

# TOWERS OF THE SEVEN CLOUD MAGES

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## STORM KING'S THUNDER



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# Foreword

Greetings and thank you for checking out *Towers of the Seven Cloud Mages*.

The product you see before you is written with the assumption that the characters exploring the locations described herein will be part of the *Forgotten Realms Campaign Setting*, or at least familiar therewith.

If this proves to not be the case, consider changing or removing entirely, any references to the lands of Toril and its surrounding multiverse.

This product should not be considered an actual Adventure, or even a Dungeon necessarily, since only little narrative is presented, the product does not concern itself with how or why the characters enter and explore the locations described, and because the ability to leave without much difficulty is available regardless of where the characters are at any given time.

This product should instead be viewed as an opportunity for a Dungeon Master to step in and weave a narrative around the many encounters, both roleplaying and combat based, presented herein.

This in turn allowing for a change in the scenery, tone, and pacing of a larger adventure or campaign.

Important to note is that since this product initially was designed for use alongside the book *Storm King's Thunder*, many encounters herein are deliberately designed to be overwhelming or deadly for characters below 10th-level.

However, the options for retreat are often easily found and achieved, and with some exploring of the many locations described herein, many potential and potent allies might be uncovered.

With all of this out of the way, I hope you enjoy *Towers of the Seven Cloud Mages*.

~MadHatter-Himself~

## Arrival at the Seven Towers

As you travel through the landscape of Moonwood, you see the clouds above turn darker and begin to rumble. Suddenly, the dark sky is lit up by a crimson bolt of lightning, soon followed by a similar, green bolt.

Then, breaking through the dark, occasionally multi-coloured clouds, you see a massive structure appear, floating about 1000 feet in the air.

The structure appears to be made up of a central platform, connected to six enormous towers by way of multiple thin pathways.

The towers in turn all connect to each other through additional fortified pathways.

Rising from where, logistically, a seventh tower should levitate, instead rises an even larger structure, seemingly made from the entangled mass of several, unfathomably huge beanstalks, appearing to grow forth from the top of the two towers adjacent to the beanstalk tower.

A blue lightning bolt lights up the sky once again, this time followed by the sight of sparkling gold filling the sky, as an enormous bird with golden feathers and copper talons takes to the sky and lets out a lone powerful caw, flying about the beanstalk tower.

When the party comes upon the tower of the cloud giants, the party is at the structure's southern side, furthest away from the beanstalk tower.

The bird they see is a Golden Phoenix that occupies the outside of the beanstalk tower, being kept by Master Orkando as a half-hearted pet and as a source of ash for fertilizer.

Though the phoenix serves the evil druid as a pet and as a resource, it holds no loyalty to either of the Cloud Giants, simply enjoying the easy feeding and treasure it acquires from its benefactors.

Due to this, the Golden Phoenix doesn't pose a threat to the characters as long as it isn't threatened, and if it is, it will flee after losing 100 Hit Points.

The Golden Phoenix has the statistics of a **Roc** with the following changes:

- The Phoenix is neutral good.
- It has an Intelligence of 7 (-2)
- It has Immunity to Fire-damage.
- Its **Talons** attack deals Fire-damage instead of Slashing-damage.
- While grappled in the Phoenix's talons, the target takes 3 (1d6) Fire-damage at the beginning of each of its turns.
- If the Phoenix dies, it bursts into flames and turns to ash after 1d10 minutes, leaving nothing still part of its body behind.
- A golden feather is worth 100 gp pr. 10 feet it is long.

## Area 1: Elevated Courtyard

This massive, white, marble platform is hexagonal in shape and stretches 120 feet across in every direction.

50-foot-tall marble walls rise from the sides of the platform, sitting upon which, at regular intervals, are several massive braziers, illuminating the platform in the multi-coloured light of several magical flames.

Painted onto the floor of the platform is a silver-coloured pentagram, each tip of the star connected by a pentagonal shape.

Standing atop the southeastern corner of the pentagon is a large, megalithic, obsidian rock, carved with several strange looking glyphs.

Similar looking monoliths sit at the remaining corners of the pentagon, the lone exception being the northwestern corner, it currently standing empty.

Six 20-foot-wide pathways descend from this central platform to each of the six giant towers, floating 80 feet in the distance.

When the characters first arrive, one **Dawn Sect Kentarch** (see Appendix B) and his two subordinate **Dawn Sect Legionnaires** (see Appendix B) are here,

waiting for **Master Torndo** (see Appendix B) to arrive and give them their orders to raid One Stone for its ancient relic and complete the stone-collection making up the pentagram.

Add the following:

Sitting at the edge of the platform in the northeastern corner are three bald-headed and grey-skinned giants. They appear to spare you little mind, all instead looking northward with blank expressions permanently plastered to their faces. Each giant wears a cingulum armor skirt, made from the scaly hide of dragon wyrmlings. A lone of the giants additionally wears armour and a helmet, seemingly shaped magically from gold ore. Following the eyes of the giants, you see the enormous mass of entangled beanstalks rise before you. Suddenly, a violet bolt of lightning strikes the obsidian monolith, momentarily bathing the platform in in purple light. At this sudden disturbance, a single giant send the monolith a brief, disinterested glance.

The stone giants are part of the Sect of the Dawn, a fanatical order dedicated to the rekindling of the Dawn War, the war forged at the dawn of time between the gods and primordials.

This devotion, paired with the stone giant belief that the surface is nothing more than a dream realm, results in the stone giants sparing the character not a single thought.

Engaging the stone giants in conversation takes a DC 15 Charisma (Persuasion) check, and even then, they only pay the characters the barest of minimum of courtesy.

If the characters express any threatening or rude behaviour towards the stone giants, it will cause them to immediately attack them, feeling no fear of death in their dream-like surroundings and fearing no punishment for crimes done against figments of their own imagination.

Lastly, despite viewing the characters as little more than illusions, the stone giants are reluctant to speak of their order beyond giving the most superficial of details.

The Sect of the Dawn is a secretive and reclusive order, well aware that their goals involves entities far beyond their own might and senses.

As such, members of the sect are trained tirelessly in techniques to resist manipulation, torture and mind control.

## **Area 2: Sloping Pathways**

This marble tunnel is 40-foot-tall and 20-foot-wide. Arrowslits, sized for giants, rise from the walls at regular intervals.

Massive, open archways exit the hallway at each end of its 80 foot-length.

Depending on which pathway the characters take, they can reach Area 4.F1, Area 5.F1, Area 6.F1, Area 7.F1, Area 8.F1, Area 9.F1 respectively.

## **Area 3: Battlements**

Large battlements stretch along the top of this 100-foot-long, 30-foot-wide wall, connecting a pair of giant-sized towers at each end, through way of gigantic, double doors.

Opening the massive double doors takes a successful DC 14 Strength (Athletics) check.

## **Area 4.R: Torndo Rooftop Garden**

Neatly cut grass and bushes occupy most of the available space upon this towers rooftop. Potted plants stand placed here and there, in aesthetically pleasing positions and patterns, while moss-covered rocks are stacked on top of one another at the southern edge of the rooftop. Flowing down from said rocks is a small waterfall, continuing its descent down into a basin located at the foot of the artificial “mountainside.”

Growing from a patch located at the northwestern edge of the rooftop, is what appears to be a bridge made up of the intermingling of several enormous beanstalks. All of the beanstalks, not so much lead out to the beanstalk tower in the distance, as much as they connect with a different set of beanstalks at that location, forming the tower itself.

Roaming the rooftop garden are ten Giant Awakened Beans (**Awakened Shrubs**) and two Awakened Beanstalks (**Awakened Trees**). Lying half-asleep atop the artificial waterfall is a **Chimera**, all while an **Owlbear** lies hoot-snoring in the shade of an apple-tree. Resting in its nest within one of the larger bushes is a **Hook Horror** as well.

All of these are Master Torndo's creations and pets.

Master Torndo spends only little time within his garden, but his personal **Homunculus**, called "Guanii" is here at most hours of the day, serving as a lookout for its master.

If Guanii notices the party here while not accompanied by Master Torndo himself, it will try and sneak its way down and warn its master about the intruders.

Leaving from the rooftop is a massive beanstalk branching northward (Area 10).

### **Area 4.F1: Torndo Tower Entrance Hall**

The space of this massive hall is dominated by several empty cages of various sizes, some placed on the chamber floor while others hang from the ceiling by giant chains. A black-marble spiral staircase ascends to the roof above, while descending down to the remainder of the tower below.

Master Torndo keeps his living experiments here, though he currently has none.

Three **Animated Armors** and four **Flying Swords** patrol the hall, attacking intruders immediately.

If the characters are captured by Master Torndo, he will keep them locked up here.

Picking one of the smaller cages requires thieves' tools and a DC 15 Dexterity check.

A pair of massive double doors lead south from this tower to Madame Hailien's tower (Area 5.F1) via the battlements (Area 3).

### **Area 4.B1: Torndo's Laboratory**

An orderly but dimly lit laboratory occupies the space of this chamber.

Several enormous shelves line the walls, all packed full of vials, reagents, and tools for alchemical experiments.

Sparks occasionally illuminate the entirety of the laboratory in strange coloured light.

A massive wooden table makes up the centre of the chamber, upon which lies a giant gemstone, it pulses with magical light, bathing the table a shade of red.

An enormous meat cleaver, covered in dry blood, is wedged into the board of the wooden table, next to the shining gemstone.

Standing next to the table is a large tube made from dark glass, it appears to be partially filled with a thick liquid.

**Master Torndo** spends most of his waking hours here, and is here when the characters first arrive at the seven towers; being in the middle of one of his experiments, commissioned by the stone giants of the Sect of the Dawn.

Trapped within the dark tube is the form of a **Black Pudding**, used by Master Torndo to dispose of waste produced by his experiments. The pudding is fed regularly and therefore isn't likely to attack the party unless the tube is knocked over.

**Interacting with Master Torndo.** Torndo is an unfeeling, hollow wizard who views everything around him as nothing more than unprepared ingredients for his experiments, alive or no.

Master Torndo knows that the Sect of the Dawn is having him construct a vital piece of a larger magical item, capable of controlling overwhelming,

destructive forces, seeming partially elemental in source.

Torndo also knows that his work is merely part of a much larger scheme of the sect, which they hope eventually will place them at the top of the Ordening.

Master Torndo cares only little about this however, viewing the stone giants' plans as little more than amusing and irrelevant.

Torndo, like any other cloud giant, wholeheartedly believes himself and the rest of his kin as being superior to any other members of giant-kind, and as such, any plans stone giants could craft would mean nothing compared to the glory of cloud giant accomplishments, his own most of all.

### **Treasure.**

If the characters spend 1 hour ransacking Torndo's lab, they can assemble two herbalism kits, one poisoner's kit, and ten healer's kits.

They can additionally find 3d6 vials of acid, 3d10 flasks of alchemist's fire, three *potions of healing*, one *potion of greater healing*, one *potion of fire breath*, a *potion of psychic resistance*, and a *potion of poison*.

Several recipes for each of the various non-magical treasures listed above is placed on the shelves along with the concoctions, written in giant.

A character who studies the recipes and notes for an hour and succeeds on a DC 15 Intelligence (Arcana) check learn how to produce the concoctions described within. A character can gather enough ingredients within the laboratory to craft an additional 1d4 of each item type.

A character who knows a recipe and has the proper ingredients can craft any one of the items in 1 hour.

In addition to these valuables, Master Torndo wears his transmuter's stone in strong silver chain around his neck. The *Transmuter's Stone of Torndo* bestows Thunder-Resistance to anyone who carries it, requiring no attunement to gain the benefit.

## **Area 4.B2: Master Bedroom**

As you enter this room, you are greeted by the silent howl-hoot of an owlbear-rug lying on the floor next to an enormous wood-framed bed.

Next to the bed stands a relatively small bedside-table, standing atop which is a strange-looking, vaguely humanoid, wooden statuette.

This is where Master Torndo goes to rest and relax.

The owlbear-rug is a **Rug of Smothering** with 60 Hit Points, while the giant-sized bed is an abnormally large **Mimic** with the following changes:

- The mimic is neutral evil.
- Its type is Construct.
- It is Huge in size and has 126 Hit Points.
- It has an AC of 15 due to its size.
- As an Action, the mimic can make Pseudopod attack or a Bite attack, both attacks dealing 16 (3d8 + 3) damage on a hit. The Bite attack dealing an additional 4 (1d8) Acid-damage as normal.
- The massive mimic has a Challenge Rating of 3 (700 XP).

Both of these creatures are creations made by Master Torndo, and as such do him, or characters in his company, no harm.

The strange-looking figurine is in fact a three-dimensional puzzle, allowing the user to replace pieces at will, creating absurdist art-pieces at a mere whim, something the continuously malleable mind of Master Torndo finds endlessly amusing and relaxing.

The puzzle in its finished state depict the three-dimensional image of a voluptuous female humanoid body.

### **Treasure.**

Lying within the drawer of the bedside-table is a *Spell Scroll of Bones of the Earth*, as well as Master Torndo's Spellbook. Its binding is made from adamantine and its pages are sheets of steel, and is kept closed by iron chains, the book weighs 500 pounds.

It contains all the spells Torndo has prepared plus the following additional spells:  
*blink, bones of the earth, control winds, earthbind, elemental bane, flame arrows, fly, investiture of flame, investiture of ice, investiture of stone, investiture of wind, knock and polymorph.*

### **Area 5.R: The Hailien Observatory**

As you find yourself upon the rooftop of this tower, the air around you becomes noticeably dry when inhaled.

Stacks of books and piles of paper and parchment, the vast majority of which, appearing to detail astrology, and written in several different languages, cover up the floor-space of most of the area, only to let up and leave a mostly clear area surrounding what appears to be an enormous, brass spyglass, connected to a wood and brass frame.

The glass eye of the spyglass ascends skyward, seemingly looking at an iridescent bubble, forming a domed ceiling above the roof of the tower.

When the party arrives, five **Guard Drakes** (if not available, use **Dragon Wyrmlings** lacking Flying speed and Breath Weapons) are here, one of each colour.

The drakes are a gift from a high-ranking member of the Cult of the Dragon named Rezmir, whom Hailien aided in the recent past. Hailien now keeps the drakes as pets and uses them as guards for her observatory.

Hailien is forgetful when it comes to feeding the drakes and they are therefore quite hungry when the characters appear and will attack them immediately if Hailien isn't here or with them when they appear.

If **Madame Hailien** (see Appendix B) is here, she is wearing her *Beholder Crown* (see Appendix C), and add the following:

Standing at the spyglass, looking through it at the skies above, is an old cloud giantess, dressed in a white but ragged silken robe, and wearing a dark crown on her head, several protrusions branch out from the crown, all topped with different-coloured gemstones.

The iridescent bubble is a modified and permanent casting of the *Mordenkainen's private sanctum*-spell, with the lone purpose of keeping out troublesome weather-phenomenons, such as rain or hail.

What will likely be the first thing to draw the characters' attention is Hailien's personal *Farseer of Illusk*, an enormous telescope-like contraption useful for observing and studying heavenly bodies.

The *farseer* can however also be used in a manner similar to that of the *arcane eye*-spell. In that mode, the *farseer* can view a location within fifty miles of it.

Turning and focusing the device this way requires considerable amount of skill, strength and practice, the device is however in a pristine condition due to Hailien's expertise with its use.

A character who inspects the contents of Hailien's Study (Area 5.B1) recognizes the *Farseer of Illusk* with a Successful DC 15 Intelligence (Arcana) check, if not, the DC increases to 20.

After its true purpose is ascertained, using it to view distant locations requires a Successful DC 15 Intelligence (Arcana) check, a DC 15 Dexterity (Sleight of Hand) check, and a DC 15 Strength (Athletics) check.

If the Strength check fails, the character is incapable of pushing about the massive and heavy gears of the contraption.

If the Intelligence check fails, the desired location can't be found.

If the Dexterity check fails, the image is too distorted to convey any meaningful information.

When the characters find it, the *farseer* is focused on the lair of a colony of Death Tyrants, located on the (luckily) faraway located planetoid Atropus, the World Born Dead.

Characters might wish to try and take the device with them upon leaving the seven towers.

Doing so may well be a difficult task, as the farseer is both bulky (20-feet-tall and made up of approximately 150 pounds of brass, crystal, iron and wood).

Hailien spends most hours of the night here, observing the night sky through the *farseer*, while going to bed only just before dawn.

Due to her experience with the device, Hailien adds a +8 bonus to the Intelligence (Arcana) check, Dexterity (Sleight of Hand) check, and the Strength (Athletics) check to operate it. She additionally has Advantage on all of the checks as well.

**Interacting with Madame Hailien.** Madame Hailien is, to put it simply, completely insane.

Years of studying the Far Realm and the aberrations leaking from this plane of existence, ripped her mind apart long ago and she is now only vaguely aware of her own existence and surroundings.

An upside to this madness is however that she is quite passive giant, welcoming visitors happily regardless of who or what they are (assuming she notices such visitors being present at all).

Madame Hailien loves company and freely engages anyone who asks in conversation, happily explaining the details of her field of study, and describing or aiding visitors in the operating of her *Farseer*, if characters were interested in doing so.

This absentmindedness also comes with a heavy downside however.

If Hailien was to feel threatened, she would enter into a mindless, violent rage and it be almost completely impossible to calm her down again, while anything alive still remains within her presence.

### **Treasure.**

The entire collection of books, scrolls, maps and notes, strewn about the floor, is worth 10,000 gp in its entirety, assuming the characters have the means to haul it away from the tower.

This might be a difficult task however, since much of the collection is sized for giants.

A better option for the characters might be spending 10 minutes poring over the collection and making a DC 15 Intelligence (Arcana) check. On a Successful check, the characters find the four most valuable pieces of the collection, each worth 1000 gp.

Additionally lying amid the mess of books and notes is Madame Hailien's Spellbook. The spellbook is ragged, weatherworn and covered in stains, mainly from wine, it weighs 110 pounds.

Perhaps due to its damaged state (or perhaps due to something more ...unnerving) much of the spellbook is rendered indecipherable; it does however contain all the spells Hailien has prepared plus the following additional spells: *crown of madness, darkness, demiplane, dream, eyebite, fear and feeblemind.*

### **Area 5.F1: Hailien Tower Entrance Hall**

This massive entrance hall is a mess. Mountains of garbage litter the floor, and fill giant buckets and barrels to the brim. Most any kind of waste is represented here, in one place or another, massive and empty ink-vials, tons of parchment, moldy foodstuffs, discarded clothing of giant size, and bodily waste, is collected, and presumably disposed of eventually. Coming up a massive spiral-staircase, which connects this floor with floors above and below, is a grotesquely fat and bloated creature with three legs and a pair of spiked tentacles protruding from its back.

Riding atop this horrid monstrosity is a small creature with wrinkly, purplish skin and a lone, gigantic eye looking in your direction. The creature wears a bright-pink wizards' hat and carries a skull-topped mace in one monstrous hand, and a wooden stick with the rotting corpse of a toad strapped to it, in the other.



This is where all the things not needed by Madame Hailien eventually ends up. The insane and somewhat forgetful wizard has long been bad at taking care of herself, and as such has taken a **Nothic** named “Grûgg” and an **Otyugh** called “Sparkle” into her service.

The Otyugh devours all the waste produced by the giantess and anyone else residing in her tower, at any given time, while the Nothic serves Hailien as her personal butler, making sure she eats, sleeps and bathes regularly, in addition to instructing Sparkle in what he can and cannot devour.

Grûgg’s last task is welcoming and guiding visitors about the tower.

When the party shows up, the reason Grûgg appears is to instruct Sparkle to devour a barrel containing excrement.

However, once the presence of the characters comes to his attention, Grûgg will instead greet them courtly and offer to escort them to meet Madame Hailien, wherever she may be at the time.

If he comes under attack, Grûgg carries a *Mace of Terror* and a *Wand of Polymorph*, and will use them freely to create himself an opportunity to escape and find his mistress.

Although Sparkle is a frightening sight, his fat appearance, even for an Otyugh is an indication of just how well fed he is within the tower of the giantess, and as such, the creature isn’t inclined to attack the characters unless it comes to feel threatened by them. In summary, the Otyugh is well fed, not trained.

Two pairs of massive double doors lead north and southwest from this tower to Master Torndo’s tower (Area 4.F1) and Madame Graupelle’s Tower (Area 6.F1), both via the battlements (Area 3).

### **Area 5.B1: Hailien’s Study**

The spiral staircase of this white, marble tower descend to end at what appears to be complete emptiness, infinite space stretching out before you.

Uncountable stars twinkle before you in multiple colours, arranged in several constellations, some familiar, some unknown to you, but all connected by lines of silvery light. Seemingly suspended in empty space is a massive bed, a giant-sized desk, and several bookshelves, filled with enormous books and scrolls. Lying atop the giant bed are a pair of grotesque, spheroid creatures with several eyestalks protruding from their form, and a singular central eye, dominating each of their forms.

Despite the wondrous sights within this area, the starry visage is nothing but a permanent illusion and everything here is perfectly solid, the floor and walls of the room are easily found.

This is where Madame Hailien goes each dawn to rest after having observed the night sky during the available hours of darkness.

A pair of **Spectators** reside here at all times, having been summoned here by Hailien years ago to guard a treasure stored in her room... or at least, that used to be their task.

Madame Hailien has in her forgetfulness forgotten what the two beholder-kin were guarding, or that they were even guarding anything at all, and has long since thrown the treasure out of her home as any other unwanted garbage.

The Spectators are aware of what they once were the guardians of, but neither of them have any interest in sharing this information, or even that they used to guard the treasure.

If the characters were to convince the Spectators to tell them anyway, the treasure could be most-anything of the DMs choosing, an item of mighty Divination-magic would be appropriate, like a particularly powerful *Crystal Ball* or similar

The Spectators now reside here, not because they have to, but simply because they enjoy their now newly-found, pampered treatment, as Madame Hailien has taken to thinking of the two creatures as fat cats or similar egocentric pets.

As a consequence of the Spectators new status, Hailien given both of the aberrations names, but due to her forgetfulness, no name ever sticks for long and neither of the Spectators care to remember their names.

The current names of the beholder-kin, used by their giantess mistress, are “Plum” and “Olive,” both named so after the hues of their skin, but who knows how long those names will last.

Located in the centre of the room is a *Teleportation Circle* hidden away “underneath” the starry illusion, standing in the circle and saying “Nehd” would once have teleported a character to the Hailien’s storage room, however, a few years ago, Madame Hailien had an accident within the storage room, causing large amounts of spellscrolls magical concoctions to fall off their shelves and create a chain-reaction of arcane energy, resulting in the bottom floor of the tower now being filled completely by both physical barriers in the form of something akin to a cave-in, as well as magical hazards, the area now being a Wild Magic-zone of unique potency, casting *Detect Magic* or similar magic within this room reveals this Wild Magic-zone, as a huge area of overwhelming magical energies.

Due to this arcane accident, the *Teleportation Circle* no longer functions correctly, and instead of teleporting a character down to the bottom floor, the character saying the circle’s command word must instead make a Constitution Saving-Throw, taking 10d10 Force-damage on a Failed save, or Half as much damage on a Successful one, as well as being flung 20-feet across the room, away from the circle.

### **Area 5.B2: The Far Zone**

If one or more characters somehow manage to enter this area without immediately being crushed to death by the boulders filling up the entirety of the room, that character instead takes 6d6 damage at the beginning of each of its turns, from arcane energies flowing wildly throughout the room.

The type of damage is determined randomly by rolling on the Wild Charge-Table each round:

Wild Charge-Table	Damage Type (1d8)
1	Fire
2	Cold
3	Lightning
4	Thunder
5	Psychic
6	Radiant
7	Necrotic
8	Force

If the characters aren’t repelled by even this, roll once on the Magic Items Table I, and 1d4 times on the Magic Items Table G (at this point, they would have earned it).

### **Area 6.R: Cage Arena**

The rooftop of this tower is a small amphitheatre, complete with a massive, domed cage taking up the centre the floorspace here. A large trapdoor leads down from here, into the remainder of the tower below.

The lady of this tower, Madame Graupelle spends much time here, enjoying battles to the death between captives and her summoned minions.

The domed cage is made up of two separate sections that can be lifted to connect with each other to form the domed cage, or lowered, parting the two sections from one another, opening up the area for free movement. Only a creature as large and strong as a giant has the ability to raise and lower the two sections without the assistance of spellcasting.

A small creature can however fit between the bars of the cage if they squeeze and Succeed on a DC 15 (Acrobatics) check.

A massive set of lockable trapdoor-openings lead down from here to a marble spiral staircase which connects with the rest of the tower.

Due to their size, the locks can't be picked by normal means, but a character can stick an arm inside the lock and make a DC 20 Dexterity (Sleight of Hand) check to unlock them. When the characters first arrive at the tower, the trapdoors are locked; either due to it being so late in the night that Madame Graupelle is fast asleep.

Alternatively, an arena-match is currently being fought, meaning that both the trapdoors are locked and the cage is raised and locked, and therefore, the party forcing entry to the rooftop would place them directly in the middle of the battle potentially taking place.

If the arena-match is in progress, **Madame Graupelle** is here, watching a **Salamander**, summoned by her, fighting a **Unicorn** to the death for her amusement.

The fight has been progressing for a little while and both creatures have lost 20 Hit Points as a result, the Unicorn is additionally "wearing" a pair of *Dimensional Shackles*, preventing it from teleporting, and is being targeted by the *Confusion*-spell by Madame Graupelle to make it resist her games less.

Madame Graupelle is accompanied by her beloved **Displacer Beast** pet called "Naht" and her **Magmin** familiar "Roej."

**Interacting with the Unicorn.** The name of the unicorn is Fentûlon, and if he is given the opportunity, he will introduce himself as an inhabitant and guardian of Moonwood.

If the party attempt to aid Fentûlon during his moment of distress, by attempting to dispel the *Confusion*-spell, by healing him, or by attempting to remove his magical shackles, Fentûlon will thank the party and offer his aid in opposing the giants of these flying towers, as well as share with them what he knows of the giants' activities;

Fentûlon knows that the flying towers have been circling about the region of One Stone for the last few days and have never strayed far from there.

Fentûlon also knows that Stone Giants have been skulking about the same region over the last few tendays, though he doesn't know if these two groups of giants have any association.

Lastly, the unicorn knows that the cloud giant mages have collected several rocks emanating arcane energies, all seemingly located on the large central platform (Area 1), and he suspects that the giants might intend to steal the One Stone, since it has similar properties.

**Interacting with Graupelle.** The lady of the tower, unlike her fellow mages, has held onto a good portion of her cloud giant-heritage, and enjoys many of the joys of her kin at large, riches, games and gambling means much to her.

If the characters arrive at her tower and engage her peacefully, Graupelle will welcome them like any gracious host, and invite them to watch a cage-match with her.

If the party declines her invitation, Madame Graupelle will lose interest in the characters' presence and request that they leave her and her home in peace immediately.

If the first time the characters meet Graupelle is while a cage-match is ongoing, and the characters find themselves inside the domed cage with the fighters, then Graupelle will see them as nothing more than additions to the fight and be delighted at their appearance, instructing her summoned Salamander to concentrate its attacks on them and keeping them inside the cage.

### **Treasure.**

Madame Graupelle wears a giant-sized monocle, which serves as a *Gem of Seeing* when she spectates arena-matches between creatures capable of invisibility.

She additionally carries a *Spell Scroll of greater invisibility* and two *Iron Bands of Bilarro*, as well as keys for both the domed cage and the trapdoors.

Lastly, Graupelle has her Spellbook on her.

Its binding is edged with gold and set with rubies, while its pages are of paper rather than cheaper parchment, the book weighs 110 pounds. It contains all the spells Graupelle has prepared, as well as the following additional spells: *arcane gate, cloudkill, confusion, demiplane, dimension door, Evard's black tentacles, flaming sphere, fog cloud, grease, Leomund's secret chest, misty step, Mordenkainen's magnificent mansion, plane shift, stinking cloud, and watery sphere.*

### **Area 6.F1: Graupelle Entrance Hall**

This massive entrance hall has enormous and lavish banners in several colours, hanging from the walls. A grand marble staircase spirals up to the roof above, and downwards to the floors below. Covering a large portion of the floor next to the staircase, is the sight of a magic circle, shining dimly in colours ever-changing. Hanging on the southern wall, partially covered by a giant curtain, is an enormous mirror, nearly 30-feet-tall and framed in gold and set with pearls emeralds. Silver platters, many with domed lids and sized for humanoids, float about the hall, seemingly on their own. As you take in your surroundings, one of the platters float towards you, removes its lid and reveals ten filled glasses of champagne.

The silver platters are all carried by permanent castings of the *Unseen Servant*-spell, with a range allowing them to roam the tower, but nothing more. The servants are instructed to make guests feel welcome while they wait for an occupant of the tower to meet them.

Guarding the staircase against thieves and invaders are two **Invisible Stalkers**.

The magic circle in the centre of the room serves Madame Graupelle as both a *Teleportation Circle*, connecting all the floors of the tower, except for the rooftop, as well as serving as a *Summoning Circle*

for when the lady of the tower performs her arcane experiments, or simply acquires new pitfighters.

The most interesting part of the entrance hall is without question the giant mirror, which in truth is a uniquely massive *Mirror of Life Trapping*. The enormous mirror weighs 400 pounds.

The mirror is currently inactive, and only Madame Graupelle knows the command word to activate the mirror; casting the *Identify*-spell or similar magic on the mirror will however reveal the properties of the mirror as well as its command word "Smukkest". Such a casting will additionally reveal that all twelfth prison-cells within the mirror are occupied, but it won't reveal by whom or what.

If the characters stare into the mirror while it is inactive, read the following:

As you stare into the mirror, your reflection becomes blurred and hazy. A moment later, your reflection is gone altogether, replaced by the vision of a beautiful, young woman, standing barefoot amongst the mists in the distance. The woman appears to be unaware of your presence, can you even be considered present? But as you look at her, her expression suddenly changes to that of a frown as she turns her head to look in your direction. You feel for a moment like your eyes meet, but the expression on the young woman's face makes it apparent quickly that she doesn't truly see you. The woman then smiles, her frown gone, and turns her back to the mirror, pushes forth her behind and proceeds to mimic the mockings of a baboon in your direction, turning her face back toward the mirror and sticking out her tongue at you, finally ending her strange antics by making a gesture you're certain would be considered quite rude amongst several circles of elder-nobles across the region. The vision of the woman then fades, swallowed up by the mist and then again replaced by your own reflection.

The vision was that of one of the prisoners within the mirror, this particular woman's unique powers allowing her to sense the party observing her outside.

If the party continues to look into the mirror, visions of other prisoners might appear, though they would be unaware of being watched, and as such would either depict creatures stumbling confused through the haze, some banging helplessly at the mirror to try and escape it, and some simply sitting or laying around in the mist, resting.

Since the characters have no way of knowing who or what is in each cell, if they choose to free someone, roll randomly on the Mirror-Table, or simply choose one, the numbers correspond to the cells the creatures occupy, so if the characters begin naming cell-numbers, creatures are released as described below:

Mirror-Table	Prisoners (1d12)
1	Marid
2	Abominable Yeti
3	Green Dragonborn <b>Gladiator</b>
4	<b>Storm Giant</b> scout
5	Nycaloth
6	<b>Young Red Shadow Dragon</b>
7	<b>Blink Dog</b>
8	<b>Githyanki Knight</b>
9	<b>Yuan-Ti Malison</b> , type 2
10	<b>Tyrannosaurus Rex</b>
11	<b>Water Weird</b>
12	<b>Diancastra the Pleasureseeker</b>

- **Marid.** This aquatic genie, which introduces itself as Abbas Al-Fadl, Reef-Khalif of the Rose-Water Mountains, has been imprisoned within the mirror of Madame Graupelle for one-hundred-and-one years, and as a result, has become rather bitter and openly antagonistic to anyone within his presence, showing no gratitude whatsoever to any of his freers.

The Reef-Khalif is capable of granting wishes and will indeed do so for any character who requests such a gesture, offering a single character one wish each. However, due to his bitterness, the Marid will do everything in his power to corrupt the wish and make the outcome of the wish as terrible as possible, exploiting any loophole within its wording.

Once he has fulfilled any wishes, or if no character engages him in conversation, the Marid will cast *Plane Shift* on himself to leave for the Elemental Plane of Water.

- **Abominable Yeti.** This beast is confused and enraged, attacking anything it sees when it is freed from the mirror.
- **Green Dragonborn Gladiator.** This lawful neutral dragonborn introduces herself as Keanu Powderbreath, a merchant, sailor and occasional mercenary, hailing from Lantan, an island in the Sea of Swords, she is however reluctant to speak much about her home.

Keanu happily offers her liberators her aid if it means that she stands a better chance of surviving and escaping this flying place and her former captors, and return to society.

- **Storm Giant Scout.** This male giant, referring to himself as Grúnnar, impassively shows his appreciation for his freedom, informing the characters that he is on a quest to find the missing king of Maelstrom, Hekaton.

What this Chaotic Evil giant fails to mention is that he is given this task by the king's daughter, Princess Mirran, and that if Grúnnar

indeed was to manage to find the king, it would be his task to immediately slay him, making sure he couldn't interfere in her ongoing schemes.

Grúnnar has no particular interest in aiding the characters in any meaningful way, wishing only to leave the flying towers to report to his princess, informing her that he was imprisoned when questioning the cloud giants, making him suspicious of them but currently with no evidence of their involvement in, or knowledge of, king Hekaton's disappearance.

If Grúnnar was to become suspicious of the characters, or if they began asking too many questions, he wouldn't hesitate attacking them immediately, feeling nothing but contempt for smallfolk.

Grúnnar is a **Storm Giant** with the following additional feature:

**-Keen Hearing and Sight.** The giant has Advantage on Wisdom (Perception) checks that rely on Hearing and Sight.

- **Nycaloth.** Calling itself Fraz-Aran, this Yugoloth when freed will be openly hostile to the characters, questioning them for knowledge about Madame Graupelle and her whereabouts.

If Fraz-Aran comes to believe the characters are withholding information about her, it will become violent, killing off anyone not needed for questioning.

If Fraz-Aran comes to think the characters don't know anything about Madame Graupelle, it will simply leave them with a sneer.

If Madame Graupelle is present when the Nycaloth is freed, or if it comes to know her whereabouts, it will immediately seek her out with the intent of slaying her for capturing it, even going so far as to allying with the characters if they stand against her.

- **Young Red Shadow Dragon.** This young dragon, referring to itself as Molik'loex, once ruled as god-king over a Yuan-Ti kingdom within the jungles of Chult.

According to the beliefs of the snake people, ruling as the literal manifestation of their uppermost deity, Dendar the Night Serpent's might, while the primordial god still slumbers.

More centuries ago than the draconic god-king is aware of, the young shadow dragon, with the help of great magics, entered the infamous tomb of the demilich, Acererak; searching the ruins for further additions to his already earthshaking hoard.

Within this tomb of horrors, the dragon found itself in a battle against a momentous foe, a battle cut short by its entrapment within a massive magical mirror.

Unless **Diancastra** is present when he is freed, the shadow dragon cares about nothing other than escaping his containment and returning to the jungles of Chult.

However, if his ancient foe is present, the dragon's pride and hate towards her will stir him into taking up the battle once again, this time to the death.

- **Blink Dog.** This canine-like fey wants nothing other than to escape the mirror and the towers of the cloud giants.

In light of this, the blink dog will simply attempt to flee once it has been freed. It has no intention of fighting or talking anyone, unless it doesn't absolutely has to.

- **Githyanki Knight.** A smuggler of smokepowder by trade, Abhaj-Jamitar is capable of speaking both Common and Undercommon, having her base of operations mainly having taken place in the hidden city of Skullport below the great city of Waterdeep, a place she wishes to return to with as much haste as possible.

Abhaj-Jamitar has little to no interest in interacting with or aiding the characters, believing them to be capable of doing nothing other than slowing her down.

However, were the characters to prove her otherwise, she would likely be inclined to join them, as well as aiding them.

In addition to her Silver Greatsword, Abhaj-Jamitar is armed with a *Hunting Rifle* and an *Antimatter Rifle* (see chapter 9 in the *Dungeon Master's Guide*), and carries enough ammunition for each weapon to last her for months, located within a *Bag of Holding* she wears at her hip.

Abhaj-Jamitar can fire either of her rifles as an Action on her turn: she is considered proficient with both weapons and adds a +6 bonus to hit with them.

- **Yuan-Ti Malison, Type 2.** A former worshipper of the shadow dragon, Molik'loex, this female Yuan-Ti, known as Gixaak, was among the first scouts discovering and investigating the tomb and traps of Acererak.  
Gixaak is not aware that her king and god is entrapped within the mirror, and if she were to learn so, she would turn hostile to pressure her freers into freeing him as well.
- **Tyrannosaurus Rex.** This massive beast is hungry and panicked upon its release, attacking anything within its line of sight.
- **Water Weird.** One of Madame Graupelle's favorite summoned arena-fighters, this water weird delights its mistress by choking out the life of its opponents.  
It would normally be found within its tank within Graupelle's bedroom (Area 6.B2), but said tank was damaged during the weird's last match, and it is therefore stored within the mirror until Madame Graupelle can acquire a suitable replacement.
- **Diancastra the Pleasureseeker.** The last prisoner of Madame Graupelle is Diancastra (see Appendix B), giant demi-goddess of trickery, adventure, sexuality and fertility.  
As one can imagine, Madame Graupelle is not aware that she is holding one of her own pantheon captive within her mirror,

the cloud giant mage was simply aware that a being of immense power was stored within the last cell of it, and that it therefore would be wiser not to interact or free the prisoner.

If the character witnessed the vision of the woman within the mirror, then what they saw was Diancastra, engaging in one of her antics since she could sense their gazes upon her with her divine senses, even in her currently, magically entrapped state.

Upon her release, Diancastra will cheerfully express her gratitude to the party and inform them that she intends to rewards them for their aid, but that she currently feels incapable of doing so properly, and that she desires to once again run below skies of the multiverse, after having been trapped for more than two centuries, in the mirror.

For this reason, the goddess will inform the party that she intends to leave them as soon as possible, but that she will return at a later time to repay her debt to them.

Leaving as soon as possible doesn't mean immediately; Diancastra will inform the party that she was fighting a Shadow Dragon when she was trapped in the mirror, the dragon interrupting her during a self-imposed challenge she was going through, to explore and survive several deadly traps located within the tomb of a Demilich, though the name of the tomb and demilich escape her after this long.

Diancastra however knows that the Dragon she fought was trapped alongside her, the creature seeming to not have been part of the traps of the tomb, and that the dragon still resides within the mirror.

As a result of this, Diancastra will express her desire to finish her battle with the dragon, and will invite the characters to join her in her battle, if they are interested.

If the **Young Red Shadow Dragon** already has escaped the mirror, and Diancastra is

released, then the two enemies will immediately enter combat, keeping their attacks focused on each other.

If the dragon has already been slain by the time Diancastra is freed, the goddess will congratulate the characters on their victory and extend her offer of aid as normal.

Two pairs of massive double doors lead northeast and west from this tower to Madame Hailien's tower (Area 5.F1) and to the tower of Master d'Zud (Area 7.F1), both via the battlements (Area 3).

### **Area 6.B1: The Storage**

It is impossibly quiet within this massive chamber, not even your own breathing or movements is audible.

The chamber is cast mostly in darkness, but through the dark you see a grand marble staircase spiraling its way above you, as well as downwards.

One of the only sources of light within the chamber, is a magic circle, shining dimly in ever-changing colours, located next to the staircase.

Partially visible through the darkness are several cages of various sizes, occasional movements seen from within, and large, shining eyes staring back at you, through the dark.

This is where Madame Graupelle keeps her many pitfighters locked up between matches.

The magic circle in the centre of the room serves Madame Graupelle as a *Teleportation Circle*, connecting all the floors of the tower, except for the rooftop.

Aside from a 20-foot-dome covering the *Teleportation Circle*, the entire room is targeted by a permanent *Silence*-spell, for the purpose of not annoying the lady of the tower, as well as to foil most attempts at spellcasting within the containment area.

The number of "fighters" present within this chamber varies greatly from tenday to tenday, as creatures die for one reason or another.

The current occupants of the chamber are the following:

- A fallen **Deva**, calling itself Achaddon, and which, in its fallen state, has lost its mind and changed alignment to Chaotic Evil, now relishing in acts murder and destruction, as well as being one of Madame Graupelle's mightiest pitfighters.  
Achaddon holds no loyalty to Graupelle however, the angel would enjoy crushing her skull under its mace just as much as anyone else's.
- A male **Centaur** called Abelahl, whom is missing an arm after an earlier arena-match, and therefore lacks a Longbow.
- An aggressive **Chuul**.
- A female **Cyclops** named Nanhildr, who enjoys her simple life of pit fighting.
- An **Ettin** whose heads are called Pete and Fijtur, both of which enjoy their current state as arena-fighters, being regularly fed and given plenty of opportunities to smash "puny-folk."
- A **Flameskull** which vaguely remembers its former existence as a noble drow wizard from Menzoberranzan named Phafein Tuin'Tarl.
- Six **Gnolls** and two **Hyenas**.  
Madame Graupelle finds gnolls to be an easy means of acquiring new pitfighters, simple capture a few hyenas and have them feed on anything a gnoll kills and "poof" a new gnoll is spawned.
- An **Orc Eye of Gruumsh** named Zemha who would love nothing more than to rip out the heart of the giantess holding her captive.
- Four **Lions**.
- Depending on the time of day, a **Unicorn**, known as Fentûlon, might also be present within this chamber.

Each cage functions as *Dimensional Shackles*.



## **Area 6.B2: Graupelle's Bedchamber**

A pleasant warmth greets you as you enter this oversized but lavishly furnished bedchamber. Magical flames, placed floating here and there, cast the chamber in a bright and warm light.

A giant-sized bed, fit for a king, dominates most of the floorspace here.

The remainder of the floor is covered in the dim lights of a magic circle, carved into the floor.

A massive bookcase stands against the eastern wall, filled with books of different sizes.

Standing atop a small table, relative to everything else within the chamber, is what appears to be an enormous, but empty, fishbowl.

A massive crack is visible in the glass near the fishbowl's bottom, offering up an explanation for its emptied state.

Madame Graupelle goes here to rest and read.

The magic circle in the centre of the room serves Madame Graupelle as a *Teleportation Circle*, connecting all the floors of the tower, except for the rooftop.

If **Madame Graupelle** is here, her beloved **Displacer Beast** pet called "Naht" and her **Magmin** familiar "Roey" are here with her.

The fishbowl used to contain Madame Graupelle's favourite pitfighter, a Water Weird favouring cruel tactics in combat, but the bowl was damaged by accident a few tendays ago, and the Water Weird is therefore held within Graupelle's magic mirror in the entrance hall while she acquires a new one, or until she decides to magically fix the thing.

### **Treasure.**

The majority of the books present within her bedchamber are either romance novels or books describing the fauna and geographical features of the different planes of the multiverse.

Most of the collection isn't particularly valuable, but characters can spend 10 minutes poring over the collection and make a DC 15 Intelligence (Arcana) check or Intelligence (Religion) check. On a Successful check, the characters find the four most valuable pieces of the collection, each worth 1000 gp.

If Graupelle is here, her spellbook and other belongings are here with her, as described in the treasure section of the Cage Arena (Area 6.R).

## **Area 7.R: The Moonlight Alter**

Blood. You see dried blood everywhere before you, the dark red sticking out on surfaces of white marble.

Large dried up pools of red cover the floor, spatters are visible on the battlements here and there, and leaving almost no surface to its natural white, several layers of dried blood paint the star-shaped form of a massive marble altar, located at the eastern edge of the rooftop. Baskets and buckets stand here and there on the floor, most filled with rotting bones and gore. Lying atop the horrid altar is several tools of dissection and butchery.

Several tiny orbs of light float about the area, casting the nightmarish scene in varying degrees of illumination.

Master d'Zud goes here to perform his dark acts, particularly on moonlit nights.

If it is night time when the characters first arrive at the tower, it is likely that **Master d'Zud** is here, preparing for one of his rituals to reclaim his iron hold over his undead minions.

Regardless if d'Zud is here or not, his favoured pet **Catoblepas** called "Zinew" is here (use **Elephant** statistics to represent this creature, but consider it only Large and give it the **Enervation Ray** of a **Beholder** with Recharge on a roll of 5 or 6).

The catoblepas is not particularly aggressive towards strangers, he is well fed, eating freely from the buckets of gore, and is trained into having a personality akin to that of a lazy housecat.

Due to his constant close-up relationship with the catoblepas, Master d'Zud is considered Immune to its Stench-feature.

Present here at all hours of the day are ten **Will-O'-Wisps**, but their tasks are nothing more than to keep the tower lit, and as such don't act against the characters unless they are commanded

to do so by Master d'Zud, attacked by the characters or otherwise threatened by them.

**The Altar of Delban.** This 20-foot-diameter, star-shaped, altar of white marble contains a fragmental vestige of *Delban the Star of Ice and Hate*; any humanoid which comes into physical contact with the altar which isn't Resistant to either Cold or Necrotic-damage immediately takes 10 (3d6) Cold-damage and must then Succeed on a DC 18 Constitution Saving-Throw or be Paralyzed for 1 minute.

While paralyzed in this manner, the character can't be physically removed from the altar by any means, magical or otherwise.

Acting as a guardian of the altar and bound to its location, is a **Poltergeist** which attacks any creature stuck to the altar.

The poltergeist can use the tools lying atop the altar as ammunition for its Telekinetic Thrust action.

#### **Undeads of d'Zud Tower.**

All Undead-type creatures featured within this tower add an additional +4 to Damage Rolls and have an extra 15 Hit Points.

### **Area 7.F1: d'Zud Tower Entrance Hall**

The smell of rotting flesh greets you as you enter this massive entrance hall.

Splatters of dried blood and gore occasionally covers the otherwise beautiful marble floor.

A grand marble staircase spirals up to the roof above, and downwards to the floors below.

Several motes of light float about the grand hall, illuminating the area in cold hues.

The sound of running water and steam is vaguely audible here as well, echoing its way through several brass pipes climbing their way across the walls, all gathering at a massive brass container in the southern corner of the room.

The mucky waters of the floodchamber (Area 7.B2) are transported here to be purified anew and to keep the water flow within that chamber running.

Present here at all hours of the day are ten

**Will-O'-Wisps**, but their tasks are nothing more than to keep the tower lit, and as such don't act against the characters unless they are commanded to do so by Master d'Zud, attacked by the characters or otherwise threatened by them.

In addition, roaming the hall and guarding the purifier and piping are two **Skeletons**, six **Zombies**, an **Ogre Zombie**, and a **Wraith**.

**The Water Purifier.** This massive boiler is made from brass and is kept active through continual magical heat, boiling mucky water sent to it from Area 7.B2 through brass pipes, and then releases the purified water back down to that area to power the waterwheel located at that location.

The boiler and pipe-line is magically protected, each section of pipe has 100 Hit Points, while the boiler itself has 333 Hit Points.

All parts of the purifier's system is Resistant to all magical damage, and has Immunity to non-magical damage.

Two pairs of massive double doors lead to the east and northwest from this tower to Madame Graupelle's tower (Area 6.F1) and to the tower of Master Derechoo (Area 8.F1), both via the battlements (Area 3).

### **Area 7.B1: Bedchamber of Master d'Zud**

A giant-sized double bed dominates much of the floorspace of this bedchamber,

a black silken canopy hanging above it.

Standing at the foot of the double bed is

a closed sarcophagus made from obsidian and carved with the strangely pleasant visage of a happily smiling elven male, his hands folded over the carving of a lyre.

A massive wooden desk stands against the wall, stacks of dusty tomes placed atop it.

Two pairs of black plush-chairs are present in the room, one sized for giants, the other normal sized.

Hanging on the wall above the desk is an enormous, golden-framed painting depicting a portrait of a spectral giantess, smiling down at you as warmly as one would could consider possible from a ghost.

This is where the master of the tower comes to rest and write down notes of his research, as well as to engage his chamberlain in conversation.

If it is daytime when the characters first arrive, **Master d’Zud** is likely here, talking to Akh’Arael.

Regardless if his master is here or not, Akh’Arael, a sun elven **Mummy** and the chamberlain of d’Zud is present, sitting in his chair and ready to ask the characters about their business.

Present here at all hours of the day are ten **Will-O’-Wisps**, but their tasks are nothing more than to keep the tower lit, and as such don’t act against the characters unless they are commanded to do so by Master d’Zud, attacked by the characters or otherwise threatened by them.

**Interacting with Akh’Arael.** Despite his grisly, mummified appearance, Akh’Arael is a pleasant man with a melodious voice who enjoys company and happily welcomes the characters as guests of the tower, as long as they aren’t openly hostile to him or any of its occupants.

Though currently acting as chamberlain for Master d’Zud, the sun elf used to work for the master as his personal minstrel.

If asked to perform for the characters, Akh’Arael happily does so; he adds a +5 to Charisma (Performance) checks.

**Spiral Staircase.** If the characters look down the spiral staircase to assess what resides on the floor below, read the following:

The white marble staircase continues its spiraling down towards the basement floor, but then comes to an abrupt stop only 20 feet down from your current location. You hear only silence from below.

If the giantess ghost depicted in the painting is mentioned in the presence of Master d’Zud, the master will scowl and excuse himself, leaving this floor for the rooftop to reminisce.

If the characters question Akh’Arael about the giantess ghost, he will inform the characters that she was known as Lady Hetbyrd and that

she was the master’s undead lover until she lashed out against d’Zud for trying to acquire complete control over her being, an act he (and Akh’Arael) saw as an act of unending love and devotion, and when Hetbyrd fought for her freedom, d’Zud destroyed her, casting her off into the darkness below in the floodchamber (Area 7.B2), where she joined up with the rest of the master’s unwanted minions.

Master d’Zud has since then spent much of his research and resources on trying to find a way to reform Lady Hetbyrd, this time in the obedient state Master d’Zud desires for her.

### **Treasure.**

Located within the obsidian sarcophagus is a full *Necklace of Fireballs* along with the personal instrument of Akh’Arael, an *Instrument of the Bards*; Cli Lyre.

Stacked atop the wooden desk is several giant-sized books on necromancy, all in bad condition and of no noteworthy value.

Lying alongside the books is a giant-sized *Periapt of Proof Against Poison*, along with a *Ring of Animal Influence*.

Also lying amid the stacks of dusty tomes is the Spellbook of Master d’Zud.

Its binding and pages are made from patches of humanoid skin, the book weighs 110 pounds. The book contains all the spells d’Zud has prepared, as well as the following additional spells:

*antipathy/sympathy, banishment, burning hands, clone, creation, darkness, darkvision, eyebite, feign death, gentle repose, immolation, incendiary cloud, investiture of flame, magic jar, silence, and telekinesis.*

### **Area 7.B2: The Floodchamber**

As you set foot within this massive chamber, the total silence is replaced utterly by the overwhelming roar of water flowing freely. Flowing down along all walls, from pipes, around you are several waterfalls, all ending at the dark and flooded floor below.

The white marble staircase comes to an abrupt end in midair only twenty feet below its top, the rest of it appearing to have eroded away or succumbed to a theoretical, but unlikely, earthquake.

Glistening in the relative dark near the bottom of the chamber is a massive waterwheel, seemingly constructed from mithral.

Connected to the waterwheel and made from the same silvery metal, is an astonishingly long but normal-sized chain, moving as the waterwheel rotates under the current of the waterfalls.

Suspended from the mithral chain, moving with it as the waterwheel rotates, is the form of an upside-down female human with pale skin.

As observe the woman, she looks up at you and sends you an expression somewhere between cheerfulness, exhaustion, and complete agony, she then lifts her arms in your directions and attempts to wave, though doing so reveals her arms being shackled.

In the next moment, the woman is plunged down into the dark water below by the rotation of the chain and waterwheel.

The water flooding the bottom of the chamber is filled with muck and 3 feet deep.

Moving about the mucky water is a pair of **Shambling Mounds**, made up of rotting body parts instead of plant-matter, the mounts have the following changes:

- They have the Undead-type.
- Each mound has 151 Hit Points.
- They both gain Immunity to Poison-damage and the Poisoned condition, and Resistance to Necrotic-damage.
- **Undead Fortitude.** If damage reduces the mound to 0 Hit Points, it must make a Constitution Saving-Throw with a DC of 5 + the damage taken, unless the damage is Radiant or from a Critical Hit. On a Success, the mound drops to 1 Hit Point instead.

The mounds are the horrific results of scores of undeads being tossed off into the floodchamber to meet the end of their unives.

The mounds are made up of the jumbling emotions of hatred and agony within the countless undeads making up their monstrous forms.

As a result of this, all semblance of sentience, is replaced by complete insanity and bestial instincts, the mounds desiring nothing other than to add more blood and gore to their shambling forms.

**Broken Staircase.** The spiral staircase was deliberately broken by Master d'Zud when he began dumping off undeads he didn't want about, setting up artificial waterfalls to prevent undeads from climbing up the walls and escaping.

To keep out the constant noise of the waterfalls, a permanent casting of the *Silence*-spell covers the entrance and uppermost steps of the staircase.

**Waterfalls & Pipes.** The waterfalls originate from several brass pipes, all connecting to a magical boiler in the entrance hall (Area 7.F1).

Not visible aside from below the water are several pipe-openings, pumping mucky water up to the boiler for purification and to keep the water-circulation going, and by extension the waterwheel.

The pipeline is magically protected. Each section of pipe has 100 Hit Points, and Resistance to all magical damage, and Immunity to non-magical damage.

**Interacting with Tenni.** The Damaran human is known as **Tenni Kulenov** (see Appendix B), a paladin of St. Sollars and Ilmater, and a monk of the Monastery of the Yellow Rose.

Tenni has been on pilgrimage throughout Faerûn, seeking out evil wherever it may hide, and smite it down in the name of all that is good and right.

Her search eventually drew her to the overwhelming presence of undeath within the tower of d'Zud, where she was over-powered by the cloud giant necromancer and used in his experiments, turning her into one of his horrific monsters.

Tenni's undead form however proved unruly and difficult to control, and for this reason Master d'Zud decided to use her weakness to try and break her mind, rather than discarding her outright, so far with only little success.

### **Treasure.**

Lying scattered about the floor below the mucky water is the collective treasures of hundreds of victims, these treasures can however only be seen while having one's head below the surface of the water.

Present below the water is a total of 300 pp, 3,000 ep, 2,100 gp, 900 sp, and 3,500 cp, along with six gemstones (worth 100 gp each), a *Ring of the Ram* and a +2 *dagger*.

**Mithral Waterwheel.** The large waterwheel, being constructed from mithral is quite lightweight, despite its significant size of 30 feet in diameter.

The wheel is worth 10,000 gp in its undamaged and fully assembled state.

The chain connected to the waterwheel is 150 feet long and weighs little more than a common rope, it is worth 1,500 gp in its current state.

### **Area 8.R: The Circle of Dragons**

You see before you the rooftop of the white, marble tower, it appears mostly barren.

Resting atop the battlements, their claws dug into the white marble from which they themselves are carved, are five gargoyles, each depicting a separate kind of chromatic dragon, all of them looking inward toward the centre of the rooftop.

Magic circles are carved into the marble floor, covering the entire floorspace of the rooftop in strange symbols, glowing in colours growing gradually warmer in hues as they near the centre.

Master Derechoo comes here to unleash the powers of the elements, as well as to feel the power of those forces upon his own being, targeting himself with destructive magics.

**Circles of Power.** Permanent magic circles are carved into the flooring of the rooftop, covering the entire area in a permanent magical effect causing all Damage-Dealing Cantrips and Spells to deal one extra die of damage, and to score a Critical Hit on a roll of 18, 19 or 20.

Additionally, any d20 roll resulting in a 1 results

in an explosion of arcane energy.

All creatures within a 20-foot-diameter sphere, centred on the caster, must make a DC 15 Constitution Saving-Throw, taking 21 (6d6) Force-damage on a Failed save, or Half as much damage on a Successful one, the caster has Disadvantage on this save.

The effects of these magic circles cannot be dispelled, but they can be suppressed temporarily through the casting of an *Antimagic Field*-spell.

**Draconic Gargoyles.** The gargoyles are all magically enchanted statues, each with the respective Hit Points, Damage Immunities, and Breath Weapons as befit for the type of Dragon Wyrmling each statue represents, but with an added Resistance to non-magical Slashing, Piercing, and Bludgeoning-damage, and Immunity to Poison and Psychic-damage, as well as to being blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, or prone.

When a creature steps onto the magical circle without first stating "Praise Tiamat's Glory!" out loud, the trapped statues are activated, when this happens, roll initiative.

On initiative count 20 (losing initiative ties), one of the dragon gargoyles can take an action to use its respective Breath Weapon.

The gargoyles choose which statue breathes by magically scanning the magic circle for intruders. A creature protected by a *Mind Blank*-spell, a *Nondetection*-spell, or similar magic can't be perceived in this manner.

The gargoyles can't use the same statue to breath two rounds in a row.

(The colour of each statue is described on the map).

### **Area 8.F1: Derechoo Tower Entrance Hall**

Before you, you see the entrance hall of the tower. However, aside from massive double doors exiting the tower for the battlements, and the grand marble staircase which spirals its way up to the roof above, and downward to the floors below, little located within the room indicates this to be its purpose.

Instead, located before you are several massive sparring dummies, all in varying stages of disrepair, scattered about the room. Weapons, all sized for giant hands, hang upon the walls or stand in racks. Sitting in a small pile near the spiral staircase are several boulders of massive size, while next to the pile sits an enormous basket filled with broken dummies, weapons and rocks.

Master Derechoo spends much of his time here, training his martial prowess, as well as venting his easily awakened outbursts of fury.

The sparring dummies are animated creatures by Master Derechoo, but for the purpose of giving him some challenge when he trains, but also to serve as a defence against intruders.

The dummies animate and attack any creature who enters the tower without being in the company of Master Derechoo or saying “Praise Tiamat’s Glory!” before entering.

Three armoured dummies are present in the entrance hall, they each have the statistics of an **Animated Armor**, with the following changes:

- They are considered Huge.
- They have 45 Hit Points.
- Their **Slam**. attack deals 12 (3d6) Bludgeoning-damage on a hit.
- Their Challenge Rating is 2 (450 XP)

In addition to the armoured dummies, are an addition two cloth and straw dummies, which have the statistics of **Scarecrows**, with the following changes:

- They are considered Huge.
- They have 52 Hit Points.
- Their **Claw**. attack deals 16 (6d4) Slashing-damage, but doesn’t inflict the Frightened condition.
- They lack the **Terrifying Glare**. action.
- Their Challenge Rating is 3 (700 XP)

**Scrap Basket.** During combat, Master Derechoo can use an Action once to empty his basket of broken training-equipment in a 30-foot-cone.

Each creature in that area must make a DC 20 Dexterity Saving-Throw, taking 32 (5d12) Slashing-damage plus 32 (5d12) Piercing-damage on a Failed save, or Half as much damage on a Successful one, the area filled with waste then becomes Difficult Terrain.

In addition, if a creature is knocked Prone within the waste filled area, that creature must then immediately make a DC 15 Dexterity Saving-Throw, taking 3 (1d6) Slashing-damage plus 3 (1d6) Piercing-damage on a Failed save, or Half as much damage on a Successful one.

Two pairs of massive double doors lead to the north and to southeast from this tower to that of Master d’Zud (Area 7.F1) and to the tower of Madame Sleetellet (Area 9.F1), both via the battlements (Area 3).

### **Area 8.B1: Derechoo’s Bedchamber**

This simple bedchamber is mostly empty, aside from a lone straw pallet laying on the floor, sized for a giant.

Blocking the way down to the floor below, is a massive iron grate.

Master Derechoo spends time here only to sleep, and he sleeps only little during the night.

Resting for him takes place within the shrine below (Area 8.B2) or at the rooftop (Area 8.R).

**Enchanted Grate.** This iron grate has no mechanical winch or other lifting mechanism. It must be lifted manually. Any creature as big and strong as a Cloud Giant can use an Action to lift the grate. Any other creature must Succeed on a DC 23 Strength (Athletics) check to lift it.

Although the grate is giant-sized, its bars are close enough together that even Small creatures can’t squirm through.

Aside from simply being a difficult task to lift, the grate is additionally trapped with a *Glyph of Warding*-spell.

Any creature who touches the grate without first saying “Tiamat” and any creature within a 20-foot-radius of the grate when the trap is triggered, must make a DC 16 Dexterity Saving-Throw, taking 27 (6d8) Lightning-damage on a Failed save, or Half as much damage on a Successful one.

To notice the trap, one must succeed on a DC 16 Intelligence (Investigation) check.

If Master Derechoo is within the shrine (Area 8.B2) when the trap is activated, he instantly becomes aware of its activation. However, rather than leaving to investigate, he will stay within the shrine, his reasons being that either the intruders died at the hands of his trap, and that he in that case would refuse to let a few corpses interrupt his praying. Or that if they were strong enough to survive his trap, then he would wish to face them within the holy place of his goddess.

### **Area 8.B2: The Shrine of Tiamat**

The walls of this chamber have been decorated with carvings of dragon-headed humanoids flying upon lone clouds and flying carpets. Abstract depictions of clouds and lightning dance across the walls, all moving toward the southern wall.

There, a massive statue, carved from basalt, stands. Its form that of a shapely woman, standing in the nude, but topped with five long necks, ending in draconic heads, their jaws open as though ready to breath. Each of the multi-dragon-headed woman’s hands lie resting atop one of two large obsidian chests. Protruding from each of the chests, where one normally would expect to see its keyhole, is instead a multi-coloured star-like symbol, made up of what on closer inspection appears to be coloured claws.

Lighting up the room are several candles, placed near the walls about the room. Both the candles on the floor, the claws on the chest and the heads on the statue share colours; Blue, Green, Black, White and Red.

If **Master Derechoo the Blue** (see Appendix B) hasn’t been drawn elsewhere, he is here.

If this is the case, add the following:

Kneeling before the dragon-headed statue, his hands upon each of its hands, placed upon the chests, is a cloud giant, dressed in purple robes, outlined with gold.

At the giant’s side, a massive bladed weapon, constructed entirely from ice, lies.

When not training his combat skills, Master Derechoo spends most of his time here, meditating and reflecting on his faith and on the destructive powers of the elements, both arcane and otherwise.

**Interacting with Derechoo the Blue.** Master Derechoo is a loner with a short fuse and bombastic temper, he keeps to himself most of the time and is only in this communal tower agreement because of the resources and security it brings with it.

Derechoo however has several secrets he keeps from, not only the world at large, but his allied cloud giant wizards as well.

First on his list of secrets is his position as a high-ranking member within the reformed Cult of the Dragon.

As a Wearer of Purple, Derechoo was present on the battlefield at the Well of Dragons, when the Severin the Red attempted to summon Tiamat to Toril. However, when the plan ultimately failed, Derechoo went into hiding, biding his time and waiting for signs from his fellow surviving cultists.

(If you are playing this encounter parallel to the events of *Hoard of the Dragon Queen* or *The Rise of Tiamat*, then Master Derechoo is simply keeping a low profile while waiting for the final ritual to begin).

Another secret of Derechoo is the origin of his title as “The Blue,” the reason being that Master Derechoo isn’t a true cloud giant, but rather half cloud giant, and half blue dragon.

Master Derechoo has honed his arcane skills endlessly for the purpose of hiding his true heritage.

Due to these damning secrets and his hot-blooded demeanor, Master Derechoo is very likely to have no interest in engaging random trespassers in conversation.

A far more likely reaction to the presence of the characters would be Derechoo spending a Sorcery Point to cast *Fireball*, or something similar, as a Subtle Spell.

**Obsidian Treasure Chests.** Each treasure chest is part of a connected mechanism which can't be manipulated with thieves' tools.

If the characters have a crowbar or similar tool, they can attempt a DC 25 Strength (Athletics) check to force open a treasure chest.

Additionally, casting the *Knock*-spell on the chests works as well, but only once the spell has been cast on each of the chests, a single chest is not enough.

To activate the opening mechanism of the treasure chests, one must simply press down both of the blue claw icons located upon the chests.

Doing this will result in the humanoid statue of Tiamat moving her hands off the chests, and the lids then opening up on their own simultaneously.

### **Treasure.**

The treasure chests contain offerings from Master Derechoo to his goddess Tiamat, once the activities of the Cult of the Dragon comes underway, he intends to join his offerings to her larger treasure hoard.

Lying within the obsidian treasure chests is a *Brass Dragon Scale Mail*, *Gauntlets of Ogre Power*, and a *Ring of Shooting Stars*.

To determine what else lies within the chests, roll once on the **Treasure Hoard: Challenge 5-10** and once on the **Treasure Hoard: Challenge 11-16** (see Chapter 7 within the Dungeon Master's Guide)

Master Derechoo carries his *Icicle Greatglaive* (see Appendix C) with him at all times, as well as his Spellbook.

Its binding and pages are all quite heavily damaged from rough treatment, the book weighs 100 pounds.

The book contains all the spells Derechoo has prepared, as well as the following additional spells: *animate objects*, *darkness*, *earth tremor*, *glyph of warding*, *gust of wind*, *immolation*, *lightning bolt*, *magic circle*, *Melf's acid arrow*, *Melf's minute meteors*, *meteor swarm*, *Otiluke's freezing sphere*, *Otiluke's resilient sphere*, *scorching ray*, *shatter*, *Snilloc's snowball swarm*, *sunbeam*, *thunderwave*, *vitriolic sphere*, *wall of stone*, and *wall of water*.

### **Area 9.R: Beanstalk-Jungle Roof**

The rooftop of this flying tower is covered in something in-between a jungle and maze, made up entirely of interwoven, oversized beanstalks.

The air here is warmer than you'd expect from the surrounding landscape beyond the tower, and birds, colorful but unfamiliar to you, fly and nest about the beanstalks.

Other exotic animals move about the beanstalk jungle as well, a monkey swings from stalk to stalk, while a large pair of hunting-cats lie resting atop a different one.

Growing outward from the northeastern edge of the rooftop, is what appears to be a bridge made up entirely of the intermingling of several of the enormous beanstalks.

All of the beanstalks, not so much lead out to the beanstalk tower in the distance, as much as they connect with a different set of beanstalks at that location, forming the tower itself.

If the characters haven't met Madame Sleetellet or one of her illusions yet, a *Programmed Illusion*-spell is activated by their presence.

If this is the case, add the following:

“Welcome to my garden!”  
a voice suddenly hails you from above.  
There, sprawled out atop a horizontally oriented



beanstalk, the massive form of a female cloud giant, dressed in a flamboyant jester costume and wearing a face of smiling, clown makeup, is visible.

“Feel free to enjoy your visit, but try not to bother

my pets, or they might just bother you back!”

The giantess then lifts a hand and blows a kiss your direction, followed by a wave.

“Bye my cuties!”

She says and vanishes in a cloud of sparkling, spectral hearts, stars, and streamers.

The rooftop of Madame Sleetellet’s tower is a place for relaxation for her, as well as a place where she works on her currently biggest project, the creation of visual environment fitting for her two pet **Tigers** which spend their time here at all times.

Sleetellet additionally borrows out her roof for Master Orkando to use for the growing of his giant beanstalk tower.

**Beanstalk Jungle.** All aspects of the beanstalk jungle, aside from Sleetellet’s tigers and the beanstalk-bridge, are made up of illusions.

The jungle itself is made up of *Hallucinatory Terrain* and *Major Image*-spells, while the animal life is produced through *Programmed Illusion*-spells.

Any number of exotic animals the DM wishes can be present within the jungle.

**Illusory Staircase.** A large hole in the floor, partially hidden by an illusory staircase, leads down to the floor below (Area 9.F1), and continues down to the floors even further down.

Madame Sleetellet can use an Action on her turn to make the entirety of the spiral staircase real for up to 1 minute.

Leaving from the rooftop is a massive and real beanstalk, branching northward (Area 10).

### **Area 9.F1: Sleetellet’s Entrance Hall**

Snowflakes drift lazily about the cold air as you enter this grand entrance hall, all eventually floating down and settling among the hills of

fresh-fallen snow, covering the floor.

Ornately decorated benches, sized for giants, flank each of the doors leaving the hall.

A black, iron staircase spirals its way upwards to the rooftop above, as well as down to the floors below.

The entrance hall is mainly cast in darkness, the only source of light being a lone, giant-sized, lamp hanging off the side of the staircase.

If the characters haven't met Madame Sleetellet or one of her illusions yet, a *Programmed Illusion*-spell is activated by their presence.

If this is the case, add the following:

The tranquility of the moment is then suddenly interrupted by a momentary “poof” sound, followed by a large portion of snow being catapulted into the air.

Once the snow has settled, the massive form of a female cloud giant lying in the snow, comes into view.

The giantess is dressed in a flamboyant jester costume and wearing a face of smiling, clown makeup.

“Welcome to my tower”

she then says looking in your direction, “like the accommodations? Well, too bad, it’s my home, you can’t stay here....

Not for too long anyway, so enjoy your visit while it lasts!”

The giantess then vanishes in a cloud of sparkling, spectral hearts, stars, and streamers.

Leaving behind a large imprint in the before untouched snow.

The winter-landscape is produced by a *Mirage Arcane*-spell, meaning that the characters can interact with the illusion as though it was physically there, picking snow off the ground and forming snowballs. The imprint in the snow is part of the “performance” designed into the *Programmed Illusion*, as well as the mirage.

**Illusory Staircase.** A large hole in the floor, partially hidden by an illusory staircase, leads down to the floor below (Area 9.B1), and continues down to the floors even further down.

Madame Sleetellet can use an Action on her turn to make the entirety of the spiral staircase real for up to 1 minute.

**Lighting.** The lamp is an illusion created by the *Major Image*-spell, layered atop a *Continual Flame*-spell.

A pair of massive double doors lead to the south from this tower to that of Master Derechoo (Area 8.F1).

### **Area 9.B1: The Study**

Books. Books everywhere. Every inch of wall of this massive chamber is covered with bookshelves, from floor to ceiling. Near the centre of the room stands a simple but giant-sized wooden writing desk, stacks of books and scrolls atop it, and a pair of matching chairs next to it. A black, iron staircase spirals its way upwards to the floors above, as well as down to the floor below.

If **Madame Sleetellet** (see Appendix B) and her simulacrum double haven't been drawn elsewhere, they are both here, sitting within each of their chairs and talking.

**Library.** The vast majority of the books and bookshelves within the study are produced using a *Mirage Arcane*-spell, meaning that the characters can interact with the illusion as though it was physically there, picking books off the shelves freely, though no words would be written within them.

**Illusory Staircase.** A large hole in the floor, partially hidden by an illusory staircase, leads down to the floor below (Area 9.B2).

Madame Sleetellet can use an Action on her turn to make the entirety of the spiral staircase real for up to 1 minute.

**Vestige of Comedy.** Victims of Madame Sleetellet's pranks still linger within her study,

hateful spirits which seek to add more souls to their ranks.

The spirits have the statistics of two **Shadows**, and a **Poltergeist**.

Amused by their presence, Sleetellet has added to the population of invisibles within her study through four *Unseen Servants*.

**Simulacrum.** The simulacrum duplicate of Madame Sleetellet shares her statistics, but has only 100 Hit Points,

The simulacrum is capable of casting spells, but when it does so, it uses Madame Sleetellet's Spell Slots, rather than having any of its own.

**Interacting with Madame Sleetellet.** A sadistic prankster at heart, only ever truly happy when someone is hurt as a result of her personal brand of comedy, Madame Sleetellet might seem like an energetic, fun, perhaps even pleasant individual, but her playful demeanor is quickly cracked by her bloodlust and fascination with death and misery.

During a conversation as well as during combat, Sleetellet will emphasise playing with her victims, rather than trying to overpowering her enemies, she will go out of her way to do things she perceives as entertaining, typically involving hiding and creating replacements for herself.

A favorite maneuver of her's, during combat is spending sorcery points to quickly conjure up an illusory rock, then make them real using her abilities, then ending things up by throwing the rock from an unexpected location.

### **Treasure.**

Madame Sleetellet is in possession of a suit of *Glamoured Studded Leather Armor*, *Gloves of Thievery*, and a *Wand of Secrets*.

Lying atop her desk is Sleetellet's Spellbook. Its binding is decorated with purple stars and a depiction of a crossed-over open eye, the book weighs 100 pounds.

The book contains all the spells Sleetellet has prepared, as well as the following additional spells: *blur*, *color spray*, *continual flame*, *creation*, *hallucinatory terrain*, *illusory script*, *mirror image*, *Nystul's magic aura*, *phantom steed*, *programmed illusion*, *project image*, *seeming*, and *unseen servant*.

## Area 9.B2: Lake of Rest

The black, iron staircase descends in its spiralling arch down to a place of overpowering brightness.

The floor is covered in a layer of foot deep water here, though you can't see anything located underneath the silvery water.

There are no walls here, only an endless, bright, white haze stretching outward into the horizon.

The only other feature here aside from the staircase, is a white, wooden wardrobe, sized for giant use, standing a few feet north of staircase.

A place of pride for Madame Sleetellet, this is where she goes to sleep.

**Illusory Staircase.** A large hole in the ceiling, leads up to each floor above this floor, an illusory staircase spirals its way up from here to the very top of the tower.

Madame Sleetellet can use an Action on her turn to make the entirety of the spiral staircase real for up to 1 minute.

**Pit Trap.** Located right below the illusory staircase (and all holes of the upper floors), lies a 40-foot-diameter, 10-foot deep, spike-filled pit, hidden below the illusory water.

A creature entering the pits space must make a DC 15 Dexterity Saving-Throw or fall in (the creature has Disadvantage on the Saving-Throw if it is entering the pit from a floor above Area 9.B2).

A creature takes 22 (4d10) Piercing-damage the first time it enters the pit (in addition to any falling damage it might suffer from entering the pit from higher floors), and takes an additional 2 (1d4) Piercing-damage at the start of its turn every round it remains within the pit.

Climbing out of the pit, for a Medium or smaller creature, requires a Successful DC 10 Strength (Athletics) check.

A creature affected by the illusory terrain has Disadvantage on ability checks to escape it.

**Illusory Terrain.** The water-covered floor is the product of the *Mirage Arcane*-spell, resulting in all of the water being Difficult Terrain.

The walls of the chamber are in turn covered in the effects of the *Hallucinatory Terrain*-spell.

Standing against the southern wall is a giant-sized bed, made invisible by the *Mirage Arcane*-spell.

**Hidden Cloak.** Hanging within the white wardrobe among giant-sized circus costumes, pompous dresses, and colourful cloaks, is a fairly simple black cloak and hood.

Embroidered into the collar of the cloak with silver thread is a message written in Celestial runes, but which holds no meaning in that language. To understand the message, one must realise that the message is meant to be stated in Infernal.

A creature familiar with Infernal can make a DC 12 Intelligence check to realise that the sounds represented by the Celestial runes have meaning in Infernal, and thereby interpret the message.

The casting of a *Comprehend Language*-spell or similar magic, reveals the message as intended.

The embroidering says the following;

*“The rebellious must always remember to make their steps become like smoke.”*

This message refers to the abilities of the cloak, it being Madame Sleetellet's *Cloak of Invisibility*, the cloak however is under the effects of a permanent *Nystul's Magic Aura*-spell, masking it appear as a nonmagical cloak to any and all sensors.

For this reason, the only way of discovering the cloak's true nature is by acquiring the information straight from Madame Sleetellet herself, or through the use of a *Wand of Secrets*, or similar magic,

a wand pointing directly at the cloak if it is activated in its presence.

The last possibility is to interpret the embroidered message and take it for what it is, and a character therefore attempting to attune to the cloak. If this is attempted, the magic aura will disappear and the cloak's true purpose will come to light.

### Treasure.

Aside from the *Cloak of Invisibility* hanging within the wardrobe (as described above), lying at the bottom of the pit trap is a *Ring of Necrotic-Resistance*, three *Arrows of Giant Slaying*, a +3 *Arrow*, and two +2 *Crossbow Bolts*.

## Area 10: Beanstalk Bridges

A pair of 30-foot-wide pathways made up of oversized, interwoven beanstalks connect the otherwise empty gaps between the beanstalk tower and the remaining flying tower, all part of the same structure. Nothing but giant-sized leafs shelter you from the elements.

Depending on which pathway the characters take, the beanstalks connect the following locations:

- Area 11.F1 with Area 4.R
- Area 11.F1 with Area 9.R

Master Orkando rarely traverses the beanstalks on foot, instead preferring to either fly or to use a modified version of the *Tree Stride*-spell, allowing him to travel through the beanstalks.

## Area 11.F1: Foot of the Beanstalk Tower

The beanstalk bridges intersect here, weaving themselves together to tower hundreds of feet upward, shaping a hollow tower, occasionally interrupted by massive leafs positioned horizontally, and thereby creating platforms for standing on.

Here on the bottom level of the beanstalk tower, the stalks and foliage are so tightly woven together that they shape an uneven flooring. Covering large portions of the beanstalk floor, is a layer of cultivated soil from which different kinds of vegetables grow.

Oversized baskets filled with food stand about the room.

The shuffling of movement echoes faintly throughout the hollow of the tower.

**Master Orkando** (see Appendix B) can hear any loud activities throughout the tower, regardless of where he is at any given time, and can enter any floor within a moment's notice.

Here at all times, guarding the bottom floor of the beanstalk tower are a pair of **Rust Monsters**, an Ogre Spore Servant, a Spore Servant Knight, and a mostly disinterested pack of four **wolves**.

These servants have the statistics of an **Ogre Zombie** and a **Wight**, both with the following changes:

- The spore servants' type is Plant, and they are Unaligned.
- They both have a Speed of 20 ft.
- They gain a Blindsight to a distance of 30 ft.
- They are Immune to the Blinded, Charmed, Frightened, and Paralyzed conditions.

The spore servants attack any creature approaching the gardens which the servants haven't been magically instructed to ignore by the master.

**Druidic Farm.** Master Orkando spends most of his day either out hunting or tending to his magically sustained gardens.

Orkando serves as the supplier of food for his fellow cloud giant mages, regardless of which form such food takes.

If the characters spend 10 minutes searching through the growing crops, they can make a DC 10 Wisdom (Survival) check or a DC 10 Intelligence (Nature) check to identify 3d4 days worth of rations, ready to be harvested.

**Ascending the Beanstalk.** There is no pathways connecting one level or platform of the beanstalk tower with another.

The tower being formed from beanstalks however has plenty of handholds available for climbing.

A character can attempt a DC 15 Strength (Athletics) check to climb along the beanstalks. If a character Fails this check, it means it doesn't make any progress in its climbing.

If a character rolls a total of 5 or lower, the character falls off the beanstalk to a platform or the floor below.

If a character uses a rope or similar climbing tool, they make the check with Advantage.

### Treasure.

All the giant baskets contain magically infused food. 2d20 pieces of food within the baskets have the effects of the *Goodberry*-spell, but with a potency remaining active for 1 year, instead of a day.

Casting the *Detect Magic*-spell or similar magic emphasises the still potent foods among the ever-present magical auras of the beanstalk tower.

## Area 11.F2: Banana Grove

A grove of trees makes up this level of the tower, a small group of them growing on three separate, giant beanstalk leaves.

Growing below the crown of each of the strange-looking trees are clutches of long, arched, yellow-green fruits.

The druidic magic of Master Orkando allows for even tropical fruits to flourish within the cold landscape of northern Faerûn.

Guarding the banana grove at all hours of the day is a dead, spore-infested Beholder. The beholder uses the statistics of a **Beholder Zombie**, in addition to the following changes:

- The Beholder's type is Plant, and it is Unaligned.
- It has a Flying Speed of 10 feet (hover).
- It gains Blindsight to a distance of 30 feet.
- It is Immune to the Blinded, Charmed, Frightened, and Paralyzed conditions.
- The Beholder's *Disintegration Ray* deals Acid-damage instead of its normal Force-damage, but is otherwise unchanged.

The spore servant attacks any creature approaching the groves, which the servant haven't been magically instructed to ignore by Master Orkando.

Living within the trunks of the trees is 3d4 **Swarms of Centipedes**, while 1d4 **Vultures**, 1d6 **Swarms of Spiders**, and a **Baboon** live among the treetops.

**Ascending the Beanstalk.** There is no pathways connecting one level or platform of the beanstalk tower with another.

The tower being formed from beanstalks however has plenty of handholds available for climbing.

A character can attempt a DC 15 Strength (Athletics) check to climb along the beanstalks. If a character Fails this check, it means it doesn't make any progress in its climbing.

If a character rolls a total of 5 or lower, the character falls off the beanstalk to a platform or the floor below.

If a character uses a rope or similar climbing tool, they make the check with Advantage.

### Treasure.

The bananas grown here would be highly priced throughout the north, they would however not last long outside the tower without the sustaining magics of Master Orkando keeping them alive.

## Area 11.F3: Living Platforms

Separate, smaller islands made up of oversized leaves, make up this layer of the beanstalk tower. One leaf features nothing but a bedroll, sized for giants, and several thick animal pelts. Another leaf holds a short-legged table, when compared to the size of a giant, stacks of books and scrolls covering its surface. The third and smallest leaf holds only a few normal-sized wooden treasure chests. A giant-sized golden scepter, set with several scarabs carved from many-coloured gemstones, lies on the leaf between the chest, while the form of an oversized, yellow lizard lies resting atop some of the chests. The last oversized leaf displays the grotesque sight of something similar to a wooden shrine, carved with the image of a bestial claw and covered everywhere with splatters of dried blood. Hanging over-top of the shrine is the pelt and monstrous head of a winter wolf, its white coat coloured shades of brown, gray and black through dried blood, mud and ash. A massive longbow, construct from bamboo, leans against the side of the sinister shrine.

When the characters first arrive at the beanstalk tower, this is where **Master Orkando** (see Appendix B), is most likely to reside, though any loud activities anywhere else in the tower would quickly pull him elsewhere.

Lying lazily amid the treasures of Orkando is his pet **Giant Lizard** (it has the *Spider Climb* trait).

**Furnishings.** The leaf containing a bedroll is where Master Orkando goes to sleep, there is nothing noteworthy about this area.

The leaf featuring the low table is Orkando's study. Here he studies the arcane arts, his faith, and several disciplines of biology.

He sits on the leaf itself while reading, which is the reason why the table-legs are so short.

Among other books present, a copy of the “*Gospel of Saernclaws*” by Garmos Saernclaws can be found here.

**Shrine of the Black Beast.** Master Orkando reveres Malar the Beastlord as his druidic patron god, viewing favourably upon his dogma emphasising the rulership of the strong over the weak, and the cleansing of taints and impurities.

A creature can attempt a DC 12 Intelligence (Religion) check to identify this shrine for what it is, an abstract attempt at honoring the Beastlord. The winter wolf pelt serves as an extension of this, it being a representation of Malar himself in Master Orkando’s interpretation, emphasising the canine features of giant-kinds’ often allies, the winter wolves.

Master Orkando goes here to pray or give tribute to the Black-Blooded Pard, before or after a hunt.

The bow is only used for actively chosen hunts, which is why it stays here most of the time.

**Interacting with Master Orkando.** If the characters enter the beanstalk tower and are openly expressing an intention of slaying the druid, Master Orkando will be fascinated and amused by the prospect of being preyed upon, rather than being the predator as normal.

Regardless of how combat comes into being, Master Orkando views fighting through the eyes of a Malarite, viewing killing as a game to be enjoyed, bloody, and made to last.

For this reason, regardless if the characters enter looking for a fight or not, Master Orkando’s killing instincts will be awakened by their (to him) trapped state.

### **Treasure.**

Lying on the “ground” of the treasure chest leaf is Master Orkando’s *Staff of Swarming Insects*, he however isn’t likely to take it with him anywhere else in the beanstalk tower.

Neither of the treasure chests are locked, within them lies Orkando’s mundane personal belongings, as well as *Pipes of the Sewers*, a *Staff of the Woodland* (which he uses as a wand),

and a *Stone of Controlling Earth Elementals*.

Placed among the other stacked books on the short-legged table, is Master Orkando’s Spellbook. Its binding and pages are constructed from bamboo, the book weighs 120 pounds.

It contains the following spells:

*Aganazzar’s scorcher, burning hands, chromatic orb, continual flame, magic missile, pyrotechnics, Snilloc’s snowball swarm, spider climb, Tenser’s floating disk and web.*

### **Area 11.A: The Storage**

The beanstalks of the tower radically fold together here, forming a spire of stalks overhead overhead. It is fairly dark here, the only source of light being a small gap in the beanstalk ceiling, placed there to allow rainwater to be collected within an artificial lake, located upon a massive downward-bulging leaf, which makes up most of the floorspace here.

The bits of leaf remaining dry is dominated by several large sacks, some of them open and revealing their contents being nuts and seeds for future planting, as well as dried foodstuffs, for future consumption.

This is where the true treasures of the beanstalk tower lies according to Master Orkando.

The treasures of nature, and the fruits of his labour are stored here for when they are needed, and are therefore well protected.

Guarding the artificial lake, and keeping its lair within it is a highly aggressive Water Weird.

Hiding within each and every one of the sacks is a **Swarm of Poisonous Snakes**, which attacks anyone other than Master Orkando who opens a sack.

Lastly, sneaking about the darkened ceiling, always on lookout for intruders, is the spore-infected form of a **Drider**, with the following changes:

- The Drider’s type is Plant, and it is Unaligned.
- It gains Blindsight to a distance of 30 feet.
- It is Immune to the Blinded, Charmed, Frightened, and Paralyzed conditions.

### **Treasure.**

Collected among the many sacks stacked here is 10d20 days worth of provisions in dried food and nuts, assuming the characters have the means to remove such large quantities of food.

However, more noteworthy is a sack containing 8d6 +4 pinches of *Dust of Dryness*, and a different sack containing 4d4 x 10 dry beans from a *Bag of Beans*; when these beans are planted in the ground, roll a d6, on a roll of 1-3, proceed to roll a d100 as normal, but on a roll of 4-6, the 00 option comes into effect, a giant beanstalk growing out of the ground, this one however leading to nothing of particular note.

Lastly, lying among the sacks is a giant-sized *Bag of Devouring*, used for getting rid of the occasional waste product.

## **What comes next?**

First, I'd like to thank you for checking out this product, I hope it was useful, entertaining for both you and your players, and that you will find other products of my making to your liking as well, in the future.

So, now that the towers of the seven cloud giants have been explored and dealt with, the logical next question would be; "What do we do now?"

Well, I can't and won't hold your hand throughout every aspect of your campaign, it is yours to shape along with your players after all.

I however do feel compelled to leave you with just a bit of information about where things stand after the events of this product have taken place, and what can be done due to it.

**The Sect of the Dawn.** A likely first meeting for the character when they enter the location of the seven towers is with the stone giants of the Sect of the Dawn.

As a result of this, and the fact that they are reluctant to speak of themselves, it is likely that the players end up forgetting about them or brushing them off as irrelevant psychopaths.

This thinking however is unwise, the sect is dangerous, and a far greater threat to the civilized folk of Faerûn than even the full scale Giant-Humanoid-War many of the characters within *Storm King's Thunder* fears might loom overhead if the Ordering isn't restored, and Hekaton found.

The sect wishes to reignite the flames of war between the gods and the primordials fighting over Toril eons ago.

The scope of the *Towers of the Seven Cloud Mages* does however not go into how the sect intends to achieve this goal, the reason for this being that it is irrelevant to the location described, and because I wished to leave it open for Dungeon Masters to come up with their own ideas on the matter.

With all of this being said, here is what I personally consider to be the intentions of the Sect of the Dawn.

The sect intends to find a way to control the primordial powers of the elements, with the ultimate goal of awakening and dominating the ancient weapon of primordial-kind, the Tarrasque.

To make this possible, the sect intends to manufacture a powerful magical artifact, a saddle infused with primordial power, and capable of dominating even a godlike being, eventually resulting in the domination of the Tarrasque, and the head of the Dawn Sect taking the monster as his personal war-mount.

To create this saddle, the Sect of the Dawn needs the hidden, ancient powers stored away inside several relics from old Ostoria, some of these being the Nightstone and One Stone featured in *Storm Kings Thunder*, and is the reason for the attack on the village of Nightstone at the very beginning of the adventure...

That is at least my take anyway.

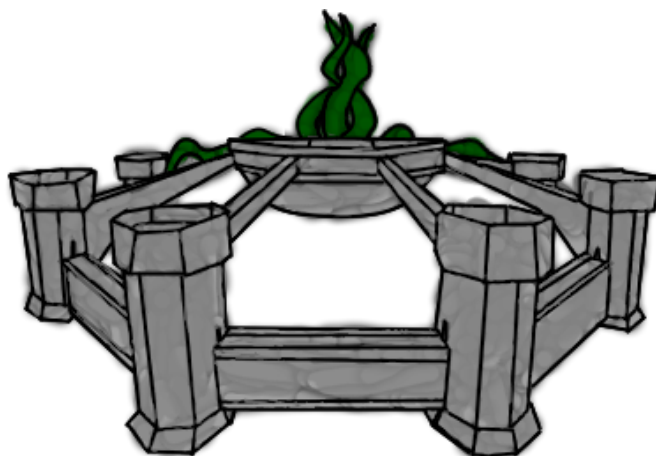
**Diancastra.** While exploring the towers of the cloud giants, the characters might have ended up freeing the giant goddess, Diancastra, resulting in her owing them a debt.

Now, there are several ways Diancastra could repay this debt, an obvious way being her doing the same as *Storm King's Thunder* suggests Harshnag does at the end of the book; aid the characters against the Doom of the Desert, if they fight her alone.

However, perhaps more interesting than her repaying her debt, would be having her as a way of elevating the entire narrative and conflict of the adventure to an extraplanar scale.

Perhaps some storm or cloud giants have interpreted the disbanding of the Ordering as including the position of the giant gods themselves, meaning that a mighty giant might be able to usurp the thrones of the gods, if they simply could go to their planes of existence.

Some giant would find a way of doing this, and Diancastra would then call to the characters for aid in keeping her siblings safe from murderous giant archmages or similarly powerful beings.

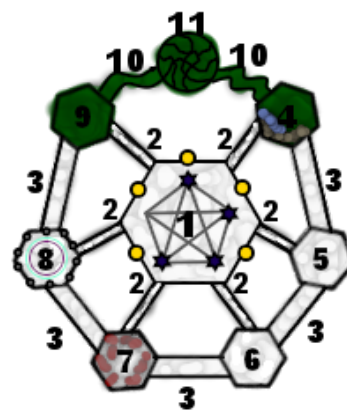


## Appendix A: Maps

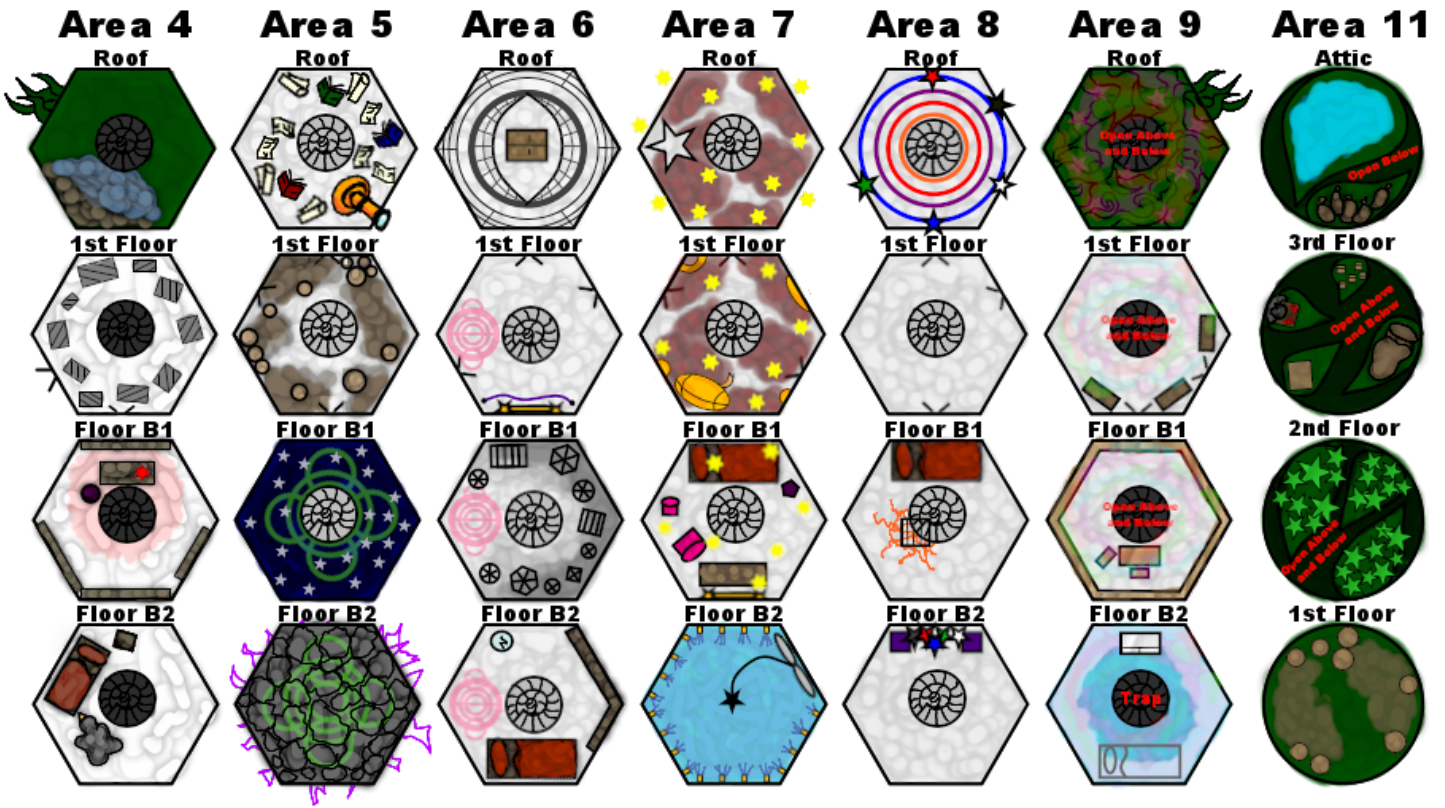
The following section features maps depicting the general layout and key-features of the different areas of the towers of the seven mages.

No grid is provided and depictions upon the map shouldn't be considered to be scaled.

The general sizes of objects within this product are primarily left to the whims of the DM.







## Appendix B: NPCs

The following section is made up of statblocks for unique characters appearing within this product.

### Dawn Sect Kentarch

These elite warriors serve as the captains and commanders of the Legionnaires.

They wear full sets of plate armor made from the wondrously enchanted golden ore the Dawn Sect prizes so very highly.

### DAWN SECT KENTARCH

*Huge giant (Stone Giant), Neutral evil*

**Armor Class** 18 (ore plate)

**Hit Points** 162 (13d12 + 78)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	23 (+6)	14 (+2)	16 (+3)	12 (+1)

**Saving Throws** Dex +5, Con +9, Wis +6

**Skills** Athletics +12, Intimidation +4, Perception +6, Religion +4

**Damage Resistances** Psychic; Bludgeoning, Piercing, and Slashing-damage from nonmagical weapons

**Condition Immunities** exhaustion, petrified

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

**Languages** Giant, Primordial, Undercommon

**Challenge** 9 (5,000 XP)

**Dark Devotion.** The giant has Advantage on Saving-Throws against being Charmed and Frightened.

**Stone Camouflage.** The giant has Advantage on Dexterity (Stealth) checks made to Hide in rocky terrain.

#### ACTIONS

**Multiattack.** The giant makes two greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) Slashing-damage plus 7 (2d6) Radiant-damage.

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) Bludgeoning-damage.

If the target is a creature, it must Succeed on a DC 17 Strength Saving-Throw or be knocked Prone.

#### REACTIONS

**Rock Catching.** If a rock or similar object is hurled at the giant, the giant can, with a Successful DC 10 Dexterity Saving-Throw, catch the missile and take no Bludgeoning-damage from it.

### Dawn Sect Lionnaire

These fearsome warriors make up the bulk of the forces available to the Sect of the Dawn.

They generally wear only small amounts of ornamental, golden ore armor, and they implore the use of wide-bladed partizans with blades on both ends, allowing them to follow up attacks with more attacks very swiftly.

## Diancastra the Pleasureseeker

Diancastra is Annam's Unruly Daughter, a minor trickster goddess who delights in the joy of discovery and the pleasures of the mind and body.

She is a free spirit who never likes to stay in one place, and is always curious about what lies beyond the next hill.

She is especially favored by rebellious youths and wanderers, and those with a thirst for knowledge, as well as those who take joy in the various pleasures life has to offer.

She was fathered by Annam All-Father himself, but her mother is unknown, speculated to be a cloud or storm giant. Unlike her sister Hiatea, she did not earn her divinity through feats of strength, but rather by acts of wit and wile.

Citing her sister Hiatea as a reason why she should be given divine status as well, Annam issued her one task to prove it: to circle the earth in an hour or less, knowing she could not accomplish this task.

She went into Stronmaus's library,

## DAWN SECT LEGIONNAIRE

*Huge giant (Stone Giant), Neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 126 (11d12 + 55)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

**Saving Throws** Dex +5, Con +8, Wis +4

**Skills** Athletics +12, Perception +4, Religion +3

**Damage Resistances** Psychic; Bludgeoning, Piercing, and Slashing-damage from nonmagical weapons

**Condition Immunities** exhaustion, petrified

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Giant, Primordial, Undercommon

**Challenge** 8 (3,900 XP)

**Dark Devotion.** The giant has Advantage on Saving-Throws against being Charmed and Frightened.

**Stone Camouflage.** The giant has Advantage on Dexterity (Stealth) checks made to Hide in rocky terrain.

### ACTIONS

**Multiattack.** The giant makes two partizan attacks.

**Twin Partizan.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 20 (3d6 + 6) Piercing-damage.

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) Bludgeoning-damage.

If the target is a creature, it must Succeed on a DC 17 Strength Saving-Throw or be knocked Prone.

### BONUS ACTIONS

**Double-Ended Blade.**

The giant makes an additional partizan attack.

### REACTIONS

**Rock Catching.** If a rock or similar object is hurled at the giant, the giant can, with a Successful DC 10 Dexterity Saving-Throw, catch the missile and take no Bludgeoning-damage from it.

## DIANCASTRA THE PLEASURESEEKER

*Huge Giant (Celestial), Chaotic good*

**Armor Class** 24 (natural armor)

**Hit Points** 405 (30d12 + 210)

**Speed** 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	30 (+10)	25 (+7)	23 (+6)	18 (+4)	27 (+8)

**Saving Throws** Str +9, Dex +21, Con +18, Int +17, Wis +15, Cha +19

**Skills** Acrobatics +28, Athletics +17, Deception +17, Insight +13, Perception +22, Performance +26, Religion +24, Sleight of Hand +19, Stealth +28

**Damage Resistances** Damage from Traps; Lightning, Thunder

**Damage Immunities** Cold, Poison; Bludgeoning, Piercing, and Slashing-damage from nonmagical weapons

**Condition Immunities** Charmed, Exhaustion, Frightened, Poisoned, Stunned

**Senses** passive Perception 32

**Languages** Common, Celestial, Elvish, Giant, Primordial, Sylvan

**Challenge** 28 (120,000 XP)

**Special Equipment.** In addition to her weapons, Diancastra wears a necklace with eight *pearls of power* on it, and carries a *serpentine owl* named Glaury.

**Legendary Resistance (3/Day).** If Diancastra Fails a Saving-Throw, she can choose to Succeed instead.

**Amphibious.** Diancastra can breathe air and water.

**Keen Smell.** Diancastra has Advantage on Wisdom (Perception) checks that rely on smell.

**Magic Weapons.** Diancastra's weapon attacks are magical.

**Otherworldly Contortionist.** Diancastra has Advantage on Saving-Throws against Traps, as well as Spells and other magical effects, and on Dexterity (Acrobatics) checks and Strength (Athletics) checks made to escape a Grapple.

Additionally, if Diancastra is subjected to an effect that allows her to make a Dexterity Saving-Throw to take only half damage, she instead takes no damage if she Succeeds on the Saving-Throw, and only half damage if she Fails.

**Innate Spellcasting.** Diancastra's innate spellcasting ability is Charisma (Spell Save DC 25). She can innately cast the following spells, requiring no material or somatic components:

At will: *detect magic, disguise self, feather fall, fog cloud,*

*levitate, light, pass without trace, water walk*

6/day each: *commune, charm person,*

*hypnotic pattern* (range of self), *suggestion*

3/day each: *control weather, fly, gaseous form, invisibility,*

*misty step, telekinesis, water breathing*

1/day: *divine word, plane shift* (self only), *teleport, wind walk*

## ACTIONS

**Multiattack.** Diancastra makes three *Quicksword* attacks; one of which can be replaced by an *Endeavour* attack.

**Quicksword.** *Melee Weapon Attack:* +21 to hit, reach 10 ft., one target. *Hit:* 22 (3d6 + 12) Slashing-damage.

The attack deals an extra 14 (4d6) damage if Diancastra has Advantage on the Attack roll.

This sentient, magic scimitar ignores Resistance and Immunity to Slashing-damage.

**Endeavour.** *Melee or Ranged Weapon Attack:* +23 to hit, reach 10 ft. or range 30/90 ft., one target.

*Hit:* 21 (3d4 + 14) Piercing-damage.

The attack deals an extra 14 (4d6) damage if Diancastra has Advantage on the Attack roll.

While attuned to this dagger, Diancastra can choose to reroll one Attack roll, Ability check, or Saving-Throw, but she must use the new roll, once done she can't do this again until the next dawn.

She additionally gains a +2 bonus to Saving-Throws (included in the saves).

**Harrier.** *Ranged Weapon Attack:* +21 to hit, range 100/400 ft., one target. *Hit:* 25 (3d8 + 12) Piercing-damage.

The attack deals an extra 14 (4d6) damage if Diancastra has Advantage on the Attack roll.

When hit by a bolt from this magic crossbow, the target must make a DC 25 Charisma Saving-Throw or be teleported 500 feet in a random direction (including vertically).

If the target would arrive in a place already occupied by an object or creature, the target instead takes an additional 14 (4d6) Force-damage and isn't teleported.

**Change Shape.** Diancastra magically polymorphs into a creature other than constructs or undead she has seen, or back into her true form. Any equipment Diancastra is wearing or carrying is absorbed by the new form.

Her statistics, other than her size and any additional traits of the new form, are the same in each form. She reverts to her true form if she dies.

## LEGENDARY ACTIONS

Diancastra can take 3 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. Diancastra regains spent Legendary Actions at the start of her turn.

**Attack.** Diancastra attacks once with her *Quicksword*.

**Leap.** Diancastra moves up to her Speed without provoking Opportunity attacks.

**Sweeping Kick.** Diancastra performs a low spinning kick. Each creature on the ground within 10 feet of her must Succeed on a DC 25 Dexterity Saving-Throw or take 14 (4d6) Bludgeoning-damage and be knocked Prone.

**Swift Strike (Costs 2 Actions).** Diancastra makes a *Quicksword* attack against each creature within 10 feet of her.

### **Diancastra's Favoured Aquatic Form.**

As a goddess of discovery and exploration, Diancastra is a capable athlete in all aspects.

However, when traversing large bodies of water, or when exploring underwater regions, the unruly daughter of the All-Father prefers to take on the form of a sea-green sea-serpent, of a truly colossal size, with more than 100 feet from snout to tail spike.

**Sea Serpent Shape.** Diancastra can take on the shape of a sea serpent at will as an Action.

Her statistics, other than her size, Actions and Legendary Actions, remain as normal in this form.

While transformed, Diancastra gains the features of an **Ancient Green Dragon** with the following changes:

- Diancastra's sea serpent shape has a Swimming speed of 80 feet, and a Flying (Hover) speed of 80 feet.
- The sea serpent form has no **Claws** or **Wings**. to make attacks with, instead it gains the following action:
- **Multiattack.** Diancastra can use her Frightful Presence. She then makes three attacks: one with her Bite and two with her Tail.

### **Diancastra Spellcasting.**

The main statblock for Diancastra doesn't include class-based spellcasting for the sake of simplifying and streamlining the playability of the goddess.

Diancastra is however in truth a powerful spellcaster, favouring enchantment and illusion spells.

Diancastra has been known to spend time on different planes of existence, simply for the purpose of learning new spells and forms of spellcasting.

If you want to give the goddess a spellcasting feature, add the following:

**Spellcasting.** Diancastra is a 20th-level spellcaster. Her spellcasting ability is Charisma (Spell Save DC 25, +17 to hit with Spell Attacks).

She has the following Bard-spells prepared:

- Cantrips (at will): *friends, mage hand, minor illusion, vicious mockery*
- 1st level (4 slots): *animal friendship, comprehend languages, heroism, identify, sleep, Tasha's hideous laughter*
- 2nd level (3 slots): *darkvision, heat metal, knock, lesser restoration, rope trick*
- 3rd level (3 slots): *dispel magic, major image, nondetection, sending*
- 4th level (3 slots): *greater invisibility*
- 5th level (3 slots): *geas, legend lore, mislead*
- 6th level (1 slots): *Otto's irresistible dance, true seeing*
- 7th level (1 slot): *forcecage, regenerate, teleport*
- 8th level (1 slot): *dominate monster, holy aura*
- 9th level (1 slot): *foresight, power word heal, true polymorph*

### **Glaury the Serpentine Owl.**

Diancastra always carries a *figurine of wondrous power; serpentine owl* within her pocket at all times.

Unlike normal serpentine owls, this owl, known as Glaury, has no limits on how long it can be active for.

It has an Intelligence score of 12 (+1), an Armour Class of 14, and 38 Hit Points.

Glaury can additionally use an Action to transform itself into a tiny owl.

Its statistics, other than its size, remains the same as normal.

# MADAME GRAUPELLE

Huge giant (Cloud Giant), neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	22 (+6)	18 (+4)	16 (+3)	19 (+4)

**Saving Throws** Con +10, Wis +7, Cha +8

**Skills** Arcana +8, Deception +8, Perception +7, Performance +8, Sleight of Hand +5

**Senses** passive Perception 17

**Languages** Common, Elvish, Giant, Sylvan, Infernal

**Challenge** 10 (5,900 XP)

**Special Equipment.** Madame Graupelle carries a *Spell Scroll of greater invisibility*.

**Spellcasting.** Madame Graupelle is a 15th-level spellcaster.

Her spell casting abilities are Intelligence (Spell Save DC 16 +8 to hit with Spell Attacks).

Graupelle has the following Wizard-spells prepared:

Cantrips (at will): *acid splash*, *create bonfire*, *poison spray*

1st level (4 slots): *find familiar*, *ice knife*, *unseen servant*

2nd level (3 slots): *cloud of daggers*, *dust devil*, *invisibility\**

3rd level (3 slots): *hypnotic pattern*, *sleet storm*, *tidal wave*

4th level (3 slots): *conjure minor elementals*,

*Mordenkainen's faithful hound*

5th level (2 slots): *Bigby's hand*, *conjure elemental*,

*hold monster*

6th level (1 slot): *Drawmij's instant summons*, *eyebite\**

7th level (1 slot): *Mordenkainen's sword*, *teleport*

8th level (1 slot): *incendiary cloud*

\*Not a Conjunction-spell.

**Innate Spellcasting.** Graupelle's innate spellcasting ability is Charisma (Spell Save DC 16). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *fog cloud*, *light*

3/day each: *feather fall*, *fly*, *misty step*, *telekinesis*

1/day each: *control weather*, *gaseous form*

**Keen Smell.** Madame Graupelle has Advantage on Wisdom (Perception) checks that rely on smell.

**Focused Conjuring.** Madame Graupelle's concentration on a Conjunction-spell can't be broken as a result of taking damage.

In addition, all creatures summoned with a Conjunction-spell by her gains an extra 30 Hit Points.

## ACTIONS

**Multiattack.** Madame Graupelle makes two scimitar attacks.

**Silvered Scimitar.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) Slashing-damage, and the target must make a DC 15 Constitution Saving-Throw, taking 14 (4d6) Poison-damage on a Failed save, or Half as much damage on a Successful one.

**Rock.** *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) Bludgeoning-damage.

The attack deals an extra 14 (4d6) damage if

Madame Graupelle has Advantage on the Attack roll.

## BONUS ACTIONS

**Benign Transportation (Recharges after Graupelle Casts a Conjunction Spell of 1st Level or Higher).**

Madame Graupelle teleports up to 30 feet to an unoccupied space that she can see.

If she instead chooses a space within range that is occupied by a willing Huge or smaller creature, they both teleport, swapping places.

## Madame Graupelle

The arena-loving mistress of the sixth tower. Madame Graupelle is a master Conjurer who delights in summoning ever stronger and rare creatures of the planes, and have them fight to the death for her amusement.

Her morbid joys aren't exclusive to extraplanar creatures however, any creatures capable of a fight is worthy of serving as her entertainment, some more temporary than others.

## MADAME HAILIEN

Huge giant (Cloud Giant), Chaotic neutral

**Armor Class** 14 (natural armor)

**Hit Points** 199 (19d12 + 76)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	19 (+4)	21 (+5)	10 (+0)	9 (-1)

**Saving Throws** Con +8, Int +9, Wis +4

**Skills** Arcana +9, History +9, Insight +4, Perception +4

**Senses** Ethereal Sight 60 ft., passive Perception 14

**Languages** Celestial, Common, Deep Speech, Giant, Undercommon

**Challenge** 14 (11,500 XP)

**Special Equipment.** Hailien wears a *Crown of the Beholder* and carries a Spell Scroll of *cone of cold* and *Evard's black tentacles*.

**Keen Sight & Smell.** Hailien has Advantage on Wisdom (Perception) checks that rely on smell or sight.

**Innate Spellcasting.** Hailien's innate spellcasting ability is Charisma. She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *fog cloud*, *light*

3/day each: *feather fall*, *fly*, *misty step*, *telekinesis*

1/day each: *control weather*, *gaseous form*

**Spellcasting.** Hailien is a 19th-level spellcaster.

Her spellcasting ability is Intelligence

(Spell Save DC 17, +9 to hit with Spell Attacks).

She can cast *see invisibility* and *comprehend languages* at will and has the following Wizard-spells prepared:

Cantrips (at will): *gust*, *light*, *poison spray*, *ray of frost*, *true strike*

1st level (4 slots): *alarm*, *identify*, *ray of sickness*

2nd level (3 slots): *detect thoughts*, *locate object*,

*ray of enfeeblement*, *scorching ray*

3rd level (3 slots): *clairvoyance*, *Melf's minute meteors*, *tongues*

4th level (3 slots): *arcane eye*, *Evard's black tentacles*,

*locate creature*, *Mordenkainen's private sanctum*

5th level (3 slots): *contact other plane*, *legend lore*,

*Rary's telepathic bond*, *screaming*

6th level (2 slots): *Otto's irresistible dance*, *true seeing*

7th level (1 slot): *prismatic spray*, *reverse gravity*

8th level (1 slot): *antimagic field*

9th level (1 slot): *foresight\**

### ACTIONS

**Morningstar.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) Piercing-damage.

**Rock.** *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) Bludgeoning-damage.

### BONUS ACTIONS

**Eye of the Beholder.** Hailien expends a charge of her *Crown of the Beholder* to fire a random eye ray.

## Madame Hailien

The absent-minded, elderly cloud giantess Hailien, spends her days quietly studying the source of her mindless insanity, the unknown horrors between the unfathomable space-between-spaces.

For this purpose, this pleasantly quiet old woman has mastered the art of divination, becoming a Diviner of great renown and acquiring great proficiency with a wondrous arcane relic, known as the *Farseer of Illusk*.

As a result of this, many notable individuals from highly influential organizations have come to Hailien for information and instructions throughout her lifetime.

## MADAME SLEETELLET THE JESTER

Huge giant (Cloud Giant), Chaotic evil

**Armor Class** 18 (*glamoured studded leather*)

**Hit Points** 200 (16d12 + 96)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	22 (+6)	21 (+5)	16 (+3)	19 (+4)

**Saving Throws** Con +10, Wis +7, Cha +8

**Skills** Acrobatics +6, Deception +8, Insight +7, Perception +7, Performance +8

**Damage Resistances** Cold

**Senses** passive Perception 17

**Languages** Common, Elvish, Giant, Sylvan

**Challenge** 9 (5,000 XP)

**Special Equipment.** In addition to her weapons and armor, Madame Sleetellet wears *gloves of thievery* and a *robe of eyes*, and she carries a *wand of secrets*.

**Keen Smell.** Madame Sleetellet has Advantage on Wisdom (Perception) checks that rely on smell.

**Innate Spellcasting.** Sleetellet's innate spellcasting ability is Charisma (Spell Save DC 16). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *fog cloud*, *light*

3/day each: *feather fall*, *fly*, *misty step*, *telekinesis*

1/day each: *control weather*, *gaseous form*

**Malleable Illusions.** When Madame Sleetellet can see an illusion of her casting, with a duration of 1 minute or more, she can use an Action to change the nature of the illusion (within the limits of the spell).

**Spellcasting.** Madame Sleetellet is a 14th-level spellcaster. Her spellcasting ability is Intelligence (Spell Save DC 17, +9 to hit with Spell Attacks).

Madame Sleetellet has the following Wizard-spells prepared:

Cantrips (at will): *chill touch*, \* *dancing lights*, \* *friends*, \*

*mage hand*, \* *minor illusion*, *sword burst*\*

1st level (4 slots): *chromatic orb*, \* *disguise self*, *feather fall*, *silent image*

2nd level (3 slots): *invisibility*, *levitate*, \* *magic mouth*, *phantasmal force*. *Snillloc's snowball swarm*\*

3rd level (3 slots): *fear*, *fly*, \* *hypnotic pattern*, *major image*, *sleet storm*\*

4th level (3 slots): *greater invisibility*, *phantasmal killer*, *Mordenkainen's faithful hound*, \*

5th level (2 slots): *cloudkill*, \* *cone of cold*, \* *insect plague*, \* *mislead*, *teleportation circle*\*

6th level (1 slots): *flesh to stone*, \* *true seeing*\*

7th level (1 slots): *mirage arcane*, *simulacrum*

\*Not an Illusion spell

### ACTIONS

**Multiattack.** Madame Sleetellet makes two maracas attacks.

**Maracas.** *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 21 (3d8 + 8) Bludgeoning-damage.

**Rock.** *Ranged Weapon Attack*: +12 to hit, range 60/240 ft., one target. *Hit*: 30 (4d10 + 8) Bludgeoning-damage.

### BONUS ACTIONS

**Displacement (Recharges after Sleetellet Casts an Illusion Spell of 1st Level or Higher).** Madame Sleetellet projects an illusion that makes her appear to be standing in a place a few inches from her actual location, causing any creature to have Disadvantage on Attack rolls against her. The effect ends if Madame Sleetellet takes damage, is Incapacitated, or if her Speed becomes 0.

**Illusory Reality.** When casting an Illusion spell of 1st level or higher, Madame Sleetellet can choose one inanimate, nonmagical object that is part of the illusion and make that object real for up to 1 minute.

**Sorcery Points.** Madame Sleetellet has 6 sorcery points. She can spend 1 or more sorcery points as a Bonus Action to gain one of the following benefits:

*Quickened Spell:* When Madame Sleetellet casts a spell with a casting time of 1 Action, she can spend 2 sorcery points to change the casting time to a Bonus Action instead.

*Subtle Spell:* When Madame Sleetellet casts a spell, she can spend 1 sorcery point to cast the spell without any somatic or verbal components.

## Madame Sleetellet the Jester

Mistress of the northwestern tower, the flamboyant demeanour and surroundings of this powerful Illusionist belies a heart and mind dominated by sadistic humour and spiteful self-superiority.

Madame Sleetellet is a mean-spirited prankster, only ever truly happy when witnessing the misfortune of someone else, preferable due to her personal involvement.

This hateful jester enjoys using her illusory magics to disguise well laid traps, through the drawing of attention to overwhelming sights and experiences.



## MASTER DERECHOO THE BLUE

Huge giant (Cloud Giant, Half-Dragon), neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 270 (20d12 + 140)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	19 (+4)	16 (+3)	19 (+4)

**Saving Throws** Con +10, Wis +7, Cha +8

**Skills** Arcana +8, Perception +7

**Damage Resistances** cold, lightning

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 17

**Languages** Common, Draconic, Giant, Primordial

**Challenge** 13 (10,000 XP)

**Keen Smell.** Master Derechoo has Advantage on Wisdom (Perception) checks that rely on smell.

**Innate Spellcasting.** Derechoo's innate spellcasting ability is Charisma (Spell Save DC 16). He can innately cast the following spells, requiring no material components:

At will: *detect magic*, *fog cloud*, *light*

3/day each: *feather fall*, *fly*, *misty step*, *telekinesis*

1/day each: *control weather*, *gaseous form*

**Spellcasting.** Master Derechoo is a 20th-level spellcaster.

His spell casting abilities are Intelligence and Charisma (Spell Save DC 16 +8 to hit with Spell Attacks).

Derechoo can cast *alter self*\* and *chromatic orb* at will and he has the following Sorcerer and Wizard-spells prepared:

Cantrips (at will): *booming blade*, *control flames*,\*

*dancing lights*, *fire bolt*, *mending*,\* *ray of frost*

1st level (4 slots): *burning hands*, *magic missile*, *shield*,\* *witch bolt*

2nd level (3 slots): *Aganazzar's scorcher*, *continual flame*,  
*warding wind*

3rd level (3 slots): *counterspell*,\* *fireball*, *Leomund's tiny hut*,  
*sending*

4th level (3 slots): *fire shield*, *ice storm*, *stoneskin*\*

5th level (3 slots): *Bigby's hand*, *cone of cold*, *wall of force*

6th level (2 slots): *chain lightning*, *contingency*, *wall of ice*

7th level (2 slots): *Mordenkainen's sword*, *prismatic spray*

8th level (1 slot): *sunburst*, *telepathy*

9th level (1 slot): *foresight*\*

\*Not an Evocation-spell

**Potent Evocations.** Master Derechoo adds his Intelligence modifier to the Damage Roll of any evocation spell or cantrip he casts.

Additionally, when Derechoo casts an evocation cantrip and the target succeeds on its Saving-Throw, the target still takes half the cantrip's damage, but suffers no other effects.

**Sculpt Spells.** When Derechoo casts an evocation spell that forces other creatures it can see to make a Saving-Throw, he can choose a number of them equal to 1 + the Spell's Level.

These creatures automatically Succeed on their Saving-Throws against the spell.

If a Successful save means a chosen creature would take Half damage from the spell, it instead takes no damage from it.

### ACTIONS

**Multiattack.** Master Derechoo makes two greatglaive attacks.

**Iceicle Greatglaive.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 30 (6d6 + 9) Slashing-damage.

While holding the greatglaive, Master Derechoo can expend 1 or more of its 10 charges to cast one of the following spells: *cone of cold* (5 charges), *fog cloud* (1 charge), *ice storm* (4 charges), or *wall of ice* (4 charges).

**Rock.** *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) Bludgeoning-damage.

**Lightning Breath (Recharge 5-6).** Master Derechoo exhales lightning in a 60-foot line that is 5 feet wide.

Each creature in that line must make a DC 18 Dexterity Saving-Throw, taking 55 (10d10) Lightning-damage on a Failed save, or Half as much damage on a Successful one.

### BONUS ACTIONS

**Sorcery Points.** Master Derechoo has 3 sorcery points. He can spend 1 or more sorcery points as a Bonus Action to gain one of the following benefits:

**Heightened Spell:** When he casts a spell that forces a creature to make a Saving-Throw to resist the spell's effect, Derechoo can spend 3 sorcery points to give the target of the spell Disadvantage on its first Saving-Throw against the spell.

**Subtle Spell:** When Derechoo casts a spell, he can spend 1 sorcery point to cast the spell without any somatic or verbal components.

## Master Derechoo the Blue

The secretive and reclusive Evoker, Master Derechoo spends most of his waking moments in vigorous training, seeking ever more elemental powers to be harnessed freely by his magically disguised claws.

## MASTER D'ZUD "WHITE HANDS"

*Huge giant (Cloud Giant), neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	17 (+3)	16 (+3)	15 (+2)

**Saving Throws** Con +10, Wis +7, Cha +6

**Skills** Arcana +7, Nature +7 Perception +7, Religion +7

**Damage Resistances** necrotic

**Senses** passive Perception 17

**Languages** Common, Giant, Infernal, Undercommon

**Challenge** 9 (5,000 XP)

**Keen Smell.** Master d'Zud has Advantage on Wisdom (Perception) checks that rely on smell.

**Grim Harvest (1/Turn).** When d'Zud kills a creature that is neither a construct nor an undead with a Spell of 1st level or higher, d'Zud regains Hit Points equal to twice the Spell's Level, or three times if it is a Necromancy-spell.

**Undead Thralls.** Whenever Master d'Zud creates an undead using a Necromancy-spell, he can create one additional undead of the appropriate type.

Additionally, all undead created by d'Zud gain the following extra benefits:

- The undead's Hit Point Maximum is increased by a total of 15.
- The undead adds a +4 bonus to its weapon Damage Rolls.

**Innate Spellcasting.** The innate spellcasting ability of Master d'Zud is Charisma (Spell Save DC 14). He can innately cast the following spells, requiring no material components:

At will: *detect magic, fog cloud, light*

3/day each: *feather fall, fly, misty step, telekinesis*

1/day each: *control weather, gaseous form*

**Spellcasting.** Master d'Zud is a 15th-level spellcaster.

His spell casting abilities are Intelligence

(Spell Save DC 15 +7 to hit with Spell Attacks).

d'Zud has the following Wizard-spells prepared:

Cantrips (at will): *chill touch, frost bite,\* mage hand,\* mending,\**

1st level (4 slots): *false life, ice knife,\* ray of sickness*

2nd level (3 slots): *blindness/deafness, ray of enfeeblement*

3rd level (3 slots): *animate dead, bestow curse, vampiric touch*

4th level (3 slots): *blight, ice storm,\* vitriolic sphere\**

5th level (2 slots): *cloudkill,\* cone of cold\**

6th level (1 slot): *circle of death, create undead, investiture of ice\**

7th level (1 slot): *finger of death*

8th level (1 slot): *Abi-Dalzim's horrid wilting*

\*Not a Necromancy-spell.

### ACTIONS

**Multiattack.** Master d'Zud makes two morningstar attacks.

**Morningstar.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) Piercing-damage.

**Rock.** *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) Bludgeoning-damage.

**Command Undead.** Master d'Zud chooses one undead that he can see within 60 feet of him. That undead must Succeed on a DC 15 Charisma Saving-Throw, or become friendly to d'Zud and obeys his commands until he uses this feature again.

If a creature's Saving-Throw is Successful or the effect ends for it, the creature is Immune to this feature for the next 24 hours.

If the target has an Intelligence of 8 or higher, it has Advantage on the Saving-Throw.

If it fails the Saving-Throw and has an Intelligence of 12 or higher, it can repeat the Saving-Throw at the end of every hour until it Succeeds and breaks free.

## Master d'Zud "White Hands"

This possessive and arrogant Necromancer has long conducted his studies, pushing himself ever further toward the mastery of life, death, and undeath.

Now however, the experiments and risks of d'Zud have escalated, his decisions becoming all the more reckless after the loss of his former ghostly companion.

To Master d'Zud, no price is too great if it means the return and total domination of his former lover.

## MASTER ORKANDO

Huge giant (Cloud Giant), neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 170 (20d12 + 40)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	14 (+2)	17 (+3)	17 (+3)	15 (+2)

**Saving Throws** Con +6, Wis +7, Cha +6

**Skills** Animal Handling +7, Arcana +8, Medicine +7, Nature +7, Perception +7

**Senses** passive Perception 17

**Languages** Common, Elvish, Giant, Sylvan

**Challenge** 12 (8,400 XP)

**Spellcasting.** Master Orkando is a 20th-level spellcaster.

His spell casting abilities are Intelligence and Wisdom (Spell Save DC 14 +7 to hit with Spell Attacks).

Orkando can cast the *alter self*-spell at will and he has the following Druid and Wizard-spells prepared:

Cantrips (at will): *control flame, create bonfire, druidcraft, light, mage hand, mending, shape water*

1st level (4 slots): *animal friendship, beast bond, chromatic orb, magic missile, Tenser's floating disk*

2nd level (3 slots): *animal messenger, beast sense, pyrotechnics, Snilloc's snowball swarm, web*

3rd level (3 slots): *call lightning, speak with plants*

4th level (3 slots): *grasping vine, stoneskin, stone shape*

5th level (3 slots): *commune with nature, contagion, tree stride*

6th level (2 slots): *transport via plants, wall of thorns, wind walk*

7th level (2 slots): *whirlwind*

8th level (1 slot): *control weather*

9th level (1 slot): *storm of vengeance*

**Magic Weapons.** Orkando's weapon attacks are magical.

**Keen Smell.** Master Orkando has Advantage on Wisdom (Perception) checks that rely on smell.

**Innate Spellcasting.** Orkando's innate spellcasting ability is Charisma (Spell Save DC 14). He can innately cast the following spells, requiring no material components:

At will: *detect magic, fog cloud, light*

3/day each: *feather fall, fly, misty step, telekinesis*

1/day each: *control weather, gaseous form*

### ACTIONS

**Multiattack.** Master Orkando makes three sickle attacks; he can replace one of these attacks with an antler attack if its available.

**Sickle.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (3d4 + 6) Slashing-damage.

**Antlers (alter self).** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) Piercing-damage.

**Rock.** *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) Bludgeoning-damage.

### BONUS ACTIONS

**Change Shape.** Master Orkando magically polymorphs into a beast he has seen, or back into his true form. Any equipment Orkando is wearing or carrying is absorbed by the new form.

His statistics, other than his size, are the same in each form. He reverts to his true form if he dies.

**Combat Shape.** While transformed, Master Orkando can expend one Spell Slot to regain 1d8 Hit Points per Level of the Spell Slot expended.

## Master Orkando

The master of the Beanstalk Spire, this mighty Druid lives his life in a state of stark contrasts.

Half of his waking hours, Master Orkando tends to his vegetable gardens, making sure great quantities of magically infused foods are in steady supply for his fellow cloud-drifting mages.

The other half of the time, Master Orkando gives up his calm demeanour to become a beast fueled by bloodlust and the dogmas of Malar the Beastlord.

## MASTER TORNDO

Huge giant (Cloud Giant), neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	22 (+6)	18 (+4)	16 (+3)	9 (-1)

**Saving Throws** Con +10, Wis +7, Cha +3

**Skills** Arcana +8, Athletics +12, Perception +7, Sleight of Hand +4

**Damage Resistances** Thunder  
(from the *Transmuter's Stone of Torndo*)

**Condition Immunities** Frightened

**Senses** passive Perception 17

**Languages** Common, Giant, Primordial

**Challenge** 13 (10,000 XP)

**Brute.** A Melee Weapon deals one extra die of its damage when Torndo hits with it (included in the attack).

**Keen Smell.** Master Torndo has Advantage on Wisdom (Perception) checks that rely on smell.

**Innate Spellcasting.** Torndo's innate spellcasting ability is Charisma (Spell Save DC 11). He can innately cast the following spells, requiring no material components:

At will: *detect magic, fog cloud, light*

3/day each: *feather fall, fly, misty step, telekinesis*

1/day each: *control weather, gaseous form*

**Spellcasting.** Torndo is a 14th-level spellcaster. His spellcasting ability is Intelligence (Spell Save DC 16, +8 to hit with Spell Attacks). Torndo has the following Wizard-spells prepared:

Cantrips (at will): *control flames, gust, mending, mold earth, shape water*

1st level (4 slots): *catapult, feather fall, jump*

2nd level (3 slots): *alter self, darkvision, enlarge/reduce, Maximilian's earthen grasp*

3rd level (3 slots): *erupting earth, gaseous form, water breathing*

4th level (3 slots): *fabricate, stone shape*

5th level (2 slots): *animate objects, pass wall, transmute rock*

6th level (1 slot): *disintegrate, flesh to stone*

7th level (1 slot): *reverse gravity*

### ACTIONS

**Multiattack.** Master Torndo makes two attacks with his cleaver.

**+3 Meat Cleaver (Giant Form Only).** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 29 (4d8 + 11) Slashing damage. The attack deals an extra 14 (4d6) damage if Torndo has Advantage on the Attack roll.

**Rock (Giant Form Only).** *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) Bludgeoning damage. The attack deals an extra 14 (4d6) damage if Torndo has Advantage on the Attack roll.

**Change Shape.** Master Torndo magically polymorphs into a beast or humanoid he has seen, or back into his true form. Any equipment Torndo is wearing or carrying is absorbed by the new form.

His statistics, other than his size, are the same in each form. He reverts to his true form if he dies.

## Master Torndo

Legends tell of the elemental ties giant-kind have within their very being.

However, in the case of Master Torndo, his very heart and mind appears as though carved from the coldest of ice.

A sociopath of icy demeanour, this powerful Transmuter sees nothing of importance within the world other than his own superiority.

To Torndo, everything is a resource for his ever greater experiments, and a means for him to prove his self-titled state of perfection.

Concepts such as love, friendship or anger are utterly foreign to the Master, understood in an academic sense, but completely unachievable and irrelevant otherwise.

## TENNI KULENOV, REVENANT OF THE YELLOW ROSE

Medium Undead (Damaran human), Neutral Good

**Armor Class** 17 (Unarmored Defense)

**Hit Points** 151 (16d8 + 64 + 15)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

**Saving Throws** Str +7, Con +7, Wis +7, Cha +7

**Skills** Acrobatics +7, Athletics +7, Insight +6

**Damage Resistances** necrotic, psychic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned, stunned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Celestial, Draconic

**Challenge** 7 (2,900 XP)

**Evasion.** If Tenni is subjected to an effect that allows her to make a Dexterity Saving-Throw to take only Half damage, she instead takes no damage if she Succeeds on the Saving-Throw, and lony Half damage if she Fails.

**Harmed by Running Water.** Tenni takes 20 Acid-damage when she ends her turn in running water.

**Ki-Empowered Strikes.** Tenni's unarmed strikes are considered magical for the purpose of overcoming Resistance and Immunity to nonmagical attacks and damage.

**Regeneration.** Tenni regains 10 Hit Points at the start of her turn. If Tenni takes Fire or Radiant-damage, or if she takes damage from running water, this trait doesn't function at the start of Tenni's next turn.

Tenni's body is destroyed only if she starts her turn with 0 Hit Points and doesn't regenerate.

**Rejuvenation.** When Tenni's body is destroyed, her soul lingers. After 24 hours, her soul inhabits and animates another corpse on the same plane of existence and regains all her Hit Points. While her soul is bodiless, a *wish*-spell can be used to force the soul to go to the afterlife and not return.

**Turn Immunity.** Tenni is Immune to effects that turn undead.

**Vengeful Tracker.** Tenni knows the distance to and direction of Master d'Zud, even if he is on a different plane of existence. If Master d'Zud dies, Tenni knows this.

**Spellcasting.** Tenni is a 16th-Level Spellcaster.

Her spellcasting ability is Charisma (Spell Save DC 15).

Tenni has the following Paladin-spells prepared:

1st level (4 slots): *detect magic*, *divine favor*, *thunderous smite*

2nd level (3 slots): *aid*, *branding smite*, *find steed*, *lesser restoration*

3rd level (3 slots): *blinding smite*, *dispel magic*, *remove curse*

4th level (2 slots): *aura of life*, *staggering smite*

### ACTIONS

**Multiattack.** Tenni makes two Unarmed Strike attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) Bludgeoning-damage.

If the target is Master d'Zud, he takes an extra 18 (4d8) Bludgeoning-damage.

Instead of dealing damage, Tenni can grapple the target (escape DC 14) provided the target is Large or smaller.

**Vengeful Glare.** Tenni targets one creature she can see within 30 feet of her and against which she has sworn vengeance. The target must make a DC 15 Wisdom Saving-Throw. On a Failed save, the target is Paralyzed until Tenni deals damage to it, or until the end of Tenni's next turn. When the Paralysis ends, the target is Frightened of Tenni for 1 minute. The frightened target can repeat the Saving-Throw at the end of its turns, with Disadvantage if it can see Tenni, ending the frightened condition on itself on a Success.

## Tenni Kulenov, Revenant of the Yellow Rose

Formerly a human monk of the Monastery of the Yellow Rose, located in the Earthspur Mountains in Damara, this young female undead now seeks to avenge her own death at the hands of the necromancer called Master d'Zud.

# Appendix C: Magic Items

The following section is made up of unique magic items appearing within this product.

## CROWN OF THE BEHOLDER

*Wondrous item, Legendary (requires attunement by a spellcaster of chaotic alignment)*

Ten metal stalks sprout from this grotesquely formed adamantine crown. At the tip of each stalk, different gems gaze like glistening eyes back at you.

**Curse.** This crown is cursed and flows with the mindbending energies of the Far Realm.

Upon attuning to the crown, the wearer must immediately make a DC 20 Wisdom Saving-Throw, gaining a Long-term madness on a Failed save, or a Short-term madness on a Successful one.

This madness is determined by rolling once on the Short-Term Madness or Long-Term Madness tables on page 259 and 260 in the *5th Edition Dungeon Master's Guide*.

**Eyes of the Beholder.** The crown has 20 charges for the following properties.

It regains 2d8 + 4 expended charges daily at dawn.

If you expend the last charge, roll a d20.

On a 20, the crown regains 1d8 + 2 charges.

On a 1, you are targeted once more by the curse of the crown, described above.

While wearing this crown, you can use a Bonus Action to expend a charge and roll a d10 to fire a random Eye Ray from it at a target you can see within 30 feet of you.

**01. Charm Ray** The targeted creature must Succeed on a DC 17 Wisdom Saving-Throw or be Charmed by you for 1 hour, or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

When the effect ends, the creature knows it was charmed by you.

**02. Paralyzing Ray.** The targeted creature must Succeed on a DC 17 Constitution Saving-Throw or be Paralyzed for 1 minute.

The target can repeat the Saving-Throw at the end of each of its turns, ending the effect on itself on a Success.

**03. Fear Ray.** The targeted creature must Succeed on a DC 17 Wisdom Saving-Throw or be Frightened of you for 1 minute.

The target can repeat the Saving-Throw at the end of each of its turns, ending the effect on itself on a Success.

**04. Slowing Ray.** The targeted creature must Succeed on a DC 17 Dexterity Saving-Throw.

On a Failed save, the target's Speed is Halved for 1 minute.

In addition, the creature can't take Reactions, and it can take either an Action or a Bonus action on its turn, not both.

The creature can repeat the Saving-Throw at the end of each of its turns, ending the effect on itself on a Success.

**05. Enervation Ray.** The targeted creature must make a DC 17 Constitution Saving-Throw, taking 8d8 Necrotic-damage on a Failed save, or Half as much damage on a Successful one.

**06. Telekinetic Ray.** If the target is a creature, it must Succeed on a DC 17 Strength Saving-Throw or be moved up to 30 feet in any direction. The target is Restrained by the ray's telekinetic grip until the start of your Next Turn or until you're Incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. You can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

**07. Sleep Ray.** The targeted creature must Succeed on a DC 17 Wisdom Saving-Throw or fall asleep and remain unconscious for 1 minute.

The target awakens if it takes damage or another creature takes an action to wake it.

This ray has no effect on constructs or undead.

**08. Petrification Ray.** The targeted creature must make a DC 17 Dexterity Saving-Throw.

On a Failed save, the creature begins to Turn to Stone and is Restrained.

The creature must repeat the Saving-Throw at the end of its next turn. On a Success, the effect ends. On a Failure, the creature is Petrified until freed by a *greater restoration*-spell or similar magic.

**09. Disintegration Ray.** If the target is a creature, it must Succeed on a DC 17 Dexterity Saving-Throw or take 10d8 Force-damage.

If this damage reduces the creature to 0 Hit Points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a Saving-Throw.

If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

**10. Death Ray.** The targeted creature must Succeed on a DC 17 Dexterity Saving-Throw or take 10d10 Necrotic-damage. The target dies outright if this ray reduces it to 0 Hit Points.

## ICICLE GREATGLAIVE

Weapon (greatglaive), Very rare

(Requires attunement by a spellcaster wearing Gauntlets of Ogre Power)

This blade-topped staff appears to have been carved entirely of razor sharp ice.

You gain a +1 bonus to Attack and Damage rolls made with this magic weapon.

**Greatglaive.** This item is a magic weapon which resizes itself to fit its wielder's hands. It deals 2d6 Slashing-damage + your Strength modifier on a hit, weighs 10 lb., and has the Heavy, Reach, and Two-Handed properties.

While attuned, you are considered Proficient with this weapon even if you lack proficiency with Martial Weapons.

**Winter Warrior.** You have Resistance to Cold-damage while you hold this glaive.

**Spells.** The glaive has 10 charges. While holding it, you can use an Action to expend 1 or more of its charges to cast one of the following spells from it, using your Spell Save DC:

*Cone of Cold* (5 charges), *Fog Cloud* (1 charge),  
*Ice Storm* (4 charges), or *Wall of Ice* (4 charges).

The glaive regains 1d6 + 4 expended charges daily at dawn.

If you expend the last charge, roll a d20.

On a 1, the glaive loses this spellcasting feature.

## Other Products

If you enjoyed this product, make sure to check out my “*Box Text Companion*” series for “*Storm King’s Thunder*.”

The entry “*Ironslag*” is already available on the Dungeon Masters Guild, and there are more entries to come in the near future, the next entry in line being the “*Eye of the All-Father*” companion.

More Encounter Locations are also on their way, written in the same format as this product.

The next entry to look forward to in this context is “*The Witch of the Haze*” a minor dungeon that will draw the elves of the Misty Forest into “*Storm King’s Thunder*.”