



FOR 4-5 PCS
OF 5TH LEVEL

THE ADORATION OF QUOLO

A 5E WARLOCK ADVENTURE
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THE ADORATION OF QUOLO

This adventure is balanced for four to five PCs of 5th level, but it can be scaled up or down as appropriate for your party. It takes place in a small island village on the shores of the Middle Sea, but you can likewise alter the setting to suit your needs.

Overview

The wizard Quolo has no desire to rule the world, create an army of undead, or summon aberrations from ancient tomes. Instead, he merely wishes to be loved and adored. The people of the small island village near his tower are under the effects of a many-layered *modify memory* spell which causes them to believe that Quolo is the hero of their village, a powerful and benevolent mage who has saved them from many threats over the years. The only exception to the adoring villagers is the trollkin priest Sayra, who casts *remove curse* on herself daily to remember the truth as she seeks a cure for her friends.

As the PCs explore the village of Dawnshore, they can interact with the locals, who compliment the local wizard just a little too effusively to be believable. Moreover, when kelp monsters attack the village, it quickly becomes apparent

to seasoned adventurers that Quolo is more of a talker than a fighter. Once the secret is out—or perhaps before, if they're inquisitive enough—the PCs discover that Quolo found an ancient and powerful source of magic beneath the village.

Adventure Hooks

Here are some ways to bring the PCs to Dawnshore and directly involve them in the adventure:

- One of the PCs knows Sayra, the village's priest. They receive a cryptic letter in which she asks them to come visit her and help her with something that no one else can.
- The PCs hear rumors that Quolo is a great wizard who may be able to help them craft a unique item, scry on a powerful foe, or impart a crucial piece of forgotten lore.
- The PCs discover an ancient treasure map (perhaps as treasure in another *Warlock Lair*) that leads them to a grand wizard's tower on the shore of the Middle Sea. The tower they find in Dawnshore resembles the top level of the tower depicted on the map—as if the rest is hidden beneath the sea.

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Dawnshore Village

The fisherfolk of Dawnshore live a simple but pleasant life, gathering the bounty of the sea and trading their catch in nearby towns for other necessities. They don't get many visitors and are eager for news of the world beyond Dawnshore. They offer what hospitality they can.

OUR WIZARD IS THE BEST WIZARD

The people of Dawnshore believe that Quolo is a legendary mage who protects them from all manner of fantastical dangers and threats. They are immensely proud that he chooses to make his home in the tower on the southern end of the village, and they are more than happy to regale visitors with tales of the times their wizard has saved the village.

Roll or select a story from the following table when the PCs encounter a Dawnshore resident who has a chance to tell them about Quolo:

d6	Story
1	"Last month there was a huge storm with waves higher than the houses. Quolo cast a protection spell on the village, and the waves never even touched us!"
2	"One time a kraken came by, and its tentacles reached out to pluck the fishing boats out of the water. Quolo stood atop his tower and used his magic to scare it away!"
3	"Why, just two days ago, a rabid wereshark smashed up the docks. Quolo made it disappear and fixed everything up with a snap of his fingers!"
4	"A year ago, all the fish disappeared from the sea! Quolo told us that someone cast a curse on the village, but he tracked them down and made them reverse it!"
5	"A few months ago, a roc attacked the village. It almost carried me off—its claws were this close to my face—but Quolo blasted it with a beam of purple light and it flew away!"
6	"I was away at the time, but I heard that a traveler in the village turned out to be a vampire. He tried to bite my friend Yvette, but Quolo scared him off with just a glare."

AN ODD AVERSION

The villagers rely on their local cleric, Sayra, to heal their wounds, create fresh water from the ocean brine, and lead them in prayers for clear skies and bountiful fish. They consider her one of their own even though she is the only villager not born on Dawnshore or married to a local. A decade ago, Jem Dockmartin found the trollkin woman washed up on the shore of Marlin Island, with no memory of her past save for her name and the holy symbol of Mavros clutched in her hands.

Since then, Sayra has found her place among the villagers as a beloved healer and priest, enjoying the peace and solitude of Dawnshore's lifestyle. However, Sayra has recently begun to be regarded with distrust, since she doesn't seem to share the rest of the community's pride and adoration for

Quolo. Some villagers think that she's jealous of the more accomplished spellcaster, while others simply write her off as cold and aloof. Sayra is still treated with polite respect, but none of the villagers go out of their way to socialize with her.

See Area 7 for more information about Sayra.

1. ROSSVENIR BAR

The barrier island of Rossvenir (known to the locals as "the Ross") connects the islands of Dawnshore to the mainland via a series of small bridges. It also shelters a small estuary, where a freshwater stream mixes with the saltwater of the Middle Sea. The island is uninhabited, since it's only wide enough to support a small road at the apex of its steep shores.

2. MARLIN ISLAND

This small hill rises from the surrounding waters, topped with a two-story stone dwelling. The Dockmartin family lives on the top floor, and the bottom floor acts as a central meeting place for the residents of Dawnshore to share meals, celebrate, and discuss how lucky they are to have such a magnificent wizard live by their village.

Although the Dockmartins' house is not a tavern or inn (the village doesn't receive many visitors), the Dockmartins will let the PCs sleep in the relatively large main room for 2 sp each per night.

The Dockmartin family consists of:

- Hilda Dockmartin, a petite human woman who brews the briny, but potent, ale popular in Dawnshore.
- Jem Dockmartin, a sturdy human man with a boisterous laugh and hands scarred by years of sailing.
- Their teenage children, Griffin and Tracie, who help them with the fishing and transport of the catch to nearby towns.
- Travis Dockmartin, Hilda's father, who is too old to join the fishing fleet, but who weaves stories and fishing nets with equal skill.

A driftwood ramp leads directly from the Dockmartins' house to the rocky hilltop of Ned's Rock (Area 6). The well-worn path that curves around the lee side of the island connects the islands nearer the shore to the Rossvenir Bar (Area 1).

3. MIDDLE POINT ROCK

Middle Point Rock, or simply "the Middle," is a tiny island in the center of Dawnshore that harbors the dock where the villagers moor their boats. A worn footpath connects the two salt-stained wooden bridges that join the Middle to Marlin Island (Area 2) and Leeward Island (Area 4).

The small fleet is comprised of six boats, which are all used daily (weather permitting) to trawl the ocean for the fish that sustain the village. The boats are securely tied to the dock from dusk to dawn.

4. LEEWARD ISLAND

This triangular island is covered by a large, precarious dwelling that stretches almost from shore to shore, propped up by large wooden pillars where the island's cliffs have been eroded by time and salt water. The haphazard structure is actually composed of three smaller houses that have been extended, rebuilt, and joined together over time, overlapping to form a surprisingly cozy abode. Rough wooden bridges, only slightly slippery with sea spray, connect the island to the Middle (Area 3) and Windward island (Area 5).

Leeward Island is home to the following residents of Dawnshore:

- Falgren Finsweep, a human woman with curly brown hair and a knack for landing fish bigger than her newborn son.
- Heburtt Finsweep, Falgren's husband, who knows a little carpentry and looks after the village's boats.
- Falgren and Heburtt's son, Ferdie Finsweep, who has an impressive set of lungs for such a tiny baby.
- Josha Corbin, Falgren's older brother, an earnest man who loves stories about magic of all kinds.
- Perra Corbin, Josha's spouse, who loves their family but sometimes chafes at the simplicity of life on Dawnshore.
- Zakibar Corbin, Falgren and Josha's younger brother, who is eager to prove himself fit to sail his own boat.
- Granny Fern Finsweep, mother to Falgren, Josha, and Zakibar, who sews both clothing and sails with the same sturdy bone needles.

5. WINDWARD ISLAND

Windward is slightly larger than the other rocky islands that make up the village of Dawnshore, sheltering Leeward Island from the full force of the ocean waves. A driftwood bridge connects Windward to Leeward (Area 4). Two structures with stone walls and recently re-thatched roofs perch atop the island.

Windward Island is home to the following residents of Dawnshore:

- Vargas Wilder, a generous but boastful human man who insists that Quolo likes him best of all the villagers.
- Antonia Wilder, Vargas's sister, a quiet woman who keeps a careful almanac of tides and fish migration.
- Davin and Eugenia, Antonia's children (ten and twelve years old, respectively).
- Marcul Sharpwater, an agender human fisher who's never met a storm they won't sail into.
- Gertie Sharpwater, Marcul's mother, who cooks the best fish stew in the village.

6. NED'S ROCK

This hillock is topped with a ring of boulders and is too rocky to build upon. Besides, local legends say the rocks are haunted by the spirit of a young sailor who drowned and returned to the village to reunite with his beloved despite his untimely death. Bridges built from driftwood planks connect the hilltop to Marlin Island (Area 2) and Swordfin Point (Area 7).

Treasure. Examining the boulders with a successful DC 15 Intelligence (Investigation) check reveals a dirty shortsword partly wedged under the rock, with a glint of a gem on its pommel. The sword is the *sea witch's blade* (see page 13). This ancient blade once belonged to a lich known as the Sea Witch that ruled over this stretch of coast. This blade has eluded discovery for centuries, but, for an unknown reason, it has appeared before the PCs.

7. SWORDFIN POINT

A slanted, but apparently sturdy, bridge of driftwood planks bridges the crumbling gap between Ned's Rock and Swordfin Point, where the waves of the Middle Sea eat away at the valley between the two hilltops.

The local cleric, Sayra, lives on this tiny island in a small dwelling that looks out over the Middle Sea as it stretches toward the eastern horizon. Unlike the rest of the villagers, Sayra lives alone, with no spouse or children. She provides spiritual guidance and healing to the villagers, though she is known for being reserved and private, traits uncommon in a village too small for anyone to keep their business a secret for long.

Although the villagers respect her and rely on her divine powers, Sayra is also notorious for being less than fond of the village's hero. Lately, she has been more isolated than usual, as she focuses on trying to unravel the strange mystery of the village's excessive devotion to Quolo.

The main area of Sayra's house is filled by a large, multipurpose room that serves as her workshop, kitchen, living area, and occasionally a makeshift infirmary for injured villagers. The table that dominates the room is covered with bundles of herbs, journals, pebbles, and seashells. A large piece of vellum takes up one corner of the table and bears a straightforward reminder: "CAST REMOVE CURSE EVERY MORNING." A small bedroom, just large enough for a simple bed and chest of drawers, adjoins the main room.

Sayra is a trollkin **priest** with *remove curse* prepared instead of *spirit guardians*.

TALKING TO SAYRA

If the PCs visit Sayra in her home, she welcomes them in and sets a kettle over the hearth to boil water, insisting that they talk over tea. Once everyone is seated and served in

mismatched mugs, she fixes the PCs with an expectant gaze. “So,” she says, setting her mug on the table, “I assume you’ve come to talk about the wizard?”

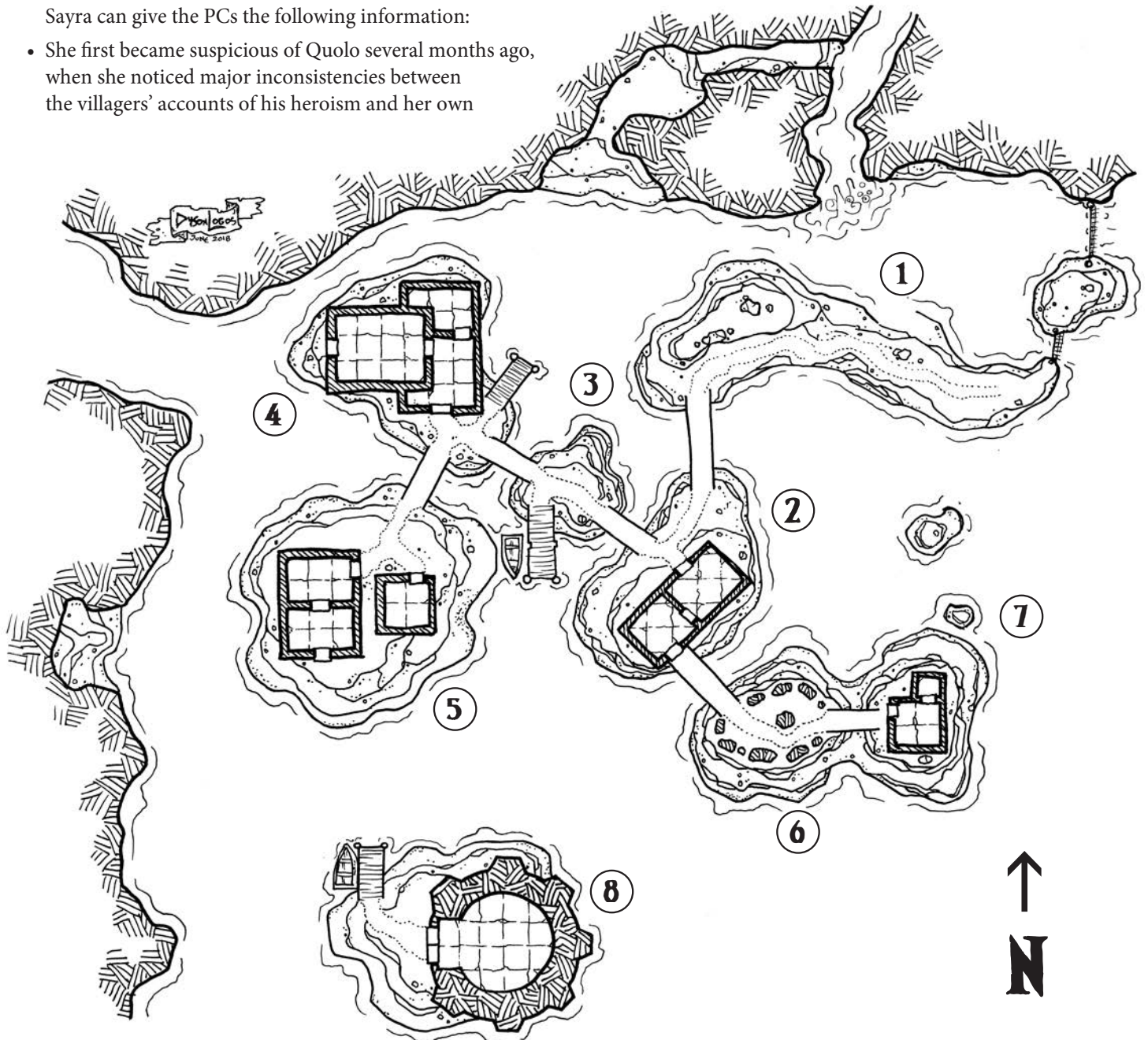
Sayra is more than willing to accept assistance on her mission to get to the bottom of the mystery in Dawnshore. However, before she tells the PCs everything she knows, she wants to make sure they aren’t already under the wizard’s spell, and that they aren’t going to ruin the fragile trust between her and the rest of the villagers. The PCs can convince Sayra to share the extent of her knowledge through roleplay or with a successful DC 12 Charisma (Persuasion) check.

Sayra can give the PCs the following information:

- She first became suspicious of Quolo several months ago, when she noticed major inconsistencies between the villagers’ accounts of his heroism and her own

memories. Since then, she began casting *remove curse* on herself regularly to rid herself of any malevolent enchantments, and she was only partly surprised when it became clear the other residents of Dawnshore were remembering events that never actually occurred.

- Sayra has tried casting *remove curse* on the villagers as well, but she isn’t powerful enough to cast it on everyone in Dawnshore. The nature of the collective deception means that anyone who “forgets” a single event is quickly convinced that they must have simply missed seeing Quolo at work—and what a shame, too!



MAP: [CLICK HERE TO DOWNLOAD THIS MAP FOR YOUR VIRTUAL TABLE TOP.](#)

- The new “memories” of Quolo’s great deeds usually come to the villagers at night, though they might believe that the event occurred at any time over the past week.
- However, the spell seems to be refreshed in some way each and every night, since often Sayra wakes up with no memory of anything amiss, until she sees her own note to cast *remove curse*. She was only able to piece together what was happening in the first place using her journals.

When the PCs have finished exchanging information with Sayra, read or paraphrase the following:

Sayra’s hands tighten around her mug of tea. “I don’t like the idea of someone messing with my memories. I don’t have a lot of them, but the ones I do have are too important to let some mage muck them up.”

She takes a final gulp from her mug and slams it down on the table. “I’m just a small village priest, but this is my small village. I want him and his damn mind-altering magic out of here.”

You can choose whether Sayra asks (or demands) to join the players when they confront Quolo, or if she prefers to stay behind and watch over the village. She has a *gem of brightness*, which she gives them if she opts to stay behind.

8. QUOLO’S TOWER

Quolo followed a treasure map to this squat, three-story tower several months ago, and he made it his base of operations while he set about charming and indoctrinating the villagers of Dawnshore. In his first few weeks living here, he found a secret vault filled with arcane tools and research that helped him put the village of Dawnshore under his thumb in a matter of days rather than weeks.

REACHING THE TOWER

The wizard’s tower is only accessible by boat, though Quolo usually flies to and from Dawnshore to impress and delight the villagers. Unless the PCs have their own mode of transportation, they’ll need to borrow one of the village’s fishing vessels to reach the tower.



GROUND FLOOR

The entrance to this tower is poorly sealed by a set of rotten oak double doors. An ostentatious rug decorates the drab interior, and a rickety wooden ladder lies on the ground, granting access to the second floor when Quolo doesn't have enough spell slots remaining to simply *fly* up.

MIDDLE FLOOR

The middle floor of this tower contains all of the trinkets and memorabilia that the residents of Dawnshore have gifted to their hero, Quolo. He is particularly fond of a portrait of him made by Josha Corbin (Area 4). The portrait is unskilled and messy, but Josha painted it with love.

These trinkets mean a lot to the brainwashed people of Dawnshore, and to Quolo, but are worth no more than 10 gp in total.

TOP FLOOR

The top floor of this tower holds Quolo's soft feather bed, a chest of drawers filled with his gaudy clothing, and a number of failed attempts at self-adulatory poetry.

Secret Door. The eastern wall holds a secret door marked with a tiny symbol of a skull with fire in its eye sockets. A successful DC 15 Intelligence (Investigation) check notices the skull. Touching the symbol on either side of the door opens and closes it. Once opened, it reveals an unlit and narrow staircase that leads into the Vault of Enchantment (see page 8).

Events in Dawnshore

The PCs can explore Dawnshore at their leisure, but several events occur within the village regardless of their actions. These events can spur the PCs to action if they're unsure of what to do, or they can throw a wrench into the PCs' well-laid plans if things are going too smoothly.

These events happen at specific times of day, starting when the PCs arrive in Dawnshore around mid-afternoon.

TIMELINE OF EVENTS

Time of Day	Event
Day 1 (afternoon)	The PCs arrive in the village (see Welcome to Dawnshore).
Day 1 (evening)	The fisherfolk of Dawnshore return from their day's work and begin preparing a feast (see Fit for Our Wizard).
Day 1 (night)	While the PCs are resting, they must resist an enchantment (see Under My Spell).
Day 2 (morning)	Quolo flies from his tower to work his enchantment upon Dawnshore (see Working His Magic).
Day 2 (afternoon)	An actual monster emerges from the sea and attacks the village (see Help, It's Kelp!).
Day 2 (evening)	His charade blown, Quolo skips town (see Not-So-Grand Escape).

Welcome to Dawnshore

When the PCs reach Rossvenir Bar (Dawnshore Area 1), read or paraphrase the following:

.....
A path winds along a thin, rocky island. Waves crash against the rocks on both sides of the narrow cliff, sending droplets of salt water high into the air. To the east, the Middle Sea stretches out toward the distant horizon. A jumble of islands connected by haphazard wooden bridges and topped with simple houses huddles in the small bay.
.....

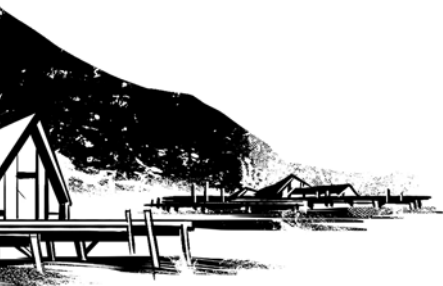
The PCs can explore the village of Dawnshore and get to know the inhabitants. Most of the adults are out fishing when the PC arrive. As evening approaches, small boats glide up to the dock in Area 3, and the fisherfolk disembark with their day's catch.

Fit for Our Wizard

When the sun begins to set on the PCs' first day in Dawnshore, read or paraphrase the following:

.....
As the sun sets over the horizon, a glistening dot appears at the top of the tower looming over Dawnshore. The dot rises into the air and zooms toward the stone house on Marlin Island. The people around the house begin hooting and hollering as the dot grows larger and larger, until the dot reveals itself to be a person in gaudy, glistening robes.

This high-flying wizard touches down before the crowd to a roar of adulation, bows three times, and bellows, "Behold: the magnificent, the heroic, the effervescent, the one-and-only



Quolo!" Another cheer bursts from the crowd, and they haul Quolo inside to enjoy the party they've thrown in his honor.

The raucous fête the villagers of Dawnshore have thrown for Quolo is filled with locally brewed Dockmartin ale, freshly caught fish, and all sorts of honeyed confections. Anything made with water from Dawnshore carries Quolo's specialized *modify memory* spell, and anyone who partakes is affected by it. See *Under My Spell* for details.

Despite all the magnificent food, however, the real center of attention is none other than Quolo himself, who dazzles the locals with none-too-impressive magic tricks performed with *prestidigitation* and a show-stopping *mirror image* finale. After the "grand" show, Quolo saunters up to the newcomers and welcomes them to his simple village, one which he has "saved time and time again from utter disaster at the hands of monsters, villains, and even the wrath of nature itself."

Quolo's been keeping an eye on the PCs, and, if one of them hasn't been drinking his magically laced water or ale, he slyly offers them a drink, telling them to lighten up at this grand party.

Quolo is a human **beguiler** (see page 13).

Under My Spell

A humanoid who drinks water or ale at any time while in Dawnshore must make a DC 15 Wisdom saving throw when it finishes its next long rest. On a failure, the humanoid is convinced that a terrifying monster composed of dozens of giant eyeballs appeared over the village in the middle of the night. The humanoid has a vivid memory of Quolo flying from his tower across the stormy ocean waves and speaking a word of power that pierced the creature with arrows of light in each of its many eyes.

Since the majority of the villagers have the same "memory," villagers who succeeded on their saving throw that night believe they simply slept through the night's events. If all of the PCs fail their saving throws, Sayra shows up in the morning and casts *remove curse* on one of them, hoping to find an ally for her quest to undo this pervasive magic (see *Talking to Sayra* on page 4).

Working His Magic

In the wee hours of the morning on the second day of the PCs' stay in Dawnshore, Quolo quietly soars from his tower with a pitcher of enchanted water (see Area 4 in *Vault of Enchantment*). He alights gracefully on Marlin Island (Area 2) and mixes his enchanted water with the rainwater barrels behind the Dockmartins' dwelling. A sleeping PC with a passive Wisdom (Perception) score of 20 or higher hears the swishing of wind and awakens to see Quolo in flight.

A PC awake before the light of dawn only needs a passive Wisdom (Perception) score of 15 or higher to notice Quolo.

If confronted, Quolo casts *modify memory* on his assailant to make them forget all about their chance encounter.

Help, It's Help!

Around noon on the second day, real monsters attack Dawnshore! Two immense piles of tangled kelp and seaweed rise from the shallows and shamble towards the center of Dawnshore. The creatures are **shambling mounds**, except they are immune to cold damage instead of lightning damage, and their Lightning Absorption trait applies to cold damage instead of lightning damage.

These creatures are drawn to the *sea witch's blade* (see page 13) in Area 6, and they are prepared to kill and eat anything that gets in their way. If not stopped, one of the creatures absorbs the blade into its slimy body, wreaks as much havoc in the village as it can, then departs into the sea—perhaps to return the blade to its far-distant master. The kelp creatures are focused on obtaining the sword and attacking buildings, ignoring most creatures they encounter unless attacked. If the PCs draw the attention of both shambling mounds and get in over their heads, Sayra arrives to help protect her village.

Quolo immediately flees, screaming, to his tower when the kelp monsters attack. He flies to the top floor and enters the secret lair—accidentally leaving the secret door wide open. He can be found in Area 3 of the *Vault of Enchantment*, packing his bags in preparation to flee from Dawnshore.

Not-So-Grand Escape

If the PCs fail to find Quolo before six hours pass after the kelp monsters attack, Quolo manages to pack his bags, wait for nightfall in the lower tower, then fly away from Dawnshore. A PC keeping watch can spot him flying away by making a successful DC 18 Wisdom (Perception) check.

Quolo settles in a nearby port for a few weeks until he suspects the PCs have departed. Then, he flies back to Dawnshore after applying some false bruises and scars with stage makeup, and he spins an elaborate story of being kidnapped and held for ransom by a group of horrid adventurers.

Vault of Enchantment

An ancient, sunken tower sits beneath Quolo's aboveground tower. Long before Quolo arrived in this village—indeed, long before this village ever existed—a lich of tremendous power built her tower here. That lich, known only as the Sea Witch, has long since been defeated. Several hundred years ago, an earthquake sank the base levels of her tower deep into the earth and beneath the waves.

Quolo followed an ancient treasure map to Dawnshore many years ago, and he discovered the entrance to the ancient lair within the abandoned ruins of the tower. In those days, most villagers stayed away, believing the old ruins to be cursed. Within the lost levels of this ruin, Quolo found a source of magical power that amplified his spells' power tenfold, allowing him to achieve his dreams of adoration not through acts of actual heroism, but through mind control.

Quolo has created a river of false memories that swirls within the base of the sunken tower. Every night, he retreats to the hidden level of his tower to maintain the enchantment—and every dawn, he dips a silver pitcher into the river and drips false memories into the rainwater barrels behind the village longhouse. All those who drink this contaminated water (or beer made with this water) are affected by Quolo's many-layered *modify memory* spell.

The only entrance to this sunken tower is hidden behind a secret door on the top floor of Quolo's tower. Within its depths are many chambers that Quolo is too much of a coward to explore, and thus many of the Sea Witch's traps, guardians, and treasures have lain untouched for centuries.

SUNKEN TOWER FEATURES

This lair is built from sturdy, ancient stones sculpted with magic. The eastern end is lower than the western, and the uniform flagstone floor slants unevenly downward throughout the entire dungeon.

Ceilings. Unless otherwise noted, the vault's hallways are 10 feet high, and its chambers are 20 feet high.

Doors. The doors are made from stone and carved with the symbol of a skull with fire in its eyes. A glowing amethyst is embedded in the skull's forehead on some of the doors. These doors (in Areas 6a-d and 7) are locked by an *arcane lock* spell and have no visible lock. A PC can dispel the *arcane lock* by removing the amethyst with a successful DC 15 Dexterity check using thieves' tools. A PC that fails this check must succeed on a DC 15 Constitution saving throw or take 14 (4d6) psychic damage as the gem's magic lashes out at the infiltrator. Each amethyst is worth 80 gp.

Alternatively, the door can be forced by pushing against it and making a successful DC 18 Strength (Athletics) check. Unless held open, the door immediately slams shut. The doors have no handles, but magically open at the slightest touch if the *arcane lock* is dispelled.

Light. All chambers are dimly lit by the violet glow of arcane crystals in small alcoves along the walls.

Undisturbed Chambers. Quolo is too cowardly to explore more of this dungeon than he needs too. He has only explored Areas 1, 2, 3, and 4, which have his footprints in the

dust. All other chambers are filled with dust and cobwebs, as they've remained undisturbed since time immemorial.

1. ANTECHAMBER

PCs who enter this sunken tower from Quolo's chamber wind down a set of narrow stairs until they reach this antechamber. Read or paraphrase the following:

The long, winding stairs spiral down to an antechamber filled with pale, violet light. To the north, a hall leads to a wide chamber, and a door marked with the symbol of a leering skull sits in the wall to the south.

PCs with a passive Wisdom (Perception) score of 13 or higher notice footprints in the dust leading to the southern door, but no footprints leading to the northern chamber. These are Quolo's prints. This may be the first of many skull-emblazoned doors they find within the dungeon.

2. AMETHYST ZIGGURAT

A ziggurat made of solid amethyst (which the lair's creator magically transmuted from base stone) stands in the center of this room. Three alcoves in the south, east, and west each contain a standing sarcophagus. The sarcophagi were smashed open centuries ago and are empty.

A mummified body clutching a golden wand in its hands sits in an amethyst throne at the apex of the ziggurat. This corpse is an **angatra** (*Tome of Beasts*, p. 19), and stepping onto the ziggurat or interacting with the corpse causes it to rise and attack. Otherwise, it does nothing. This angrata was once the majordomo of the lich that created this tower. When the lich was destroyed, the majordomo fell into a deep slumber. The angatra can cast *magic missile* at will as an action.

Quolo's footprints show he gave this ziggurat a wide berth when walking through this room. He didn't recognize the angrata, but his superstition and fear of the dead kept him from going near the ziggurat.

Treasure. The wand in the angatra's grasp is a *wand of magic missiles*. This wand bears a curse: when the wand's wielder casts a spell that isn't *magic missile* while they are carrying the wand, it lights up with hidden runes and explodes. The creature must make a DC 14 Dexterity saving throw, taking 21 (6d6) force damage on a failed save, or half as much damage on a successful one. The creature has advantage on the saving throw if it is holding the wand when the wand explodes.

3. QUOLO'S WORKBENCH

Down a set of stairs from the ziggurat chamber is a workbench lit by a small oil lamp. A stone statue of a lich in splendid robes, holding a human brain in her right hand, stands beside the bench.

Quolo's journal sits on the bench, closed. He has safeguarded it with a *glyph of warding* that activates whenever anyone that isn't himself touches the book. The glyph casts *sleep* at 5th level, centered on the journal. The book is filled with scrawled notes in a messy, flourishing script, describing Quolo's arrival in the village, his full plans to enthrall the villagers, his remarkable surprise at discovering the arcane stream (Area 4) in the bottom of this tower, as well as how he turned the stream of raw arcane power into a river of false memories. Read or paraphrase his following journal entry about the stream:

This stream is the answer to prayers I never knew I had made! It is nothing short of raw magical power, swirling throughout the bottom of this tower. The result of some freak arcane mishap, no doubt, or an experiment by this tower's original owner. That skeletal statue above me, could that be her?

Regardless! My experiments were a thrilling success. I wove spell after spell into that river, all of them filled to the brim with false memories, until it became—and I admit I have not fully tested this—a stream of magic that creates water laced with any memory I care to make. These villagers will take just one sip and—bam!—they'll be tripping over themselves to fall at my feet in adoration for some heroic deed or another. I can't believe I've finally done it...

Treasure. A leather backpack slumps beneath the workbench, filled with a set of fresh clothes, two *potions of greater healing*, and two weeks' worth of trail rations. This is Quolo's getaway kit, in case something goes horribly wrong. The table is also strewn with spell components worth a total of 25 gp.

4. SOUTHERN RIVERBANK

A staircase descends to meet the edge of a river of silvery water that swirls with violet mist. A creature that drinks the water in its pure form must succeed on a DC 15 Wisdom saving throw or be instantly affected by *modify memory*, as described in the Under My Spell event (see page 8).

A creature that touches the river itself takes 7 (2d6) psychic damage when it enters the river for the first time on its turn or starts its turn there, as its mind is assaulted by dozens of conflicting memories.

Following the river to the northeast leads to Area 7. The river trails off into the distance in the southwest, eventually leading to a dead-end chamber with a cracked crystal orb. This orb was once a conduit of raw ley energy, and it was used by the Sea Witch to rupture a ley line that runs beneath the tower, allowing the ley line's pure arcane power to seep into the world.

5. REFLECTING POOL

A pool of placid water rests in the middle of this chamber, but a sourceless breeze blows gently about the room.

An **invisible stalker** floats above the ground 10 feet north of the pool, awaiting a command from its long-absent master. Centuries ago, the lich who created this dungeon utilized a small legion of invisible stalkers and other elementals to annihilate her enemies, drawing them from the elemental planes through this summoning pool. This stalker is the only one left, and its only command is to kill any creature that touches the pool.

Though the stalker is invisible, it casts a reflection into the elementally charged pool. In this reflection, it appears to be an amorphous being of swirling air with a warped, skull-like face.

Treasure. At the bottom of the 10-foot-deep pool is an *elemental gem*. This blue sapphire, when broken, can summon an air elemental or an invisible stalker. If the stalker is summoned, however, it tries to kill its summoner after its initial task is completed.

6. CHAMBERS OF DESPAIR

These small rooms contain the failed arcane experiments of the lich that created this tower. These experiments were the results of the lich's dabbling in aberrant magic in an attempt to create permanent psychic thralls, and each mummified thrall in this area has taken on the properties of one or more enchantment spells.

6A. ANTECHAMBER OF DESPAIR

This room is filled with the unsettling sounds of quiet giggling, tapping, and shuffling from the chambers around it. An alcove in the north contains a record of all experiments at the time of the lich's defeat. It reads:

- Beings of *bless* and *bane*
- Being of *hideous laughter*
- ~~Beings of *hold person*~~
- ~~Being of *confusion*~~
- ~~Being of *calm emotions*~~
- Beings of *irresistible dance*
- ~~Being of *heroism*~~

The crossed-out entries have scribbled notes detailing the failure of the experiment, such as "partial success with fey subjects," "human subjects surprisingly responsive but die within days," or "no subject yet to survive."

Walking Experiments. The nearby rooms hold the lich's surviving—or rather, undead—experiments. A **walking experiment** uses the statistics of a **mummy**, except its

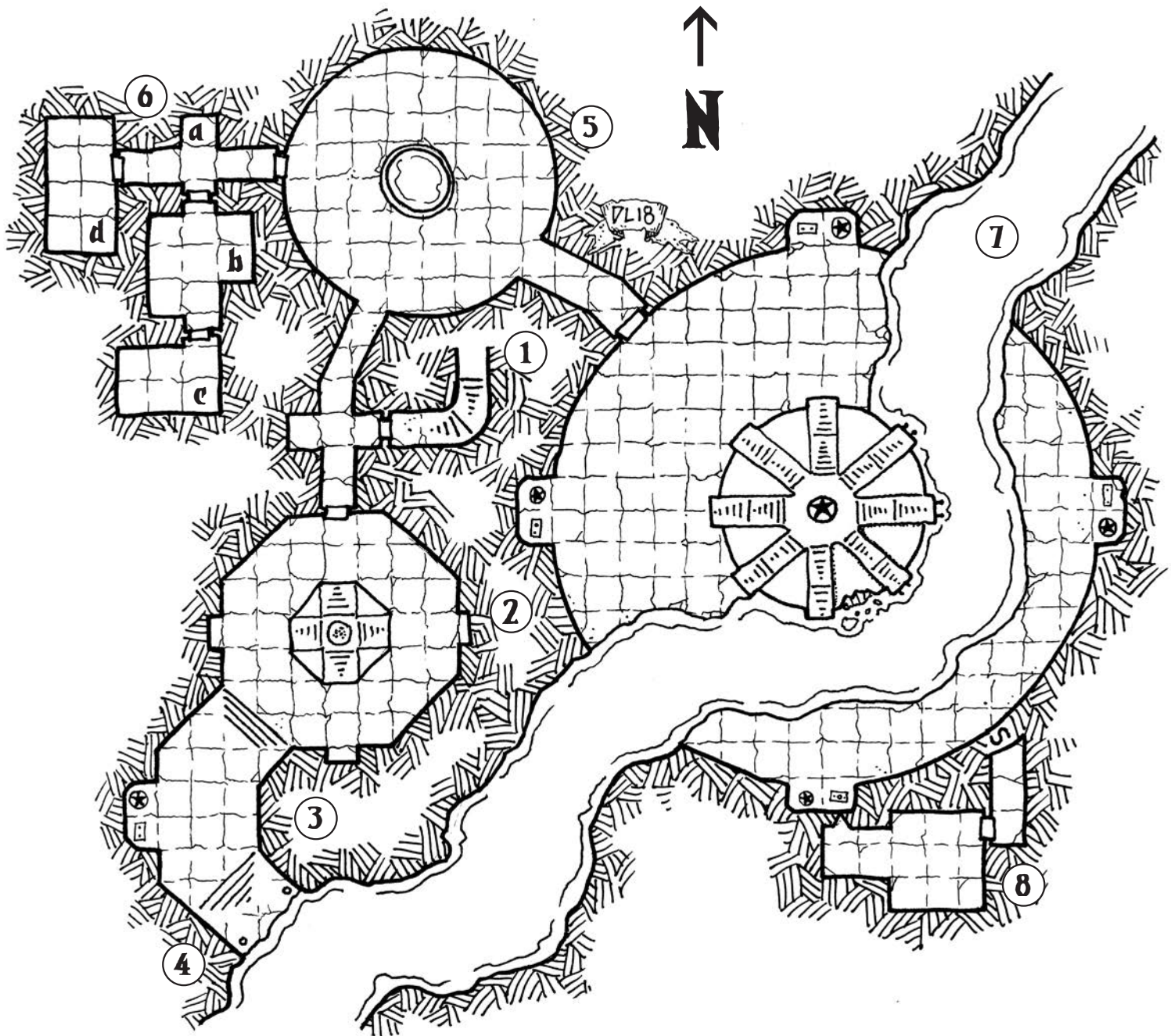
Rotting Fist doesn't curse the target with mummy rot and it gains a reaction, as detailed in the descriptions of Areas 6b, 6c, and 6d.

6B. CHAMBER OF DUALITY

The sound of endless shuffling echoes from this chamber, as four **walking experiments** (see Area 6a) move in a constant circuit around the room. Two are wrapped in black bandages, the other two in white, and neither pair ever moves closer to or farther from the other—until they see another creature.

Once the experiments spot another creature, they immediately attack the intruder. Whenever a black-bandaged experiment takes damage, it can use its reaction to cast *bane* on its attackers (spell save DC 13). Whenever a white-bandaged experiment takes damage, it can use its reaction to cast *bless* on the other experiments.

Treasure. When all four experiments die, their spirits are laid to rest. These grateful spirits cast *bless* on all creatures that helped free them, which lasts for 1 hour.



MAP: [CLICK HERE TO DOWNLOAD THIS MAP FOR YOUR VIRTUAL TABLE TOP.](#)

6C. CHAMBER OF BOUNDLESS MIRTH

The sound of quiet tittering trickles out of this room as three **walking experiments** (see Area 6a) whisper jokes back and forth into eternity. Their speech is entirely in gibberish, but they find their jokes infinitely amusing.

Once the experiments see another creature, they attack. Whenever an experiment takes damage, it can use its reaction to cast *hideous laughter* on its attacker (spell save DC 14).

Treasure. When all three experiments die, their grateful spirits enchant all creatures that helped free them, granting the creatures immunity to being charmed and to the *hideous laughter* spell for the next 24 hours.

6D. CHAMBER OF INCESSANT DANCE

Sounds of gentle tapping can be heard from within this chamber as two **walking experiments** (see Area 6a) dance a graceful tango.

Once the experiments see another creature, they attack. Whenever an experiment takes damage, it can use its reaction to cast *irresistible dance* (spell save DC 15) on its attacker.

Treasure. When both experiments die, their grateful spirits enhance all creatures that helped free them, increasing the creatures' speed by 10 feet for the next 24 hours.

7. GRAND CISTERN

A towering ziggurat of pure amethyst rises in the center of this vast chamber, with eight long staircases leading to its apex. A statue stands atop it.

Behind the ziggurat, a river of glistening water flows through the chamber, entering from one end and exiting the other.

Five statues of a skeletal lich in dazzling finery, each made from pure amethyst, stand in this room; four in alcoves at the cardinal directions and one atop the ziggurat. The one atop the ziggurat holds a crystal facsimile of the *sea witch's blade* in one hand (see page 13) and a crystal orb that maintains the flow of the arcane river in the other. This central statue is protected from all harm by a permanent *wall of force* surrounding the apex of the ziggurat.

The four other statues in this room project this *wall of force*. If a creature touches the *wall of force*, the statues glow with violet light, and a humanoid silhouette of crackling energy emerges from the north and south statues to attack the creature. On initiative count 20 of the next round of combat, two more beings emerge from the east and west statues.

These psychic specters use the statistics of a **ghost**, except their Withering Touch attack deals psychic damage instead of necrotic damage, and they lack the Etherealness and Ethereal Sight traits.

A statue has an AC of 18, 20 hit points, a damage threshold of 5, and immunity to poison and psychic damage. When a statue is destroyed, the psychic specter that emerged from it instantly fades. Once all four statues in the alcoves are destroyed, the *wall of force* dissipates. Destroying the glass orb (AC 10, 5 hit points, immunity to poison and psychic damage) causes the river of arcane power to shudder and disappear over the course of 1 minute. Once the river disappears, the false memories implanted in the villagers of Dawnshore fade over the next 1d10 days, leaving strange gaps in their memories where the false ones used to be.

River of Memories. Following the river to the southwest leads to Area 4. The river trails off into the distance in the northeast, eventually leading to a dead-end chamber with a cracked crystal orb, a duplicate of the orb at the far southwest end of the river (detailed in Area 4).

Secret Door. A secret door in the southern wall leads to the Sea Witch's long-abandoned personal quarters. A creature that examines the southern wall and makes a successful DC 15 Intelligence (Investigation) check notices a tiny skull symbol, just like the ones carved into all other doors in this tower, at chest height on the wall. Touching this symbol causes the secret door to swing open.

A tiny viewing slit in the wall behind the southern statue also peers into this chamber.

8. SEA WITCH'S ABODE

A once-magnificent four-poster bed, now only draped with mildewed rags, stands in the center of the room. A silver locket embedded with a black onyx, an amethyst, and a star sapphire lies on the bed. It holds an ancient parchment that reads: *To those who defeated me, know that I will have my revenge in time. This is not my phylactery.*

Someone skilled in ancient arcane lore, such as a professor at the Arcane Collegium in Zobeck or a master of the Librarium Caelmarath in Bemmea, could reveal more lore on the mysterious lich known as the Sea Witch.

This locket is not a phylactery, but it is an *amulet of proof against detection and location*. The Sea Witch wanted to give her killers a sporting chance at ambushing her, but they never found this chamber. Without the amulet, they swiftly fell to the lich, and she remains at large.

Further Adventures

If the PCs became invested in the safety of Dawnshore, or if they were intrigued by the mysterious lich who abandoned her tower, the Sea Witch could be a villain who appears later in their adventures. Perhaps she returns to threaten Dawnshore, or she later attacks the PCs to recover her long-lost weapon.

SEA WITCH'S BLADE

Weapon (shortsword), very rare (requires attunement)

This slim, slightly curved blade has a ghostly sheen and a wickedly sharp edge. You can use a bonus action to speak this magic sword's command word ("memory"), causing the air around the blade to shimmer with a pale violet glow. This glow sheds bright light in a 20-foot radius and dim light for an additional 20 feet. While the sword is glowing, it deals an extra 2d6 psychic damage to any target it hits. The glow lasts until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

When a creature takes psychic damage from the sword, you can choose to have the creature make a DC 15 Wisdom saving throw. On a failure, you take 2d6 psychic damage, and the creature is stunned until the end of its next turn. Once used, this feature of the sword shouldn't be used again until the next dawn. Each time it is used before then, the psychic damage you take increases by 2d6.

ANGRATA

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	8 (-1)	12 (+1)	15 (+2)

Skills Perception +4, Stealth +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages all languages it knew in life

Challenge 6 (2,300 XP)

Agonizing Gaze. When a creature that can see the angatra's eyes starts its turn within 30 feet of the angatra, it must make a DC 13 Charisma saving throw if the angatra isn't incapacitated and can see the creature. On a failed saving throw, the creature has its pain threshold lowered, so that it becomes vulnerable to all damage types until the end of its next turn. Unless it's surprised, a creature can avoid the saving throw by averting its eyes at the start of its turn. A creature that averts its eyes can't see the angatra for one full round, when it chooses anew whether to avert its eyes again. If the creature looks at the angatra in the meantime, it must immediately make the save.

Ancestral Wrath. The angatra immediately recognizes any individual that is descended from its tribe. It has advantage on attack rolls against such creatures, and those creatures have disadvantage on saving throws against the angatra's traits and attacks.

ACTIONS

Multiattack: The angatra makes two attacks with its claws.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. *Hit:* 10 (2d4 + 5) piercing damage, and the creature must succeed on a DC 15 Constitution saving throw or be paralyzed by pain until the end of its next turn.

Found in the *Tome of Beasts* on page 19, the angrata is the angry ancestor spirit of a tribe whose ancient members exiled it. Feeling lost and directionless after exacting its revenge on its last living descendant, the angrata in this story was approached by the Sea Witch ages ago, who gave it a new purpose as her majordomo. The angrata has since been one of her most devoted followers and has lain dormant for centuries, awaiting her return.

BEGUILER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	10 (+0)	15 (+2)

Saving Throws Int +6, Cha +5

Skills Arcana +6, Deception +5, Persuasion +5

Senses passive Perception 10

Languages any three languages

Challenge 5 (1,800 XP)

Charming Caster. The beguiler adds its Charisma modifier to the spell save DC of its enchantment spells.

Spellcasting. The beguiler is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The beguiler has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *charm person**, *mage armor, shield*

2nd level (3 slots): *mirror image, scorching ray, suggestion**

3rd level (3 slots): *fear**, *fireball, fly*

4th level (3 slots): *confusion**, *greater invisibility*



5th level (1 slot): *modify memory**

* indicates an enchantment spell of 1st level or higher

ACTIONS

Probing Touch. Melee Spell Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) psychic damage, and the beguiler can cast an enchantment spell of 1st level or higher with a casting time of 1 action as a bonus action. A target who took psychic damage from this ability has disadvantage on their saving throw against the spell.

A beguiler is a consummate master of cunning and artifice. Some beguilers are naturally charming, while others use their enchantments to compensate for a lack of social prowess. Beguilers often use their talents to become celebrities, grifters, or spies, though most prefer to work alone and unimpeded by others who might steal their spotlight. The secret to a beguiler's success is confidence—and hubris, the beguiler's greatest weakness.

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