

A FIFTH EDITION MEGAMODULE

DUNGEONS & LAIRS

TOVIN'S FLYING CASTLE



DUNGEONS & LAIRS MEGAMODULE #1: TOVIN'S FLYING CASTLE

Tovin's Flying Castle is a Dungeons & Lairs Megamodule that combines Dungeons & Lairs modules #41–44. The adventure takes place in the ruins of a flying castle guarded by dangerous wyverns. The heroes will find bloodthirsty vampires, malicious xorn, and fearsome elementals within its bowels.

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RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

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

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

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

LEVEL SELECTION

Before play, know the level you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than the 8th, 11th, 14th, or 17th level, the chart below shows you which version of the adventure you should select for each level. We don't recommend running this adventure for characters with an average party level of less than 8, as it may pose too much of a challenge.



Scaling the Adventure

| Average Party Level | Recommended Adventure Version | Relative Difficulty |
|---------------------|-------------------------------|---------------------|
| 8 | 8th-level | Hard |
| 9 | 8th-level | Medium |
| 10 | 8th-level | Easy |
| 11 | 11th-level | Hard |
| 12 | 11th-level | Medium |
| 13 | 11th-level | Easy |
| 14 | 14th-level | Hard |
| 15 | 14th-level | Medium |
| 16 | 14th-level | Easy |
| 17 | 17th-level | Hard |
| 18 | 17th-level | Medium |
| 19 | 17th-level | Easy |
| 20 | 17th-level | Easy |

CHARACTER ADVANCEMENT AND PLAY TIME

Players who successfully make their way through each section of the flying castle should earn enough experience points to gain at least one level, if not two. The entire flying castle should take three or four game sessions of average length (3–4 hours) to complete.



VILLAGE OF DARKWELL

The village of Darkwell offers a jump-off point for the characters.

HISTORY

Beyond the edge of the material plane within the Shadowfell, Darkwell acts as a border town between the two planes. Founded by exiles driven from the world most of us know, these zealots, extremists, and cultural outliers built a place where they could be truly free from the confines of traditional law and values. In the centuries since, the village has grown substantially. However, actual population numbers are hard to come by as the village is full of transients.

Ruled by the Crimson Circle, a group of aristocratic vampires, fear keeps the locals more or less in line. It's not uncommon for people to vanish around the monthly council meetings, as willing donors can be hard to come by in significant numbers. The circle keeps the peace and protects the village from outside threats and internal strife. The vampire's

involvement occasionally brings the locals into conflict with the Sunlight Citadel, a paladin stronghold stationed on a nearby mountain. There, the sun still reaches from beyond the Shadowfell's border.

These days, adventurers have begun flowing through the village, seeking gold and glory in the Shadowfell beyond. These thrillseekers upset the balance of power. The locals now rely on the newcomers for protection and support rather than the circle. Whispers abound that the Crimson Circle plans to expel or enslave these foolish heroes.

POPULATION

The population of Darkwell consists of approximately two thousand permanent residents of various races and backgrounds. The Pale Elves who call the Shadowfell home comprise over a third of this number, while humans and tieflings make up most of the remaining populace. Despite this, one may find representatives of all humanoid races in the village. A small group of wererats built a village in the caverns below Darkwell. The wererats oppose the vampires' rule but recognize that the vampires' power far exceeds their own.

GOVERNMENT

A group of thirteen aristocratic vampires named the Crimson Circle rule Darkwell from their keep high on the hill overlooking the village. Initially from the material plane, these sanguine sorcerers fled to the permanent darkness of the Shadowfell when inquisitors destroyed their respective lairs during the Great Purge. Though they bickered at first over who would rule, they eventually realized that there was strength in numbers and that they were better off working as one than against another.

With their army of vampiric thralls enforcing their laws and decrees within their lands, the circle's presence is felt at all times by those who call Darkwell home. The vampires make an example of anyone who openly defies them. Usually, the vampires tie at least one screaming flayed body to the village's founding plinth—a simple yet effective reminder of the power they wield.

DEFENSE

The Crimson Circle utilizes an army of semi-vampiric thralls that police the village and surrounding lands. They also employ countless spies amongst the populace to keep an eye on their subjects and let them know when trouble is brewing. Should a greater threat show itself, the circle is not afraid to engage them directly in combat. However, this only happened once in the history of Darkwell. The paladins of the Sunlight Citadel attempted to rout them in the early days of the village's founding.

COMMERCE

The village of Darkwell acts as a waystation between the Shadowfell's deeper settlements and those on the material plane. Countless traders make their way through the village as they go from one plane to another, and all pay a levy to the Crimson Circle for protection. The artisans and merchants who call Darkwell home, on the other hand, tend to specialize in the extreme. Those who fled to this place dealt with dark magics, warped creations, and other taboo practices. As such, travelers may find powerful artifacts and concoctions for sale within the village, though they often come at a steep and sometimes dark price. Though gold is accepted, like most other places, the locals also deal in Bloodmarks.

Each resident of Darkwell must give a certain amount of blood to the circle as a tithe, paid each month. This levy keeps the circle's members fed without depleting their "livestock." Those who can afford to give more can do so in exchange for Bloodmarks, a secondary form of currency in the village.

Since citizens may exchange Bloodmarks in lieu of paying the blood tax, a market sprung up around them. Those who can afford to give more blood sell their Bloodmarks to those who are frail, infirm, sick, or otherwise unable to give in exchange for gold, items, or services rendered.

ORGANIZATIONS

This section details Darkwell's most influential organizations.

Crimson Circle

Composed of thirteen vampire lords, the Crimson Circle is the ruling body that controls the village of Darkwell. In exchange for the blood tax (see above), they protect the populace and oversee the day-to-day operations. In their direct employ are numerous vampiric thralls, undead, and spies that act as their eyes and ears among the people.

Sunlight Citadel

Long ago, before the village's founding, religious zealots braved the dark of the Shadowfell and established a keep high up in the mountains where the last remnants of sunlight reached across the border. Since inception, these paladins sought the destruction of Darkwell. However, the Crimson Circle successfully repelled all attempts to destroy the village.

Now, they operate ironically in the shadows, working on loosening the circle's grip on the people of Darkwell in the hopes of finally driving them out.

The Collective

A few decades ago, a group of wererats named The Collective established a "village beneath the village" in the maze-like sewers and caverns below Darkwell. Unable to pay the blood tax with their "corrupted" blood, they are unwelcome in the village proper and actively hunted down by the circle's enforcers. Now, they live as second-class citizens. Much like the paladins of the Sunlight Citadel, The Collective seek to bring down the Crimson Circle, biding their time until an opportunity presents itself.

The Bonebreakers

Most guilds shy away from places such as Darkwell for fear of what might befall them should they upset the local balance of power. The Bonebreakers have no such fear. A group of hardened mercenaries, hired killers, and adventurers, the Bonebreakers do the jobs the Crimson Circle ignores, refuses, or otherwise doesn't wish to handle. Led by Gurgan Bloodfist, a dwarven fighter who prefers to work with his hands than a weapon, they're slowly becoming a player in the local politics of Darkwell.

IMPORTANT NPCs

This section details Darkwell's most essential NPCs.

Gurgen Bloodfist

Lawful Evil male dwarf veteran

Gurgen loves two things in life: gold and violence. He founded the Bonebreakers as a way to revel in both. Initially, he operated as a bandit terrorizing the countryside. After his enemies caught him, they forced him to choose between death or exile to the Shadowfell: he chose the latter. Gurgen brought his most trusted lieutenants and established a base of operations in the first settlement he came across—Darkwell.

Thalarus Fellwind

Lawful Evil male elven vampire

Thalarus is the face of the Crimson Circle in Darkwell. He acts as the main point of contact for the circle. Often, one might find him wandering the village proper, inspecting it for his peers in the circle. An able combatant, Thalarus travels with only a minimal retinue of guards. He can efficiently dispatch any combatant in one-on-one combat, but he knows his limits and will not engage in a fight he knows he cannot win. He's also an able orator and is skilled in persuasion and deception.

Grek Three-Fingers

Neutral Evil male wererat

Grek leads The Collective. Often, one may find him in the Undermarket, a place in the sewers where people deal in things too vile, even for the streets of Darkwell. Grek is as cunning as he is intelligent. He always has several escape plans ready in case of a raid or attack. Recently, he's been trying to coordinate with Tora Brightfoot to hope they can oust the Crimson Circle together.

Tora Brightfoot

Lawful Good female halfling knight

Tora Brightfoot is the leader of the Sunlight Citadel and the main antagonist to the Crimson Circle's efforts to dominate the region. Her paladins constantly attack those who come and go from Darkwell, hoping to hinder trade and drive a wedge between the village and the outside world. Despite the inherently "evil" actions they are forced to take, they do what they must for the greater good.

Zarron Malexus

Lawful Neutral male tiefling mage

Zarron runs The Raven's Roost, the most famous inn and tavern in Darkwell. He offers travelers a safe place to lay their heads at night where they don't have to worry about getting their throats slit for the coins they carry or the blood in their veins. No one knows from where he hails, nor much about his past. All that's known is he has a smile ready for everyone and is quick to defend his establishment when danger comes knocking.

Venard Valorian

Lawful Neutral male elven priest

Venard is a cleric of a deity that values money and commerce over all else. To honor his god, he built a unique shop, Venard's Valuables, where he buys and sells magical items, antiques, and rare oddities. Stationed in an extradimensional space with entrances across the planes, Venard has also become an information broker, selling his extensive knowledge to the highest bidder.

IMPORTANT LOCATIONS

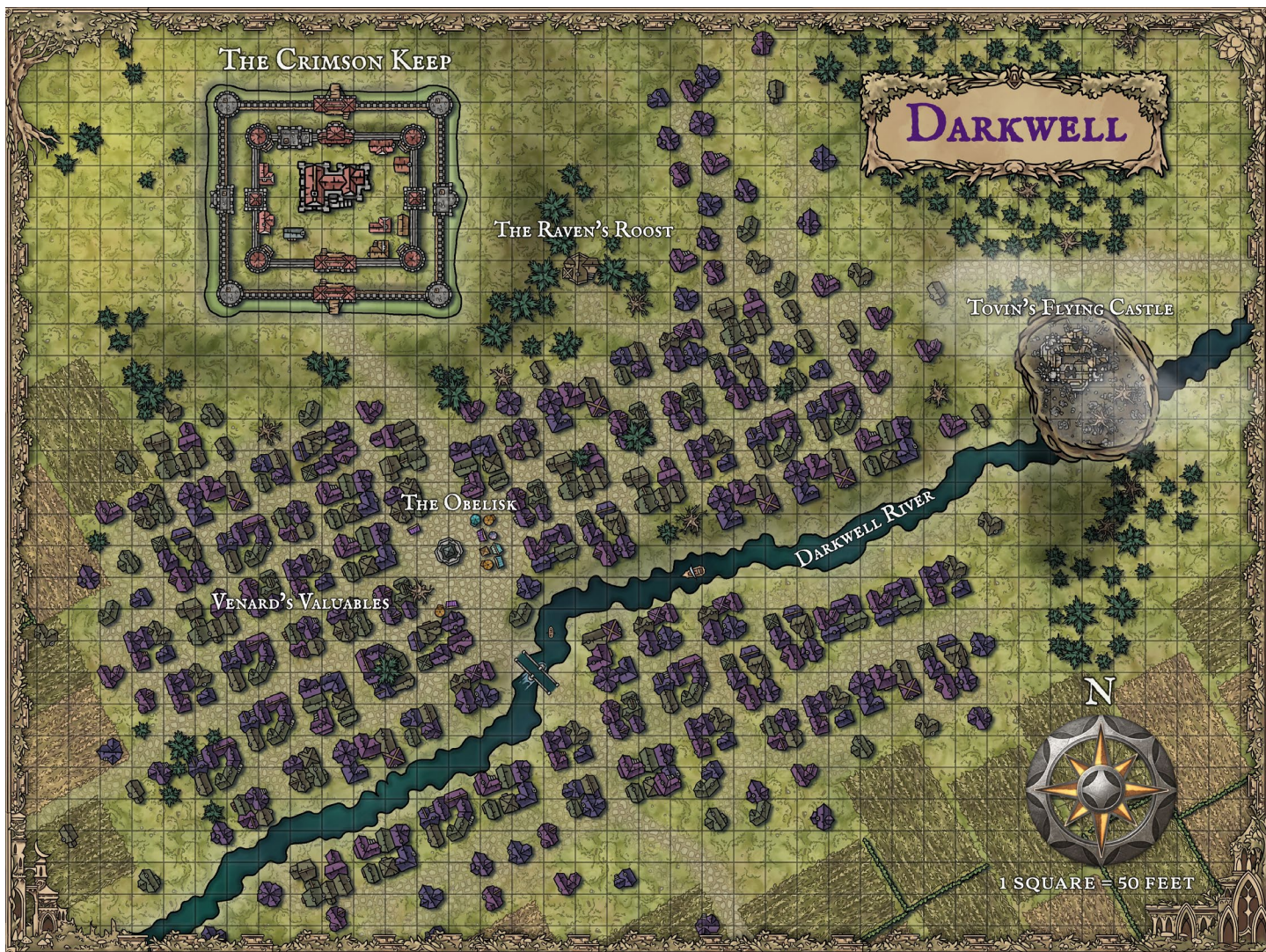
The map on page 6 shows the positions of the following locations.

The Raven's Roost

The local inn and tavern, The Raven's Roost, acts as a safe harbor for those visiting Darkwell. Its owner and proprietor, Zarron Malexus, is a skilled sorcerer who placed various powerful wards and enchantments on the building to keep prying eyes out, weapons sheathed, and the drinks flowing. The citizens of Darkwell direct newcomers to the tavern. After all, it's considered bad form to rob or kill a newcomer before they've had a chance to taste the Raven's fine ale.

The Crimson Keep

Situated high on a hill overlooking the village, the keep acts as the home of the Crimson Circle, the thirteen vampire lords collectively ruling over Darkwell. Built of dark stone and black iron, it stands ominously to remind the circle is always watching. Guarded by countless vampiric thralls, any attempt to breach its gates is bound to fail. If one needs any more convincing, all they need to do is look down into the moat surrounding the keep and look upon the trapped souls of those who previously attempted such folly.



The Obelisk

This dark onyx monument serves as Darkwell's founding stone. The blood of those who've crossed the circle forever stains the stones around it. The vampire lords flay their "examples" alive and chain them to the obelisk—a grim reminder that the circle is as vicious as they are powerful.

Tovin the Disfigured's Flying Castle

Floating high above Darkwell is a strange sight: a floating castle upon a series of stationary rocky platforms. The castle was the home of a strange and peculiar individual, Tovin the Disfigured, who died some years ago. A large sting of wyverns protects the castle's exterior. Inside, magical traps and other terrible creatures guard the motes. Seeing the keep as inconsequential, the vampire council uses it to distract would-be heroes. Rumors persist that Tovin the Disfigured's immeasurable treasure hoard hides within its walls.

Venard's Valuables

A small shop contained within an extradimensional space, Venard's Valuables operates as a waystation across the various planes. Hidden with a demiplane of the owner's design, individuals seeking rare magic items may access it from across the Shadowfell and beyond.

One of the shop's entrances lies in Darkwell and serves as the town's leading source of upscale goods. Run by an albino elf named Venard, the shop rarely involves itself in Darkwell's conflicts. When trouble or—gods forbid—riots occur within the village, Venard closes the Darkwell entrance to his shop and waits for things to settle down.

QUEST HOOKS

If you need a hook to get your characters involved in the Tovin's Flying Castle adventure, roll a d100 or choose from the options on the table on the next page.

RUMORS

Whether they hear it at the Raven's Roost or from a farmer grumbling in their field, Darkwell's population quickly offers the characters numerous leads and rumors that may lead to adventure—or something much worse. Roll a d8 or choose the one you like best.

d8 Rumor

- 1 It's said that a hero lost a weapon of great power in the castle years ago. No one has been able to recover it since.
- 2 Supposedly, old Tovin stole a gem that enabled teleportation. It's said to reside somewhere in his castle.
- 3 The ghost of Tovin's son haunts the castle's lower levels.
- 4 Tovin once owned a statue capable of entrancing and entrapping others by sheer force of will.
- 5 The last group of adventurers to brave the castle never returned.
- 6 There's a vampire in the old castle. He hates the ghost of Tovin's son.
- 7 The castle above lacks an owner, but many dangers still lurk inside.
- 8 Blood comprises the crystals within the bottom of the castle.



ITEMS OF INTEREST

Below are two magic items exclusive to this adventure that the characters might discover in Darkwell or within Tovin's Flying Castle.

The Fangs of Corvus

Weapons (daggers), Legendary, Requires Attunement

The Crimson Circle made these twin daggers from the fangs of a great roc infected with vampirism. The roc served as a mount for one of the Crimson Circle before the Sunlight Citadel's paladins slew it. Now, these weapons hang on the wall of the Crimson Keep.

A wielder may attune both weapons using one attunement slot. They provide a +3 bonus to attack and damage rolls and inflict an additional 2d6 necrotic damage to any creature they strike. The wielder then regains hit points equal to half the necrotic damage dealt.

Additionally, while holding these weapons, the wielder has advantage on any saving throws made to resist any effect that turns undead, resistance to necrotic damage, and gains a flying speed equal to their walking speed.

If the fangs are bathed in daylight for eight hours in an area subjected to a hallow spell and then struck with a bludgeoning weapon wielded by a good-aligned creature, they crumble to dust. Otherwise, they are indestructible.

Sword of the Fading Dawn

Weapon (Longsword), Legendary, Requires Attunement by a Good Aligned Cleric or Paladin

When the paladins of the Sunlight Citadel came to the edges of the Shadowfell to establish their keep, they were gifted many items of power to assist them. One of these was the Sword of the Fading Dawn. Wielded by the leader of the paladins, it serves as a symbol of authority.

The sword provides a +3 bonus to attack and damage rolls. The damage it deals is radiant instead of slashing. The sword has three charges and regains all charges at dawn. The wielder can expend a charge to cast the *daylight* spell. While holding the sword, it sheds bright light in a 15 ft. radius and dim light for another 15 ft. This light is considered daylight.

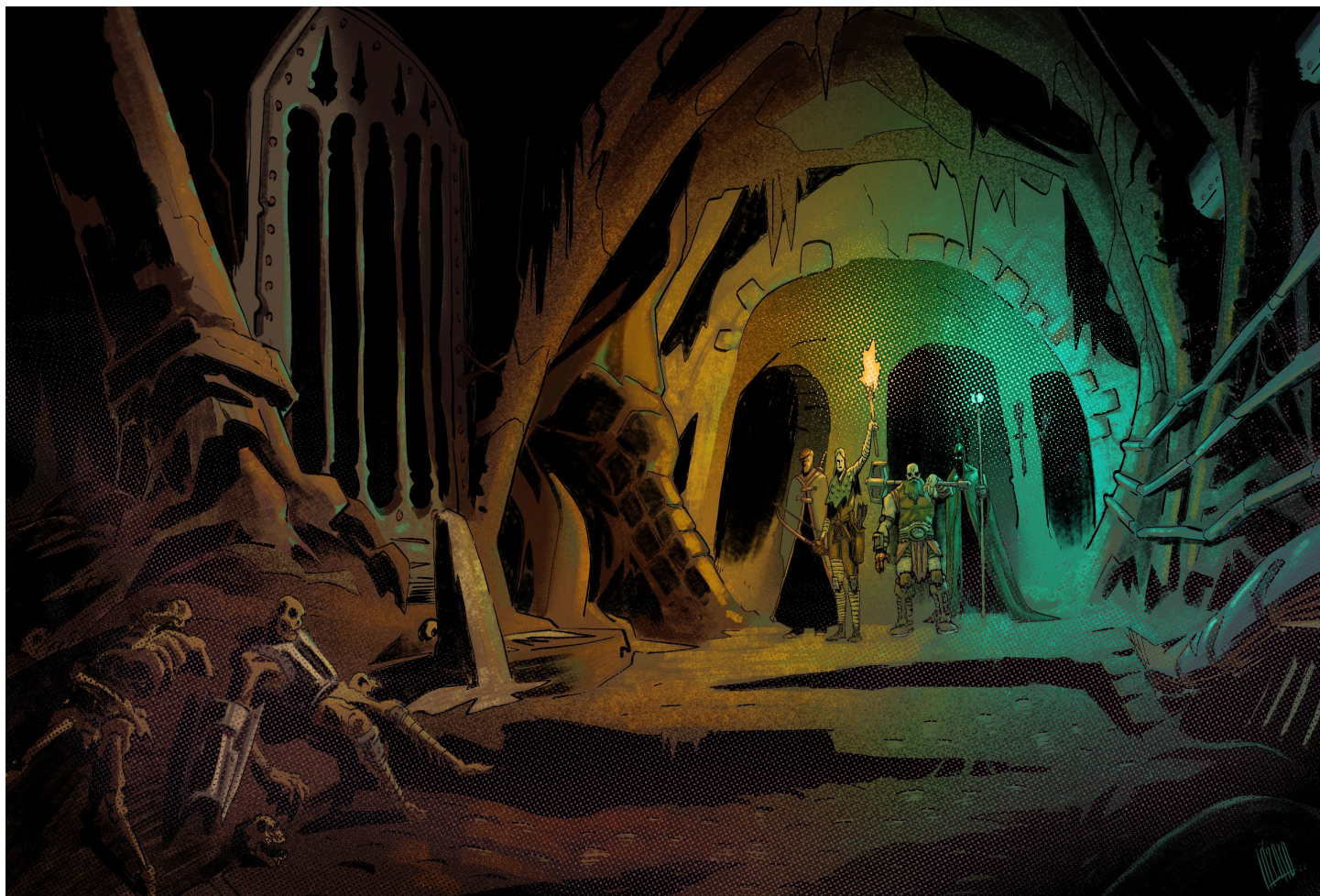
The sword scores a critical hit against undead on a natural roll of 18-20 and deals three times the normal damage on a critical hit instead of double.

Tovin's Flying Castle Quest Hooks

d100 Quest Hook

- 01–05 **Find the Flame Tongue.** An adventurer entered the ruins a few years ago but never returned. Her guildmates want the characters to find proof that she was there. They say she carried a flame tongue longsword at her side. This sword is in area W11.
- 06–10 **Recover the Gem of Instant Teleportation.** Tovin preferred transmutation magic but occasionally dabbled in conjuration, too. Tovin's old colleagues claim that he stole a gem of instant teleportation. Tovin's colleagues will pay 2,000 gp for its return. This gem is in area W13.
- 11–15 **Talk to Harvick.** A great evil lives in the bowels of the flying castle. Scholars believe only the ghost of Harvick, Tovin the Disfigured's son, knows how to rid the castle of this evil. The characters may find Harvick in area W18.
- 16–20 **Save Krivit.** Krivit, a **bugbear** rogue, entered the ruins hoping to find treasure. Instead, she got mesmerized by the Maimed God's statue's remains in area W10. Her friends will pay the characters 500 gp if they return her safely to the ground below the castle.
- 21–24 **Learn the Goodberries' Fate.** A band of adventuring heroes called the Goodberries entered the castle six years ago and never returned. Their ally, a monk named Dazen, wants to know what happened to them. The characters will find an old journal detailing the Goodberries' time in the castle in the following locations: among the gem fragments in area V6, with the magic items in area W3, in the southern xorn cavern (area X6), and the boneyard of area Y3. Dzen will pay 2,500 gp for each part of the journal that the characters recover.
- 25–28 **Slay Harvick.** The vampire Leandro the Wretched sends one of his minions to negotiate with the characters. Leandro believes that Harvick is the one presence in the castle preventing Leandro from transforming it into his vampire lair. If the characters will rid the castle of Harvick, Leandro promises to give them a portion of the treasure he keeps in his hidden chamber. Harvick is in area W18.
- 29–33 **Explore the Castle.** The residents of Darkwell are tired of the castle casting a permanent shadow on their village. They offer to pay the characters 1,000 gp each if they explore the castle ruins and rid it of the dangers there.
- 34–38 **Learn more about the Castle.** A member of the Crimson Circle has important information the characters need to complete one of their quests. However, the noble won't share this information unless the characters explore Tovin's Flying Castle.
- 39–43 **Find Tovin's Lost Treasure.** Throughout his life, Tovin amassed a vast fortune. He employed the wyverns to guard this fortune, which adventurers can likely find in one of the motes. This hoard is in area Y5.
- 44–48 **Recover the Gem Stones.** When the wyverns get bored, they often descend onto Darkwell and make off with shiny things they add to the treasure cache in area Y5. The nobles of the town will pay. Tovin's colleagues will pay half the gems' worth for their retrieval.
- 49–53 **Talk to Wivvy.** A great evil lives in the bowels of the flying castle. Scholars believe that an ancient Wivvy that has been living near the castle for generations knows more about this evil. The characters may find Wivvy in area Y7.
- 54–58 **Save Therron.** Therron, a curious warlock, explored the motes hoping to find treasure. Instead, he fell victim to the paranoia gas in area Y6. Not knowing his fate, his friends will pay the characters 500 gp if they return him safely to the ground below the castle, or half that for what remains of him.
- 59–62 **Slay Brunthilda.** The vampire Leandro the Wretched sends one of his minions to negotiate with the characters. Leandro believes that Brunthilda, the brood mother of the wyverns, is one presence in the castle preventing Leandro from transforming it into his vampire lair. If the characters will rid the motes of Brunthilda, Leandro promises to give them a portion of the treasure he keeps in his hidden chamber. Brunthilda is in area Y5.
- 63–67 **Find Tovin's Experimental Devices.** The Crimson Circle knows that Tovin has hidden devices underneath his castle that may have powers beyond making it fly. They employ the characters to find these devices and either figure out their use or bring at least one of them back.

- 68–71 **Thieves!** A Darkwell noble has been robbed of his gems. All signs point towards the xorn, so they task the characters to find out if any gems are left. (The answer, of course, is no.)
- 72–75 **Talk to the Xorn.** The Crimson Circle fears for the fate of Darkwell if the xorn continue feasting upon the bloodstone. They hope the characters can talk to them and convince them to move on.
- 76–79 **Save Darkwell.** A local mage is convinced that the Flying Castle will end Darkwell. They know not how but hope that if the characters explore it, they will find a way to save the village.
- 80–83 **Slay the Xorn.** Crimson Circle fears for the fate of Darkwell if the xorn continue feasting upon the bloodstone. They task the characters with eradicating the elemental intruders once and for all.
- 84–87 **Find the Ring of Telekineses.** An adventurer entered the ruins a few years ago but never returned. Her guildmates want the characters to find proof that she was there. They say she always wore a *ring of telekinesis*. Leandro slew the adventurer and is now wearing it himself.
- 86–89 **Recover the Expensive Wine.** Tovin amassed a large stash of expensive wine, not always by legal means. One of Darkwell's nobles offers the characters 500 gp for every valuable bottle of his they recover. The wine bottles are in area V1.
- 90–93 **Talk to Leandro.** Sorcha, a dangerous arch-vampire, has been threatening Darkwell for a long time. Scholars believe that Leandro the Wretched might know more about her weaknesses than anyone else. He can be found in area V9.
- 94–97 **Save Hashar.** One of Darkwell's villagers, a man called Hashar, recently vanished. All signs point to him being taken captive by the vampire living in the flying castle. His friends will pay the characters 500 gp if they return him safely to the ground below the castle.
- 98–00 **Slay Leandro the Wretched.** The ghost Harvick wants the characters to remove the vampire Leandro from the undercroft of the castle. Harvick knows Leandro's coffin is behind the crumbled wall in his family's old tomb (area V9). If the characters succeed, he will tell them the location of his father's treasure cache.
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WELCOME TO THE FLYING CASTLE OF TOVIN THE DISFIGURED

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

WHO WAS TOVIN THE DISFIGURED?

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

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

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

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

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

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

FALLING, FALLING, FALLING...

At the outset of this adventure, the xorn below the castle are steadily depleting the island's bloodstone. If the reserves fall below a certain threshold, the island will crash into Darkwell, annihilating the town and its inhabitants.

Though the amount of time the characters have is ultimately up to you, this author recommends that the characters have **24-48 hours** to prepare themselves, travel to the caverns, and clear the infestation.

FUN WITH TRANSMUTATION

So long as the characters cull the xorn threat within the given timeframe, the island's flying transmutation remains intact, and Darkwell remains safe from annihilation. The party's patron gives them the reward that they promised.

Additionally, the characters are rewarded with a small pouch containing 10 bloodstones and an Artisan's Scroll detailing how to enchant a weapon or piece of armor to be Sanguinated. The scroll fails to mention that the enchantment constitutes a powerful curse.

A character with proficiency in Arcana can use 5 bloodstones and smith's tools at a forge to attempt to enchant a nonmagical weapon or piece of armor for 8 hours. To enchant the item, the character must have proficiency in Arcana and succeed on a DC 18 Intelligence (Arcana) check.

The character attempting the enchantment may use additional bloodstones in increments of 5 to in-

crease the efficacy of the enchantment. For every 5 additional bloodstones, the DC of the enchantment attempt is increased by 5, and the relevant effect is increased by +1, up to a maximum of +3.

If the attempt fails, the bloodstones are consumed, and the item must be repaired or replaced.

If the attempt is successful, the bloodstones are consumed, and the item becomes a *sanguinated weapon* or *sanguinated armor* (it cannot be enchanted again).

SANGUINATED WEAPON

Weapon (any), rarity varies (requires attunement)

You gain a +1 (+2, +3) bonus to attack and damage rolls made with this magic weapon. Whenever you cause physical damage (piercing, slashing, or bludgeoning) to a creature, its life energy is absorbed into your body and you restore 3 (1d6) hit points. If this damage is done to an undead creature, however, you instead take 3 (1d6) necrotic damage.

Curse: You feel thirsty... This weapon is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the weapon, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear. Additionally, at the end of each day, if you haven't restored hit points with this weapon, you must succeed on a DC 15 Wisdom check or become compelled to hurt the nearest living creature you see.

SANGUINATED ARMOR

Armor (any), rarity varies (requires attunement)

You have a +1 (+2, +3) bonus to AC while wearing this armor. Whenever you cause physical damage (piercing, slashing, or bludgeoning) to a creature, its life energy is absorbed into your body and you restore 3 (1d6) hit points. If this damage is done to an undead creature, however, you instead take 3 (1d6) necrotic damage.

Curse: You feel thirsty... This armor is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the armor, keeping it within reach at all times. Additionally, at the end of each day, if you haven't restored hit points due to the armor's effect, you must succeed on a DC 15 Wisdom check or become compelled to hurt the nearest living creature you see.



WYVERN MOTES AND TUNNELS

Once attached to the rest of Tovin the Disfigured's flying castle, the portions housing his loyal wyverns have split from the rest of the island over the years. Like the main earth mote, they are held aloft by powerful transmutation magic. The dark shapes of hunting wyverns are visible through the clouds around the area, their piercing screeches audible through the wind.

GENERAL FEATURES

Unless stated otherwise, these locations have the following general features.

Architecture. The wyvern motes are made of natural stone with tunnels and passages carved out by the wyvern's sharp claws.

High Winds. High winds constantly assault the motes. While on the exterior of a mote or flying through the air, these winds impose disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing.

Illumination. This adventure assumes that the castle exists within the demiplane of shadows. There

are no lights, natural or otherwise, throughout the wyvern motes.

Suspended Motes. Once part of a unified whole, the wyvern motes have broken apart from the rest of Tovin's flying castle over the years. The motes hover nearly 2,500 feet above the Venomous Forest below it. A creature that falls from this height without means to stop itself suffers 75 (20d6) bludgeoning damage.

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

Wyvern Patrols. The wyverns have prospered in the years since Tovin's death and swarm the skies around the flying castle. In total, there is one wandering **wyvern** for each level of the adventure. Each time the party travels between motes, there is a chance that they attract the attention of the many wyverns in the region. Have each character and NPC

with the party roll a Dexterity (Stealth) check. If less than half of the group rolls a 14 or higher, a group of wyverns spots them and moves to defend their territory. This can happen even if the adventurers have previously killed all of the wyverns detailed in wyvern mote locations as hunting wyverns return to their home. Additionally, each hour the characters spend on or inside the wyvern motes roll a d8. On a result of 1, a wyvern patrol finds them.

Wyvern Patrol by Level

| Version | Encounter |
|---------|---------------|
| 8 | 1 wyvern |
| 11 | 1d4-1 wyverns |
| 14 | 1d4 wyverns |
| 17 | 1d4+2 wyverns |

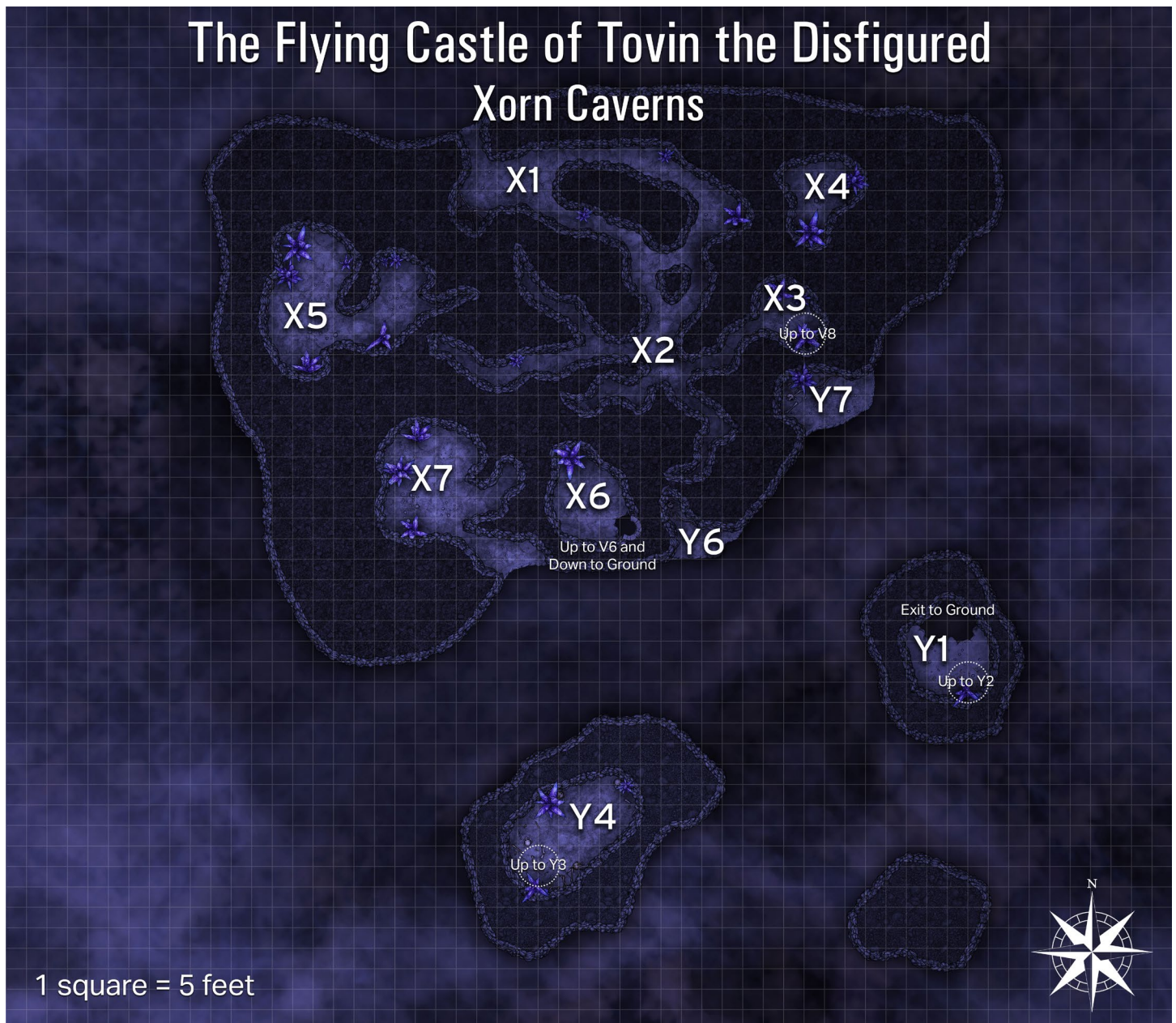
KEYED LOCATIONS

The following locations are keyed to the maps on pages 13 and 16.

Y1 - Entrance Tunnel

The only entrance to the lowest-hovering earth mote is a large hole in its base. A character that succeeds on a DC 12 Wisdom (Perception) check notices signs that the tunnel was created by a creature with long, sharp claws.

The inside of the mote has been hollowed out by claws as well. A purple crystal formation grows from the floor at the room's southernmost point. Above the crystal, a hole in the ceiling leads up to area Y2. The faint sounds of scuffling and animalistic squeaks and growls come from above. A character that succeeds on a DC 16 Intelligence (Nature) check recognizes these as the sounds of young dra-



conic creatures—likely wyverns given their presence around the castle—playing.

Hazard: Single Point of Failure. Unlike other motes which have transmutation crystals (see Transmutation Energy in General Features) hidden within the walls, only a single exposed crystal keeps this mote aloft. The crystal has AC 13, 20 hit points, and immunity to poison and psychic damage. If the crystal takes any damage, the mote begins to shudder and lose altitude. If the crystal is destroyed or suppressed by *dispel magic*, the mote plummets to the ground. Any creature that falls with it takes 75 (20d6) bludgeoning damage and is restrained under a pile of rocky rubble. Spells like *feather fall* or flying speeds are not able to protect characters that are trapped inside the mote when it falls.

Y2 - Nest

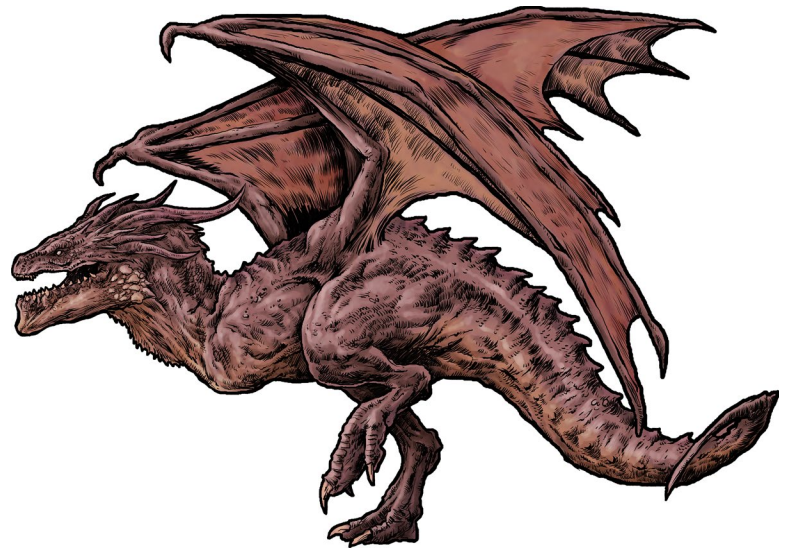
Nesting mother wyverns make their nests in the protected interior of this mote. The cozy bed of twigs, straw, and scavenged animal fur contains around two dozen wyvern eggs and two wyvern wyrmlings. The eggs have AC 13, 2 hit points, vulnerability to bludgeoning damage, and weigh 1 pound each.

Encounter: Nesting Mothers. The number of adult wyverns in this area depends on the level of the adventure. The two **wyvern wyrmlings** (use the **blood hawk** stat block) defend themselves if attacked, but otherwise attempt to hide in the nest. The nesting mother wyverns fight to the death to protect their young, but will not follow the party out of the room if they flee unless the wyvern wyrmlings are slain and their eggs are all destroyed.

Nesting Mother Encounter

| Version | Encounter |
|---------|---|
| 8 or 11 | 2 wyverns |
| 14 | 3 wyverns |
| 17 | 4 wyverns (2 are in the nest and two enter the mote from area Y1 as the party enters the nest) |

Treasure: How to Train Your Wyvern. Young wyverns and wyvern eggs are highly sought after by those with the time and resources to dedicate to training them into guard animals as Tovin once did. Any eggs that survived the fight between the characters and the wyverns are worth 10 gp each. The wyvern wyrmlings are each worth 100 gp. A character that succeeds on a DC 20 Wisdom (Animal Handling) check is able to convince a wyvern wyrmling to follow them willingly.



Y3 - Boneyard

This mote is the preferred eating site for the wyverns and is full of the bones of their victims. Despite that, the area is completely devoid of blood, entrails, and even dirt. A large hole in the western side of the cavern leads deeper into the mote.

A character that succeeds on a DC 14 Intelligence (Nature) check can tell that the meat was eaten off the bones of these animals by a large carnivore. A character that succeeds on a DC 16 Wisdom (Medicine) check can tell that the bones mostly come from various beasts with the odd humanoid thrown in. Some of the skeletons come from recently deceased creatures, making the lack of fresh blood all the more suspicious.

Encounter: Nighttime Scavengers. If the characters enter this area at night, one of the **ruby oozes** (see the Appendix) from area Y4 is scavenging in this area. It retreats through the hole to area Y4 as soon as it detects the characters, bringing its brethren into the fight.

The hole in the floor leads to area Y4.

Y4 - Scavenger

The only entrance to this area is a hole in the ceiling of the southwest corner of the room from location Y3. Wyverns will not willingly enter this location.

The floor of this area is carpeted in red gems. Large purple crystals grow from several spots on the floor. Although the gems appear to be rubies, they are actually a type of ooze. Although Tovin originally brought the oozes to his island to protect his treasure, he quickly ran into issues with them dissolving his treasure and transitioned them into a waste disposal system and false treasure hoard instead.

Encounter: Lurking Oozes. The **ruby oozes** (see the Appendix) attack any creatures that enter the room.

The number of oozes depends on the level of the adventure. During the day, they won't leave the lower part of the mote unless the party provokes them. At night, they follow the characters to the upper chamber (area Y3).

Lurking Oozes Encounter

| Version | Encounter |
|----------|--------------|
| 8 | 2 ruby oozes |
| 11 or 14 | 3 ruby oozes |
| 17 | 6 ruby oozes |

Y5 - Treasure Cache

Tovin hid the bulk of his treasure here and charged his largest, fiercest wyvern to guard it. Ever paranoid, he also set a number of magical contingencies, just in case a flock of angry wyverns wasn't enough to deter any would-be intruders.

Brunthilda the Broodmother is the oldest, meanest wyvern in the area. She never leaves the treasure hoard, using her position as the flock leader to force the other wyverns to bring food to her. She has become lazy over the years and is likely dozing when the characters arrive.

Trap: Alarm Rune. The entrance to the mote is protected by the *alarm* spell. Any living creature other than a wyvern that crosses the entrance sets off an audible alarm, waking Brunthilda up.

Encounter: Alpha Wyvern. On her first turn in combat, Brunthilda roars, calling reinforcements. Brunthilda's nature and that of her allies depend on the level of the adventure, as shown below. This roar also alerts any undefeated wyverns in areas Y1-Y7 of the party's intrusion, who arrive on scene after 1d4+1 rounds.



Brunthilda and her Brood

| Version | Encounter |
|---------|---|
| 8 | Brunthilda (a wyvern with 160 hit points) and 5 young wyverns (use the giant vulture stat block) |
| 11 | Brunthilda (a wyvern broodmother (see the Appendix)) and 5 young wyverns (use the giant vulture stat block) |
| 14 | Brunthilda (a wyvern broodmother (see the Appendix)), 2 wyverns , and 2 adolescent wyverns (use the griffon stat block) |
| 17 | Brunthilda (a wyvern broodmother (see the Appendix)) and 5 wyverns |

Treasure: Tovin's Secret Hoard. The contents of Tovin's treasure hoard depend on the level of the adventure.

Treasure Hoard Contents

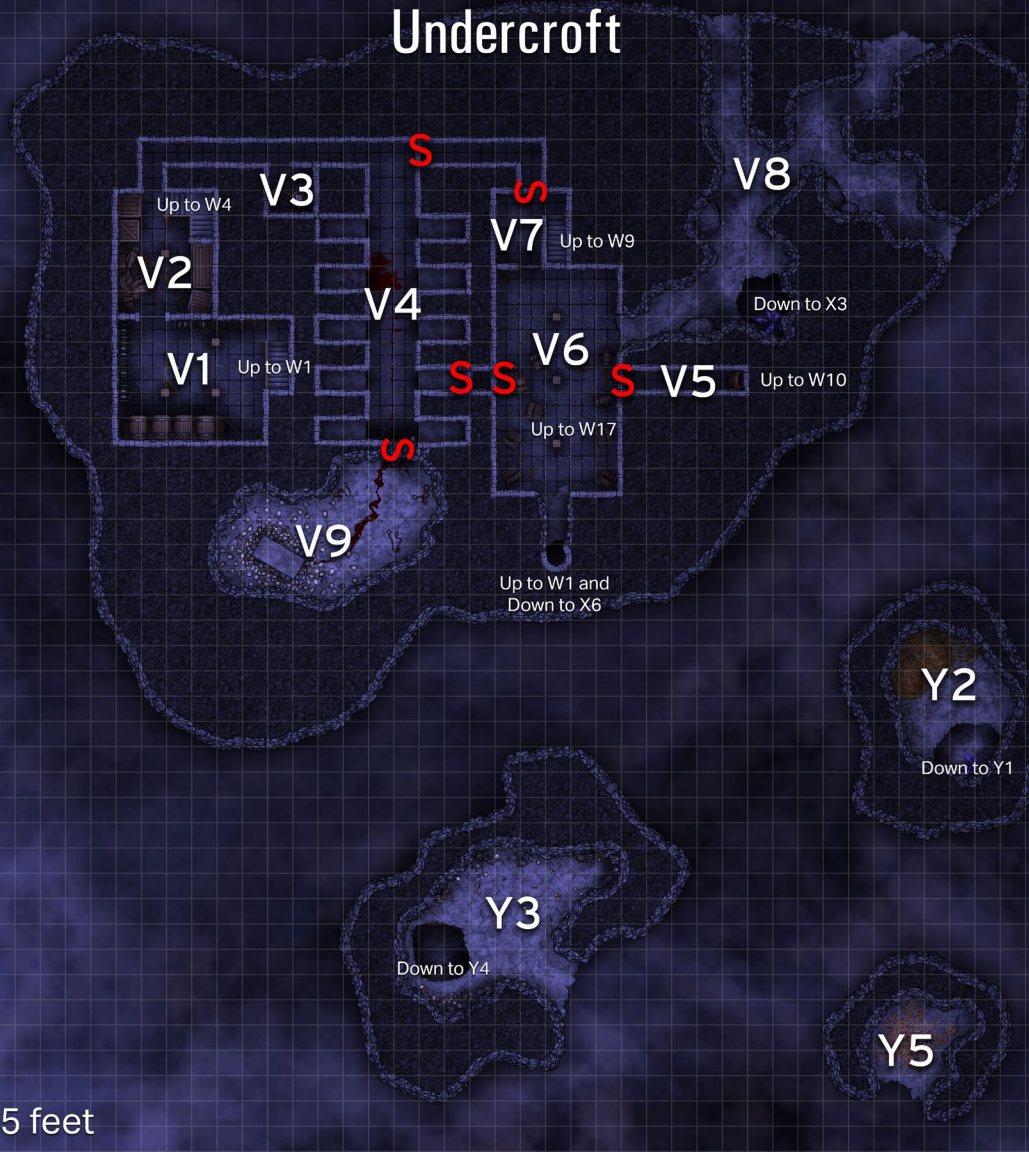
| Version | Treasure |
|---------|--|
| 8 | 1,000 cp, 10,000 sp, 2,500 gp, 70 pp, 2 x diamond (50 gp), 2 x carnelian (50 gp), citrine (50 gp), 3 x zircon (50 gp) |
| 11 | 14,000 gp, 1,200 pp, black pearl (500 gp), diamond (500 gp), 2 x alexandrite (500 gp), 2 x blue spinel (500 gp), topaz (500 gp) |
| 14 | 17,500 gp, 1,700 pp, 2 x agate (1,000 gp), 3 x jacinth (1,000 gp), blue sapphire (1,000 gp), emerald (1,000 gp), fire opal (1,000 gp), opal (1,000 gp), 2 x star ruby (1,000 gp), 2 x yellow sapphire (1,000 gp) |
| 17 | 38,500 gp, 28,000 pp, agate (1,000 gp), 2 x diamond (1,000 gp), blue sapphire (1,000 gp), 2 x emerald (1,000 gp), 2 x fire opal (1,000 gp), 2 x star ruby (1,000 gp) |

Trap: Stop, Thief! If any creature but Tovin picks up any of the treasure, a *glyph of warding* (spell glyph) hidden below the treasure pile activates. The nature of the stored spell depends on the level of the adventure.

Spell Glyph

| Version | Save DC | Spell |
|---------|---------|-------------------------------------|
| 8 | 15 | <i>cloudkill</i> |
| 11 | 17 | <i>cloudkill</i> casts at 7th level |
| 14 | 18 | <i>weird</i> |
| 17 | 20 | <i>weird</i> |

The Flying Castle of Tovin the Disfigured Undercroft



1 square = 5 feet

Y6 - Secret Tunnel

The beginnings of a small tunnel have been carved into the castle mote near its base. A single skeleton lies at the tunnel's end, wedged awkwardly between the stones.

A creature with a passive Perception score of 20 or higher notices tiny spherical holes in the stone at the end of the tunnel. A creature that succeeds on a DC 16 Intelligence (Investigation) check to examine the stone can tell that the stone at the end of the tunnel is not as dense as it should be: tiny holes give it a sponge-like structure. A character that succeeds on a DC 15 Wisdom (Medicine) check can determine that the skeleton belongs to a human man who died with his hands around his own neck.

Trap: Gas Pockets. Ever paranoid, Tovin protected his earth mote from burrowing intruders by creating

a layer of nearly imperceptible gas pockets around its perimeter. The gas within is odorless, colorless, and inert until it is exposed to the air, but any effect that breaks, reshapes, or removes any of the rock releases it and converts it to a much more toxic substance known as paranoia gas.

Any creature that moves within 10 feet of the stone after releasing the paranoia gas must succeed on a Constitution saving throw or take poison damage for the appropriate level of the adventure, as shown below. A creature that fails this saving throw experiences vivid, horrific hallucinations for 1 hour and becomes frightened. While frightened, the creature has disadvantage on Wisdom (Perception) checks and must succeed on a DC 15 Wisdom saving throw before helping or accepting help from an ally.

Paranoia Gas

| Version | Constitution | |
|---------|--------------|------------|
| | Saving Throw | DC |
| 8 | 14 | 22 (4d10) |
| 11 | 15 | 33 (6d10) |
| 14 | 16 | 44 (8d10) |
| 17 | 18 | 55 (10d10) |

The gas lingers in the air for 1 hour after it is released. It can be dispersed earlier by moderate or stronger winds, such as from the *gust of wind* spell.

Y7 - Old Wivvy

This small ledge on the underside of the main earth mote has a large purple crystal growing from its far side. An ancient **wyvern** with rheumy white eyes spends his days perched here.

This ledge is the home of old Wivvy, one of the few wyverns that were around when Tovin and his family still lived. Unlike the rest of the wyverns, Wivvy is not immediately hostile to the characters. Furthermore, his Intelligence score is 8 and he is able to understand Common, allowing any character with telepathic communication abilities to speak with him.

Old Wivvy knows a lot about the layout and occupants of the flying motes, as well as the castle's history. If the characters are friendly, he can tell them the following information:

- ▶ Many wyverns guard the skies. He doesn't know exactly how many because he can't count, but he is certain that the party is outnumbered.

- ▶ Brunthilda the Broodmother lives in the farthest mote (area Y5). She is the biggest, strongest, wyvern. She's in charge and can call the rest of the wyverns to protect her.
- ▶ He isn't sure what happened to the castle's old occupants, Tovin, Gertrude, and Harvick, and he doesn't particularly care. One day they simply stopped coming out and the wyverns were allowed to do what they wanted afterward which suited him fine.
- ▶ Not-food-yet-living water creatures have taken over the castle. They and the wyverns dislike each other immensely.
- ▶ Rock-munchers lurk in the bottom of the largest earth mote. He sometimes hears them chewing through the wall of his ledge behind the crystal.
- ▶ The tunnels into the main earth mote above his ledge to the northeast (area V8) lead to underground buildings full of danger-not-food creatures. The wyverns give it a wide berth.
- ▶ Many looter-seeker-two-legs have tried to enter the castle over the years. Many are killed by the wyverns before they even reach the castle. One tried to make a tunnel on the neighboring ledge (area Y6) but died from choking-not-air. None of the ones that entered ever came out.
- ▶ The purple crystals have been here as long as the castle has existed. He has no idea what they are and, frankly, doesn't care. They're not-food and thus not interesting.

Trap: Gas Pockets. The rocks between Wivvy's ledge and area X3 are filled with gas pockets as in area Y6.





CASTLE GROUNDS AND UPPER LEVELS

GENERAL FEATURES

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

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

High Winds. High winds constantly assault the mote and the ruins atop it. While outside of the castle walls or upon its ramparts, these winds impose

disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing.

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

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

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

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

KEYED LOCATIONS

The maps on pages 20 and 23 show the locations of the areas detailed below.

W1 - Courtyard

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

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

Well Passage. The bottom of the well dropped off the mote a long time ago, taking its ability to hold water with it. The shaft now serves as an access point to the ruins' undercroft and lower tunnels, connecting this area to areas V6 and X6, respectively. Future adventures set in this castle detail these areas.

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



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

W1 Encounters

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

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

W2 - Stables

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

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

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

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

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

On initiative count 10, if the sphere is not full, it moves up to 30 feet toward the nearest creature it can see (it has blindsight 60 feet). If it moves over a pit, a cliff, or other drop-offs, it safely descends until it hovers 10 feet above the ground. Any crea-

ture restrained by the sphere moves with it. The sphere can ram into creatures, forcing them to make the saving throw. If there are no creatures that the sphere can sense outside of itself, the sphere instead moves up to 30 feet towards the edge of the mote. It then leaps off the edge, taking all restrained creatures with it.

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

W3 - Kitchen

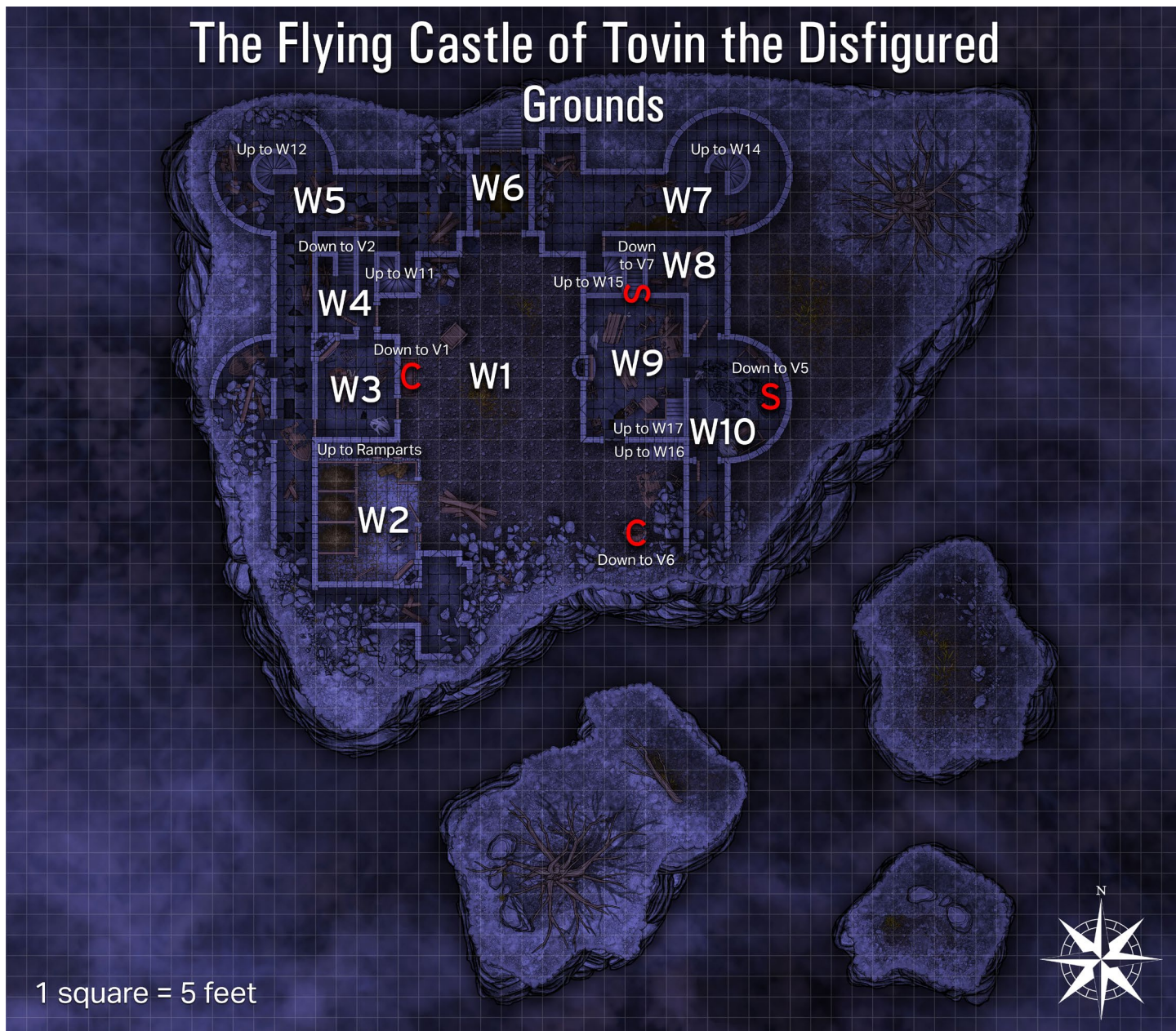
Although the building still stands strong, the inside of this old kitchen hardly resembles its former self.

Encounter: Rogue Guardians. The errant transmutation magic that permeates the castle and its mote animated some of the old kitchen tools in this

room. These creatures are devoid of intelligence and lash out against anything that enters “their domain.” The nature of the encounter depends on the level of the adventure, as shown in the table below. With the exception of the mimic, all creatures are detailed in the appendix of this adventure.

Area W3 Encounters

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



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

Area W3 Treasure

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

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

W4 - Pantry

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

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

W4 Encounters

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

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

Area W3 Treasure

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

W5 - Northwestern Gatehouse

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

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

W6 - North Gate

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

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

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

W6 Encounters

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

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

W7 - Northeastern Gatehouse

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

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

W7 Encounters

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

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



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

W8 - Guardroom

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

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

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

W9 - Greathall

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

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

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

W10 - Temple

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

Hazard: Dark Secrets of the Maimed God. The statue held a minute vestige of the Maimed God. It was part of the reason Tovin went insane. A good-aligned character who successfully recognizes the statue for what it represents must make a DC 13

Wisdom saving throw. The character gains one form of long-term madness on a failed saving throw.

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

W11 - Western Barracks

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

Encounter: Cinderspawn. An undead elemental lingers near the fireplace at the southwestern end of the room. The creature is a **cinderspawn** (see the appendix), the burnt-out undead remnants of a creature of elemental fire. It hates all living creatures for their warmth and seeks to destroy all such beings.

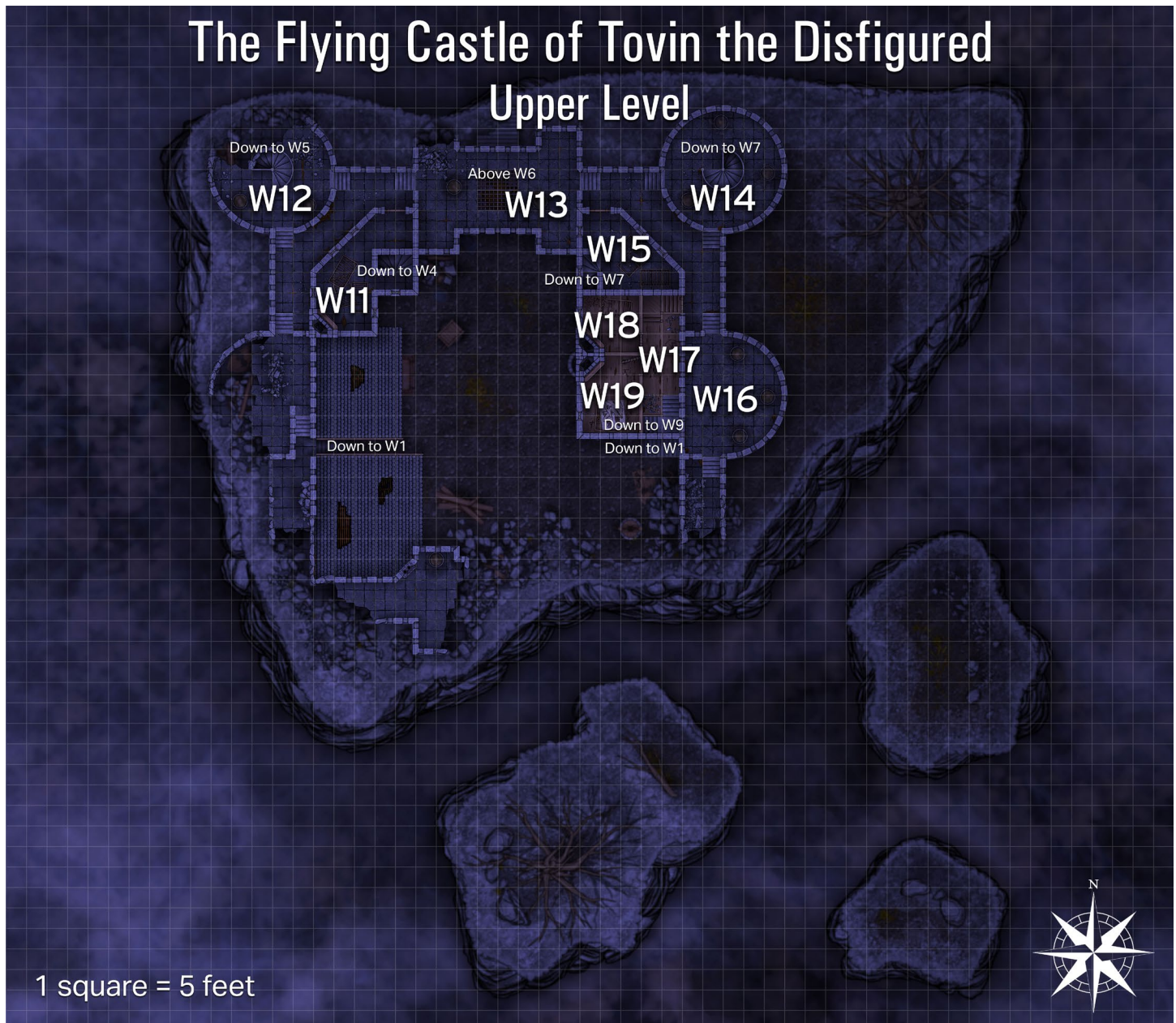
This adventure's 14th- and 17th-level versions feature two **cinderspawn** instead of one.

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

W12 - Northwestern Tower

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

Hazard: Collapsing Ramparts. A Medium or larger creature that enters this area for the first time or





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

Strange Gem Destination

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

W14 - Northeastern Tower

This old tower is still mostly intact.

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

W15 - Eastern Barracks

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

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

Treasure: *Coins*. The hidden compartment holds 2 ep.

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

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

W13 - Barbican

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

W16 - Eastern Tower

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

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

W17 - Ambulatory

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

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

W18 - Harvick's Chambers

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

Encounter: Harvick's Ghost. Harvick, now in **ghost** form, remains within this room, hidden in the Ethereal Plane. Still distraught from his parents' deaths, he whines and moans, lamenting his undead existence. Harvick doesn't wish to leave the castle. He only wishes to avoid the castle's undead dangers, particularly the vampire Leandro the Wretched in the cas-



tle's undercroft. Harvick knows that Leandro hides his coffin behind the rubble wall in the family's old tomb (areas V4 and V9). If the characters are willing to remove Leandro from the castle's undercroft, he will share the location of his father's secret treasure cache in area Y5. Future adventures feature both of these plot hooks.

W19 - Tovin and Gertrude's Chambers

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



LEANDRO THE WRETCHED

Leandro is a disgraced vampire from the demiplane of shadows who is wracked by eternal guilt. Many years ago, when Leandro was known as Leandro the Beautiful, he returned home to find his lover, Isobella, in the arms of another vampire. In a frenzied fury, Leandro murdered the pair in the bedroom where he discovered them. Though Leandro immediately regretted this horrible mistake that he had committed in the throes of passion, guilt would not be the only consequence that he would face. Isobella was the daughter of a powerful arch-vampire known as Sorcha, the Red Queen. When Sorcha learned of her daughter's death, she immediately pursued Leandro, intent on exacting her revenge. But she could never find her child's murderer, for Leandro fled his home and lived in the wilderness for a time, subsisting on the blood of beasts and taking shelter in dank caves. So instead, Sorcha called forth a powerful curse upon Leandro, twisting his handsome features into horrible disfigurements that turned Leandro into a monster. Dismayed by his new condition and unable to face the world, Leandro remained a wandering exile. Soon enough, he stumbled upon the castle of Tovin the Disfigured and decided that its undercroft could serve as a suitable home. It is derelict, but Leandro knows that it is all that he deserves.

UNDERCROFT GENERAL FEATURES

The undercroft of the flying castle had been abandoned for centuries until Leandro moved in. Unless otherwise stated, its features are described as follows:

Flying Castle. The castle's undercrofts sit within a large mote of flying earth that measures approximately 150 feet wide. The mote was once more extensive, but bits of it shed off during the long years the castle set unoccupied. The mote drifts nearly 2,500 feet above the Venomous Forest below it. A creature that falls from this height without means to stop itself suffers 70 (20d6) bludgeoning damage.

Ceilings, Walls, and Floors. The undercroft is built from hewn limestone. Ceilings are approximately 10 feet high and hallways are 5 feet wide. Interior walls are 2 feet thick.

Doors. Many of the undercroft's doors are missing, torn from the hinges. Those that still stand have AC 15, 15 hp, and immunity to poison and psychic damage.

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

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

Secret Doors. There are secret doors throughout the undercroft that were built as part of the castle's original construction. The secret doors are fashioned in the same stone as the surrounding walls and require a successful DC 18 Wisdom (Perception) check to locate.

KEYED LOCATIONS

The map on page 28 shows the locations of the areas detailed below.

V1. Wine Cellar

Wine racks, half empty, line the north and west walls of this cellar. Several casks are stacked atop each other against the south wall. The floor is littered with broken glass and stained with spilled wine.

To Leandro's luck, much of the contents of the wine cellar remained untouched after the castle's abandonment. He has been consuming its contents one bottle at a time.

Treasure: Rare Vintages. There are approximately five dozen remaining bottles in the cellar, most of which have a value of only a few gold pieces each. Three bottles, however, are particularly rare vintages and would sell to the right buyer for 150 gp each. A character who investigates the wine cellar and who makes a successful DC 16 Intelligence (Investigation) check can identify the rare bottles.

V2. Storage

The south door to this room is protected by a magical ward that was placed by Leandro. A character inspecting the door who makes a successful DC 20 Wisdom (Perception) check notices the ward. The ward activates when any creature other than Leandro touches the door in any way. It functions similarly to the *glyph of warding* spell with an explosive runes effect. The ward's DCs and damage are determined by the level of the adventure, as shown on the table below.



| Version | Dispel Difficulty | Dexterity Save | Damage |
|---------|-------------------|----------------|-----------------------|
| 8 | DC 15 | DC 15 | 27 (5d10) lightning |
| 11 | DC 17 | DC 17 | 55 (10d10) lightning |
| 14 | DC 18 | DC 19 | 82 (15d10) lightning |
| 17 | DC 19 | DC 21 | 110 (20d10) lightning |

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

A number of crates, some of which have been smashed to pieces, line the walls of this room. A stone staircase in the northeast corner rises to the castle above. A hallway extends to the north.

The crates in this room used to hold extra rations for the castle that long ago rotted away to dust.

Leandro destroyed some of the crates during one of his drunken rages.

V3. Interrogation Room

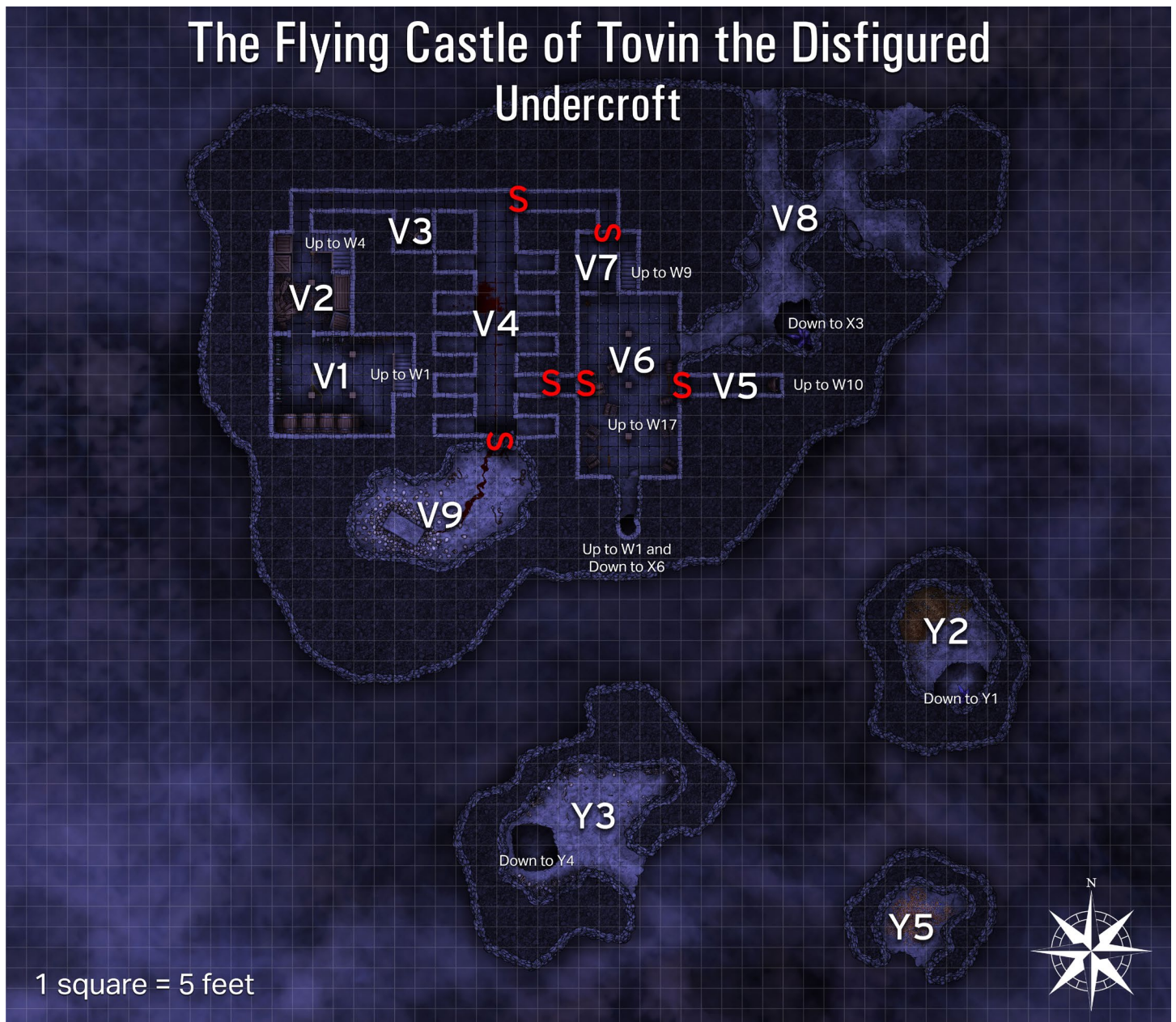
The door to this room is locked. It can be opened with a successful DC 15 Dexterity check using thieves' tools, a DC 22 Strength (Athletics) check, or the key found on Leandro's person. When the characters enter, read aloud:

This room is little bigger than a closet. It is filled with a small circular wooden table and two matching chairs. A man sits at the table, his hands manacled to some unseen anchor point below.

This room was originally used for storage, but Leandro repurposed it to serve as an interrogation room.

Hashar the Captive. The man manacled to the table is Hashar, a native of the nearby village of Darkwell who was captured by Leandro while out on a hunt beyond the borders of the village (LN human **commoner**). Hashar has a curly mess of black hair, grey-speckled stubble, and a left eye that wanders independently of his right. He is grateful that the party might free him and can share with them how he was captured by Leandro as well as the following information:

- ▶ Leandro was going to feast on him but kept him alive when he learned that Hashar sometimes performs manual labor for Sorcha, Isobella's mother, at her estate on the outskirts of the village.



- ▶ Leandro asked Hashar if Sorcha ever spoke about him. Hashar has no awareness of what Leandro might be talking about and never heard Sorcha speak of Leandro.
- ▶ Leandro is not in his right mind and believes that Hashar was planted by Sorcha or knows something about Sorcha that he is keeping from Leandro. He returns to the room every day to interrogate Hashar, but Hashar has no more information to provide.
- ▶ Hashar believes Leandro will kill him soon.

Leandro can be freed from his manacles with a successful DC 15 Dexterity check using thieves' tools, a DC 22 Strength (Athletics) check, or the key found on Leandro's person. If freed, he asks the characters for their help in escaping the flying castle.

V4. Crypts

The walls of this ten-foot-wide corridor are lined with five alcoves each, all filled with a stone sarcophagus, except for the southeasternmost alcove. Each sarcophagus bears an identical runic symbol on its lid. The south wall of the corridor has partially collapsed, leaving a pile of rubble.

A character who makes a successful DC 16 Intelligence (History) check can identify the runic symbol on the lid of each sarcophagus as the identifying insignia of the mage Tovin the Disfigured, the architect and original owner of the castle. The southeasternmost alcove previously held a sarcophagus but Leandro pulled it into the adjacent cavern to the south to use it as his resting place in an area a little more private. A character inspecting the empty alcove and the surrounding area who makes a successful DC 14 Intelligence (Investigation) check notices scrape marks on the stone floor that lead toward the collapsed wall at the south end of the room.

Encounter: The Living Dead. Tovin the Disfigured carried out transmutational and alchemical experiments on subjects who were not always willing. In a twisted show of respect, Tovin buried those who died during his experiments in the crypts of the undercroft. Years later, the circumstances of their death and the necrotic energies of the plane of shadow have stirred the bodies, which will rise from their sarcophagi and attack any living creatures that enter the crypts, fighting until they are destroyed. As Leandro himself is undead, his presence has not disturbed the crypt's occupants. The nature of the crypt's occupants depends on the level of the adventure, as shown in the table below.

| Version | Creatures |
|---------|--|
| 8 | four wights |
| 11 | four wights and two wraiths |
| 14 | four wights and four wraiths |
| 17 | three wights and six wraiths |

Treasure: Sarcophagi. Tovin buried each of his test subjects with a piece of his jewelry as a show of gratitude for their service. Every sarcophagus contains a single piece of jewelry such as a ring, necklace, or brooch. There are ten pieces total, each averaging approximately 50 gp in value.

Secret Passageway. The collapsed rubble of the south wall conceals a small tunnel that leads to Leandro's lair. A character who makes a successful DC 12 Wisdom (Perception) check notices a suspiciously placed boulder that, when pushed aside, reveals the chamber beyond.

Secret Doors. A secret door at the north end of the crypts connects to a hidden corridor that leads toward the undercroft's secret treasury. A second secret door at the back of one of the alcoves also connects to the secret treasury.



V5. Hidden Corridor

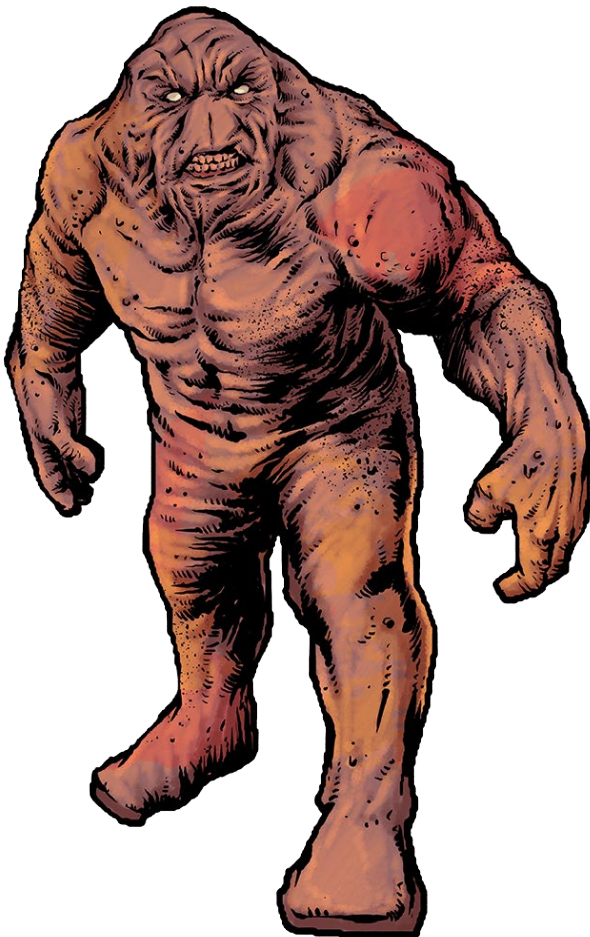
A secret door connects this corridor to the adjacent treasury. A ladder at the east end of the corridor rises to a trap door in the ceiling above.

V6. Secret Treasury

Several open and empty chests are scattered about this otherwise bare chamber. Portions of the south and east walls have given way to reveal natural stone tunnels beyond.

Tovin the Disfigured used this secret treasury to store much of his wealth. The treasury is now empty, however, due to a faction of hungry xorn that live in the stone and earth below and surrounding the castle and its undercroft, who ate through the locks on the chests and indulged themselves in the treasure held within them. The stone tunnels that connect to this chamber were dug by the wyverns that surround the castle, who were hoping to create a burrowed nest for themselves, but turned back when they hit the treasury and were scared off by the golem(s). The tunnels connect to other areas of the castle and the surrounding rock.

Encounter: Treasury Guardian. Tovin built a guardian to protect the treasury. The xorn, however, with their ability to meld through stone, were able to gradually consume all of the treasure within the



treasury without alerting the guardian(s). The guardian(s) now watches over an empty treasury, unaware of the theft. It attacks/they attack any living creatures that enter. The nature of the guardian(s) depends on the level of the adventure, as shown on the table below.

| Version | Creatures |
|---------|---|
| 8 | a stone golem |
| 11 | two clay golems |
| 14 | an iron golem with 280 hit points that makes three attacks as part of its Multi-attack |
| 17 | an iron golem and a stone golem |

Treasure: Gem Scraps. A few gem fragments left behind by the xorn are scattered throughout this chamber. They total 100 gp in value.

Secret Doors. Secret doors in the west and east walls of the treasury lead to the crypts as well as to a hidden corridor that connects to the upper level of the castle, respectively.

V7. Landing

This small room connects the undercroft's secret treasury with the upper levels of the castle. If the party has not already explored the secret treasury, they can hear the thudding sounds of heavy footsteps coming from beyond the door in the south wall.

Secret Door. A secret door in the north wall of this room connects it to a hidden corridor that leads to the crypts.

V8. Wyvern Tunnels

This small network of tunnels connects to the undercroft's secret treasury as well as to another network of tunnels below, where the xorn make their primary lair.

Encounter: Lingerin Xorn. As the xorn lair in a tunnel network below the undercroft, they are likely to hear the party traversing these tunnels above them. The xorn, looking for more treasure to eat and believing that anyone traveling the tunnels above might be carrying some, will confront the party. Rather than attacking the party immediately, the xorn may instead attempt to beg or barter with them for any treasure they might be carrying. The nature of the xorn depends on the level of the adventure, as shown in the table below.

| Version | Creatures |
|---------|---|
| 8 | two xorn |
| 11 | three xorn |
| 14 | five xorn |
| 17 | five sanguinated xorn (see the Appendix) |

V9. Leandro's Lair

A stone sarcophagus is surrounded by a scattered pile of hundreds of humanoid skulls at the far end of this natural chamber in the rock. Sets of chains and manacles are bolted to the east and west walls.

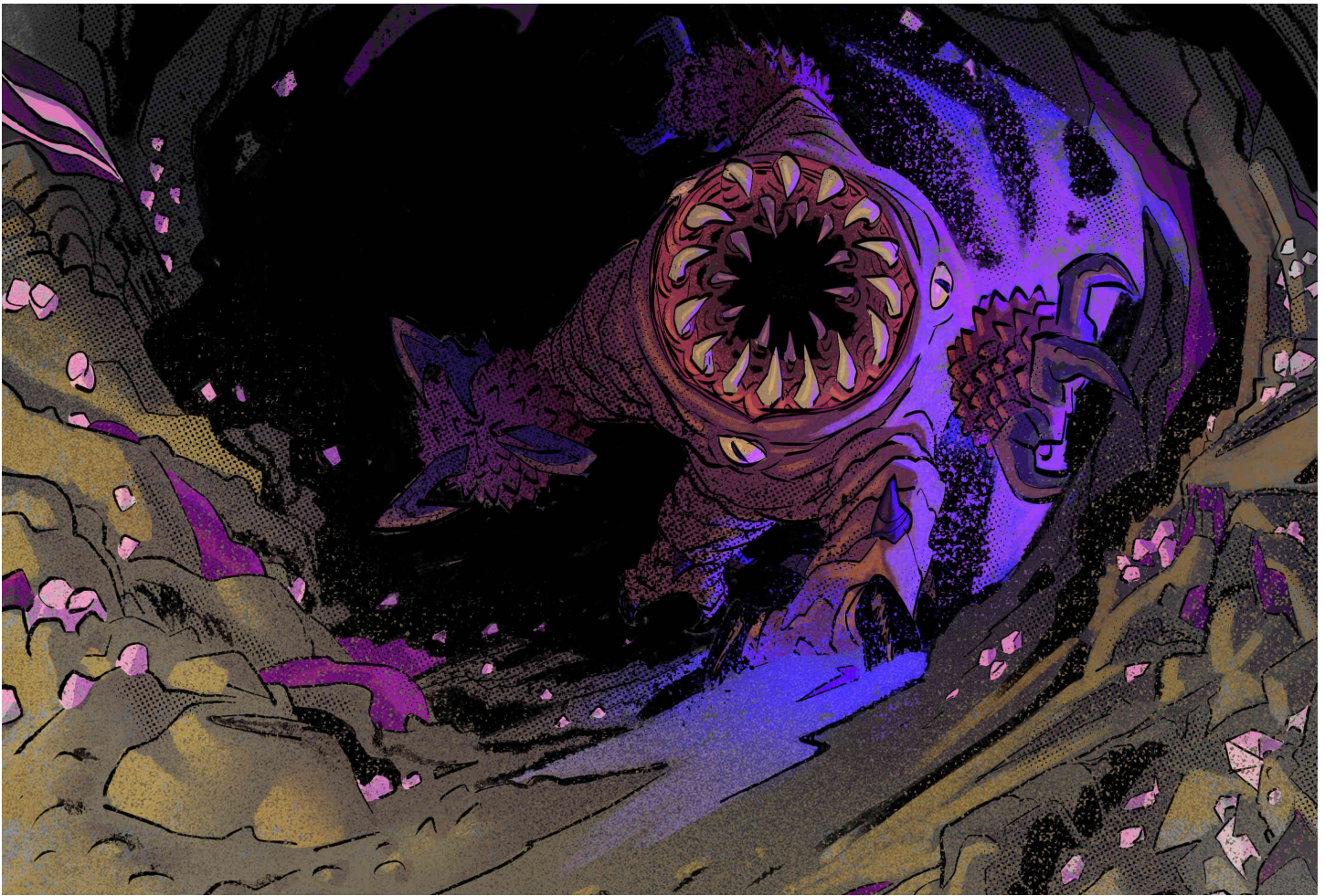


Leandro has developed a taste for flesh and has a particular liking for skulls; he enjoys peeling the skin with his teeth and licking the eye sockets and other crevices clean with his tongue. Once the skulls are stripped bare, he simply tosses them to the ground. Leandro sometimes uses the chains to hold prisoners that he wants to savor for a while before disposing of them.

Encounter: Leandro the Wretched. Because of the curse that afflicts him, Leandro does not resemble a typical vampire. His arms and legs are disproportionately long, his nails have grown into twisted claws, his fangs extend down below his chin, and his large brow makes him look unintelligent and brutish. He wears tattered finery stained with dirt, sweat, blood, and wine. When the characters confront him, Leandro is likely to be sitting on top of his sarcophagus indulging himself in multiple bottles of wine. He is probably drunk; the alcohol slurring his speech slightly and making him hiccup uncontrollably. If given the opportunity, he may briefly engage the characters in conversation, asking about their motives and wallowing in self-pity. If reduced to one-quarter of his hit points or fewer, Leandro takes on a gaseous form in an attempt to escape. Leandro's statistics depend on the level of the adventure, as shown on the table below.

| Version | Leandro's Statistics |
|---------|--|
| 8 | Leandro uses vampire statistics. |
| 11 | Leandro is a vampire with 200 hit points and AC 19. |
| 14 | Leandro is an elder vampire with 300 hit points and AC 20. He can make three attacks as part of his Multiattack action. |
| 17 | Leandro is an elder vampire with 300 hit points and AC 20. He can make three attacks as part of his Multiattack action. Additionally, the skulls at his feet animate and rise to form a bone swarm (see the Appendix). |

Treasure: Leandro's Person. On Leandro's person is a *ring of telekinesis* and a keyring that unlocks the interrogation room of the undercroft (area V3) as well as the set of manacles within.



THE XORN TUNNELS

The tunnels below the castle contain the source of the transmutation energy responsible for its levitation. It also contains hungry xorn.

GENERAL FEATURES

The following features are common throughout all areas of the caverns and are printed here for ease of reference:

Flying Castle. The castle's ruins sit atop a large mote of flying earth that measures approximately 150 feet wide. The mote drifts nearly 2,500 feet above the Venomous Forest below it. A creature that falls from this height without means to stop itself suffers 70 (20d6) bludgeoning damage. Multiple entrances allow access to the undercroft and castle ruins above the caverns.

Size & Dimensions. The ceilings within each area of the caverns are 10 feet high unless stated otherwise.

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

Surface Detail. Blood has been seeping into the

caverns for generations; the rock and stone here are covered in sticky red tendrils, something plant-like that bleeds when cut or broken but is otherwise harmless.

Isolated Caverns. Certain areas are isolated and cannot be reached except by magic or brute force; these areas will be denoted as such, along with how many feet of rock separates them from adjacent areas. Characters can break through five feet of rock per hour using appropriate tools, or take a level of exhaustion and break through 10 feet of rock per hour instead. Dwarves can automatically tell the shortest route through the rock (i.e. if an isolated area is 5 feet of rock away from area X, and 10 feet of rock away from area Y, dwarves can tell which would be the quickest way).

Note: Because of the high amount of wind activity, it's assumed that the characters can tell where an isolated cavern is (and thus where to dig) by listening intently.

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

TOVIN'S EXPERIMENTAL DEVICES

Bloodstone, the magical gem that maintains the island's flight-enchantment, can be found in abundance within the caverns—but that's not all that's hidden within these depths. Alongside these gemstones are the very machines they were meant to power, ancient devices that Tovin cast aside for one reason or another. Whenever one such machine is present in an area, it will be denoted like so:

Tovin's Experimental Devices. There's a strange-looking machine here. It looks like it could be activated with a bloodstone. If activated, roll on the Tovin's Experimental Devices table on page 6. A character with proficiency in Arcana may know the device's function before choosing to activate it (in which case you roll on the table *before* it's activated).

To see which device is present in the room, roll on or choose from the Tovin's Experimental Devices table below.

Note: Activating an experimental device always costs 1 bloodstone.



Tovin's Experimental Devices

d6 Device - Effect

- 1 **Dormant Golem** - A **flesh golem** follows the characters and protects them for 1d4 hours. It can be ordered to dig 5 feet of rock away per hour (in addition to the characters' progress). After the time limit expires, the golem collapses into a bubbling pool of blood.
 - 2 **Unstable Orb** - Once activated, the orb begins to swell and pulsate with energy. The orb weighs 5 pounds and can be thrown up to 20 feet. On impact, it explodes with arcane fire, dealing 14 (4d6) fire damage to everything in a 10-foot radius. A creature in the area takes only half the fire damage if it succeeds on a DC 16 Dexterity save. If unused, the orb explodes after 1d4 hours; it visibly grows increasingly unstable as time passes.
 - 3 **Miniaturization and/or Embiggening Device** - A platform large enough for a medium-sized creature to stand on. When activated, it either enlarges or reduces the size of the creature standing on it (as if by the spell *enlarge/reduce*, treating the creature standing on the platform as willing) for 1d4 hours. To determine which effect happens, roll a d6: on a 1-3, the creature is enlarged, and on a 4-6, the creature is reduced.
 - 4 **Teleportation Device** - A series of electrodes attached to some kind of helmet. When activated, roll a d6. On a 1-2, the character wearing the helmet is teleported to area X4; on a 3, area X5; on a 4-5, area X6; and on a 6, area X7. Each use of the helmet requires another bloodstone. The helmet breaks after 1d4+1 uses.
 - 5 **Memory Hole** - A disc-like device that, when activated, plays back a message inscribed by Tovin; the message can range from something important to something mundane (GM's discretion). The message can be erased, allowing the characters to record a message of their own.
 - 6 **Jet Pack** - A large, clunky, and uncomfortable device that straps to the back of a medium-sized creature. Cannot be worn in conjunction with medium or heavy armor. When activated, the creature wearing the device gains a flying speed of 10 feet. The device requires a bloodstone for every 50 feet of flight. The device breaks after 1d4+1 hours.
-

KEYED ENCOUNTER LOCATIONS

The following locations are keyed to the map of The Xorn Tunnels on page 35. The stat blocks for the sanguinated xorn and blood shardlings that appear in the tunnels can be found in the Appendix.

X1 - North Cavern

Cavern Entrance. Characters can gain access to the caverns by flying into the north edge of this area.

Encounter: Blood Shardlings & Sanguinated Xorn. Several pieces of bloodstone have awakened in undeath and become hostile to the living. Depending on the APL, a sanguinated xorn may be present as well. The xorn will ignore the characters, content to contemplate the wondrous bloodstone, so long as it isn't attacked. Refer to the table below for more encounter information.

Blood Shardlings

| Version | Statblocks |
|---------|--|
| 8 | 3 blood shardlings |
| 11 | 5 blood shardlings |
| 14 | 7 blood shardlings |
| 17 | 7 blood shardlings, 1 sanguinated xorn |

Treasure: Bloodstone. After the creatures in this area are slain, the characters may be able to recover their precious bloodstone. For every creature that the characters defeated, roll a d6; for every result of 5 or 6, the characters find 1 bloodstone.

X2 - Central Cavern

Tovin's Experimental Devices. There's a strange-looking machine here. It looks like it could be activated with a bloodstone. If activated, roll on the Tovin's Experimental Devices table on page 6. A character with proficiency in Arcana may know the device's function before choosing to activate it (in which case you roll on the table *before* it's activated).

X3 - East-Central Cavern

Undercroft Entrance. A hole in the ceiling connects this area with area V8 directly above it and can be used as an entrance to the castle's undercroft.

Tovin's Experimental Devices. There's a strange-looking machine here. It looks like it could be activated with a bloodstone. If activated, roll on the Tovin's Experimental Devices table on page 6. A character with proficiency in Arcana may know the device's function before choosing to activate it (in which case you roll on the table *before* it's activated).

Encounter: Sanguinated Xorn & Blood Shardlings. A sanguinated xorn is hiding along the rock wall. De-

pending on the APL, some blood shardlings may be present as well. The xorn will ignore the characters, content to contemplate the wondrous bloodstone, so long as it or the bloodstone aren't disturbed. Refer to the table below for more encounter information.

Sanguinated Xorn & Blood Shardlings

| Version | Statblocks |
|---------|--|
| 8 | 1 sanguinated xorn |
| 11 | 1 sanguinated xorn, 1 blood shardling |
| 14 | 1 sanguinated xorn, 2 blood shardlings |
| 17 | 1 sanguinated xorn, 3 blood shardlings |

Treasure: Bloodstone. After the creatures in this area are slain, the characters may be able to recover their precious bloodstone. For every creature that the characters defeated, roll a d6; for every result of 5 or 6, the characters find 1 bloodstone.

X4 - Northeastern Cavern

Isolated Cavern. This area is isolated: 10 feet of rock separates it from the eastern edge of area X1, and 5 feet of rock separates it from the northern edge of area X3.

Tovin's Experimental Devices. There's a strange-looking machine here. It looks like it could be activated with a bloodstone. If activated, roll on the Tovin's Experimental Devices table on page 6. A character with proficiency in Arcana may know the device's function before choosing to activate it (in which case you roll on the table *before* it's activated).

X5 - Western Cavern

Isolated Cavern. This area is isolated: 15 feet of rock separates it from the western edge of area X1, and 5 feet of rock separates it from the western edge of area X2.

Tovin's Experimental Devices. There's a strange-looking machine here. It looks like it could be activated with a bloodstone. If activated, roll on the Tovin's Experimental Devices table on page 6. A character with proficiency in Arcana may know the device's function before choosing to activate it (in which case you roll on the table *before* it's activated).

Encounter: Sanguinated Xorn & Blood Shardlings. Two sanguinated xorn are hiding along the rock wall. Depending on the APL, some blood shardlings may be present as well. The xorn will ignore the characters, content to contemplate the wondrous bloodstone, so long as they or the bloodstone aren't disturbed. Refer to the table below for more encounter information.

Sanguinated Xorn & Blood Shardlings

| Version | Statblocks |
|---------|--|
| 8 | 2 sanguinated xorn |
| 11 | 2 sanguinated xorn, 2 blood shardlings |
| 14 | 3 sanguinated xorn, 3 blood shardlings |
| 17 | 4 sanguinated xorn, 3 blood shardlings |

Treasure: Bloodstone. After the creatures in this area are slain, the characters may be able to recover their precious bloodstone. For every creature that the characters defeated, roll a d6; for every result of 5 or 6, the characters find 1 bloodstone.

X6 - South Cavern

Cavern Entrance. Characters can gain access to the caverns by flying underneath the undercroft chimney-

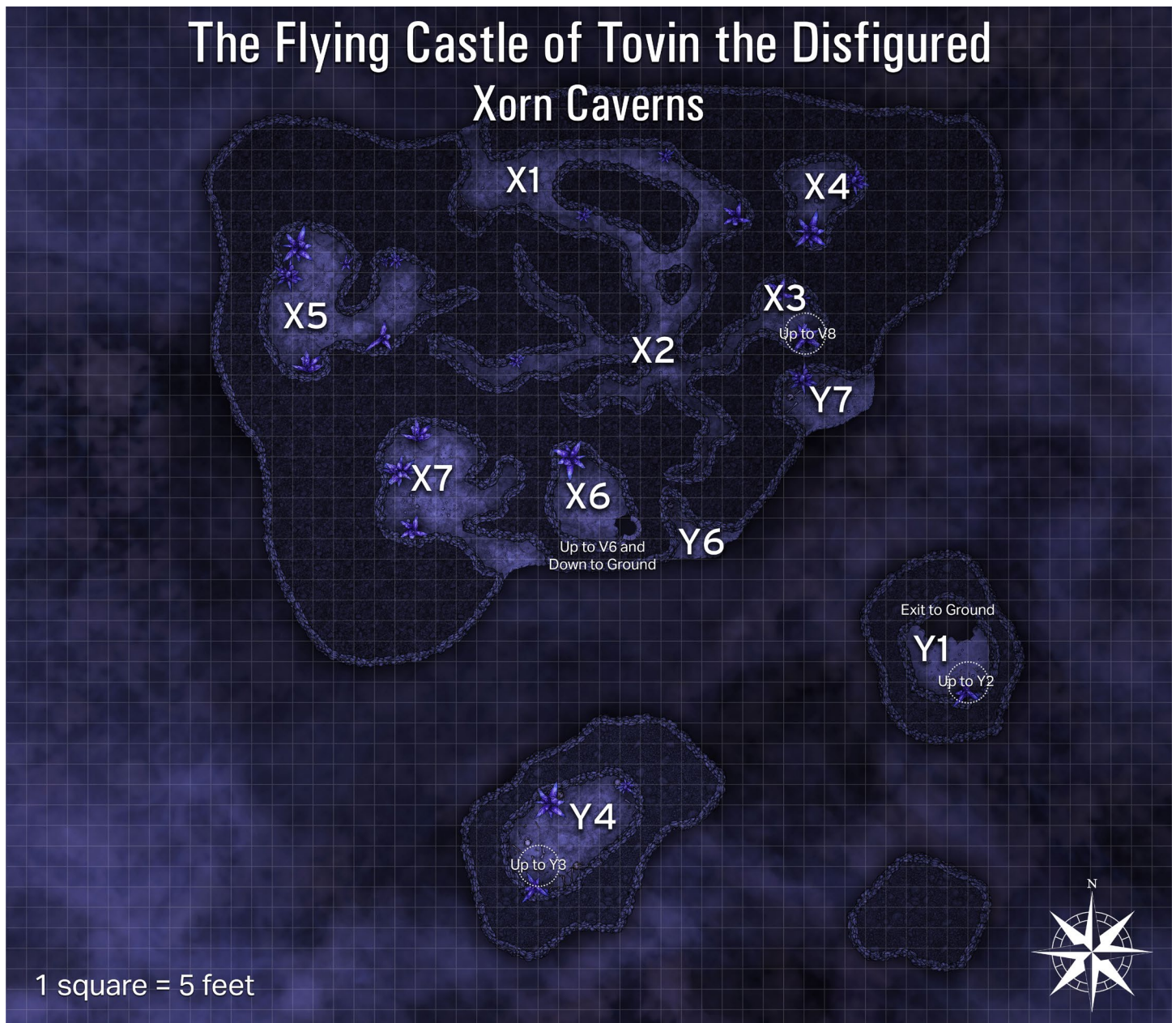
ney (see below) and climbing up using rope and the appropriate tools.

Undercroft Chimney. The undercroft chimney connects this area with area V6 and the ground below. The chimney is circular with a 5-foot radius.

Isolated Cavern. This area is isolated: 10 feet of rock separates it from the southeastern edge of area X2, and 10 feet of rock separates it from the eastern edge of area X7.

Tovin's Experimental Devices. There's a strange-looking machine here. It looks like it could be activated with a bloodstone. If activated, roll on the Tovin's Experimental Devices table on page 6. A character with proficiency in Arcana may know the device's function before choosing to activate it (in which case you roll on the table *before* it's activated).

Encounter: Sanguinated Xorn & Blood Shardlings. One or more sanguinated xorn are hiding along the



rock wall. Depending on the APL, a blood shardling may be present as well. The xorn will ignore the characters, content to contemplate the wondrous bloodstone, so long as they or the bloodstone aren't disturbed. Refer to the table below for more encounter information.

Sanguinated Xorn & Blood Shardlings

| Version | Statblocks |
|---------|---------------------------------------|
| 8 | 1 sanguinated xorn, 1 blood shardling |
| 11 | 2 sanguinated xorn |
| 14 | 2 sanguinated xorn |
| 17 | 2 sanguinated xorn |



Treasure: Bloodstone. After the creatures in this area are slain, the characters may be able to recover their precious bloodstone. For every creature that the characters defeated, roll a d6; for every result of 5 or 6, the characters find 1 bloodstone.

X7 - Southwestern Cavern

Cavern Entrance. Characters can gain access to the caverns by flying into the southern edge of this area.

Isolated Cavern. This area is isolated: 15 feet of rock separates it from the southwestern edge of area X2, 20 feet of rock separates it from the southern edge of area X5, and 10 feet of rock separates it from the eastern edge of area X6.

Tovin's Experimental Devices. There's a strange-looking machine here. It looks like it could be activated with a bloodstone. If activated, roll on the Tovin's Experimental Devices table on page 6. A character with proficiency in Arcana may know the device's function before choosing to activate it (in which case you roll on the table *before* it's activated).

Encounter: Sanguinated Xorn & Blood Shardlings. A combination of regular xorn and sanguinated xorn are hiding along the rock wall. A number of blood shardlings are present as well. If normal xorn are present, they look as though they're transforming into sanguinated xorn. The xorn will ignore the characters, content to contemplate the wondrous bloodstone, so long as they aren't disturbed. Refer to the table below for more encounter information.

Sanguinated Xorn & Blood Shardlings

| Version | Statblocks |
|---------|--|
| 8 | 1 xorn, 2 blood shardlings |
| 11 | 2 xorn, 2 blood shardlings |
| 14 | 3 sanguinated xorn, 3 blood shardlings |
| 17 | 4 sanguinated xorn, 3 blood shardlings |

Treasure: Bloodstone. After the creatures in this area are slain, the characters may be able to recover their precious bloodstone. For every creature that the characters defeated, roll a d6; for every result of 5 or 6, the characters find 1 bloodstone. Ω

APPENDIX: NEW CREATURES

Blood Shardling

Tiny undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 45 (10d4 + 20)

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

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|---------|
| 5 (-3) | 15 (+2) | 14 (+2) | 6 (-2) | 10 (+0) | 14 (+2) |

Saving Throws Dex +4

Damage Resistances piercing and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities blinded, deafened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands the languages the soul possessed by it knew in life but can't speak, telepathy 60 ft.

Challenge 3 (700 XP)

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

Soul Release. If the shardling is reduced to 0 hit points, it is destroyed and the soul possessed by it is immediately freed.

Vital Knowledge. The shardling has access to all information that the soul possessed by it would freely share with a casual acquaintance.

Innate Spellcasting. The shardling's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *command*

3/day: *major image* (The image can only be that of the creature belonging to the soul possessed by the shardling.)

ACTIONS

Multiattack. The shardling makes two soul jolt attacks.

Soul Jolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 12 (3d6 + 2) force damage.

BONE SWARM

Dank winds sweep up skeletons, both humanoid and animal. They blow forward, reaching out for living creatures like a clawed hand of bone. A scattering of bones rolls across the ground, then rises into the air, billowing like a sheet.

Swarms of Fallen. On rare occasions, the pugnacious spirits of fallen undead join together, bonded by a common craving: to feel alive again. They gather up their bones from life, as well as any other bones they come across, and form bone swarms.

Nomadic Undead. These swarms then ravage the countryside wresting life from living creatures, grabbing livestock, humanoids, and even dragons, digging in their claws in an attempt to cling to life. Bone swarms with one or more sets of jaws wail constantly in their sorrow, interrupting their cries with snippets of rational but scattered speech declaiming their woes and despair.

Cliff and Pit Dwellers. Bone swarms gather near cliffs, crevasses, and pits in the hope of forcing a victim or an entire herd of animals to fall to its death, creating more shattered bones to add to their mass.

Bone Swarm

Large swarm of Tiny undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 198 (36d10)

Speed 20 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 22 (+6) | 18 (+4) | 10 (+0) | 9 (-1) | 15 (+2) | 20 (+5) |

Saving Throws Dex +8, Wis +6, Cha +9

Skills Acrobatics +8, Perception +6, Stealth +8

Damage Vulnerabilities bludgeoning

Damage Resistances piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Void Speech

Challenge 10 (5,900 XP)

Strength of Bone. A bone swarm can choose to deal bludgeoning, piercing, or slashing damage, and adds 1.5 × its Strength bonus on swarm damage rolls as bits and pieces of broken skeletons claw, bite, stab, and slam at the victim.

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

ACTIONS

Multiattack. The bone swarm can attack every hostile creature in its space with swirling bones.

Swirling Bones. *Melee Weapon Attack:* +10 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 31 (5d8 + 9) bludgeoning, piercing, or slashing damage (includes Strength of Bone special ability).

Death's Embrace (Recharge 5-6). *Melee Weapon Attack:* +10 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* the target is grappled (escape DC 16) and enveloped within the swarm's bones. The swarm can force the creature to move at its normal speed wherever the bone swarm wishes. Any non-area attack against the bone swarm has a 50% chance of hitting a creature grappled in Death's Embrace instead.

Cinderspawn

Large undead elemental, chaotic evil

Armor Class 16 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 50 ft.

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

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

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

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

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

ACTIONS

Multiattack. The cinderspawn makes two touch attacks.

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



Desiccator

Small undead elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 54 (12d6 + 12)

Speed 20 ft., swim 60 ft.

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

Skills Perception +2

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The desiccator makes two slam attacks.

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

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

Hearth Golem

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

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

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

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

Senses darkvision 60 ft., passive Perception 12

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

Challenge 5 (1,800 XP)

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

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

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

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

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

ACTIONS

Multiattack. The hearth golem makes two slam attacks.

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

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

Ruby Ooze

Medium ooze, unaligned

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 20 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|--------|--------|
| 14 (+2) | 8 (-1) | 18 (+4) | 2 (-4) | 6 (-2) | 1 (-5) |

Damage Vulnerabilities lightning

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 6 (2,300 XP)

Ambusher. The ooze has advantage on attack rolls against any creature it has surprised.

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage. Any nonmagical weapon made of metal or wood that hits the ooze is coated in a corrosive red slime. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from a pile of rubies.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The ruby ooze makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 14 (4d6) acid damage.

Acid Spray (Recharge 5-6). The ooze sprays its bright red protoplasm in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failure, the creature takes 21 (6d6) acid damage and is restrained as its flesh begins to turn into a translucent ruby-like stone. On a success, the creature takes half the damage and isn't restrained. The restrained creature must make a DC 15 Constitution saving throw at the end of its next turn, taking 21 (6d6) acid damage and becoming petrified on a failure or ending the effect on a success.

RUBY OOZE

The rough stone wall reveals a vein of blood-red gemstone running through it.

Miners' Menace. The ruby ooze has simple tricks, but they work well where humanoids are concerned. Ruby oozes hunt by packing themselves into crevasses in walls and surfaces near areas of high traffic, which has led to many costly battles inside mineshafts.

Treasure Stalker. Ruby oozes are known to take on a semisolid form that strongly resembles a pile of cut stones. As soon as something warm and moving comes within reach, the ruby ooze lunges with its

pseudopods. When confronted with strong and resisting prey, the ruby ooze launches some of its own protoplasm at the creature. This substance hardens the flesh it touches into a ruby-like stone, slowing and harming the creature enough for the ruby ooze to devour what flesh remains. When its prey is immobilized by its acid, the ruby ooze covers the body entirely and dissolves it down to the odd tooth or bit of ruby-colored bone.

Hoard Bane. The creatures have been employed by those wishing to protect hoards of wealth, but the number of substances the ooze can dissolve makes this an infrequent method of security.

Ooze Nature. A ruby ooze doesn't require sleep.

Sanguinated Xorn

Medium elemental, neutral

Armor Class 19 (natural armor)

Hit Points 103 (9d8 + 63)

Speed 20 ft., burrow 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 10 (+0) | 25 (+7) | 11 (+0) | 10 (+0) | 13 (+1) |

Saving Throws Con +10

Skills Perception +6, Stealth +3

Damage Resistances necrotic; piercing and slashing from nonmagical attacks that aren't adamantite

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Terran

Challenge 7 (2,900 XP)

Blood Frenzy. If the xorn has eaten a bloodstone worth at least 50 gp in the last 24 hours, it can take the Dash action as a bonus action, and it has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it and bloodstones within 1 mile of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage plus 10 (3d6) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the xorn regains hit points equal to that amount. The reduction lasts until the creature finishes a long rest. If this effect reduces the creature's hit point maximum to 0, it becomes petrified as its body is transformed into solid bloodstone.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Swarm of Flying Daggers

Medium swarm of Tiny constructs, unaligned

Armor Class 16 (natural armor)

Hit Points 35 (10d6)

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

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

Saving Throws Dex +5

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 2 (450 XP)

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

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

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

ACTIONS

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

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



Voidwraith

Medium undead elemental, neutral evil

Armor Class 15

Hit Points 90 (12d8 + 36)

Speed 0 ft., fly 60 ft.

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

Skills Stealth +11

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

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

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

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

ACTIONS

Multiattack. The voidwraith makes two Steal Breath attacks.

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

Wall Golem

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft.

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

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

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

Senses darkvision 120 ft., passive Perception 12

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

Challenge 10 (5,900 XP)

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

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

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

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

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

Water Weird

Medium elemental, chaotic evil

Armor Class 13 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft., swim 30 ft.

STR
17 (+3)

DEX
14 (+2)

CON
12 (+1)

INT
11 (+0)

WIS
14 (+2)

CHA
11 (+0)

Skills Stealth +4

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Aquan

Challenge 3 (700 XP)

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

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

Water Invisibility. The water weird is invisible while underwater.

ACTIONS

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

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

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





Wyvern Broodmother

Huge dragon, unaligned

Armor Class 15 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 30 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 21 (+5) | 10 (+0) | 18 (+4) | 7 (-2) | 15 (+2) | 8 (-1) |

Saving Throws Int +2, Wis +6

Skills Intimidation +3, Perception +6

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Empress's Resolve. Each of the broodmother's allies within 60 feet of it has advantage on saving throws against being charmed or frightened.

Legendary Resistance (2/Day). If the broodmother fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The broodmother makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Stinger. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target is a creature, it must make a DC 16 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Brood's Protector. When a creature within 15 feet of the broodmother is targeted by an attack or forced to make a Dexterity saving throw, the broodmother extends its wings in a flourish, granting the creature three-quarters cover against the incoming attack or effect.

LEGENDARY ACTIONS

The Wyvern Broodmother can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Wyvern Broodmother regains spent legendary actions at the start of its turn.

Rally Brood. The broodmother unleashes a draconic shriek, emboldening nearby allies. Each creature the broodmother chooses within 120 feet of it that can hear it gains 7 (1d6 + 4) temporary hit points and can immediately use its reaction to move up to its speed toward the broodmother.

Fell Swoop (Costs 2 Actions). The broodmother can fly up to half its flying speed. It then makes an attack with its claws.

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