

5e Compatible

The Tower of The Elementalist

by Nathan Doyle

AN ADVENTURE FOR CHARACTERS LEVEL 10-12



A miscreant wizard seeks to control the forces of nature and has already begun to negatively affect those that live and work in the area around the city of Silverglen. There are many in Silverglen who would like to see the wizard's tower toppled. But there are also others who would like the wizard's power and treasures for themselves and would pay handsomely for them. Whatever the reasoning to come stop the wizard, this adventure awaits the brash and the brave alike. Those who dare to enter the domain of the master elemental wizard must be prepared to test the limits of their brains as well as their brawn, their wits as well as their weapons. The wizard has gone unchecked for far too long and the denizens of Silverglen fear that the time to strike is now, lest the wizard's foul machinations be realized.



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Credits

Designer: Nathan Doyle.

Editor: Nathan Doyle.

Cover Art: Nathan Doyle and the DMsGuild Creator Resources.

Interior Art Elements in no particular order: Arthur Rackham, Meshon Cantrill, Annie Klingensmith, Rob Hoagland, Gus diZerega, Venita Oberholster, Gottfried Wilhelm von Leibniz. Additional art assets provided by clker-free-vectors and open-clipart-vectors found with pixabay, as well as the DMsGuild Creator Resources and the public domain.

Cartography Elements in no particular order: Nathan Doyle, made with Dungeon Painter Studio by pyromancers.com with the Dungeon Delving tileset made by John Fallara and inspired by Dyson Logos, additional cartography by Oleg Dolya at watabou.itch.io.

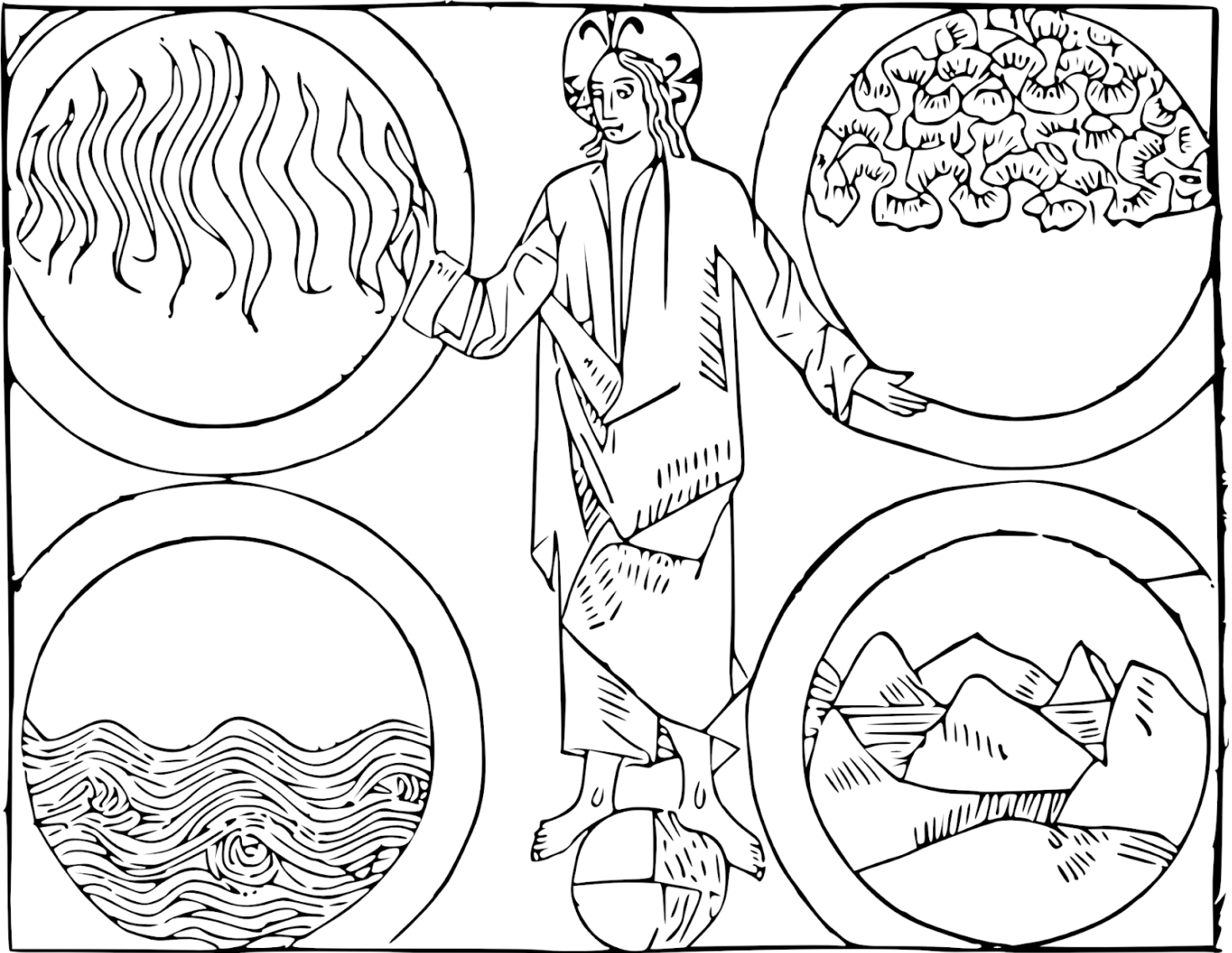
Playtesting by: Matthew Martinez and the Cortland Misfits.

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The Tower of the Elementalist



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Adventure by Nathan Doyle

An adventure for 4-5 characters of 10th-12th levels.

The Tower of the Elementalist is the first Attention Deficit and Dragons adventure made for Dungeon Masters Guild with the curriculum provided by the fall/winter 2019 RPG Writer Workshop.

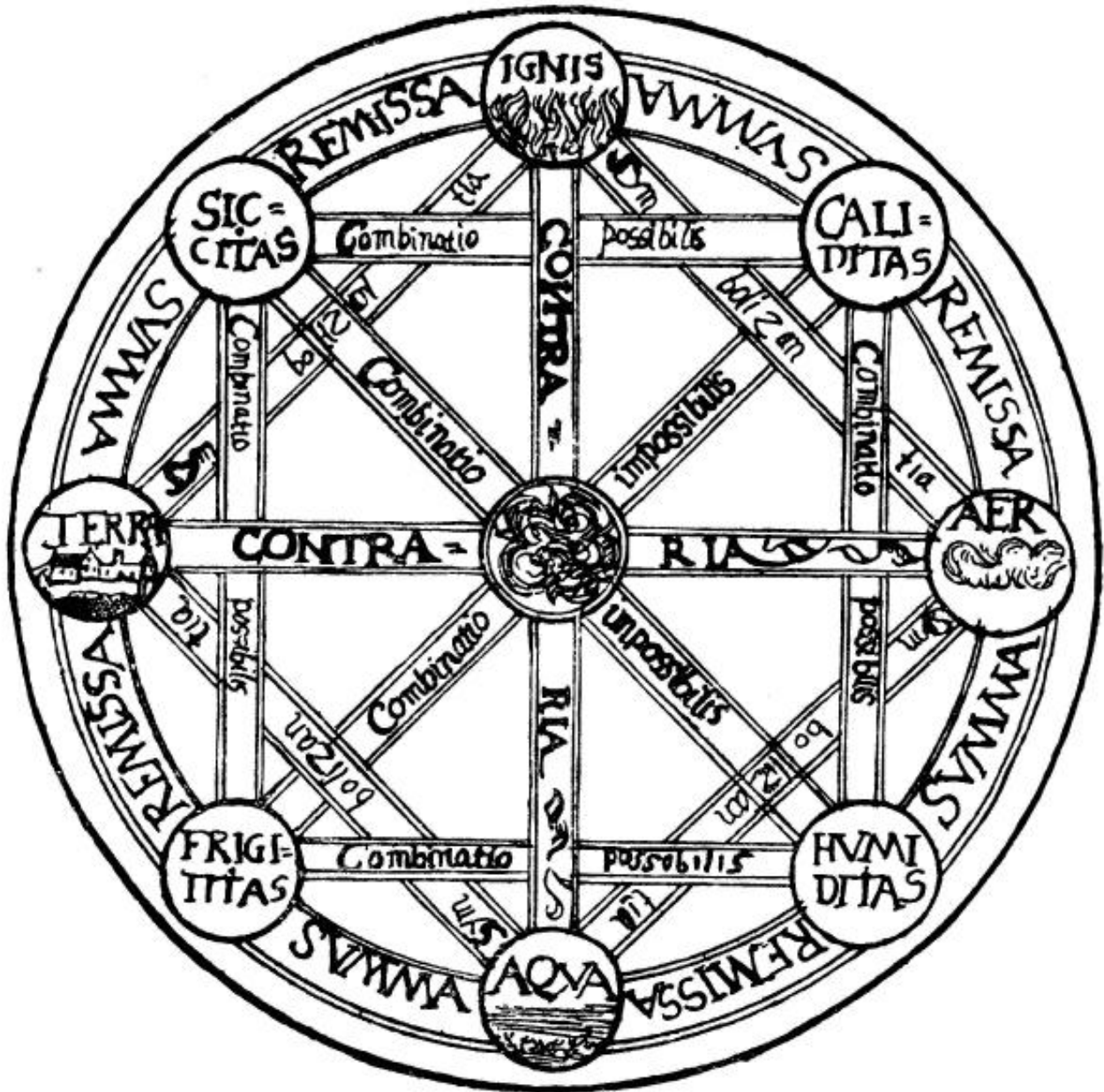
This adventure contains a three-leveled wizard's tower for your players to explore and ultimately confront and thwart its occupant, additionally there is an optional city for your players to rest in or obtain the story hooks in if you haven't a place to deposit the Tower of the Elementalist in a world of your own design.

A miscreant wizard seeks to control the forces of nature and has already begun to negatively affect those that live and work in the area around the city of Silverglen. There are many in Silverglen who would like to see the wizard's tower toppled. But there are also others who would like the wizard's power and treasures for themselves and would pay handsomely for them. Whatever the reasoning to come stop the wizard, this adventure awaits the brash and the brave alike. Those who dare to enter the domain of the master elementalist wizard must be prepared to test the limits of their brains as well as their brawn, their wits as well as their weapons. The wizard has gone unchecked for far too long and the denizens of Silverglen fear that the time to strike is now, lest the wizard's foul machinations be realized.

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The City of Silverglen



If the players are so inclined to hear the history of the city...

In ages past the city of Silverglen was nothing more than a small failed mining prospect. Initially hundreds of settlers had come to the area having heard that there was silver discovered in the hills surrounding the small valley at the southwestern tip of the Bay of Horns. After a while of many failed prospecting attempts that yielded only ever a silvery stone that crumbled easily under pressure and that was definitely not silver, most of the settlers became destitute having spent their life's savings to move to the site of the big silver rush. Eventually it was discovered that grinding the silvery stone into a fine silvery powder and adding it to clay produced a ceramic clay that was stronger than ordinary clay and the city has managed to eke out a decent existence as an industrial leader in strong ceramics and pottery. They even export the silver stone to other cities. So while the stone mined wasn't silver, it was still enough to sustain a community and produce a wealthy middle class under the various nobles who curse having sold interests in the mines.

Amenities and Special Rules

The city of Silverglen, like most other cities of an appreciable size, offers nearly everything that an ordinary traveller or citizen could need. Shops and traders offer mundane goods valued up to a cost of 50gp on a regular basis without having to look around too far. Items worth more than 50gp up to 100gp can be found, but they are usually not prevalent or would require a waiting period for an artisan to craft it for an interested party. Anything valued at a cost higher than 100gp would require a good deal of asking around to find it on hand or would need to be special ordered and could easily take a workweek or more to obtain. Also selling items of high value is definitely something that can be done, although exceptionally high value item will often take time to sell at full price as even the nobles that live in the city don't just sit on hoards of gold like the dragons of poetic eddas. Exceptions to these rules are found in some of the places of interest in Silverglen.

Places of Interest in Silverglen

1. Assay office.

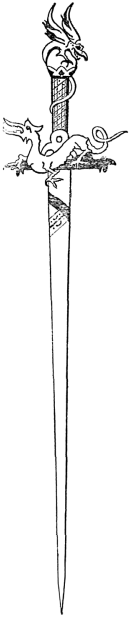
This assay office is run by Ranjin Winnbyrt (LE male gnome **noble**), a shrewd businessman who demands punctuality from his employees and predominantly hires short races so that he doesn't have to spend money to accommodate a human or elf worker. In addition to testing the purity of metals, for a fee, the assay office also acts as a moneychanger, also for a fee, and Ranjin himself offers appraisal services for gemstones, jewelry, and art objects made from metals or gems, also also for a fee. The fee ranges from 4-10% of the value of the item(s) being tested or appraised, as the employees work on commission, there is some haggling usually. Money changing is done at a flat fee of 5% and the employees commission is justified on time spent counting instead of negotiations.

2. Adventurer's Outfitters.

Minto Hornblower (CG female halfling **scout**), a retired adventurer set up this shop after the silver mines initially failed so that fellow adventurers could get the supplies they need in a single stop instead of having to galavant all around the inner and outer city looking for things. Technically speaking she doesn't carry everything, as occasionally adventurers will need things so obscure that no one would have considered it as a need for an adventurer, but if you need standard adventuring gear then Minto probably has it. Maybe.

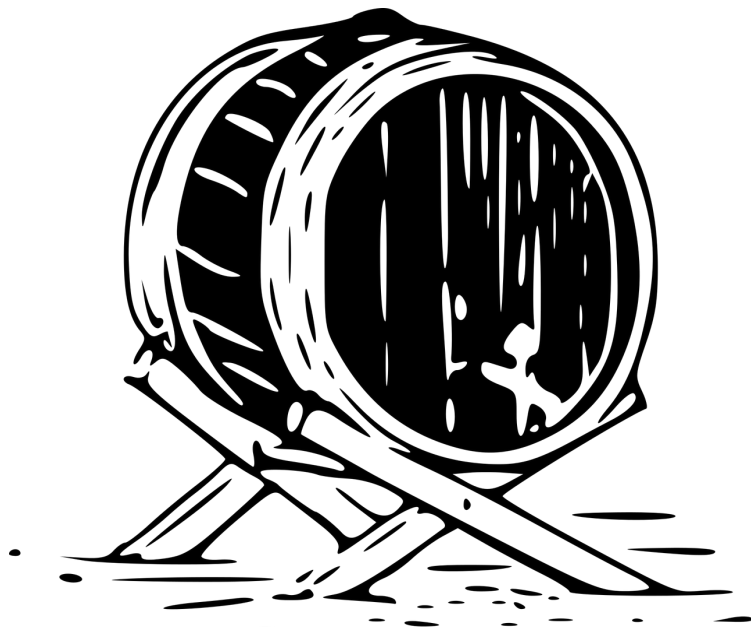
3. Exquisite Elven Metalcraft.

The pair of husbands who together run this artisan metalsmith, Dammion (NG male wood elf **veteran**) and Merilion (LG male high elf **mage**) Camaeor are both former soldiers of one of the elven kingdoms in another land who arrived in Silverglen after the mines were discovered to not be silver mines and thus hadn't sunk their funds into prospecting and opened up this smithy instead. They are capable of producing weapons of exceptional quality using the combination of Dammion's experience and Merilion's arcane skill. In addition to producing mundane weapons and armor as well as equipment made from mithril and adamant, their shop will usually stock: 20-30 +1 arrows (80% chance), two random +1 weapons (must have some metal, 50% chance), +1 metal armor (30% chance), and elven chain (10% chance). Reroll every two weeks of in game time. Any plate armors (breast, half, full) for a medium sized humanoid need to be fitted and tooled for an hour before they will fit properly, except for dwarves which takes two hours; as dwarves aren't widely known for shopping for armor from elves the couple never have armor sized closely to a dwarfs on hand. They will make it if asked however, as well as armor for small sized creatures. Usually the only armor readily available for small creatures is chain shirts and chain mail.



4. Market Square.

The market square is just that, a market in the town square, it operates from sunup to long after sunset. Nothing out of the ordinary happens here. It is definitely not the place to go when you need a clandestine meeting place or want to find a fence to buy or sell stolen goods because of the prevalence of hawkers shouting and animal noises. Aside from being the place where one would acquire most of the mundane goods that an ordinary person would buy, from trinkets to tools, from live animals to cooked ones. The market has a series of posts that are erected that have strings connecting them and lanterns and banners hanging from the lines, and even tarps strung about in foul weather to shelter shoppers from the elements, but additionally to that the posts have thieves cant carved into them to direct them to the stalls one would need to find fences for various styles of goods. A character with thieves cant will spot them with a passive Wisdom (perception) check of DC 12 if they aren't looking for them, if they are looking for them then a character with thieves cant succeeds automatically; a character without thieves cant only notices the strange unintelligible markings with a passive Wisdom (perception) check of DC 17. If anyone in the market is asked about the markings they will respond "kids carve that graffiti all the time," which is technically not a lie, but if the person asked is a rogue (5% chance) a DC 18 Wisdom (insight) check will indicate that while truthful, there is more to it. If the characters persist in asking about it someone in the know might ask the characters if they need "something special."



5. Dockside Tavern.

This rough-and-tumble drinking establishment primarily services marines, fishers, smugglers and other sailors. “But anyone is welcome here,” often says Taliya Redfort (CN female human **commoner**), the proprietor of the public house. As most sailors have a place to stay aboard their ships if they want to and a plethora of brothels and flophouses if they don’t wish to sleep aboard their ship, the Dockside doesn’t offer rooms for lodging and instead converted the rooms that could have made the Dockside an inn into private gambling dens that are rented at a rate of a single silver coin per hour. There are seven such rooms on the second story. The dockside doesn’t offer much food, only providing squalid and poor fare in addition to loaves of bread. The main reason people come to Taliya’s place is the alcohol, being near the docks, the Dockside gets a lot of quality liquors and wines from all over the world as many sailors and captains owe her favors which she redeems in the form of discounts on exotic drinks.

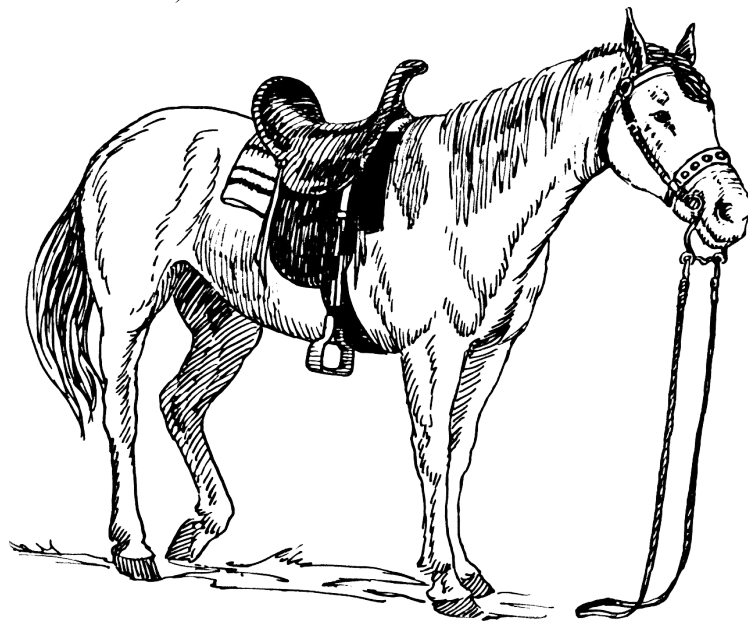
6. Wands and Things.

This establishment is your quintessential magic shop, it carries everything that a magic shop would carry. Be it blank spellbooks to fine inks, be it paper and parchment to wands and staves, Wands and Things has the things a spellcaster needs to cast spells. Guin Keller (CG female halfling **acolyte**) runs the shop while her numerous adult children forage the herbs and gather the other components as well as craft the wands and polish the semiprecious stones to use as foci. Generally speaking, Guin is not going to have expensive spell components for spells above 3rd level but she does know whom to ask and given adequate time, and half the money up front, can have them ordered and delivered. As far as magic items the shop doesn’t stock anything with a rarity higher than common. Plus they are able to purchase unwanted spell components and are always interested in things that could be used for spellcasting.

7. Trot and Tack.

The stables on the east side of the Silver River is one of the finest in the region. Lukan Falkenschild (LN male human **knight**), the thirteenth son of an already poor line of nobles, used his cavalry knowledge to train the animals used by the town’s standing army and militia; of the militia he is the de facto captain in all but title. He has managed to build a small fortune of his own which he doesn’t share

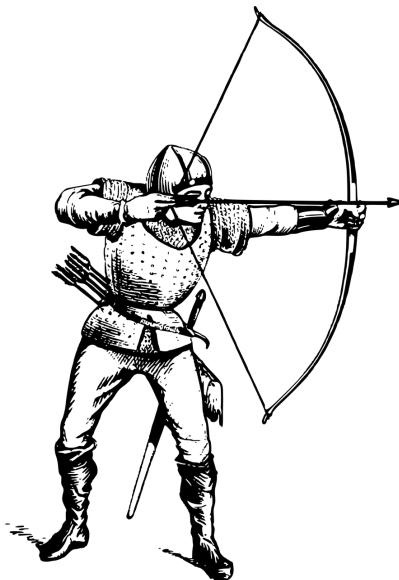
with his estranged family for reasons of which Lukan is unwilling to discuss while sober. Using this fortune he acquired land suitable for grazing and raising horses and then trains and sells them. Despite the high cost of steeds, the Trot and Tack is able to sell horses and accessories for riding even if the cost is higher than 100gp. In fact, it’s one of the only places one can find a trained warhorse in the region. At the GM’s discretion, staff members at the Trot and Tack can train a character to be proficient in the Wisdom (animal handling) skill, and Lukan himself can train a character to be proficient with the martial weapon (lance) or can train a character to have the mounted combatant feat (without using an ASI); even though these cannot normally be trained. The cost for such training is 25gp per workweek and the amount of time required is 10 workweeks plus or minus a number of workweeks dependant on your Intelligence modifier (positive modifiers take less time, and negative takes more time).



8. Upshot Range.

This archery range is also the primary drill field for militia members as well as the standing army. Walword Treespeaker (LE male half-elf **scout**) is the formal leader of the city militia and resents Lukan because the militia members like and respect Lukan more than he. People are welcome to practice their marksmanship at the range at a rate of 1cp an hour, militia and army members get five free hours a

week. However the bulk of the business is in making and selling bows and crossbows, as well as accoutrements and accessories and repairs as well. At any given time, the range probable has on hand over two dozen bows and crossbows of all kinds available for sale. Additionally there is a chance (30%) for each type that one might be a +1 weapon. The range and its staff doesn’t offer any training and spends most of their free time building bows or drilling.



Plot Hooks for Silverglen

And other side quests...

Assuming the characters won't just go for the "there's an evil wizard that threatens the world" argument, these are a few other hooks that you could use to bring the characters to challenge the elementalist.

The mad wizard's experimentation with the elements has been wreaking havoc with various industries in an around Silverglen. Water that no longer flows naturally and thus disrupts mills, mines and other water based energy sources. Water that no longer has air in it or randomly boiling and thus causing a massive fish die-off and putting pressure on the cities poor who depend on the fishing trade for food. The Silverglen city council has put a bounty on the wizard of both 1000gp and an item that no one in the council knows how it came to be in the city's vault, a *rod of wonder* supposedly carved from the horn of an oni that still yet lives. Several bounty hunters have already tried to collect and not all of them have returned. The city council will not relinquish the bounty to any bounty hunters until they show the council the elementalist's staff, although whomever collects the bounty gets to keep the staff or whatever other treasures they glean from the wizard's demesne.

Guin Keller (6. Wands and Things) and Minto Hornblower (2. Adventurer's Outfitters) want to build a repository of spells so that travelling wizards and other adventurers can learn spells from them in a joint business venture. But first they need access to some really good spells to elicit customers of the like. They are willing to pay 3000gp worth of collected gemstones to keep the spellbook of the elementalist or 1500gp worth of gemstones to copy the spells within it, putting the characters up in a nice inn with wealthy accommodations for the time it takes to copy all the spells, which will be 28 days.

Ranjin Winnbyrt (1. Assay Office) is himself an avid collector of coins. While he has no genuine confirmation, he has heard a rumor that the elementalist has come into possession of some coins from a

lost aboleth empire and he desperately wants them for his own personal collection. The coins in question are 100sp of the treasure found in the top level secret room (area 2 left). Ranjin will give anyone 1pp for each of the rare silver coins they are willing to part with, additionally if they trade in all 100 of them then Ranjin will also include a sack of 10 pieces of uncarved jade in various colors he kept as collateral after someone defaulted on a loan; the jade pieces are worth 50gp each, but would be worth a lot more if they were carved. (Requires jeweler's tools to carve and possibly proficiency as well.)

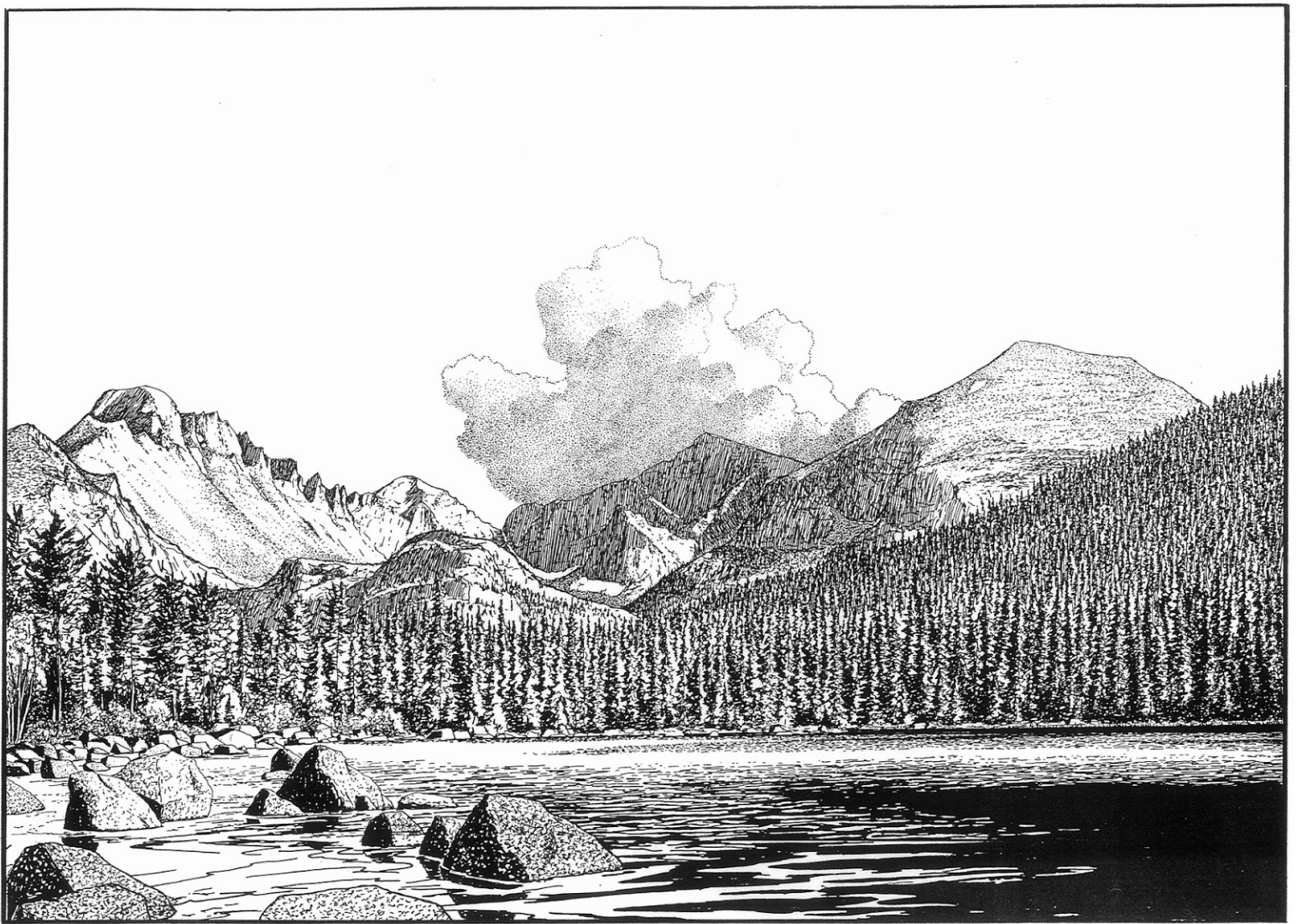


Merilinion desires greatly to surprise his husband Dammion (both 3. Exquisite Elven Metalcraft) with a new pair of matched long and short swords for their 100th wedding anniversary, but he needs some gemstones to inset into the pommels which are both to be carved from ivory in the shape of serpentine dragons. He wants the gems to be the eyes of said dragons. If anyone should come across any he would be a for sure buyer for them, as jewelers in Silverglen are a fickle lot when it comes to purchasing any old gemstones from just anyone. As the dragons have two eyes each, any set of the four gemstones from the final treasure will do. While Merilinion isn't willing to offer more than the market rate for them in coin, he is willing to trade a shirt of *elven chain* for suitable gemstones (four matching worth at least 500gp each). Hypothetically, if you use this adventure in your own game and not as a one-shot, the characters might already have gemstones and this could be a way for them to outfit themselves prior to entering the tower.

Taliya Redfort (5. Dockside Tavern) is always interested in fancy and exotic spirits and, if she is talked to by anyone who mentions the prospect of them heading to the tower to challenge the wizard, she will suggest that they keep an eye out for any fancy or magical booze. If they obtain more than they plan to drink themselves she might be willing to buy it off of them if it is sufficiently exotic.

Walword Treespeaker (8. Upshot Range) recently made a drunken bet with Lukan Falkenschild (7. Trot and Tack) that he could train his horse to walk on water and ride gloriously across the bay. Lukan took that bet and now Walword is running out of time to do so, not one to swallow his pride, and needs to obtain something to make his horse able to do so. He has already tried to get the horse to drink a potion to no avail, apparently you can lead a horse to a potion but you can't make it drink. He has heard that the elementalist has *horseshoes of a zephyr* and wants them to win the bet. He is willing to give anyone who lets him borrow the horseshoes 10% of the bet (100gp). Alternatively if someone were to tell Lukan about the plan Lukan will offer the players the full bet (1000gp) plus a riding horse for each person involved in the retrieval of the horseshoes just to see Walword fail.

If word gets out that someone is planning to go to the elementalist and that someone or someones spends enough time in the market square (POI 4) then they will be confronted by a man claiming to be a rug merchant. That person will explain that they have been wanting to move into the tapestry market as well to push out a rival. A Wisdom (insight) check of 15 will indicate that there is more to the story than the "merchant" is letting on. However if asked about it and failing to succeed on a DC 17 Charisma (persuasion) check then he will decide to ask someone else to help him. If successful on the Charisma (persuasion) check he will explain that the rival is actually a merchant who has refused to pay their dues (thieves' cant will translate this as "protection money") and they are going out of business in a non-violent manner. The "rug merchant" wishes to acquire as many tapestries as possible so they can begin to undercut the so called rival. And will pay 10% more than the going rate for any tapestries appropriated from the elementalists tower. If someone wishes to get more they can either intimidate or persuade the man to pay as high as 20% higher, but only when the actual exchange takes place. If intimidation is chosen, it is possible that whomever was so bold as to intimidate a leader of the local "merchants" guild might wind up with assassins targeting them at worst or thieves at best, depending on how brazen the threat.



Travel to the tower

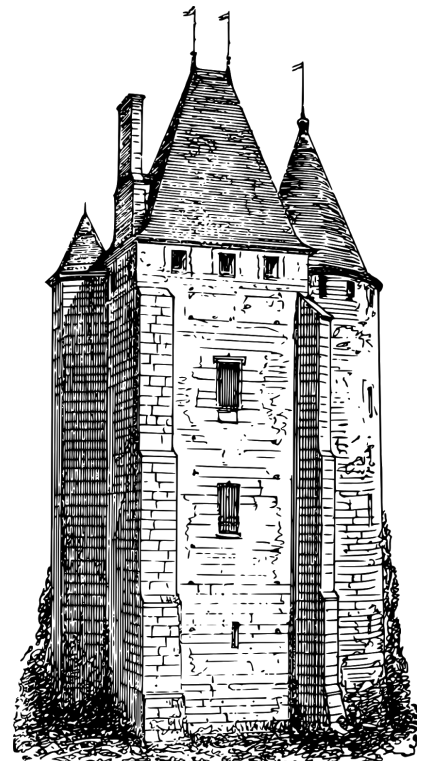


The tower of the elemental is intended to be just under a full days march from Silverglen, giving the characters opportunities to have some random encounters if that is your preference. But most random wilderness encounters at the level needed for this adventure are easy unless it winds up being something almost as dangerous as the elemental himself. The area is forested hills and there are no roads or other settlements between the tower and the city. A peaceful trip could give the characters an opportunity to discuss what they think they may encounter within the tower and even formulate a plan blind.

One possibility for a type of random encounter is weather and environmental. The wizard the characters seek to confront is capable of scrying magic and could know they are coming and thus bending the elements to slow their progress could make for an interesting survival aspect. Torrential rains, a forest fire, a sudden coldsnap, or even a massive earthquake could be something they would throw at interlopers and it could make for a fun and challenging non-combat encounter. However, they could involve combat as the elemental summons and enslaves elementals to do his bidding. And thus a forest fire while fighting a couple of **fire elementals** or perhaps a **salamander** leading some **azers**. Or possibly some **elemental**

myrmidons might be what the elemental would use to impede those who wish to thwart their plans.

Once arriving at the tower, it doesn't seem too out of the ordinary, but once they get inside the characters will discover that the tower is quite differently shaped that it looks on the outside because the interior is a demiplane that the wizard uses as his lab and also uses it to trap would-be attackers so that his minions can defeat them. Because it is a demiplane, some spells ought not to function normally. Some of these spells are any that allow teleportation, but only if the character in question aims to teleport out of the tower. Also spells that would allow passage through walls; including blink, as the walls, floors and doors of the tower do reach the ethereal.



The Tower of the Elementalist



Dungeon Features

Rooms. The rooms all have a height of 12 feet, plenty of room for a medium sized creature and manageable for a large sized creature. While there is no penalty for being large sized, if a character becomes large sized it will feel a bit claustrophobic.

Corridors. The corridors are usually 5 feet wide and only 8 feet high, find for medium sized creatures but a bit cramped for large weapons. Any medium sized creature making a melee attack with a weapon with the heavy property has disadvantage. A large sized creature has disadvantage on any attack and treats the corridors as difficult terrain.

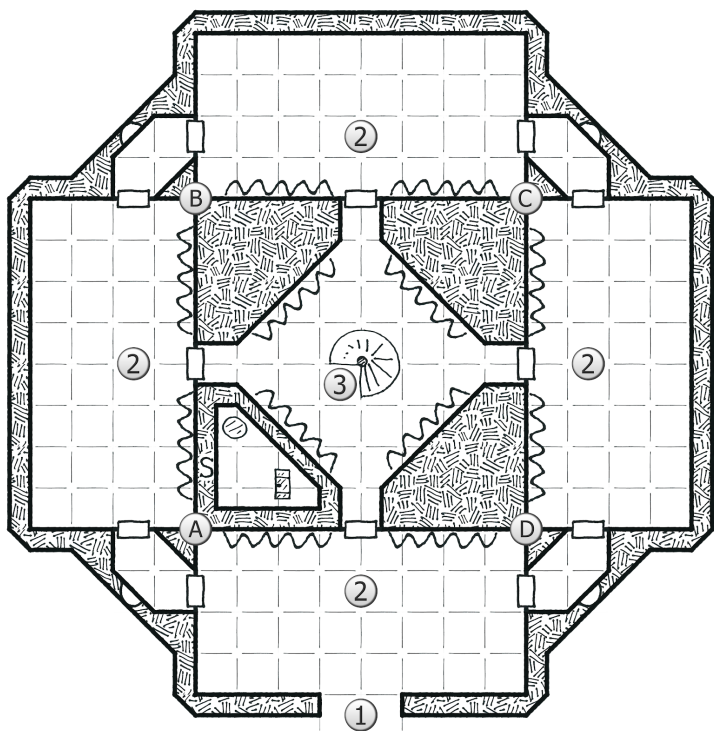
Doors. The doors appear to be wood but as the interior is a demiplane they are actually magical force. Only a few of the doors are locked though (indicated in the text).

Light. All rooms and corridors of the dungeon are lit with permanent dancing lights that gently float at a height of about 7 feet up. Every room has enough bright light to illuminate the whole place.

Tapestries. The many tapestries in here are quite valuable, some are 10 feet wide and some are 15 feet wide. The 10 foot wide tapestries are 10 pounds and are worth 200gp and the 15 foot wide tapestries are 15 pounds and are worth 300gp.

Quadrants. Each quarter of the tower is themed. The lower-left quadrant is water themed, upper-left is fire themed, upper-right is air themed, and lower-right is earth themed. Any tapestry found in those sections have a motif of the element for those quarters and in the places with riddles and statues they are the appropriate element there as well (also indicated in adventure text).

Map I - Top level



Area 1- Entryway, top level, inside.

After walking for what seems like hours, far longer than it should have been, down a dark and poorly lit corridor you emerge into a well lit room. The room is forty feet long and twenty feet across to a door, and there is also a door on each of the two sides at the same relative point on the respective walls. Turning to look back into the corridor you see that it appears to be only as long as it should have been when you first entered the tower, but then suddenly, the corridor vanishes leaving behind stone masonry like the rest of the walls in this room.

If your players interrupt during the description, or explain that they would have turned around to experiment with the seemingly distorted length of the hallway, let them. Doing so has no bearing on the adventure, however, so if you decide to, you could just decide that turning around and going back as a group will still deposit them into the bottom area two. Only after the elemental is defeated will the entryway reappear.

Subsections A through D- top level, inside.

Each quadrant of this map and all lower levels are divided by which element the correlate to. All tapestries hanging on the walls in a particular section will have a motif of a particular element. Each small hallway with the wall alcove should be described as such.

Beyond the door is a small hexagon shaped hallway, with a small alcove on the longer section. Within the alcove is a small bowl carved into the stone, and above the alcove is a riddle written on the wall.

A character saying the correct answer will cause a silver medallion-like holy symbol (worth 50 gp) depicting the appropriate element to appear in the bowl.

Subsection B is the Fire Element <i>Always hungry and must be fed; The finger I lick will soon turn red.</i>	Subsection C is the Air Element <i>Voiceless I cry and wingless I flutter; Toothless I bite and mouthless I mutter.</i>
Subsection A is the Water Element <i>I lift the kraken, and fall from the sky; Without me for long, surely you'll die.</i>	Subsection D is the Earth Element <i>I have hair of green, tears of red; The mother who consumes the dead.</i>

Areas 2- Elemental Narthex, top level, inside.

This room is forty feet long and twenty feet wide, there is a door leading to a presumed central area and a pair of doors on opposite ends of the chamber. Flanking the center door are a pair of fifteen foot wide tapestries each depicting a different element. Small elemental creatures flit and fly about and turn aggressively towards you all.

Enemies. Each room has a handful of mephits that will attack the party as soon as they notice the characters. Initially the rooms only

have one mephit for each player, but these mephits have the **variant: mephit summoning** ability.

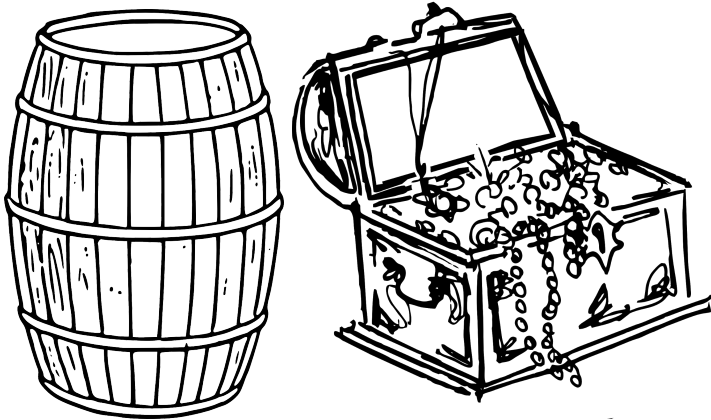
The bottom room has **mud mephits**, the left room has **steam mephits**, the top room has **smoke mephits**, and finally the right room has **dust mephits**.

Each of the side doors on the opposite sides of the chamber leads to the riddle alcoves.

Secret door. Behind the water tapestry on the wall in the left area two is a doorway. If the characters aren't looking for anything it can be spotted with a passive Wisdom (perception) of 21, and if anyone is actively looking for something the Wisdom (perception) DC is 16. However, the door is only hidden by the tapestry, moving or removing it will reveal the door.

Secret Room- top level, inside.

This small, nearly triangular room is small and bare. With an iron-bound wooden chest six feet from the door and a wooden barrel a few feet from the left side of the doorway.



Treasure. The chest contains 5158 sp, 768 gp, a *spell scroll* (expeditious retreat), two *spell scrolls* (dispel magic), and two *potions of healing*.

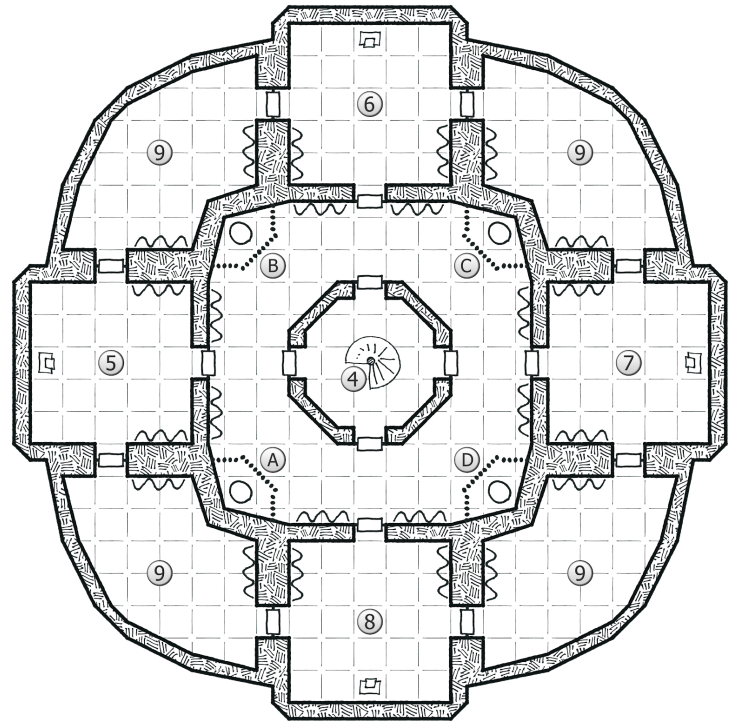
The barrel contains an **invisible stalker** and as such appears to be empty, it will wait to attack the players when they are gathering the treasure or when they are leaving the secret room. But only if the lid is removed, otherwise it will remain in the barrel. Also it will attack anyone who reaches around in the supposed empty barrel.

Area 3- Stairwell, top level, inside, leads down.

This square room has a vaulted ceiling and in the center is a stone spiral staircase heading downwards, despite what it may have seemed on the outside of the tower. The four corners of this room have short halls with doors at their ends leading into the various elemental narthices and each of the four walls has a tapestry, one for each of the four elements.

The stairwell leads down, nothing prevents the players from heading down the stairs even if they haven't gathered the four holy symbols from the riddle alcoves.

Map II - Middle level



Area 4- Landing, middle level, inside, leads up and down.

When the players first come down from the top floor, read this.

After heading down the stairs for about fifteen feet of descent you come to a landing. You are now in an octagonal room with four doors at the end of very short niches set into the walls. The stairs look as though they continue downwards, however, a glowing barrier blocks your way down. Perhaps the key to lowering the barrier is found beyond the four doors.

After the players have defeated the elementals in the four throne rooms, read this.

As you return to the landing room you can see that the barrier is now blocking the way back up, and the stairs rotate forebodingly off lower into this tower.

Foyer, outside of the landing.

You find yourself in a nearly-square room that is fifty feet by fifty feet with the walls of the octagonal landing in the center. In the four corners of the room are cages, and within each cage is a statue of a genasi. The statues are far enough inside that a human arm can't quite reach them and they are ten feet tall. Other than the caged statues you also see a pair of tapestries on the sides of each statue. Carved in the stone on the base of each statue is the phrase...

*If the priests you must bedeck;
Hang the medallion about the neck.*

The four doors leading out of the foyer into rooms 5 through 8 are locked, and they have no visible means of unlocking them. Attempting to force the locked doors open has a random effect that

might affect the character making the attempt, as well as summoning mephits with the **variant: mephit summoning** ability. The first time this happens the characters will be surprised, unless it is clear that they prepare for an attack before someone attempts it.

If a player does so, roll a d4.

1 - A large splash of water douses the character, there is no save to avoid it. That player has disadvantage when making saves against spells and abilities that deal cold damage until they dry off.

2 - Flames erupt from the door, the character must succeed at a DC 15 Dexterity saving throw or take 7 (2d6) fire damage.

3 - A gust of wind buffets the character, they must succeed at a DC 17 Strength saving throw or be pushed back 15 feet and knocked prone.

4 - Lots of dirt and dust flies from the door onto the character, they must succeed at a DC 14 Constitution saving throw or be blinded for 1d4 rounds.

Enemies. The mephits that appear are based on which door is attempted to be forced open:

5; one **steam mephit**, one **magma mephit**, and one **ice mephit**.

6; one **smoke mephit**, one **magma mephit**, and one **ice mephit**.

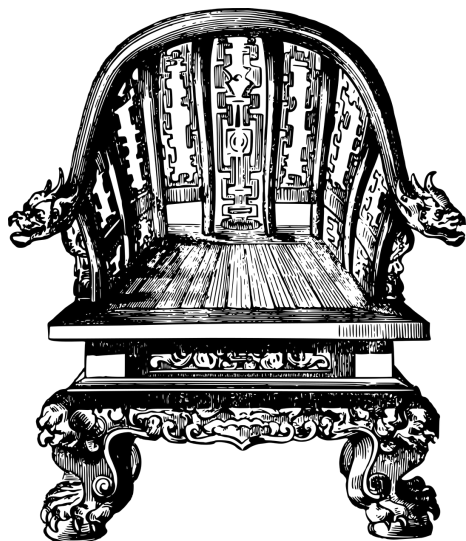
7; one **dust mephit**, one **magma mephit**, and one **ice mephit**.

8; one **mud mephit**, one **magma mephit**, and one **ice mephit**.

The tapestries in each quadrant of the map (within the foyer and in rooms 5 through 9) depict the same element as the statue in the correlating corner of the foyer. The statue at the place marked A on the map is a water genasi, B is a fire genasi, C is an air genasi, and D is an earth genasi. The characters must somehow manage to place the correct silver holy symbols around the necks of the appropriate statues. The spell *mage hand* is probably the easiest solution, but they could probably also use a polearm or a ten-foot-pole, or even try throwing it up there like a carnival game. Once all four have been placed upon the statues the four doors to areas 5 through 8 will unlock. At this point if the characters wish to they can reacquire the holy symbols if they want to and the doors will not relock.

Areas 5 through 8- Throne Rooms

If a character, who hasn't already sat in a throne for a whole battle (unless there are fewer than four party members or NPCs), sits upon a throne in one of these rooms then a battle activates. The party



member must remain seated upon the throne (treat as though prone unless circumstances dictate otherwise) until the battle is over. The summoned elementals will not directly target the one in the throne, but anything that affects a wide area might affect the one seated. If the person gets out of the throne then the summoned elementals will vanish and someone

must sit upon the throne again.

Area 5- Steam Throne, middle level, inside.

This square room twenty-five feet to a side is mostly bare and spartanly decorated. A single throne sits near the wall far from the door to the foyer and a pair of tapestries, each one depicting a different element, fire and water, flank the walls on the foyer door's side.

Enemies. The person who sits upon the throne will see an illusion of the room filling with fire and water and steam billows up all over. Every character in the room sees a **fire elemental** and a **water elemental** appear and must do battle with it while someone stays seated.

Area 6- Smoke Throne, middle level, inside.

This square room twenty-five feet to a side is mostly bare and spartanly decorated. A single throne sits near the wall far from the door to the foyer and a pair of tapestries, each one depicting a different element, fire and air, flank the walls on the foyer door's side.

Enemies. The person who sits upon the throne will see an illusion of the room filling with fire and a wind picks up getting smoke everywhere. Every character in the room sees a **fire elemental** and an **air elemental** appear and must do battle with it while someone stays seated.

Area 7- Dust Throne, middle level, inside.

This square room twenty-five feet to a side is mostly bare and spartanly decorated. A single throne sits near the wall far from the door to the foyer and a pair of tapestries, each one depicting a different element, earth and air, flank the walls on the foyer door's side.

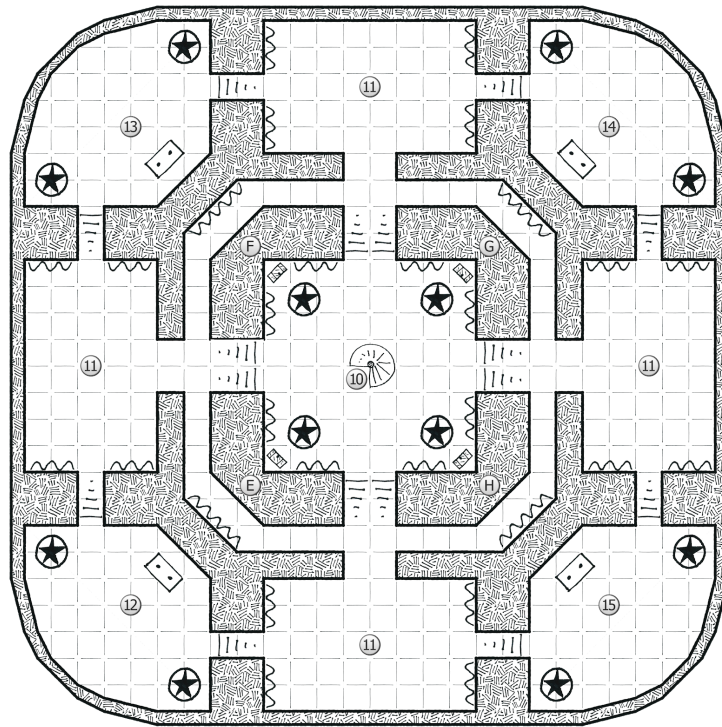
Enemies. The person who sits upon the throne will see an illusion of the room filling with soil and a wind picks up getting dust everywhere. Every character in the room sees an **earth elemental** and an **air elemental** appear and must do battle with it while someone stays seated.

Area 8- Mud Throne, middle level, inside.

This square room twenty-five feet to a side is mostly bare and spartanly decorated. A single throne sits near the wall far from the door to the foyer and a pair of tapestries, each one depicting a different element, earth and water, flank the walls on the foyer door's side.

Enemies. The person who sits upon the throne will see an illusion of the room filling with soil and water and mud rivers flooding. Every character in the room sees an **earth elemental** and a **water elemental** appear and must do battle with it while someone stays seated.

Map III Top level



Areas 9- Elemental rooms, middle level, inside.

This room is shaped like a quarter of a ring with a pair of tapestries on the inside side of the ring, also in the room is an elemental of the same element depicted on the decorations.

Enemies. Each room has an elemental that will attack the characters on sight:

Top left; a **fire elemental**. Top right; an **air elemental**.

Bottom left; a **water elemental**. Bottom right; an **earth elemental**.

Area 10- The Four Statues, lower level, inside, leads up.

At the base of the stairs you can see that you enter a square room forty feet to a side with the spiral stair in the middle of the room. In each corner stands a statue of a different kind of genie, each statue is flanked by a pair of tapestries depicting an opulent palace that that kind of genie would reside in on their native elemental plane. Each statue appears to be facing the central staircase. On the four walls of the room between the respective statues is a ten foot wide staircase going down to a pair of corridors on opposite ends of the landing and then to a large room beyond the stairs.

The corridors at the base of each set of stairs leads to a ring-like hallway that heads around to another staircase, each one has a large tapestry in it that correlates to the appropriate elemental plane for that quadrant of the map.

This room is the site for the final confrontation with the elemental, however, when the characters are ready to face them the relevant info will be in Area 10 redux, located at the end of this section. The elemental will not show himself until the characters have collected the four elemental gems from areas 12 through 15.

Areas 11- Elemental Gates, lower level, inside.

Twenty-five feet to the opposite wall and forty feet wide with openings in the middle of the short ends, this room is devoid of enemies. Like everywhere else in this tower, tapestries decorate the walls to the sides of the passage, and like before, the element depicted upon them share a hint of what lies beyond them. Additionally, here at each opening is something blocking the way through it.

The stairs leading up into area 12 are completely blocked with ice, barring the path. Characters will need to chip and chisel their way through or melt the ice to proceed. Characters cannot see past the ice. The stairs leading up into area 13 are completely blocked with a roaring inferno. Characters will need to douse the flames or take 21 (6d6) fire damage for each 5 feet of travel through the stairs. Characters cannot see past the flames.

The stairs leading up into area 14 are completely blocked with gale force winds blowing outwards. Characters can force their way through if they succeed on a DC 15 Strength saving throw, if they fail they are pushed back 15 feet, knocked prone, and take 9 (2d8)

bludgeoning damage; or they can disable the wind by temporarily blocking the opening for a round or casting a spell that produced wind going the other direction. Characters can see through the wind to the room within.

The stairs leading up into area 15 are completely blocked with dirt and soil. Characters will need to dig their way through the dirt or create enough water to turn it to mud and erode a passage through. Characters definitely cannot see past the dirt.

Area 12- Water Shrine, lower level, inside.

A pair of statues depicting a marid, the same one depicted in the landing, stand in opposite corners of this oddly-shaped room. An altar stands near the shortest wall between the two stairs that allowed entry into this shrine. Blue tiles and sea shells make a mosaic of a crashing tsunami wave in the center of the room. Upon the altar is an amphora, beads of condensation are formed on the outside of it. Above the altar on the wall is writing in a primordial elemental language.

If a player can read Aquan or casts *comprehend languages* they will learn that the writing says “freedom.”

If a character is using *detect magic* or similar magic, the amphora gives off an aura of conjuration magic. Handling the amphora in any way other than a simple touch will summon a marid from the water within it, if they cast *identify* on it they will only learn that it can summon a water genie.

Casting *dispel magic* can disrupt the elementals control over the marid, if cast at 5th level or higher it will succeed automatically, otherwise the DC is 15 for the spellcaster’s spellcasting ability check. If this succeeds the two statues in this room (as well as in area 10) will shatter, releasing the marid to their home plane.

Enemies. Rubbing the amphora, or breaking it, pouring it out, or any physical contact more than a simple touch will summon a **marid** that will attack the party.

Treasure. If the characters defeat the marid in combat it will disappear and leave behind an *elemental gem (emerald)*. Dispelling the amphora successfully will summon the marid who will give the players the elemental gem and will thank them for granting it freedom. It will also tell them that the elemental summoning magic of the elemental gem will not function until the players have defeated the elemental, but that the gem will weaken its guardian if thrown at the same element.

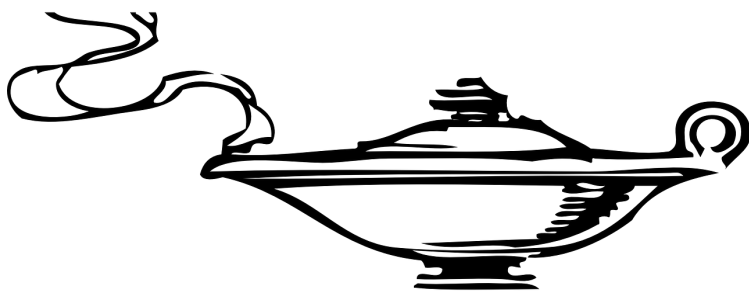


Area 13- Fire Shrine, lower level, inside.

A pair of statues depicting an efreeti, the same one depicted in the landing, stand in opposite corners of this oddly-shaped room. An altar stands near the shortest wall between the two stairs that allowed entry into this shrine. Orange tiles and black stones make a mosaic of a roaring flame in the center of the room. Upon the altar is an oil, smoking despite there being no flame burning in it. Above the altar on the wall is writing in a primordial elemental language.

If a player can read Ignan or casts *comprehend languages* they will learn that the writing says “freedom.”

If a character is using *detect magic* or similar magic, the lamp gives off an aura of conjuration magic. Handling the lamp in any way other than a simple touch will summon an efreeti from within it, if they cast *identify* on it they will only learn that it can summon a fire genie.



Casting *dispel magic* can disrupt the elementalists control over the efreeti, if cast at 5th level or higher it will succeed automatically, otherwise the DC is 15 for the spellcaster’s spellcasting ability check. If this succeeds the two statues in this room (as well as in area 10) will shatter, releasing the efreeti to their home plane.

Enemies. Rubbing the lamp, breaking it, attempting to pour it out, or any physical contact more than a simple touch will summon a **efreeti** that will attack the party.

Treasure. If the characters defeat the efreeti in combat it will disappear and leave behind an *elemental gem (red corundum)*. Dispelling the lamp successfully will summon the efreeti who will give the players the elemental gem and will thank them for granting it freedom. It will also tell them that the elemental summoning magic of the elemental gem will not function until the players have defeated the elemental, but that the gem will weaken its guardian if thrown at the same element.

Area 14- Air Shrine, lower level, inside.

A pair of statues depicting a djinni, the same one depicted in the landing, stand in opposite corners of this oddly-shaped room. An altar stands near the shortest wall between the two stairs that allowed entry into this shrine. White tiles and soapstones make a mosaic of a cloud with a face blowing a gust in the center of the room. Upon the altar is a vase, a slight breeze around the outside of it. Above the altar on the wall is writing in a primordial elemental language.

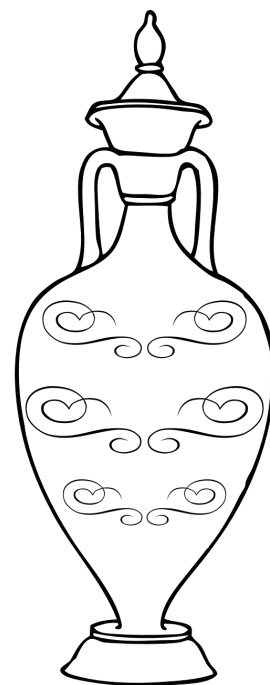
If a player can read Auran or casts *comprehend languages* they will learn that the writing says “freedom.”

If a character is using *detect magic* or similar magic, the vase gives off an aura of conjuration magic. Handling the vase in any way other than a simple touch will summon a djinn from within it, if they cast *identify* on it they will only learn that it can summon an air genie.

Casting *dispel magic* can disrupt the elementalists control over the djinni, if cast at 5th level or higher it will succeed automatically, otherwise the DC is 15 for the spellcaster’s spellcasting ability check. If this succeeds the two statues in this room (as well as in area 10) will shatter, releasing the djinni to their home plane.

Enemies. Rubbing the vase, breaking it, attempting to pour it out, or any physical contact more than a simple touch will summon a **djinni** that will attack the party.

Treasure. If the characters defeat the djinni in combat it will disappear and leave behind an *elemental gem (blue sapphire)*. Dispelling the vase successfully will summon the djinni who will give the players the elemental gem and will thank them for granting it freedom. It will also tell them that the elemental summoning magic of the elemental gem will not function until the players have defeated the elemental, but that the gem will weaken its guardian if thrown at the same element.



Area 15- Earth Shrine, lower level, inside.

A pair of statues depicting a dao, the same one depicted in the landing, stand in opposite corners of this oddly-shaped room. An altar stands near the shortest wall between the two stairs that allowed entry into this shrine. Different colored stones of petrified wood make a mosaic of a mountain in the center of the room. Upon the altar is an urn, with dirty handprints on the outside of it. Above the altar on the wall is writing in a primordial elemental language.

If a player can read Terran or casts *comprehend languages* they will learn that the writing says “freedom.”

If a character is using *detect magic* or similar magic, the urn gives off an aura of conjuration magic. Handling the urn in any way other than a simple touch will summon a dao from the soil within it, if they cast *identify* on it they will only learn that it can summon an earth genie.

Casting *dispel magic* can disrupt the elementalists control over the dao, if cast at 5th level or higher it will succeed automatically, otherwise the DC is 15 for the spellcaster’s spellcasting ability check. If this succeeds the two statues in this room (as well as in area 10) will shatter, releasing the dao to their home plane.

Enemies. Rubbing the urn, breaking it, pouring it out, or any physical contact more than a simple touch will summon a **dao** that will attack the party.



Treasure. If the characters defeat the dao in combat it will disappear and leave behind an *elemental gem (yellow diamond)*. Dispelling the urn successfully will summon the dao who will give the players the elemental gem and will thank them for granting it freedom. It will also tell them that the elemental summoning magic of the elemental gem will not function until the players have defeated the elemental, but that the gem will weaken its guardian if thrown at the same element.

Area 10- Redux.

Once the players have obtained the four elemental gems the elemental will be waiting for them at the base of the stairs. Make sure the players know which statues still remain, as successfully dispelling the vessels binding the genies will have destroyed the statue, thus leaving difficult terrain in the nine squares in the relevant corner of area 10. As part of the elemental's legendary actions, statues that aren't destroyed can cast cantrips at characters. The cantrips the statues cast are +7 to hit or DC 15 to avoid and do damage as though they were cast by an 11th level character (three dice) and have a range of 30 feet even if the normal spell would be more or less than that. The statues themselves have 100 HP and are immune to psychic and poison damage; they are resistant to cold, fire, necrotic, radiant, lightning, and non-magical piercing and slashing damage; and they are vulnerable to thunder and bludgeoning damage.

Statue F: the efreeti casts <i>fire bolt</i> .	Statue G: the djinni casts <i>lightning lure</i> .
Statue E: the marid casts <i>ray of frost</i> .	Statue H: the dao casts <i>acid splash</i> .

Enemies. The **elementalist** and their **prismatic elemental** are waiting for the players, no words will be spoken, no monologues of any kind. Once they see the first player ascend one of the stairs, just roll for initiative.

Elementalist tactics- the elemental begins combat with *mage armor*, *mind blank*, and *stoneskin* cast, only *stoneskin* requires concentration. If and when the elemental loses concentration on that spell they will then opt to cast *Mordenkainen's sword* as their next concentration spell. If the elemental is dropped to less than half their maximum HP they will drop concentration on whatever spell they are currently concentrating on to cast *weird* saving that 9th level spell slot for such an emergency.

Treasure. Aside from what the elemental carries on them, there is also a treasure chest that becomes visible behind each of the statues of the genies as the statues crumble if they hadn't already been destroyed.

The elemental carries a *Staff of the Elementalist*, plus they have the following items in a satchel on their person: 3 vials of diamond dust worth 100gp each, a crystal ball worth 1000gp, a pink pearl worth

100gp, a miniature platinum sword with a grip and pommel made of copper and zinc worth 250gp, 1cp, and a spellbook. Their spellbook has all the spells from their stat block plus the following spells: *identify*, *conjure elemental*, *planar binding*, *investiture of flame*, *investiture of ice*, *investiture of stone*, and *investiture of wind*.

The Water chest contains: a *ring of waterwalking*, 2 *potions of water breathing*, 4 blue-green emeralds worth 500gp each, 2237gp, 612pp.

The Fire chest contains: a *flame tongue* (scimitar), 2 *potions of fire breath*, 4 red corundum worth 500gp each, 2198gp, 590pp.

The Air chest contains: a *horseshoes of a zephyr*, 2 *potions of flying*, 4 blue sapphires worth 500gp each, 2204gp, 575pp.

The Earth chest contains: a *belt of stone giant strength*, 2 *potions of climbing*, 4 yellow diamonds worth 500gp each, 2099gp, 602pp.



Prismatic Elemental

Large elemental, Lawful Neutral

Armor Class Varies

Hit Points Special

Speed Varies

Senses passive Perception 10

Languages —

Challenge 9 (5,000 XP)

Elemental Shift. The prismatic elemental shifts and changes, at the beginning of each round roll 1d4:

- on a 1 the prismatic elemental becomes an **air elemental**
- on a 2 the prismatic elemental becomes an **earth elemental**
- on a 3 the prismatic elemental becomes a **fire elemental**
- on a 4 the prismatic elemental becomes a **water elemental**

Each of these forms uses the separate stat blocks and health pools, you need to keep track of their health separately by form. If one of the elemental forms dies then the prismatic elemental can no longer change into that form, dying for good when the last one is defeated.

Elemental Gem Weakness. If an *elemental gem* hits the prismatic elemental and the two elements match the current elemental dies and the *elemental gem* is destroyed, if the elements don't match the gem will either bounce off or pass through but still be recoverable.



Elementalist

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	20 (+5)	16 (+3)	15 (+2)

Saving Throws Int +9, Wis +7

Skills Arcana +13, History +13

Damage Resistances damage from spells; non magical bludgeoning, piercing, and slashing (from stonkskin)

Damage Immunities psychic (from mind blank)

Senses passive Perception 13

Languages Aquan, Auran, Common, Ignan, Primordial, Terran

Challenge 12 (8,400 XP)

Magic Resistance. The elementalist has advantage on saving throws against spells and other magical effects.

Spellcasting. The elementalist is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): acid splash, fire bolt, lightning lure, prestidigitation, ray of frost

1st level (4 slots): burning hands, detect magic, mage armor*, magic missile

2nd level (3 slots): detect thoughts, mirror image, misty step

3rd level (3 slots): counterspell, fireball, lightning bolt

4th level (3 slots): banishment, fire shield, stonkskin*

5th level (3 slots): cone of cold, scrying, wall of force

6th level (1 slot): chain lightning

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

8th level (1 slot): mind blank*

9th level (1 slot): weird

* The elementalist casts these spells on itself before combat.

Staff of the Elementalist. The elementalist wields a staff that for them cycles through the four different Elemental Investiture spells at random, without concentration, conferring a different bonus at the start of each round as well as giving them access to a different attack option. At the start of each round, roll 1d4 (1. Flame; 2. Ice; 3. Stone; 4. Wind). More information on what abilities these spells confer can be found in the Elemental Evil Player's Companion.

Legendary Actions

The elementalist 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. The elementalist regains spent legendary actions at the start of its turn.

Cantrip. The elementalist casts a cantrip.

Command Guardian. The elementalist directs its prismatic elemental to make a melee attack.

Teleport. The elementalist magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Genie Statues (2 actions). Two of the statues chosen at random each cast a cantrip at random character within range.

All Statues (3 actions, once per combat). All the remaining genie statues cast its cantrip targeting a different character if able.



Staff of the Elementalist

Staff, very rare (req. attun. by a druid, sorcerer, warlock or wizard)

While attuned to this staff you know the spells if you don't know them already and always have them prepared: *Investiture of Flame*, *Investiture of Ice*, *Investiture of Stone*, and *Investiture of Wind*. Additionally, once per day, you may cast one of these spells as a bonus action without spending a spell slot. Additionally you know the following cantrips if you don't know them already: *acid splash*, *fire bolt*, *lightning lure*, and *ray of frost*.

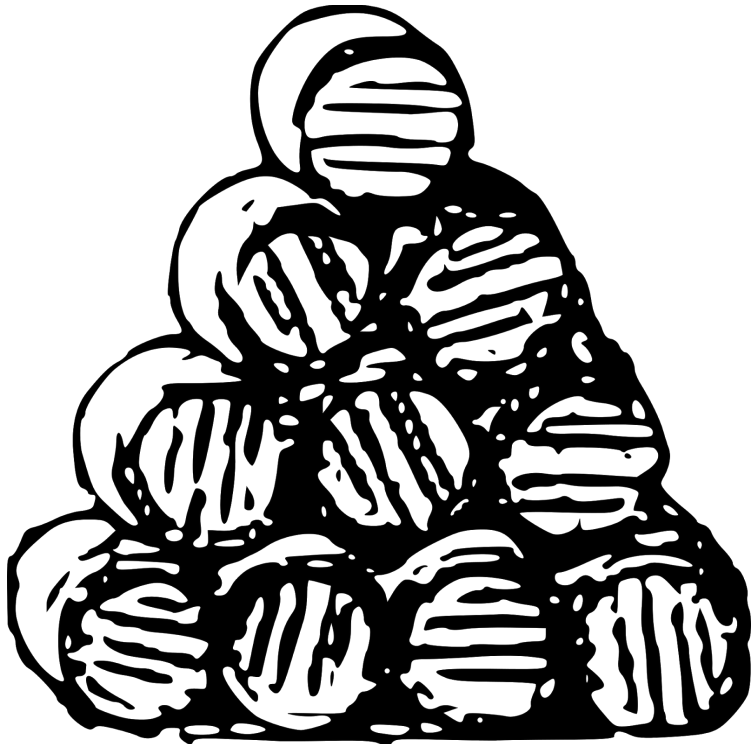


Aftermath

What happens next is a question which ultimately depends on you...

Was the elementalist working alone in their nefarious schemes? Or were they merely an agent of a greater evil? Perhaps a pawn instead?

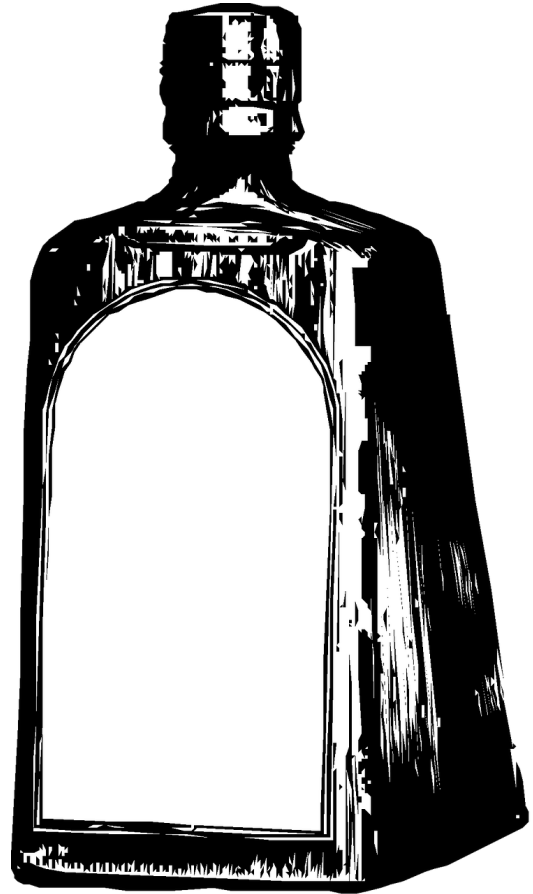
Did the characters acquit themselves honorably whilst in town? Do they now have a lot of rewards to claim? Did the elementalist have any exotic booze for Taliya's bar? At least for this question, I have prepared an answer. As the door to the tower led to a demiplane, after the defeat of the evil wizard, attempting to reenter the tower will lead to an interior space that looks like it should be the interior of the tower. The elementalist did in fact live there but through their scrying they funneled those foolhardy and brave enough to travel there into his dungeon. Going into his home after his death reveals a pretty mundane home, but as the elementalist would frequently spend a long time sequestered from civilization they needed to hoard supplies. Especially foodstuffs and alcohol. The kitchen has a permanent *unseen servant* that makes a meal for one at morning, midday, and eventide. Raiding their pantry and wine cellar will turn up: 78 bottles of cheap wine (1gp each), 22 bottles of fine wine (10gp each), 3 bottles of elven fireberry wine of a 400 year old vintage (50gp each), 12 casks of mead (10gp each), and two casks each of something very special.



Thanks for playing

I hope you and your players enjoyed yourselves...
Nathan Doyle

Exotic Booze



Brewhaha - 40 gallon cask - 320 pints per cask

It is unknown to all but those who make this dwarven-style stout why people react the way they do when they drink it. But anyone who drinks it, sometime after they are between half finished with the pint and three-quarters finished with it will usually begin to laugh uncontrollably for three to five minutes. In addition to whatever save vs. poison rolls you use for alcohol, consuming brewhaha requires the drinker to make a DC 14 Charisma saving throw if they wish to resist the urge to laugh. Each future pint of brewhaha raises that DC by one.

Banshee's Spit - 5 gallon cask - 425 jiggers per cask

Supposedly distilled from a citrus fruit that grows only in the underdark; this hard alcohol makes one both drool profusely as well as inexplicably scream after downing the jigger, sometimes even causing one to curse like a sailor. Even one jigger of this liquid increases the rate at which one salivates to a point where it becomes difficult to prevent it from escaping your lips and consumption of it requires the drinker to make a DC 15 Charisma saving throw or yell immediately after imbibing the jigger. The save DC increases by one for each future jigger consumed. If the save fails by 10 or more then, instead of just yelling, the drinker will shout offensive profanity for a few seconds.

