

Adventure: The Deserted Wizard

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Synopsis: The former wizard of the settlement, Corbian de Juxa, a diviner, deserted with three soldiers from the settlement, because he divined a vision, where he saw the imprisoned form of an elf, who was encapsulated in crystal, and he was convinced that it represented a great chance for him and the colony to learn more.

This elf had the robe of a wizard, and he said the words 'Sai'metha as bin nevartha. Astuth!', which Corbian translated as: My ascension is compromised. Help! He left a note in his tent and convinced the guards that he had the governor's agreement that he could investigate the ruins to find loot there. One of the guards was a veteran, while two were regular guards. However, the being in the crystal, is in fact a powerful, illithid-like being—a powerful captain of the Host of Unreason, captured by the wizard it is impersonating. The two were locked into a death's embrace, when the elven wizard used a last resort solution, and activated a magical item, which was sort of a suicide bomb, where everything within 15 feet is encapsulated by icy resin which is impervious to psionic powers. The cold resin nearly killed the wizard — only a fragment of the mind remains- but the Ilithor is not easily destroyed, and it has survived. As the ilithids abhor magic, they have been unable to dispel the resin. There the Ilithor has used its powerful psionic powers to reach the wizard who was using his divination magic to observe the ruins. When Corbian arrives there, he perceives that he is mistaken, and resists the creature, but is slain in the process, as the ilithor already had breached into his mind, while the remaining two guards were taken as specimens.

Releasing the being will make the characters face a powerful enemy, but defeating it, will also gain them significant knowledge from the items that the wizard has. A wizard who sacrificed himself to prevent the creature from causing more damage. To get there, they have to retrace the diviner's steps, through the tower of Lomarr the Dutiful, the ruined Trade District and into the Hall of Craftsmen. And when they reemerge, they have to face the leader of the Yugloth.

Hook:

The governor has the note the wizard left in his tent. It says: My vision of the great wizard, caught for eternity in a great splendidly decorated house, is too important for me to ignore, despite your decree that no-one enters the ruins. I've therefore decided to brave the ruins, and I hope that when I return, the new ally and his great knowledge of an ancient past, will help reduce the sentence that I know you will have to give me. May the father and mother watch over you. Best, Corbian.

The governor will take some convincing to let them enter the ruins. On the one hand she is anxious for more information from the ruins, and to find out what happened. But on the other hand, she tries to avoid too high risks at the beginning of the settlements life cycle.

The Brave Sisters:

The Brave Sisters will approach them if possible, and parlay. They know they cannot stop them from entering, but will warn them of many strange and unnatural creatures that lurks in there, and their job is to prevent them from leaving. They hope they won't have to end up in a conflict over anything they chose to bring with them out.

Leader is a woman named Fa'masath the Blue Feather (barbarian 6th and true shapeshifter). The group is 8 elves strong.

They saw Thul Dweomereye circle the entire ruin, slowly making notes. They encountered a few spiders to

the north west, but easily slew them. He was aware of them as well, and retreated before he could enter. They also saw Corbian enter through the Tower of Lomarr.

The Tower of Lomarr

1: The Tower of Lomarr the Dutiful is made to appear like the immortal Lomarr, who was a great servant of the Zax of the Seven Words. He was a master of four of the words, and lived a life of duty to the elven people. He is depicted as a muscular elf in armour, wielding a mace (which is made from bronze), which has a hole in the middle with a crystal inside it. In his left hand he is holding out a scroll, symbolizing the two words he mastered. He ascended in the year ?

This is the bottom level of the tower, which was finally breached by psionic blasts and a mighty beast of Zuramos. There are hundreds of skeletons buried beneath the grass outside, which is weirdly colored and twisted. Inside, up the 10 foot rampart, is a tower room that saw heavy combat. Many elves fought and died here, and they lie there in ancient rusted mail armours, with snapped and rusted swords and scimitars. A pillar lies broken. It is evident that the skeletons were disturbed not too long ago. There are also remnants of thick spider web, which was burned, and the rotting carcass of a giant spider, which has been devoured by carrion beasts. Among the skulls they might find a weird skull with a large mouth with odd jaw that could probably elongate, somehow.

Corbian and his men passed through here. And others have as well. They did not linger.

By the stair leading down to the cellar are warnings by goblins that it is a taboo place.

2: The roof of this room has a number of strange devices, crystals of several colors, some shaped into lenses, copper rods and coils, as well as big rusted metal gears and rods. It is a very intricate device. There is a single corpse on the floor, that of the commanding captain. He has long since been stripped of all his valuables, since many have passed through here throughout the years. In front of him is a copper panel, with a key hole, and various dials and levers, which are all stuck and green with verdigris.

3: The machinery continues here, like pillars inside the room and disappears into the ceiling. The room also has a single thick metal door, which is latched from the inside. Outside, you can see that the tower top can in fact turn.

The top of the tower is also the home of a nest of vile blood sucking Bats, who will attack any intruder (2 Bat Swarms).

4: This room was used for hospital during the fighting, and several wounded were dragged here, and tended to by a cleric of Ovon. However, the cleric died defending them, and they died horrible deaths, of thirst and of their wounds. All 6 are now shadows, and have since killed five goblins, who also turned into shadows, making it 11. They will kill any intruders.

The skeleton of the cleric lies in front of the door, with a broken rusted sword beneath her. She does have a belt pouch, which contains 2 healing potions, and a scroll of lesser restoration. She also carried a holy symbol of silver, with a finely etched leaf on it.

There is also a well inside the room, as well as a nicely cobbled floor.

The door was smashed during the defense.

The shadows are hiding in the darkness, and only by detecting them with magic, will the party avoid being surprised.

5: This inner chamber was a supply room, partly containing food and wine, but was transformed into a surgical room, and has the remains of a stone table used for that, along with a couple of empty wine barrels and a number of stone shelves.

From the battlements or the tower, they can see a highly decorated building with a spire that rises a little bit above the surrounding ruined buildings. It looks mostly intact, and seems to be in a plaza of some kind.

Through the Trade District

The trade district consists of clusters of ruined residential complexes and buildings – some are basically piles of ruins or shells of buildings, with trees and foliage growing in cracks and patches of soils. There are streets, which were covered with large stone slabs, and where nature is peeking through in many places, but many trees have also been cut or blasted with magic, and there are clear signs of continued struggles.

Fixed encounter:

Corbian and his soldiers came by a large plaza, which was a market place and meeting place for the elders. It had – a now semi ruined – roofed amphitheater with large marble columns surrounding it, surrounded by a circle of trees. It is about half-way to the guild hall. There is also a large well in the plaza, and stone remains of semi-permanent stalls for merchants and craftsmen.

Corbian couldn't help investigate, and in the dome above, there was a Cloaker, which attacked, and which they barely managed to slay. There are only tattered remains of its leathery skin and some bone left. There are also many fired bolts from the crossbows of the soldiers lying around.

Fixed Encounter: Meeting the Yugloths

Depending on how the characters travel through the district, the group will either spot the a Mezoloth lookout at the same time as he spots them, or the yugloths will notice them first and make an ambush.

The ambush will be at a spot, where they have to cross a more open area of crumbled buildings. At an intersection they will attack from multiple directions, with one of them attacking from above with a cloud kill.

The group is attacked by 2-3 Mezzoloths and their pack of devil hounds led by two hell hounds. They will teleport away, if they are under pressure.

The Hall of Craftsmen

This grand hall was sort of the 'guild' and a site of worship for the craftsmen of the borough. It consists of offices, meeting rooms, a temple and a great hall for celebrations and exhibitions.

It is taller than the surrounding houses, like a small cathedral, and is clearly still colourful and much decorated, and can be seen from most high vantage points in the ruins.

It is a building made of grey stone, mostly covered with painted ceramic tiles celebrating all the various crafts and their preeminent artisans through 1000 years. Obviously, many of the tiles are cracked, defaced or covered in moss, vines or grime, but it is still a very colourful and historically interesting building. Most of the people on the tiles are named in elven script below.

There are also many faded murals, depicting trade and work.

The ceilings are high 12 feet, and the rooms are well lit from the many windows.

The entry hall:

A series of small workshops, used for training and actual craft and hawking of wares. Everything is beautifully crafted, with great care taken in every detail. The grand red wooden doors are open.

Guild hall:

This hall was used for grand functions and bazaar during special festivals. It is however mostly empty now. Corbian faced a group of scavenging wolf-like creatures. They could be descendants of great dogs gone feral. They were resting beneath the staircase, where there is littered with bones – goblin and some ogre bones mainly – and the team managed to defeat the five creatures. There are only rotten remains left.

Staircase:

The grand staircase is a beautiful piece of art, curving around a central thick column, carved with elven shapes, birds and beasts, some places hunting, and others feeding deer by hand and flying with birds.

2nd Floor

The second floor housed the offices of some of the prominent members and their special workshops as well as more mundanely, a kitchen and a storage room.

It was also the site of an ancient tough fight, where the wizard encased the ilithor in the resin. It broke several walls and the place has crumbled significantly, with puddles of water and lichen and vegetation growing in the cracks between the floor tiles. There are ancient bone remains in the corners and under the rubble.

The massive clump of blue translucent resin is in the east part of the room. Corbians corpse lies 15 feet away, and six bells surrounds the resin, and traces of string can be found on the ground. Corbians robes are now semi-rotten, but his grimoire lies half below him. His plain staff is heavy and has hidden compartment (can split in the middle), containing three scrolls (sending, dispel magic and dimension door). Otherwise, he seems to have been looted.

Inside the blue resin they can see a preserved elven wizard. He wears a darkish robe, and seems to have something broken in his hand, with small shards being barely visible in the resin. He has beautiful features, is taller than most elves they've met, and probably has blond hair. He wears an elaborate white and yellow robe with silver trimming and arcane symbols (robe of protection +1 and necrotic resistance), and a strange double ring with arcane symbols made from mithral (ring of spell storing).

In a corner, there is a living eye, placed by the mind flayers to monitor the room. It is hard to find, Search DC 22, and is simply attached to a chunk of flesh growing under the staircase.

In an adjoining room, they can find the remains of Corbians camp (DC 18), but there are no sign of his companions.

As soon as the mind flayers detect their presence, they will move to a nearby ruined building, readying to intervene there. They can obviously be counter-ambushed.

The grimoire contains careful instructions on how he expects to dissolve the magical resin.

It also has a number of spells: 1st Absorb Elements, Comprehend Languages, Shield, Mage Armor, Color Spray, Identify, Sleep, Magic Missile 2nd Arcane Lock, Alter Self, Detect Thoughts, Invisibility, See Invisibility, Spider Climb, Web 3rd Fireball, Dispel Magic, Clairvoyance, Nondetection, Water Breathing, Protection from Energy 4th Arcane Eye, Locate Creature, Phantasmal Killer, Wall of Fire

3rd floor**Chief advisor**

This office had a sign, but it is now gone. The room is mostly empty and seems to have been looted long ago, and the furniture is nothing but rubble and rotten wood.

There is an elaborate and well crafted brass chandelier with space for 17 candles in it in the ceiling. There is a secret compartment in the wall (search DC 20), where a brick can be pushed in, to make it pop out. It reveals a small compartment, which contains an emerald in a small jewel-box as well as a silk pouch containing 20 small cut precious stones (citrine, quartz, onyx and star roses, worth 50 gp each). The emerald is magical and is an Elemental Gem (water).

Office of Record Keepers

There is an ancient brass sign above the door. Inside, someone has used the wooden remains for firewood in the small fireplace. The windows are partly smashed.

The Records office

Here are rows upon rows of well-ordered scrolls, in a cool ventilated room, kept by an unseen servant. The door will automatically close with a small sucking sound. It is not locked.

Creatures have been in the room since, but didn't find the scrolls valuable, and so goblins have used them for kindling and the like, but many of the scrolls are still more or less intact and are records of meetings, business dealings and transactions, and will over time be a treasure trove of information about the city, and its dealings, but without context it has little meaning.

It can reveal that their records ended in the year Ascent of The Snow Tailed Star.234.8, and the first records of the guild begin at Dawn of the Red Moon.142.4. From the later years, it seems like there were fewer meetings, and that business is slow, and they have problems with labor shortage and the like. But the records aren't personal, and doesn't discuss the threat they faced.

The Guild Masters office

The door to the guild masters office has opened by force. Inside, the room is a mess. It was once beautiful, and large, with a glass section opening out to a balcony. The glass (and the secret door) is protected by a Ward from the outside, which targets anyone touching the window or the secret door inside with a disintegrate spell. Above the window two angelic eagles fold their wings to create the archway. They are stone guardians.

The room has a suspicious amount of dust inside. There is also the remains of a large desk.

Behind a hidden door (wooden panels), there is a vault. The vault is steel lined, and has a simple key hole behind the wooden panel (DC 25).

Anyone tampering with the door will have to face the two angelic stone guardians.

Inside there is a large shelf. It contains 50 gold bars of 1 pound, worth 50 gp each, as well as 80 silver bars, worth 10 gp each, and most importantly, 2 mithral bars (enough for a martial weapon or chains shirt) and an adamantine bar (enough for a simple weapon). There are also two chests. One contains 3400 square silver pieces, with many different faces on them and the towers on the other side. The second has 1700 star shaped gold pieces with the face of an immortal on each.

In a silver scroll case, which is elaborately etched, there is also a magic scroll with a spell that will permanently enchant a weapon with +1. It does however require both a crafting roll and an arcana roll of DC 20. If successful with 5 or more the weapon will also gain a positive characteristic in accordance with the users craft, race and personality. If failed by 5 or less, it will gain a negative trait. If one of the two rolls fail with 6 or more the spell fails.

Angelic Stone Guardians (2)

Description: Angelic humanoids with eagle heads and claws

Armor Class: 17, Hit Points: 104 (16d8+32), Speed: 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20	16	14	5	12	10
+5	+3	+2	-3	+1	+0

Saving throws: Con +5, Int +0

Damage Resistances: fire, lightnings, poison, non-magical weapons

Damage Immunities: Cold, Acid

Condition Immunities: Charmed, Petrified, Poisoned, Frightened

Senses: darkvision 60 ft.

Languages: None

Challenge: 5

Special:

Spells: 3/day Scorching ray (5 rays, 2d6 each), +6

Magic Resistance

Magical weapons: its weapons count as magical

Actions:

Two talon and one beak attack

Beak +8, 1D8+5

Talon +8, 2d6+5 slashing

Facing the Illithor

Breaking the Resin: In order to break the resin, they have to use the go over the notes that Corvin has in his grimoire, while surviving the night in the Hall, and then set up a series of chimes that he has crafted, which will ring at very specific frequencies, which can shatter the crystal. It takes about 1 hour to set up the ritual, and the 5 chimes have to be manually used surrounding the crystal.

When the ritual is complete, three Illithids with their soldier slaves will arrive. The resin holding the illithor will slowly melt away, releasing it at the beginning of the 4th round.

Illithor

Description: a three meters tall armor clad ilithid with only four tentacles. It is more bulky and wields a mind-blade great sword.

Armor Class: 18, Hit Points: 168 (16d10+80) , Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20	13	20	17	19	17
+5	+1	+5	+3	+4	+3

Saving Throws: Int +6, Wis +7, Cha +7 (advantage)

Skills: Insight +7, Perception +7, Deception +6

Damage Immunities: Psychic

Condition Immunities: Frightened, Charmed

Senses: darkvision 120 ft., passive perception 17

Languages:

Challenge:

Special:

Innate spellcasting: at will: detect thoughts, levitate, 1/day dominate monster, prismatic spray

Actions:

Mind blast: DC 15 Int Save, 4d8+3 damage, and stunned for 1 minute, unless save

Two great sword attacks:

+9, 2d8 slashing +2d6 psychic damage

Tentacles: +9, 2d10+4 psychic damage + grappled (escape DC 17), Int save 15,

Extract brain +9, 10d10 piercing damage

Equipment/Treasure: psi carapace, mind blade greatsword

Backup arrives

If the characters chose not to release the 'wizard', the ilithids will attack with the aim of capturing the wizard, so he can undo the enchantment.

3 Mindflayers

2 Gauths

20 goblins

Unholy allies:

If the characters are defeated by the mind flayers, the ultroloth Ximas will save them with his guard of three Nycaloths.

If the characters are victorious he will attempt to approach them about a block away from the tower, to learn more about who they are and what their motives are, and whether they might be open to working for him in exchange for gold and magic items. He will claim that he is one of the original survivors from the war, and has since struggled to find a way to escape the ruins.

If they ask him about the war, he will tell them that it was terrible, against foes summoned by the whims of the fey immortals, who wish to rule the prime world (which is a lie). But he was a young simple warrior/mage, who didn't understand the politics of it.

He will appear as a black-haired elf (almost bluish), but in patched and worn, but refined, clothes from a bygone age, carrying a beautiful slender longsword. The clothes are mostly blue, purple and red, with a dash of white embroidery, but it has been patched with all sorts of colors and fabrics. He has very high cheek bones and a perfect set of teeth.

If they turn him down, he fears that they will work for one of his enemies in the city, and have his guard attack them. He will make himself invisible and teleport away (but observe from a safe distance). If one of the Nycaloths suffers true death, they will retreat.

Should the characters be defeated by the mind flayers, he will help them, and appear more as an immortal spell caster. And that they now owe him.

His first task is for them is to defeat an entrenched group of undead in a critical position. As a reward he can offer them an ioun stone of Fortitude (pink rhomboid).

Xin'koras Darktalon, Commander of the Third Sign

Description:

Armor Class: 20, Hit Points: 219 (24d8+72), Speed: 30 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
16	16	18	18	15	20
+3	+3	+4	+4	+2	+5

Skills: Intimidation +9, Persuasion +9, Perception +7, Stealth +8

Damage Resistances: cold, fire, lightning, non-magical weapons

Damage Immunities: acid, poison

Condition Immunities: charmed, frightened, poisoned

Senses: truesight 120 ft., passive perception 17

Languages: Abyssal, Infernal, Elven, telepathy 120 ft,

Challenge: 14

Special:

Innate Spellcasting. Spell save DC 18.

At will: alter self, clairvoyance, darkness, detect magic, detect thoughts, dispel magic, invisibility (self only), suggestion, fire bolt.

3/day: dimension door, fear, wall of fire

1/day: fire storm, mass suggestion

Magic resistance. Advantage vs. spells.

Actions:

Can make three melee attacks and one hypnotic gaze attack.

Longsword, +10, 1d8+5

Hypnotic gaze. Opalescent light in the eyes, DC 18 wis save, or charmed until end if the ultroloth's next turn.

Teleport. 60 ft.

Equipment/Treasure: Ring of Protection +1, Longsword +2,

Legendary Actions:

Can take 3 legendary actions per round at the end of another creatures turn.

1: Additional sword attack

2: Casts fire bolt (2 actions), 3d10

3: Teleports 60 ft.

Interlude:

As several PCs weren't present, we'll call the first session a Recon Trip. They retreat to outside the walls and rest after the disintegration spell, and meet up with the rest. Here they have a chance to tell them what they found, and each player can describe how his character feels about the ruins, and why does he wish to risk his life going in there?

Punitive Attack:

As the hive mind still has eyes in the ancient guild hall, it will not tolerate the death of the Ilithor, and will want to capture as many of the players as possible to become slaves to the hive mind.

The plan is to drive them out, and let them run into waiting ambush in the surrounding ruins.

It does take two hours and 15 minutes from the death of the Ilithor before their forces are deployed.

The group will be attacked by a hill giant, which charges across the square, followed by another group of 20 goblins. When the giant reaches the entrance and charge inside, a purple worm will burst from below the staircase and wriggles in to attack anyone inside.

The giant is controlled by an intellect devourer, and will fight very smartly, mainly using its sack of stones as ranged attacks.

In each compass direction another group waits. Each group consists of a mind flayer, a gauth, two intellect devourers and 8 goblin slaves. The goblins will strike to subdue, and the mindflayer will retreat into cover after spending its mindblast.

If the characters are close to getting defeated Xin'Koras will show up to 'save them'.