

THE DM TOOL CHEST

OATHBREAKER'S TOWER



EXPLORE A CURSED TOWER AND UNCOVER THE TRUTH
OF A TRAITOROUS PALADIN FALLEN FROM GRACE



OATHBREAKER'S TOWER

O*athbreaker's Tower* is a Fifth Edition adventure intended for **three to five characters of 12th to 14th level** and is optimized for **four characters with an average party level (APL) of 13**. A fallen paladin betrayed her oaths to gain immortality and led an army of fiends against the world. The Oathbreaker was eventually defeated and imprisoned under a cursed tower. Centuries have passed and while the memory of the Oathbreaker was forgotten, the tower's corruption is beginning to spread and threatens civilization once more. This adventure takes place in the Freelands campaign setting but easily fits into any existing campaign with only a few modifications.

Backstory

It's been a thousand years since the fallen paladin Leondra Nightbreaker—now called Oathbreaker—led a devil army to ravage Shadowmist Vale. Forsaking her vows and betraying Sylvanis, the goddess of life, the Oathbreaker sold her soul to an archfiend in exchange for immortality. She slaughtered hundreds in the name of her new patron and turned the once shining tower dedicated to her former goddess into a corrupted monument full of horrors.

A band of heroes cleaved through the fiends and defeated the Oathbreaker, binding her in the catacombs beneath her fortress. They were unwilling to allow her to reform in the lower planes and sealed her behind holy wards to spend eternity imprisoned. The heroes founded the Legion of the Golden Rays and dedicated themselves to watching over the Oathbreaker until they could find a way to cleanse her evil once and for all.

The legion failed in its mission, falling victim to the tower's evil, and the corruption began to spread once more. Over the centuries, the tower became home to various creatures inexplicably drawn to its evil presence but never learning of the prison hidden beneath. The most recent occupants—a nest of vampires and other undead—prey upon travelers and anyone foolish enough to attempt to enter their cursed home.

ADVENTURE SUMMARY

A vampire clan seeking to resurrect their fallen master; a necromancer turned into an abomination after an experiment went awry; the undead remains of the former legionnaires who once guarded the fiendish prisoners hidden below: These are the main obstacles that the characters will need to overcome as they make their way through the tower before ultimately coming face to face with the Oathbreaker herself.



NIGHTSHADE VAMPIRE CLAN

The vampire Roslyn Nightshade was killed by a band of adventurers a little over a year ago. Her loyal spawn that survived the attack—even after gaining their independence through the death of their master—secreted her remains away to the tower after being drawn to its corruption. They have been attacking and kidnapping travelers in the area to drain them on the altar and over their master's bones. In their madness, they believe they can resurrect Roslyn using the desecrated altar in the temple. Throughout the tower are clues to resurrecting the ancient vampire using a necromancer's libram and a living heart.

THE FLESH REVIVER

Seizar the Reviver was a powerful necromancer who used the corrupted tower as his lair for decades before he was transformed in a failed magical experiment. Trapped in his laboratory, Seizar sits in wait for someone foolish enough to free him. His gory constructs still mindlessly roam the corridors, and the spirits of his victims are trapped within the tower's walls. The other tower residents warily avoid these fleshy abominations and steer clear of the necromancer's former lair. With the help Earmung the Worm, a necromancer trapped in his own skull, the characters will need to face down Seizar's failed experiments and put an end to the abomination that he has become.

THE UNDEAD LEGION

The Legion of the Golden Rays was formed after the defeat of the Oathbreaker to cleanse the corruption and guard her prison. Years were spent in the attempt, but the legion eventually succumbed to the corruption of the tower and turned on one another. The angry undead spirits of the once bright clerics and warriors now stalk the upper floor. They knew the true secrets of the tower but took them to their graves.

THE OATHBREAKER

The corrupted tower stands above a hidden catacomb that holds a powerful and dangerous fiend—the fallen paladin Leondra Oathbreaker. Trapped with her devilish soldiers, she waits patiently for the tower to be cleansed and her imprisonment ended. She does not know that her own descendant is in the tower, drawn here to put an end to the ancestor whose betrayal cursed her bloodline and caused her to be born a tiefling.

ADVENTURE HOOKS

Here are a few ways to get your characters hooked into this adventure:

The Shadow Tower. A rumor reaches the party of a shadowy tower that sits in a withered forest, defiled by the undead that have corrupted the once sacred place. Its evil is spreading and affecting the locals who have felt its presence growing. The cursed tower must be



cleansed before its influence grows too powerful and infects the entire region with its corruption.

Missing Persons. Reports of missing people have been increasing lately. Travelers who were last seen entering the withered forest have disappeared without a trace. Some of these missing people may be important to the characters or to NPCs they have interacted with in the past. Perhaps the characters are hired to find a specific person who vanished.

On the Hunt. The characters may have encountered one of the vampires in the cursed tower on a previous adventure and tracked them there. Alternatively, the party may be hunting down a nemesis and found clues leading them to believe their foe could be found at the tower. Perhaps this villain is trying to unleash the Oathbreaker onto the world once more or is seeking Seizar the Reviver's notes (see The Flesh Reviver).

BRACKENSWORTH

A small city in the northeast corner of the Freelands, Brackensworth is a den of criminals, bandits, minor warlords, and general scum of the earth types. This city is where the characters can gather local information and prepare to enter the withered forest. The settlement is the closest civilization to Oathbreaker Tower, known to locals only as the Shadow Tower. Characters spending time in any of the local taverns can learn the following rumors:

- The forest to the northeast has always been dangerous, but it's become worse in the last few years. Something is corrupting the trees and land, turning them foul.



- Only adventurers brave enough—or stupid enough—venture near the Shadow Tower. The undead stalk its halls, and their evil is responsible for the corruption that is infecting the forest.
- Some say that a cult has taken root in the Shadow Tower, and they are sacrificing kidnapped travelers in rituals to their evil god. The cult wishes to bring about the end of days and flood the land with their undead armies.

ARRIVING AT THE TOWER

The cursed tower sits near the base of the Motionless Mountains, surrounded by a thick forest far from civilization. The path leading there meanders through a lush wood and around the foothills leading closer to the massive mountain range to the north. The heavily overgrown path has the occasional worked stone peeking through the grass, hinting at the old road that once paved the way centuries ago. The characters may stumble upon some rare, vine-choked ruins being reclaimed by nature, the last vestiges of the ancient towns that once stood here.

The forest's lush green begins to slowly fade as the vegetation half a mile around the tower takes on a sicklier hue from the tower's corruption. Characters with a passive Perception of 12 or higher notice an odd silence in this part of the woods as the background noise fades away. A successful DC 18 Wisdom (Survival) check shows signs that animals haven't been in this area for years, and no sign of animal life can be found. A paladin's Divine Sense ability interprets the corruption as a rank smell of evil.

The dark tower sits nestled against a rocky hill at the base of a small mountain, thrusting high above the treetops like a dagger piercing the sky. The surrounding area is covered in corrupted plant life that gives off a stench of rot and decay. The structure itself reaches 200 feet above the forest floor and is elaborately decorated with crumbling arches, broken statues, collapsed

balconies, and shattered stained glass windows. Once a majestic holy temple, the tower now exudes an evil aura and is covered with thorny black vines and rotting vegetation.

When the characters arrive at the tower, read aloud or paraphrase the following:

A massive dark tower shrouded in darkness thrusts from the hilltop ahead. The air grows colder with every step closer, and the already muted sounds of the forest around you grow into a ringing silence. Thick and thorny vines cover the two-hundred-foot-high tower as if trying to pull it back down to earth. Sweeping arches and broken statues decorate the front facade, and a set of stone stairs leads up to an elaborately carved set of stone doors. The shadowy tower seems to absorb the sunlight around it, and it grows darker the closer you get. You know that you look upon a thing of pure evil.

TOWER DENIZENS

Various factions in the tower coexist with an uneasy truce. The lower floors are controlled by a nest of vampire spawn who found themselves drawn to the tower's corruption. They know nothing of the tower's history and are little more than feral animals. The spirits of the former legionnaires inhabit the upper floors, and they have little to no memory of their former lives after centuries of fermenting in their hatred of the living. Constructs and other creatures from past occupants also stalk the halls. The experiments of one particularly nasty necromancer still roam the corridors of the second floor while he himself is trapped in his laboratory as a gibbering abomination.

The vampires are dressed in the torn rags of more modern clothing while the legionnaires wear the remnants of their ancient armor and robes. While all groups are tied to the tower through its corruption and walk freely between levels, they do not have a common shared goal, instead focusing on their particular purposes or needs.



OATHBREAKER'S TOWER

Once known as the Shining Citadel, this massive tower was corrupted and tainted by Leondra Nightbreaker's betrayal of her oaths. Abandoning all her principles and allying herself with an archfiend, the Oathbreaker turned the opulent temple dedicated to Sylvanis, the goddess of life, into a fortress of horrors. The desecration was reflected in the twisted appearance of the structure, the corruption turning the once gleaming temple into a shadowy dagger of nightmarish angles. Gargoyles and monsters decorate niches that once held angelic statues, and perpetual darkness pervades the building, absorbing sunlight before it can enter (see General Features below).

ROAMING MONSTERS

The tower's corruption is constantly calling out to those that resonate with its evil. Any area that the characters have cleared will have new occupants within 24 hours. Use the roaming monster table on page 5 to determine what the group will be and fill the area with 50% of the total rolled. After 48 hours, the area will be 100% filled once more.

For every 4 hours that the characters spend in the tower, roll a d20. On a roll of 18 or higher, roll a d8 and consult the roaming monster table to determine what the characters encounter.

ROAMING MONSTER TABLE

d8	Monsters
1	1d6 wights
2	1d3 failed experiments (see sidebar page 12)
3	2d4+2 shadows
4	1d3 flesh golems
5	1d4 wraiths
6	1d4+2 vampire spawn
7	2d6+2 specters
8	1d4+2 gargoyles

GENERAL FEATURES

These general features are prominent throughout the tower unless otherwise noted in the area descriptions:

Ceilings, Floors, and Walls. The 200-foot-tall tower is built entirely of 4-foot-thick granite blocks with 1-foot-thick interior walls containing vertical iron bars spaced 1 foot apart inside of them. Ceiling heights in most rooms are 12 feet and range to 40 feet in rooms such as the Main Temple (area 3). The floors are made of tiled stone and, unless otherwise noted, are clear of debris. The exterior of the building is completely covered in razor-thorned vines (see wilderness hazards in the *DMG*).

Doors. The doors in the tower are 4-inch-thick stone, and each has an AC of 17, 18 hit points, and is immune to poison and psychic damage. Secret doors can be found with a successful DC 20

OATHBREAKER'S TOWER
1 SQUARE = 5 FEET
FIRST FLOOR



Wisdom (Perception) check. Normal locked doors can be opened with thieves' tools and a successful DC 20 Dexterity check. Arcane locked doors can be bypassed by someone who makes a successful DC 30 Dexterity check using thieves' tools or with a knock spell or similar magic effect.

Cursed Darkness. The cursed tower is blanketed in perpetual darkness that cannot be dispelled unless the altar in the main temple is cleansed. This darkness cannot be pierced by natural sunlight or other nonmagical light sources. Characters with darkvision can see through this darkness, and magical light works normally. The descriptions of the areas as provided below assume the characters are using magical light or have darkvision.

Climate. No matter the weather outside, the tower's interior is cold due to the corrupted altar in the Main Temple (area 3). Non-living creatures in the tower are immune to any cold effects in the tower.

Desecrated Ground. The corrupted tower is considered desecrated ground, and undead have advantage on all saving throws while inside. A vial of holy water cleanses a 10-square-foot area for 1 hour, and a *hallow* spell cleanses a 60-square-foot area for 24 hours. Cleansing the altar in the Main Temple causes the desecration to dissipate from the tower in 1d3 weeks. This desecrated ground can be discerned through a detect evil and good spell and a paladin's Divine Sense.

Magical Travel. The upper tower is not magically protected, and the characters can use spells such as *etherealness*, *gaseous form*, and *fly* to reach the upper



levels. However, the lower catacombs beneath the tower are protected by a *forbiddance* spell that prevents magical means of teleporting into it. Spells such as *passwall* create openings in the stonework, but the iron bars inside the walls must still be bent aside with a DC 25 Strength check.

KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided maps of the tower.

1. ENTRANCE HALL

The large double doors leading to this room from the outside sit open. When the characters enter the room, read aloud the following:

The walls of this entrance hall are painted with faded yet elaborate frescos of angelic figures fighting a horde of demonic horrors. Thick stone columns reach twenty feet high, and each is carved with a nightmarish collection of gargoyles, devilish figures, and open-mouthed faces screaming in terror. The room is eerily silent as if holding its breath.

This area is under the effects of a permanent silence spell that is part of the room and cannot be dispelled.

Encounter: Gargoyle Guardians. There are six three-armed **gargoyles** (their multiattack allows three attacks: one bite attack and two claw attacks) hiding among the statues and carvings that only attack living creatures. They attempt to ambush the characters from above, and each attempts to flee if dropped to a quarter of its hit points. When three of them have been defeated or flee, the rest follow suit. The gargoyles that escape regroup outside and attack the characters if they step out of the tower or onto the Main Balcony (area 22).

Painted Frescos. A character that succeeds on a DC 15 Intelligence (History or Religion) check can discern that the frescos detail out battle scenes of a holy sect of warriors fighting under the banner of Sylvanis against a demonic army. The corruption of the tower has twisted them to show the fiends winning and slaughtering the sect. They also discern that the frescoes are at least a thousand years old.

Secret Door. A character actively searching who succeeds on a DC 20 Intelligence (Investigation) check finds the secret door to area 10. It can be opened by pressing a button disguised as a holy symbol (the eight-rayed sun of Sylvanis) painted on a warrior's shield in the fresco.

2. BROKEN STATUES

A broad set of steps leads down into a short, carpeted hallway. Niches line the walls on either side, each filled

with the shattered remains of a sculpture. A rotten stench hangs in the air but has no apparent source.

Hazard: Rotten Miasma. The smell comes from a crack in the wall leading to the Rotten Well (area 11). While not as potent as it is in the well room, anyone walking through this hallway must succeed on a DC 15 Constitution saving throw or become nauseous from the smell and be poisoned for 1 hour.

3. MAIN TEMPLE

A character that touches any door leading to this room can feel a sense of biting cold emanating from within. When the characters first open the door to this room, read aloud the following:

A blast of frigid air bursts through the doorway, and you instantly see your breath form a cloud of vapor. An expansive shadowy ceiling hangs sixty feet high above this large temple. Ebony, dagger-like protrusions reach downward from supporting arches, their glistening surfaces ebbing and flowing like smoke. Carved into the center of the room is an elaborate golden eight-rayed sun. Scattered bones of all types carpet the floor, leading to a short flight of stairs and an altar at the north end of the temple. Shadows pour off the altar and climb the wall behind it, feeding into the blackness covering the ceiling. A sense of pure evil emanates from the altar.

This room is colder than any other in the tower and under the effects of Extreme Cold (see Wilderness Survival in the *DMG*). The desecration of this temple is more powerful here and negates the effects of *hallow* and other cleansing spells and items. Any creature attempting to cast such a spell gets an intuitive sense that it will not work beforehand. If the creature still attempts to cast the spell, it fails, and the spell slot is expended.

Desecrated Altar. The desecrated altar is the source of the corruption and spreads the cold and darkness prevalent in the tower. Cleansing the altar removes the desecrated ground and cold effects (see General Features) from the tower. The altar can only be reconsecrated by a cleric or paladin spending 4 hours using the high priest's prayer book (see area 6) and a holy thurible (see area 36).

Once reconsecrated, the character who completed the ritual intuitively knows that a weapon placed onto the altar and prayed over for 10 minutes becomes blessed for 24 hours. A blessed weapon is considered magical and deals an additional 1d8 radiant damage on a successful hit. The altar can only be used once per day. Moving the 500-pound altar removes the ability and requires it to be reconsecrated.

If the high priest's skull (see area 6) is placed onto the consecrated altar, it creates a 30-foot-wide consecrated ground effect as per a *hallow* spell set



against undead. Removing the skull or casting *dispel magic* on it ends this effect.

Encounter: Nightshade Clan. There are four **vampire spawn** (two at the altar and two on the balcony in the area marked 3b) and two **gargoyles** perched in the area marked 3a. The spawn attack while taunting the characters, saying, “Your blood will bring our mistress back to us!” They fight to the death, frantic to defend their master’s remains. If captured and interrogated, they know nothing about the tower other than its corruption drew them there, and they are using a torn page of a ritual book in an attempt to resurrect their master.

Vampire Remains. The charred corpse of the vampire Roslyn Nightshade is splayed across the altar. The vampire spawn have been soaking it with blood in a failed ritual to attempt to use the desecrated altar to resurrect her. If the characters use the Libram of Everlasting Life from Seizar’s Chambers (see area 27) in combination with the desecrated altar, they can revive the vampire matriarch (see Reviving Roslyn Nightshade below). This cannot be done if the altar is reconsecrated.

Treasure. One vampire spawn has a crumpled and blood-stained page ripped from the Libram of Everlasting Life found in Seizar’s Chamber (area 27). A character who succeeds on a DC 20 Intelligence (Arcana) check can determine that it is part of an elaborate ritual to raise the undead, but it is incomplete. Each gargoyle is wearing an onyx-studded collar worth 500 gp.

REVIVING ROSLYN NIGHTSHADE

Roslyn is a 700-year-old **vampire** who was recently killed by a band of adventurers, and her remains brought to the tower by her spawn. Once the youngest daughter of a wealthy noble family, she has spent her undeath trapped in the body of an 8-year-old girl but has the wisdom and experience of centuries. Unlike her now feral spawn, Roslyn is sophisticated, well-spoken,



and not driven by bloodlust. If revived using the desecrated altar and the Libram of Everlasting Life (see area 27), she thanks the adventurers and gladly imparts the knowledge she has of the tower if they remain peaceful, or shapechanges into mist and attempts to escape if they are hostile. She knows the true story of the Oathbreaker as outlined in the Backstory.

While thankful for their assistance in resurrecting her, Roslyn has no desire to help the characters any further than imparting information, and she flees the tower at the first opportunity.

OPENING THE CATACOMBS

The entrance to the circular tomb is hidden under the prominent sun symbol on the temple floor. The sliding panels are 4-foot-thick stone blocks lined with lead that hides the magical nature of its lock. The lock responds only to having the three linked keys placed onto the altar together: the golden sword in area 15, the golden staff in area 21, and the silver chalice in area 41. The characters learn about the keys by talking to the spirit of the high priest in area 6, researching documents in the Scriptorium (area 10), or by speaking to the treant in area 35 or the legionnaire spirits in area 38.

Once the keys are placed on the altar, a beam of light shoots from them towards the sun symbol on the floor. The four panels slide open to reveal a spiral staircase leading down into the catacombs (see Releasing the Oathbreaker, page 21). Once the seal has been broken, the forbiddance spell it held in place is destroyed, releasing the Oathbreaker and devils trapped within.

4. MEAT LOCKER

Six pale, decaying corpses, with chained hooks thrust through their ankles, hang from the ceiling in this room. Bite marks cover the bodies, and large chunks of flesh appear to be torn off each of them.

The bodies in this room are the missing travelers and other unfortunates who ran afoul of the vampire spawn. They were killed in the pseudo-ritual the vampires are conducting in an attempt to raise their slain master. If the characters are searching for missing people (see Adventure Hooks), they may be found among the bodies hanging here.

Treasure. Searching the bodies uncovers a small collection of coins totaling 35 gp, 22 sp, 15 cp, and a book of bad poetry entitled *A Hundred Years of Tears* worth 25 gp to a collector. A character that searches the bodies and succeeds on a DC 18 Intelligence (Investigation) check finds a piece of parchment tucked into a corpse’s boot wrapped around a bloody pinkie finger wearing a small gold ring (25 gp). The parchment bears the cryptic message, “I know what you did, and I’m coming for you. - M.”

The once-white robes in the wardrobes are the remains of the ancient order that used to worship in the temple, and they bear the eight-rayed sun symbol of Sylvanis on the left breast. Tucked into a drawer at the bottom of one wardrobe is a small gold holy symbol (50 gp) of Sylvanis.

5. SHADOW HALL

Relief carvings on the walls of this long hallway depict crowds of humanoids being attacked by fiends, with a winged and horned woman in the center of the horde, holding aloft a golden sword. The devils appear to be flowing outward from her, and the stonework seems to ebb and flow as if it were liquid.

Trap: Shadow Elementals. A *detect magic* spell or similar effect reveals an aura of conjuration magic. Touching the golden sword causes three shadow elementals (they use the water elemental stat block but do not have the Freeze trait, and their water is liquid shadow) to disengage from the stonework and attack the character who touched the gold. This effect can be triggered indefinitely. A dispel magic spell or similar effect removes the enchantment from the gold, leaving it inert. A character proficient in mason's tools can spend 1 hour to remove gold leaf worth 100 gp.

6. HIGH PRIEST'S OFFICE

The door to this room is locked (see General Features). When the characters enter, read aloud the following:

A short flight of stairs leads to an office lined with bookshelves packed with dusty scrolls and leather-bound books. Against the far wall, a mass of glistening black stone juts from the wall and holds aloft a crystalline skeleton.

The skeleton is of the former high priest of Sylvanis named Fenian. Killed by the Oathbreaker centuries ago, the corruption of the tower has infected his remains and feeds off the power he once held. His spirit can be brought back for questioning through the use of a speak with dead or similar spell, and he can impart the following helpful information:

- Leondra Nightbreaker was the temple's most powerful paladin and his lover.
- The Oathbreaker betrayed the order and killed him along with the rest of the faithful.
- The altar can be consecrated using a ritual in his prayer book and a thurible of Sylvanis on the altar.
- The Oathbreaker threw her blade into the Well of Despair (area 11).
- To reach the catacombs (see Releasing the Oathbreaker, page 21), the altar must first be cleansed, and the keys of the faithful placed upon them. He knows that the keys are a golden sword, a golden staff, and a silver chalice, but he does not know where they are currently located.

Treasure. Fenian's crystalline skull is the only part of the skeleton not held in stone and can be pried from the neck with a successful DC 25 Strength (Athletics) check. The stone surrounding the skeleton is immune to being worked on with tools that are not adamantine. The skull can be used as a holy symbol. If it is placed on the consecrated altar in the Main Temple, it turns an area in a 30-foot radius around the altar into a permanent *hallow* spell set against undead.

Prayer Book. A character who searches the bookshelves and succeeds on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check finds a *spell scroll of mass cure wounds* and the high priest's spellbook. A character proficient in Religion recognizes a ritual inside the book that can cleanse the altar in the main temple (see area 3) if used with a special thurible (found in area 36).

7. WASHROOM

This small washroom contains an open toilet sitting off to the side with a fetid stench wafting from it and a silver-framed mirror above a wash basin filled with congealed blood. Glowing bloody sigils cover the mirror's surface.

A *detect magic* spell or similar effect reveals an aura of conjuration magic on the mirror. A character who succeeds on a DC 15 Intelligence (Arcana) check recognizes the sigils as part of a teleportation spell. Anyone touching the sigils on the mirror is instantly teleported to the Oubliette (area 12a) along with anything they are carrying or wearing. If the mirror is broken, such as by throwing a heavy object against it, the teleportation magic fades.

Encounter: Toilet Pudding. A **black pudding** is in the toilet and attacks any creature that steps within 5 feet of it with its pseudopod before exiting. If the pudding or any of its Splits are reduced to less than half their hit points, each squeezes through a tiny crack in the wall to the Shrine of Darkness (area 8), where they hide on the ceiling.

8. SHRINE OF DARKNESS

A statue of a winged devil dominates the room. The devil is crushing a humanoid beneath its clawed feet and holding an iron crown aloft with a red gem in the center.

The iron crown can be easily removed from the statue's hand, and a *detect magic* spell shows it has an aura of transmutation magic. Anyone who attempts to wear the crown must make a DC 20 Intelligence saving throw, taking 75 (10d6 + 40) psychic damage on a failed save. If this damage reduces the wearer to 0 hit points, they are disintegrated as if by a disintegrate spell. While wearing the crown, the wearer is considered undead for the purposes of consecrated or desecrated ground.



Removing the crown from the tower causes it to vanish and reappear in the hands of the statue.

9. WESTERN STAIRWELL

This small tower room holds a handful of broken crates and a flight of stairs.

The door between this stairwell and area 18 is locked.

10. SCRIPTORIUM

The walls of this library are lined with empty bookshelves. The floor is covered in the shredded remains of the books they once held.

The Nightshade vampire spawn tore this room apart in their vain search for more of the Libram of Everlasting Life (see area 27). A character who spends at least 10 minutes searching through the documents and succeeds on a DC 15 Intelligence (Investigation) check discovers the following pieces of helpful information about the former temple:

- The temple was dedicated to Sylvanis, the goddess of life.
- An order of paladins and monks were housed here whose mission it was to fight against an invading horde of fiends from the lower planes.
- The temple's Captain-General was a mighty paladin named Leondra Nightbreaker.
- The tower has three floors and catacombs beneath it.
- The catacombs can be opened by placing three keys in the shape of a sword, a staff, and a chalice on the altar.

Secret Door. The secret door leading to the Entrance Hall (area 1) is easily discernible from this area and opens by twisting a simple door handle.

11. WELL OF DESPAIR

Opening the door to this room unleashes a wave of trapped poison gas. Anyone standing within 10 feet of the open door must succeed on a DC 20 Constitution saving throw, taking 28 (8d6) poison damage and becoming poisoned for 1 hour on a failed save, or half as much damage on a successful one. On a successful save the creature is immune to this poison for 1 hour. When the characters enter the room, read aloud the following:

Noxious fumes pour out of an open well in the center of this room. A large iron well cover sits off to the side.

The well cover can be lifted by characters working together with a combined total Strength score of 30 or higher. After closing the well or suppressing the gas (as described below), the remaining toxic gas in the room

dissipates in 1 hour. Removing the cover fills the space with gas once more within 1 minute.

Toxic Well. The bone-dry well is 5 feet across and 40 feet deep. A character climbing into the well while the poisonous gas is still active must make a DC 20 Constitution saving throw every 10 feet climbed, with the DC rising by +1 each time. They take 28 (8d6) poison damage and become poisoned for 1 hour on a failed saving throw, or take half as much damage and aren't poisoned on a successful one. A character proficient with a poisoner's kit that succeeds on a DC 15 Wisdom (Survival) check can determine that by filling the well with clean water to a depth of at least 10 feet will suppress the toxic gas for 1 hour. This can be accomplished using the decanter of endless water in the Eastern Shrine (area 13).

Treasure. A pile of humanoid skulls sits at the bottom of the well, along with a *sunblade* that Leondra Nightbreaker once wielded. The corruption of the tower has unsuccessfully attempted to eat away at the magic weapon for centuries, resulting in the toxic gas. If Nithsia (see area 16) is with the party, she feels an odd resonance with the weapon. Although she does not understand it, this is the bond of the sword with the blood of her ancestry.

12. NECROMANCER STORAGE

Dust-covered glass instruments and yellowed skulls sit on old shelves lining the walls of this room. The musty odor of old herbs and spices lingers in the air, and crates and barrels sit pushed up against the walls covered in chalk drawings of arcane designs. One of the skulls on the shelves has purple flames in the eye sockets and appears tied to a stone weight.

The spirit of Earmung the Worm possesses the skull with the flaming eye sockets. He awakens the moment any creature steps into the room and crankily demands they release him from the weight.

Earmung the Worm. Earmung was a necromancer who worked in the tower along with his partner Seizar the Reviver (see *The Flesh Reviver*, page 3). The pair came together after being drawn here by the corruption emanating from the tower. After building a lair and starting their horrendous experiments, they eventually fell to bickering until Earmung found himself one day strapped to Seizar's table. He then woke up to find himself trapped inside his skull while Seizar used his body parts for one of his experiments (see area 20). The magic that infused the skull turned out to be stronger than Seizar intended, and it wound up being indestructible and retained some of Earmung's magic and all of his annoying personality. Seizar tied it to a weight and shoved it into this storage room, where it has waited in the dark for over a century.

The engraved skull has purple flames in its eye sockets and is immune to all damage and magic



effects—nothing short of a wish spell can harm it. Earmung has the innate magical ability to levitate himself around and uses mage hand to conduct pranks and annoy those around him. Earmung is a mocking and spiteful spirit who wishes to see Seizar destroyed, but he hates the living and “good” people just as much. He entices the characters to remove him from the weight he is tied to, promising them information on his “enemy” Seizar if they do. If any of the characters release him, the cackling skull begins to follow that character around and refuses to leave their side, mockingly calling them his new best friend. The annoyingly whiny former necromancer drones on about inane topics, often ridiculing the character and giving them wrong information about the tower and its history. The only thing he tells the truth about is his wish to see Seizar destroyed, and that if they bring him to the Laboratory (area 21), he will show them how to enter. Because of his constant noise, while he is with the party, the group has disadvantage on Dexterity (Stealth) checks, and the character he is following gains disadvantage on attack and ability check rolls while he chatters at them.

Treasure. A diamond worth 1,000 gp is hidden among the otherwise useless spell components and can be uncovered with an active search and a successful DC 20 Intelligence (Investigation) check. Earmung knows where this diamond is located and uses it to bargain for his release. The diamond can be changed to another equally valuable spell component that the characters currently need at the GM’s discretion.

Secret Door. A character actively searching and who succeeds on a DC 25 Intelligence (Investigation) check discovers the secret door to area 12a. It can only be opened from inside this room and swings closed on its own after 1 minute if not propped open using a piton or other object.

12A. OUBLIETTE

A dwarven skeleton lays sprawled across the floor of this tiny chamber. Scratch marks mar the red-stained wall. The four walls are otherwise blank, and there are no exits in sight.

This room is completely enclosed with no exit, and the secret door from area 12 can only be opened from the outside. The skeleton is that of a former adventurer who attempted to escape the tower through a botched teleport ritual in area 7 and was trapped here. A small journal can be found on the skeleton detailing their adventuring career and how they eventually came to the tower searching for a supposed treasure hidden within. They were seeking the “Sword of the Nightbreaker, which shone like the sun.” If the characters use a spell such as *Speak with Dead*, the adventurer’s spirit is woeful

of the mistake that got them stuck here and can impart the knowledge that secret catacombs lay hidden under the tower, but they do not know how to get there.

13. EASTERN SHRINE

A pool of sizzling green liquid sits in the center of this room, surrounded by low benches. Standing above the pool is a twisted statue of a horned devil with one arm broken off and the other held aloft.

Acid Pool. The stone pool is 5 feet wide and 10 feet deep, and any creature that enters or ends its turn inside the pool takes 22 (4d10) acid damage. Sitting at the bottom is the statue’s broken arm holding a *decanter of endless water*. Directly above the pool is a spring-loaded trap door leading up into a chute connected to the Eastern Rectory (area 28) that can be discovered with an active search and a successful DC 25 Wisdom (Perception) check. This trap door is almost impossible to open from the outside and takes a successful DC 25 Strength check to pry open. Without magical assistance, a character must roll a 20 to successfully bend the bars apart.

13A. TRANSFER ROOM

A small plaque engraved with arcane runes sits on the northern wall of this otherwise empty room.

This room is enchanted with a teleportation effect that is only triggered by stepping into the room directly from area 13. Any creature that steps into this room is instantly teleported to the Teleportation Room (area 28c) with anything it is wearing or carrying. A *detect magic* spell or similar effect reveals an aura of conjuration magic from the plaque on the wall.

14. EASTERN STAIRWELL

A viscous, bubbling black tar covers the stairwell in this tower.

Hazard: Cursed Tar. The stairs are covered in a tar-like substance with the same bonding properties as *sovereign glue*, except it is in a constant liquid state while on the stairs. Once in contact with anything else, it bonds within 1 minute. Unlike *sovereign glue*, this cursed substance cannot be contained using *oil of slipperiness*. A *remove curse* spell or similar effect cast on the stairs instantly hardens the substance, rendering it inert. A character proficient in Arcana who succeeds on a DC 15 Intelligence (Arcana) check will recognize the properties of the tar as similar to *sovereign glue* and will know that *universal solvent*, *oil of etherealness*, or a *wish*



spell are the only ways to remove it from anything it is bonded to.

15. SCREAMING CHAMBER

Roiling smoke ebbs and flows along the walls of this room as if it were alive. Figures seem to dive in and out of the smoke, smoky hands reach out as if for help, and screaming faces appear and disappear. In the center of the chamber is a short pillar upon which sits a statue of a winged female devil holding aloft a strangely shaped golden sword.

Trap: Screaming Statue. Any living creature that touches the statue is bombarded with a chorus of screams in their mind and must succeed on a DC 18 Intelligence saving throw, taking 36 (8d8) psychic damage on a failed save, or half as much damage on a successful one.

Catacomb Key. The golden sword is one of the three keys to the lock on the altar in area 3 that opens the catacombs (see Releasing the Oathbreaker, page 21).

16. SACRISTY

Broken wardrobes filled with ragged robes line the walls of this room. In the center of the room, a tiefling hangs from manacles attached to a hook in the ceiling. Her battered plate armor is covered in blood, and the left side of her face is badly mangled. She appears alive, if barely.

Nithsia Shadowblade (see Appendix D) is a tiefling adventurer captured by the nightshade vampire spawn along with the rest of her now-dead party (the bodies in area 4). She was next to be sacrificed and is appreciative of being rescued. Nithsia could feel Sylvanis guide her to cleanse this temple of its corruption and failed miserably. What she does not know, however, is that she is the direct descendant of Leondra Oathbreaker, who secretly gave birth shortly after her betrayal (as detailed in the journal found in area 41). That cursed bloodline has been passed down through the centuries and eventually manifested itself in Nithsia.

Nithsia does not wholly trust the characters initially but begs them to help her cleanse the temple of the evil inside it. She does not know of the true story of the Oathbreaker and believes that cleansing the altar and clearing the tower of the undead should suffice.

ROLEPLAYING NITHSIA

Shunned for her blood her entire life, Nithsia has forever sought a way to be a beacon of light and hope. Taking the vows as a cleric of Sylvanis, she unwittingly followed in her cursed ancestor's footsteps. She is a well-spoken and educated woman with a no-nonsense attitude and a laser-like focus. While she may not be the life of the party, she is extremely loyal and would give her life to save another, even someone she does not particularly like. While she knows nothing of the tower's history or secrets, she has been a cleric long enough to know the trappings of her religion and its rituals very well. She instantly recognizes the holy thurible in area 36 and knows how to use it with the high priest's prayer book from area 6 to cleanse the altar in the Main Temple (area 3).

17. SPAWN LAIR

Bloody handprints cover the door to this room. When the characters first enter, read aloud the following:

The coppery tang of blood mixes with a stench of decay that hangs thick in the air. Mutilated bodies of animals and people lay scattered around this chamber.

Encounter: Engorged Spawn. Four **vampire spawn** are in this area, gorging themselves on freshly killed victims. If the characters attempt to be stealthy while entering the room, they can take the vampires by surprise as they are distracted by their feast.



18. HALL OF BONE

The walls of this hallway are lined with collections of humanoid skulls and bones embedded into the stone and displayed in a macabre fashion. The faint sound of crying seems to be coming from the bones.

The crying sound is coming from spirits still trapped within the bones. Any attempt to communicate with the spirits or consecrate the bones through holy water or similar effects results in the crying escalating to screaming that eventually devolves back into sobbing. The souls here are trapped through the power of Seizar's spirit orb (see area 21).

Hazard: Trapped Spirits. A character that touches the bones on the walls hears a piercing scream in their minds and must succeed on a DC 17 Intelligence saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

FAILED EXPERIMENTS

Seizar the Reviver was obsessed with death and recreating living creatures from dead flesh. Unwilling to become a lich, he believed immortality could be achieved through transferring his consciousness into a flesh creation. Over decades, the necromancer created many creatures using bits and pieces from the various victims he experimented on. As potential housing for his consciousness, these creations were more powerful and less vulnerable than their traditional flesh golem counterparts. Each creation uses the **flesh golem** stat block with the following changes:

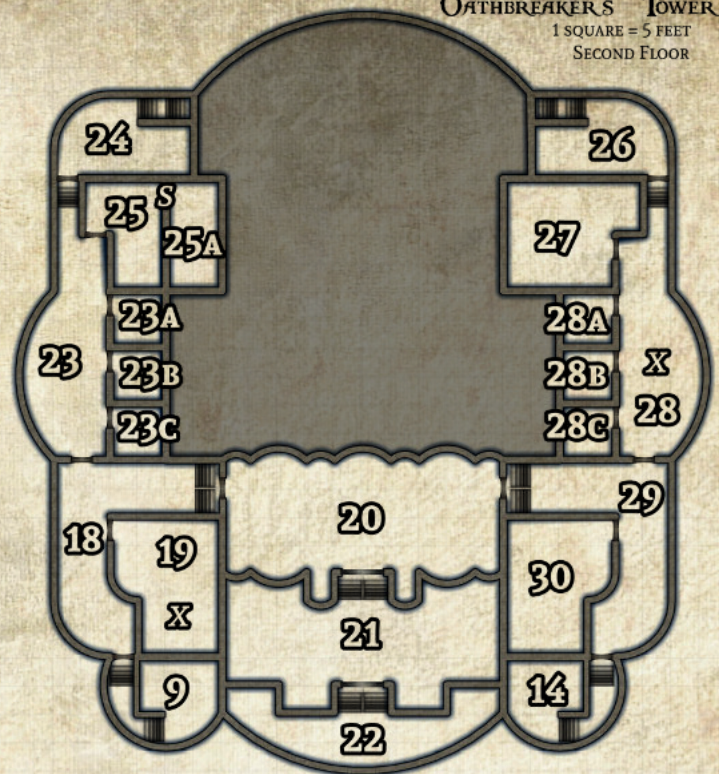
- Their CR becomes 7 (2,900 XP).
- Their Multiattack can make four slam attacks.
- **New Ability: Acid Breath (Recharge 5-6):** The golem sprays acid in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) acid damage on a failed save or half as much damage on a successful one.

19. ARCANE ROOM

Workbenches and shelves covered in dusty glass beakers and other alchemical tools line the walls of this room. On a table against the southern wall sits a glass bell covering a heart that appears to be still beating.

Seizar used this room to work on material components and other experiments. Nothing of value in this room has survived the passage of time.

Trap: Pressure Plate. A pressure plate is set into the floor (as marked on the provided map) that can be noticed by a character with a passive Perception of 17 or higher, or with an active search and a successful DC 17 Wisdom (Perception) check. The pressure plate sits above two magic runes hidden from *detect magic* spells by a thin lead lining on the plate's interior. If the plate



is stepped on, the two runes trigger. A *forcecage* forms in a 10-square-foot cube centered on the plate, and an alarm spell calls a roaming monster (see *Roaming Monsters*, page 5) to rush to this room.

Living Heart. The beating heart is a magical material component for the rituals used in the *Libram of Everlasting Life* (see area 27). This heart was the last that Seizar made before ending up in his current state (see area 21). The glass bell has a protective stasis enchantment that has kept the heart "fresh" throughout the years, but once the glass is removed, the enchantment ends, and the heart begins to decompose and rot over the course of 24 hours.

20. HALL OF FLESH

The curved walls of this chamber are covered in patchwork sheets of pulsing, sweaty flesh that exude heat. A closer inspection reveals each panel is a humanoid face stretched and stitched together.

Touching the walls reveals they are warm to the touch and makes the flesh quiver as if in pain. The souls trapped in the flesh here are linked to Seizar's spirit orb in the Laboratory (area 21)

Hazard: Bloody Walls. If any damage is done to the room's walls, the skin splits to reveal muscle beneath it, and blood gushes out as if from an artery. This stream of blood is corrosive and sprays in a 10-foot cone from the point of the puncture. A creature standing in the spray must succeed on a DC 15 Dexterity saving throw to avoid it, taking 21 (6d6) acid





damage on a failed save or half as much damage on a successful one.

Encounter: Fleshy Guardians. Guarding this chamber are two **failed experiments** (see Failed Experiment Sidebar). Their bodies are made from a nightmare mix of monster and humanoid parts. If Earmung is with the party (see area 12), he rages at seeing his former body parts used on one of the golems.

Laboratory Security Orb. Just outside the door leading to the Laboratory (area 21) is a small pedestal holding an opaque crystal sphere. Touching the globe and saying the command word “Eternity” activates and deactivates the wall of force protecting the chamber (see area 21). The characters can learn this by speaking with Earmung (see area 12) or finding Seizar’s journal in his chambers (area 27).

21. LABORATORY

While the doors to this location are unlocked, the entire chamber is protected by an opaque *wall of force* lining the walls, floor, and ceiling that can only be controlled

by the laboratory security orb in the Hall of Flesh (area 20). Just inside the chamber is another sphere that works in the same manner. When the characters enter the room, read aloud the following:

A disaster of broken wood, glass, and metal is scattered in every corner of this chamber. In the western half of the room is a large basin filled with chunks of meat, blood, and bone. A reek of decay wafts from it. Suddenly, a scream pierces into your mind: “AT LAST I AM FREE! YOUR BODIES WILL BE MINE!” before the bloody pool explodes upwards and a hideous mass of flesh, eyes, and mouths floats above the surface.

Seizar’s last experiment failed horribly, and the body he built to house his consciousness was corrupted by the taint of the tower. Now an amorphous blob of meat and blood, he cannot even speak the words to free himself from his laboratory. The laboratory was destroyed in the resulting chaos and has lain this way for almost a century.



Encounter: Seizar the Reviver. Seizar the Reviver has turned into a **lesser gibbering orb** (see Appendix). The former necromancer is insane and sees the characters as a possible new body for himself. He brings all of his magical prowess to bear on them and fights to the bitter end. If he is defeated, he melts into a steaming pile of flesh and blood, mentally screaming into the characters' minds as he dissolves.

If Earmung (see area 12) is with the party, he stops mocking the character he has followed and instead turns his heckling onto Seizar, who is not affected by the taunting.

Golden Staff. Submerged in the 10-foot-deep pool of gore is a gem-encrusted golden staff topped with a crystal orb filled with swirling smoke. Looking closely at the orb reveals screaming faces that fade in and out. The gems on the staff are worth a total of 1,000 gp, and the staff itself is one of the three keys to the lock on the altar in area 3 that opens the catacombs (see Releasing the Oathbreaker, page 21).

Seizar used the crystal spirit orb atop the staff as a conduit for trapping the souls of his victims to use as a power source for his immortality. The orb can be used as an arcane focus, and any necromancy spell that is cast through it gains advantage on any attack rolls, and enemies incur disadvantage on any saving throw against necromancy spells. The orb is linked to the essence of a thousand souls Seizar trapped within the walls of the tower. Shattering the orb releases these souls (as noted in each location's text) to pass on to the next plane, including Earmung, whose skull falls inert. Breaking the orb does not affect using the staff to unlock the catacombs (see area 3).

The iron key that opens the arcane locks on the doors to Seizar's Study (area 24) is in the gore pool.

22. MAIN BALCONY

This broad balcony overlooks the front of the entrance to the tower. A wide set of stairs leads up to a pair of stone doors. Demonic figures engraved onto them appear to be kneeling in worship to a winged and horned woman brandishing a flaming blade above her head.

This balcony can be reached from the exterior of the building by characters who climb or fly up.

23. WEST RECTORY

Once used to house the priests of Sylvanis, these cells were converted into experimentation and storage rooms for Seizar.

23A. MOUTHER ROOM

There are four **gibbering mouters** packed into this room who are hungry and eager to get out. They were created from dead bodies that Seizar packed into this

room and left to rot and merge over decades in the tower's corruption.

23B. DISCARD PILE

This room is packed with discarded clothing and other adventuring gear. A character who spends 10 minutes sifting through the junk and succeeds on a DC 15 Intelligence (Investigation) check uncovers a small vial of *universal solvent*.

23C. WASHROOM

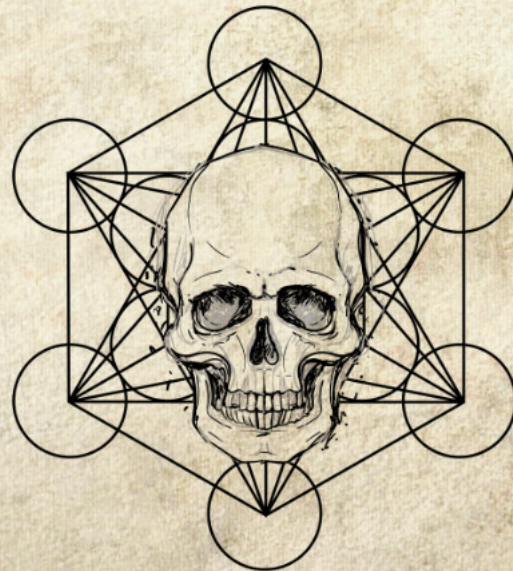
A basin sits on a countertop filled with foul-smelling soil. A cluster of red and black mushrooms peak over the edge and give off a faint red glow.

Treasure. There are ten mushrooms in the basin, and a *detect magic* spell or similar effect reveals an aura of necromancy magic. A character proficient in Nature who succeeds on a DC 15 Intelligence (Nature) check can determine that they are infused with life-giving magic. A creature that eats a mushroom gains 1d4 + 4 temporary hit points for 1 hour. A creature can only gain the benefit of a mushroom once per short or long rest.

24. SEIZAR'S STUDY

Both doors leading to this room are arcane locked (see "General Features") that can be opened with the passphrase "Power" or with the key found in the Laboratory (area 21). When the characters enter this room, read aloud the following:

Rows of bookcases and plush furniture covered in dust fill this study. A thick maroon carpet covers the floor, and an ornate mahogany desk carved to resemble bones sits against one wall.



The desk is protected by a *glyph of warding* set to explosive runes dealing acid damage (save DC 17). Speaking the passphrase “Endless” deactivates the glyph and renders the drawer safe to open. Inside the drawer is Seizar’s spellbook which is bound in a black dragonborn’s stitched hide with a silver clasp and embossing. The spellbook contains the following spells: *arcane lock*, *black tentacles*, *cloudkill*, *cone of cold*, *counterspell*, *darkness*, *dimension door*, *dispel magic*, *expeditious retreat*, *fireball*, *forcecage*, *globe of invulnerability*, *hypnotic pattern*, *ice storm*, *irresistible dance*, *magic missile*, *mind blank*, *mirror image*, *scorching ray*, *shield*, and *time stop*.

If Earmung (see area 12) is with the party, he knows about the trap but does not offer the information willingly, nor does he know the password to disarm it safely.

25. ARMORY

The door to this room is made of iron (AC 19, 18 hit points, immune to poison and psychic damage) and locked. The door’s key is in the Charnel Room (area 30). When the characters enter the room, read aloud the following:

This armory holds complete sets of rusted plate armor edged in dull gold sitting on wooden stands next to racks of ancient weapons. Each is marked with the symbol of a golden eight-rayed sun.

The weapons and armor in this room are dull and weakened by time to the point of uselessness. Cleric of Sylvanis. If Nithsia (see area 16) is with the party, she is familiar with the security used in the ancient temples of her religious order. When she enters the room, she raises her hand and says the phrase “We walk in her light,” to appease the armory’s guardians (see below), and she tells the characters of their presence. She also comments that it is common to have a more secure vault for more powerful weapons, though she does not know where it might be in this particular tower.

Encounter: Invisible Guardians. Two **invisible stalkers** have guarded this room for centuries. They have resisted the corruption of the tower thus far and are still bound to their ancient duty to respect any who speak the passphrase “We walk in her light,” to which they respond in airy Auran, “And we bask in her grace.”

Treasure. While the armor and weapons are useless in their current state, they can be brought back to functionality by someone proficient with smith’s tools who spends 1 week and 5,000 gp of materials repairing them. In their current condition, the entirety of the armory is worth 2,000 gp to a collector. A refurbished collection is worth 10,000 gp.

Secret Door. The key slot that opens the secret door to the Vault (area 25a) is hidden behind a cleverly hinged panel that blends into the wall. A character who

actively searches and succeeds on a DC 20 Intelligence (Investigation) check finds the hidden panel.

25A. VAULT

The secret door to this vault is opened by inserting the golden sun medallion found in Oathbreaker’s Chambers (area 41) into a slot engraved in the wall. The interior walls of the vault itself are covered in iron plates and a layer of alchemical shellac that blocks the passage of creatures using a gaseous form spell or similar effects.

Treasure. The inside of the vault contains iron lockboxes containing a total of 160 pp, 1,800 gp, 8,000 sp, 300 cp, a potion of fire breath, and oil of etherealness. On the wall hangs a large painting of Leondra Nightbreaker standing triumphant on a field of battle with a blazing sword above her head and defeated devils at her feet. This painting strongly resembles the corrupted paintings and engravings seen throughout the rest of the tower (see areas 5 and 22 for examples).

26. LIBRARY

The first time the characters enter this room, read aloud the following:

Tendrils of glistening black stone grow out from the tower walls and crawl over the bookshelves of this library. Roiling black smoke pours off them, covering the floor in an ankle-thick, foggy blanket.

Hazard: Necrotic Laughing Fog. Any breathing creature that spends at least 1 minute in this room must make a DC 17 Constitution saving throw or fall prone in a fit of hysterical laughter, becoming incapacitated and unable to stand up for 1 minute, after which they can repeat the saving throw. A creature that is prone in the fog takes 10 (3d6) necrotic damage per minute. The fog can be dispersed for 1 hour by a gust of wind spell or similar effect.

Treasure. A character who spends at least 10 minutes searching through the books and scrolls and succeeds on a DC 17 Intelligence (Investigation) check finds a spell scroll of stonewall and a tome entitled “History of the Order of Sylvanis.” This book details the temple’s history to the goddess of light and their mission to fight fiends under the leadership of Paladin Leondra Nightbreaker. (It does not tell of her eventual fall, however.) If Nithsia (see area 16) is with the party, she is very interested in this book and proclaims, “I’ve never heard of this Captain-General, and we learn them all by rote in seminary!”

27. SEIZAR’S CHAMBERS

The door to this chamber is locked with an arcane lock that can be opened with the passphrase “Undying” or with the key found in the Charnel Room (area 30). The spell can be bypassed by someone who makes a successful DC 30 Dexterity check using thieves’ tools or



with a *knock* spell or similar effect. When the characters enter this room, read aloud the following:

An ornate four-poster bed covered in silk sheets and velvet cushions dominates this bedchamber. Alchemical beakers and other instruments cover the top of a desk tucked into a small alcove. The entire room smells of must, and a thick layer of dust covers every surface. A low growl rumbles from under the bed the instant you step into the room.

Murray. Seizar's childhood pet dog **Murray** (he uses the **death dog** stat block, but his type is Construct) was one of the first victims of his experiments, and the stitched-together dog has been waiting for his master's return for a century. If a character is holding the dog collar found in the Charnel Room (area 30), Murray obeys that character as his new master. Otherwise, he defends this chamber to his death. If the collar is clasped around Murray's neck, his spirit is freed of the constructed body, which then disintegrates, leaving just the inert collar behind.

Libram of Everlasting Life. A character searching the desk uncovers a flesh-bound tome that details rituals for raising undead and empowered flesh golems. If the characters are aware of the vampire remains in the Main Temple (area 3), they can use a ritual to return the vampire to unlife. If the characters have come across the failed experiment in the Charnel Room (area 30), they can also use a ritual to complete the experiment. Either ritual must be performed by a character proficient in Arcana. Each takes 1 hour, requires expending a 6th-level spell slot, and a "living heart" that can be found in the Arcane Room (area 19). Without this last material component, the libram's rituals cannot be completed.

28. EAST RECTORY

Once used to house the priests of Sylvanis, these cells were converted into experimentation and storage rooms for Seizar. A small fountain filled with a collection of bones sits in an alcove against the eastern wall.

Trap: Pit Slide. In the center of this hallway (as noted on the provided map) is a 10-foot-wide spring-loaded trap door that funnels into a chute ending with a drop into the acid pool in the Eastern Shrine (area 13). A character can find the extremely well-hidden trap door with an active search and a successful DC 25 Wisdom (Perception) check. Anyone triggering the trap door must succeed on a DC 20 Dexterity saving throw to avoid falling in. A creature who falls into the chute takes 7 (2d6) bludgeoning damage from the 20-foot fall into area 13 and 22 (4d10) acid damage from landing in the acid pool as detailed in the Eastern Shrine location text.

28A. WASHROOM

This small washroom holds a cabinet and wash basin standing next to an open toilet.

A character who searches the toilet and succeeds on a DC 12 Intelligence (Investigation) check finds a *pearl of power* in the waste pot underneath the seat.

28B. SPIRIT PRISONER

The door to this room is locked. When the characters open the door to this room, read aloud the following:

A dragonborn skeleton hangs spread-eagle from chains attached to the walls of this small prison cell. A semi-ethereal spirit hangs transposed over the bones, chained in the same manner. The spirit raises his head at the open door, his eyes filled with terror. "Please... end this... please... let me die," he hoarsely whispers before he begins to sob and shake.

The trapped spirit in this room is an adventurer named Karstyn Silverhand, captured by Seizar the Reviver and imprisoned in this room. Unlike the other souls trapped in the tower walls, Seizar had not yet infused Karstyn's body into the tower's walls. While Karstyn's essence is still connected to Seizar's spirit orb (see area 21), his spirit can materialize and answer questions the characters have. Karstyn's spirit is released along with the other souls trapped in Seizar's spirit orb if it is shattered. He knows the following useful pieces of information about Seizar:

- Seizar was a terrible necromancer who was obsessed with tying spirits into magically imbued flesh creations.
- Seizar used rituals written in a tome bound in humanoid skin that enabled him to raise undead and create his flesh monsters. (This is the Libram of Everlasting Life in area 27.)
- Seizar was insane and constantly muttering about "Eternity" and "Endless Life."

28C. TELEPORTATION ROOM

A small plaque engraved with arcane runes sits on the northern wall of this otherwise empty room.

Any creature that steps into this room is instantly teleported to the Teleportation Balcony (area 31) with anything it is wearing or carrying. A *detect magic* or similar effect reveals an aura of conjuration magic from the plaque on the wall. This effect is only triggered by someone stepping into the room from area 28.

29. HALL OF BLOOD

The walls of this hallway are covered in an eternal waterfall of streaming blood.

Hazard: Spirit Blood. A character that touches the blood on the walls hears a piercing scream in their minds and must succeed on a DC 17 Intelligence saving



throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

Hidden Niche. The spirits in the walls here are trapped through the power of Seizar's spirit orb (see area 21). If the souls are released, the blood waterfalls disappear to uncover beautiful murals of angels and holy warriors standing triumphant over fiendish hordes painted on the walls. A niche in the eastern wall is also revealed, containing a gem-encrusted coffer (500 gp) that holds a spell scroll of hallow.

30. CHARNEL ROOM

Anyone touching the door to this room can feel a pulsing warmth coming from within the room. When the characters enter this room, read aloud the following:

A blast of wet warmth flows out from the open door followed by the rancid smell of rotting meat. Cadavers in various stages of decay hang from hooks in the ceiling, and the floor is covered in rotting offal. A nightmare figure of stitched-together body parts is lying across a table set in the middle of the chamber next to a pedestal.

Unfinished Business. An unfinished **failed experiment** (see Failed Experiments sidebar, page 12) lies inert on the table in the center of the room. A character who uses a ritual from the Libram of Everlasting Life (see area 27) can bring the failed experiment to life and under their control for 1 hour before it disintegrates into a gory mess.

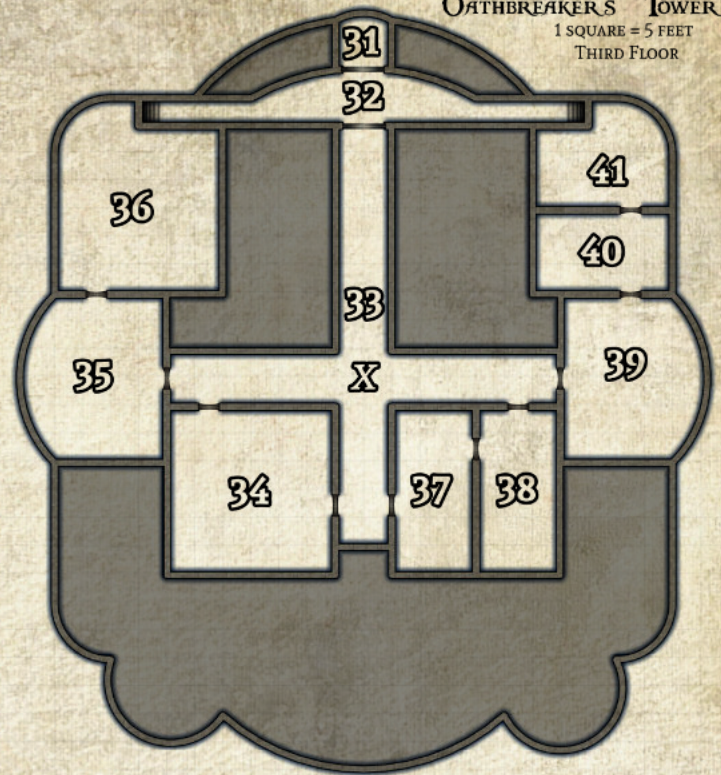
Treasure. On the pedestal next to the experiment table sits an iron clasped dog collar with a simple brass tag that says "Murray" and a keyring with two ornate iron keys. The keys open the door to Seizar's Chamber (area 27) and the Vault. A detect magic or similar effect cast on the dog collar reveals an aura of enchantment magic. It can be used to control the construct dog in Seizar's Chamber.

31. TELEPORTATION BALCONY

This balcony can be reached by characters who fly or by climbing the exterior of the tower. The double doors are arcane locked (see "General Features"). The key to the door can be found in the Pool of Life Trapping (area 39).

This small balcony overlooks the rear of the tower and the rocky face of the hill. A pair of double doors stand under an engraved arch to the south.

Any creature stepping onto this balcony is instantly teleported to the Transfer Room (area 13a) with anything it is wearing or carrying. A *detect magic* or similar effect reveals an aura of conjuration magic coming from the stone floor. This effect is only



triggered by someone stepping into the area from the exterior of the building or through the door from area 32.

32. HALL OF CURSED STATUES

A dozen small statues of fiendish creatures sit on pedestals lining the walls of this hallway. In the center of the hall are two sets of double doors leading to the north and south.

Hazard: Cursed Statues. Any creature that touches any of the statues in this room must succeed on a DC 15 Charisma saving throw or fall under the effects of a *bane* spell that lasts for 1 hour. A *remove curse* spell or similar magic ends this effect.



33. FOG-FILLED HALLWAY

A light rolling smoke that smells faintly of incense tumbles off the ebony walls of this dark hall, covering the floor in a shin-high, foggy blanket.

Under the blanket of fog in this hallway is a carpet of hundreds of brittle bones that crunch underfoot and cause the area to be considered difficult terrain.

Trap: Pit Trap. A 10-foot-wide hinged double trapdoor covers the intersection of the hallway (as noted on the provided map). The trap is entirely hidden by smoke and a covering of bones. Putting more than fifty pounds of pressure on the trapdoor triggers the trap. A creature that triggers the trap must succeed on a DC 20 Dexterity saving throw or take 21 (6d6) bludgeoning damage from falling 60 feet down onto the balcony (area 3a) on the tower's first floor.

34. TRAINING ROOM

A large, raised platform dominates the center of this room. Weapon racks filled with every weapon type line the walls alongside shields painted with an eight-rayed sun.

The Legion of the Golden Rays trained in this room to keep themselves in peak physical condition. Now in undeath, they mindlessly repeat this cycle, endlessly continuing the training that dominated their lives.

Encounter: Undead Trainers. Six former legionnaires have become **wights** and wear the ragged remains of their ancient white and gold armor. In their minds, the characters are devils that need to be destroyed, and, ironically, their battle cry calls upon "the Light" to aid them.

Treasure. The weapons on the walls have turned brittle with time but are worth 1,000 gp to an antiquities collector or 500 gp to a smith who can melt down and reuse the metal.

35. DEAD GARDEN

The ceiling of this chamber is covered in sizable opaque glass panels. The darkness that pervades the tower (see General Features) does not allow any sunlight to filter through. They can be broken through from the exterior and allow entry for characters who climb or fly through them. When the characters first enter this chamber, read aloud the following:

The floor of this chamber is covered in a thick layer of earth, and a blackened tree stands with its branches scraping against a series of darkened glass panels that cover the ceiling. A statue of a robed woman with empty raised hands stands next to a dry stone-lined pool.



Weakened Guardian. The blackened tree is, in fact, a **treant** that is in deep hibernation. It has fought the corruption of the tower for centuries, and without light and water, it is on the verge of death. A character that succeeds on a DC 15 Intelligence (Nature) check recognizes the treant and sees that it needs water to awaken. Placing a *decanter of endless water* (found in area 13) in the statue's hands or using a *create or destroy water* spell or a similar magic effect to create at least 20 gallons of water to fill the pool provides the needed moisture. This water gives the treant enough energy to awaken long enough to speak with the characters. It can answer up to three questions before growing too tired and falling back into its hibernation. It knows the following helpful information if asked:

- It can impart the full story of the temple, and its fall at the hands of the Oathbreaker, as described in the backstory.
- It describes the three keys needed to open the Oathbreaker's prison under the Main Temple (area 3): a golden blade, a golden staff, and a silver chalice that, when placed on the altar, unlocks the catacombs. It does not know where they are.
- It knows that the altar must be consecrated by a person of faith using the high priest's prayer book (found in area 6) and a holy thurible (found in area 36).



36. DESECRATED SHRINE

When the characters first enter the room, read aloud the following:

A simple stone altar stands against the eastern wall under a looming obsidian statue of a winged and horned woman. Her outstretched hand holds the chain to a burning thurible that hangs above the altar, with thick smoke pouring down and carpeting the floor. Kneeling before the shrine in supplication are three shadowy figures that rise in unison and roar in anger at being disturbed.

Hazard: Cursed Smoke. Any creature that breathes in the incense smoke must make a DC 15 Constitution saving throw or be wracked with a coughing fit and have disadvantage on all attack rolls for 1 minute. While coughing, the affected creature cannot cast spells requiring a somatic component.

Encounter: Dark Paladins. Three **wraiths** guard this shrine. Former clerics of Sylvanis, they are caught in an endless cycle of twisted worship at the desecrated shrine that now bears the Oathbreaker's resemblance.

Treasure. The curse on the thurible can be removed by a *remove curse* spell or similar effect. While cursed, any incense burned within it produces the effect described above for 1 hour in a 20-foot sphere around the thurible. Once cleansed of the curse, the thurible can be used in combination with the high priest's prayer book in area 6 to consecrate the altar in the Main Temple (see Desecrated Altar, area 3). If Nithsia (see area 16) is with the party, she instantly recognizes the thurible and how to cleanse it.

37. KITCHEN & STORAGE

The cabinets and shelves of this kitchen are crammed with jars and tins that once held cooking ingredients. Crates and barrels sit stacked against the walls, and a cold hearth has a large cast-iron pot sitting on its side.

The Mad Chef. The **ghost** of Barnabus, a legionnaire chef, haunts this kitchen. His ghostly form floats about the room and performs tasks visible only to him. He completely ignores the characters unless they touch anything on the shelves or tables. If the characters do so, Barnabus flies into a rage and begins to scream at the offending character and tries to possess them to initiate combat with the rest. If the characters spend at least 10 minutes in the room watching the ghost, they see him prepare an illusory meal and then pour what appears to be poison onto it. The ghost then smiles wickedly and carries the imaginary dish through the door into area 38.

38. DINING ROOM

A massive wooden dining table with simple chairs sits in the center of this room under ragged banners bearing the symbol of an eight-rayed sun. A full place setting sits in front of a robed skeleton seated in every chair at the table as if waiting for a meal that never came.

A closer examination of the skeletons reveals they are tied to their chairs with ropes, and it is obvious these people were tortured and killed here. These were legionnaire clerics that were poisoned by their companions as they went slowly mad from the corruption of the tower.

Journal. A small journal is in the pocket of one of the skeletons' robes. It reveals the story of Leromy, a cleric in the Legion of the Golden Rays, and how he and his companions were in the tower on a holy mission to cleanse it of its evil. The journal briefly mentions the "foul corruption of the traitorous Oathbreaker," and ends with the cleric's suspicion that his colleagues plan to kill him.

Speak With the Dead. If the characters use a *Speak with Dead* spell or similar effect on any of the skeletons, a spirit of a legionnaire cleric can impart the following information:

- Any information about the fall of the tower and the Oathbreaker's betrayal as outlined in the backstory.

POOL PRISONERS TABLE

CELL	PRISONER	NOTES	REACTION IF RELEASED
1	Kylrax (bone devil)	The Oathbreaker trapped him in the pool after he questioned her authority.	Attacks all other creatures with glee. Will bargain his life for information if dropped below half his hit points.
2	-	-	-
3	Brunhild Stormhammer (LG female dwarf knight)	A former soldier in the Legion of Golden Rays, she has been driven insane by her captivity.	Joins the party and babbles inanely about devils and the Oathbreaker. If she sees Nithsia (see area 16), Brunhild attacks her and fights to the death.
4	-	-	-
5	A wraith	It wandered in here recently and got trapped after glancing at its reflection.	Attacks the closest living creature and flees to area 36 if dropped below half its hit points.
6	-	-	-



- They do not know how to cleanse the tower of its evil; they fell victim to the corruption and killed each other before they could discover a way.
- They know that the keys to open the catacombs are a sword, a staff, and a chalice, but do not know where they are located currently.
- The chef Barnabas (see area 37) killed them all by force-feeding poisoned food to them.

39. POOL OF LIFE TRAPPING

A ten-foot-wide pool of water sits in the center of this otherwise bare chamber. The stones that edge the pool are adorned with arcane and divine symbols. The water in the pool ripples as if a breeze is blowing across it, and something under the water is glowing.

Hazard: Pool of Life Trapping. The scrying pool of water has been twisted by the tower's corruption and now functions in a similar way as a *mirror of life trapping*. Any creature that peers into the pool must succeed on a DC 15 Charisma saving throw or be imprisoned within one of the pool's extradimensional cells, along with anything it is wearing or carrying. Constructs automatically succeed on the saving throw. The pool has access to six cells, three of which are currently vacant. If the pool traps a creature when all its cells are occupied, it releases one trapped creature at random and replaces it with the new prisoner. The Pool Prisoners table lists the current occupants and how they react to being released.

The pool has two command words. Speaking the word "Imperium" while standing within 5 feet of the pool deactivates or reactivates it. The pool cannot trap creatures while it is deactivated. Speaking the command word "Absolutio" and a cell number frees the creature trapped in that specific cell.

Casting an *identify* spell on the pool reveals its command words and magical properties. The command words are also written in the Oathbreaker's journal found in area 41. The pool can be destroyed by casting a *greater restoration* spell or similar effect to remove the curse. Draining the pool deactivates its magic until it is filled once more. Destroying the pool releases all of the trapped creatures within it at the same time.

Treasure. A small silver key that gives off a soft blue glow sits in the pool. It unlocks the door to the Teleportation Balcony (area 31).

40. WAR ROOM

Banners bearing an eight-rayed sun adorn the walls of this simple room. A large table with chairs sits in the center covered in papers and a large map.

A character who searches through the documents finds battle plans for a war that raged over one thousand years

ago. The records and maps show fiend-troop movements and supply chains as well as enemy positions. The Legion of the Golden Rays used these documents to track down and destroy the remainder of the Oathbreaker's army after her defeat.

Treasure. The ancient map shows settlements and other locations in the surrounding area that have been lost for centuries. These locations may include places of interest to the characters in search of treasure or other artifacts.

41. OATHBREAKER'S CHAMBERS

This trap and its command word are known to Brunhild Stormhammer, imprisoned in the Pool of Life Trapping (area 39). A *symbol* spell set to Death (spell save DC 18) protects the door and is triggered when someone attempts to open it without first speaking the command word "Vita." Closing the door reactivates the trap. When the characters first enter this room, read aloud the following:

Ornately carved mahogany furniture edged in gold leaf fills this magnificent bedchamber. A large painting of an angelic winged and armored woman hangs over a massive bed covered in crushed velvet and silk pillows. Sitting on top of an elaborate desk is a gem-encrusted silver chalice. This room is fit for royalty and is free of the dust and grime that permeate the rest of the tower.

This chamber was once the living quarters of the Captain-General who turned traitor. It has been enchanted with a permanent *unseen servant* spell that has kept it clean for centuries.

Treasure. The painting of Leondra was painted by a famous artist who was then killed by the Oathbreaker, making it his last work. Properly appraised and auctioned, it is worth 5,000 gp.

Hidden Panel. A character who searches the desk and succeeds on a DC 20 Intelligence (Investigation) check finds a hidden button that reveals a secret panel in the back that hides a small leather-bound journal. This journal details the story of Leondra Nightbreaker and explains her frustration at the church's restrictions, which she felt held her back from achieving the true glory she deserved. It reveals that she was in love with Fenian, the temple's high priest, and eventually found herself to be with child. Fenian abandoned her once she told him, and she fell into despair. She abandoned her oaths and turned against everything she once believed and turned against the temple in her rage and anguish. Allying herself with the fiends she once fought against, she became a general at the head of their army and secured immortality for herself and safety for her child. The journal also contains the command words for the Pool of Life Trapping (as described in area 39).

Golden Medallion. In the hidden panel with the journal is a golden sun-shaped medallion (50 gp) that is the key to the Vault (area 25a).

Silver Chalice. The silver chalice is worth 1,000 gp and is one of three keys needed to open the catacombs under the Main Temple (area 3).

RELEASING THE OATHBREAKER

The servants of Sylvanis who were deemed to be among the most faithful were rewarded with interment in the catacombs beneath the temple. When the Oathbreaker broke her vows and took command of the tower, she turned it into her fortress. She raided the catacombs to raise an army of undead to support her army of fiends pulled from the lower planes. When the unknown heroes finally defeated the Oathbreaker, they sealed her within the catacombs and placed a forbiddance spell to trap her. Using the three keys on the cleansed altar releases this binding and opens the catacombs below for Leondra and her devil captains to escape.

Encounter: The Oathbreaker. Once the three keys are placed into the altar (see Opening the Catacombs, area 3), the golden sun on the temple floor opens to reveal a hidden flight of spiral stairs leading down into the catacombs. It also removes the spell trapping the devils inside, allowing them to pour up and out of the stairwell. **Leondra Oathbreaker** (see The Oathbreaker sidebar) and four **spined devils** fly out of the stairwell the instant it is open. In her ecstasy over being freed, Leondra thanks the characters as she promises them a swift death.

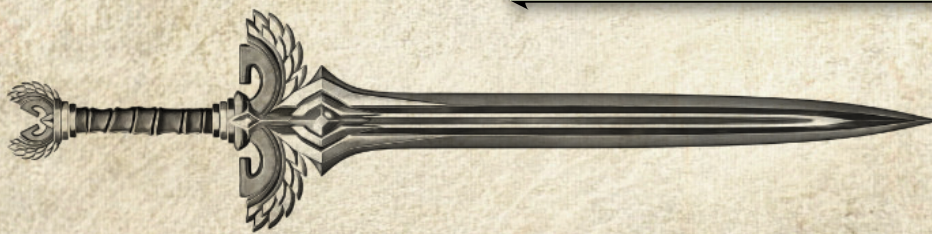
If someone in the party wields the *sunblade* (found in area 11), the Oathbreaker instantly recognizes her former blade and avoids it in frantic fear. She knows that if she is killed by her former sword, it negates her immortality, and she will not be sent to the lower planes upon her death. If Nithsia (see area 16) is with the party, Leondra attempts to persuade her into joining her side and reveals that she is her descendant through the daughter that she left behind when she was imprisoned. This shocking revelation explains the reason for Nithsia being born a tiefling and enrages her, motivating her to end the ancestor that cursed her bloodline. If the party also has the *sunblade*, she will realize what the resonance she felt from it must mean and tells the party to use it to end Leondra.

The Oathbreaker attempts to flee if all of the spined devils are defeated, or she drops below 50 hit points.

THE OATHBREAKER

Leondra Oathbreaker was regarded as a legendary paladin who shone bright with her faith and power. With her long golden hair, bronze skin, and dazzling green eyes, it was said that she could have been an avatar of the goddess of light herself. In exchange for her betrayal, she was transformed into a fiend and gained immortality along with a pair of large feathery wings. The Oathbreaker uses the **erinyes** stat block with the following changes:

- She has max hit points: 216 (18d8 + 72).
- **New Trait: *Legendary Resistance (3/Day)*.** If the Oathbreaker fails a saving throw, she can choose to succeed instead.
- **New Actions: *Legendary Actions*.**
- The Oathbreaker can take 3 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The Oathbreaker regains spent legendary actions at the start of its turn.
- **Attack.** The Oathbreaker makes one longsword attack.
- **Flight.** The Oathbreaker can move up to her flight speed without provoking opportunity attacks.
- **Psychic Breaker (Costs 3 Actions).** Each non-fiend creature within 60 feet of the Oathbreaker must make a DC 19 Wisdom saving throw, taking 26 (4d10 + 4) psychic damage on a failed save, or half as much damage on a successful one.
- **New Actions: *Lair Actions*.** On initiative count 20 (losing initiative ties), the Oathbreaker takes a lair action to cause one of the following effects; the Oathbreaker can't use the same effect two rounds in a row:
 - Shadowy tendrils erupt from a point on the ground the oathbreaker can see within 60 feet of her, creating a 20-foot-high, 10-foot-radius mass. Each creature in the area must make a DC 15 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.
 - Magical darkness spreads from a point on the ground the oathbreaker can see within 60 feet of her, filling a 15-foot-radius sphere until dismissed. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.
 - Part of the ceiling collapses above one creature that the Oathbreaker can see. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 15 Strength check, ending the buried state on a success.

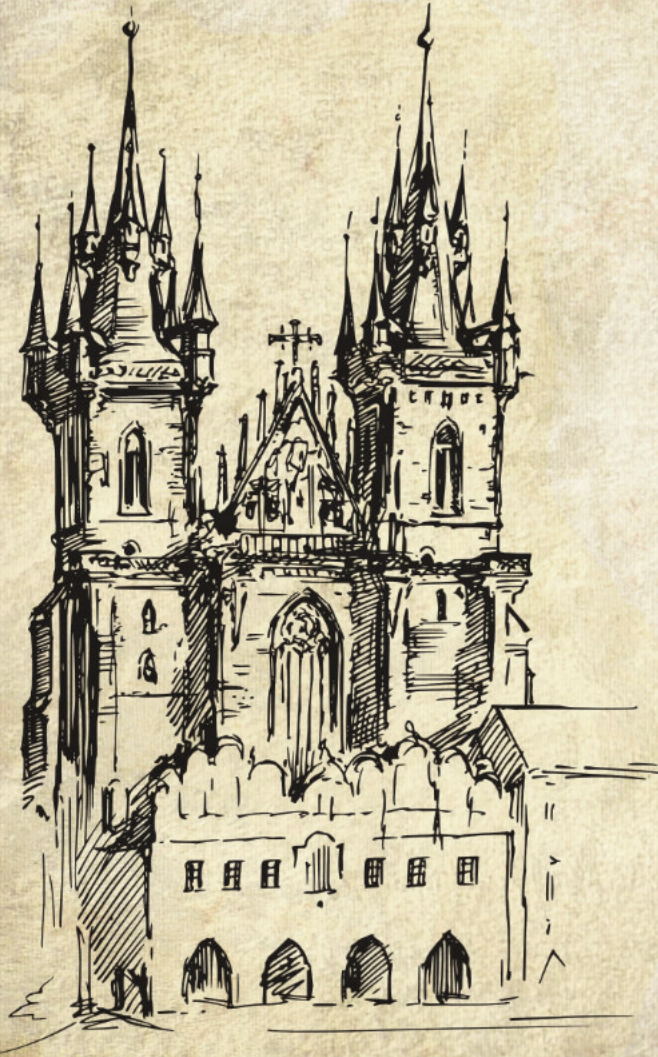


CONCLUSION

If the characters can cleanse the tower of its corruption and defeat the Oathbreaker once and for all, the desecrated area around the temple dissipates over the next 1d3 weeks. The dark cloud and cursed shadow that covered the area disappears, and the faithful of Sylvanis begin to make their way back to the temple and restore it in her name. The locals are thankful for the characters and hail them as champions and heroes, further engraving their legacy into history.

If Nithsia survived and defeated her ancestor, she devotes her life to restoring the temple and erasing her ancestor's evil legacy. She becomes the head cleric of the newly consecrated temple, and the characters have gained a strong and influential ally in the church. If she does not survive, she is held up as a martyr by the clerics of Sylvanis, and her body is interred in the tombs beneath the restored temple.

If the characters were unable to defeat the Oathbreaker and she escaped or was sent to the lower planes, this will not be the last they hear of her. While she takes her time to gather her strength, she now has the characters in her sights and vows to bring back an army of fiends to retake the temple and renew her reign of terror on the land once more. Ω



APPENDIX

This section includes the stat blocks for the dragonborn Paladin Nithsia Shadowblade and the Lesser Gibbering Orb formerly known as the necromancer Seizar the Reviver.

NITHSIA SHADOWBLADE

Medium humanoid (tiefling), lawful good

Armor Class 16 (chain shirt, shield)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)

Saving Throws Con + 5, Wis + 6

Skills Intimidation + 4, Religion + 3

Senses darkvision 60 ft., Passive Perception 13

Languages Common, Infernal

Challenge 8 (3,900 XP)

Spellcasting. Nithsia is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Nithsia has the following cleric spells prepared:

- Cantrips (at will): *light, mending, sacred flame, spare the dying*
- 1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*
- 2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, spiritual weapon*
- 3rd level (3 slots): *beacon of hope, dispel magic, revivify, spirit guardians*
- 4th level (3 slots): *freedom of movement, guardian of faith, stoneskin*

ACTIONS

Multiattack. Nithsia makes two melee weapon attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

REACTIONS

Holy Strike (Recharges after a Short or Long Rest). Nithsia grants a +10 bonus to an attack roll made by herself or another creature within 30 feet of her. She can make this choice after the roll is made but before it hits or misses.



LESSER GIBBERING ORB

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	17 (+3)	20 (+5)	14 (+2)	21 (+5)

Skills Perception +12

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 22

Languages All, telepathy 120 ft.

Challenge 14 (11,500 XP)

Hyper-Awareness. A lesser gibbering orb can see in all directions at once and cannot be surprised.

Flyby. The lesser gibbering orb doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Gibbering. The gibbering orb babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the orb and can hear the gibbering must succeed on a DC 16 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Esoteric Thief. When a creature dies by being swallowed whole (or when a creature killed by the lesser gibbering orb in some other fashion is eaten by it), the lesser gibbering orb absorbs the creature's known spells, prepared spells, and innate magic abilities. The orb can use one of the absorbed abilities per turn as a bonus action. Each originates from an eye that is not producing an eye ray that round. Stolen spells and innate magic abilities are lost after 24 hours.

ACTIONS

Multiattack. The Lesser Gibbering Orb makes three bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) piercing damage. The target is grappled (escape DC 13) if the lesser gibbering orb isn't already grappling a creature, and the target is restrained until the grapple ends.

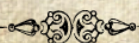
Swallow. The lesser gibbering orb makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the gibbering orb, and it takes 10 (3d6) acid damage at the start of each of the lesser gibbering orb's turns. The lesser gibbering orb can have only one target swallowed at a time.

If the lesser gibbering orb takes 30 damage or more on a single turn from the swallowed creature, the gibbering orb must succeed on a DC 13 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the orb. If the lesser gibbering orb dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Eye Rays. The orb casts three of the following spells as eye rays at random (reroll duplicates), choosing one to three targets it can see within 150 feet of it. The spells have a save DC of 18 and a +10 to hit.

d20 Eye Ray

- 1 *acid arrow*
- 2 *blindness/deafness*
- 3 *chill touch*
- 4 *color spray*
- 5 *enthrall*
- 6 *dispel magic*
- 7 *flaming sphere*
- 8 *grease*
- 9 *hypnotic pattern*
- 10 *inflict wounds*
- 11 *bestow curse*
- 12 *magic missile*
- 13 *ray of enfeeblement*
- 14 *ray of frost*
- 15 *shatter*
- 16 *sleep*
- 17 *slow*
- 18 *scorching ray*
- 19 *lightning bolt*
- 20 *hideous laughter*



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