AGE 12+

OLD MAN'S TOWER

A mysterious tower in the middle of a forest than shouldn't exist. Why is it there? What does it hold?

5E COMPATIBLE ADVENTURE

Located at the south of the desert of Durren, just before reaching Thamaryan territory, lies a tiny magical forest where Aussir —an ancient and powerful wizard— lives in his tower. Unlike other towers, Aussir's tower descends underground with his study being the deepest level. The reason behind this is to keep his work secret and hidden away from prying eyes, for a tall tower would call too much attention. The wizard is a descendant of one of the great heroes that created Alberich's Barrier, a magical field that keeps the Midnight City shut away from the rest of the continent. Aussir noticed that the barrier was weakening for unknown reasons, so he took it upon himself to solve the issue. The wizard got his hands on some Ethyx, which he had heard had some magical properties and began to experiment. However, he didn't consider the metal's instability and he became trapped after an explosion. The players come across the forest on their return journey to Thamarya; there they come across some tracks that lead them to Aussir's tower where they are ambushed by some bugbears.

Introduction

Welcome to "Old Man's Tower", a 5e compatible RPG adventure by Cast n Play.

Running the Adventure

Old Man's Tower is a 5e adventure meant for four to six 5th level player characters. The adventure takes place inside Aussir's tower, which is full of magic traps and puzzles.

• As a Game Master, you know your players better than anyone. Make your decisions accordingly.
• You have the last word. This adventure is a guide, but you can improvise as you see fit.
• Fun is the ultimate goal. Never forget that.

Story Overview

Old Man's Tower takes place inside a wizard's tower. The plot is as follows:

• Aussir was experimenting on Ethyx, his objective to discover if it could be used to strengthen Alberich's Barrier. However, the metal caused an explosion but Aussir was able to save himself. However, the Ethyx warped the magic's behavior, trapping the wizard in the Astral Plane.
• With the wizard absent, Erasmus, the butler, has gone mad and is wandering around the tower playing nasty tricks.
• A group of bugbears came across the tower, and a goblin whom they tortured for information. One of them went in, never to return.
• The party are on their way to Thamarya when they come across the magical forest, and some mysterious footprints. Once there, some bugbears ask them to rescue a friend who entered the tower.

About Alberich's Barrier

In a time now forgotten, there was a great war that destroyed most of the continent and killed the majority of its inhabitants. The rest of the population was saved by a coven of heroes led by the grand wizard Alberich. These heroes pushed the dark forces that were destroying the continent to the Midnight City, a place of evil and a gate to the dark force's evil plane. These heroes managed to cast a great spell, Alberich's Barrier, to keep the Midnight City shut away forever. Most of the people of Eluan have forgotten the legend, or worse, believing it to be a piece of fiction by a mad bard.

Apart from the wisest scholars or oldest dragons, only the "Barrier Keepers" know that the barrier still exists and that it is under constant watch. However, Alberich's Barrier has been growing weak in the last years, confounding some of the Keepers who are trying to prevent this from happening., knowing that the whole of Eluan would face certain annihilation if this were to happen.

About The Tower

Aussir has kept watch on the Midnight City from his tower for decades. During those years, he continued his studies and collected a vast amount of items from all over the continent.

Knowing the importance of his work, he designed his tower to be mostly underground, thus making it look ordinary from the outside. Even so, the inside is still filled with puzzles, and traps to keep the contents of his tower protected.

The tower is also filled with familiars and servants who serve the wizard who have gone mad or hungry without their master.

Adventure Hooks

For this adventure consider the following character hooks.

Treasure. Our purses still have space for more treasure.

Curiosity. The magical forest shouldn't exist. It isn't on any map, nor has anyone ever spoken of it in any tale, poem or rumour. The place feels strange, and there is a strong energy emanating from the inside of the tower. What could it be?

Adventure. A magical forest in the desert? A strange tower? A missing bugbear and possible danger? "What are we waiting for…"

Prologue

No sound. No smell. No tracks. Not a single sign of animal life anywhere, just the gentle burbling of the stream that crosses the forest.

What devilry could this place be? Woods without animals, and in a desert? These doubts and questions formulate themselves and become burdensome. Then suddenly, as if the woods were answering, a set of footprints on the river's bank become clear. The first sign of life you've come across.

Following The Tracks

The footprints follow the stream's flow. A successful DC 14 Intelligence (nature) roll reveals that they belong to five goblinoid creatures.

The tracks go on for an hour and reach an opening, where a small tower stands. A successful DC 16 Wisdom (perception) roll divulges some babbling beside the tower.

The source of the babbling are two bugbears who are arguing amongst themselves about who gets to kill their goblin prisoner. They were originally five, but one of them went exploring into the tower and has not returned. The other two are hiding and waiting to ambush the PCs whom they spotted. When the PCs are close enough to the arguing bugbears, the two that are hiding will attack with their javelins. After this, the two arguing bugbears will launch their attack. The goblinoids will fight to the death. If the party manages to interrogate a bugbear, the creature will share the following information:

• They fled the desert after being attacked by a blue dragon, with many of them perishing in the process. Five of them arrived at the forest and followed the stream until they came across the tower.
• Outside the tower, they found the goblin Renius (who is close to death) who asked for assistance because "his master was missing and his friends couldn't escape the tower".
• Their leader Ussk, decided to explore the tower and search for food, but the moment he crossed the entrance it caved in. From inside the tower Ussk yelled that he was okay and would continue exploring and find food.

A successful DC 16 Wisdom (insight) roll reveals that there's more to the story.

The bugbears don't care that much about their missing leader, but he was carrying a pouch with the treasure they obtained in some ruins in the desert of Durren. The bugbears were hired by an archeologist who was looking for some powerful items before they were attacked by the blue dragon. See appendix A for the bugbears stats.

The Tower

> The dying goblin coughs blood. It is different, far thicker and darker, glue like. The creature manages to utter some words:
> "My friends are caught… they can't get out. Our master… went missing. He hadn't visited us for a while. We tried to investigate but…"

Those will be the goblin's final words. If the PCs manage to resurrect Renius, he will ask them to enter the tower and save his friends.

He will absolutely refuse to return to the tower and doesn't remember how he managed to escape it in the first place.

Tower Levels

Each level of the tower has its own magical properties and purpose. The whole structure is packed with magic, so detect magic spell or similar magical items cannot point out the specific source of magic.

There are some levels where magic doesn't work. Since Aussir is missing, the effect over some of his familiars has weakened and they have returned to their primal state or worse. Unless pointed otherwise, there are no windows in the tower and it is lit by torches.

As a final note, the whole tower is under the effect of a powerful forbiddance spell and the only portals that function are those belonging to the tower. See Appendix B for maps.

Aussir Arcaniss

L0. Reception Hall

> After crossing the rubble there's a great hall made of black marble. Tiny holes across the wall illuminate the great chamber but the ceiling is so high that it isn't visible from here. Three gargantuan silhouettes can be spotted at the far end of the hall, but they are too far to distinguish from the entrance.

The place smells of dust and gives the sensation that no creature has been there for centuries, even though the bugbears claim their "friends" ventured a pair of hours ago. There are three gargantuan statues at the end of the hall, each with a door on their base. The statue on the right has the image of an old man casting a spell from a scroll against a demon. The one in the middle shows the same old man on top of a green dragon and battling it. The statue on the left shows the old man again, but this time climbing a mountain and severely wounded.

The door on the right is a portal that leads to the beginning of the reception hall. However, PCs that crossed the door must succeed a Wisdom saving throw or become cursed. Players that failed the check will have disadvantage on checks and saving throws on an ability picked by the GM. A remove curse spell ends the curse. Players that cross the middle door will be teleported just outside the tower's entrance but 30 ft. midair. The players will take 4d6 of bludgeoning damage from the fall unless they break their fall by casting a spell or using a special skill. The door on the left is a portal that leads to the Vestibule and hall of mirrors (L1).

L1. Vestibule and Hall of Mirrors

> At first the bright light is overwhelming , but your eyes adapt after a few moments. You find yourselves in a vestibule adorned with crimson rugs and elegant tapestries on the walls. In front is a door frame but with no door, that leads to a long hall with mirrors instead of walls. Scattered along the hall are different kinds of household furniture: tables, chairs, bookshelves, chests etc. At the end is a staircase.

This hall is used to store old furniture, normal or magic which the wizard has hoarded throughout the years.Hiding amongst the furniture is Erasmus, a mimic and the Wizard's servant.

He will not attack the players in this level, but will begin to follow them and play jokes and tricks on them, make sounds or cast some spells on them..

Halfway across the hall is a 12 foot mirror, it's frame made from fine polished mithril. It is a mirror of backwards trapping. Any PC that passes within 30ft. of it and sees their reflection, which will be upside down, must succeed on a DC 17 Charisma saving throw or be trapped in the mirror's extradimensional cell.

If any of the PCs are trapped inside the mirror, the only way to free them is to walk towards the mirror backwards and then place their hand on the mirror's surface, this will open the cell and allow the trapped characters to return to the hall.

Any damage done to the mirror will be received by the trapped PC. At the end of the hall lies the cadaver of a goblin wearing an elegant apron.

Erasmus

The mimic is Aussir's servant and butler. However, since his master's absence his mind has reverted and he now plays twisted games with anyone he comes across. This is because the wizard's magical influence kept Erasmus sane.

Erasmus is not evil, but he cannot tell when his jokes have gone too far. The mimic will remain camouflaged, hidden, take another shape, and it will avoid combat at all costs.

He will move around the rooms and follow the party until he is discovered or until the GM sees fit. You will find examples of pranks that Erasmus will carry out througout the adventure in the following table.

Erasmus Pranks

D4	Prank
1	Cast otto's irresistible dance. The mimic can target the party and cast this spell at the most inconvenient moment.
2	Cast minor illusion. Erasmus will cast this spell to create voices or noises, sometimes imitating one of the PCs if possible.
3	Cast Tasha's hideous laughter. When PCs are busy in combat or avoiding a trap, the mimic can target them with this spell.
4	Cast grease spell. The mimic can target the party and cast this spell at the most inconvenient moment.

Note for GM: These are some examples of pranks but please create or use others that you consider more appropriate. These were spells but the Mimic can move objects or use items.

Roleplaying Erasmus

The mimic is like a naughty child that wants to play pranks on the intruders. He will remain hidden or assume another shape to pass unnoticed. He doesn't want to kill anyone but he is incapable of telling right from wrong. The mimic can also assume the shape of some smaller creatures.

L2. The Zoo

> The smell of dirt and nature fills the air as the stone staircase finishes in a huge room covered with a thick fog.
>   You notice a low multitude of different sounds: chirping, buzzing, hissing…They sound weak.

The level is Aussir's private zoo, where he collected all kinds of creatures and experimented on them or studied them. Most of them are alive but there are many that are stuffed. The ones that are alive have not been fed in days and are weak or agitated.
   The fog hides the size of the chamber and most of the cages until somebody is within 6ft.
   The zoo is guarded by four familiars, two deer and two owls,who attack any outsider on sight. These creatures will use their knowledge of the space, and the fog to attack the PCs with advantage. They are immune to animal handling or charm spells. See appendix A for their stats.

At the far end lies an iron door that opens to another staircase that leads down. A successful DC 16 Wisdom (perception) reveals the remains of a creature next to the door.
   It is the missing bugbear.

Ussk's Pouch. One large Ethyx orb, and a large bone key encrusted with strange writing and gems.

Note for GM: The orb is worth 400 gp, and the key is a dragon key, an item used in the dragon's great game. A successful DC 27 Intelligence (arcana) reveals that the writing is High Draconic. Otherwise, it looks like a valuable artifact.

L3. Ingredient Room

> The urge to sneeze is overpowering, the odour of numerous spices, and herbs drowns your noses as you arrive at a well lit room and dry room.

For many decades, Aussir has collected herbs and spices, as most wizards do, so that he can study them or use them in spells. Even though most of them are in perfectly sealed glass jars, their odor manages to escape into the room, and it is the mixture of all of them that makes any creature inside want to sneeze.
   The room is packed with tables and bookshelves holding the jars. And has no apparent exit. A successful DC 16 Wisdom (investigation) reveals a secret door behind one of the walls. This door leads to the next level but can only be opened using a mechanism.

The Mechanism

In the center of the room lies a round table. On top of it are one chest containing sulphur, and two empty jars; a three-pint one and a five-pint one.
   The middle of the table is actually a scale and it has a small copper plaque with a sign that reads: "*Mixing ingredients* for magic is an art form, **four** *one has to be precise.*"
   To open the door, the players have to place one of the jars filled with exactly four pints of sulphur on the scale. When the PCs open the secret door please read out the following:

> The sound of gears echo in the room, the secret door opens and reveals another descending staircase.

Treasure. 1d6 Greater healing potions, 3 component pouches, gold dust worth 100 gp.

L4. Common Room and Bath

A square room covered in tapestries and fine rugs from the capital. It feels cozy and incites one to sit down and rest on the pillows and chairs.

A huge candelabra hangs from the ceiling illuminating the whole room, revealing two doors in the room.

The door closer to the entrance and on the left wall leads to the bath. The other door, located on the other side of the room, leads to another staircase.

Bath

The bath is huge, and made from mosaics with purple and white patterns. One the right side lies a bench made from the same mosaics with five holes. That bench is a toilet for five people, as is the custom in some parts of Eluan which retain the old ways. On the left side lies a square pool used for bathing, and a stool with pieces of fluffy square cloth (towels).

The bath is unsettling, not only does it smell of lavender and other sweet aromas, but it is spotless, without a stain or dirt anywhere.

Vapour emanates from the pool's warm water, it looks inviting.

The bath is under an enchantment similar to the suggestion spell. Any PCs that are within 8ft. of the pool or the toilet bench must roll a DC 18 Wisdom saving throw.

Characters that fail the check will feel the urge to use the pool or toilet and remain there for an hour, after which they can roll another saving throw. Any attempt by other creatures to remove them by force will be considered as an aggression.

Candelabra

Hanging from the ceiling in the middle of the common room is an elegant candelabra made of elegant wood. The candelabra is formed by three rings, with the outer being the largest and the innermost the smallest. The candles are magical, and they burn bright.

The candelabra will fire magic bolts each round when the PCs cross the middle of the room. The players must succeed a DC 17 Dexterity saving throw or take 12 (3d8) force damage.

The candelabra will stop attacking if it is destroyed or if the PCs have reached the door leading to the staircase. The candelabra has 50 hp.

L5. Kitchen and Dinning Room

The staircase passes in front of a massive red door with a beautiful knocker in the shape of a fist

In the middle of the staircase you come across a massive red door with a beautiful gold knocker in the shape of a fist. The stairs continue to go down.

The red door leads to the dining room and is closed by powerful magic. The only way to open it is by using the knocker. Any attack or spell used against the door is reflected back at the creature carrying it out. As successful DC 17 Wisdom (perception) roll reveals some writing on the fist which reads:

Bring your manners to the table.

If the players ignore the door, skip to L7. The cursed item storage.

Dinning Room

The dining room is enormous, 270 ft. long and 34 ft. wide with a dining table for nine people in the center of it, which makes the room feel larger. The walls are covered with fine tapestries, but the ground is bare polished rock. The room's edges lie in darkness as the only source of light are the candles placed on the table.

There are four chairs on each side of the table, and there is a larger red chair; the host's, on the head of the table. The table is set; plates, knives and cups neatly placed in front of each chair. On the far end of the room lies the door that leads to the kitchen but it is hidden by magic.

Aussir takes eating seriously, and dislikes noises filtering in from the kitchen, so even if the rooms are together, the door can only be opened by using the elegant dinner bell located in the host's place at the table.

If the players ring the bell, read out the following:

Seconds after the ringing of the bell, the wall on the far end of the room starts to vibrate, a line of red energy forms the outline of a door, which then opens.

Kitchen

Beyond the door there is darkness. Why was the door hidden? Where does it lead? Strange smells emanate from within.

The door that opened leads into the kitchen. A square chamber divided into two sections, one is the storage where all the grains, meats, cheeses and spices are kept. The second area is the actual kitchen where the meals are prepared.

Four **goblins** lie hidden in the darkness. They are servants to Aussir and are in charge of the kitchen and the dinning room.

After Aussir went missing, the goblins searched for him but fell victim to Erasmus' cruel shenanigans which left them traumatized and convinced that the wizard is dead and some dark forces took over the tower. R   enius belonged to this group but he managed to flee the tower.

The goblins will attack any intruder and fight fiercely. A greater restoration spell or something similar is required to rid the goblins of their madness. Should the players manage to cure any of the goblins, the creatures will be grateful but refuse to leave the kitchen.

WHAT THE GOBLINS KNOWS

The goblins are terrified that only Aussir can control the tower and its traps, which is why they won't leave the kitchen again., but will share information with the PCs. They know the following information:
• The tower is full of traps and puzzles that only Aussir knows.
• The last time they served the wizard a meal, he seemed worried and spoke about Ethyx and its instability.
• The PC's items are kept in a sack carried by the Baschabal who is extremely suspicious of any stranger approaching it. He won't mention it though.
• They mention that the wizard spends most of the time in his study which is the basement. They are not allowed there.
• They know that there is a butler named Erasmus, but they have never seen him nor know that he is a mimic.

The PCs will find food of great quality in the kitchen.
Rations. 1 Elegant cook's utensils (worth 100 gp), 2d12 fine wine bottles, 1d12 fine rations for each player.

ROLEPLAYING THE GOBLINS

The creatures are loyal to Aussir, and really care and love him. They are sincerely worried about their master, but they are terrified of leaving the safety of the kitchen.

The reason behind their trauma is that during the only foray to find the wizard ended with a colleague of them dying after being stalked by Erasmus' for hours.

L6. CURSED ITEM STORAGE

Once again you come across another door in the middle of the staircase. This door is not painted but a large wooden sign that says "Danger" hangs from the golden door handle.

The door is locked. To open it, a successful DC 18 Dexterity is needed while using the thieves' tool.

Because of the lock's quality, a failed check destroys the thieve's tools. To force the door open, a successful DC 19 Strength is required.If the PCs manage to open the door and enter, please read the following:

The room is circular and the smallest yet. A giant light orb hangs in the center and illuminates the whole room. Around the orb is a ring of bookshelves with numerous artifacts and items on them.

The room is where Aussir stashes cursed items he has come across during his lifetime. Each one of these is kept inside a transparent magic box. The majority of the boxes are impossible to open or destroy, except the following:

D4	Item
1	Helm of orc leadership. A helm of bronze and leather that grants + 1 AC and + 1 Strength while worn. The helm is cursed, making the wearer only capable of understanding or communicating in orc.
2	Banner of reckless bravery. A banner that grants the user immunity to being frightened, paralyzed, or stunned and +1 Charisma. However, the banner is cursed and the wearer fails all stealth checks. Disadvantage
3	Headband of youth. A head band that gives + 2 Dexterity, but - 2 Wisdom.
4	Earings of true friendship. The wearer gains + 2 AC. However, each time damage is received the player must roll a dice depending on the number of friendly allies around him. Each ally will have a number, and if that number is rolled, the ally takes the damage instead of the wearer.

These items and their curse can only be removed by a remove curse spell or similar.

There is also a chest with a sign that reads "miscellaneous". It contains non-cursed items.

Chest. 50 sp, 1d4 potions of superior healing, one chime of opening, one cloak of Elvenkind, one elixir of health, and one wand of enemy detection.

L7. GALLERY

> The staircase stops at a small antechamber. There is nothing to be found but just where a wall should be is a large red curtain with the finest golden embroidery imaginable.

Aussir's personal gallery with works he has collected over the years. A keen lover of the arts, he would assume the form of a rich tiefling noble and travel to art auctions to acquire pieces. He is particularly keen on works from Bolgrin, their school being coarse and of limited palette, but with artists pushing the limits of what can be accomplished with little.

The gallery is the narrowest of the rooms and 200ft. long. Unlike the other rooms, the floor is made from a fine polished marble. The ceiling, 50 ft. high, is arc shaped and is a single massive painting of the night sky, the stars shining and being the gallery's light source.

The walls are covered with paintings of all sizes, more than 120 of them. 5 pairs of columns, one on each side hold the gallery.

The gallery is under the effect of a powerful silence spell, making all communication or casting that requires verbal component impossible.

Most of the paintings show still life, natural landscapes or portraits but there's a few that show other scenes with important events or individuals.

IMPORTANT EVENTS

• "The Slaying of Kepesk". A large painting showing Queen Tuchman defeating the ancient sea dragon.

• "Gilded Mountains". A landscape of a dark mountain range, the peaks snow covered and the sky in almost darkness. There is a strange detail, just between the sky and the mountains is a thin coat of gold, like a fog.

• "And the monsters played". Two dragons, one on each edge of the painting watch as two armies clash on the battlefield. The armies' irrespective banners represent one of the dragons

• "Untitled". Five figures wearing black capes stand at the top of Mount Magma, a peak located far beyond the elven woodlands, and believed by some to be where life originated.

Trap. Located in the fourth pair of columns is a painting of a beautiful creature in a tranquil forest.

A successful DC 17 Intelligence (history) reveals that it is a representation of Kwinnek, a dryad, fabled to be the most beautiful being to have existed and present in many poems and songs around the empire. The painting is also a trap.

The painting is under the effect of the symbol spell and has a tiny glyph that activates whenever a creature is within 15ft. of it. Once triggered, all creatures in a radius of 60ft. must make a Constitution saving throw, taking 6d10 necrotic damage on a failed save, or half as much on a successful save. The tramp lasts for ten minutes after which the glyph fades away, or sooner, if the painting is moved, knocked or destroyed.

Exit. The room ends just past the fifth pair of columns with the painting of a wooden door. The door's surface has the carving of a comedy/tragedy green dragon mask. The painting will detect any creature within 15ft. and greet it and reveal that it is the exit.

In order for the door in the painting to open, each creature must share one personal flaw with the mask and state why it should let it pass. If the creature is honest, the door will open and it will be able to pass, but not before receiving some criticism or nasty zingers. If the creature lies or is dishonest, it must make a DC 18 Charisma saving throw, taking 4d6 force damage on a failed save and half as much on a successful one.

ROLEPLAYING THE DRAGON MASK

The mask loves gossip, and analyses the creatures it interrogates.

He does so to ascertain that the individual is not a threat to Aussir, but more than that, because it is judgemental and enjoys making malicious comments. The mask is extremely intelligent and cunning.

L8. The Wizard's Library

> Dozens of bookshelves stacked with books, scrolls, manuscripts, and other odd objects, a magnificent collection that surely competes with the finest of the empire.
>
> That is the impression one would get where the place not semi destroyed: books scattered on the floor, collapsed bookshelves, broken jars, burnt manuscripts.
>
> Total ruin. You wonder what could have happened here?

The door on the painting was a portal that led to the wizard's study, which is divided into two main-areas. The first area is the library, or what remains of it. The second area is the actual study, a small mezzanine where Aussir's desk is located and from where he usually works.

The library is 70ft long and 45ft. wide on its amplest parts. At the end of the library there is a mezzanine area which is the study and where Aussir is imprisoned. Aussir was experimenting with Ethyx and had an accident which caused an explosion that damaged much of the library and its contents. The wizard managed to project himself to the Astral Plane just in time. However, the Ethyx altered the spell's effects and Aussir remains unable to return.

Creature. One invisible golem stand motionless in the middle of the library and will attack intruders once they are within reach. The two constructs are aware that their master's body is still in the room and will protect him. The golems will fight until destroyed or if the PCs rescue Aussir, whatever happens first.

Study

A small set of steps lead to the study, a mezzanine where Aussir's desk is. The wizard's physical form sits on the chair, sometimes invisible and sometimes not.

On the desk is a scroll with notes taken by Aussir, and five pieces of Ethyx forming a circle.

A successful DC 16 Intelligence (arcana) roll hints that the Ethyx must have caused an accident as the wizard was toying around with it, and that destroying the Ethyx and casting a dispel magic can return the wizard.

To free Aussir, the PCs need to destroy three of the five Ethyx pieces and then cast a dispel magic DC 19 to end the astral projection. However, the destruction of each of the pieces has an effect. Roll the following table to determine the effect:

D4	Item
1	Blinding Sparks. The Ethyx's sparks fly as it is destroyed, bliding the destroyer. A lesser restoration or similar is needed to remove the condition.
2	Lose fingers. The PC that destroyed a piece loses one of his most prized items which fades into another plane. GM must determine the most important and pick randomly amongst them.
3	Accumulated energy. The destruction causes a chain reaction which releases a bolt. Target creature must make a Wisdom saving throw, taking 2d10 radiant damage on a failed save, or half as much on a successful save.
4	Otherworldly powers. The Ethyx endows target creature with +2 on all rolls for one minute.

If the PCs manage to rescue Aussir, he will stop the golems if they are still active, and thank the party for saving him. The wizard will then click his fingers, and a magical elevator shall appear, that takes them to the section of the tower that is on the surface.

On the surface they will come across his lodgings and an observatory on the top, with the telescope focused on a mountain range with the peaks hidden behind a glowing fog. A successful DC 18 Intelligence (History) check reminds that legendary city was supposed to have existed in that mountain range, a place that was destroyed a long time ago. If they ask Aussir about it, read the following:

> "Oh yes. Midnight City, a place of great evil and danger. Aeons ago, Eluan was on the verge of destruction, and a coven of heroes united and defeated the evil forces and managed to lock the city away forever. They knew that their foes were too powerful to be destroyed, but that they could be kept from ever setting foot on Eluan ever again.
>
> The coven, led by the Great Wizard Alberich, used all their abilities and power and created a magical barrier that has kept Midnight City locked away from the continent…

After this, Aussir will grow a bit sombre and share that the barrier has been weakening recently, coming and going for a fraction of a second, a small amount of time but enough for something dangerous to escape.

Roleplaying Aussir

The old wizard is a dragonborn. He is grateful that he was rescued. He will tell them about what he was working on, and heal them or remove curses or conditions if they ask him.

If they show him the bone key, he will chuckle, and warn them to be careful. It is an item craved by old dragons. "It's more trouble than it's worth," he will say". Aussir will then reward the players and then politely say he needs to check the tower and what needs repairing.

If Erasmus was destroyed, Aussir will cast a spell and the mimic will appear. However, this time he will behave politely, like a butler.

Reward. Aussir rewards the PCs with the following items: one wand of the war mage +2, seven art objects worth 250gp, one armor of resistance (leather), one boots of speed, and one rope of entanglement. The wizard also allows them to keep whatever items they found in the tower.

Milestone. All surviving players reach 6th level after exiting the tower.

What´s Next?

After Aussir says goodbye, the players will be tele-transported outside the tower, where they met the bugbears, who are nowhere to be found.

• What was Aussir working on?
• Why is his tower subterranean?
• Where was the telescope aimed at?

Appendix A:
NPCs and Monsters

Bugbear Elite

Medium humanoid (goblinoid), chaotic evil

Armor Class 17
Hit Points 65 (10d8+20)
Speed 30 ft.

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

Skills Intimidation +2, Stealth +6, Survival +3
Senses Darkvision 60ft. Passive Perception 11
Languages Common, Goblin
Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened , paralyzed, poisoned, stunned, or put to sleep.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two melee attacks.

Morningstar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

Familiar Deer

Large beast, unaligned

Armor Class 15
Hit Points 40 (5d12+10)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	11 (+0)

Skills Perception +4
Senses Passive Perception 15
Languages Understands Common and Sylvan but can't speak them
Challenge 3 (700 XP)

Charge. If the deer moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 10 (3d6) damage . If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) bludgeoning damage.

Golem

Large construct, neutral

Armor Class 15
Hit Points 83 (11d8+30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities Acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities Charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Darkvision 60ft., Passive Perception 11
Languages Understands the languages of its creator but can't speak
Challenge 5 (1,800 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: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Invisibility. The golem is invisible.

Familiar Owl

Large beast, unaligned

Armor Class 14
Hit Points 26 (4d10+4)
Speed 10 ft.,fly 80ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	10 (+0)	14 (+2)	11 (+0)

Skills Perception +4
Senses Passive Perception 15
Languages Understands Common and Sylvan but can't speak them
Challenge 1 (200 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The owl makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 4) slashing damage.

Appendix B: Maps

Level 0

RECEPTION

N
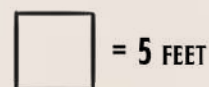
= 5 FEET

TOWER OVERVIEW

LVL 0

GROUND LEVEL 0

LEVEL -1
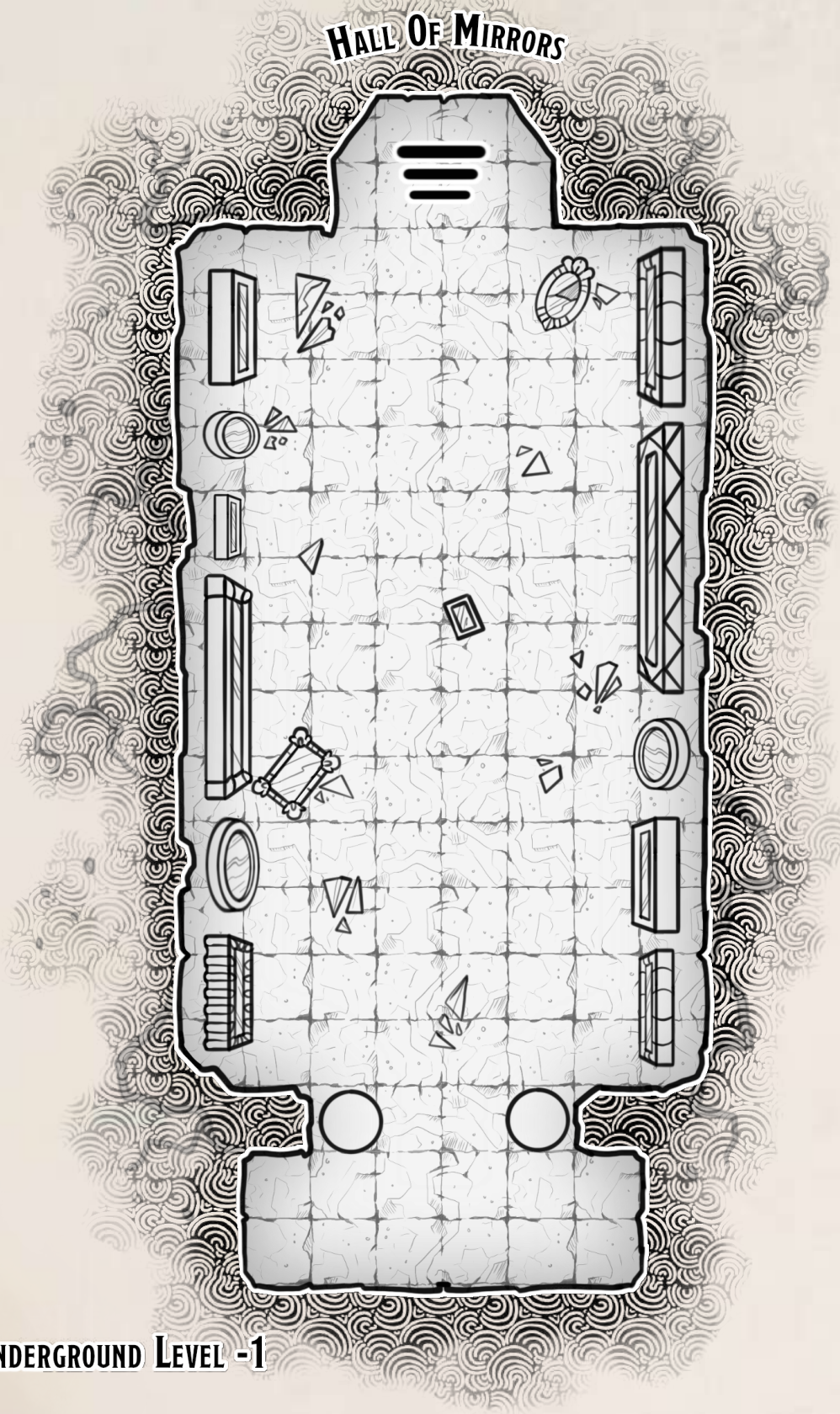
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TOWER OVERVIEW

LVL -1

UNDERGROUND LEVEL -1
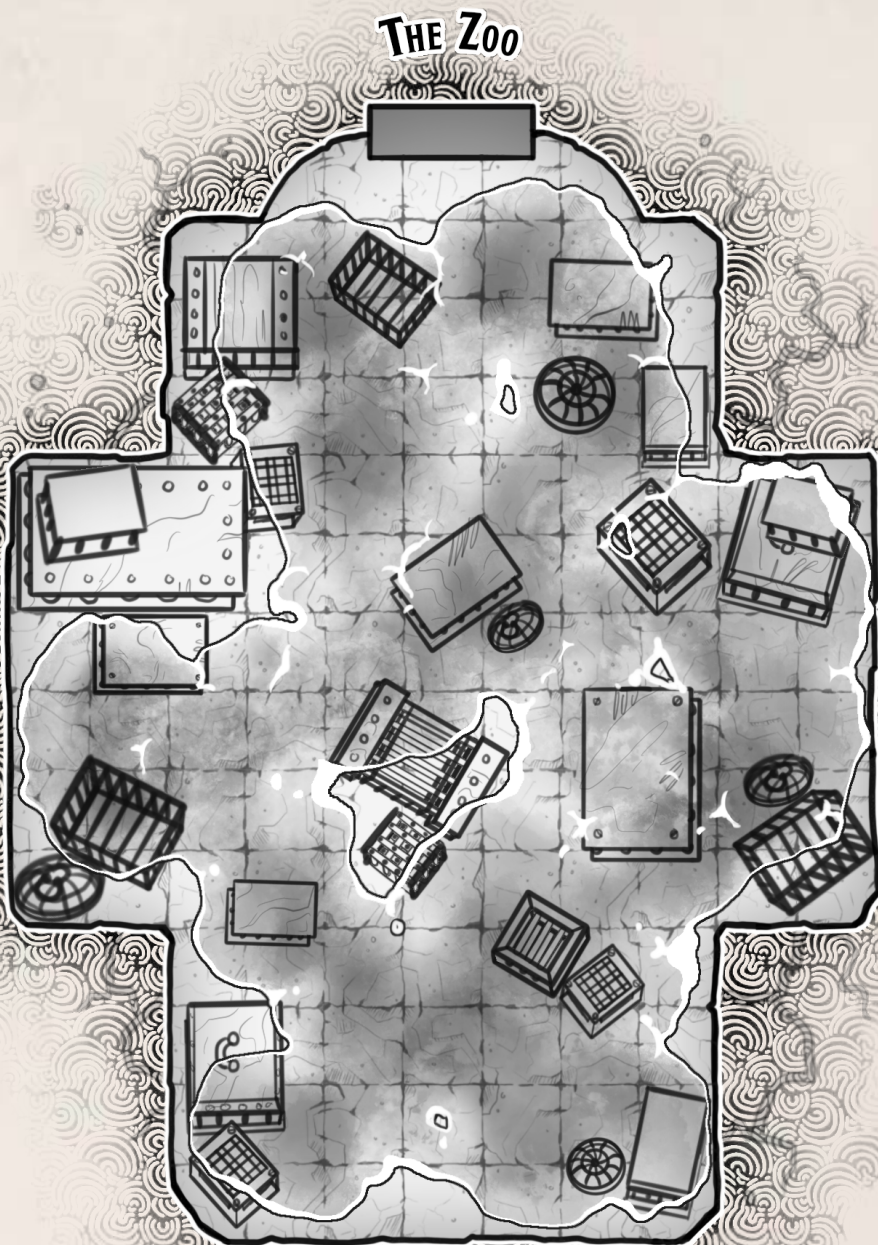
APPENDIX B: MAPS

LEVEL -2

THE ZOO

N

☐ = 5 FEET

TOWER OVERVIEW

LVL -2

UNDERGROUND LEVEL -2

LEVEL -3/-4

INGREDIENT ROOM

N

☐ = 5 FEET

TOWER OVERVIEW

LVL -3

UNDERGROUND LEVEL -3

COMMON ROOM & BATH

TOWER OVERVIEW

LVL -4

UNDERGROUND LEVEL -4

LEVEL -5

Kitchen & Dinning Room

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☐ = 5 FEET

Tower Overview

LVL -5

Underground Level -5

LEVEL -6

Cursed Item Storage
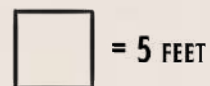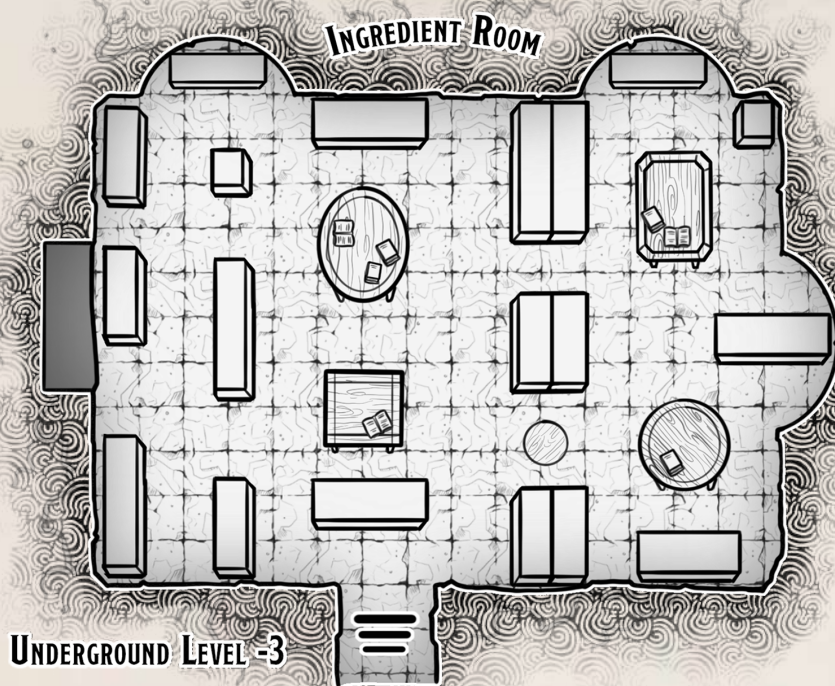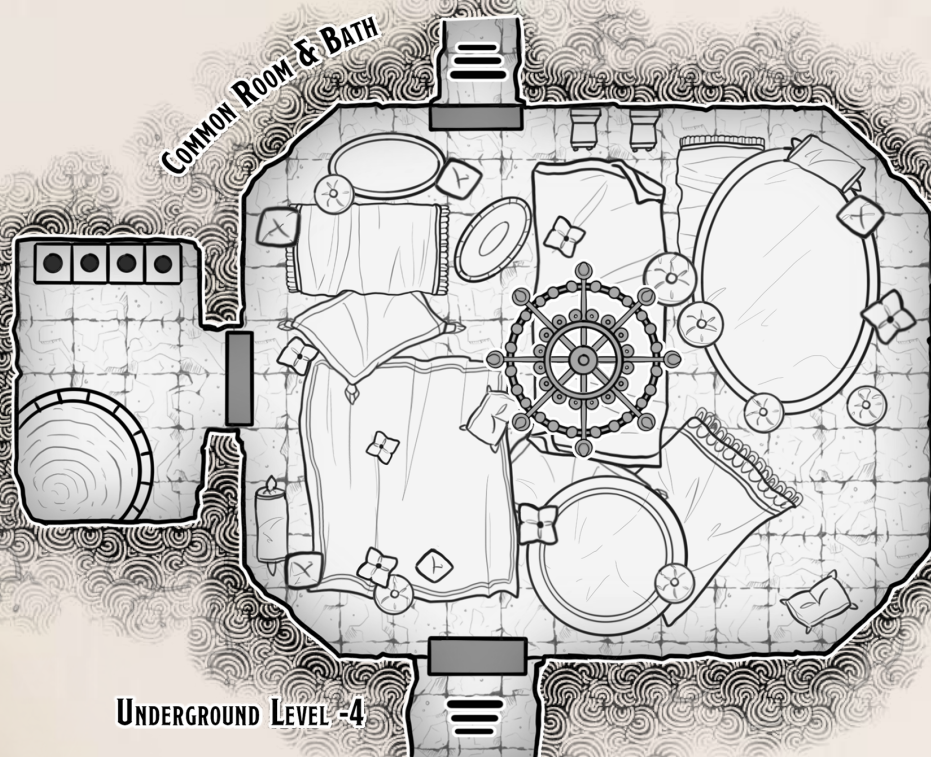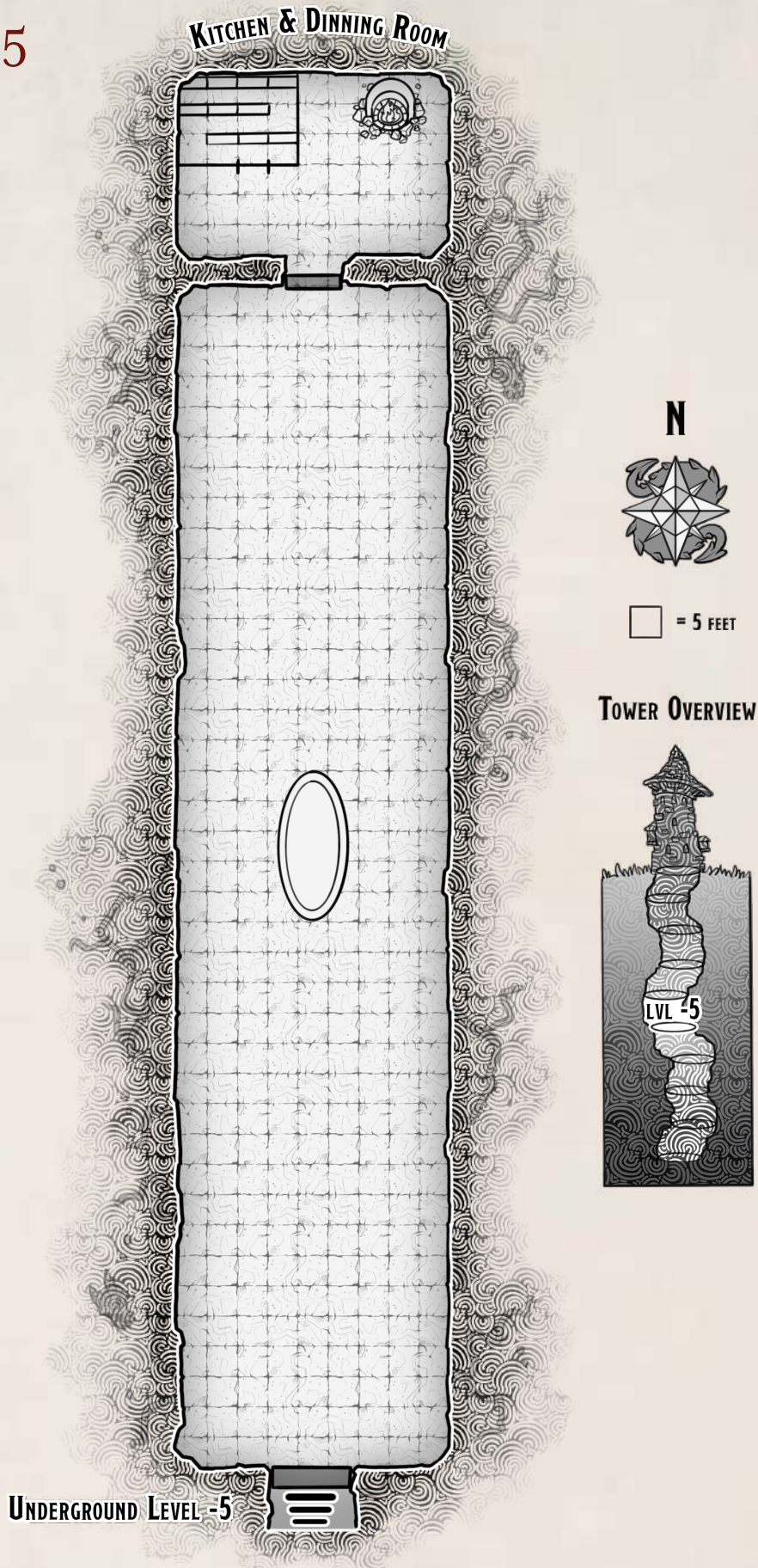
Underground Level -6

N

☐ = 5 FEET

TOWER OVERVIEW

LVL -6

LEVEL -7

The Gallery

N

□ = 5 FEET

TOWER OVERVIEW

LVL -7

Underground Level -7

LEVEL -8

The Wizard's Library

N

☐ = 5 FEET

TOWER OVERVIEW

LVL -8

Underground Level -8

DURREN DESERT

UNKNOWN FOREST

WIZARD'S TOWER

THAMARYA

UNKNOWN FOREST

LEGAL INFORMATION