

PORTAL TO POWER

Rise to Royalty, Part 2 (Optional). Rec. Lvl 3-5

Terrain

The main floor is 10ft below the east/west sides of the map, the shorter stairs to the south rise 5ft, and the four raised platforms are 10ft above the sides. Ladders are all 15ft tall.

Setup: A Certain Destination

The party has learned of a certain location (see: **Parchment-Soul Path**) that can be reached via the teleportation chamber. The Royal Conjuror, **Aerema Kresht** (as **Mage** with conjuration spells), is eager to send the party to retrieve an artifact. She promises "a royal reward" for assisting her but is sparse on details.

League of the Bloodied Robe

A group of anti-magic assassins, the **League of the Bloodied Robe**, has been let into the castle by conspirators against the King. Their hit squad consists of two **Thugs** and four **Bandits**. All members of the League have the **Mage Slayer** feat.

Guardian of the Cross-Gates

An ancient spirit (as **Bone Naga (Spirit)**) that seeks to prevent mortals from using conjuration magic has lurked and hunted **Kresht** for decades. She is always two steps ahead and well protected, but today her guard will be down just low enough to strike.

Phase 1 : Flower Arrangement

There are two teleportation spheres centered around gemstone flowers.

- **Aerema Kresht** will direct the party to split themselves between the red and blue flowers, indicating an even balance is ideal.
- **Arcana** or **Religion** DC 13 Check indicates these are symbols of great, matched power.
- When the party is in place, Phase 2 begins.

Secret Rooms

Secret rooms require a DC 14 **Investigation** to discover the entrance to.

- The northern room contains a number of forbidden magic tomes, as well as three scrolls: **Thunder Step**, **Dimension Door**, and **Teleportation Circle**.
- The southern room contains a Telelocator Nexus, which powers the flowers and can be used to

teleport to any room in the castle at-will. May return as a reaction within six seconds of having teleported.

Phase 2+ : Uninvited Guests

The room goes dim and a magic light appears.

- Any creature crossing the magic energy makes a DC 15 **Athletics** or **Acrobatics** check, suffering 3d6 radiant on a failure. Shooting across the barrier confers two-thirds cover to the target.
- The **League of the Bloodied Robe** bursts in from the western stairs, here to kill everyone within.
- The **Guardian of the Cross-Gates** appears to duel **Kresht** in the east.
- **Kresht** loses control of the spell and tells the party this is their only chance to reach the artifact.
- At end of round, if both flowers have the same number of people standing on them, phase advances by 2. If both flowers have someone on them, phase advances by 1. If neither has a person stood on them, phase -1's.
- Beginning your turn on the arcane circles that appear during new phases deals 2d6 Force damage.
- On phase 9, all creatures on the flowers are teleported away.

Legendary Actions of the Guardian

The Guardian of the Cross-Gates will suffer no mortal conjurer to live.

- **Spell Sealer**: one creature who cast a spell on their last turn makes a DC 12 save with their casting stat. On failure, they cannot cast that spell again for the rest of the encounter.
- **Spell Stealer**: the Guardian casts one spell that has been used by any creature since the end of their last turn. The original caster makes a DC 12 Wisdom save, taking 1d6 psychic damage on failure.
- **Chill Response**: the Guardian makes a Ray of Frost attack against a creature that has moved towards or attacked it on their last turn.

Post-Fight (Optional)

If **Aerema Kresht** is alive and able, she'll hurl the **Amulet of Forsaken Mists** at the party before they disappear (see: **Archaeology Lift**). When attuned, the wearer may cast **Misty Step** once per Long Rest.

This encounter is created for **Arcane Library Battle Map**, it can be downloaded here: <https://www.patreon.com/posts/arcane-library-71046125>