his people to safety. Kettik assembled his most honorable warriors to attack the gnolls as a last-ditch effort. Their task is to screen an evacuation of the remaining hobgoblins. However, if the characters would distract or outright kill the gnolls, Kettik's remaining warriors would not need to sacrifice themselves. To acquire the characters' help, Kettik asks the characters if they want to escape as well or if they want to venture through the stone portal. Kettik knows the location of the sun key, which he safeguards.

He also presumes that the moon key is located somewhere in the area populated by the gnolls. Kettik swears on his honor as a warrior that he will leave the sun key for the characters to find inside his chamber after they screen the fleeing hobgoblins from any gnoll attack, and remains true to his word as long as the characters deal if good faith. A character with a **passive Wisdom (Insight) of 14** knows that Kettik can be trusted.

The Hobgoblin's History. If the characters inquire how the hobgoblins ended up in the Tower, Kettik relates the following account: The hobgoblins stem from a small village located in the foothills north of the Firesteap Mountains. Many weeks ago, messengers arrived and brought tidings about a great host that was forming far away from the village. Honoring the call, the village's warriors took off to join the host, as is tradition. When the victorious warriors return, they would bring loot and fresh blood to the village. Deprived of their most capable defenders, the village soon found itself under siege and in dire straits. A dishonorable band of humans took advantage of the village's poor defenses and put it to the torch. The hobgoblins fled to the nearby caves and planned their last stand. They were saved in the nick of time by a strange portal which opened in the beleaguered caves. Faced with the mysterious portal or certain death, the tribe's survivors retreated through the portal, which brought them into the Tower before winking out of existence. The hobgoblins entered Area 1 through the stone portal and were immediately attacked by the gnolls. Mistakenly, the hobgoblins retreated deeper into the dungeon, finding themselves in a dead end with the only way out being blocked by those stinking hyenas. Since then the hobgoblins have witnessed strange creatures emerging from the stone portal, most of which were killed and eaten by the gnolls. Only the most powerful creatures could pass unharmed.

A Hidden Key. A character with a **passive Wisdom (Perception) of 15** notices a loose stone in the northern wall. The secret compartment behind the loose stone can also be found by searching the room. The compartment contains the sun key.

Area 5: The Gnoll's Lair

In the midst of the room, you see a pack of gnolls gorging themselves on a dismembered carcass. The gnolls are covered in blood and bile, not minding their looks and terrible stink.

Sights, Smells and Sounds. The characters can clearly hear the snarling and wailing gnolls before turning the corner into Area 5. In the middle of the room, 4 gnolls gorge themselves on the recently killed ettin. The stink of rotten meat and unwashed dog assails the characters like a punch in the gut.

Monsters. The characters face 7 **gnolls** (MM 163) and 1 **gnoll pack lord** (MM 163).

Tactics. On the third round of combat, the 4 gnolls in Area 5 are reinforced by 3 gnolls and the gnoll pack lord. When the fight begins, the reinforcing troops are occupied with a ritual in Area 8. The gnolls focus their initial attacks on the weakest armored character they can reach. Otherwise, they fight without tactics, driven by their mindless blood thirst. The gnoll pack lord uses its Incite Rampage action whenever possible.

Difficulty Adjustments. This is a deadly fight. Make the following adjustments as required:

- If the party is very weak, remove 4 gnolls and 1 gnoll pack lord.
- If the party is very weak, remove 1 gnoll and 1 gnoll pack lord.
- If the party is strong, add 2 gnolls.
- If the party is very strong, add 3 gnolls.

Area 6: Refuse Pile

A disgusting heap of garbage and refuse piles up in this room. The stench steals your breath and tears come to your eyes. Among the refuse you see destroyed pieces of armor, broken weapons and other equipment a party of adventurers might have carried.

Monsters. 3 **swarms of rot grubs** (VGTM 208) made the refuse pile their home and attack any creature that disturbs the pile. A character with a **passive Wisdom (Perception) of 13** notices that the refuse pile houses some sort of creatures.

Treasure. The characters find the moon key after some digging in the refuse pile. The moon key features some additional bite marks. It is still in working condition, however. On a successful **DC 10 Intelligence (Investigation) check**, the characters also find a *hat of vermin* (XGTE 137) among the refuse.

Area 7: Pantry

Hunks of flesh hang from the ceiling, each covered by hundreds of flies. The meat's stench is almost unbearable and the room is filled with the humming of insects.

This room contains nothing of value. The meat is inedible and of dubious origin.



A Pack of Gnolls

Area 8: Shrine to Yeenoghu

This room is dominated by hundreds of skulls, which have been heaped up to form a crude pyramid. The construction is surrounded by two dozen small jars. The jars' content was ignited and the flickering flames emanate a sickly green light.

This room contains nothing of value. A character with a **passive Intelligence (Arcana or Religion) of 14** recognizes this as the ritual during which a demon possesses a gnoll and a **fang of Yeenoghu** (MM 163) is born.

Area 9: Birthing Chamber

Inside this chamber, some two dozen semi-transparent, fleshy sacks hang from the ceiling. Pulsating blood vessels cover the sacks, and inside you see the silhouettes of as yet unborn monstrosities. Beneath these sacks lies a stagnant pool filled with a viscous, tar-like substance.

The Brood Mother. Yeenoghu's brood mother (Appendix A) lurks within the pool, which is actually filled with amniotic fluid, and attacks any creature that disturbs the pool or attacks one of the sacks hanging from the ceiling. From time to time the brood mother attaches a fresh sack to the ceiling to make room for new embryos in the pool. Yeenoghu's brood mother looks like a large ball of flesh with dozens of white eyes and several spiked tendrils. Its maw features several rows of sharp, dagger-like teeth, and a handful of brood sacks are attached to its back.

Yeenoghu's Corruption. A character that drinks from the substance in the pool, is submerged in it, or comes in contact with it after losing half of his or hit points must make a **DC 15 Constitution saving throw**. On a failed save, the character slowly transforms into a gnoll-like creature over the course of several days. Yeenoghu would be pleased to gain a new follower after a character turns into a grotesque beast. The affliction counts a disease and can be healed by appropriate spells like lesser restoration.

Leaving the Level

In the middle of this room is a small staircase. After a few steps, it ends abruptly, seemingly leading into nothingness. When you look closely, however, you see distortions and colorful apparitions where the staircase ends.

Behind the stone portal in Area 1, the characters find a small room with an actual dimension portal. The characters reach another level of the Tower when they step through the portal.

Part 3: Doubleducks' Ignominious Prison

General Features

Doubleducks' Ignominious Prison takes place in a complex which is temporarily created in Limbo.

Doors, Walls & Ceiling. The walls of the prison are infinitely high and the ceiling—which cannot be reached—is covered in impenetrable mist. The walls and floors are made from perfect marble blocks. There are no doors.

Lighting. All rooms and corridors are brightly lit, but there is no visible light source.

Live Audience. While the characters try to escape the prison, dozens of creatures watch them from above. The creatures are planar travelers who pay good money for a show which never fails to amuse! The characters trapped inside the prison cannot see the spectators, however. The spectators laugh, scream, or gasp with excitement in the appropriate situations.

The Announcer. The announcer's duty is to create an exciting spectacle for the audience. Whenever the characters enter a new room, the announcer briefly explains what is expected of them. To keep the spectators happy, the announcer supports the characters with hints to prevent them from idling. On the flipside, to fabricate exciting moments the announcer confuses the characters with false warnings and misleading information. The characters can communicate with the announcer, but he is reluctant to directly answer questions. The announcer also punishes unruly or insolent players by introducing a new monster to the challenge. The CR of the monster is at your discretion.

The Golden Statues. The characters can retrieve a total of 5 golden statues, one from each of the prison's rooms. There is the *golden turtle*, the *golden feather*, the *golden dragon*, the *golden gauth*, and the *golden walnut*. When a character grasps a statue, it transforms into a golden coin which can be redeemed in the slot machine.

Trapped in Limbo. The characters are brought to Doubleducks' prison dimension. To leave it, the characters must answer riddles and endure demeaning tasks. When the characters enter the prison, paraphrase or read out loud:

When you step through the portal, you are transported through a realm of chaos and upheaval at a mind-bending pace. Suddenly a large building builds itself around you. As you watch, the building is filled with different rooms and seemingly random items. It all happens so fast, you can't keep track of what goes where. After your head stops spinning, you find yourself in a small room where a strange machine stands in front of you. Before you have time to orientate yourself, a booming voice proclaims, "Let us welcome our new contenders and wish them luck, because we all know they will need it. My dear contenders, you have to find at least two golden artifacts to win your freedom, or you will perish here. May the ducks be ever in your favor!" The voice is followed by loud cheering which seems to come from the ceiling, but the ceiling of this room seems endlessly high, with no end in sight.

Area 1: Entrance Chamber

Doubleducks' Slot Machine. The machine standing in front of the characters is 5 feet high, rectangular and made from metal. Attached to its right side is a lever. On the front of it is a slot which is just large enough to plug in a coin. Above the slot are three pictograms drawn on the machine. The first pictogram depicts one gold coin and beneath it is the symbol of a potted plant. The pictogram right next to it shows two gold pieces and beneath it the symbol of a key. The final pictogram shows three gold pieces and beneath it a large question mark. On the bottom of the machine is a large hole where the prizes are dispensed. On top of the machine rests a small casket and a large wooden arrow points at it. A small note is attached to the machine which reads:

I plugged in two gold pieces and got a potted plant and the key to leave this godforsaken place. After everything I've seen here, I'm afraid of whatever the third gold coin would yield me. So I'm making a run for it with my new plant. Good luck to you poor sods!
— The Big B

I plugged in two gold pieces and got a potted plant and the key to leave this godforsaken place. After everything I've seen here, I'm afraid of whatever the third gold coin would yield me. So I'm making a run for it with my new plant. Good luck to you poor sods!

— The Big B

Doubleducks' Wand. The small casket on top of the machine holds Doubleducks' Wand (Appendix B). It is an integral part of solving some of the tasks presented to the characters during their stay in the Doubleducks' ignominious prison. Although it is not mandatory, the item makes some of the challenges easier. To increase the difficulty of the challenges limit the wand's charges.

Redeeming Coins in the Slot Machine. With each coin the characters insert into the machine they unlock another reward tier. There are five tiers in total although only three are explained on the machine. The reward for the first coin is *Doubleducks' Potted Plant* (Appendix B) like the pictogram says. The second coin awards the characters with the portal key they need to leave the prison. The third and any subsequent coin rewards the characters with one of the following items:

d10 Reward

- 1 An old shoe
- 2 A tasty ham
- 3 A portrait of Doubleducks
- 4 A box of chocolate mephits
- 5 *Nolzur's marvelous pigments* (DMG 183)
- 6 *Dust of disappearance* (DMG 166)
- 7 *Potion of flying* (DMG 187)
- 8 *Vicious weapon* (DMG 209)
- 9 *Adamantine armor* (DMG 150)
- 10 *Bag of holding* (DMG 153)

When the characters enter a coin, paraphrase or read out loud:

You pull the lever, and the machine comes to life. It rumbles, hisses, rattles, and whistles, then falls silent. After a few seconds, you hear a loud ping, smoke rises from the machine's backside, and something falls into the large opening at its bottom.

Doubleducks the Mage

Doubleducks is a slightly mad gnomish wizard who created his first extraplanar prison in a fit of rage. His apprentice Borg ruined an important sample of his, and in a flash of inspiration and malice, Doubleducks sent Borg to Limbo, where he created a prison to punish the hapless apprentice. Borg was able to return after three days, holding in his hand a ham, as though it was a prize. Doubleducks created many more wacky spells and items over the years, and people should be wary if they stumble upon them.

Area 2: Room of the Golden Turtle

Retrieving the Golden Turtle. This room features a large pool of water which is on average 150 feet deep. The pool is 600 feet in diameter and is roughly shaped like a circle. The water is almost crystal clear, and at the bottom of the pool, the characters see something golden glimmering. Unbeknownst to the characters, the *golden turtle* is located in the lair of a double fish: A strange fish with two heads and a fin propeller around its midsection. A character must dive for a total time of 1.5 minutes to reach the lair of the double fish where the *golden turtle* is located. The characters glean the following details on a successful **Wisdom (Perception) check**:

DC Insights

- | | |
|----|---|
| 10 | The water is very deep, and the characters know that one would need great lung capacity to reach the bottom and return to the surface without drowning. |
| 15 | The characters can estimate that the total time needed to reach the <i>golden turtle</i> and return is 3 minutes. |
| 20 | The characters spot the double fish hiding in the sea grass at the bottom of the pool. |

A character that dives to retrieve the *golden turtle* is attacked by the **double fish** (Appendix A) unless he or she succeeds in a **DC 20 Dexterity (Stealth) check**. A character that assumes the form of a tiny animal and succeeds in a **DC 12 Dexterity (Stealth) check** manages to snatch the *golden turtle* without being noticed by the double fish. The double fish uses its *Gobble Up* ability to swallow tiny creatures it notices.

Diving Rules

While diving, a creature's speed is halved. A diving creature can hold its breath for a number of minutes equal to $1 + \text{its Constitution modifier}$ (minimum 1). A drowning creature falls unconscious, its hit points are reduced to 0, and it must make death saving throws until it dies or is able to breathe again.

Area 3: Room of the Golden Feather

The characters enter a room where a large pool stretches from one side to the other. The pool's surface is 10 feet below ground level. The pool itself is 30 feet deep, 40 feet wide and up to 50 feet long. Various marble pillars are erected inside of the pool. The pillars are the only way to reach the other side of the pool short of using spells like *fly*, *spider climb* or *dimension door*. The pillars are placed at a distance so that the character with the highest Strength can make the jump. The pool beneath the pillars is filled with stale, flat ale.

The Golden Feather. The *golden feather* is prominently featured on a small pedestal on the other side of the pool. The pedestal is placed on a ledge which is on the same level as the room's entrance.

Rubber Ducks. 6 **exploding rubber ducks** (Appendix A) float in the ale and wait for someone to fall. A duck uses its *Quack* ability to locate a fallen character. After 1 minute a new duck appears in a random location for every duck that is destroyed or uses its *Detonate* ability.

The Kenku. The character's advance is constantly halted or reverted by a pesky **mechanical kenku** (Appendix A). When a character jumps to reach the first pillar or casts a spell, the characters and the mechanical kenku roll for initiative. The kenku flies high above the room and casts *gust of wind* (PHB 284) and *dispel magic* (PHB 234) at the most perilous moments to prevent the characters from reaching their goal. If a mechanical kenku is destroyed, another one immediately appears in a magical flash and uses the previous mechanical kenku's place in initiative order.

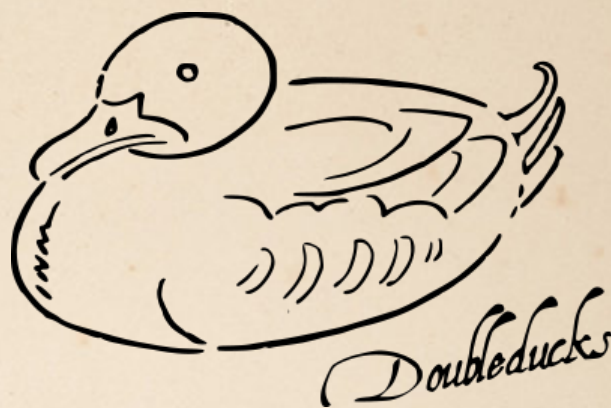


FIG. 1 Doubleducks' first Rendition of an Exploding Rubber Duck

Area 4: Room of the Golden Dragon

When you enter the room, you are hit by a heat so powerful it's like walking into a wall. It feels like your skin is being burned to a crisp while you just stand around. A long corridor lies before you which can only be described as a hell-scape. Flames shoot out from the walls, the floor, and the ceiling in irregular intervals.

Baptism of Fire. To successfully clear the 40-foot obstacle course of flames, a character must make a **DC 10 Dexterity saving throw** for every 5 feet he or she advances. The character takes 4 (1d6) fire damage on a failed save, or half as much damage on a successful one. The path through the fire is designed to punish characters who act without thinking deliberately. It's meant to be avoided, not used.

The Secret Passage. A character with a **passive Wisdom (Perception) of 14** spots a small hole in the wall (marked on the map). The corridor behind the hole can only be traversed by a Tiny or smaller creature. The corridor ultimately leads to the other side of the room, where the *golden dragon* is located. At the half way point the corridor branches off; the other corridor leads into a small room. Inside the room stands a tiny chest which contains one *bead of smiting* (DMG 182). The chest is trapped, however, which a character with a **passive Wisdom (Arcana) of 14** notices. The trap is triggered when the chest is opened, and the trap can only be disabled with a successful **DC 14 Intelligence or Charisma (Arcana) check**. A creature that triggers the trap must make a **DC 14 Wisdom saving throw**. On a failure, the creature is cursed with vulnerability to fire damage until the curse is dispelled. On a successful save, the curse lasts 24 hours.

The Golden Dragon. The *golden dragon* is hidden inside a burning brazier, beneath a pile of burning logs. A creature that retrieves the *golden dragon* without dousing the flames takes 7 (2d6) fire damage.

DM Note

The Arcana skill check to feel the trap is tied to the Wisdom ability because it concerns the character's senses, not his or her knowledge. Likewise, the check to disable the trap is tied to Intelligence or Charisma to account for sorcerers and warlocks. Consult the *Player's Handbook's* "Skills With Different Abilities" subsection for further information (PHB 175).

Area 5: Room of the Golden Gauth

The door that leads into this room features a picture of a beholder eyestalk forming a question mark. Behind the door, the characters find a room where a lone **spectator** (MM 30) named Slorix guards a locked chest. Slorix lost his mind a long time ago and only speaks in rhymes. When the characters enter the room, he greets them with these words:

You've come here for my treasure,
but when you entered, I took your measure.

Don't test your mettle in a battle!
Instead just answer me; these questions three!

Slorix has prepared the following riddles for the characters:

Solution	Riddle
Blood	A bitter wine you cannot swallow; but if you lose it death will follow!
Life	A disease transmitted by your father and mother; ends in death and nothing other!
Skull	A white cage that offers protection, sometimes encased for better deflection.
Name	Some persons got one, many have more. Some are funny, many a bore.

Slorix unlocks the chest to reward characters who correctly answered all 3 of his riddles. Choose 3 riddles from the table your players will enjoy. The chest contains the *golden gauth*. At your discretion, Slorix helps the characters with some hints if they make an effort to speak to him in rhymes. A character who succeeds in a **DC 15 Dexterity (Thieves' Tools) check** unlocks the chest. However, Slorix attacks any creature that attempts to open the chest without answering his riddles.



Slorix (Hungry)



Area 6: Room of the Golden Walnut

This room features an impossibly large walnut tree. As if to tease them, a squirrel that holds the *golden walnut* waits for the characters to arrive, chatters at them, and retreats into its lair. A character that climbs up to the squirrel's lair can retrieve the golden walnut by rummaging through its nest and succeeding in a **DC 15 Dexterity (Acrobatics) check**. The character must maintain balance while the squirrel bites his hand and be flexible enough to bend his arm allowing him to maneuver the contorted nest. Alternatively, a character can retrieve the walnut by turning into a tiny animal, entering the lair, and succeeding on a **DC 10 Charisma (Intimidation) check** or fighting for it. The squirrel has the statistics of a **weasel** (MM 340). A character that falls unconscious while in animal form vanishes and reappears at the foot of the tree, still unconscious.

Leaving the Level

The characters can leave the level by redeeming the key from Doubleducks' slot machine. With the key in hand, a grand golden door appears next to the characters. The spectators cheer and rose petals rain upon the characters. After the characters unlock and open the door, they find a portal behind it. Going through the portal takes the characters to the next level of the Tower.

Part 4: The Maelstrom

General Features

The Maelstrom takes place on the high seas, where an eternal storm rages and an undead ship and its captain battle for survival. These are the general features of the ship its surrounding area:

Weather & Lighting. An intense storm is raging, turning day into night. Almost constant lightning illuminates the sky, bathing the area in **bright light** (PHB 183) despite the thick cloud cover.

Sights, Smells & Sounds. Due to the lightning strikes the air is suffused with saltwater and ozone, which smells metallic. The thunder is deafening and never abates, making it hard to communicate outside. The ship sails around a gargantuan maelstrom and the intense storm is at its worst at the center point. Looking at the horizon one can tell that the ship is already trapped deep inside the vortex.

The Scourge. Cinderdane's vessel is an undead brigantine with tattooed skin as sails, masts and hull made of bone, and shrouds of woven hair. In its cargo hold beats a giant heart infused with necromantic magic.

Trapped on the High Seas. The characters arrive on the deck of the Scourge, and the portal immediately closes behind them. The only way to escape this predicament is to reach the portal which is located at the center of the maelstrom. There are several ways to achieve this goal: Convince or kill Cinderdane to steer the Scourge into the heart of the storm, destroy the Scourge's undead heart so it drifts into the center of the maelstrom, or use magic the characters might have access to. First, the characters have to find out about the location of the exit.

Cinderdane & Scourge

Cinderdane is an imposing pirate skeleton, complete with pirate hat, eye patch, hooked hand, leather boots and jacket. He is as charismatic as he is cruel and he was cursed by the gods to be trapped in a raging maelstrom forevermore. Both Cinderdane and his vessel are undead creatures who fear to sink to the bottom of the sea, being forced to spend eternity in a watery grave. His ship—the Scourge—has battled against the maelstrom for several decades. The vessel is trapped at the point of no return, always on the verge of slipping should it falter. Cinderdane has seen many things during his time: Mighty men o' war on fire off the Agis river; he watched sunbeams glitter in the dark near Baldur's Gate. He can't bear that all those moments should be lost in time.

When the characters arrive aboard the Scourge, paraphrase or read out loud:

You exit the portal and arrive in the middle of a calamity. You find yourself on a ship in the middle of an ocean. A terrible storm rages, which threatens to throw you overboard. The ship lists, and with horror, you see a gargantuan maelstrom swirling in the waters. Thunder cracks and lightning arcs across the sky, bathing the ship in cold blue light.

Give the players time to orientate themselves and ask questions. Assuming that they want to know more about their surroundings, continue as follows:

You look around quickly to familiarize yourself with your immediate surroundings. When a bolt of lightning strikes right next to the ship, you catch a glimpse of the deck. The planks are made of bone, the sails are stitched from tattooed skin, and the helm is manned by an imposing figure. The black shape waves at you and through the storm you hear a shout: "Hoy, ye landlubbers! Take shelter in the cabin below the poop-deck. I shall join you shortly!"

Area 1: The Deck

The deck features 3 points of interest: A large hatch that leads down into Area 3, the stern where the helm is located, and the door below the poop-deck, which leads into Area 2.

When the characters arrive, the helm is manned by **Cinderdane** (Appendix A). Cinderdane is not aggressive and welcomes the distractions the newcomers bring. If the characters try to speak to him above-decks, Cinderdane shouts that there is no point in talking outside and repeats his instructions to go below.

Area 2: The Captain's Cabin

This chamber looks almost inviting, despite the gruesome construction material. A long banquet table stretches from the entrance almost to the end of the cabin, where a small desk is located. The cabinets that line the walls are filled with books, parchments, memorabilia, and exotic trinkets. The table is covered with large maps weighed down by figurines and tools.

Cinderdane's Fate

Cinderdane was trapped in the maelstrom for two reasons: To prevent his escape and to prevent his soul from passing on to the afterlife. Chances are that Cinderdane is either killed by the characters or escapes through the portal in the center of the vortex. Either way, Cinderdane is set free.

The Cabin. Give the characters a few minutes to look around and explore the cabin. Meanwhile Cinderdane fastens the helm to prevent the ship from steering off course. The characters can find cartographer's tools, a spyglass, 3 hourglasses and a crowbar on the table. The cabinets contain several logbooks, romance books, unfinished poems and several of Cinderdane's personal diaries. A chest next to the desk contains a dozen fine bottles of wine which date back several decades.

Cinderdane's Arrival. The old pirate captain greets the characters with an enthusiastic voice when he arrives: I'll be damned, more visitors. This calls for a celebration! There is still a small reserve of wine in the chest over there, I believe. You are welcome to treat yourself; it's wasted on me, for I have neither tongue nor stomach! While on the ship, Cinderdane allows the characters to rest and explore. The cargo hold is off limits, however. To convince Cinderdane to tell the characters about Scourge's heart they must succeed in a **DC 14 Charisma (Persuasion) check**. Cinderdane cautions the characters to not hurt the heart else they bring doom over the ship and all who sail in her.

The Former Guests. Cinderdane entertains the characters with stories about his exploits when he was still roaming the waters and not stuck at the edge of the world. He also tells the characters about 2 previous visitors who took off with the ship's boat when they claimed to have spotted a portal in the center of the vortex. The fools! Cinderdane –overcome by his fear of the deep– argues that no one would survive the endeavor, even if there was a portal.

Area 3: The Cargo Hold

You stand before a giant heart, whose beats resonate with the ship's planks and hull, creating perceptible tremors.

Cinderdane's ship only functions as long as the heart in the cargo hold is beating. Once destroyed, the ship's sails rot, its rudder breaks, and the ship drifts towards the center of the maelstrom. The heart has 10 hit points and an AC of 6.

Leaving the Level

The portal which leads the characters to the next level of the Tower is located at the center of the maelstrom. A character with a **passive Wisdom (Perception) of 14** or a character that has heard about the portal's alleged location from Cinderdane spots it in the distance after gazing into the watery abyss. When a character spots the portal paraphrase or read out loud:

A lightning flash reveals a familiar sight in the center of the maelstrom: a portal!

A character can reach the portal by venturing to the center of the maelstrom. The characters must convince Cinderdane that the only way out of his predicament is to sacrifice his ship and sail to the center of the vortex. You can simply decide whether or not Cinderdane responds favorably based on roleplaying, or allow the party to attempt a **Charisma (Persuasion) check**, the DC of which is dependent on how persuasive they've been. If they have been particularly persuasive, consider a DC of 12. If they have been abrasive, the DC is 20.

Cinderdane, who wields the magic weapon *Wrath of the Sea* (Appendix B), defends his ship against any attempts to commandeer it or to destroy its heart.

Part 5: Additional Levels

Use the following adventure seeds to prolong the character's journey to the top of the Tower if you wish.

Snatcher in the Rye

The characters appear in a waist-high field of rye. A voice originating from beneath the amber waves of grain shouts: "*Beware the scarecrows!*" The characters are indeed surrounded by a large number of **scarecrows** (MM 268) which seem to creep closer every time the characters look away from the weird things. The scarecrows strike when 3 of them have assembled and they close the distance. The area counts as **difficult terrain** (PHB 190) for all creatures except the scarecrows. After the characters deal with the threat, a giant space hamster named Harry reveals itself to them. He thanks the characters for their help and leads them into his burrow. A strange portal appeared in his feed chamber not too long ago which might be of interest to the newcomers.

The White Knight's Castle

The characters arrive in a frozen throne room. The walls are adorned with the remains of large banners, of which only torn fabric remains. A large throne dominates the room. Upon this throne sits a figure clad in ice-covered plate armor. Next to the throne stands a small pedestal, on which rests the severed head of a beautiful elven woman. The ice which covers the armor of the figure cracks and falls to the ground when the figure rises. The figure removes its helmet to reveal the face of a young man. He addresses the characters as follows:

"To fulfill my cruel quest I have traveled the world and carved the beating heart from a giant's dying body. My reign lasted for a hundred years. Have you come to end my torment or have you come here to gloat?"

The White Knight has the statistics of a **knight** (MM 347), except that he wields the *Blade of the Icequeen's Champion* (Appendix B) and a shield. He willingly reveals nothing else about his past or about the origin of the women's head. The characters find the exit after searching the room. The portal to reach the next level of the Tower is located behind a 30 foot-thick wall of ice. The wall can be destroyed by force over the course of several hours, by killing the White Knight and using his weapon against the wall, or by accepting his offer as explained hereafter. The White Knight approaches a character that attempts to destroy the ice wall by force with the following offer:

"I'll remove this wall for you, but in return, you must take my heart and burn it to ashes with dragon fire."

Once the characters accept, the White Knight destroys the wall with a swing of his blade and proceeds to cut his own heart out. He hands the blue heart, which beats once every minute, to a character and wishes them well.

The White Knight's Fate

Neither the giant nor the human gods would accept the White Knight's split soul. Only when the White Knight's heart is destroyed by dragon fire can he truly die. Should his heart be destroyed in any other way, the White Knight is trapped on the Material Plane as a vengeful spirit, and he haunts the characters for breaking their promise.

The Wasteland

The characters step through the portal and arrive in an endless desert. No matter which direction they turn the sun stands right above them. The temperature is unbearable, and every bit of exposed metal becomes dangerous to touch after half an hour. It is a disorienting place, and the only noteworthy feature is a flat mountain the characters see in the distance. To reach the flat mountain, the character must travel for 4 hours. For every hour the characters travel they must make a **DC 5 Constitution saving throw**. A character gains 1 level of **exhaustion** (PHB 291) on a failed save. The DC increases by 5 for each hour that passes. Creatures wearing medium or heavy armor have disadvantage on the saving throw.

During their journey, the characters encounter several **azer** (MM 22). It appears they all travel in the direction of the flat mountain and carry a large sack with them. Each sack contains 12 bronze bars. An azer that spots the characters walking in the wrong direction encourages them to accompany it to the flat mountain. A character that is able to communicate with the azer learns that all the azer in the region are assembling for a Turan at Mount Fereydûn (fer-ray-DUNE).

Once the characters arrive at the foot of the mountain, they see dozens of azers climbing up its steep walls. To scale the mountain without drawbacks, a character must succeed in a **DC 15 Strength (Athletics) check**. A character that fails this ability check gains 1 level of **exhaustion** (PHB 291).

The characters reach the top of the flat mountain and witness the Turan: The forging of dozens of new azers with the bronze the azers brought during a solar eclipse. The portal to reach the next level of the Tower is located right at the summit of Mount Fereydûn, which the characters notice once they arrive.

Mordenkainen's Planar Library

The characters arrive in a gigantic library. Thousands upon thousands of books are contained within these halls and the bookshelves are so impossibly high that only a creature able to fly could reach the tomes on top. While the characters have a look around, they catch glimpses of the **pixie** (MM 253) which roams these halls. The pixie's name is Appleglimmer, and she takes care of the library.

Appleglimmer approaches and reprimands characters who create excessive noise. Appleglimmer is especially cautious because she does not want to agitate the **storm giant** (MM 156) Gaxyg, who arrived in the library a few days ago.

Appleglimmer knows the location of the portal the characters need to reach the next level of the Tower. It appeared in the staff toilet a few days ago.

Appleglimmer offers the characters the following deal: get rid of the storm giant, who has an irascible temper, and Appleglimmer will disclose the location of the portal.

Gaxyg sits on a makeshift chair made from bookshelves. He combs through a large stack of books, using a gigantic magnifying glass and a pair of giant-sized tweezers. He is searching for the location where, according to legend, Diancastra hid Blibdoolpoolp's magic necklace. A character who succeeds in a **DC 20 Intelligence (History or Religion) check** knows the answer to this question. To successfully lie to Gaxyg about the location a character must succeed in a **DC 19 Charisma (Deception) check**.

If the characters fail to take Appleglimmer's deal or help Gaxyg using their own knowledge, they must search themselves—whether for the information or the portal—for several hours. It's up to you exactly how long the search takes.

Diancastra

Diancastra is the trickster-goddess of the giant pantheon who stole Blibdoolpoolp's necklace and hid it in her father's chest under his formal clothing. It was an attempt to cause strife between Annam and his many wives. It has been there ever since, forgotten by time.

Dirty Business

The characters appear in a vast sewer system beneath the city of Sigil. The smell is horrid, however the floor looks rather clean. In the dim distance, the characters spot a gelatinous cube; it's easy to spot because not only is it particularly dirty, it also has the glowing exit portal inside of it, which illuminates it clearly. It's slowly creeping away from them through the darkness. As the characters hasten to catch up to the gelatinous cube, they are set upon by an insane **swarm of cranium rats** (VGTM 133) called **The Sum of its Parts is greater than the Whole**. The swarm demands the characters perform a play for its amusement. The characters must succeed in a **DC 14 Charisma (Performance) group check** to satisfy the swarm. On a failed check, the swarm says it will attack the characters unless they hand over a magic item. If the check succeeds by 5 or more, the swarm is impressed by the characters' skill and gives them a dirty *hat of wizardry* (XGTE 137).

Now the characters only need to find and kill the **gelatinous cube** (MM 242) that made off with the portal, which they manage on a successful **DC 10 Wisdom (Survival) check**. A failed check can be repeated after 1 hour of fruitless search.

Part 6: A Dance with the Devil

General Features

A Dance with the Devil takes place in the Tower's innermost sanctums: The planar reactor and the dominator's personal chambers. These are the general features of the level:

Smells & Sounds. The area is perfectly silent, periodically interrupted by brief bursts of loud crackling from the malfunctioning planar reactor. The area smells of metal, sulphur, and burned candle wax.

Exiting the Tower. The characters can leave the Tower through a portal by descending the staircase they arrived on. They arrive in the small room behind the stone portal described in Part 2: Fight for Survival.

Area 1: Planar Reactor

After a long and perilous journey, you ascend a small staircase and enter a plain room the only feature of which is a large metal door on the opposite side. However, after a few seconds, the air in the room ripples and the center of the chamber falls into itself. You are hit by an intense heat, and before your eyes an immense portal opens, tearing at the fabric of space. What you can see on the other side is utterly alien and whatever lingers in that strange dimension augurs ill. Every so often the portal loses cohesion. Small parts of the portal bleed away and spawn new connections before vanishing completely.

Floor, Walls & Ceiling. The room is a 150-foot diameter hemisphere with the reactor in its center. Everything is built from the finest marble, featuring gold trimmed edges and impressive columns. The walls are covered in beautiful murals depicting the different planes of existence.

Faulty Reactor. The tower tries in vain to establish a connection with the Far Realms, where it siphons energy to power its many functions. A picture of how the planar reactor might look is shown on this product's cover. The planar reactor does not work properly as a portal. Due to a malfunction caused by Squatnose's lack of control, the reactor switches connections between different planes. It's a one-way-only portal through which matter can only pass into the Tower.

Area 2: Logrimm's Private Chamber

This room is lavishly furnished and must serve as a study as well as a bedchamber. In one corner of the room, you spot a miserable-looking goblin, bound and gagged and locked in a metal cage. You recognize him from the pictures in the entrance hall many floors—and planes—below. When the goblin sees you, a mix of hope and despair enters his eyes. In another corner, a brooding devil is absorbed in some sort of paper work. He sits behind a burl wood table and slowly raises his head, acknowledging your presence with a courteous nod: "Welcome travelers! To what do I owe the pleasure?"

Sights, Walls & Ceiling. The sides of this square room measure 50 feet in length and the walls are 9 feet high. Large bookcases line the walls. Most of them are filled with books. Others contain strange trinkets. In the middle of the room are several large and heavy tables. Atop the tables are haphazardly strewn food trays, scrolls, books, dangerous-looking alchemical experiments, and arcane instruments. Dozens of paper contracts are neatly stacked on top of the table Azaketh is sitting on.

The Pretender. Azaketh (Appendix A) still has the looks of a horned devil, but he lost many of his abilities due to his demotion. He is aware that he is not as strong as he once was and treads more carefully because of his weakness. Azaketh now relies on his wits and silver tongue rather than physical strength and demonic powers. As usual, he promises great riches in exchange for the characters' souls, but he knows that a stalwart adventurer is not as easy to buy as a mere peasant. Azaketh offers things the characters might seek due to their background and history: The resurrection of a loved one, revenge on a mortal enemy, help in the search for an artifact, or any other matter of great import he might suspect. Azaketh draws up a fair contract for any character who falls victim to his promises.

There is a chance for a peaceful resolution — which entails a compromise. Once Azaketh's back is to the wall, he offers to return the contracts of persons with a good alignment. The characters can facilitate this by succeeding in a **DC 18 Charisma (Intimidation) check**. However, he wants to keep the contracts of all the evil-aligned persons. He sweetens the deal by explaining to the characters that those people will suffer for their deeds after they die, destined to be turned into disgusting lemures. Azaketh makes the same offer after he falls below 40 hit points.

The Prisoner. Squatnose is locked in the cage. A character can open the lock by succeeding in a **DC 10 Dexterity (Thieves' Tools) check** or by dealing 5 damage to the cage's lock. The key lies on Azaketh's desk. Once fighting breaks out or Azaketh is otherwise distracted by the characters, Squatnose wriggles out of his bonds and uses the *mage hand* cantrip to grab the key from Azaketh's desk. Roll a **Dexterity (Sleight of Hand) check** and compare it to everybody's passive Perception to determine whether anyone notices Squatnose's escape attempt. Squatnose supports the characters in their fight against Azaketh regardless of whether he manages to open the cage or not. Squatnose makes his displeasure known when a character wants to sell his or her soul, warning him or her of the dire consequences.

Tactics. Once fighting breaks out, Azaketh flies into the planar reactor room to have enough space to properly use his wings. He focuses on the weakest-looking character first. Azaketh attempts to flee from the Tower once he falls below 20 hit points.

Treasure. In the desk the characters find the contracts Azaketh has collected. Logrimm's former personal chamber is filled with many interesting items that now belong to Squatnose. A character proficient with alchemist's supplies who succeeds in a **DC 10 Intelligence (Alchemist's Supplies) check** can finish 2 *potions of mind reading* (DMG 188) that Azaketh was working on. Also of immediate interest is one of Logrimm's old spellbooks Squatnose is willing to part with, which contains the following spells: *chromatic orb*, *comprehend languages*, *detect magic*, *identify*, *arcane lock*, *locate object*, *see invisibility*, *web*, *dispel magic*, *remove curse*, *conjure minor elementals*, and *locate creature*.

Concluding the Adventure

The characters retrieve several dozen contracts with which they can proceed as they see fit.

The Contracts are Returned. Several villagers that see their contracts returned will forgo destroying them to enjoy the benefits longer. Others will destroy the contract immediately. The villagers celebrate the characters, offering a place to stay and as much as they can drink and eat.

The Contracts are Destroyed on the Spot. Despite their good intentions, the characters might earn the ingratitude of some villagers when they lose the boon gained from the devils. In general, however, the characters are regarded favorably.

Squatnose's Fate. Squatnose bows before the characters to thank them for their support. He is deeply impressed with the characters' compassion and fighting prowess. Squatnose admits he is unfit to dominate the Tower, and asks the characters to either relieve him of his burden or at least to find someone who can be trusted to become a wise Dominator. Squatnose does not want to leave his home and asks that the characters allow him to stay. He has spent his entire life in the Tower, and it would be cruel to kick him out now, wouldn't it?

Continuing the Adventure

Becoming Dominator. There are no prerequisites to becoming Dominator of the Tower aside from the Tower's judgment. The Tower only accepts characters of good heart and judges them by their acts during their journey. A party that consists of evil characters is rejected by the Tower. You can create other options to dominate the Tower against its will to accommodate an evil campaign.

The Tower tells the characters of his abilities: He can travel (albeit at a slow pace), create different levels depending on the Dominator's needs, and connect these levels to the planes using portals. The Tower admits that there might be functions even he does not know about which are only revealed to him once the Dominator's abilities grow.

The rules to operate the Tower will be released as Part 3 of the saga about Logrimm's Tower Golem. Extensive stronghold rules with buildable rooms and random encounters will allow you to use the Tower in your campaign or even build an entire campaign around it.

Azaketh's Fate. Devils that die on the Prime Material Plane undergo a painful reformation in the Nine Hells. The amount of time this takes is up to you. A reformation that takes 666 hours would allow you to introduce Azaketh as a reoccurring villain.



Appendix A: Monsters & NPCs

YEENOGHU'S BROOD MOTHER

Large aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 55 (10d10)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	10 (+0)	9 (-1)	13 (+1)	10 (+0)

Saving Throws Str +5
Damage Vulnerabilities poison
Damage Resistances acid
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Gnoll
Challenge Challenge 3 (700 XP)

TRAITS

Fast Metabolism. At the beginning of its turn, Yeenoghu's brood mother recovers 3 hit points.

ACTIONS

Multiattack. Yeenoghu's brood mother makes three attacks: one with its bite and two with its spiked tendrils.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+2) piercing damage.

Spiked Tendril. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Hurl Broodsack (Recharge 6). Yeenoghu's brood mother hurls one of its broodsacks at a point within 20 feet of it. The broodsack ruptures on impact, spraying the area with a caustic substance. All creatures within 5 feet of the point must make a **DC 14 Dexterity saving throw**. A creature takes 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

MECHANICAL KENKU

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 35 (10d6)
Speed 30 ft., fly 40 ft.

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

Saving Throws Wis +4
Damage Vulnerabilities acid
Damage Immunities poison
Condition Immunities charmed, deafened, exhaustion, frightened, poisoned
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 12
Languages –
Challenge Challenge 1 (200 XP)

SPELLCASTING

The mechanical kenku's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *mage hand*, *minor illusion*, *grease*, *gust of wind*

1/day each: *counterspell*, *dispel magic*, *see invisibility*

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) piercing damage.

Steel Feathers (Recharge 3-6). With a mighty flap of its metallic wings, the mechanical kenku showers a creature within 60 feet of it with sharp steel feathers. The creature must make a **DC 12 Dexterity saving throw**. A creature takes 14 (4d6) slashing damage on a failed save, or half as much damage on a successful one.

DOUBLE FISH

Large beast, unaligned

Armor Class 12

Hit Points 33 (6d10)

Speed 5 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	7 (-2)	14 (+2)	8 (-1)

Skills Perception +4

Senses darkvision 120 ft., passive Perception 14

Challenge Challenge 1 (200 xp)

TRAITS

Water Breathing. The double fish can breathe only underwater.

ACTIONS

Splash. *Ranged Weapon Attack:* +4 to hit, range 15/30 ft., one target. *Hit:* 1 bludgeoning damage.

Gobble Up. The double fish attempts to gobble up a creature of size Small or smaller. The target must make a **DC 10 Dexterity saving throw**. On a failed save, the target is swallowed. The target is blinded and restrained, it has total cover against attacks and other effects outside the double fish. The double fish can have only one target swallowed at a time. If the double fish dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone, if it is on land.

Ram. The double fish rapidly moves 10 ft. and rams a target which must make a **DC 13 Dexterity saving throw**. A target takes 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The attack is only allowed as long as the double fish and its target are located in water.

EXPLODING RUBBER DUCK

Small construct, unaligned

Armor Class 8

Hit Points 4 (1d8)

Speed swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	6 (-2)	10 (+0)	7 (-2)	14 (+2)	5 (-3)

Senses blindsight 5 ft. (blind beyond this radius), passive Perception 12

Challenge Challenge 0 (0 XP)

ACTIONS

Detonate. Using its action, an exploding rubber duck detonates and causes damage in a radius of 5 feet around it. All affected creatures must make a **DC 13 Dexterity saving throw**. A target takes 3 (1d6) force damage on a failed save, or half as much damage on a successful one.

Quack. Using its action, an exploding rubber duck makes a loud quacking sound. All creatures in a 30 feet radius around the exploding rubber duck must make a **DC 13 Charisma saving throw**. On a failed save, a creature must respond with a loud quacking sound, giving away its location.

CINDERDANE

Large undead, neutral evil

Armor Class 13 (studded leather)
Hit Points 66 (12d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	10 (+0)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Str +5, Cha +4
Skills Athletics +5, History +3, Intimidation +4, Perception +4
Damage Vulnerabilities bludgeoning
Damage Immunities poison, necrotic
Condition Immunities exhaustion, poisoned
Senses passive Perception 14
Languages Common
Challenge Challenge 3 (700 XP)

TRAITS

Old Seaman. Cinderdane has 2 nets and 3 daggers.

ACTIONS

Multiattack. Cinderdane makes 2 melee or ranged attacks.

Wrath of the Sea. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

BONUS ACTIONS

Net. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* The target is **restrained** (PHB 292).

REACTIONS

Distracting Mockery. Cinderdane mocks an attacker that he can see with pirate curses. The attacker is confused and must reroll one melee or ranged attack that would hit Cinderdane.

SQUATNOSE

Small humanoid (goblinoid), neutral

Armor Class 11
Hit Points 10 (3d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	14 (+2)	9 (-1)	15 (+2)

Skills Arcana +3, History +3, Stealth +3
Senses darkvision 60 ft., passive Perception 9
Languages Common, Orc
Challenge Challenge 1 (200 xp)

TRAITS

Nimble Escape. Squatnose can take the Disengage or Hide action as a bonus action on each of his turns.

SPELLCASTING

Squatnose is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Squatnose has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *mending*, *prestidigitation*

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

2nd level (2 slots): *invisibility*, *knock*

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d4 + 1) piercing damage

AZAKETH

Large fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 76 (17d8)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	10 (+0)	17 (+3)	13 (+1)	16 (+3)

Saving Throws Dex +3, Cha +5

Skills Persuasion +5, Deception +5,

Damage Resistances cold

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common, telepathy 120 ft.

Challenge Challenge 4 (1,100 XP)

TRAITS

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

Flyby. Azaketh doesn't provoke an opportunity attack when it flies out of an enemy's reach.

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

ACTIONS

Multiattack. Azaketh makes two melee attacks with his fork.

Fork. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d8) piercing damage.

REACTIONS

Smoke Screen (Recharge 5-6). Azaketh surrounds a target that would hit him with a ranged attack with a 10-foot sphere of thick smoke. The target must be within 60 feet of Azaketh. The target counts as **blinded** (PHB 290) and it has disadvantage on this particular ranged attack. The smoke subsides after 2 rounds.

LEGENDARY ACTIONS

Azaketh can take 1 legendary action at the end of another creature's turn, choosing from the options below. He regains the spent legendary action at the start of his turn.

Infernal Whispers. Azaketh plagues a creature with infernal whispers. The creature must make a **DC 5 Charisma saving throw**. On a failed save, the creature takes 1d4 psychic damage and is paralyzed until the end of its next turn. On a successful save, the creature only takes 1d4 psychic damage.

Lemure Servant. Azaketh summons a **lemure** (MM 76) to support him in battle. Azaketh can't summon more than 2 lemures at a time and each lemure has only 1 hit point.

Appendix B: Magic Items

Blade of the Ice Queen's Champion

Weapon (longsword), legendary (requires attunement)

Enchanted. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Critical Cold. If you score a critical hit using this weapon, you deal an extra 1d4 cold damage, and the target must make a **DC 15 Constitution saving throw**. On a failed save, the target's speed is halved and it takes a -2 penalty to AC until the end of its next turn.

Abominable Snowman. When you reduce a creature to 0 hit points, you can use a bonus action to polymorph into a **yeti** (MM 305). After your transformation, you must make a **DC 15 Wisdom Saving throw**. On a failed save, you go berserk.

Berserk. While berserk, you must use your action each round to attack the creature nearest to you. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

Cursed. This weapon is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the weapon, keeping it within reach at all times. You fall under the influence of Auril the Frostmaiden, transforming your appearance and character. Your body temperature falls, and your lips turn blue. Your temper cools and you are less compassionate.

This blade is not made from metal but of pure ice. The blade is surrounded by a constant mist and now and then makes loud cracking sounds, like a thawing sea when temperatures rise. This blade is only known from old folk tales about the White Knight who lived in a castle made entirely from ice and snow. According to the tales, the White Knight was once a simple man who replaced his human heart with that of a frost giant to gain the favor of the Ice Queen.

Doubleducks' Wand

Wand, very rare (requires attunement)

This wand has 3 charges. The wand regains 1 charge if it is engulfed in an open flame for 24 hours. If you expend the wand's last charge, roll a d20. On a 1, the wand turns into a rubber duck. The duck can be changed back into a wand by exposing it to genuine dragon fire.

Find Dragon. You can place this wand in water and its tip shows the location of the nearest dragon. The water heats up and boils when a dragon is within 1 mile of you.

Familiar Form. While holding the wand, you can use an action to expend 1 charge and turn the wand into a duck for 1 hour. The duck has the statistics of a **vulture** (MM 339) and acts as your familiar as per the *find familiar* spell (PHB 240). The duck turns back into a wand when it is reduced to 0 hit points.

Polymorph Self. While holding the wand, you can use an action to expend 1 charge and turn yourself or a willing creature you touch into a **crab** (MM 320) or a squirrel which has the statistics of a **weasel** (MM 340).

Polymorph Wand. While holding the wand, you can use an action to expend 1 charge and turn the wand into a cooking pot, an umbrella, a fishing rod, or a large wooden hammer for up to 1 hour.

Resistances. While holding the wand, you are resistant to fire damage.

Spells. While holding the wand, you can use an action to expend 1 charge to cast one of the following spells:

- Scorching ray (PHB 273): you have a +5 bonus to your attack roll.
- Water walk (PHB 287), except only you are affected by the spell.
- Speak with animals (PHB 277), although you are only able to communicate with ducks.

This wand is about 12 inches long and is made from oak. It is tipped with lapis lazuli and has a core of eternal burning dragon fire. It is warm to the touch, and you feel a strange power surging through you while wielding it. This wand is the brainchild of a wizard name Doubleducks and exists as one of infinite possible instances. If you listen closely, you can hear the quacking of many ducks originating from the wand.

Doubleducks' Potted Plant

Wondrous item, rare

When you water this plant for the first time in a day, roll 1d20. On a 20, the plant accelerates its growth and blooms. A person which receives this flower as a gift must make a **DC 15 Wisdom saving throw**. On a failed save, the person has to grant you one service that wouldn't harm it. The potted plant loses its magical properties after it is used in this fashion.

This potted plant is awarded to winners in one of Doubleducks' countless prison dimensions. Some people don't even realize that they have won a plant with magic properties and just throw it away. This potted plant has the potential to grow into a flower of exceptional beauty and sublime fragrance. If used in the right fashion, you might win the heart of a lady or bewitch a vicious tyrant.

Hunter's Eye

Potion, common

When you drink this potion, you gain advantage on Wisdom (Perception) checks that rely on sight for 1 hour and you must make a **DC 14 Constitution saving throw**. On a failed save, you take 2d6 poison damage and are poisoned.

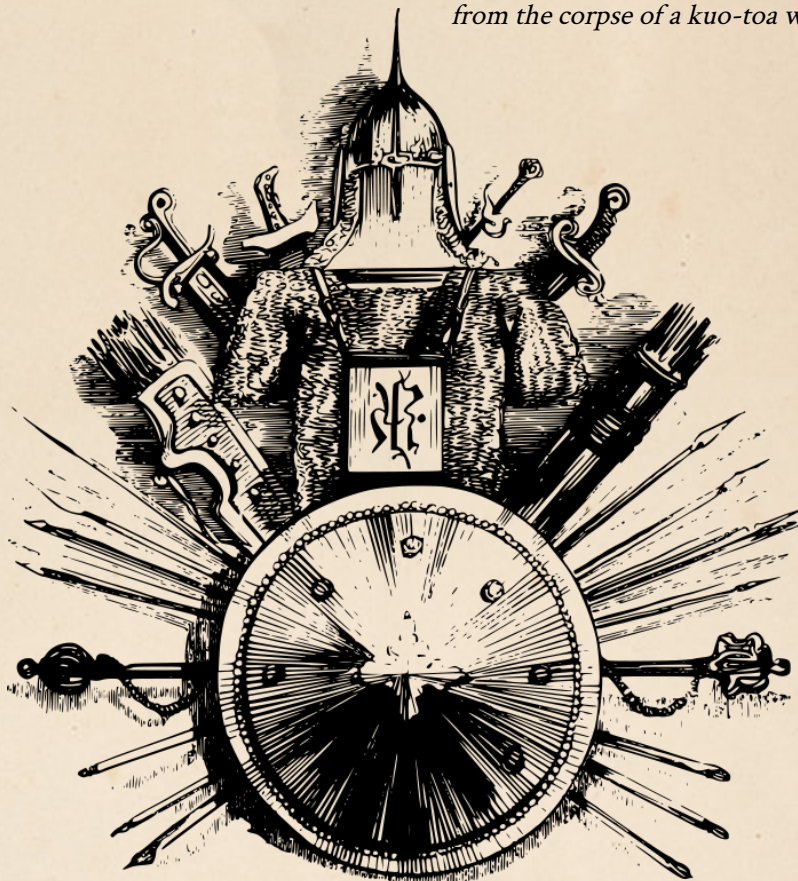
Wrath of the Sea

Weapon (rapier), very rare (requires attunement)

Enchanted. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The weapon deals an extra 1d6 piercing damage while it's covered with water. Covering the weapon with water takes an action.

Once per Day. Using a bonus action, you turn the hilt of this weapon into a hemp rope with a length of up to 30 feet, giving it the **reach** property to that distance. Alternately, as a bonus action you can turn this weapon into a net. It follows the rules of a mundane net (PHB 148) but it is indestructible. The weapon reverts to its original form after 1 hour or when you will it.

Both the priests of Umberlee and Valkur claim that this weapon was created to honor their respective god. This dispute eventually led to a holy war known as the War of the 12 Saints. The rapier was thought lost when the war escalated and Umberlee's arch priestess Safron conjured a tidal wave which flooded half of Athkatla. Hundreds of people, animals, and houses were washed out to sea, as well as countless inanimate objects, among them this blade. The people of Athkatla still refer to this occurrence as "the day of the great cleansing," for the city was never again as clean as on that day. The weapon was later recovered by Triplestump Sullivan – a feared pirate – who looted it from the corpse of a kuo-toa warrior.



STANDARD SOUL CONTRACT

§1 BY ENTERING THIS CONTRACT THE UNDERSIGNED PROMISES HIS SOUL AFTER HIS DEATH. THE CORRESPONDING COMPENSATION IS DESCRIBED IN §4 A) THROUGH D). THE UNDERSIGNED'S SOUL WILL EITHER BE AWARDED TO THE PRIME RECIPIENT OR ANY OTHER PARTY WHICH IS DESIGNATED AS THE FINAL RECIPIENT BY THE PRIME RECIPIENT. THIS TRANSFER OF OWNERSHIP DOES NOT REQUIRE THE CONSENT OF THE UNDERSIGNED.

§2 THIS CONTRACT IS VALID FOR ALL ETERNITY AND ALL POSSIBLE TIMES FOLLOWING THEREAFTER AND EXTENDS TO ALL DIMENSIONS AND PLANES OF EXISTENCE UNLESS DESCRIBED OTHERWISE HEREAFTER. SHOULD THE UNDERSIGNED OR A THIRD PARTY ON THE UNDERSIGNED'S BEHALF ATTEMPT TO UNMAKE THIS CONTRACT AS A WHOLE OR ANY PART OF IT USING A WISH OR ANY OTHER MAGICAL MEANS HIS SOUL SHALL BE IMMEDIATELY FORFEIT AND TAKEN BY THE PRIME RECIPIENT, FINAL RECIPIENT, OR THEIR HEIRS OR ASSIGNEES DESIGNATE, TO THE NINE HELLS.

§3 IN THE FOLLOWING CASES THE CONTRACT CAN BE SUSPENDED INDEFINITELY:

- A) THE UNDERSIGNED ACQUIRES THE SIGNATURE OF ONE HUNDRED BEINGS WHICH OFFER THEIR SOUL IN COMPENSATION.
- B) THE UNDERSIGNED SLAYS A DEMON LORD AND PRESENTS IT EXTRACTED HEART TO ASMODEUS THE CLOVEN, LORD OF NESSUS AND SUPREME MASTER OF THE NINE HELLS.

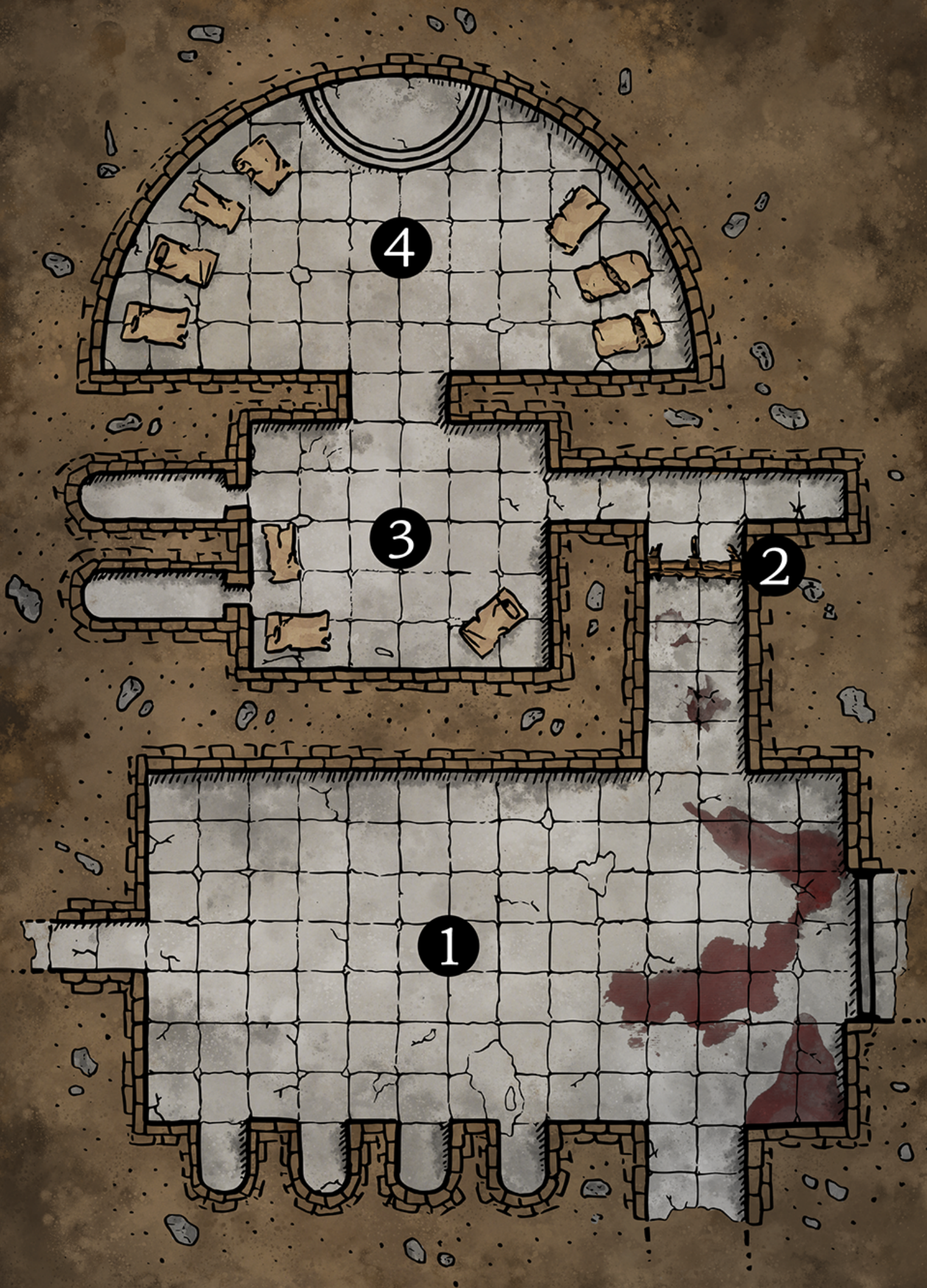
§4 THE SIGNATORY RECEIVES ONE OF THE FOLLOWING REWARDS AS COMPENSATION WHEREAS ANY OTHER COMPENSATION CAN BE NEGOTIATED:

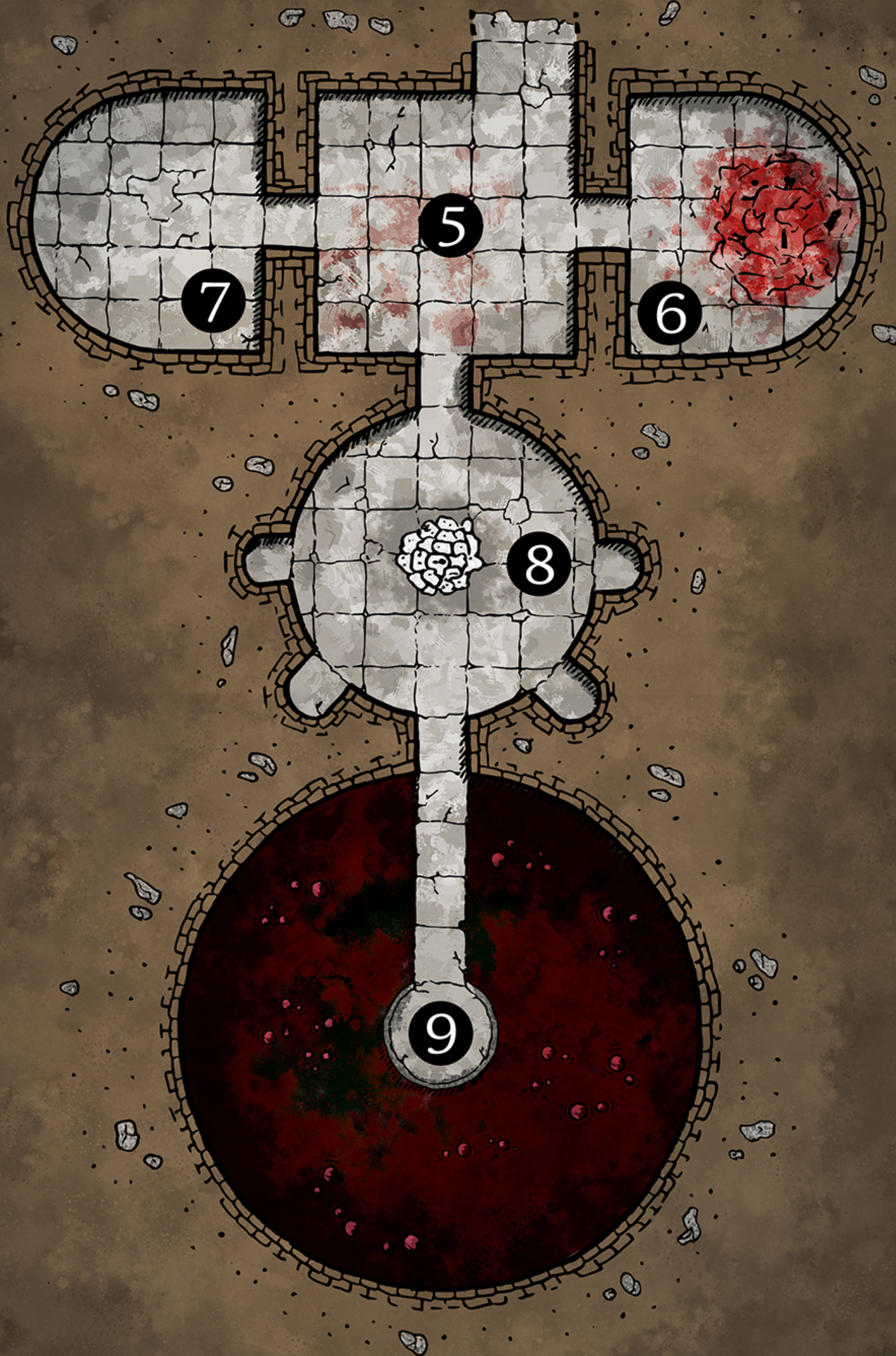
- A) 5,000 GOLD PIECES.
- B) A LIMITED BODILY AUGMENTATION.
- C) THE HELP OF THE DEVIL WHICH PRESENTS THIS CONTRACT WITH ONE TASK.
- D) 1001 NIGHTS WITH A SUCCUBUS OR INCUBUS.

§5 ANY ADDENDA TO THIS CONTRACT MUST BE AGREED TO, PUT ON PAPER AND SIGNIFIED IN WRITING WITH ALL RELEVANT SIGNATURES ATTACHED THERETO. IF ANY CLAUSE OF THIS CONTRACT SHOULD PROVE TO BE IMPOSSIBLE THE CONTRACT AS A WHOLE WILL REMAIN IN PLACE AND CONTINUE WITHOUT APPLICATION OF THE IMPOSSIBLE CLAUSE.

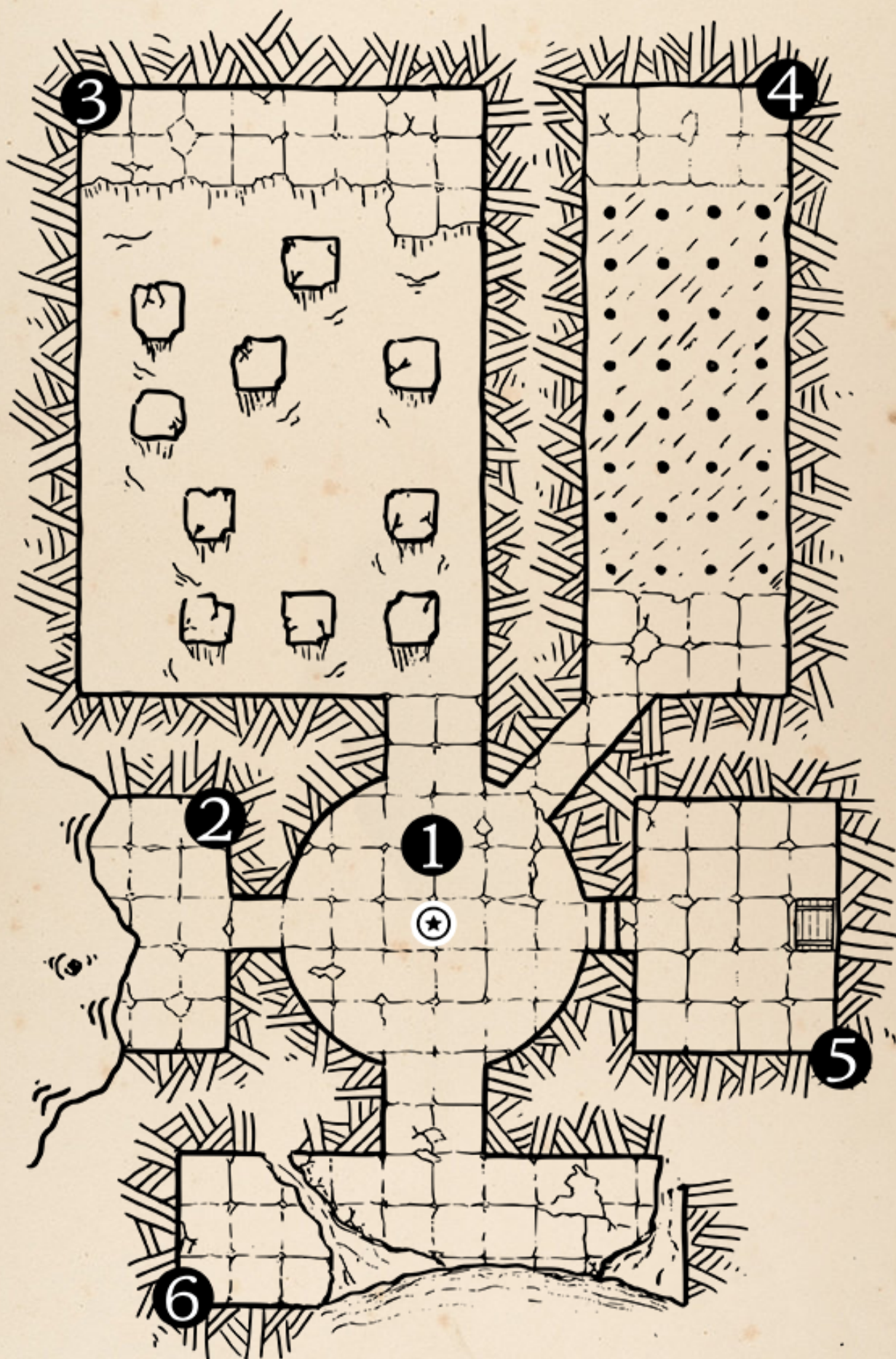
PRIME RECIPIENT

UNDERSIGNED





Doubleducks' Ignominious Prison



Afterword & Credits

You've made it to the end of The Tower Golem which is an achievement in of itself! I want to thank you for buying this amalgam of crazy ideas I devised to torment my players and pay my rent in one fell swoop. Work on this adventure started way back in March of 2018 which means that it took almost 9 months from conception to release. Let's just say it's a weight off my shoulders to release it into the wilds. A big thank you goes out to my editor R P Davis without whom this adventure might have been released in a rather unfinished state. Bob, I think this is the beginning of a beautiful friendship.

The Author: Christian Eichhorn

Christian Eichhorn, a humble author from Berlin, released his first adventure on the DMsGuild at the end of 2017. Since then he has written, scrapped, revived, and released a plethora of different products you can find here: [DMsGuild](#)

The Editor: R P Davis

R P Davis is a wordsmith and voice artist living in the highlands of central Pennsylvania, USA. He has been a tabletop gamer the entire time he's been sentient, and a role-playing addict for more than 30 years. In that time he's written countless things, from simple spell effects to D&D campaign worlds to complete role-playing games. His portfolio: [DMsGuild](#)

Playtesters

I want to thank [George Von Zarovich](#) for being the only brave soul of the play testers who gave feedback. Keep on playing!

Sources

The following paintings and websites were used as sources for interior art: [The British Library](#), [Internet Archive](#), [textures.com](#), [AA78](#) by Zdzisław Beksiński

The Tower Golem Version 1.1

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Exhaustion (PHB 291)
Fang of Yeenoghu (MM 163)
Gelatinous cube (MM 242)
Gnoll (MM 162)
Gnoll pack lord (MM 163)
Gust of wind (PHB 284)
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Hobgoblin (MM 186)
Hobgoblin captain (MM 186)
Knight (MM 347)
Nolzur's marvelous pigments (DMG 183)
Pixie (MM 253)
Potion of flying (DMG 187)
Potion of mind reading (DMG 188)
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Scorching ray (PHB 273)
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Swarm of cranium rats (VGTM 133)
Swarms of rot grubs (VGTM 208)
Vicious weapon (DMG 209)
Water walk (PHB 287)
Weasel (MM 340)