

# GATE OF THE LENS WIZARDS

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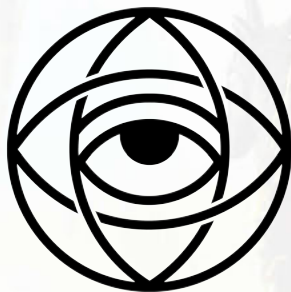
5TH  
EDITION

# GATE OF THE LENS WIZARDS

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*Gate of the Lens Wizards* is an adventure for four or five players of 15th-level characters using the fifth edition of the world's greatest roleplaying game.

BY KELSEY DIONNE



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## BACKGROUND

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- On a sweltering jungle moon circling a distant planet, an archaic civilization built a time-controlling artifact called *The Chronicle*.
- *The Chronicle's* makers eventually vanished, leaving behind a crumbling laboratory beneath the moon's surface. Millennia passed, and a colony of cyclopians, glass-skulled wizards discovered and took hold of the lunar complex.
- These astronomical magicians, called the **lens wizards**, found one of *The Chronicle's* power cores. But before they could discover *The Chronicle's* ability to rewrite time itself, a hive of **lunar spiders** expanded into the area, creating a warren in the surrounding moon worm tunnels.
- The spiders chanced upon another one of *The Chronicle's* three **power cores**, and the resulting surge of energy awakened them into sentient, intelligent beings.
- Since then, the spiders have **warred** with the wizards for control of *The Chronicle's* power cores. The spiders hope the cores will further their burgeoning intelligence, while the wizards want the cores to fuel their mighty telescope so they can finally glimpse what lurks at the center of the cosmos.

## SYNOPSIS

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- At the start of the adventure, the characters happen upon a battered, metallic **gate** in the lonely fields of the Dhalpurna Mountains.
- The PCs learn the gate has recently come alive with blue, crackling energy that fills its threshold. A pair of rival Kyzian princes stepped through, never to return, and now their tribes spiral into fear and animosity.
- The PCs enter the gate, finding themselves in the midst of the **conflict** between the lunar spiders and lens wizards.
- The characters explore the site, impact the ongoing war, ally with or make enemies of the residents, and even activate *The Chronicle* for their own purposes.

## A WORD TO THE GM

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This adventure is meant to be run at a glance with **minimal preparation** and a **natural delivery**. This required re-thinking the normal adventure presentation a bit. Here's what you'll find included:

- Each encounter contained on one page.
- Bulleted lists. **Bolded** keywords.
- Hyperlinks to monsters and rules online for quick reference.
- Printable cards for each monster and PC so you can run encounters using a card stack. A short video walkthrough of this method can be found **here**.
- Printable cards for special treasure handouts.
- Short room and area descriptions. No paragraphs of droning flavor text — set the scene naturally and embellish as desired.
- Briefly explained non-encounter rooms. Again, embellish as desired!
- GM maps and player-safe digital maps for use with virtual tabletops.
- A short video walkthrough of the adventure that can be found **here**.

## PACING/TRANSITIONS

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A dramatic question is presented with some scenes. Once that question has been answered, the tension of the scene is resolved. That's your cue to work toward the **transition** provided at the end of the scene — even if that means summarizing the end of a clearly decided combat, or in the case of clever players, skipping combat altogether. Keep the game moving toward the next challenge!

Room descriptions that are usually long blocks of literary read-aloud text have been left short and informational in this adventure. Many Game Masters prefer to paraphrase read-aloud text and set the scene based on what tone and level of detail the group finds engaging. Anything listed before a **Development** section is safe to share however you prefer to do so.

## THE CRACKLING GATE

The adventure begins in the Dhalpurna Mountains, a colossal range of windy, mist-shrouded peaks. The mountains are home to roaming tribes of Kyzian nomads.

*Use the following hooks to introduce the PCs to the adventure and bring them to Dhalpurna:*

### APPEAL TO HEROISM

- The PCs hear a rumor from a merchant traveling the Bronze Caravan trade route that two influential **Kyzian warrior-princes** from rival tribes have disappeared. They challenged each other to step through a strange portal a shepherd discovered in the mountains a week ago. Neither has returned.
- The nomads now fall into bitter accusations and rising tensions. Unless the princes return soon, **war** might break out, shutting down the vital Bronze Caravan trade route.

### APPEAL TO DISCOVERY

- The Kyzian shepherd who discovered the gate, **Zaya Torm**, reaches out to the PCs and offers to lead them to it, hoping they can defeat what lurks inside. Touching the gate left him with nightmares of a lidless, bloodshot eye and hulking, albino spiders.

#### Zaya Torm, NG human **bandit**

*"That evil eye watches me, haunts my dreams..."*

- *Appearance.* Yellow tattoo over his right eye. Sheepskin boots and tunic.
- *Does.* Sings the Kyzian ballads of Taru the Hawk Queen to his sheep.
- *Secret.* Used to be a caravan raider, but turned away from a life of violence.

### APPEAL TO REWARD

- If the PCs rescue the warrior-princes, Ardo and Talj, the Kyzians will give them each a sacred **roc egg** they've been incubating.

*The gate lies a day of travel into a remote part of the Dhalpurna Mountains.*

### THE GATE

- High in the storm-swept Dhalpurna Mountains, a twisted, metal **gate** leans precariously to one side in a hidden field.
- Black clouds roil overhead, reflecting snaps of blue electricity around the gate's glowing threshold.
- A crisp **wind** cascades through the rippling grass, carrying the smell of ozone.

### DEVELOPMENT

- On closer inspection, the gate is the source of the ozone smell. It also has precise lines and squares of blue light tracing its borders.
- Any PC who touches the gate has a brief **vision** of a bloodshot eye behind a glass lens rolling around, looking for something.

- The two **Kyzian warrior-princes**, Ardo and Talj, are still alive but are trapped beyond the gate. Ardo is stuck in a lunar spider web in Area 10, and Talj is in a lens wizard holding cell in Area 24.



### TRANSITION

If the PCs pass through the gate, they're transported to the lab beneath the surface of a distant jungle moon. Go to **Black Diamond**.

## BLACK DIAMOND

### *Exploration in Area 1*

- **Light:** Bright, neon light from the glowing blue circles and *The Chronicle*.
- **Sound:** Still silence. The occasional rustle and flap from beneath the floating rocks.

### AREA 1: THE SHATTERED HALL

- A smooth, black **diamond** the size of a human stands on a floating platform of shattered stone. Three bright lines of blue, green, and pink run down its surface and into a trio of hand-sized holes in the floor.
- Three wavering **circles** of blue light each occupy their own floating island.
- Pockmarked stone walls encircle this 150-foot wide cavern. A **chasm** stretches across the rubble-strewn ground 120 feet below.
- Multicolored glow from the diamond and blue circles **illuminates** this area.

### THE BLACK DIAMOND

- The **diamond** is *The Chronicle*, a mighty artifact that can alter past events in time (*Appendix E*). PCs can learn its properties with *identify*, *legend lore*, or divining magic.

### DEVELOPMENT

- Creatures can leap between the **floating platforms** with successful DC 18 Strength (Athletics) checks. A creature who fails must succeed on a DC 18 Dexterity save or plummet 120 feet (12d6 bludgeoning damage) to the ground below.
- 1d4 **void bats** hang upside-down beneath each floating platform. Loud sounds or strong vibrations disturb them.
- Falling down the center of the chamber causes an additional plunge through the **chasm** in Area 4. The fall deals 20d6 bludgeoning damage instead.
- The **blue circles** teleport those who step inside to other locations (see Transition).

### TRANSITION

- If the PCs descend to the floor of the cavern near Areas 2-4, go to *North Ruins*. If they descend to Areas 5-7, go to *South Ruins*.
- A creature who goes down the **chasm** in Area 4 lands in Area 9 of *Into The Rift*.
- Circle A leads to Area 2 in *North Ruins*.
- Circle B leads to Area 8 in *Into The Rift*.
- Circle C leads to Area 23 in *Captured Prince*.
- The gate exits to the field in the Dhalpurna Mountains.



## NORTH RUINS

### *Exploration in Areas 2-4*

- **Light:** Dim, ambient light from Area 1.
- **Sound:** Still silence. Chalky dust drifting down from the floating stones mutes noises.
- **Encounters:** For every 10 minutes the PCs spend here, or whenever they make a loud noise, there's a 15% chance of a random encounter (Ruins Encounters, *Appendix C*).

### AREA 2: ANCIENT LABORATORY

- Rubble and rusty metal scraps accumulate around the collapsing stone walls.
- Inside, snowlike dust, splinters of wood, and cracked glass carpets the floor.

### DEVELOPMENT

- Characters who examine the room find light **drag marks** in the dust. Passing a DC 18 Wisdom (Survival) check reveals the marks are from the tread of four robed humanoids.

### Treasure

- Searching through the rubble produces a dust-caked *potion of mind reading*.

### AREA 3: ANCIENT MESS HALL

- A black leather **robe** hangs on the south wall.
- Objects are piled around the clean-swept floor. There are neat towers of cracked ceramic bowls, stacks of petrified wood, and rows of thumb-sized, sealed metallic **tubes** with pinprick holes in the tops.

### DEVELOPMENT

- The **robe** is really a sleeping **void bat**. Loud noises or physical contact wakes it. Roll its attitude on the Reaction Table in *Appendix C*.
- The metallic **tubes** contain desiccated herbs and spices that are now strong irritants.
- The **lens wizards** who recently inventoried this room are in Area 6 for one hour after the PCs' first arrival in Area 3.



### AREA 4: CHASM

- This jagged **pit** cuts across the cavern floor. The stench of sulfur emanates from it.
- An occasional screaming hiss echoes from somewhere deep within.

### DEVELOPMENT

- The chasm is 60 feet deep. It drops to Area 9.

### TRANSITION

- If the PCs move to Areas 5-7, go to *South Ruins*.
- The chasm in Area 4 connects to Area 9 of *Into The Rift*.
- Circle A leads to Area 1 in *Black Diamond*.
- Flying up leads to Area 1 in *Black Diamond*.

## SOUTH RUINS

### Exploration in Areas 5-7

- **Light:** Dim, ambient light from Area 1.
- **Sound:** Still silence. Chalky dust drifting down from the floating stones mutes noises.
- **Encounters:** For every 10 minutes the PCs spend here, or whenever they make a loud noise, there's a 15% chance of a random encounter (Ruins Encounters, *Appendix C*).

### AREA 5: ANCIENT WORKSHOP

- Three rusty, metal contraptions the size of horse carts loom over the rubble.
- One contraption has a flat, **jagged wheel** suspended from an arm. A turn handle protrudes from its side.
- One contraption has a hollow, metal **tube**. The tube can spin 360 degrees and angle to 90 degrees. It has a pull lever on the side.
- One contraption has a **stone wheel** with strange glyphs suspended over a polished, metal slab. A turn handle juts from the side.

### DEVELOPMENT

- The **jagged wheel** contraption is a magical saw. It loudly squeals to life when the handle is turned, throwing blue sparks. It can cut through any material in 2 rounds.
- The **tube** contraption is a disintegration ray. Pulling the lever causes it to shoot a *disintegration* spell (Dexterity save DC 16). It overloads and explodes after 1d4 uses, causing 8d6 fire damage to anyone within 30 feet (Dexterity save DC 16 for half).
- The **stone wheel** contraption is an enchanted sharpener. Turning the handle causes the wheel to rumble and spin. A mundane weapon placed between the wheel and the metal slab has a 50% chance of breaking or becoming a magical +1 version.

### Treasure

The *Chronicle's* pink power core is lodged inside the lens contraption (see *Appendix E*).



### AREA 6: ANCIENT STAR CHARTS

- Cracked panels of **ceramic** litter the floor. Each has white dots and lines painted on it.

### DEVELOPMENT

- A PC can spend 10 minutes piecing **ceramic** together, revealing an unfamiliar star chart.
- During the first hour the PCs arrive in Areas 2-7, four **lens wizards** with a **shield guardian** are here **sifting** through the dust with rakes, hunting for a power core. They slip away via the secret door Area 7 after one hour. They react to the PCs with fear and suspicion.
- If needed, generate **NPC details** for the lens wizards with the table in *Appendix D*.

### AREA 7: ANCIENT DORMITORY

- Bent, metal bunk frames line the walls.
- The dust and rubble has been cleared and piled around the edges of the room.
- A spray of black, dried droplets arcs across one of the walls.

### DEVELOPMENT

- The **black droplets** are lunar spider blood. PCs can pass a DC 18 Wisdom (Medicine) check to learn it's blood from an arachnid.
- The PCs find a **secret door** if they search the west wall and succeed on a DC 20 Wisdom (Perception) check.

### TRANSITION

- For Areas 2-4, go to *North Ruins*.
- A creature who falls down the chasm in Area 4 lands in Area 9 of *Into The Rift*.
- Circle A leads to Area 1 in *Black Diamond*.
- The secret door in Area 7 opens to a long, narrow stairway of porous stone descending to Area 20 in *Central Hub*.



## INTO THE RIFT

### *Exploration in Areas 8-9*

- **Light:** Total darkness.
- **Sound:** Distant hisses and inhuman screams cut the quiet. Echoes of dripping water.
- **Encounters:** For every 10 minutes the PCs spend here, or whenever they make a loud noise, there's a 15% chance of a random encounter (Warrens Encounters, *Appendix C*).
- **Lunar spider web:** Durable as steel, very sticky. AC 18, 20 HP. DC 15 Strength check to escape after contact. Vulnerable to fire.

### AREA 8: TELEPORT ROOM

- Ten feet of dense, silver **web** covers the tunnel mouth leading into this cramped, humid cave. The other side of the web is barely visible through the thick strands.
- A blue **circle** washes the cave in a soft glow.

### DEVELOPMENT

- Burning the lunar spider **webs** causes a huge blaze and an automatic random encounter.
- The **circle** teleports those who step inside to Area 1 in *The Chronicle* (circle B).

### AREA 9: THE CHASM

- The chasm ends in a gritty, stone floor choked with stalagmites and thin, white dust.
- Tunnels burrow into the pockmarked walls.

### DEVELOPMENT

- A dented **orb** lies under a mound of dust along the western wall. A cracked seam down its center reveals a perfect diamond inside (worth 5,000 gp). The orb radiates an abjuration aura under a *detect magic* spell. Removing the diamond causes the orb to emit an extremely loud siren for 10 minutes.
- Numerous **trails** crisscross the dust. Most are from eight-legged, scuttling creatures.
- **Human footprints** and drops of red blood lead from a round disturbance in the dust toward the northeast tunnel.

### TRANSITION

- Circle B leads to Area 1 in *Black Diamond*.
- For Areas 10-11, go to *Hiding Prince*.
- For Areas 12-14, go to *Brood Queen*.
- For Areas 15-16, go to *Water Caves*.
- Ascending the chasm exits into Area 4 in *North Ruins*.



## HIDING PRINCE

### *Exploration in Areas 10-11*

- **Light:** Total darkness.
- **Sound:** Distant screams. Ardo's whimpering in Area 10 audible with DC 16 Perception.
- **Encounters:** For every 10 minutes the PCs spend here, or whenever they make a loud noise, there's a 15% chance of a random encounter (Warrens Encounters, *Appendix C*).
- **Lunar spider web:** Durable as steel, very sticky. AC 18, 20 HP. DC 15 Strength check to escape after contact. Vulnerable to fire.

### AREA 10: EXCREMENT CAVE

- Unraveling, silver webbing chokes the floor.
- Streaks of yellow-brown **muck** plaster the walls. The air swims with a sulfurous stench.

### DEVELOPMENT

- The webs are lunar spider webs.
- The **muck** is lunar spider excrement. It's paste-like, sulfurous, and highly flammable.
- **Ardo**, one of the Kyzian warrior-princes, hides here. He's stuck in lunar spider webs.

### **Ardo**, NE human **bandit captain**

*"I shouldn't have come here... demon spiders!"*

- *Appearance.* Bruised and cut. Covered in white dust and mustardy spider excrement.
- *Does.* Flinches and looks around wildly.
- *Secret.* Tried to kill Talj by pushing him off a floating rock. Slipped and fell in, instead.

### DRAMATIC QUESTION

Will the group get Ardo out safely?

### Treasure

One PC who looks through the mess of webs and excrement finds a corroded **immovable rod**. PCs who search the cave must pass a DC 13 Constitution save or contract **cackle fever**.



### AREA 11: HIBERNATION CAVE

- Six spinning, white **spiders** the size of horses dangle from the ceiling on silvery threads, their legs pulled together like fingers.

### DEVELOPMENT

- The six **lunar spiders** are hibernating for 1d4 days. Loud sounds or being touched wakes them. They are angry at the disturbance.

### TRANSITION

- For Areas 8-9, go to *Into The Rift*.
- For Areas 12-14, go to *Brood Queen*.
- For Areas 15-16, go to *Water Caves*.
- Ascending the chasm exits into Area 4 in *North Ruins*.

## BROOD QUEEN

### *Exploration in Areas 12-14*

- **Light:** Total darkness.
- **Sound:** Muffled cries of lens wizard prisoners in Area 13. Cracks and screams as brood queen in Area 14 devours living prey.
- **Encounters:** For every 10 minutes the PCs spend here, or whenever they make a loud noise, there's a 25% chance of a random encounter (Warrens Encounters, *Appendix C*).
- **Lunar spider web:** Durable as steel, very sticky. AC 19, 15 HP. DC 15 Strength check to escape after contact. Vulnerable to fire.

### AREA 12: SPIDER SHRINE

- A fat clump of webbing with eight long tendrils hangs from the ceiling. Chips of bone and purple rock cover it in a mosaic pattern.

### DEVELOPMENT

- The webbing is a totem in worship of the brood mother, Hssssk'a. Touching it bestows the **spider charm** (see *Appendix E*).

### AREA 13: FOOD STORAGE

- Four bundles of human-sized webbing thrash feebly on the floor. Their muffled cries are in a staccato language.

### DEVELOPMENT

- Four living **lens wizards** are wrapped in lunar spider webs (generate NPC details in *Appendix D*, if needed). They're grateful to be freed and know a **power core** is in Area 16.

### AREA 14: BROOD QUEEN CAVE

- A towering, purple-mottled **spider** sits among piles of bones and carnage. She devours a lifeless, grey being with a glass skull that houses a single eye.
- Four smaller, white spiders watch the larger one eat. They are frozen in rapture.

### DEVELOPMENT

- The lunar spider brood queen, **Hssssk'a**, is devouring a lens wizard prisoner.
- She's suspicious of humanoid intruders but will **parlay** before resorting to violence.
- She and her four **lunar spider** mates savagely **attack** anyone who attacks them. 2d6 more **lunar spiders** come at her call in 1d4 rounds.
- Hssssk'a wants the lens wizards' **power core** and will ally to obtain it.
- She says the lens wizards' magic prevents her brood from ethereally traveling through the walls to assault the wizards' **stronghold**.

**Hssssk'a**, CN **lunar spider**, 18 INT

*"We have evolved. And we will do so again."*

- **Appearance.** Large, purple-mottled carapace. Gore dripping from her fangs.
- **Does.** Tears at food, even while speaking.
- **Secret.** Plans to take over the entire jungle moon after defeating the lens wizards.



### DRAMATIC QUESTION

Can the PCs ally with or defeat Hssssk'a?

### TRANSITION

- For Areas 8-9, go to *Into The Rift*.
- For Areas 10-11, go to *Hiding Prince*.
- For Areas 15-16, go to *Water Caves*.

## WATER CAVES

### *Exploration in Areas 15-16*

- **Light:** Total darkness in Area 15. Neon-green glow (low light) in Area 16.
- **Sound:** Loud, sloshing water.
- **Encounters:** For every 10 minutes the PCs spend here, or whenever they make a loud noise, there's a 20% chance of a random encounter (Warrens Encounters, *Appendix C*).
- **Lunar spider web:** Durable as steel, very sticky. AC 18, 20 HP. DC 15 Strength check to escape after contact. Vulnerable to fire.

### AREA 15: ACID POOLS

- Dozens of hulking, pale **spiders** crouch in the waist-high, steaming water that fills the cave.
- The water has a green tinge and smells sour.

### DEVELOPMENT

- Most of the lunar spiders are actually cast-off **husks** shed in the acidic water. PCs spot the 1d4 real **lunar spiders** with a successful DC 16 Wisdom (Perception) check.
- The **water** deals 2d8 acid damage per round to organic material.
- 1d4 new lunar spiders come here each hour.

### Treasure

Beneath the water is a 500 gp golden arm cuff studded with topaz and Kyzian horse designs.

### AREA 16: BROOD ROOM

- Three massive, albino spiders step carefully among a floating field of round **eggs**. They occasionally stop to tap an egg and turn it.
- Knee-high, clear water bubbles and steams inside the cave.
- A neon-green **glow** emanates from the center of the egg nest.

### DEVELOPMENT

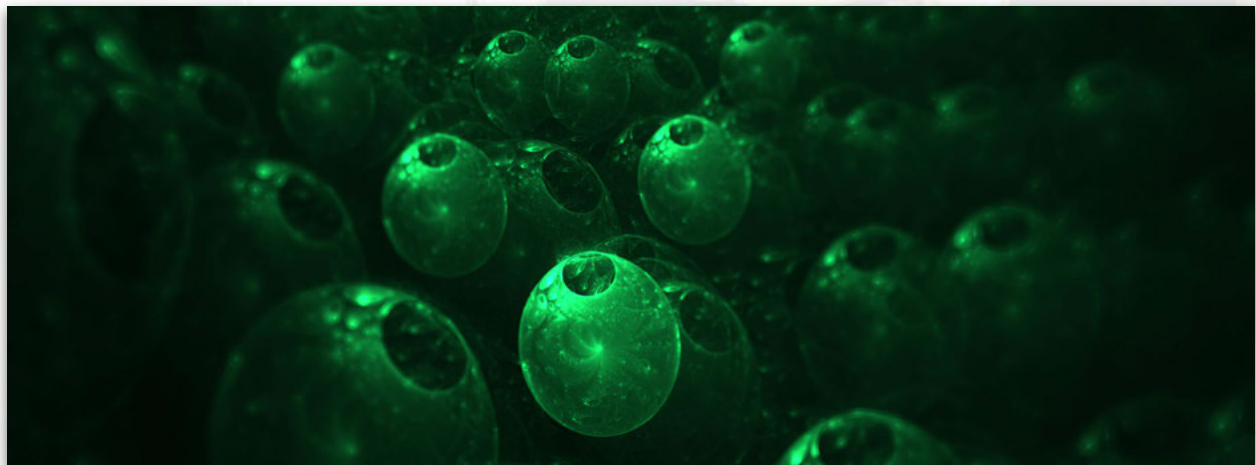
- There are 200 lunar spider **eggs** laid by Hssssk'a (Area 14). 2d6 hatch every hour. Treat each hatchling group as a *swarm of insects*. Most hatchlings devour each other over time. Each egg has 12 AC and 5 HP.
- The **water** is pleasantly warm. Sloshing through it causes disadvantage on Dexterity (Stealth) checks.
- The three adult **lunar spiders** are protective of the green **power core** and eggs. They attack unknown intruders on sight.
- The 1d4 **lunar spiders** in Area 15 arrive here in one round at the sound of battle.

### Treasure

*The Chronicle's* green power core is nestled among the eggs (see *Appendix E*).

### TRANSITION

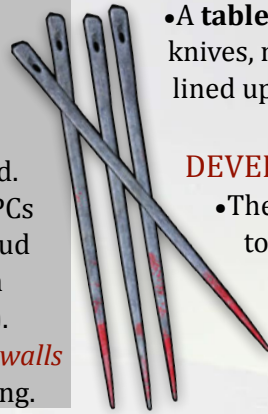
- For Areas 8-9, go to *Into The Rift*.
- For Areas 10-11, go to *Hiding Prince*.
- For Areas 12-14, go to *Brood Queen*.



## CENTRAL HUB

### *Exploration in Areas 17-20*

- **Light:** Bright light from magical wall sconces.
- **Sound:** Low, mechanical hum. Distant clanks and whooshing sounds.
- **Doors:** Unlocked unless otherwise noted.
- **Encounters:** For every 10 minutes the PCs spend here, or whenever they make a loud noise, there's a 20% chance of a random encounter (Lab Encounters, *Appendix C*).
- **Forcefield:** The node in Area 25 causes *walls of force* to line the walls, floors, and ceiling.



### AREA 17: MAIN HUB

- Smooth, metallic panels cover the floors. The air is chilly and sterile.
- Four panes of **glass** hang on each wall.

#### DEVELOPMENT

- The glass is enchanted to scroll between silent views of Areas 18, 20, 21, and 23.

### AREA 18: LOUNGE

- Four grey-skinned **beings** in robes recline on plush chaise lounges. Their crystalline skulls each house a single, enormous eye. They breathe steadily and stare off into space.

#### DEVELOPMENT

- The four **lens wizards** are deeply **asleep**. They will each answer 1d4 questions in their sleep but wake up if asked more than that.
- Beneath each lounge is a combination **lockbox**. The locks open with a successful DC 20 Dexterity check with thieves' tools.

#### Treasure

Inside the lockbox beneath each lens wizard is a handful of trinkets, including a silk skull-polishing cloth and a locket with a painting of a green-eyed lens wizard. One of these boxes contains a *crystal ball of true seeing*.

### AREA 19: MEDICAL BAY

- Two shiny, steel carts sit on either side of a thin floor grate. The air smells of burned hair.
- A **table** at the back has an array of tiny knives, needles, and sharpened hooks neatly lined up along its surface.

#### DEVELOPMENT

- The knives on the **table** are enchanted to fly and slice flesh. If touched, 1d4 of them come alive as Tiny objects per the *animate objects* spell. They rain cuts on the nearest creature.

#### Treasure

- A cabinet holds two *potions of superior healing*.

### AREA 20: MOLD FARM

- Three glass-skulled humanoids use rakes to till a field of spongy, yellow **mold**. They wear bright orange cloaks and black triangle mouth-coverings with grills.
- Two large, metal **chest** sit beside the door.

#### DEVELOPMENT

- There are always at least three **lens wizards** here tending the mold field.
- The **mold** is toxic before being boiled into a nutritious paste. Anyone who breathes the open air in this room must pass a DC 17 Constitution save each round or take 4d10 poison damage (half on a success).
- Each **chest** contains four orange, waterproof cloaks and four black respirators that grant immunity to inhaled poisons while worn.
- PCs find a **secret door** in the wall with a successful DC 20 Wisdom (Perception) check.

#### TRANSITION

- The secret door opens to a long, stone stairway ascending to Area 7 in *South Ruins*.
- For Areas 21-22, go to *Trash and Treasure*.
- For Areas 23-24, go to *Captured Prince*.
- For Areas 25-26, go to *Astronomy Lab*.

## TRASH AND TREASURE

### Exploration in Areas 21-22

- **Light:** Bright light from magical wall sconces.
- **Sound:** Still silence. Deep, mechanical hum.
- **Doors:** Unlocked unless otherwise noted.
- **Encounters:** For every 10 minutes the PCs spend here, or whenever they make a loud noise, there's a 15% chance of a random encounter (Lab Encounters, *Appendix C*).
- **Forcefield:** The node in *Area 25* causes *walls of force* to line the walls, floors, and ceiling.

### AREA 21: GOLEM LAB

- Racks, drawers, and shelves hold a variety of stone and metal limbs. Several half-built statues are rigged up on steel frames.
- One of the **statues** is nearly complete, missing only its left leg. It wears two star-shaped, metal amulets around its neck.

### DEVELOPMENT

- The nearly complete statue is a **shield guardian** named **Stilk**. It states its name and status if anyone comes within five feet of it.
- Stilk's permanent **binding** will be complete when a humanoid places a drop of their blood on Stilk's tongue while wearing one of Stilk's amulets. Stilk binds to that person.

#### Stilk R6-93, N **shield guardian**

*"Stilk R6-93, binding status: Pending."*

- **Appearance.** Hulking build. Silver and moon-rock limbs. Emerald eyes.
- **Does.** Jerkily hop-walks unless given a leg.
- **Secret.** Knows the lens wizards seek the **power cores** to amplify their telescope.

### Treasure

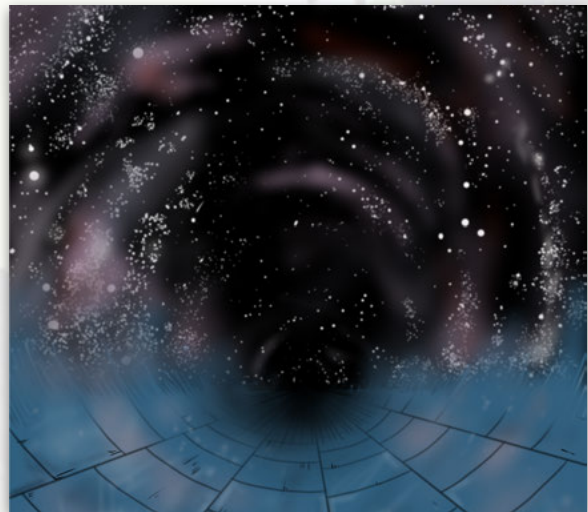
A drawer contains 12 opals cut into the shapes of molars, each worth 100 gp. Another has 6 eye-shaped emeralds worth 200 gp each and 4 tongue-shaped rubies worth 500 gp each.

### AREA 22: TRASH EJECTOR

- This chamber's metallic wall panels fade up into a starry field of unfathomable height.
- Twisted scraps of metal with deep gouges and dents litter the floor.
- A red, triangle-shaped **button** next to each door flares with a dim, strobing light.

### DEVELOPMENT

- Pushing one of the **buttons** causes the wall lights to flash red in time with a blaring siren. One round later, metal panels slide down over the doors, locking them (Strength check DC 20 to lift or Dexterity DC 20 to unlock).
- In **two rounds**, the room is targeted with a **reverse gravity** spell. An unanchored creature who succeeds on a DC 18 Dexterity save grabs the edge of a wall panel or door frame, avoiding the spell's effects. On a failure, the creature rockets up a starry, 500-foot tunnel, hitting a pulping grate and taking 20d6 slashing damage. If the creature survives, it falls back to the floor, taking 20d6 bludgeoning damage. The trash ejector deactivates and the door panels retract.



### TRANSITION

- For Areas 17-20, go to *Central Hub*.
- For Areas 23-24, go to *Captured Prince*.
- For Areas 25-26, go to *Astronomy Lab*.

## CAPTURED PRINCE

### Exploration in Areas 23-24

- **Light:** Bright light from magical wall sconces.
- **Sound:** Occasional rumbling of the turning telescope in Area 26.
- **Doors:** Unlocked unless otherwise noted.
- **Encounters:** For every 10 minutes the PCs spend here, or whenever they make a loud noise, there's a 15% chance of a random encounter (Lab Encounters, *Appendix C*).
- **Forcefield:** The node in *Area 25* causes *walls of force* to line the walls, floors, and ceiling.

### AREA 23: TELEPORT ROOM

- A blue **circle** on the floor reflects in the steel panels covering the room. The air is cold and tastes metallic.

### DEVELOPMENT

- The **circle** teleports those who step inside to Area 1 in *The Chronicle* (circle C).



### AREA 24: PRISONERS

- Two humanoid **statues** carved of moon-rock stand in front of two cubes of translucent light. Each statue has a blue orb in its chest.
- Inside the cubes are a gigantic, albino **spider** and a **human** man lying near a floor grate.

### DEVELOPMENT

- The man is **Talj**, one of the Kyzian princes.
- The spider is **Skissss**, a disloyal **lunar spider**.
- The **statues** are **stone golems**. Their blue orbs deactivate the *forcecage* each one guards. The golems accept commands by lens wizards in the Astrologic language. They attack anyone trying to free the prisoners.

#### Talj, NG human **bandit captain**

*"Those chattering eye-things took me prisoner!"*

- *Appearance.* Dark circles under eyes. Red sash. Gold amulet of a rearing, Kyzian steed.
- *Does.* Weeps at the sight of rescuers.
- *Secret.* Fears his people will see him as weak if he turns down any challenges.

#### Skissss, CN **lunar spider**

*"Please! I know much about this place. Help me!"*

- *Appearance.* White, chitinous plates on his body and eight milky eyes.
- *Does.* Begs to be released, saying he'll tell his queen the PCs are heroes and allies.
- *Secret.* Tried to join forces with the lens wizards in exchange for arcane teachings.

### DRAMATIC QUESTION

Will the group get Talj out safely?

### TRANSITION

- For Areas 17-20, go to *Central Hub*.
- For Areas 21-22, go to *Trash and Treasure*.
- For Areas 25-26, go to *Astronomy Lab*.

## ASTRONOMY LAB

### Exploration in Areas 25-26

- **Light:** Bright light from magical wall sconces.
- **Sound:** Loud rumbling as the telescope in Area 26 spins on its platform.
- **Doors:** Unlocked unless otherwise noted.
- **Forcefield:** The node in Area 25 causes *walls of force* to line the walls, floors, and ceiling.

### AREA 25: FORCEFIELD NODE

- Four beings with a single, large eye in their glasslike skulls stand around an apple-sized **sapphire** floating over a metallic bowl.
- The beings scribble notes, tap the gem with delicate instruments, and jabber to each other.

### DEVELOPMENT

- The floating sapphire is the **forcefield node**, the source of the *walls of force* in Areas 17-26. If the sapphire is removed from where it floats, the *walls of force* disappear.
- If the *walls of force* are **deactivated**, 1d4 hostile **lunar spiders** appear in a random room every minute until 25 have appeared or they capture the blue power core in Area 26.
- The **lens wizards** defend the node with their lives, casting *resilient sphere* on it and using *hold monster* and *telekinesis* to keep attackers at bay. If they shout for **help**, the four lens wizards in Area 26 arrive in one round.

### Treasure

The sapphire is worth 2,000 gp.

### AREA 26: GRAND OBSERVATORY

- A titanic nest of metal **tubes** rises from a rotating platform. Among the tubes, a massive, bloodshot eye in a glass orb points at the ceiling. A blue **light** flares from a hand-sized hole on the contraption's base.
- The domed **ceiling** displays a vast field of twinkling stars and feathery galaxies. As the tube's base rotates, the ceiling display shifts.
- Four **humanoids** with many-fingered hands and transparent skulls stare at the ceiling. They scrawl notes and make awed sounds.



### DEVELOPMENT

- The four **lens wizards** in this room are **hostile** toward any non-lens wizard visitors. If under attack, they shout for **help**, and the four lens wizards in Area 25 arrive in one round.
- The nest of **tubes** is a massive telescope. As an action, the telescope can rearrange its

physical configuration, transforming into a Gargantuan **iron golem**, or back into a telescope. It transforms and attacks any creatures who threaten the lens wizards. It can't leave this room due to its size.

- *The Chronicle's* **blue power core** (*Appendix E*) is in a port on the base of the telescope.

### TRANSITION

- For Areas 17-20, go to *Central Hub*.
- For Areas 21-22, go to *Trash and Treasure*.
- For Areas 23-24, go to *Captured Prince*.
- When the adventure ends, go to *Aftermath*.



## AFTERMATH

### THE KYZIAN WARRIOR-PRINCES

---

- If **both** Ardo and Talj return to their people safely, the tension between the tribes eases and war is averted. The Kyzians give each PC a roc egg and regard them as folk heroes. Zaya Torm writes a ballad in their honor.
- If only **Talj** returns alive, he is able to calm tensions after a week, and the Kyzians settle into an uneasy peace. They award each PC a roc egg. If only **Ardo** returns alive, his tribe begins making isolated attacks on traveling merchants and Talj's tribe, destabilizing trade on the Bronze Caravan route.
- If **neither** warrior-prince returns alive, the tribes descend into open war, halting trade along the Bronze Caravan route. Dangerous gangs of bandits and rabble take over the paths through the Dhalpurna Mountains, and the Kyzian tribes suffer great loss of life.

### THE POWER CORES

---

- If the **lunar spiders** take possession of all three power cores, Hssssk'a uses their combined might to raise all the lunar spiders' Intelligence scores to 20 and hers to 25. She becomes an **archmage** and mighty warlord over the next year, quickly overtaking the entire jungle moon. If the characters helped, she views them as strategic allies and will assist them when called upon.
- If the **lens wizards** acquire all three power cores, their magic becomes so amplified that they eventually route the lunar spiders. The lens wizards look deep into the center of the universe with their empowered telescope and see something so shocking that they abandon their lunar complex, taking the power cores and telescope with them.

### USING THE CHRONICLE

---

- If the characters use *The Chronicle*, it undoes one event within the last 1,000 years as instructed. Then, it goes completely inert for 1,000 years.
- The **power cores** shoot away from *The Chronicle* in random directions and also go completely inert for 1,000 years.
- The current generation of **lunar spiders** retain their intelligence, but future generations devolve into lower consciousness.
- The **lens wizards** lose their ability to see into deeper space with their telescope.

### THE GATE

---

- **Destroying** the gate in Area 1 cuts off the connection to the caves beneath the jungle moon. The characters can still travel there using *teleport* or *gate* depending on whether the GM places the location on the Material Plane or another plane of existence.
- If the characters leave the gate **intact**, it remains functional. The Kyzians regard it as a taboo area and keep its location a secret.

### FUTURE ADVENTURE HOOKS

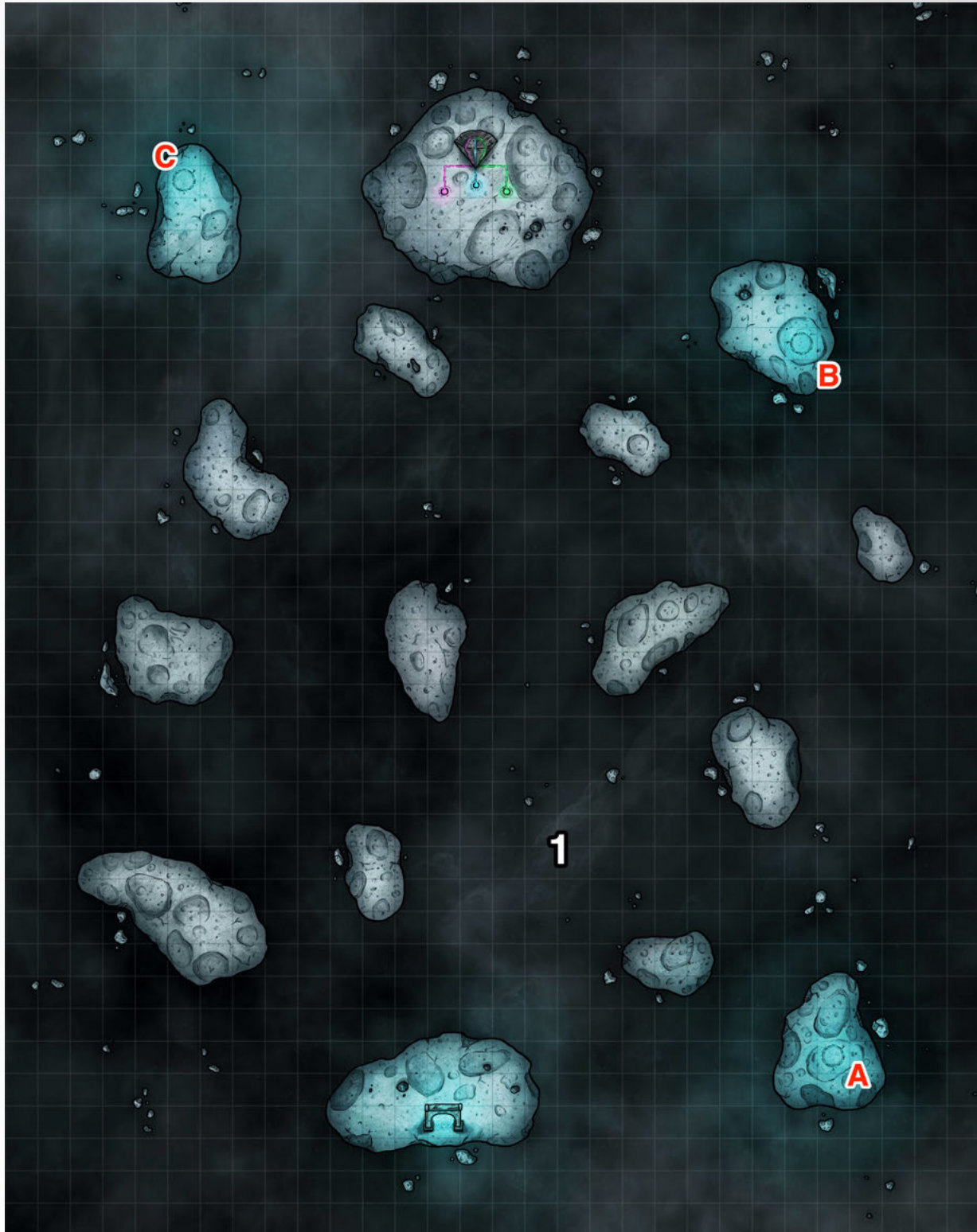
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- **Hssssk'a** reaches out to the characters with a request — help her overtake a nearby moon and defeat the **lich** warlord who controls it and threatens her reign.
- The lens wizards ask the characters to travel to a planet in a vessel they provide, find a book called *The Bleak Tome*, and bring it to them. The fate of the universe depends upon what is written in its grim pages.
- If the Kyzian tribes descended into **war**, the characters might be able to help restore peace and also protect the extremely lucrative Bronze Caravan trade route that is the lifeblood of many peoples and kingdoms.
- Another **gate** is found in a distant, black sand desert...

# APPENDIX A: MAPS

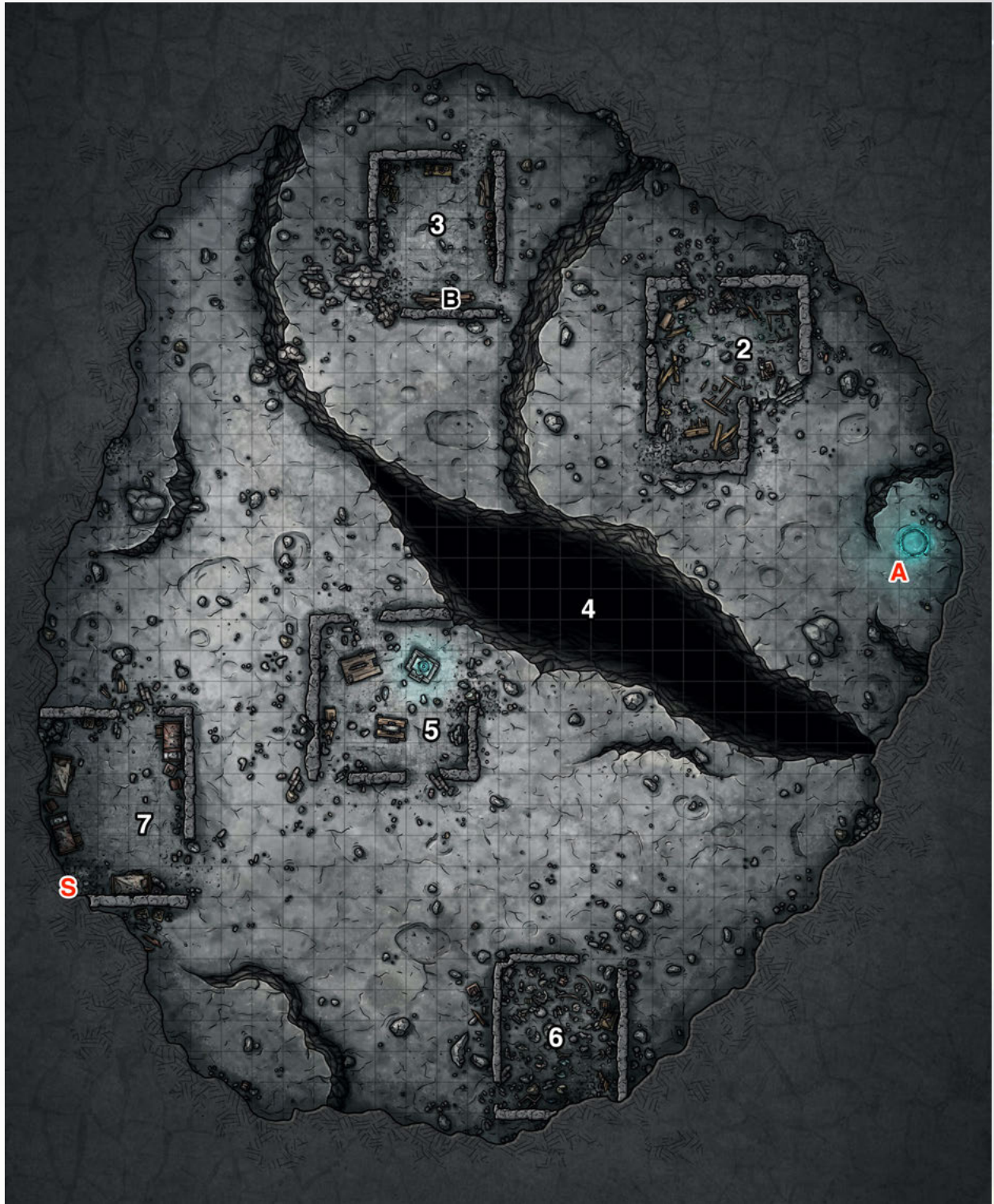
## THE CHRONICLE

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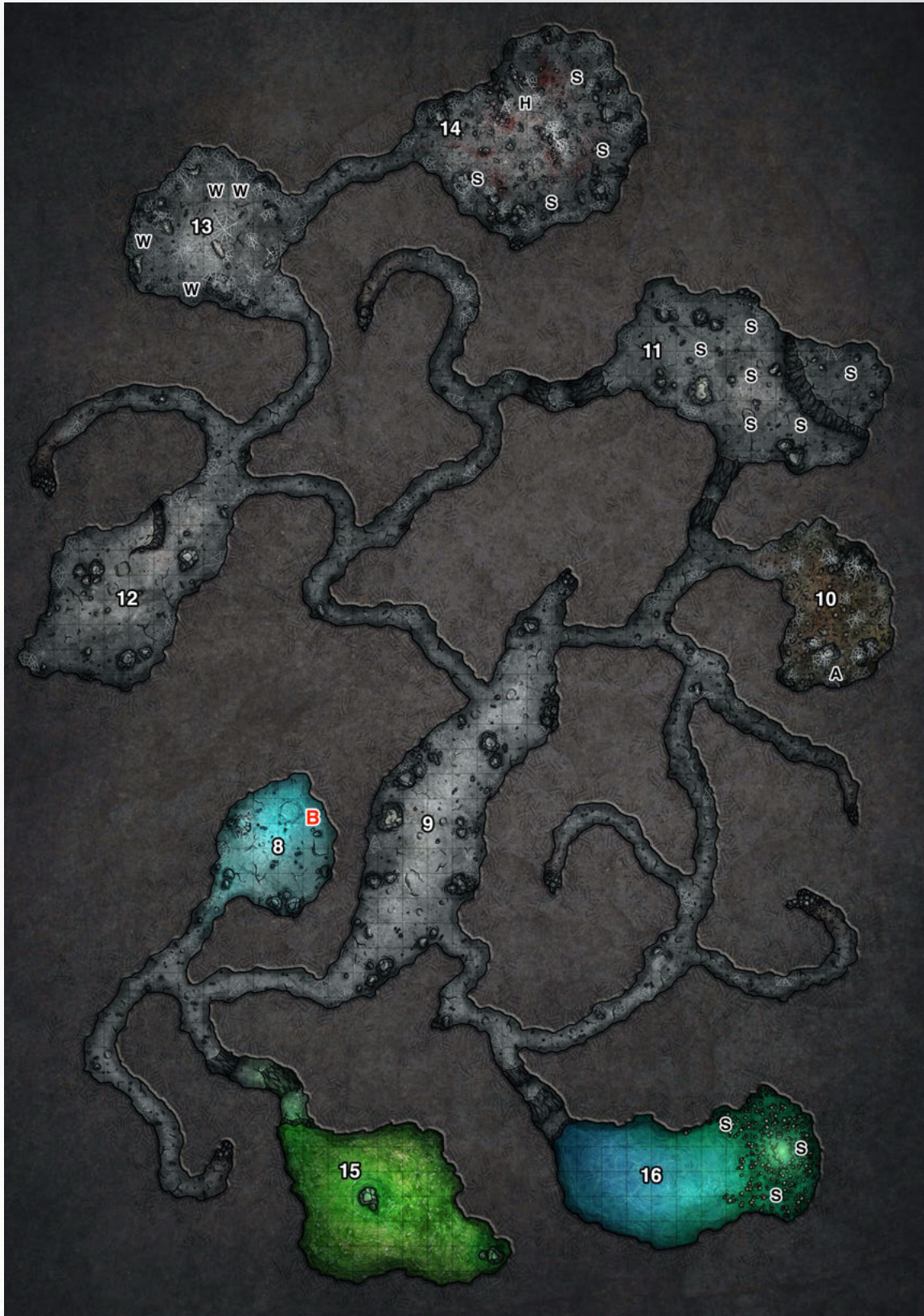


## CAVERN FLOOR

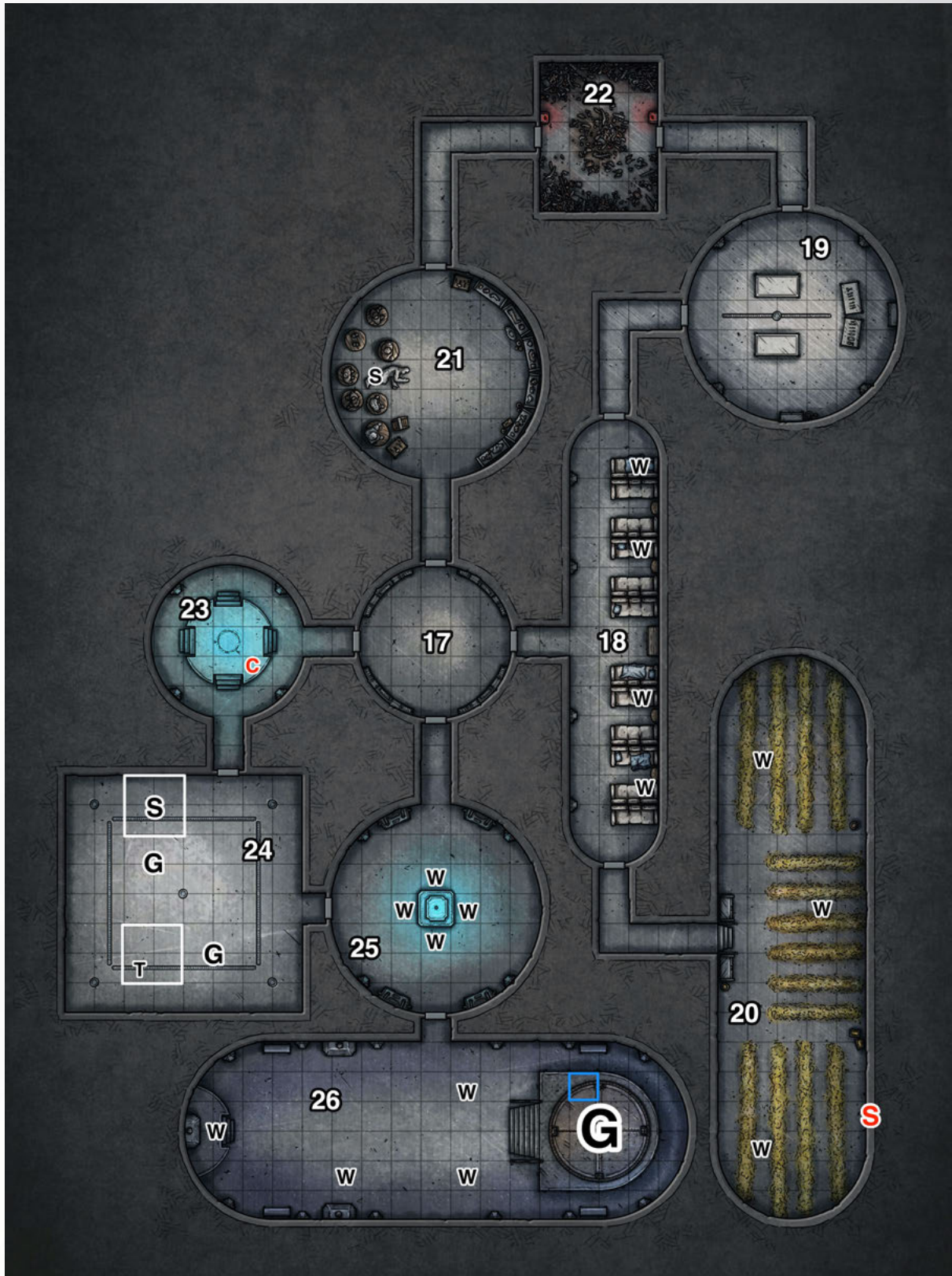
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# LUNAR SPIDER WARRENS



# LENS WIZARD LABS



## APPENDIX B: NEW MONSTERS

### Lens Wizard

The grey-skinned, robed being clasps its bony, many-fingered hands. It watches you with the large eye filling the dome of its translucent skull. Its gaze twitches over every small detail of your appearance, analyzing and assessing.

**Astronomer Wizards.** Lens wizards are masters of mind-bindingly complex cosmic magic. They hope one day to build a telescope powerful enough to observe the nexus of power that lies at the center of the universe.

**Space Travelers.** Lens wizards use their powerful intellects to build spacefaring vehicles fueled by science and magic. They've established several outposts on different worlds to study the stars and hunt for artifacts useful to their goals.

### LENS WIZARD

*Medium humanoid (lens wizard), lawful neutral*

**Armor Class** 12

**Hit Points** 88 (16d8 + 16)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	20 (+5)	16 (+3)	12 (+1)

---

**Skills** Arcana +8, Perception +9

**Damage Vulnerabilities** bludgeoning

**Senses** passive Perception 19

**Languages** Astrologic, Common, Primordial

**Challenge** 7 (2,900 XP)

**Telescopic Vision.** The lens wizard has advantage on all Wisdom (Perception) checks that rely on sight.

**Spellcasting.** The lens wizard is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The lens wizard has the following spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, message, shocking grasp*

1st level (4 slots): *detect magic, magic missile, shield*

2nd level (3 slots): *invisibility, levitate*

3rd level (3 slots): *counterspell, dispel magic, fly, lightning bolt, tongues*

4th level (3 slots): *arcane eye, fabricate, resilient sphere*

5th level (2 slots): *hold monster, telekinesis*

### Lunar Spider

A pale arachnid the size of a horse scuttles down the ceiling of the tunnel. It suddenly disappears as if it were never there, but you can still sense its milky eyes watching you.

**Cosmic Phase Spiders.** Lunar spiders are distant descendants of phase spiders who traveled ethereally through the far reaches of space. They form colonies in subterranean caves of small planets and conduct occasional surface raids.

### LUNAR SPIDER

*Large monstrosity, chaotic neutral*

**Armor Class** 16 (natural armor)

**Hit Points** 110 (13d10 + 39)

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

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	15 (+2)	12 (+1)	8 (-1)

---

**Saving Throws** Dex +6, Wis +4

**Skills** Stealth +9

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

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

**Ethereal Jaunt.** As a bonus action, the lunar spider can magically shift to the Ethereal Plane, or vice versa.

**Spider Climb.** The lunar spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Walker.** The lunar spider ignores movement restrictions caused by webbing.

### ACTIONS

**Multiattack.** The lunar spider makes two Bite attacks or one Bite and one Steel Web attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage and the target must make a DC 14 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one.

**Steel Web (Recharge 5-6).** *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 15 Strength check, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 18, 20 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

## Moon Worm

The earth trembles, and a pearlescent worm the size of a castle keep bursts forth. It rears above you, rivers of moon dust falling from its spinning maw.

**Moon Burrowers.** Moon worms churn beneath the surface of celestial rocks, creating enormous networks of tunnels. Only about 25-30 of these titanic worms inhabit each moon or asteroid. They rely on void bats to symbiotically transport their glowing eggs across space to new locations.

**Curious.** Moon worms are intelligent creatures and are curious about unfamiliar beings.

### MOON WORM

*Gargantuan monstrosity, unaligned*

**Armor Class** 18 (natural armor)  
**Hit Points** 231 (14d20 + 84)  
**Speed** 50 ft., burrow 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	7 (-2)	12 (+1)	4 (-3)

---

**Saving Throws** Con +12, Int +4  
**Senses** blindsight 30 ft., tremorsense 60 ft., passive Perception 11  
**Languages** —  
**Challenge** 18 (20,000 XP)

**Legendary Resistance (3/Day).** If the moon worm fails a saving throw, it can choose to succeed instead.

**Tunneler.** The moon worm can burrow through solid rock at half its burrow speed. A fully-grown moon worm leaves a 10-foot diameter tunnel in its wake.

**Reflective Shell.** The moon worm's pearly shell has a 30% chance of reflecting a line spell, a *magic missile* spell, or a spell that requires a ranged attack roll. The spell reflects back at the caster as though it originated from the moon worm, turning the caster into the target.

### ACTIONS

**Multiattack.** The moon worm makes three melee attacks.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 35 (4d12 + 9) piercing damage. If the target is a creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained and the moon worm can't bite another target.

**Slam.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage.

## Void Bat

Glossy, black wings unfurl to reveal an eyeless, toothy head with rows of earholes. The beast unleashes an echoing, disorienting scream.

**Space Fliers.** Void bats travel between moons and planets, propelling themselves through space with blasts of energy generated by their screams.

**Bat Roosts.** Void bats roost together in caves and crags, basking near the ambient light sources they need for nourishment. They hibernate for long stretches while preparing for space flight and are particularly irritable if disturbed while sleeping.

### VOID BAT

*Large beast, unaligned*

**Armor Class** 18 (natural armor)  
**Hit Points** 120 (16d10 + 32)  
**Speed** 10 ft., fly 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	14 (+2)	3 (-4)	12 (+1)	4 (-3)

---

**Damage Resistances** cold  
**Condition Immunities** blinded  
**Senses** blindsight 60 ft., passive Perception 11  
**Languages** —  
**Challenge** 8 (3,900 XP)

**Echolocation.** The void bat can't use its blindsight while deafened.

**Keen Hearing.** The void bat has advantage on Wisdom (Perception) checks that rely on hearing.

**Knockback.** On a successful melee attack, the void bat may choose to forgo dealing damage and instead push the target up to 15 feet.

**Void Traveler.** Void bats do not need to breathe. They absorb ambient light through their hide for sustenance.

### ACTIONS

**Multiattack.** The void bat makes three Bite attacks.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

**Sonic Scream (Recharge 5-6).** The void bat unleashes a reverberating scream in a 30-foot cone. Each creature in the area must make a DC 13 Constitution saving throw, taking 45 (10d8) thunder damage on a failed save, or half on a successful save. On a failed save, the target is also paralyzed until the end of its next turn.

## APPENDIX C: ENCOUNTER TABLES

- If the PCs have made enemies, those creatures are always hostile when encountered. Otherwise, roll on the **Reaction** table for a creature's starting attitude.
- Roll on the **Starting Distance** table to determine how far from the PCs an encounter appears.
- Roll on the **Activity** table for what a creature is doing when the PCs encounter it, if needed.

### RUINS ENCOUNTERS

D8	Detail
1	A curious <b>moon worm</b>
2	A flickering <b>major image</b> of a moon worm projected by an oxidized orb
3	A rusty, motion-activated <b>homunculus</b>
4	1d4 nervous <b>lens wizards</b>
5	A hungry <b>moon worm</b>
6	1d4 aggressive <b>lunar spiders</b>
7	An injured <b>void bat</b>
8	Reroll twice; two groups in conflict

### WARRENS ENCOUNTERS

D8	Detail
1	A carpet of lunar spider hatchlings ( <b>swarm of insects</b> ) and their guardian
2	A lost and terrified <b>lens wizard</b>
3	1d4 lunar spider husks that seem alive
4	1d4 panicked <b>void bats</b>
5	1d4 distracted <b>lunar spiders</b>
6	A blocking patch of lunar spider webs
7	1d6 confident <b>lunar spiders</b>
8	A <b>moon worm</b> bursts through the wall

### LAB ENCOUNTERS

D8	Detail
1	A <b>lens wizard</b> wrestling a moon worm hatchling ( <b>giant centipede</b> ) onto a cart
2	A <b>forcecage</b> trap that lasts 10 minutes
3	1d4 <b>lens wizards</b> debating a calculation
4	A <b>forcecage</b> -trapped <b>lunar spider</b>
5	2 <b>lens wizard</b> mold farmers with rakes
6	A lens wizard eye in a rolling glass orb
7	A <b>stone golem</b> guard made of moon rock
8	2 <b>lens wizards</b> and 2 <b>shield guardians</b>

### REACTION

D6	Detail
1-3	Hostile
4-5	Indifferent
6	Friendly

### STARTING DISTANCE

D6	Detail
1-2	20 feet away
3-5	40 feet away
6	60 feet away

### ACTIVITY

D6	Detail
1-2	Patrolling/guarding
3-4	Searching/hunting
5	Hiding/fleeing
6	Resting/eating



## APPENDIX D: NPC GENERATORS

### ROLEPLAYING CUES

- **Lens wizards** fidget and chatter in their staccato language (Astrologic) about what to do or say before addressing the PCs.
- **Lunar spiders** make blunt observations (“you look weak, you smell strange, you are glowing”). They ask a lot of questions.

### MOTIVATIONS

- Lens wizards and lunar spiders despise each other. Each group wants all the **power cores**.
- The lens wizards know there is a lost **third power core**. Neither group knows what *The Chronicle* does nor where Area 1’s gate goes.
- Both groups are receptive to an **alliance** but immediately become hostile at violence.

### LENS WIZARD GENERATOR

3D12	Name	Trait	Secret
1	Fitz	Twitchy	Lonely
2	Tak	Bloodshot eye	Feels bad for spiders
3	Blav	Ragged robes	Misses family
4	Pac	Crack in skull	Terrible at magic
5	Yim	Hums	Lies
6	Hak	Shrill voice	Hates Yim
7	Roke	Shuffle walks	Likes mold gardening
8	Bolk	Itchy	Kleptomaniac
9	Zar	Stares	Loves Blav
10	Jat	Suspicious	Afraid of dark
11	Lort	Taps everything	Knows about <i>The Chronicle</i>
12	Krent	Won’t speak	Betrayed Roke

### LUNAR SPIDER GENERATOR

3D12	Name	Trait	Secret
1	Hiss’ok	Aggressive	Mad at Chikki
2	Shaaaal	Curious	Likes puns
3	Traskk	Sensitive	Loves Srasska
4	Rrassss	Blue spots	Can be bribed with food
5	Chikki	Missing leg	Fears lens wizards
6	Srasska	Green eyes	Religious
7	Trisssss	Jokester	Lies
8	Foss’ok	Rubs forelegs	Has sorcerous talent
9	Hrrrrra	Gets too close	Wants to adventure
10	Shisssss	Grim	Murderous
11	Chik’is	Playful	Idolizes Foss’ok
12	Shaaaa	Jumpy	Dislikes violence



## APPENDIX E: NEW MAGIC ITEMS

### THE CHRONICLE

*Wondrous item, artifact*

A human-sized, black diamond of polished obsidian stands silently on its point. Three parallel lines of neon blue, green, and pink run down its center into three hand-sized holes in the ground.

Touching *The Chronicle* causes a creature to relive vivid experiences from its past. That creature must pass a DC 18 Charisma save or be stunned for 1d4 rounds. After that, whether the creature passed or failed, it is immune to this effect for the next 24 hours.

*The Chronicle* has three power cores, each matching its blue, green, and pink lines. If each of *The Chronicle's* power cores is placed into the matching holes in front of it, it activates and begins humming.

While *The Chronicle* is activated, a creature can touch it and command it to undo any single event that occurred within the last 1,000 years that has a plausible alternative outcome. For example, *The Chronicle* can undo the birth of an enemy, the killing blow that struck an ally, or the casting of an apocalyptic spell. *The Chronicle* enacts this command in a mighty rush of wind and the trembling of earth. The multiverse adjusts to fit this new reality as determined by the GM.

After *The Chronicle* completes its commanded task, its power cores rocket away in three random directions. *The Chronicle* and its three power cores then go inert for 1,000 years and cannot be used.

### SPIDER CHARM

This charm allows you to cast the *spider climb* spell as a bonus action targeting yourself. The spell lasts for an hour without you needing to maintain concentration.

Once used three times, this charm vanishes from you.

### BLUE POWER CORE

*Wondrous item, legendary*

This hand-sized, round tube with pointed ends glows neon blue and is unexpectedly heavy.

This magical object is one of three power cores that activates *The Chronicle*.

The blue power core magically enhances arcane power. Under circumstances determined by the GM, it can double the numerical effects of a spell, magic item, or magical ability.

### GREEN POWER CORE

*Wondrous item, legendary*

This hand-sized, round tube with pointed ends glows neon green and is unexpectedly heavy.

This magical object is one of three power cores that activates *The Chronicle*.

The green power core magically imbues higher consciousness. Under circumstances determined by the GM, it can permanently raise a creature's Intelligence score by 12 points if the creature's Intelligence score is 6 or lower.

### PINK POWER CORE

*Wondrous item, legendary*

This hand-sized, round tube with pointed ends glows neon pink and is unexpectedly heavy.

This magical object is one of three power cores that activates *The Chronicle*.

The pink power core magically affects the flow of time. Under circumstances determined by the GM, the pink power core can be used to stop, reverse, or speed time for 1d6 rounds.

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