



OLD BONES AND OLDER TOMES

The sages of Candlekeep have come calling. They've come to Port Nyanzaru on the trail of a colleague. He came to the jungle to pursue his studies in solitude some twenty years ago, but within the last year, his regular communications have fallen silent. They are in search of brave (and discrete) adventurers to escort them around the peninsula for a health and welfare check. Are you brave and discrete enough for the job?

A Four-Hour Adventure for 11th-16th Level Characters



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INTRODUCTION

Welcome to *Old Bones and Older Tomes*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

This adventure takes place in southern Chult in the Valley of Dread near the Sanrach Mountains.

This adventure is designed for **three to seven 11th-16th level characters** and is optimized for **five characters with an average party level (APL) of 13th**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

This wisdom and intelligence is not all-powerful, nor does it extend to the ends of the universe—it is but a sampling of all that is to be had. Such is the realm of my wisdom, the sphere of my power.

—Martek

ADVENTURE BACKGROUND

As a young monk at Candlekeep, Crannaston displayed extraordinary aptitude for the arcane. Socially, he was an outcast among his peers. Through the years, he would make efforts to gain their favor by displaying his skill, but it always resulted in making the situation worse. Eventually he gave up the pursuit and focused his efforts on increasing his own power to the point that no one would dare ridicule him.

Taking advantage of his access to the library, he sought a location in which he could continue his studies in solitude. He found this in a very unlikely place, the jungles of Chult. A small village named Mompono seemed to have everything he would need.

Being clever, he also found a way to access the restricted tomes. Here he found information not meant for a bitter mind. Stealing an important and restricted book simply titled Sammaster's Secret Notes, he left Candlekeep seeking the solitude needed to grow his power.

For years he lived among the Mompono tribe, even helping them develop a library of their own. He kept in touch with his colleagues to avoid raising suspicions surrounding the stolen tome. It is a collection of notes by a very powerful wizard who ultimately became a lich.

Recently, Crannaston's correspondence has fallen silent. Sent to confirm the important tome isn't in his possession, Candlekeep has assigned two Elders to check on him. While capable, they are far from hardened adventurers. An escort is definitely in order.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Crannaston (KRAN-uh-stun). A former student of Candlekeep that absconded with an evil tome.

Silent Tower. A sentient crystal tower that Crannaston has commandeered in southern Chult.

Octavius (ahk-TAY-vius) & Augustus (ah-GUST-us). Elders of Candlekeep sent to reclaim the stolen tome.

Ketram. Leader of the Mompono tribe.

DM TIPS

This adventure has several handouts related to puzzles. It is recommended that you have multiple copies. Groups without healing are advised to bring healing potions. This is not an adventure that can be easily run without preparation.

ADVENTURE OVERVIEW

This adventure begins in route to southern Chult and is broken down into five parts:

Part 1. The adventurers meet the sages and their guide while traveling to southern Chult.

Part 2. The group travels inland to find the ruined village and face strange skeletons.

Part 3. Once inside the tower, the group becomes trapped and must figure out how to escape.

Part 4. The adventurers must deal with a demon that guards the entrance to the upper chamber.

Part 5. The adventurers face Crannaston.

ADVENTURE HOOKS

Even as far south as Port Nyanzaru, the sages of Candlekeep are known and respected for their resources. Because of this, when the sages come calling, everyone is eager to assist.

Merchant Prince. The adventurers are asked by one of the merchant princes to represent him. If they agree to escort the sages as the prince's representative, he matches any fee they're paid. The Prince also serves as the quest giver if the players are not affiliated with a faction.

Faction Request. While escorting the sages into the jungle isn't the highest priority, faction leaders are aware of the tribe's knowledge. They would like you to find any information that might relate to the Yuan-ti.

Faction Assignment (Zhentarim). On the morning of departure, any Zhentarim adventurers find a note in their belongings.

"A Zhent agent was lost in the region in which you are going. He carried important maps that need to be recovered. Find them. --Po"

Secret Mission (Harpers). The Harpers are interested in the magic of the tower. If one or more adventurers are members of the Harpers, they are asked by their contact and guide, Liandra Boldblade, to help with this task. They are entrusted with powerful arcane probes to retrieve information about the magic infused in the tower. This mission is assigned in Part 1.

PART 1. SAGE BEFORE BEAUTY

Estimated Duration: 15 minutes

You are aboard a chartered ship, the Hellish Lust, bound for the southern coast of Chult. Your task is that of watching over two elder sages from Candlekeep. All you have to do is make sure they don't get hurt or get into trouble. The job promises to be an easy paycheck with the reward of having done a favor for Candlekeep; a good place to be. That said, if anything should happen to the sages, it won't look good.

The voyage is long and offers plenty of time for everyone to get to know one another. Take a moment to allow each of the characters to introduce themselves.

MEETING THE SAGES

During the voyage, the sages, **Augustus** and **Octavius**, take time with the adventurers to explain their reason for coming to Chult.

- They seek a former colleague from Candlekeep, a skilled wizard named Crannaston. They offer information from the first paragraph of the adventure background.
- Many years ago, he moved to a jungle village called Mompono.
- He had always kept regular communication, but now it's been about three years and they wish to check in on him.
- There is one small catch: some time after his departure, a tome was discovered to be missing. Because of his regular correspondence, Crannaston wasn't suspected of taking it. Since the book hasn't been found, now they're not so sure.
- The tome, Sammaster's Secret Notes, holds information that could lead one down a dark path.
- Since they have no idea what they'll find, they must be prepared for anything, which is where the adventurers come in.
- Octavius adds that they were fortunate to find the very guide that led Crannaston into the jungle. She captains the ship and has agreed to take them, at least part of the way, and give them what information she has about the location.
- The sages have agreed to pay the adventurers a 1,000 gp retainer and another 1,500 gp when they return safely—preferably with Crannaston in tow.

ROLEPLAYING ELDERS AUGUSTUS AND OCTAVIUS

These men are lifelong colleagues and argue like an old married couple. They're devoted friends, but one would

never know it. They love to insult and play practical jokes on one another. They appear as bumbling old men, but it's a fool who underestimates them. Give the players Handout 8. While there are opportunities for you to give information on the sage's behalf, allow the players to be responsible for the actions of the sages.

CAPT. LIANDRA

The ship's captain is the elvish guide and Harper contact, Captain Liandra Boldblade. She reveals the following information during the uneventful voyage:

- She led Crannaston into the valley twenty years ago. She's since returned once but has no interest in going back because of the miserable trek. However, she'll set you on the right path and tell you what to expect.
- There are two villages in the valley. The people of Mompono are a peaceful native Chultan tribe of healers and stone craftsmen.
- The other tribe is a not human. She says they resemble elephants and stand very tall. They were called loxo (LOHK-soh).
- A tower dominates the valley and is the center of the two villages. She says it was said to have magical properties.
- She believes it's the reason that Crannaston went there because he got very excited when he saw it.
- The tower was the center of life for the two tribes and provided a type of Utopia for them. It was said that it magically enhanced their abilities and also offered protection from the jungle's physical threats when needed.

FACTION SECRET MISSION (HARPERS)

Liandra pulls the Harper members aside. The faction is interested in the tower's magic properties. She tasks them with retrieving this information. Each is given a small metal tube with a crystal shard mounted on one end and a tuning fork on the other. It has a switch on the side to activate. They are to activate the divination device when they are near the "**heart of the tower.**" She doesn't know exactly what that means but indicates that they'll know because the device responds when nearby. She's not sure if the sages would approve of their task so it should be kept secret.

PART 2. MOMPONO

Estimated Duration: 30 minutes

This section begins at the village of Mompono after a two-day trek through the Sanarach Mountains and into the jungles of the Valley of Dread.

GENERAL FEATURES

This section of the Valley of Dread is surrounded by mountains and filled with lush thick jungle growth

Terrain. Thick jungle with rocky areas and deep creek filled gorges swollen with rain water and leeches.

Weather. Steamy humidity and daily showers.

Light. Bright light

Sounds. The sounds of the jungle wildlife fade as one nears the tower. The Mompono valley is dead silent. Even twigs snapping under foot echo a loud disturbance.

THE VILLAGE

Read the following:

The trek into the jungle has been grueling. The afternoon downpour subsides, the roar of the heavy rain drops calming to an irregular rhythm. At last, a first glimpse of the village of Mompono. The small valley is a couple of miles wide and surrounded by steep crags. Dominating the landscape is a prodigious pale tower. Monolithic shards slowly revolve around the pinnacle. The valley floor is overgrown with jungle except for a stone-paved plaza in front of the tower. A few random stone structures peek out above the canopy.

As the adventurers enter the village, there are no signs of life in the well-crafted structures that surround the tower. Uninhabited for years, the jungle has reclaimed much of the village. The remnants of human skeletons are everywhere, some of them have been crushed to splinters by heavy impact. There are also loxo skeletons, resembling humanoid elephants.

These are the remains of the Mompono villagers and their neighbors the Lakoni, a tribe of loxo. The village has no life because of Crannaston. He poisoned the Lakoni water supply with a concoction that drove them into a rage. It caused them to destroy the Mompono, and when the rage wore off, proved deadly to the Lakoni as well.

Nothing of value exists in the looted ruins. The two villages were close to each other, but distinctly separate. The items that do remain reveal the information in the *Lokoni Tribe of Loxo* sidebar below.

By investigating the skeletons it is easy to see that the loxo killed the humans, but it's unclear how the Loxo died. A successful DC 15 Intelligence (Survival) reveals that all of the skeletons are about three-to-four years dead.

THE LAKONI TRIBE OF LOXO

The loxo resemble a humanoid elephant standing 7 to 8 feet tall, except that they have two trunks. The Lakoni tribe migrated from the plains of Thindol. When the Spellplague hit, flooding forced the Lakoni inland. Tattered and wounded from the turbulent experience and unexpected hazards of the jungle, they were very weak. Here they met the Mompono tribe who befriended, healed, and helped them recover. They also taught them how to survive in the jungle.

Normally anti-social, the powerful Lakoni displayed their gratitude by helping the Mompono move the heavy stone needed to construct their tower. The two tribes developed a deep friendship and thrived in a utopian existence.

THE PLAZA

When the adventurers investigate the plaza, read the following:

On one side of the tower is a broad, stone-paved community plaza lined with columns. The tower, constructed of a pale crystalline stone, soars to a height of one hundred feet or more. An archway stands featured in the center of the plaza with intricate symbols carved into its stone. Flanking it are two statues. One is a human and the other an elephant-like humanoid with two trunks. Trees have begun to burst through the plaza pavement in a few places. There are no visible doors or windows on the tower. The air is still and there are no sounds or other signs of life.

The statues are the leaders of each tribe. Inscribed under the human is, "*Ketram*", and under the loxo, "*Dhanapalako*."

Inspection of the tower reveals that it's constructed in sections of a pale, crystalline rock quarried from the Sanarach Mountains, which the adventurers passed over to reach the village. Dwarves know the magical properties are a result of the Spellplague.

PORTAL

This is the entrance to the tower. It's a large archway that acts as a portal to allow anyone who says the passphrase to enter the tower. A successful DC 15 Intelligence (Arcana) check reveals **conjuration** magic. The sages gravitate to the portal immediately unless prevented. Anyone standing in the 5-foot square in front of the portal triggers the defensive attack from the undead loxo. When this happens, read the following:

The inscriptions on the gateway begin to pulse with a mystical, purple light. A heartbeat later, a furious, trumpeting roar erupts from the jungle on either side of the plaza. Two huge, tusked conglomerations of bones burst through the vegetation at full charge. They wield enormous clubs.

Two **skeleton conglomerations** charge whomever is in front of the portal. Each round another skeleton charges from a new direction. This continues for **five rounds** after the initial charge. Help the players realize the continuous spawning by emphasizing the following repetitive phrase:

“A furious trumpeting roar erupts. A large, tusked skeleton burst through the vegetation at full charge.”

It isn't necessary to play out the entire fight. The adventurers can solve the passphrase and enter the tower. (see below)

LAKONI LOXO SKELETON WARRIORS

Crannaston has created powerful undead skeleton constructs from the loxo corpses to guard the tower's entrance. Many skeletons have fused together to form huge creatures. They use the statistics of a **Giant Skeleton** with the following modifications:

- The **Club** attack replaces the **Scimitar** attack, dealing bludgeoning damage. It is otherwise the same.

ENTERING THE TOWER

Saying the inscribed words in the native tongue activates the portal and allows one person to enter. The person that enters does not have to be the person that says the phrase. An unconscious person may be carried through.

- **Inscription.** The inscription is written in Loxo and says: “*One Tribe.*” Few know this little used language. Characters without spells such as comprehend languages must succeed on a DC 20 Intelligence (History) check to know the phrase in Loxo. Adventurers with the Linguist or Anthropologist background have advantage. But, knowing the phrase and saying it are two different checks. (See below)
- **Saying the Phrase.** Anyone hearing the phrase may attempt to say it on their turn. Saying it without knowing the language requires succeeding on a DC 12 Intelligence (History) or Charisma (Performance) check. An adventurer with the Linguist or Anthropologist background automatically pass the check.

- **The Sages.** The sages, having studied the languages before the trip, immediately go to work trying to figure out the passphrase. It takes them only one round to do so, assuming they aren't hit by an attack, which delays them one round. Once they figure it out, they shout the passphrase so everyone can hear and enter on their turns.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** Remove one of the initial conglomerations; event lasts three rounds.
- **Weak:** Event lasts four rounds.
- **Strong:** Add two conglomerations to the initial charge.
- **Very strong:** Add two conglomerations to the initial charge, and an additional conglomerations each round; event lasts four rounds.

PART 3. THE SILENT TOWER

Estimated Duration: 100 minutes

Crannaston learned of the tower at Candlekeep and decided it met his requirements for a location to begin his transition into a lich. He devoted his efforts to that, as well as helping the Mompono with improvements to the tower—particularly the library. His plan destroyed both tribes.

Anticipating the eventual arrival of the Candlekeep sages, Crannaston put a lot of thought into preparing for them. Using the tower to augment his spells and rituals, he has sabotaged the tower to deal with them in deadly fashion, but for his amusement, has left clues to see if they can escape.

It's been about three years since Crannaston took over the tower, and about two years since he transformed into a lich.

GENERAL FEATURES

While the demiplane is active, the tower appears as it did when the trap was created three years ago. When the adventurers enter the tower, they arrive on the first floor.

Cleanliness. It is clean and appears recently used.

Light. Bright light. Made of pale crystal, light from outside filters through the semi-translucent walls creating an ambient glow.

Floor Dimensions. Each floor has a radius of forty feet, with the exception of the top floor which is thirty feet.

Ceiling. The first five floors have 15-foot high ceilings.

Stairs. Staircases connect one floor to the next around the perimeter of the tower walls.

Energy Drain (environmental effect). The tower is a pseudo-sentient being. Crannaston has control of its will and attention, allowing him to draw its energy to serve him. The energy drain allows only short rests. Long rests have no effect and only result in gaining a level of exhaustion. The adventurers realize this before attempting. Gaining control of the tower's will in Part 4 neutralizes the energy drain.

Mompono Tribe Members. When a crystal is neutralized, the adventurers begin to see the clear, hollow echo of people walking around inside the tower. They're incorporeal, can't be heard, and don't respond to attempts at communication. Each crystal neutralized makes them slightly more visible. See *Released Villagers* at the end of the section.

LOWER TOWER

There are two ongoing mechanics in the first four floors which the adventurers must overcome and the DM must track. They are the **endless tower**, and the **amplification crystals**.

THE ENDLESS TOWER

Crannaston has placed the first four levels of the tower into a deadly demiplane. The adventurers must figure out how to escape. The demiplane looks exactly like the actual tower levels with one major exception. The stairs leading out of the fourth-floor lead back to the first floor, creating a loop.

Trigger. Anyone using the plaza entrance is ported into the first level of the demiplane.

Active Elements. Also caught in the trap are the surviving members of the Mompono tribe. Retreating into the ethereal to hide from Crannaston, they're locked into a sub-plane in an etheric, time suspended state.

Dynamic Element. The Mompono tribe members are invisible. Neutralizing each amplification crystal causes them to become increasingly more visible. Destroying the demiplane, frees the Mompono from their state. Until freed, they're unaware and appear as translucent beings.

Counter Measures. Neutralizing the four amplification crystals destroys the demiplane loop.

AMPLIFICATION CRYSTALS

Making escape more urgent, on each floor, there is an **amplification crystal** at the center of the room. Set in place by the Mompono, they amplify the activity that takes place on that level. These were activities such as healing, devotion, or learning. These crystals are part of the tower's physical body and the its magic protects them from being damaged.

Crannaston, having captured the tower's will, has learned to manipulate the crystal's function. They now amplify energy as **damaging blasts**. The crystals blast energy intermittently. There is no discernable regularity to the timing of the blasts, though they can sometimes be predicted by the expanding light inside them.

Trigger. The crystals begin powering a blast when a creature enters the floor.

Damaging Blast. The energy builds, culminating in a damaging blast. The blasts inflict 11 (2d10) force damage and target all creatures on the floor and adjacent stairs. A successful DC 15 saving throw results in half damage. See the table below for saving throw type and damage type.

Resetting the Crystal. When there are no living creatures on the floor or adjacent staircases, the blasts stop, waiting to be triggered again.

Neutralizing the Crystal. Each amplification crystal can be neutralized, which stops the damaging blasts for that crystal. Clues for how to do that are hidden and must be uncovered by the adventurers.

AMPLIFICATION CRYSTALS

Floor	Name	Color	Damage Type	Save
1	Creation	Red	Fire	Dex
2	Vitality	Green	Poison	Con
3	Heart	Yellow	Radiant	Wis
4	Mind	Blue	Psychic	Int

AMPLIFICATION CRYSTAL DAMAGING BLASTS

The amplification crystal blasts are in place to aid the DM with pacing, while adding urgency and impact to the player's decisions. As a general rule, failed attempts at a task or ability check represent time passing and result in a damaging blast. Successes represent accomplishing something in a timely manner. It also allows for the realization that there is just enough time to leave before another blast goes off. Here are some suggestions for adjusting the blasts to account for party strength.

- **Very Weak:** Each blast inflicts 7 (3d4) force damage.
- **Weak:** Each blast inflicts 9 (2d8) force damage.
- **Strong:** Each blast inflicts 13 (2d12) force damage.
- **Very strong:** Each blast inflicts 15 (6d4) force damage.

A. FIRST FLOOR (SCHOOL)

A school or youth center, four quadrants divide this room, with books and teaching aids for different age groups in each area. At the center of the room is a large, floating crystal that glows with a soft red light. On the walls of each quadrant are four intricate and masterful mosaics, each one depicting a different scene. Below each mosaic is a Chultan label. Two corpses lie dead in front of two different mosaics. A staircase continues upward, and another goes down.

CRANNASTON'S GREETING

This event occurs shortly after everyone is inside the tower.

The form of an elderly human man coalesces among you. His skin is pale blue and his eyes so milky white that his pupils cannot be discerned.

"Well, Octavius and Augustus. I must say I expected you both much sooner than this. And you've brought friends as well. How nice. It's good that you have protectors."

He then directs his comments to the protectors, "You would be wise to make their health a priority, for it may be them saving you before this is said and done."

Crannaston's form is only an illusion—he's not actually in the room and can't be physically affected.

The adventurers may talk with him if they wish. He responds with the following points:

- **The Stolen Tome.** Crannaston doesn't wish to part with the book, believing it's put to better use in his private collection. He recommends that instead, they look for **three books** in his library. He stresses that, "They contain knowledge that is immediately applicable and information you can't live without. Their names are hidden all around you in plain sight."
- **The Mompono and Lakoni tribes and the Mosaics.** Crannaston admits that most of the tribe members had to be "helped along" to their next life. He gives them credit for an incredible creation, but the tower's potential was wasted in their hands. They were very advanced given the region. He recommends learning more about them by studying the mosaics very closely.
- **Surviving Tribe Members?** "There're a few that escaped their fate, but I can't seem to find them. They should be around here somewhere." He refers to the tribe members caught in the demi-plane.
- **The Tower.** He explains that the tower is a living being that's helping him with his work, so its attention is a bit distracted at the moment. On this subject, he becomes enthusiastic, saying that, "The crystals at each floor are actually part of the tower's body. They can be manipulated to amplify energy in many ways. You'll have to figure out how to stop that."
- **Advice.** Crannaston advises that they shouldn't stay too long at any given floor that can be deadly. "I wasn't going to tell you this, but the secret is to keep moving. Don't dilly-dally."
- **Corpses.** He doesn't know who they were, only that they wandered in, but had no hope of escaping. He does say that they had the right idea. (see **Treasure** below)

When he finishes delivering the above information he tires of the conversation. He tells them that he must get back to his work before fading away. When he does, a small red flicker ignites in the crystal and begins to grow. A damaging blast builds.

ROLEPLAYING CRANNASTON

As a student at Candlekeep, Crannaston was socially awkward and insecure, but always confident in his abilities and knowledge. This made him bitter towards anyone associated with that time of his life. As a lich, many of the things, such as revenge, that were meaningful to him when he created the traps have lost their importance. Still he is amused to see if they can escape as he always thought that he was smarter than them.

He concerns himself now with issues that affect a lich, such as the death curse and why souls were unavailable for a time. He is quite insane and has no hope that they'll escape his traps or get past his demon guard, Xochimitl.

TREASURE

These poor adventurers were searching the mosaic for clues when overcome by the damaging blasts. They carry gold and jewels worth 1,500 gp between them, and both have a *potion of greater healing*. They both hold a quill and blank piece of parchment. One of them is a Zhentarim agent and carries maps hidden in a secret pocket in his cloak. A successful DC 15 Wisdom (Perception) finds them. These maps satisfy the Zhentarim faction assignment. The maps depict a tomb in Orulunga.

THE CREATION CRYSTAL

This is an amplification crystal. It floats at the center of the room and has a soft red light building inside. Its original use was to enhance the creative thinking of the Mompono youth while learning.

- **Neutralizing the Crystal.** By finding the three book titles, the creation crystal becomes neutralized. The trapped mosaic need not be triggered.

THE MOSAICS. HIDDEN MESSAGES AND GLYPHS

Remarkably detailed, four mosaics depict significant events to the Mompono. The title of the mosaics are below them in Chultan, which is indicated in bold in the list below. Each depiction hides the title of a tome and each tome contains a clue of how to neutralize the crystals on each of the other three levels.

Searching the mosaics takes time, regardless of how many people are attempting. It might be advisable to determine who's searching what mosaic. If multiple people are looking, run the search as a group check and randomly determine which mosaic reveals its secret. A successful DC 17 Intelligence (Investigation) or Wisdom (Perception) reveals the title of a tome in one of the mosaics. When a title is discovered within a mosaic, give the players the appropriate section of Player Handout 1. List of Tomes.

The mosaics line the room in chronological order. Each mosaic is twenty feet wide and there is roughly twenty feet between them. Following are details about each of the mosaics. The bold text indicates its title. When the adventurers investigate a mosaic, read the following underlined text description.

- **Ubtao's Creation of Chult.** An incredibly dramatic interpretation of Ubtao in the process of creating the world. Within tsunamic ocean waves, the following book title is hidden, "*The People and Wonders of Southern Chult* by Dhalmass and Alisandra Rayburton."
- **Wrath of the Spellplague.** Arcane energies swirl around the planet and wreak havoc on the land and people. The book title hides in the vortex of an explosion of arcane energy upon a mountain side. It reads: "*Crystalic Healing and the Psychometabolist*, property of House Obladra."
- **Welcoming the Lakoni.** The mosaic focuses on Ketram welcoming Dhanapalako and the refugee Lakoni tribe to the village. Hidden within the vines and stone carvings of the village structures is a glyph of a skull. There is no book title in this mosaic. Instead, it is trapped with a powerful *glyph of warding* spell trap (see below).
- **Birth of the Silent Tower.** This scene depicts both tribes working together to build the tower. The Lakoni do the heavy lifting while the Mompono carve the large blocks of crystal. A Mompono priest reads from a book. The name of the book is "*The Friends and Enemies Within*, by Vanrak Moonstar."

TRAP: NOTHING TO SEE HERE – GLYPH OF WARDING

Simple Trap, levels 11-16 dangerous threat

Hidden in the *Welcoming the Lakoni* mosaic is a 6th-level *glyph of warding* (explosive rune).

Trigger. The trap is triggered when a living creature within 10 feet locates the rune hidden in the mosaic.

Effect. The spell deals 36 (8d8) lightning damage to creatures in a 20-foot radius sphere centered on the glyph.

Countermeasures. DC 20 Dexterity saving throw for half damage as per the spell.

B. SECOND FLOOR (INFIRMARY)

Pass out Player Handout 2, before reading:

Several beds sit in areas that correspond to an elaborate tile design on the floor. At the points of the star design are six pedestals of different colors. Upon each pedestal are six crystal shards, as well as six slots designed to receive them. The pedestals can move along the tile lines to create multiple configurations based on their positions and the number of shards inserted into each. At the center of the room is a large crystal that glows green. A staircase continues upward.

The central crystal is the **vitality crystal**. It glows green, the color of life in the jungle. The Mompono discovered that they could focus the crystal's energy by positioning other crystal shards around it. This enables them to use the crystal's energy to heal and cure many different injuries and illnesses.

THE VITALITY CRYSTAL

Crannaston has sabotaged the crystal to cause it to radiate waves of poison energy.

- **Neutralizing the Crystal.** Neutralizing the crystal is a two-step process of pedestal and shard configurations. 1.) Pedestals must be in the correct location on the tile design. 2.) Each pedestal must then have the correct number of shards inserted in them at those locations. When these two correct configurations are achieved in succession, it will neutralize the vitality crystal. See Appendix. Vitality Crystal Solution. The tiles illuminate in confirmation for a correct configuration. Consider a damaging blast if players submit to you an incorrect configuration.
- **Clue.** The book, *Crystalline Healing and the Psychometabolist*, contains a page with a diagram for resetting the crystal. If the book is retrieved, provide the players with Player Handout 3.

ASSISTANCE FROM THE SAGES

Allow the sages to assist as you deem appropriate. Don't let the puzzles become a point of frustration for the players if they struggle. Encourage the process of visualizing the solution by drawing it out. The sages offer the following hints:

- If they don't yet have the clue, the sages think they don't yet have enough information to solve the puzzle.
- Primary colors are red, blue, and yellow and secondary colors are orange, green, and purple.
- Unity means one.
- Dominant positions are at the points and subordinate positions are at the median.
- Shard Count is the number of shards inserted on each pedestal.

C. THIRD FLOOR (TEMPLE)

At the center of the room floats a monolithic crystal. Emanating from within is a golden yellow light that slowly grows. Several small black objects fly around in the dim yellow light inside the crystal.

A censer hanging from the wall offers the pleasant smell of incense. An empty podium stands on one side of the room with an intricate symbol that adorns its front. A staircase continues upward.

Other than lectures, this room is used for meditation and prayer. The censer and candles are mundane. The symbol on the podium is an infernal symbol meaning "heart"—something that a character proficient in Infernal recognizes. The symbol also appears on the cover of the tome, *The Friends and Enemies Within*. When this tome is placed on the podium, begin the Emotional Cleansing combat encounter below.

THE HEART OF THE TOWER

This is an amplification crystal. Its damaging blasts are radiant damage. It's also infected with Crannaston's **corrupt emotions**, the entities seen flying around inside the crystal. They number one for each adventurer, (not including NPCs).

- **Neutralizing the Crystal.** Defeating the corrupt emotions neutralizes the crystal.
- **Clue.** The book, *The Friends and Enemies Within*, contains an Infernal symbol on its cover. When brought to the third floor, the cover and podium symbols begin to glow, and they intensify the closer they are to each other.

EMOTIONAL CLEANSING (COMBAT ENCOUNTER)

In this encounter, each adventurer is bound to a corrupt emotion that is immune to damage. The sages must counter the damage immunity to allow the adventurers to kill the emotions. Pass out **Player Handout 4**. Based on the handout, the sages should determine they need to find the counter virtue in the book and say it aloud. Read the following:

Black tendrils emerge from the crystal. Like snakes, they strike at each of you and painfully attach themselves to your heart. Objects around you dissolve into a golden yellow light. The other end of the tendril is attached to a black, wraith-like demon that bears your own features. It hisses and attacks.

The **corrupt emotions** use the wraith stats. They are immune to effects that turn undead and can't use the Create Specter ability.

Trigger. Placing the tome, *The Friends and Enemies Within*, on the podium, starts the event. The book opens itself to the passage on **Player Handout #4**, which the sages see.

Interaction. Damaging blasts stop during this encounter. A different emotion attacks each adventurer. The sages are not targeted. While attached to a tendril, adventurers are bound to their emotion. The sages can see the adventurers inside the crystal and may communicate with them. Adventurers cannot see or be affected by anything other than their own items and emotional enemy.

Corrupt Emotions. Assign a corrupt emotion to each adventurer from the table below and note the counter virtue. The corrupt emotions are immune to damage until someone, one of the sages, speaks the name of their counter virtue in Infernal. Knowing the language helps but the correct pronunciation for each virtue is unique to the event and exists only in the book.

Running Combat. Combat is easy as initiative is not used.

1. The adventurers act first, presumably attacking their emotional enemies, (initially immune).
2. The emotions attack.
3. The sages act. (see below)

Assistance from the Sages. Without the sages, the adventurers are doomed. Controlled by the players, they must counter the emotion's damage immunity. To do this:

1. Declare an adventurer they wish to assist.
2. Determine from the adventurer, which emotion they are battling. (Use the **Optional: Roleplaying the Battles** suggestions here if desired).
3. Attempt to find the counter virtue in the tome, (DC 15 Intelligence (Arcana) and say its name aloud.

The sages affect the following round of combat. Speaking the name of the virtue removes the damage immunity from that emotion. The sages may attempt one check each round to find and speak the name of a virtue. If more than one person speaks infernal, they may assist to grant advantage on the check. Both Elder sages speak Infernal and gain advantage working together.

CORRUPT EMOTIONS & VIRTUES

d12	Corrupt Emotion	Counter Virtue
1	Anger	Kindness
2	Jealousy	Gratitude
3	Lust	Service
4	Doubt	Hope
5	Fear	Courage
6	Pride	Adaptability
7	Hatred	Love
8	Greed	Charity
9	Judgement	Compassion
10	Ambition	Patience
11	Vanity	Humility
12	Depression	Joy

DEVELOPMENT

When an emotion is defeated, the adventurer fighting it returns to the reality of the room but cannot affect the other battles. If a player falls

unconscious, the tendril attaches to another adventurer not already tethered. If none are available, it waits inside the crystal until one becomes available. If an adventurer enters the floor during the event, unless they have already defeated an emotion, a tendril attaches itself to them and attacks.

While it is the primary job of the adventurers to keep the sages alive, it's possible that they could both die, making this encounter impossible. If this occurs, change the damage immunity to damage resistance.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** The emotion's hit points are reduced by 20.
- **Weak:** The emotion's hit points are reduced by 10.
- **Strong:** The emotion's hit points are increased by 10.
- **Very strong:** The emotion's hit points are increased by 20.

OPTIONAL: ROLEPLAYING THE BATTLES

If time is a factor, the players may simply tell the sages which emotion they are fighting. Optionally, if time permits and the table is up for some roleplaying fun, the adventurers can describe their struggle. Use the following instructions:

1. In secret, inform each player the emotion they're battling. If possible, choose an emotion that relates to the character's flaw or backstory. (You may want to do this prior to the session.)
2. On the sages' turn, they decide which character to assist. That player roleplays or describes their struggle without naming the emotion. Do this by relating a past experience or how they think their character would struggle with this emotion. This doesn't have to be a combat situation. For example, a character fighting Fear may be struggling with a past situation that for them took a great deal of courage. There is no right or wrong interpretation.
3. Based on the description, the sages try to guess which emotion they're fighting and then attempt to find its counter virtue in the book. Using this optional method, consider offering advantage on the check or removing it completely.

It isn't intended to be a challenge to determine the emotions the adventurers are fighting so much as it is a fun roleplaying opportunity for the players.

HARPER SECRET MISSION

The probes alert Harper characters within range that this is the heart. Activating the probe while within range of the

heart for one minute is enough for the device to gather the arcane energy. Once complete, the probe crystal glows with the same golden yellow light. It is likely that this task completes on the first visit to this floor and has implications during the Emotional Cleansing encounter. The black objects inside the crystal react to the probe carriers. Although they are bound by the crystal walls, they lunge aggressively towards them.

The process of gathering the energy has enraged the corrupt emotions. Adventurers holding a probe when the Cleansing begins are in for a more difficult fight. Their emotional enemies have an additional 20 hit points. Also, a **lesser corrupt emotion** escapes from one of the probes and attacks the sages during the encounter.

4. FOURTH FLOOR (LIBRARY)

This floor is a library. Shelves filled with thousands of tomes circle the room. At the center of the room is a strange desk adorned with knobs and dials. Standing next to it is a crystal in the form of a large humanoid. A cosmic blue light emanates from its chest. It speaks. "Welcome. Please make your selection from the Bibliomancer. Remember, whispering only." A staircase continues upward.

THE BIBLIOMANCER

Pass out Player Handout 5. The console of controls is the Bibliomancer. It is Crannaston's invention and the sages recognize it immediately. It is a system for categorizing books. The adventurers must use this device if they are to have any hope of finding the books they seek in the large library. Most of the information they need comes from the mosaics. The **category** and **script**, settings must be guessed. This is the flaw of the Bibliomancer.

The sages approach it without hesitation and debate as to its validity and usefulness, as if no one else were present. Octavius contends that it was actually very accurate, while Augustus disagrees and points out the above design flaw to the adventurers. Crannaston proposed the integration of the Bibliomancer at Candlekeep, but it was rejected by the elders. He didn't take the rejection well.

THE MIND CRYSTAL

Integrated with the Bibliomancer, the mind crystal is the crystalline humanoid form. The mind crystal acts as a librarian of sorts and moves about the floor as directed by the Bibliomancer. Crannaston has connected the two. Like the other floors, the mind crystal emits a damaging blast when triggered. A myriad of library violations listed below could also

trigger a blast. Originally conceived as a servant to patrons, when connected to the Bibliomancer, it has become an enforcer. Like the other amplification crystals, the tower's magic protects it and it can't be damaged.

- **Neutralizing the Crystal.** While in Danger Mode, (see below), enter the reset parameters and press the red emergency button.
- **Clue.** Inside the book, "The People and Wonders of Southern Chult", is a small handwritten note with the reset parameters. (Player Handout 6).

Library Violations. The DM should trigger a blast if they believe it is warranted. A blast is always accompanied by a polite reprimand. The following list of violations is not comprehensive.

- Entering invalid selection parameters
- Attempting to manually retrieve a book
- Taking too long to input a selection
- Talking above a whisper
- Attempting to damage anything in the room
- Failing a restricted selection clearance request (Restricted clearance requires a sage to place their hand on the hand reader)
- Pressing the red button when there is no emergency. (*The first three crystals being neutralized is the only valid emergency*)

Interaction Encounter. Entering parameters into the Bibliomancer requires an Action. Valid parameters entered result in the mind crystal retrieving the book. Once delivered, the crystal waits for a short time before prompting for another selection. Invalid parameters may result in a damaging blast, (DMs discretion). There is no rule that prohibits removing books from the library.

Danger Mode. Danger mode occurs automatically when all three books are retrieved, and the other three crystals are neutralized. When this occurs, the mind crystal begins to run about the fourth-floor warning of an "Intruder Alert!" While doing so, it emits a damaging blast each round. Entering the reset parameters and pressing the red emergency button while in Danger Mode stops the blasts. It also neutralizes the mind crystal, which breaks the diplane of the endless tower.

LIBRARY TIPS

Depending on how difficult the tasks are proving to be for the group, offer more or less time to study or retrieve tomes before beginning damaging blasts. If time is a factor, consider allowing the sages to simply provide the script and category information. Remember that the blasts are there to offer urgency, not deadly consequence. Allow the players time to figure things out in the interest of fun without it becoming a point of frustration.

ESCAPING THE TOWER LOOP

Neutralizing the mind crystal destroys the demiplane. This reveals the tower's current state, which is one of neglect and years of abandonment. The light condition immediately goes to dim light. The ascending stairs on the fourth floor now lead to the fifth floor. It also releases the trapped Mompono from their ethereal demiplane prison.

A MUCH-NEEDED REST

Released from the ethereal demiplane, the villagers regain their physical forms. Trapped were Ketram and a few Mompono villagers.

Ketram explains that those who made it into the tower became trapped when Crannaston created his demiplane. He thanks the adventurers and offers to arrange the infirmary crystals in a way that provides the effects of a long rest. The benefit can only be gained once per day.

PART 4. A BATTLE OF WILLS

Estimated Duration: 30 minutes

This floor was the council chambers for the elders of the tribe. It now serves as the lair of the marilith, Xochimitl, who's bound in servitude to Crannaston. He's discovered her true name and has used it to great effect. She stands as the last defense between invaders and Crannaston.

GENERAL FEATURES

Once the Endless tower trap has been escaped the true condition of the tower can be seen.

Visibility. The floor is under the effects of a 2nd level *fog cloud* spell, causing the entire floor to be heavily obscured.

Light. Dim light emanates from the crystal and walls.

Obstacles. Sixteen council chairs are positioned in a circle around the room. If the *fog cloud* spell is active, anyone walking through them must make a DC 10 Dexterity saving throw or trip and fall prone.

On the side of the room opposite the entrance, there is a large pile of pillows and rugs where Xochimitl lounges.

FIFTH FLOOR (THE COUNCIL CHAMBERS)

When anyone enters the fifth floor, read the following:

At the top of the stairs you find the entire floor thick with fog. Deep within is the faint glow of a purple light.

This floor was the council chambers for the elders of the tribe. It is now the lair of the **marilith, Xochimitl**. Two **shadow demons** assist her.

WILLPOWER CRYSTAL

Like the other floors, there is an **amplification crystal** floating at the center of the room. This crystal DOESN'T create damaging blasts. Instead, it's the willpower center of the being that is the silent tower. Controlled by Crannaston, it bolsters the defenses of the marilith.

Visual Appearance. Anyone with sight of the marilith or the crystal sees a purple tendril of light connecting the crystal and enshrouding the demon. A successful DC 13 Intelligence (Arcana) reveals that the tower is defending the demon. Additionally, they also realize that the tower's willpower is being controlled by an outside influence. If that person knows Primordial, they know they can contest that control.

Iron Will Defense. The enshrouding light defends Xochimitl, granting resistance to all types of damage. If wrested from Crannaston in a Battle of Wills, (below), the Iron Will Defense may be given to a target of their choosing as a bonus action. This power is limited to the fifth floor.

A Battle of Wills. Anyone that speaks Primordial, or has line of sight of the willpower crystal, may attempt to overtake the tower's focus from Crannaston. As an Action a creature can attempt demand the tower's attention by making an opposed Charisma check against Crannaston. If successful, the adventurer gains control and Xochimitl loses the Iron Will Defense. Control requires an Action and concentration to maintain. If an adventurer loses concentration, Crannaston immediately regains control. Xochimitl also regains the Iron Will Defense.

Fog Cloud. A 2nd level *fog cloud* fills the entire floor, preventing Actions that require seeing the target. If an adventurer controls of the tower's attention, the tower will drop the *fog cloud* if asked or directed to do so. Once dropped, it doesn't return. It can also be *dispelled*.

TACTICS

Xochimitl teleports into the midst of the group. She exploits *truesight* to do as much damage as possible before the adventurers realize she's defended by the crystal. She prioritizes anyone that successfully distracts the tower's will. The shadow demons make use of the fog, and dim light for hit-and-run tactics. Using *Incorporeal Movement* and *Shadow Stealth*, they attempt to gain advantage on their attacks.

THE SAGES

Octavius, Augustus speak Primordial and may attempt to distract the tower if none of the adventurers are able.

TREASURE

Among the pillows and rugs, the characters find 1,400 gp in gems, a *potion of flying*, and a *scroll of death ward*.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** Remove both shadow demons and decrease the marilith's hit points by 40.
- **Weak:** Remove one shadow demon and decrease the marilith's hit points by 20.
- **Strong:** Add two shadow demons
- **Very strong:** Add three shadow demons

DO I HAVE YOUR ATTENTION?

If the adventurers destroy Xochimitl, they gain the tower's full attention. This is both a boon for the

adventurers and a blow for Crannaston. If it is not already gone, the *fog cloud* dissipates. There is a 1-in-4 chance that a spell cast by an adventurer is cast one level higher. This doesn't require an increased spell slot.

PORTAL

When the marilith dies, violet light shines down from the floating crystal, revealing a magic circle on the floor beneath it. The circle fits within a 5-foot square. Anyone standing in the circle is immediately teleported to the sixth floor. This is the only means of accessing the sixth floor. Only one person may use the portal at a time. If someone is standing on the portal on the other side, they're forced off the destination circle to an adjacent space. Anyone proficient in Arcana realizes that the portal allows a person to enter and exit only once per day each.

TIME IS OF THE ESSENCE

Anyone who participated in the Battle of Wills with Crannaston realizes after the fight that time is a factor. He tries to regain control over the tower if given time to do so. A short rest is possible, but a long rest is enough time for him to regain control. If they haven't realized it by now, the sages inform the adventurers that they believe Crannaston has become a lich. If true, they don't believe they, the sages themselves, can survive. They wish to remain here until it is safe.

PART 5. A CONVERSATION WITH CRANNASTON

Estimated Duration: 30 minutes

The upper level of the tower was Ketram's quarters. Crannaston has claimed it for his own. He isn't happy about losing control of the tower and has prepared for the adventurers' entrance.

GENERAL FEATURES

This room was once the quarters for Ketram, but Crannaston has altered it to suit his needs. There are several tables with research and alchemy experiments spread over them.

Portal Entrance. The entrance allows one creature (medium or large) to enter the room at a time.

Ceiling. The ceiling to this room rises in a cone shape to peak 40 feet overhead. The peak is capped by a spherical white, jewel that resembles a translucent pearl.

Light. Dim light emanates from the jewel in the ceiling.

Smells and Sounds. There is a stale smell of decay.

Trash Pile. On one side of the room is a large pile of Ketram's former possessions and furnishings, along with anything Crannaston discarded—including several corpses.

SIXTH FLOOR (KETRAM'S CHAMBERS)

When the first adventurer goes through the portal, read the following:

The light is dimmer in this room, the only source of which is coming from a glowing white jewel at the peak of the sloped ceiling. There are a half-dozen desks placed in no particular order around the room. A large mound of trash lies on the little-used side of the floor. Crannaston is right next to you. He reaches out to touch you. "I don't have time for this disturbance! I wait for years and nothing. Now you choose to come calling? Your tardiness is unbearable. Present your patrons and I may show mercy."

This is the **lich, Crannaston**. He's irritated that he had to stop his work to deal with his old teachers, making him that much crankier.

BATTLE BANTER

Crannaston is very talkative after having been alone for so long. He initiates verbal banter with the sages and adventurers during the combat. In a taunting manner, he reveals some very interesting information.

- "I know that you are here for Sammaster's Notes, but I have no intention of relinquishing them to those who never wish to unlock their power."

- "This tower receives the thoughts of others, you know. It amplifies them to this room. I have learned a great deal from simply listening."
- "I have been plagued by verses of late. Always incomplete. I've got the second verse but can never decipher the first."
- "I'm sure it has something to do with those serpents in Orolunga. You know they are allies with the Netheril, don't you?"
- "I've learned that there is a new sect of serpents there. Do you know who Kress'voon is? I don't."
- "Something threatened my well-being for a while, but thankfully it has ended. Some sort of curse that made things very difficult for me. I don't suppose you had anything to do with ending that? If so, I am grateful to you."

If the battle doesn't allow this exchange to happen, the information exists in notes the tables. The tower is reverberating the verse in the adventurers' heads.

*"Past the dark depths of the forest
You find the lock and hold the key"*

TACTICS

Crannaston isn't merciful and is ready for the adventurers to begin coming through the portal. He has readied his action to use his Paralyzing Touch on the first creature to enter—gaining surprise on the attack. He then positions himself for ranged spell attacks, waiting to use his ninth level spell, *psychic scream*, to its greatest potential. He has this prepared in lieu of *power word kill*. He also carries a wand of polymorph which he is fond of using.

DEVELOPMENT

In the second round of combat, two **greater zombies** emerge from the trash pile and attack the nearest person.

Characters who connected with the tower in the previous encounter receive a communication. This includes the sages. The communication is as follows:

The tower can assist in defeating Crannaston if they push the capstone jewel through the top of the ceiling. This allows the stone to reach sunlight, which empowers the jewel and the tower. Crannaston lodged it to prevent light from entering. Dislodging the capstone requires pushing it through from the inside.

REMOVING THE CAPSTONE

The jewel at the top of the tower is the link to the tower's connection with light. Normally the jewel floats above the tower.

Trigger. A successful DC 22 Strength (Athletics) check dislodges the jewel.

Effects of Dislodging. When the capstone is removed, it reaches the light which also floods into the upper floor. Through the jewel, which now floats above the tower, it focuses a beam of energy into the chamber that negates all Lair Actions.

TREASURE

On the tables are scattered a multitude of books, papers and scrolls. Sammaster's Secret Notes is among them and lies on the table farthest from the portal. A small coffer holds 160 pp. Crannaston carries the *wand of polymorph*.

ESCAPE

If Crannaston proves too much, there is an escape. Crannaston does not attempt to kill them if he sees them leaving but taunts them ruthlessly. Once an adventurer exits the lair, they cannot return that same day, by which time, Crannaston will have regained control of the tower. The Sages confirm that he is too powerful. What they attempted to avoid by reclaiming the book has already happened. This is a fight for another day.

ADJUSTING THIS ENCOUNTER

Combat at this level can vary greatly depending on party composition, etc. While the fight can be trivial to one group, it can wipe out another group all based on one saving throw. Use your discretion when adjusting the fight for maximum fun! Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak party:** Remove the greater zombies, and Crannaston has already expended his 9th level spell slot.
- **Weak party:** Remove the greater zombies
- **Strong party:** Add one greater zombie
- **Very strong party:** Add two greater zombies

CONCLUSION

Reclaiming Sammaster's Secret Notes is a huge accomplishment in the eyes of Candlekeep and does not go unnoticed by them, the factions, or the Merchant Princes of Port Nyanzaru.

As for the Village of Mompono, Ketram, while sad at the loss so many lives, is grateful that it is not a total loss and vows to rebuild the village. He doesn't have much to offer other than the eternal friendship of the Mompono.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE (MIN/MAX XP: 10,125/13,500 EA.)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Skeleton Conglomeration	2,900
Corrupt Emotion	1,800
Marilith	15,000
Shadow demon	1,100
Greater Zombie	1,800
Lich in Lair	41,000

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Neutralizing a Crystal	200
Dislodge the Capstone	200
Sages Survive	500

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Dead Adventurers	1,500
Marilith	1,400
Crannaston's Coffin	1,600
Retainer from Sages	1,000
Sages Survive	1,500
Merchant Prince Representation	2,500

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

WAND OF POLYMORPH

Wand, very rare (requires attunement by a spellcaster)

Having this wand on one's person causes fits of restless sleep—where the owner's nights are filled with wonderful dreams of soaring above the canopy on wide, feathered wings; burrowing among the roots of immense trees with wide, thick claws; and the other goings on that jungle critters seem to enjoy so much. Aside from this, the slender, foot-long length of grey stone is otherwise unexceptional. This item can be found in **Player Handout 8**.

POTION OF GREATER HEALING

Potion, common

This item can be found in the *Dungeon Master's Guide*.

POTION OF FLYING

Potion, very rare

This item can be found in the *Dungeon Master's Guide*.

SCROLL OF DEATH WARD

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*.

STORY AWARDS

During the course of this adventure, the characters may earn the following story award:

Verse vs. Verses. Anyone participating in the Conversation with Crannaston in the upper chamber is haunted for days by the following two lines of prose:

*Past the dark depths of the forest
You find the lock and hold the key*

The character knows that it is the second verse to a poem but cannot make it out in their head. However, they are sure to recognize it immediately if heard or read. This verse haunts you until you know it completely. This story award is described in **Player Handout 7**.

PLAYER REWARDS

For completing the mission, characters earn downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Members of The Zhentarim that successfully find and return the Zhentarim agent's maps, earn **one additional renown point**.

Members of The Harpers (rank 2 or higher) that return with a charged probe, earn **one additional renown point** and mark the completion of a secret mission on their adventure logsheet.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Augustus (ah-GUST-us). Elder sage of Candlekeep. Seeks tomes stolen by Crannaston.

Octavius (auk-TAY-vee-us). Elder sage of Candlekeep. Seeks tomes stolen by Crannaston.

Liandra (lee-ANN-druh). Elven guide and Harper contact. She has been to the valley before and has valuable information.

Ketram (KEH-tram). Chief and spiritual leader of the Mompono tribe.

Xochimitl (ZOH-chee-mittle). A marilith demon who guards the entrance to the upper levels of the tower.

Crannaston (KRAN-uh-stun). Wizard of Candlekeep who fled to Chult to transition himself to a Lich.

APPENDIX. MONSTER/NPC STATISTICS

CORRUPT EMOTION (WRAITH)

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't silvered

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 12

Languages The languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

GREATER ZOMBIE

Medium undead, neutral evil

Armor Class 15 (Natural Armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (-3)	6 (-2)	6 (-2)

Saving Throws WIS +1

Damage Resistances Cold, Necrotic

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 60 ft., Passive Perception 8

Languages Understands the languages it knew in life but can't speak

Challenge 5 (1,800 XP)

Turn Resistance. The zombie has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie makes two melee attacks.

Empowered Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 7 (2d6) necrotic damage.

SKELETON CONGLOMERATION (GIANT SKELETON)

Huge undead, neutral evil

Armor Class 17 (Natural Armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	4 (-3)	6 (-2)	6 (-2)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60 ft., Passive Perception 8

Languages Giant understands but can't speak

Challenge 7 (2,900 XP)

Evasion. If the skeleton is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Turn Immunity. The skeleton is immune to effects that turn undead.

ACTIONS

Multiattack. The skeleton makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

LESSER CORRUPT EMOTION (SPECTER)

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

CRANNASTON (LICH)

Medium undead, any evil alignment

Armor Class 17 (Natural Armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances Cold, Lightning, Necrotic

Damage Immunities Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 120 ft., Passive Perception 19

Languages Common plus up to five other languages

Challenge 21 (33,000 XP)

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

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips: *mage hand, prestidigitation, ray of frost*
1st level (4 slots): *detect magic, magic missile, shield, thunderwave*

2nd level (3 slots): *acid arrow, detect thoughts, invisibility, mirror image*

3rd level (3 slots): *animate dead, counterspell, dispel magic, fireball*

4th level (3 slots): *blight, dimension door*

5th level (3 slots): *cloudkill, scrying*

6th level (1 slot): *disintegrate, globe of invulnerability*

7th level (1 slot): *finger of death, plane shift*

8th level (1 slot): *dominate monster, power word stun*

9th level (1 slot): *power word kill***

** Replace with *psychic scream*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

- **Cantrip.** The lich casts a cantrip.
- **Paralyzing Touch (Costs 2 Actions).** The lich uses its Paralyzing Touch.
- **Frightening Gaze (Costs 2 Actions).** The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.
- **Disrupt Life (Costs 3 Actions).** Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the lich can take a lair action to cause one of the following magical effects; the lich can't use the same effect two rounds in a row:

- The lich rolls a d8 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.
- The lich targets one creature it can see within 30 feet of it. A crackling cord of negative energy tethers the lich to the target. Whenever the lich takes damage, the target must make a DC 18 Constitution saving throw. On a failed save, the lich takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until initiative count 20 on the next round or until the lich or the target is no longer in the lich's lair.

- The lich calls forth the spirits of creatures that died in its lair. These apparitions materialize and attack one creature that the lich can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw, taking 52 (15d6) necrotic damage on a failed save, or half as much damage on a success. The apparitions then disappear.

MARILITH

Large fiend, chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +9, Con +10, Wis +8, Cha +10

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120 ft., Passive Perception 13

Languages Abyssal, Telepathy 120 ft.

Challenge 16 (15,000 XP)

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

Magic Weapons. The marilith's weapon attacks are magical.

Reactive. The marilith can take one reaction on every turn in a combat.

ACTIONS

Multiattack. The marilith makes seven attacks: six with its longswords and one with its tail.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

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

REACTIONS

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

SHADOW DEMON

Medium fiend, chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities Radiant

Damage Resistances Acid, Fire, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Lightning, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 120 ft., Passive Perception 11

Languages Abyssal, Telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

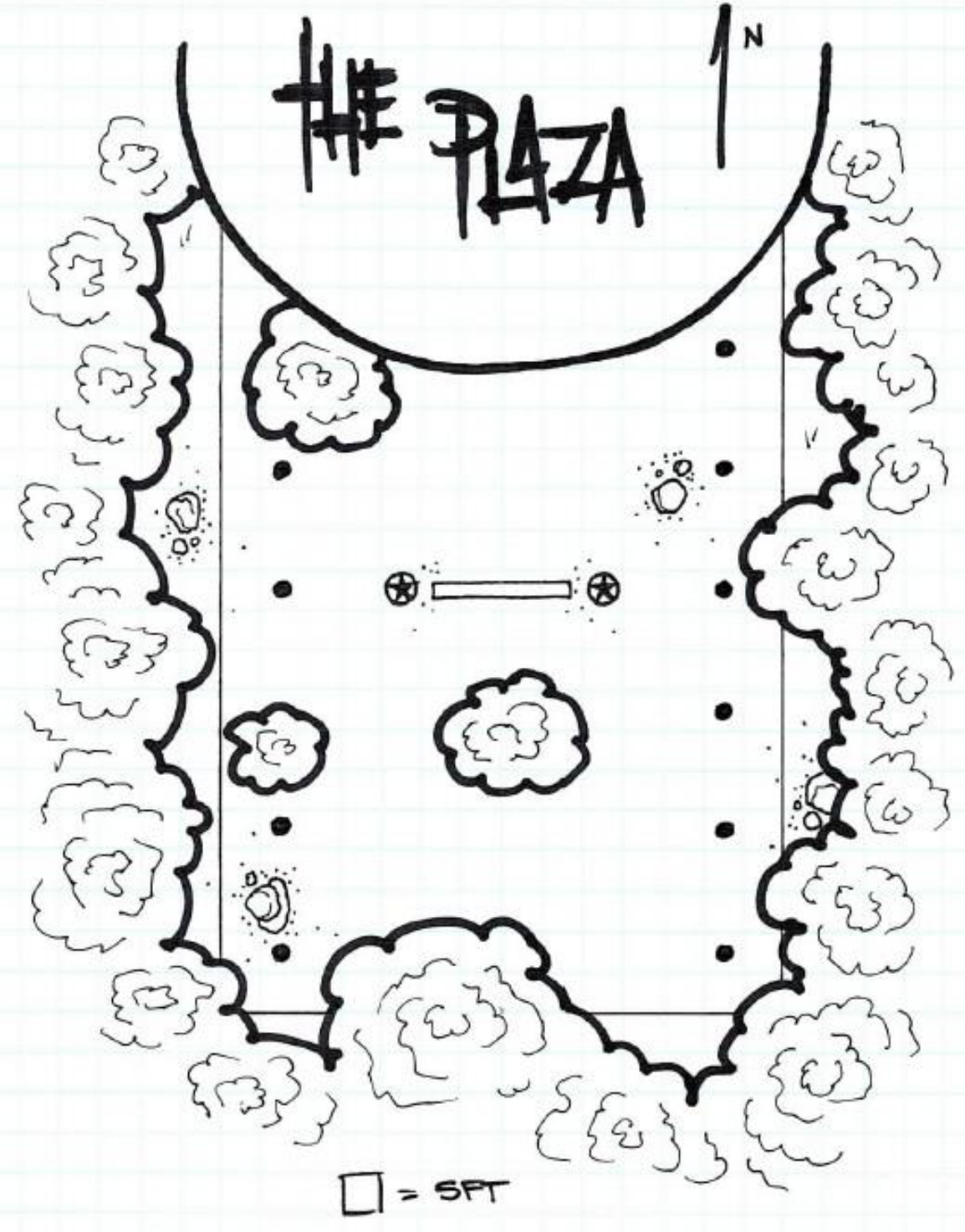
Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

ACTIONS

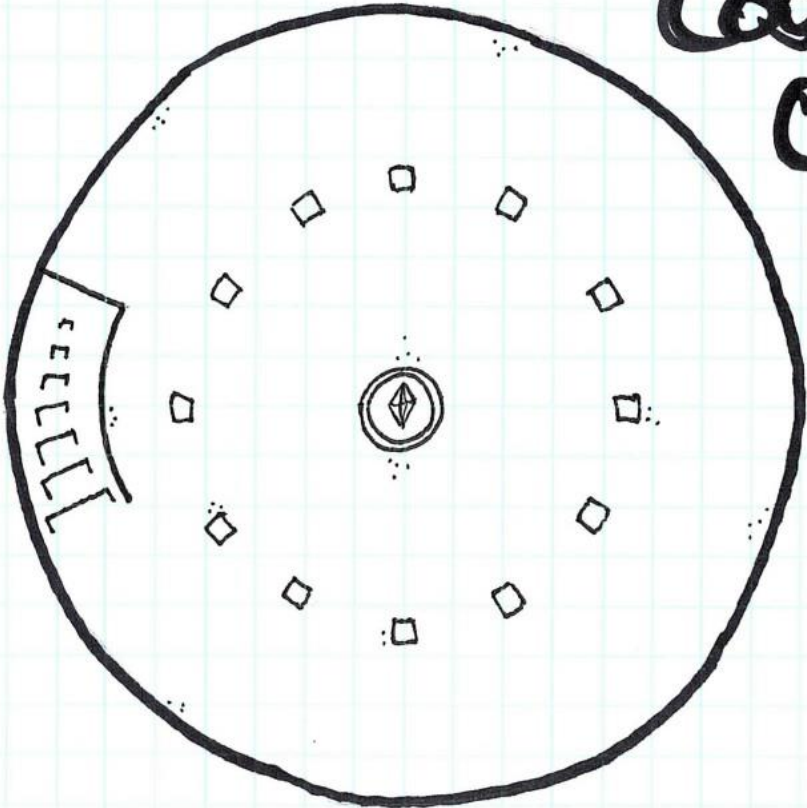
Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

APPENDIX. PLAZA MAP



APPENDIX. 5TH FLOOR MAP

**5TH FLOOR
COUNCIL
CHAMBERS**



□ = 5 FT

APPENDIX. 6TH FLOOR MAP



APPENDIX. VITALITY CRYSTAL SOLUTION

Neutralizing the vitality crystal is a two-step process of pedestal and shard configuration. 1.) Pedestals must be in the correct locations on the tile design. 2.) Each pedestal must have the correct number of shards inserted. When the two correct configurations are achieved in succession, it will neutralize the vitality crystal. The tiles illuminate in confirmation when a correct configuration is achieved at each step. All pedestals are initially found in dominant positions (at the points). It is up to the adventurers to move them to a correct position.

STEP 1.

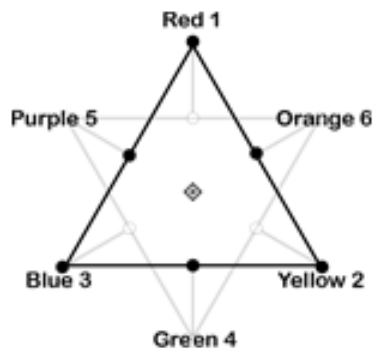
- The secondary colors (orange, green, and purple), must be moved into the subordinate positions to form a triangle with the **primary colors at the points**.
- Each pedestal must have a unique number of shards inserted. **Red** must have only one shard inserted.
- The total number of shards for each side of the triangle must add up to **nine**.

STEP 2.

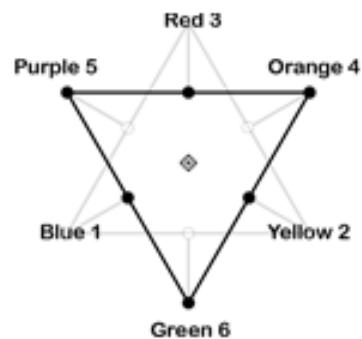
- The primary colors (red, blue, and yellow), must be moved into the subordinate positions and secondary colors must be moved into the dominant positions to form a triangle with the **secondary colors at the points**.
- Each pedestal must have a unique number of shards inserted. **Blue** must have only one shard inserted.
- The total number of shards for each side of the triangle must add up to **twelve**.

*** Note: A second valid configuration exists which mirrors the configuration below. As long as the shard count is unique, and the sides add up to the correct number, it is valid.

Step 1.



Step 2.



- Occupied Pedestal Location
- Unoccupied Pedestal Location
- ◆ Amplification Crystal

APPENDIX. BIBLIOMANCER SETTINGS FOR TOMES

Title	Author	First Name	Last Name	Category	Script	Title Count	Restricted*
<i>The People and Wonders of Southern Chult</i>	Dhalmass & Allisandra Rayburton	D	Rayb	History	Common	7	No
<i>Crystalline Healing and the Psychometabolist</i>	House Obladra	-	Obla	Arcana	Elvish	5	No
<i>The Friends and Enemies Within</i>	Vanrak Moonstar	V	Moon	Philosophy	Infernal	5	Yes
Reboot Settings	--	A	Sage	Gen. Works	Other	1	No

*The Bibliomancer prompts the user for security by illuminating the central hand reader.

PLAYER HANDOUT 1. LIST OF TOME TITLES

These should be cut out and given individually as they are discovered.

Mosaic: Ubtao's Creation of Chult

Crystalic Healing and the Psychometabolist
property of House Obladra

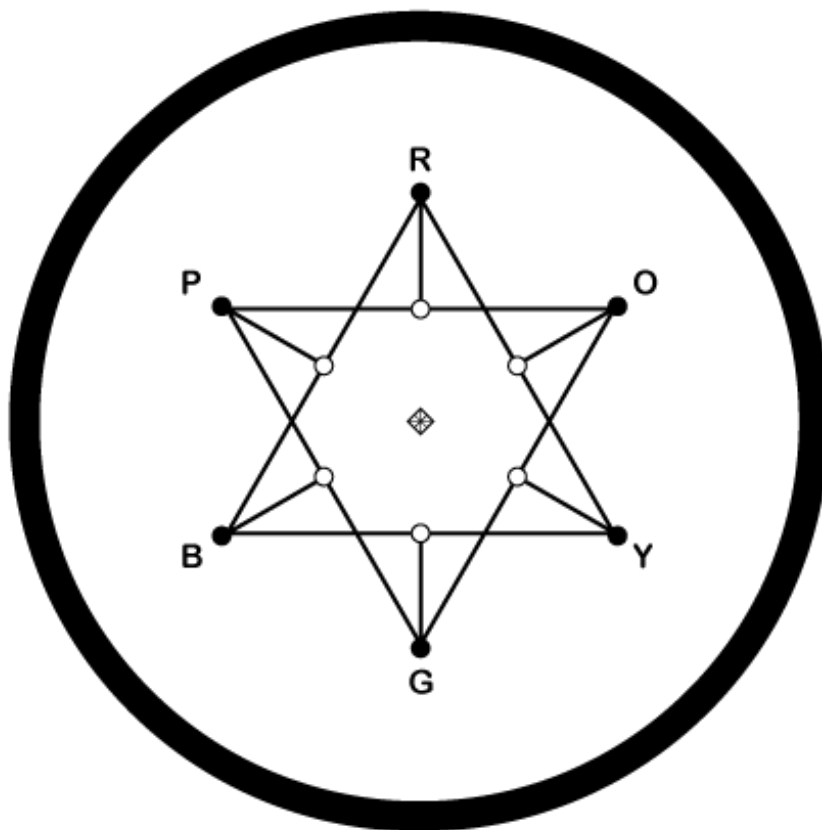
Mosaic: The Wrath of the Spellplague

The People and Wonders of Southern Chult
by Dhalmass and Alisandra Rayburton

Mosaic: Birth of the Silent Tower

The Friends and Enemies Within
by Vanrak Moonstar

PLAYER HANDOUT 2. THE INFIRMARY TILES



- Occupied Pedestal Location
- Unoccupied Pedestal Location
- ◆ Amplification Crystal

PLAYER HANDOUT 3. RESETTING THE VITALITY CRYSTAL.

RESETTING THE VITALITY CRYSTAL

STEP 1

PRIMARY COLORS IN DOMINANT POSITIONS

SECONDARY COLORS IN SUBORDINATE POSITIONS

BALANCE SIDES TO 9

UNITY AT RED

UNIQUE SHARD-COUNTS

STEP 2

SECONDARY COLORS IN DOMINANT POSITIONS

PRIMARY COLORS IN SUBORDINATE POSITIONS

BALANCE SIDES TO 12

UNITY AT BLUE

UNIQUE SHARD-COUNTS

FLOOR TILES ILLUMINATE ON EACH STEP IF CORRECT.

PLAYER HANDOUT 4. CRANNASTON'S FRIENDS AND ENEMIES CLUE

Friends and Enemies

You have your protectors,
to keep you from harm,
they look to you now
with all of your charm.

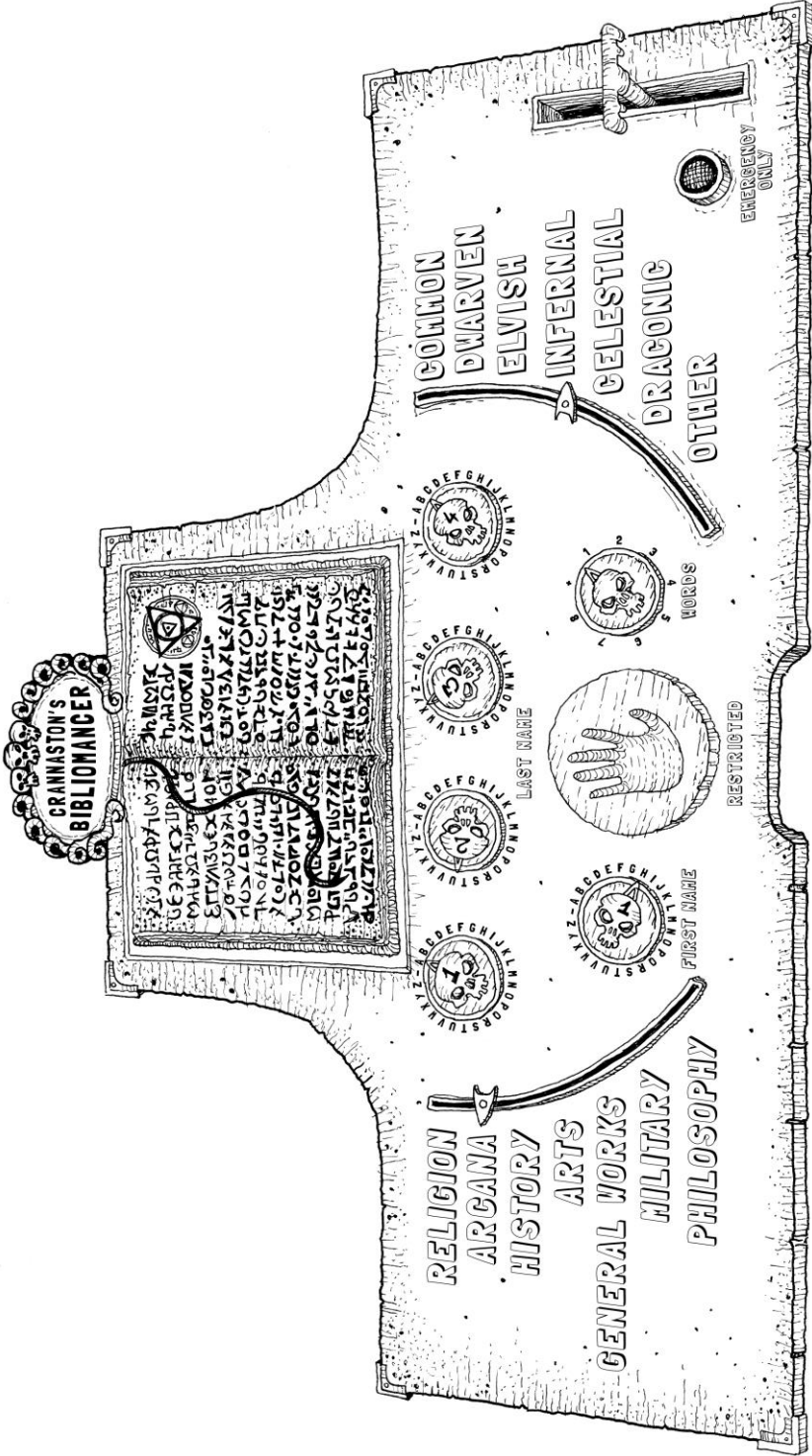
Lost in the darkness,
but guided by friends,
what lies within
is what they must cleanse.

A heart is made strong
with daily devotions,
yet weakness lies hidden
inside their emotions.

This is not even the most difficult part
The right words are needed
to cleanse the heart.

Speak the name
of the friend that will stave
the enemy that poisons
the heart of the knave

PLAYER HANDOUT 5. BIBLIOMANCER CONSOLE



PLAYER HANDOUT 6. BIBLIOMANCER RESET SETTINGS

Bibliomancer Reset

From emergency mode.

F. Name: A

L. Name: S, A, G, E

Category: General Works

Script: Other

Title Count: 1

Restricted: no

Push the red button!!!

PLAYER HANDOUT 7. STORY AWARD

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

VERSE VS. VERSES

Anyone participating in the Conversation with Crannaston encounter in the upper chamber is haunted for weeks by the following two lines of prose:

*Past the dark depths of the forest
You find the lock and hold the key*

The character knows that it is the second verse to a poem but cannot make it out in their head. However, they are sure to recognize it immediately if heard or read. This verse haunts you until you know it completely.

PLAYER HANDOUT 8. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

WAND OF POLYMORPH

Wand, very rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the polymorph spell (save DC 15) from it. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed. This item can be found in the *Dungeon Master's Guide*.

Having this wand on one's person causes fits of restless sleep—where the owner's nights are filled with wonderful dreams of soaring above the canopy on wide, feathered wings; burrowing among the roots of immense trees with wide, thick claws; and the other goings on that jungle critters seem to enjoy so much. Aside from this, the slender, foot-long length of grey stone is otherwise unexceptional.

PLAYER HANDOUT 8. THE SAGES

CANDLEKEEP SAGE

Medium humanoid (human), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages see sidebar

Spellcasting. The mage is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +5 to hit with spell attacks). See the sidebar for the wizard spells the sage has prepared:

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

CANDLEKEEP SAGE

The Candlekeep sages haven't led a life of adventure, so their spell options are limited, and they need protection if they are to survive in the wilds of Chult. However, they each have skills that may be prove valuable.

AUGUSTUS (ABJURER)

Augustus is able to cast a ward of protection. This ward protects five people with 10 temporary hit points. He can cast this twice per long or short rest.

Languages: Common, Abyssal, Infernal, Elvish.

Spells.

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

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

2nd level (3 slots): *misty step, suggestion*

3rd level (2 slots): *dispel magic*

OCTAVIUS (DIVINER)

Friendly creatures within 30 ft. of Octavius who roll a 1 on a d20 for an attack roll, ability check, or saving throw, can reroll the die and must use the new roll. Halflings may reroll with advantage.

Languages: Common, Infernal, Primordial, Chultan.

Spells.

Cantrips (at will): *ray of frost, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, ice knife, comprehend languages*

2nd level (3 slots): *blur, gentle repose*

3rd level (2 slots): *counterspell*