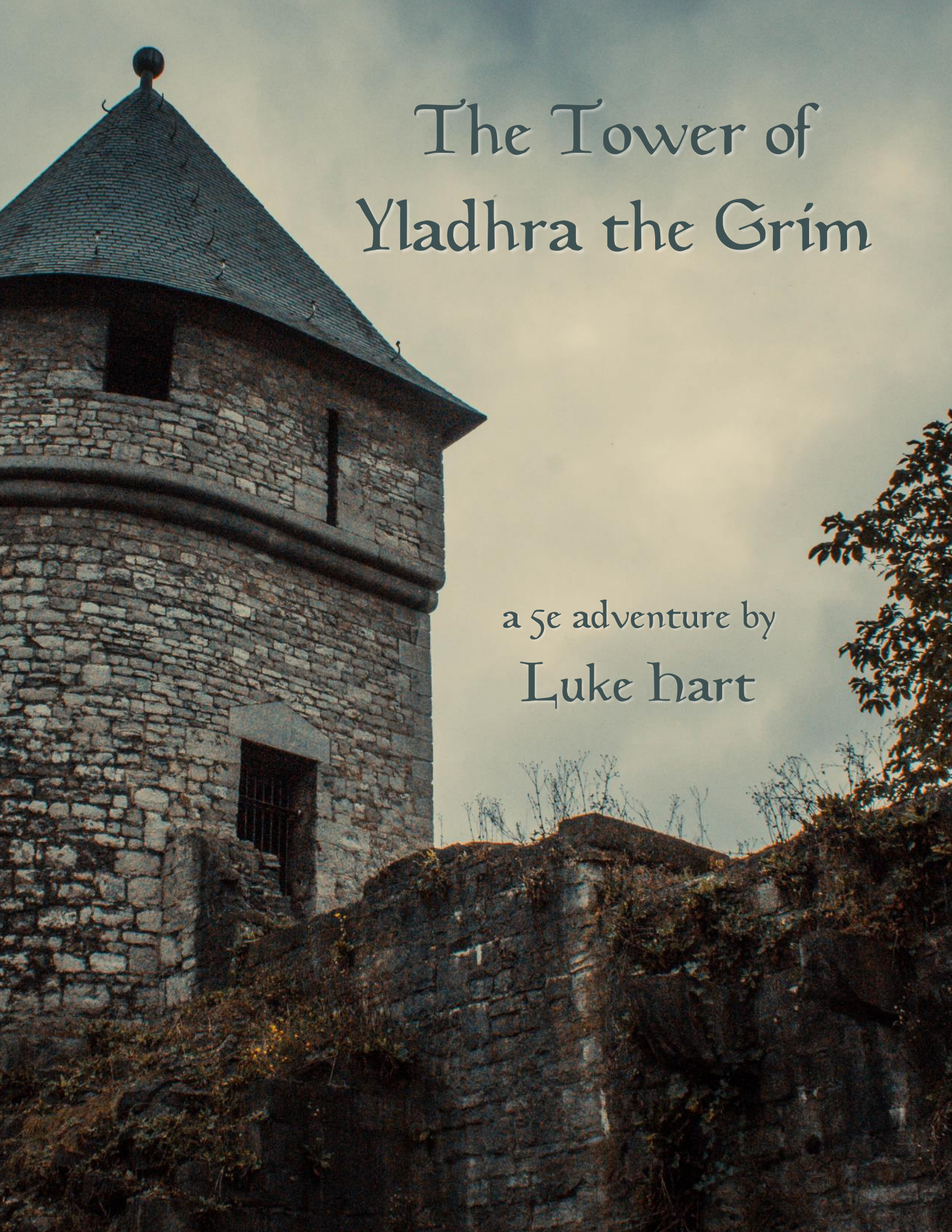


The Tower of Yladhra the Grim

a 5e adventure by

Luke Hart

Credits

Lead Designer: Luke Hart

Cartographer: Luke Hart

Playtesters: Luke Hart, Anna Huff, Matt Hume, Ben Pedersen, Dan Hunt, and others that either declined to be credited or could not be reached.

Cover Photo: Echo Grid on Unsplash

Distributing This PDF

This PDF represents a lot of effort, sweat, blood, and tears — okay, maybe just effort. If you found this adventure entertaining or useful, please refer people to the site or source where you obtained it. Doing so not only demonstrates appreciation for the effort spent creating this, but also allows me to continue making more adventures.

(Yeah, that was my roundabout way of saying "Please don't illegally distribute this PDF.")

Legal Stuff

The Tower of Yladhra the Grim, Copyright © 2017, Luke Hart

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Forward

I've been playing this game — whose name the license agreement doesn't allow me to mention — on and off since high school. I've been a player a few times, but mostly I've been the game master.

All that time, I've been creating my own adventures from scratch. Only until recently did I run an official published module, and when I did so, I said to myself, "Hey, I can write stuff like this, too." Actually, I already had been.

And so I present this, my first self-published adventure.

It may not have all the fancy artwork that official products have, but the flesh and bones is all there. I've also incorporated unique elements — such as encounters by level — that I feel improve the usability of the adventure.

My main motivation in creating this is to share my creative efforts with others. My wish is that other game masters find this material useful and perhaps even inspiring.

I hope you enjoy running it at your table!

Contacting the Designer

If you have feedback or questions, please reach out to me:

- Reddit - LukeHart214.
- Twitter - @TheDMLair.

Other Stuff I Make

You can check out my YouTube channel, Luke Hart, where I post videos about this game.

I also maintain a blog, The DM Lair, where I post campaign diaries of the games I run.

Contents

How This Adventure Is Written 3
Adventure Synopsis 5
Inciting Action 5
DM Notes 5
Random Encounters 5
The Tower of Yladhra the Grim 5
- Tower Exterior 6
- T1 - Tower 6
- T2 - Hallway 6
- T3 - Jungle 7
- T4 - Guest Bedroom 7
- T5 - False Treasure Vault 7
- T6 - Treasure Guardian 8
- T7 - Trapped Maze 9
- T8 - Treasure Vault 9
- T9 - Storage 9
- T10 - Sitting Area 9
- T11 - Bedroom 10
- T12 - Statue Hall 10
- T13 - Yladhra's Grand Hall 11
- Exiting the Tower 12

What Becomes of the Tower? 12
Aftermath 12
Appendix A: Magic Items 13
Appendix B: Yladhra the Grim's Spellbook 14

How This Adventure Is Written

This section details specific approaches I took when writing this adventure.

Streamlined

This document was designed to facilitate the running of the adventure. That is, this adventure supplement was made to be used at the table, not just read.

So, what does that mean?

First, I try to minimize walls of text because they are practically impossible to skim and reference during gameplay. Instead, you'll find bulleted lists and other formatting devices intended to make using this document during gameplay easier.

That quite likely means, though, that it may not be as enjoyable to simply read through in one go. And I'm fine with that. My goal is help game masters who actually run adventures, not just read them.

Second, I don't explain every little detail, and I don't include reams of backstory and explanations. This document will give you the essentials for running the adventure, and then you'll have to rely on your own creativity and imagination to fill in the gaps.

My personal opinion is that many published adventures contain *too much* information. This can actually be an impediment to running a smooth game: the action is constantly stopping while the game master looks up information in order to get things "just right."

Including less information also allows game masters to more easily personalize the adventure to fit their campaigns.

Read-Aloud Text

Don't fear. You'll get your read-aloud text.

However, read-aloud text generally won't include information about an area that is available by looking at the map.

For instance, exits from a room won't be in the read-aloud text. Why? First, many groups play with grids and miniatures. If exits are visible on the map, the game master doesn't need list them out verbally. Second, for groups who use "theater of the mind" play, I have faith in my fellow game masters' ability to look at a map and verbally tell their players where the exits are without my read-aloud text holding their hands. (If that faith is misplaced, I apologize.)

Furthermore, read-aloud text usually won't physically describe the occupants of a room or list how many there are. Why?

First, I design my adventures to accommodate a range of character levels, and the number of "enemies" in a room varies by level. That can be difficult to accommodate in static read-aloud text.

Second, I'm a firm believer that a picture of a monster is infinitely better than any amount of totally awesome read-aloud text I can write. Show your players the picture out of the book that contains monster photos. Bookmark images from the internet that you can show them on your phone. If you're old school, print them off. Bottom line: I'm not going to waste digital ink trying to compete with the thousands of incredible artists out there. (I'm good, but not that good.)

Encounters by Level

All of the encounters are designed to be used with parties of characters over a range of four levels. For any given encounter, you simply choose the number of creatures that corresponds to the characters' level.

For instance, let's say this adventure is designed for characters between the levels of four and seven. If your party is level five, you use the level-five encounters in the module. If your party is level seven, you use the level-seven encounters in the module. And so on and so forth.

The encounters are balanced for a party of five characters, though parties of four or six characters should do fine. If you have more or fewer characters in the party, you can use the higher or lower level encounter numbers. For instance, if you have a party of three level-five characters, use the level-four encounter numbers.

Encounter Notes

When I run the game, I place a significant emphasis on tactical combats, many of which are designed to challenge the players and create dramatic moments. Thus, my approach to combat bleeds through in my adventure design.

To aid you in running exciting encounters, I've included encounter notes for most of the potential enemies in the adventure, especially what I deem "boss fights." These encounter notes are suggestions for running the combats; feel free to use them or throw them out as you see fit.

If You Made It This Far...

Congratulations. I bet most people just skipped over all this blah-blah.

Adventure Synopsis

The Tower of Yladhra the Grim is designed for a party of five adventurers between levels five and eight.

The adventure consists of entering a wizard's tower, braving its dangers, and confronting the wizard. (Original, eh?)

The Tower. The tower is enchanted — what wizard's tower worth its weight in bat guano isn't? Once the characters enter, the tower's stories stretch up and down endlessly. A secret door leads to an endless hallway lined by doors. Most of the doors are mimics, but the correct one is an exit.

The Jungle. The door in the endless hallway takes the heroes to a massive jungle where dozens of winged beasts — manticores — fly above the tree line. The heroes are ambushed by the manticores while descending a large shaft into the ground.

The Inner Tower. A door from the shaft in the jungle leads to area of the tower inhabited by the wizard and her minions. The heroes must fight their way through traps, flame skulls, flesh golems, and helmed horrors.

The Grand Hall. The conclusion to the adventure takes place in a grand hall where Yladhra the Grim has been waiting for the heroes. The heroes must defeat the wizard who is aided in battle by several suits of animated armor.

Inciting Action

Below are some suggestions for ways to present this adventure to your players and tie it in with the rest of your campaign.

Member of a Villainous Organization. Yladhra is a member of a villainous organization that your players have been wiping out. You can place a lead to the wizard's tower in an adventure the heroes are currently running.

Evil Wizard. Yladhra is simply an evil wizard that has been causing problems for the area. Someone important or wealthy hires the heroes to defeat Yladhra and put an end to the troubles.

Magic Item Retrieval. Another wizard asks or hires the heroes to retrieve Yladhra's spellbook and control rod for him.

Rescue Mission. Yladhra has captured someone important to the heroes and they must rescue him. This could be someone from one of the character's backstories.

DM Notes

This adventure is designed for the heroes to *not* take any long rests once they've entered the tower. Two short rests are fine.

Random Encounters

These "random encounters" can be used as needed while running the adventure. You might want to use them in situations such as:

- If the heroes attempt to take a long rest while in the tower. (While not strictly prohibited, taking an "unsanctioned" long rest makes the rest of the adventure less challenging.)
- To press the action and present a "smoking gun" during a dull moment or when the heroes spend too much time deliberating something.

Each row represents one encounter. You can adjust difficulty up and down by increasing or decreasing the number of creatures. The shading represents the difficulty of the encounters and is used throughout this adventure.

	Level 5	Level 6	Level 7	Level 8
Gricks	3	4	5	5
Helmed Horrors	2	2	3	3
Black Pudding	2	2	3	3
Difficulty Key	Easy	Medium	Hard	Deadly

The Tower of Yladhra the Grim

The tower has features as described below, unless noted otherwise.

Doors. Interior doors are made of thin wood. Very few doors are locked as Yladhra relies on other defenses to inhibit intruders. If desired, you can designate certain doors to be locked. Locked doors require a DC 13 Dexterity (Thieves' Tools) check to pick and a DC 18 Strength (Athletics) check to break down.

Walls. Interior walls are made of a jet-black, smooth obsidian.

Floors. Floors are covered in tiles decorated in geometric patterns.

Ceilings. The ceilings of most rooms and corridors in the tower are ten feet high.

Tower Exterior

The tower is simple, unadorned, and rises some 100 feet into the sky. It is jet black, and tappers to a point at the very top. There doesn't appear to be a door.

Upon approaching the tower, a bestial face extends from the tower and says, "State your business." Regardless of the heroes' response, it responds, "Very well. Proceed." Then a section of the wall slides aside to reveal the interior of the tower.

Yladhra's control rod allows her to see the heroes and converse with them through the bestial face. If desired, you can modify this interaction in a way that makes sense for your game and your players.

T1 – Tower

The inside of the tower is thirty feet in diameter, and a spiral staircase leading upward stands in the middle of the floor. The jet-black walls are covered with bas-reliefs depicting a wide variety of scenes from battles to coronations to soaring castles and towers.

Once the heroes ascend to the second floor, the door on the first floor slides shut. The floors of the tower continue upwards and downwards endlessly, and the door they entered through cannot be found.

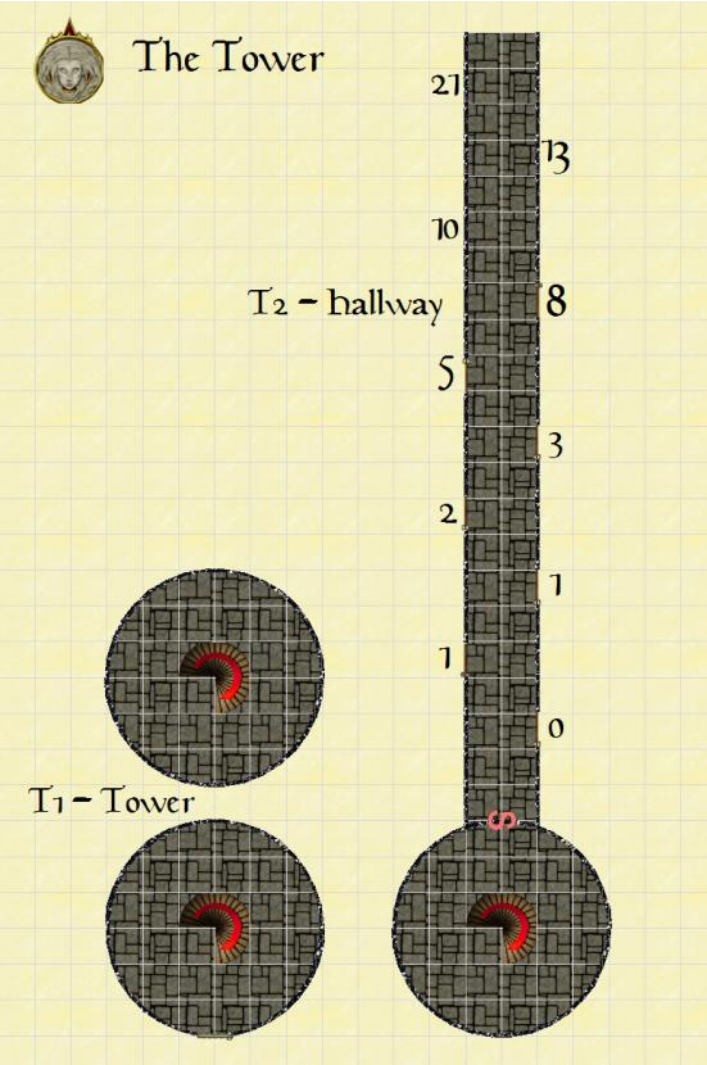
Secret Door. On a floor of your choice, there is a secret door leading to T2. A DC 10 Wisdom (Perception) check reveals the presence of a secret door, so at least one characters passive perception should reveal its presence. A DC 10 Intelligence (Investigation) check reveals a part of the bas-relief on the wall that can be depressed to activate the door.

T2 – hallway

This wide hallway has iron-bound wooden doors set on either side. It stretches before you to the limit of your vision. Around the jam of the nearest doors you can see writing.

Writing. The writing on the door jams is in Draconic. Each bullet below represents the writing above one door:

- 0 doors and you're trapped.
- 1 door and you have no choice.
- 1 door spells your doom.
- 2 doors present a difficult decision
- 3 doors are a bad gamble
- 5 doors bring great suffering



- 8 doors erode hope
- 10 doors are a jungle of destruction
- 13 doors foretell impossible calamity
- 21 doors are the beginning of the end

Correct Door. The door that reads "10 doors are a jungle of destruction" leads to T3. It is unlocked.

Incorrect Doors. All other doors are mimics. A mimic remains disguised as a door, unmoving, until a hero tries to open or harm it, at which point it attacks. When a hero attempts to open an incorrect door, read the following:

When you turn the knob and pull, it detaches from the door, trailing a long, thick cord of goo. You find yourself unable to release the knob; it is stuck to your hand. The door shudders, groans, and seems to come alive. It rips itself away from the wall, and a large, toothed maw opens in the center of it. Behind the living door is nothing but a blank wall.

	Level 5	Level 5	Level 6	Level 8
Mimic	1	1	1	1

T3 – Jungle

You see before you a dense, tropical jungle thick with vegetation: massive trees, chest high fens, and twisting vines. You hear shouting and growling from above you. Peering through the jungle canopy, you see glimpses of dozens of large, winged creatures flying in the sky above. Right in front of you lies a cleared path, some ten feet wide, leading through the jungle.

After the heroes enter the jungle, the door leading to the hallway disappears.

Winged Creatures. A DC 14 Intelligence (Arcana) check reveals these to be manticores.

After the heroes follow the path a while, read the following:

After traveling the path for a little while, you come upon a massive, cylindrical hole in the ground with a ramp leading downward. At the bottom of the hole you can see a door and several corpses.

No matter where they go in the jungle, they always come back upon this hole.

Door. Leads to T4.

Corpses. The three corpses are of a half-elven female, and two human males. They were adventurers who perished trying to find their way through the tower. Their equipment is covered with rust and unusable. However, they do have a total of 2d6x10 gold pieces on them.

	Level 5	Level 6	Level 7	Level 8
Manticore	3	3	3	4

Manticore Attack. As the heroes descend the ramp into the hole, manticores swoop out of the sky and attack.

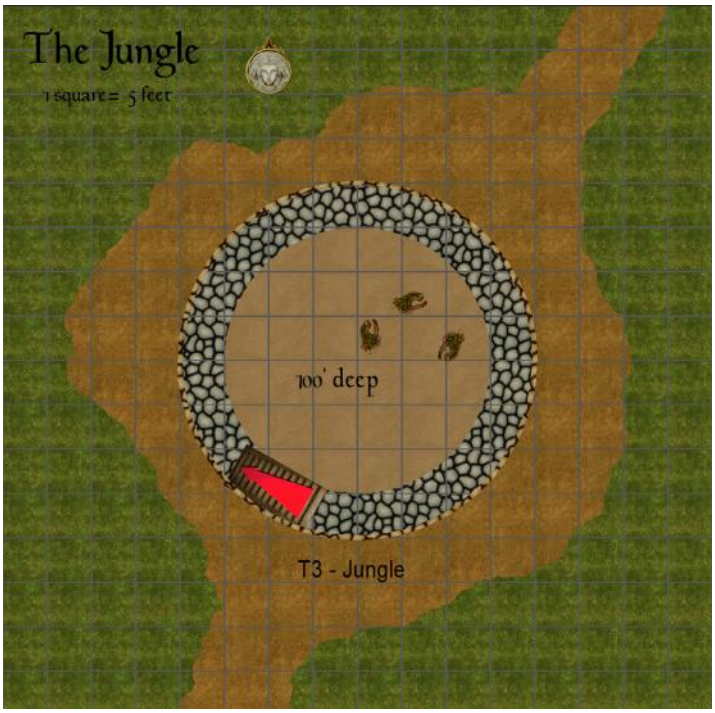
Encounter Notes

- The manticores spend a round or two at a range of 100 feet attacking with their tail spikes.
- Once the heroes are softened up, they move into melee combat.

T4 – Guest Bedroom

This humbly adorned room contains four beds and three trunks.

Trunks. Inside all of the trunks are a variety of clothes and shoes intended to fit wearers of all shapes, sizes, and genders. The clothes are well made but quite plain.



T5 – False Treasure Vault

This room has broken boards, splinters of wood, and coins scattered about the floor. You see two chest-high pillars in the room, a weapon rack, and a chest. The room appears as though it has been ransacked. A green light emanates from the adjoining room [T6].

Yladhra intentionally arranged this room as it is to lure intruders into it. See Ambush below.

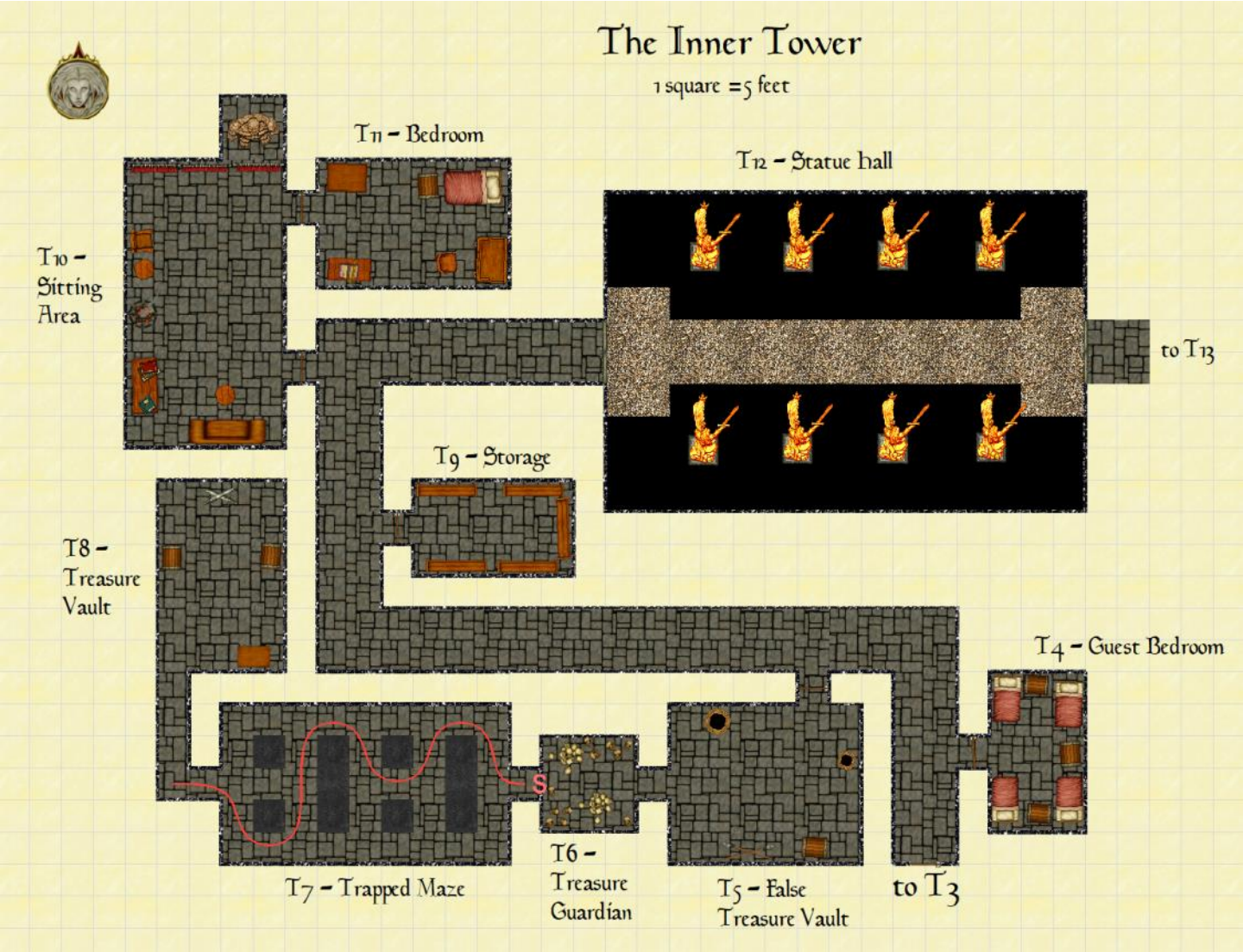
Chest. Unlocked. Contains 75 copper pieces and 10 silver pieces.

Weapon Rack. Contains a shortbow and a light hammer.

Coins Scattered on Floor. There are a total of 250 copper pieces, 100 silver pieces, and 50 gold pieces strewn about the floor.

Pillars. These ornate, chest-high pillars appear to be made to hold objects of art, possibly busts.

Ambush. As intruders move into the room to search it for valuables — or just to explore — the flame skulls in T6 attack. See T6 for more information.



T6 – Treasure Guardian

This small chamber contains piles of bones and skulls against the north and south walls. All of the skulls burn with green flames.

Flaming Skulls. Most of the burning skulls simply have permanent faerie fire cast on them. Only some of the skulls are flame skulls, though the flame skulls would have attacked the heroes while they were in T5.

Secret Door. Any hero with a passive perception score of 10 or higher notices the outline of the secret door. A DC 12 Intelligence (Investigation) check reveals that it opens when a skull fixed to the floor is rotated.

	Level 5	Level 6	Level 7	Level 8
Flame skulls	2	2	2	2

Encounter Notes

- One flame skull casts *fireball* on the first round of combat. The second flame skull casts blur on itself. (Two fireballs right off the bat could be lethal to the party; so, exercise that option with care.)
- On subsequent rounds the flame skulls use their fire ray attack or magic missile, cast using higher level slots.
- The flame skulls use *shield* every round against the first incoming attack. This helps protect them until the beginning of their next turn.

Rejuvenation. If proper measures are not taken after destroying the flame skulls, they return 1 hour later and actively seek out the intruders, wherever they may be in the compound. Any spell slots they already used will still have been expended.

If the heroes take a short rest after destroying the flame skulls, they interrupt the short rest. If the heroes are

extremely beat up and likely couldn't survive another attack, feel free not to exercise this ploy — or have the flame skulls attack *after* allowing the heroes a short rest.

T7 – Trapped Maze

The corridors that stretch before you seem to thrum with energy. You can see arcane runes etched into the obsidian floor.

Arcane Traps

Yladhra the Grim created a small "maze" full of magical traps to protect her true treasure vault (T8). The red line on the map indicates a safe path through squares that are not trapped.

Trigger. A living creature that moves into a trapped square triggers it. (The creature does *not* have to be stepping on the floor to trigger it.)

Effect. The effects are random. Roll 1d6 and consult the list below.

1. Puff of poisonous gas. 1d6 poison damage. DC 10 Constitution save for half damage.
2. Spikes shoot from the floor. 1d6 piercing damage. DC 10 Dexterity save for half damage.
3. Fire blasts down from the ceiling. 1d6 fire damage. DC 10 Dexterity save for half damage.
4. Waves of energy roll through the square. 1d6 psychic damage. DC 10 Charisma save for half damage.
5. Stone fist punches from the wall. +3 to hit. 1d6 bludgeoning damage.
6. Electricity arcs between the ceiling and floor. 1d6 lightning damage. DC 10 Dexterity save for half damage.

Countermeasures. A DC 14 Intelligence (Arcana) check reveals that the corridors contain magical traps. A DC 17 Intelligence (Arcana) check by a proficient character identifies whether or not a particular square is trapped and the nature of the trap. Casting *dispel magic* on a square disables the trap in that square. Non-magical means cannot be used to disable the traps.

T8 – Treasure Vault

This large chamber contains a weapon rack, two chests, and a cabinet. The room is clean and well maintained.

Chest A. Contains 2000 silver pieces.

Chest B. Contains 1250 gold pieces.

Cabinet. Contains a small bag of spices (worth 25 gold), four potions of healing, one potion of greater healing, and five vials of poison.

Weapon Rack. Contains a rabbit-fur scabbard (worth 25 gold), an adamantine trident, a net, and a magical scimitar (see Icetooth in the appendix).

T9 – Storage

The walls of this large room are lined with shelving. Various containers and boxes, neatly arranged, line the shelves.

Containers. Contain various generic supplies (dried meat, rice, candles, parchments, ink wells, thread, etc.). One box contains contain a wide variety of spell components.

T10 – Sitting Area

This massive room contains a couch, two small tables, a bookcase, a plush armchair, and a fireplace with a crackling fire in it. A tapestry covered with green and red geometric patterns covers the north wall.

Bookcase. Contains roughly two dozen historical tomes and magical treatises. Each tome is worth roughly 25 gold.

Tables. The table next to the armchair contains a pipe and a bag of pipe weed.

Tapestry. Covered with geometric patterns in green and red. Worth 200 gold. Conceals the cubby holding a flesh golem. Heroes that inspect the tapestry notice the tapestry hides an opening behind it if their passive perception is 10 or higher. Heroes who notice the opening hear the faint crackling of electricity.

Cubby. The floor of the cubby is electrified, dealing 8d6 lightning damage when stepped on for the first time or when a creature begins its turn touching the floor. DC 15 Dexterity save for half damage.

Flesh Golem. The flesh golem is currently inactive. It animates and attacks intruders if it is attacked first or if someone besides Yladhra touches the spellbook in T11.

	Level 5	Level 6	Level 7	Level 8
Flesh Golem	1	1	1	1

Encounter Notes

- If activated, the flesh golem attacks the nearest intruder.
- When the flesh golem starts its turn with 40 hit points or fewer, it disengages and moves back into

the cubby where it will be healed by the electrified floor. (This flesh golem doesn't go berserk.)

- The challenge of this encounter is *not* to beat the golem down; it's to prevent it from healing itself in the cubby so that it can be defeated.
- It's possible that the heroes will reduce the golem to 0 hit points before it can pull its "heal in the electricity" trick. If this happens, consider extending its hit points so that it can heal up at least once before being destroyed. (This allows the players to experience that dramatic moment in the encounter.)

T11 – Bedroom

This large room contains a massive bed, a desk, a chest, a wardrobe, and a stone table with a thick tome set upon it. The wooden furniture is gilded and covered with elaborate engravings.

Desk. Contains loose parchment, an ink well, a quill, and a large book. (The book is Yladhra's journal. Feel free to populate it with information that is relevant to your campaign. For instance, it could contain information that leads the heroes to the next adventure you plan to run.)

Wardrobe. Contains 8 sets of fine clothes, mostly voluminous robes (worth 25 gold each set), and several pairs of fine leather boots.

Thick Tome. Covered with arcane symbols and runes, this is Yladhra's spellbook. (See Yladhra's Spellbook in the appendix for a list of spells it contains.) Anyone who touches the tome causes the flesh golem in T10 to activate and attack.

Chest. Contains a pouch with 100 gold pieces in it, several ink bottles, a wooden box full of quills, and two blank leather-bound books (worth 25 gold each).

T12 – Statue Hall

This gargantuan chamber contains no floor or ceiling — instead blackness stretches up and down as far as you can see. A stone walkway extends from a stone platform to span the gulf to the other side of the room where another platform and double doors stand. Eight elaborate statues on fluted marble columns float on either side of the walkway.

An Endless Fall. Anything that falls into the gulf plummets hundreds of feet before reappearing above the walkway where it continues to fall. Thus anything thrown into the gulf to see how deep it is — such as a torch — falls and then reappears above the walkway where it continues to fall in an endless loop. Heroes that fall into the gulf suffer the same endless fall, though actions such as tossing a rope to a falling hero has a chance to rescue her from such a fate.

Statues. The statues are of warriors wearing ornate armor and shields, holding their swords at arm's length and pointing upward.

Old Man. When a character steps from a platform to the walkway, read the following:

As you step onto the walkway, a faint, transparent image of an old man with a scraggly beard materializes before you. He cackles at you and thumps his staff on the ground. "Stop!" he shouts. "Who would seek audience with Yladhra the Grim must answer me these questions three, ere the other side he see."

The old man proceeds to ask the heroes the below questions. If the heroes ignore him and proceed to the other side, the doors are magically sealed and cannot be opened. The image of the man cannot be harmed or dispelled. The old man will continue to repeat his opening dialogue until the heroes prompt him to ask the questions.

1. **What...are your names?** Any answers are acceptable.
2. **What...is your quest?** Any answer is acceptable.
3. **What...is the air-speed velocity of an unladen dragon?**

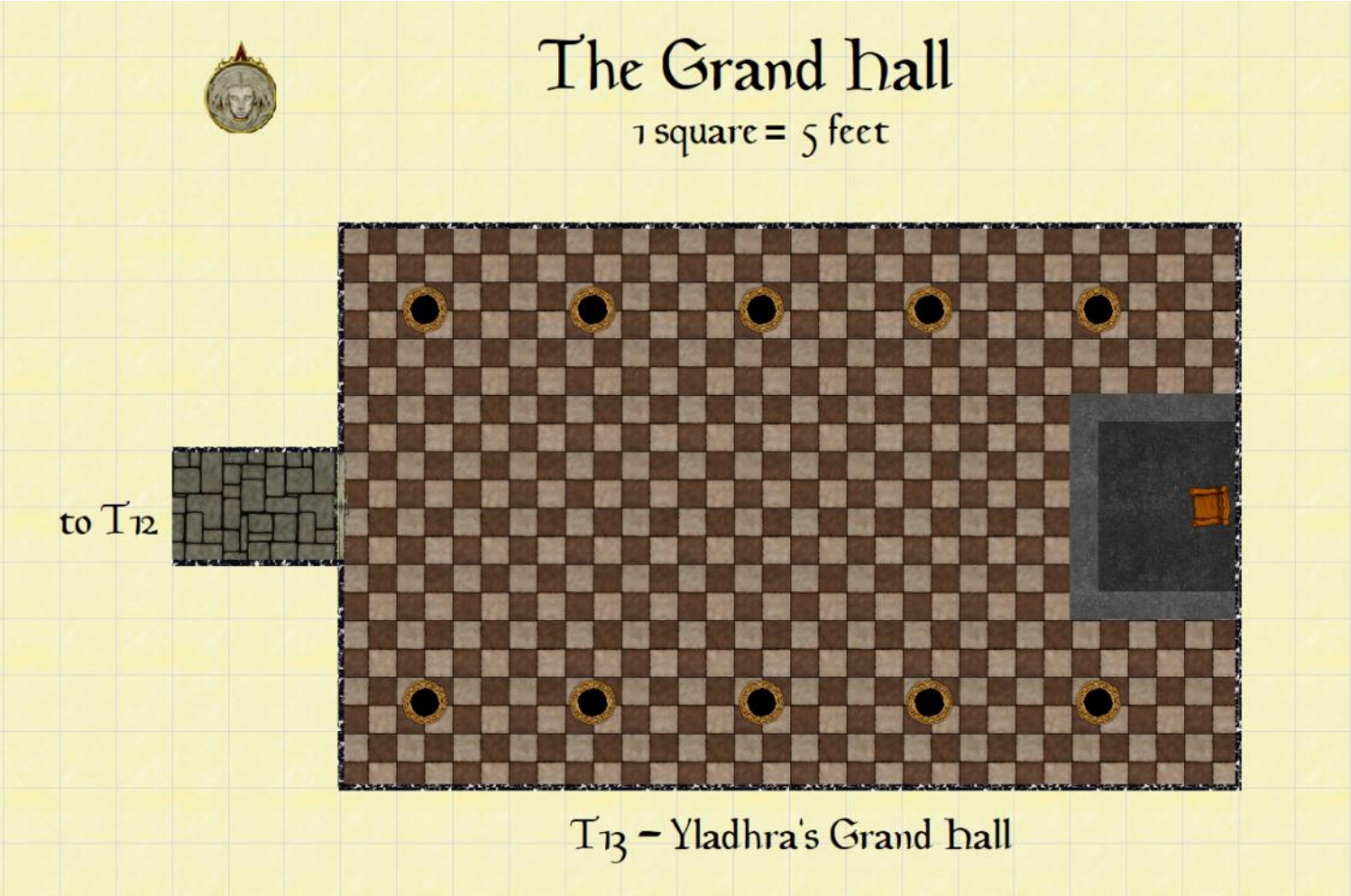
If the heroes answer something along the lines of "What color dragon?" the man replies, "**Ah, I don't know that!**" and is propelled off into the gulf where he disappears.

If the heroes give any other answer, the hero that answered the question is propelled off into the gulf and enters an endless fall. Then the old mans cackles wickedly for several moments as he fades away into nothing.

In either event, some of the statues animate into helmed horrors and attack.

Note. This is a sort of spoof from a very popular movie intended to be entertaining to the players. If you feel it wouldn't work for your particular group, feel free to remove it and have the helmed horrors attack when the heroes reach the middle of the walkway.

Helmed Horrors. Yladhra created the helmed horrors to slay any intruders that made it this far into her compound. When the helmed horrors are triggered, read the following:



A wave of red magic sweeps down the statues, replacing the stone flesh with magical, red energy. The stone armor and weapons are transformed into metal. Then the animated statues move to attack, flying through the air toward you.

Encounter Notes

	Level 5	Level 6	Level 7	Level 8
Helmed Horror	2	2	3	3

- In order to reduce the number of intruders they must face at once, the helmed horrors will attempt to knock characters into the gulf by either pushing them or grappling them, flying out over the gulf, and dropping them. They are intelligent and know that this tactic is most effective against melee combatants, such as fighters, barbarians, and paladins, as endlessly falling prevents them from using melee attacks.
- This encounter could become too challenging if too many characters are dropped into a free fall. Consider only trying this ploy on one or two characters.

T13 – Yladhra's Grand hall

Through the large doors is a massive chamber. Rows of marble columns to either side of the room stand thirty feet tall. Oddly, the do not support the ceiling that rises some hundred feet above you. In front of each column is an ornamental suit of armor holding a sword. On the far side of the chamber, sitting in a throne atop a dais, is a middle-aged woman dressed in flowing robes. "Welcome to my humble tower," she says, rubbing her hands. "I trust you didn't find the journey too taxing?"

Yladhra will converse freely with the heroes for as long as they desire. However, she has no intentions of letting them leave her tower alive and is ready for combat.

If a character approaches within thirty feet of her or it becomes obvious the heroes are reading for a fight (perhaps trying to flank her or discussing tactics in her presence) she'll use a bonus action to teleport to the top of a column and then attack. (This ability is granted by her control rod.)

Suits of Armor. These appear to nothing more than ornate suits of armor. However, they are actually animated armors that attack when Yladhra desires.

	Level 5	Level 6	Level 7	Level 8
Animated Armor	3	6	6	6
Mage (Yladhra)	1	1	1	1

Encounter Notes

- Yladhra cast *mage armor* on herself before the heroes entered the great hall.
- Yladhra has the following tactics planned out by round, though circumstances (or DM desire) could cause her to deviate from them:
  1. Teleport to the top of a column using the control rod and cast *greater invisibility* on self.
  2. Cast *cone of cold* on heroes.
  3. Cast *magic missile* on a hero, using a high-level spell slot and ideally targeting a spellcaster concentrating on a spell.
  4. Cast *ice storm* on the heroes.
  5. Cast *magic missile* on a hero, using a high-level spell slot and ideally targeting a spellcaster concentrating on a spell.
- Yladhra makes ample use of *counterspell* on heroes that cast spells. (Remember, she can counterspell a hero's counterspell if needed.)
- Yladhra is unconcerned if her spells damage or destroy the animated armors.
- While invisible, Yladhra tends to stay in place on the top of one column, instead of teleporting away. Spellcasting most likely gives away her position, but the heroes will still have difficulty attacking her and be unable to target her with most spells since she is an unseen target.
- If not invisible, Yladhra teleports to the top of a different column at the end of each of her turns.
- The animated armors follow straightforward tactics, attacking the intruder closest to them.

Loot. Tucked into Yladhra's belt is the control rod for the tower. (See the appendix.)

Exiting the Tower

The heroes can exit the tower by either backtracking their way through it, or using the control rod.

What Becomes of the Tower?

If you don't want the characters to be in possession of the enchanted wizard's tower, the control rod ceases to function 2d6 days after Yladhra's death When they identify the control rod, tell them that it's magically bound to its creator in life and death and will soon cease to function. When the control rod ceases to function, the tower's magic unravels and it becomes an ordinary three-story tall tower of obsidian.

If you want the characters to be in possession of the tower, then the control rod continues to function as normal. If you later decide that possessing the tower is too unbalancing to the game, you can use one of the events described in the Aftermath section to remove it from play.

Aftermath

Once the heroes have exited the tower, all you really need to do is wrap up the inciting action that lead them to the tower in the first place.

If you choose to let the heroes keep the tower, you could use that as an inciting action for future adventures. Below are a few possibilities:

- Yladhra's kin, also wizards, come to the tower seeking revenge.
- Mages from a nearby city try to claim the tower as their own.
- There are more secrets to the tower that begin to unveil themselves to the wielder of the control rod. This could be revealed as a previously unknown secret door that leads to a new area.
- A large band of monsters such as orcs, ogres, or giants lay siege to the tower.
- If the heroes leave the tower unoccupied for any length of time, they return to find new inhabitants that must be dealt with.

Appendix A: Magic Items

Icetooth – +1 Scimitar of Fiend Slaying

Scimitar, very rare (requires attunement)

This magical scimitar was crafted by the elves of the Great Forest millennia ago for use in an ancient battle against infernal devils that were invading their home. It was presumed lost or destroyed when its last known bearer, Haelagin of Bregadill, fell in combat to the invading devils.

Icetooth is magical sword that adds +1 to both attack and damage.

In freezing temperatures and in the presence of fiends, bright light emanates from the blade in a 10-foot radius. Dim light is cast for an additional 10 feet.

As a bonus action, you can use Icetooth to extinguish all nonmagical flames within 30 feet of you. This ability can be used no more than once per hour.

This scimitar has special properties when used against fiends.

When you hit a fiend with an attack using this magic scimitar, the fiend takes 10 cold damage in addition to the scimitar's normal damage.

Fiends that have cold resistance or immunity do not benefit from it when cold damage is dealt by Icetooth.

Control Rod

Rod, very rare (requires attunement)

This two-foot-long obsidian rod was crafted by the wizard Yladhra the Grim to grant her special abilities while within her magical tower.

The attuned wielder of the rod gains the abilities detailed below while in Yladhra's tower and in possession of the rod.

As a bonus action, you can instantly teleport to any location in the tower or within 1 mile of the tower.

You can cast *clairvoyance* without components and using the rod as the focus. It allows you to both see and hear simultaneously. The range can be anywhere within the tower or within 1 mile of the tower's exterior.

As a bonus action, you can telepathically command the tower's various monstrous inhabitants (helmed horrors, manticores, flame skulls, etc.). However, the inhabitants are bound to the magic of the tower and must remain within the tower.

The tower's inhabitants are magically prevented from attacking you, even if other magic compels them to do so.

As an action, you can cause the entrance on the exterior of the tower to appear or disappear.

As an action, you can cause a bestial face to protrude from anywhere within or on the exterior surface of the tower. You can then see, hear, and talk using the bestial face.

Appendix B: Yladhra the Grim's Spellbook

Yladhra's spellbook contains the following spells:

Level 1

- Detect magic
- Mage armor
- Magic missile
- Shield
- Charm person
- Disguise self
- Find familiar
- Grease
- Illusory script
- Color spray
- Longstrider

Level 2

- Misty step
- Suggestion
- Arcane lock
- Darkvision
- Hold person
- Magic mouth
- Rope trick
- Detect thoughts

Level 3

- Counterspell
- Fireball
- Fly
- Fear
- Major image
- Remove curse

Level 4

- Greater invisibility
- Ice storm
- Conjure minor elementals
- Locate creature

Level 5

- Cone of cold
- Scrying