

THE TOWER OF THE STARLIGHT KNIGHT



@raylearts



CREDITS

THE PEOPLE INVOLVED

I created this module while inspired by Rachel Eaton's art and poetry. It was used as a quest in a D&D 5th edition campaign I run with some friends. Rachel Eaton was kind enough to allow the use of her art for the purpose of giving the players a visual of the beautiful murals on the walls of the knight's tower. I decided I wanted to share this with the world and after Rachel agreed to have her art featured in the module, I went forth and published it. Rachel has also published her series of Knightober illustrations as an artbook so definitely check that out.

- **Author:** Constantine "Kelfecil" Christakis (@Kelfecil) Kelfecil's LinkTree : (<https://linktr.ee/kelfecil>)
- **Inspiration and Art** Rachel Eaton (@rayleearts) Rachel's LinkTree : (<https://linktr.ee/raylee.arts>)

SOFTWARE USED

- <https://homebrewery.naturalcrit.com/>: None of this would have looked anywhere near as good as it does if it wasn't for this amazing website and the astounding work that the people behind it put into it. This is such an amazing platform for anyone that wishes to create any sort of RPG content. I love everything they have done with the website and I think the team behind it is a team worth supporting.
- <https://donjon.bin.sh/>: This is by far my favorite random generator of any kind for RPGs. I absolutely love this website and have used it a lot of times in the past, mostly for generating new dungeons. The dungeon used for this module was generated after a couple dozen attempts (until one felt right) using this tool and I honestly don't think I would have made it better myself. I find it quite amazing to take maps like that and try to explain every room, corridor and door they have.
- <https://roll20.net/welcome>: I use this as my Virtual Tabletop space for all the RPGs I run and even though I tried a lot of other VTTs, I keep coming back to Roll20 because of the amazing options for customization it offers. I mention this here as it provided a lot of inspiring ways to fill in the empty rooms of the tower.

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This module was made to be distributed for **FREE**. Should you find anything that you think is breaking any copyright laws, please do contact me through any of my social media.

SPECIAL THANKS

In this part, I would like to extend my gratitude to a few people that really helped this module come to life.

- **My caring partner, Anna**, who without her continuous support I would not even have the time and space to be making any creative content.
- **Rachel Eaton, the person behind all the amazing art and poetry in this module**, who has been fantastic from the very first few messages I sent her regarding my enthusiasm for her art as well as the fact that I really wanted to share her art with people through my RPG adventure.
- **My physically far but very close to my heart adventuring party** comprised of some of the nicest people I could have the joy of playing with. Despite their lack of experience with RPGs, they have trusted me to be their narrator for almost a year at the time of writing this and have thoroughly enjoyed everything I have thrown their way. Thank you Yogi, Jeroen "Jaeger", Maria "Calithiliel", Adrian "Keku" and Dimi Kaye. They were the first to experience this module and have helped me test quite a few things. Many of those things have since improved due to their contribution and in-game reactions.
- **The fantasy nerd Maria "Calithiliel"** who helped with proofreading and editing some parts of the module. Maria has quite the background in English literature so I am blessed to have had her eyes on this.

SUPPORT

If you wish to support me with writing more RPG things in the future, you are more than welcome to do so through my Patreon page. (<https://www.patreon.com/kelfecil>)



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THE KNIGHT'S TALE

Once upon a time, there was a kingdom, far in the north of Icewind Dale, in a land where few had ever managed to go to due to the treacherous passing that the mountains below presented to all unwearied adventurers. The kingdom of Larthimar it was called and it was famous for two things; its love for Larimar stone and its deep connection to religion. Their faith was all about protecting one's lineage in what they thought was the purest of means. For that reason, they had a huge distaste for anything magical and only believed in marriage between man and woman.

For a kingdom that far from the rest of Faerûn, this was normal. The king, Larimas Wildsbane III, made sure that his subjects all followed tradition. He was extremely strict and that showed whenever one could hear him talk to his wife and daughter. He was one of the few that actually knew of what existed beyond the Icewind Dale mountains but he would not speak of it, since he was afraid that people will lose faith.

His daughter Naja, beautiful as she was, was desired by many nobles in the kingdom. She, however, had never felt any attraction for any of the boys that tried to sway her. She kept trying to find ways to become a knight, even though few women had ever made it into the ranks in Larthimar before her.

One day, the bells of Larthimar rang louder and for a far longer period than they had ever rang before. Strange creatures had come down from the mountains, attacking all of the kingdom's surrounding settlements. Knights and hunting parties were dispatched, but only a few returned. Only a week after the first attacks, it happened again. The following week, things were even worse. Until the dawn of winter, at the time when Larimas had started losing hope, thinking that it was all over for his small kingdom, a knight in shining gold armor appeared. Her white hair waving through the wind, her armor blinding the monsters she was charging towards and her sword as sharp as the stalactites of the ice-covered mountains themselves, she cut through the foul beasts and saved at least a few hundred men that were at the mercy of monsters.

The king invited the mysterious knight to his castle to reward her for her bravery. The knight approached the king and took off her helmet, to reveal that she had long black hair. The king immediately asked "we all thought your hair was as white as snow, what happened to you?"

As the brave knight looked at the king, she said "I am touched by the sun and the moon and I therefore possess divine powers that allow me to use my sword in ways that others cannot." The king suddenly felt uneasy and looked at the knight with quite a frown on his face. He said, "we here, in the glorious kingdom of Larthimar, do not allow the use of magic and shall not have any... outsiders, help us with their demonic powers. Ask me what you will as a reward and be gone."

The knight considered the offer for a minute until Naja, jumped forward, breaking the awkward silence that lingered in the throne room. "Build her a tower! A tower at the edge of the mountains!" Larimas was stunned by his daughter's interruption but immediately said "that is actually a wise suggestion. A tower, so that you may protect the kingdom, but be far enough from it so that you are not able to seduce any of our people with your demonic magic."

The knight nodded, put on her helmet and slowly left the rude king's room. She knew better than to engage with people that understood nothing of the arcane and how it could be a force for both good and evil.

Naja in the meantime, had just experienced a feeling that she had never felt before. For the first time in her life, she was in love. She wasn't in awe or in fear of this new valiant knight, but very deeply in love. As soon as night would fall, she would go and find the knight.



And so she did.

To Naja's surprise, the knight felt the same way about the princess and so the two started what would be a very a risky but at the same time very beautiful relationship. Naja would escape her castle chambers, that felt like a prison, only to find solace in the surroundings of the knight. In her time spent with the mysterious knight, Naja learnt the ways of the blade and even a little bit of magic. In return, the true love of Naja towards the knight allowed the stalwart warrior to strengthen her abilities. It was as if her magical powers would be at their most potent form when she was the happiest and that was when Naja was around.

Only after a few months did Naja ever manage to convince the knight to reveal her name; Astarta. A name destined to shine as bright as their love for each other. "I knew I was meant to be here," said Astarta as she glanced over Naja's face. Little did she know of what would follow the coming days.

The foolish king Larimas, eventually found out about the forbidden bond between his daughter and the kingdom's only defender and in his rage, he rallied his army to attack the tower. Madness had him driven to limits he had never crossed before and also did not allow him to think things through before ordering the burning of the knight's tower.

In what would be the final showdown between the mad king and the valiant knight, tragedy struck. Naja jumped in front of the blade of her father to protect her beloved and the sword blow left her on the ground bleeding out. "Do not give in to rage," said the princess to Astarta as she held her in her hands. "You are the starlight knight, my love" she whispered as the light faded in her now lifeless eyes. The king started yelling and blamed Astarta and her demonic magic for what had just happened.

Astarta fled back to the tower and managed to shield herself against all of the army's attacks using her powers. She needed time to find herself and make a decision on what to do next. Only a day passed and she had made up her mind; she would slay the mad king.

What followed was probably one of Faerûn's biggest massacres, as far as massacres done by one person go. She slayed every single one that went against her as she made her way to the castle's throne room. Staring the king in his eyes, she told him, "I loved her more than you were ever able to" and in that moment she pierced his heart, so deep that everyone could hear his vital organs break.

Her sadness had now overtaken Astarta and having realized what she had done, she dropped her sword, fell on her knees and just looked up to the glass dome of the throne room and into the starry night above the kingdom. She let a tear go down her cheek as she said, "I am sorry" before one of the king's guards cut off her head.

The kingdom, now defenseless, had no other choice but to break under the attacks of the monsters coming down from the mountains. People fled to places far from Larthimar to save themselves, but none would dare pass by the knight's tower in fear of what dangers could still lurk there.

So goes the tale of the Starlight Knight and only a few know of it and are able to tell the story of her love and vengeance. Should you find this book, make sure you keep it close to your heart, as it holds a secret few will ever understand.



GETTING STARTED

THE AUTHOR'S WELCOME

First and foremost, I have to say, thank you for downloading this module and reading through its content. Despite the fact that I have been running RPGs as the Game Master for almost two decades now, this is the first time I ever publish something concrete and organized.

The story and everything inside this module was inspired by multiple things with the most important ones being Rachel Eaton's artwork, her poetry and some of my favorite stories. I was very excited to hear that Rachel was enthusiastic about the narrative I produced based on her artwork and I therefore wanted to expand on it and put something together that others could use in the future. This could be just the beginning of a lot more that may come in the future.

When it comes to D&D and any other RPG I play, I personally prefer to customize a lot of things that I find as a DM in order to be able to have the players be even more engaged with the narrative and most importantly the roleplay part of it all. That would include creating new homebrew rules on the spot that range from custom spells to more unique things like temporary buffs.

I also tend to not put small boxes with text that the DM can directly read in my modules, since I believe that those break one of the most important mysteries of RPGs and GMing. I am talking about the part where the players can tell when a GM is improvising and when they are reading something from the book. You might find some extra info on some of the pages in the form of notes, but they are mostly for the DM to understand the adventure better.

For a full list of all the resources I used in order to create this module as well as links to everyone and everything involved, please check the credits page. Everything that I have created for the purpose of this adventure will be listed in various parts of the adventure.

INTRO TO THE MODULE

WHAT IT IS ABOUT

The adventure in this module is all about the players being curious enough to enter what seems to be an abandoned tower which is later revealed to be a building full of treasure locked behind magical doors that open only if the puzzle presented is solved.

The adventure focuses a lot on the images made by Rachel Eaton and uses that art in order to give clues to the players as to what the real story behind the tower is. Most of the doors will have art on them and something written below it. The written words are poems that Rachel Eaton herself wrote for each art piece and have been fashioned into puzzles for the purpose of this adventure.

This is **not an easy adventure** and should not be treated as one. It is very likely that the players will get stuck and will not be able to solve one of the puzzles. For that reason, the DM must be ready to adapt to each situation and maybe even give extra hints to the players so that they can keep moving forward. This adventure **should take 2/3 sessions of 3 hours each to complete.**

RUNNING THE MODULE

In the next couple of pages, you will find various tips and ideas on how to run the module more effectively. Things such as how to get your players to progress further, where the tower is located and how the characters act.

This however does not mean that you need to run the adventure module exactly this way. As always, I entice you to give it your own twist and make it into something that fits better in your own campaign.

ABOUT THE PUZZLES

The first time I personally ran this module, I fortunately did not have to give a lot of hints, but there were indeed parts where I had to wait quite a bit while the players tried out different things. If you know your adventuring party is one with a distaste for puzzles and riddles, then maybe just show them the art and skip the puzzle part.

A nice idea would be to replace the puzzles with doors that are locked and need a certain DC passed for lockpicking them. If that fails too, then you can punish the players with a trap, should they decide to just blast a door open.

THE WORLD

I specifically made this module in anticipation of the adventure book *Rime of the Frostmaiden* and therefore decided to implement it in my homebrew campaign setting in a way that it served as a passage towards the land of Faerûn and more specifically the Icewind Dale area.

Despite how the story goes, you could always change the part where it says the town is past the Icewind Dale mountains to another region of your choosing. I made sure the entire adventure is playable in any D&D setting, even though it makes the most sense that it takes place in Faerûn.

Chronologically, it is also very abstract and that is yet again up to you to choose. No matter what your choice is, the best thing to do would be to still mention that the tower has been abandoned for hundreds of years since that helps with the fact that most do not know about the tower or its story, or the fact that even the ones that did know about it have now perished.



ADVENTURE SYNOPSIS

Throughout this adventure, the players will face various enemies and will have to test their skills in puzzle solving in order to progress forward. Despite what great treasures may be hidden behind some of the tower's locked doors, the adventurers will have to really show their prowess in both combat and investigation. **This adventure was made for level 6 characters** but can easily be modified in order to make it playable for higher or lower levels.

The following list shows how the adventure progresses:

1. Start with the adventure hook.
2. Trip to the tower through the snowstorm (optional).
3. Going through the magical veil entrance.
4. Exploring the tower, slowly discovering what the story behind this abandoned tower is. Defeating the wizards that have taken control of the tower with their elementals. Connecting with Astarta and maybe even Naja.
5. Defeating the wizard boss (if they manage to solve the puzzle that leads to him).
6. Heading to the ruins of Larthimar (optional). Few options here but mostly fluff.
7. Returning victorious with new magical items acquired.

MOST NOTABLE ADVENTURE LOCATIONS

- **The snowy mountain** that the players must fight the raging snowstorm in order to reach the tower.
- **The tower** itself that is very tall in height, reaching at least the height of a modern building with 10 floors and wide enough to fit more than two family apartments on each floor. It is very visibly abandoned and nature has overtaken it by covering it in snow, various flora finding its way through broken windows and a lot of the stone that held it together, now on the ground, destroyed. At the top of the tower is an observatory which housed a big telescope in the past.
- **The kingdom of Larthimar.** This one you can freely describe as you see fit. The so-called kingdom is nothing but a few destroyed houses that are now covered in snow and what was once the great castle where Larimas ruled from, is now just rocks on the ground. It is as if more than just nature passed by here, leaving its mark on the once beautiful buildings of Larthimas. The only thing of value, is a few stones that contain larimar colored gems. You could potentially ask the players to roll for investigation near the castle and allow them to find some valuables there.

THE HOOK

Despite how I personally planned to move my players to the place where the tower is, there are multiple ways you can get the adventuring party to the location. You could make up your own or use one of the ideas I have prepared for you:

- **A human patron at the local inn is drunk** and speaks of a powerful knight that beheaded a king. Should the adventurers engage with the patron they can easily get the drunk person to say all sorts of things about the lost kingdom of Larthimar and how it was once the shining jewel of the north. The patron's ancestor was a knight to the king and the ancestor passed on to them a map that leads to the tower and into the now abandoned city of Larthimar. The adventurers can either buy the map for gold off the patron, force it out the patron's hands or attempt other more roleplay-oriented ways of procuring it.
- **The town's mayor** (or some other official that the players may be familiar with) **has called for urgent assistance** with the rescue of a caravan that was lost in a snowstorm recently. Should the adventurers accept this quest, they will be faced with adverse natural conditions that will eventually have them lose track of where they are headed and end up in front of the abandoned tower. There could be the now frozen corpse of one of the people they were looking for inside the tower's main entrance hall.
- **Have a map, that shows the path to the tower, drop as loot** from one of the more sage oriented characters the players end up killing. Maybe the person that had this map on them was a collector or a daring adventurer. The map could read something like *"Here be the gift of Starlight"*. The party would then have to navigate through the dangerous snowstorm to reach the tower.
- **Someone is testing the adventuring party** and believes that the only way that they can prove their worth is by bringing something of value back from what legend says is a place with doors none could unlock.
- **Someone wants to get rid of the adventurers** and therefore decides to send them where that person is sure the party will not survive. That person should be someone the party trusts and generally someone the party would not question when told something about a perilous and abandoned tower. That person however will also know about the wizards that have occupied it while at the same time not knowing why the wizards are there or how long they have been there.



STARLIGHT MAGIC

In many parts throughout this story, a lot will be hard to explain through normal D&D rules and mechanics. As I mentioned earlier in this module, I am a big fan of improvisation and generally putting things in place that makes the players feel more immersed into the story. Not everything needs to be out of a book and not all things need to make sense to players. It is a mystical, magical world after all.

For this purpose, in this module in particular, I have introduced the concept of *Starlight Magic*. The knight is a divine, celestial and/or astral-plane-touched champion, chosen by a celestial god (one of your choice). What the story behind the knight is, as well as how she got her magical powers, is up to you.

In my adventures, I always make her this courageous adventurer that after decades of hunting down demons, she stumbles upon an altar where a celestial god appears before her, telling her that he had been watching her in awe of her bravery and therefore wanted to give her the gift of *Starlight*.

We will go more into detail regarding the knight's character in the next part though.

Starlight Magic is there to explain a bunch of things, like:

- The magic that holds the doors locked behind riddles.
- The magical veil that allows adventurers to enter the tower without having to take the now destroyed staircase.
- The extraordinary magical powers that the knight, her armor and her weapons possess. Should you decide to go with the things suggested as *loot* and *gifts* mentioned in this module, then this sort of magic is what empowers them.

Do not be afraid to make up things as you go and feel free to use this sort of magic as the excuse for how things work. It is supposed to be the home of the Starlight Knight after all and since she was attuned to this place, the tower itself is filled with what would seem like miracles to most commonfolk.

The colors of the stone walls of the tower would change colors as the rays of the sun would land on them. What would first look like charcoal black would later turn into the pure color of gold. The inside of the tower was regally decorated and everything inside it seemed as if it was touched by the gods. The effervescent murals on the walls were so vivid that it felt as if the creatures on them would jump out to charge at you. Despite the few ruined parts of the chambers and the smashed windows, it felt as if this place held itself together through some means beyond most people's understanding.

MORE ON STARLIGHT MAGIC

I have actually already prepared multiple notes on several Starlight related spells and will release those as a separate supplement module in the near future. That supplement will include both new Starlight spells and the new Starlight Knight class.

ASTARTA, STARLIGHT KNIGHT

Astarta, the Starlight Knight is a very intricate character. The following information is given to you in order to be able to flesh out the character even better for your adventure, but I will repeat once again that you should change things as you see fit if you wish to have this character play a bigger role in your campaign.

Despite looking like a silent and well-composed person at first impression, Astarta is actually a very troubled individual. She has battled many hardships throughout her life. One of the hardest things she had to go through was actually losing her family very early in her life. Through her travels she has been through many regions of Faerûn including many cities. As a human, she saw how unfairly some other races were treated and she stood there watching others suffer while unable to help.

She vowed that she would practice the sword in order to defend those in need. After years of extensive practice and training under several warriors that she was able to spend time with, she became so skilled that many would seek to hire her for protection. She, however, decided to be more of a bounty hunter than a guard.

One day, during one of her missions, she tracked down a priestess who was performing some sort of ritual under a full moon. She at first thought the priestess was her target but soon enough they were both ambushed and Astarta saved the priestess's life. The priestess thanked her and as she bled out, told Astarta to touch the altar to receive a gift. That is when a celestial god spoke to her and applauded Astarta for her stalwart resolve, bestowing her the gift of Starlight.

"This is about making things right, so you better tell me where she is" said Astarta while death staring the half-orc smuggler that was seated in front of her. "Best I can do for you, human... is tell you down which path she went. Also, don't lecture me on righteousness, you bounty hunters are all the same!" Astarta raised her posture and looked at the smuggler from a higher position than before and said "if I cared not for morals, you'd already be dead." Astarta's hair covered her stare as she turned around and the smuggler watched her ride out.

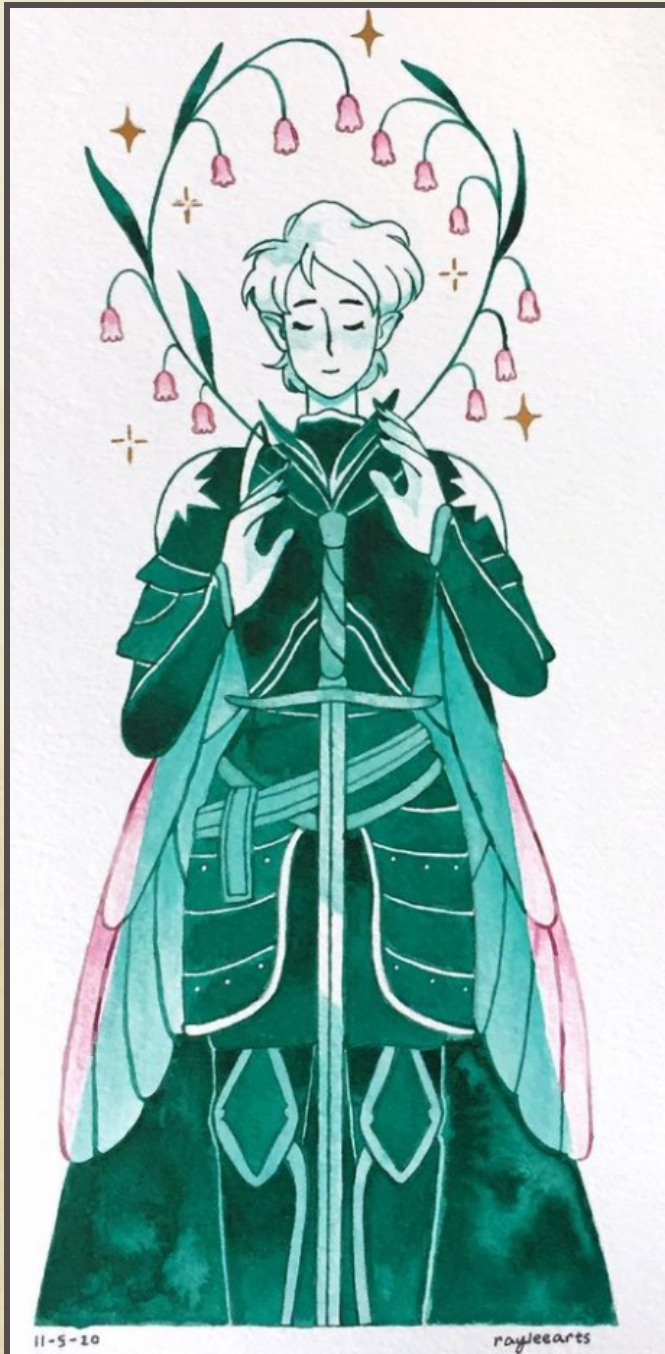


ROLEPLAYING ASTARTA

The way you play Astarta is simple since she is now a soul that is resting in the afterworld. I have no specific narrative set in place as to what happened to her soul other than the fact that the players can connect with her if they manage to solve most of the puzzles.

Astarta talks with a very ethereal and calm voice, ensuring anyone she talks to that they are safe with her. She would commend anyone that manages to reach her and she would even be generous enough to bestow the lesser gift of Starlight to two of the adventurers. More on that later though.

Generally, her hardened past as well as her death are things of the past for her and she is now a spirit that only acts as a beacon of hope to the ones that seek her out.



NAJA, LARTHIMAR'S PRINCESS

The princess of Larthimar, Naja Wildsbane, is a rather stubborn character. Raised to always obey the ones older than her, she has always wanted to break free from the chains that held her in place. Although she had not seen a lot of women make it into the rank of the king's knights, she always aspired to be one because she admired their bravery.

Naja was a very active individual from a very young age. She showed promise in both physical and mental activities. Her father and mother constantly tried to push her towards learning how to practice some kind of art but she insisted on doing other things. She would constantly tag with others in hunts and when she would be grounded as punishment, she would find people to play complex board games with. She of course won every time and people saw her as kind of a smartass.

The people did not really have a strong liking for princess Naja, because she did not follow tradition and did not adhere to the rules that the royal family had followed for decades. The only people that liked her were the youth of Larthimar and that was for her rebellious attitude.

"Haha! Show me the money lieutenant! Maybe you would like to see my hand? I can show you all the other ways I could have beaten you" said the princess, flaunting her victory over the knight lieutenant's now miserable pose with his hands on his forehead. "Silence princess! You need to learn to control yourself! This is why your father grounded you again you know, you need to learn manners and start following orders more often," said the man while taking out a few pieces of silver from his pocket. "Well, mister lieutenant, sir... when I am queen, I will have to follow no man's word, just you wait," she said, putting her arms forward and dragging the money off the table and on to her dress. "When that happens, there will be another king to keep you in place, so don't dream big, little princess..."

ROLEPLAYING NAJA

Naja is a cheerful character, full of fervor and joy. She is very passionate about everything she loves and most out of all, Astarta. When she talks, she comes off like a spoiled child. She however has enough intelligence to find ways to convince people to do her bidding.

Even though she knew how her father would react if he found out that she had formed a bond with Astarta, she felt like it was the right thing to do. She believes more in fate than she does in anything else. She has always been rebellious but she followed Astarta without any second thoughts.

This is the reason why she was so calm in her final moments with Astarta. Her love for the Starlight Knight was so great that she wanted to make sure that Astarta does not do anything foolish and act out of emotion.

Naja is not aware of what Astarta did to her father. In the afterlife, she is very calm and speaks of Astarta with the most loving words. Should she learn of what her partner did, she will either express her sadness or stay completely silent, overtaken by emotion.

Should the players wish to know more about her, they would have to convince her to say more. Another interesting way to have Naja talk more about her past would be to have her challenge the players to a round of any of her favorite board games with the winner's prize being the revelation of more information. Naja's insight is quite high, so she would know if someone were to lie to her.

THE TOWER

THE WIZARD OCCUPANTS

Despite the fact that most believe that the tower is completely abandoned, quite a few have actually tried infiltrating the building full of secrets. Everyone failed until a group of wizards found it and successfully infiltrated it.

The wizards are a band of researchers, led by the genius Timear who knew of the legend of the Starlight Knight. The information he had together with his intelligence allowed him to find a way into most of the tower's rooms. He is obsessed with finding the secret behind the knight's source of power and has become more and more mad in his efforts to do so. He has lost all sight of reason and even when his four helpers asked him to stop, he decided to trap them inside separate rooms throughout the tower.

Timear decided to lock himself in the observatory at the top of the tower where he is waiting for the most intelligent of adventurers to reach him. He thinks that if someone is able to understand how to get to him then surely they would have the answer to what he is looking for as well.

THE WIZARDS

The four wizards trapped in the various rooms throughout the tower's floor that the adventurers are exploring are all specialized in some sort of elemental magic. Timear always believed that only by combining all four basic elements would someone be able to understand reality and magic at the same time. The wizards are:

- Miriel, the wizard of Air.
- F'er Adul, the wizard of Fire
- Amar, the wizard of Earth
- Railia, the wizard of Water

I have provided a stat block for each of those characters in the next pages where each room is explained in detail. However, if your adventuring party is of lower or higher level, you could either cast spells at a higher level or completely switch some of the values listed.

TIMEAR

The high elven genius has for years wandered Faerûn in search of powers that others do not understand. Despite his incredible intelligence, he is driven by his lust for power and easily loses track of what is at stake in many critical situations. There were many times that he almost forgot about his followers and almost let them starve.

In my own adventure, Timear was a wizard that could cast temporal magic of a certain degree. For the purpose of this module though, he is your average end-boss kind of wizard. A stat block has been provided for him at the last stage of this adventure.



Railia experimenting with water elemental magic. Make sure you check out @Raylearts for more amazing art.

ROLEPLAYING THE WIZARDS

All of the wizards will be hostile towards the adventurers when they notice them. I suggest you allow for one of them to be more friendly though or allow the players to befriend one in some way that includes roleplaying. For the purpose of my adventure, I chose Amar since I put him in one of the last couple of rooms.

The wizards will all however be driven mad at this point by the fact that they have been locked inside a room for months. Some of them have continued their research while others have stopped and are trying to find a way out. A couple wizards have found ways to summon elementals outside of the room they are and are using them to scout the corridors around the rooms.

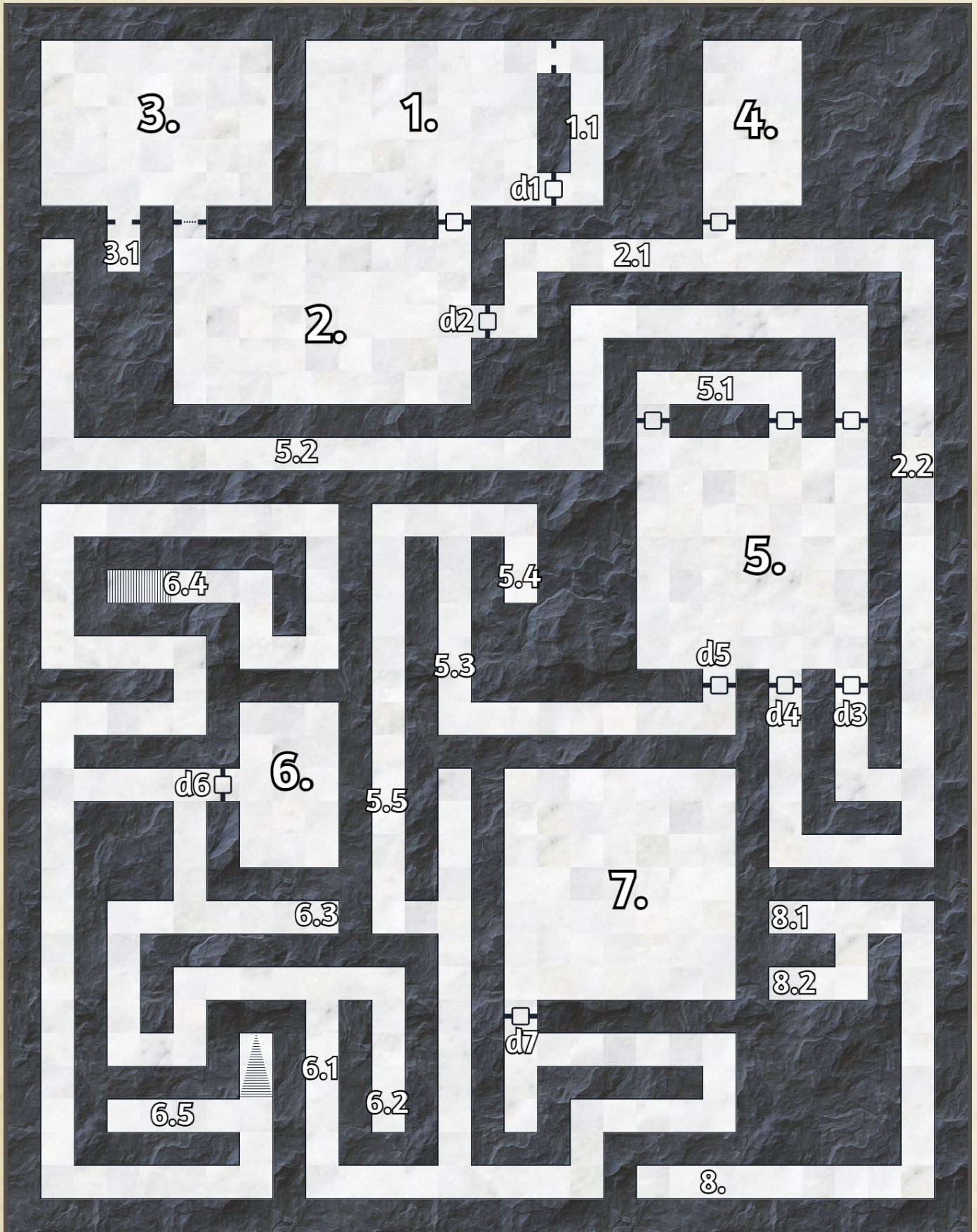
Timear is acting all high and mighty when he meets the players and despite commending them on their ingenuity and their success of making it all the way to him, he will still try to kill them once he realizes that they do not possess the answer he so fervently seeks.

DESCRIBING THE TOWER

Remember that whatever description I have given for the tower thus far, it is ultimately up to you as to how destroyed, looted, dark or fully illuminated it is. The following pages will guide you through the puzzles that you can present to your adventurers, but I cannot stress enough how much you should be improvising and switching things around, as this is what makes RPGs unique and fun. Especially for the GM.

THE MAP (WITH DM NOTES)

A copy of this without the numbered rooms can be found at the end of this module.



MOVING THROUGH THE TOWER

THINGS TO NOTE

The map has notes that will allow you to follow all the information you need for each room and corridor in a specific order. That however does not mean that your adventuring party will follow that order. If you want to keep things exciting, these are some of the things I suggest:

- Surprise the adventuring party with all sorts of traps when they are going through corridors. This will help keep things exciting, especially for those groups that move around each corner making checks for traps. Cannot really find them all, can they?
- The elementals are patrolling the corridors and offer a unique puzzle challenge on their own. These elementals do not follow the rules of combat since they are operating like automatic sentries that pass through all unsuspecting intruders. Use them to challenge your players.
- If the players are stuck trying to solve a puzzle, try using various techniques to present tips to them without making it too obvious that you are helping. For example, I like the idea of the door lighting up in a magical way the closer I hear the players are getting to the solution.

OBJECTS IN THE TOWER

I personally added a few bits of furniture on my map while playing this adventure on Roll20 and I entice you to do the same as it adds a bit of extra flavor to your descriptions.

TRAPS

Some traps are more complicated than others and there are a few of those complex ones in this adventure too. If you would like to make it more dramatic and intense for your players, you can set up a timer or even count down out loud while they are trying to figure out solutions for getting out of situations. I mention my preferred amount of time for each timer at the end of each trap but you should adjust that as you see fit to more or less depending on how you feel your players will do.

Remember that this is quite a stress-inducing element to add to your adventure so make sure your players are ok with that sort of thing before adding it.



QUICK SYNOPSIS OF THE MAP

1. The extension of the entrance room after going through the magical veil.

1.1 Corridor with trap that once passed through opens up door to room number 3.

d1. Has a riddle (words) that has to be solved in order to be opened.

2. The main hall and also the place where the orbs of each elemental mage can be delivered in order to activate the altar that teleports anyone to the observatory at the top of the tower.

3. The main study where the wizard of the air element resides.

3.1 An empty storage room where the players will find the orb of air after looking through the monocle.

d2. The door that opens after shining light on it.

2.1 A corridor that is guarded by a fire elemental sentry.

4 The room with the statue of a knight wearing a magical amulet.

2.2 The corridor where the second fire elemental sentry is patrolling.

d3 and d4 The Sun and Moon Knight doors.

5 The knight's sleeping chambers and the place where the fire elemental mage is trapped doing his research.

d5 The door that opens based on the painting's riddle.

5.1 A backroom with an inactive teleportation rune.

5.2 A corridor filled with traps, a magical item at the end of it and a rune to teleport to 5.2.

5.3 An empty corridor where a trap could be placed.

5.4 The place where the hole in the ground that fits the sword is at.

5.5 A corridor that is locked behind a magical wall with a mural that requires a puzzle to be solved in order to be opened.

6.1 The place where an earth elemental stands guard, attacking anyone that comes close.

6.2 The end of the corridor where the fountain of blood is at.

6.3 A place where some bones are buried below some tiles in the floor.

6.4 The destroyed by rubble staircase that leads downwards to the rest of the tower.

6.5 The destroyed by rubble staircase that leads upwards to the rest of the tower.

6 The room that Astarta used as the place to keep Naja's sarcophagus. It is also where the earth elemental mage resides doing his research.

d6 The door with the snakes puzzle.

d7 The door with the storm puzzle.

7 Astarta's final resting place and the main study. This is also where the water elemental wizard can be found.

8 The secret corridor that is only revealed once all the puzzles are solved.

8.1 The magical veil that allows you to teleport to the ruins of Larthimar.

8.2 The magical veil that allows you to teleport outside of the tower, exactly behind it.

MAP WALKTHROUGH

ENTRANCE

The adventurers arrive in front of the old tower and find the big wooden door badly damaged and half-open. As soon as they push the slightest, it creaks open and reveals the entrance hall of the tower with a huge spiral staircase on the left that is now blocked by a lot of debris and a floor that is half-covered by snow that found its way inside.

The way the adventurers find their way inside is by going through a magical veil that exists on the wall opposite of the door. All they need to do is investigate or touch the walls all around in order to find it.

ROOM 1

This is where the adventurers find themselves when they go through the magical veil on the entrance hall's wall. They specifically come out from the left side wall of the room and immediately notice the archway on the left and the closed wooden door to the right of the wall opposite to them, as well as the wooden door at the south of the room.

This room contains only a couple benches and served as the visitors' waiting room when the tower was still in one piece.

1.1 (CORRIDOR)

The archway that leads to this corridor has letters carved at the top of the arch that are written in Celestial and read "Time is irrelevant." The corridor is quite narrow and can fit one medium to large person going through it at a time. Remember that if it's too hard for the adventurers to find a way to read Celestial at this point, you should probably just have the inscriptions be written in Common.

The corridor itself holds a mechanism below the floor tiles where if any creature steps on all of the tiles one by one in succession, it will allow for the door to room number 3 to open. Make sure you give some sort of indication that the adventurers activated a mechanism once they have stepped on all the pressure plates. That could for example be some sort of sound.

This is a great place to introduce the first trap.

SAWBLADE TRAP

A pair of sawblades come out from the wall cutting any unsuspecting creature that is close to the mechanism that holds the blades in place. The trap is activated when a creature of any weight steps on a pressure plate in front of it.

Damage: 2d10, DC 14 Dexterity saving throw (half damage on a successful save).

The corridor however holds another trap that is only activated once the adventurers reach door **d1**.

D1

Once any adventurer reaches the door, a stone wall shuts off the entrance (the archway) through a stone wall that is dragged until it shuts off the room. The *Closing Walls* complex trap is then activated.

CLOSING WALLS

The walls from the right side of the corridor start closing in on the adventurers putting them on a timer to solve a riddle on the door in front of them (**d1**). At the same time, some words in Celestial are illuminated on the door. The text on the wall reads "*Show me the pain you have been through*".

In order for the adventurers to open this door, they have to smear blood on any part of the wooden door. That could be done by cutting their hand or by using the blood from a recent wound. The tiniest amount of blood will work on the door. As soon as the prerequisite of the puzzle is met, the walls move back into place again.

Should the adventurers fail to solve the puzzle, the walls will crush them up to a certain point and cause them serious damage.

Damage: 4d10, No way of avoiding the damage.

Timer: 20 seconds

If your adventuring party is finding the puzzle to difficult to solve, or is taking too long, try introducing a hint or two, such as the word magically changing to "*Show me the blood you've spilled*".

Beware that this is a trap that people with a fear of claustrophobia will most definitely not like, so you should be careful when using it with people you know do not like surprises like that in their RPGs.

ROOM 2

Room 2 is just another room that seems like people had easy access to and therefore is already looted. However, there is a big stone plaque at the south of the room, surrounded by 4 small bowls that seem to be glued to the ground upon closer inspection. With an Investigation check of **DC 14** the adventurers can tell that the bowls were placed there in the last few months. With an Investigation or Arcana check of **DC 19** they can tell that the bowls have been placed in such a way that they are most definitely there for the purpose of performing a ritual that opens a magical passage to some other place. If they fail the check, they see the bowls as regular everyday bowls.

These bowls of course serve the purpose of activating the dimension door that Timear has put in place in order to navigate back and forth from the observatory at the top of the tower. Timear, however, has not used the spell in quite a while and decided to leave all of the elemental orbs with the respective apprentices after locking them each one in a separate room around the tower. The orbs need to each be placed in a bowl in order to activate the ritual and open the passage that leads to the observatory.

Other than that, the room has nothing else of interest and the adventurers will have to find a way to open the door that leads to room number 3.

The door to room 3 is made of stone and has an inscription on it that says "*Yet pain is relative*" in Celestial. The way the adventurers can open this door is explained in **1.1**.

ROOM 3

This room was the main study where Astarta spent a lot of time studying books and other things. The room is now the place where Miriel, the wizard specializing in the element of air, is now trapped. Miriel is the only one of the wizards that has not lost focus and is still doing her best to find solutions to what Timear is looking for.

Miriel has gone mad in her efforts to appease her master and has gone too far with her experiments. When the adventurers enter the room, they find four to five small magic tornadoes spinning around the room causing all sorts of havoc. There are all sorts of parchments, papers and books flying around the room and Miriel is standing over her desk at the far northwest corner of the room. The magic tornadoes are up to you to place in the room as you see fit.

LOOSE MAGIC TORNADO

Each magic tornado is spinning furiously and out of control, occupying a 5 feet square space (medium) reaching the ceiling, but does not move around the space. Any item that gets in 5 feet range of it is instantly pulled in. Any creature that gets in 5 feet range of it will also get pulled in unless they pass a **Dexterity Saving Throw of DC14**. If caught, the creature must make another check at the start of their turn. Every time they fail, they become more dizzy and will need a turn without moving to recover once they are out of the tornado before acting again.

This room is actually one of my favorite ones in the tower since it allows for a lot of funny situations to take place. Feel free to improvise in terms of explaining what happens when someone gets caught in one of the tornadoes.

There is so much commotion in the room that it will be hard to make Miriel aware of the adventurers' presence. As soon as she notices them though, she will turn and attack them since she will see anyone that tries to stop her research as hostile.

It is important to note here that as explained at the start of this module, a lot of the spells have been changed in terms of appearance to fit the adventure. They still act the same way as the spell mentioned in brackets though.

Miriel is a halfling with short white hair, hazel eyes and piercings all over her face. She is seen wearing a set of titanium white goggles and her attire usually consists of a simple grey robe with her trusty dagger always hanging by her belt.

Miriel speaks in a rather squeaky, high-pitched voice and she easily loses track of her surroundings since she tends to get very focused when performing a task. In terms of combat, she will try focusing on one target, preferably whoever is closest to her.

The stat block for her is an example of how you can play her, but feel free to adjust her HP and spell list accordingly should you find her to be too weak or too strong for your players.

The adventurers can also reason with Miriel through RP and conversation but that is highly unlikely since she will instantly attack them as soon as she aware of their presence.

MIRIEL, HAVOC EXTRAORDINAIRE

Small humanoid, lawful evil

Armor Class 13 (16 with mage armor)

Hit Points 45(4d8+10)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	17 (+3)	16 (+3)	12 (+1)

Senses passive Perception 6

Languages Common, Primordial, Infernal, Elvish
Challenge 6 (2,300 XP)

Spellcasting. Miriel is an 8th-level spellcasters. Her spellcasting ability is Intelligence (spell save DC14), +6 to hit with spell attacks). Miriel has the following spells prepared.

- Cantrips (at will): Wind Shear (Fire Bolt), Light, Mage Hand, Prestidigitation
- 1st level (4 slots): Detect Magic, Mage Armor, Magic Missile, Shield
- 2nd level (3 slots): Misty Step, Gust of Wind
- 3rd level (3 slots): Call Lightning, Fly
- 4th level (2 slots): Wind Storm (Ice Storm), Greater Invisibility

Actions

Master of Havoc. Miriel can spend an action to move all of the tornadoes 5 feet of where they are currently placed.

Dagger Melee Weapon Attack: +4 to hit, reach 5ft., one target. *Hit* 4 (1d4 + 2) bludgeoning damage.

I would suggest you place a couple tornadoes close to Miriel and when playing her try to move them in places where the wild winds will protect her. You should also try to balance between offensive and defensive spells in order to keep her alive a bit longer. The wizards are not meant to be too much of a challenge but rather fun and interesting encounters that mix things up between the solving of puzzles.

- Wind Shear: The way I explain this cantrip is that a visible half-crescent gust of air slashes the air as it travels towards its target. It has the same effect as Fire Bolt except for the fact that it is a different type of damage (force).
- Wind Storm: The way I explain this spell is that wild winds push creatures violently in the area eventually throwing them to the ground. The spell has the same effect as Ice Storm but instead has (force) damage.

As soon as the adventurers deal with Miriel, the tornadoes fade away and they can investigate the room. Most of the parchments and papers have nothing of interest to the adventurers other than details regarding wind spells and rituals. You could potentially give the adventurers a Spell Scroll here.

As soon as Miriel is down and out, the adventurers will notice a faint white glow coming from her body. When they investigate closer, **they can find the Orb of Air**. This is small-sized, lightweight, glowing orb that emits a strange white light. The adventurers cannot find much about it with any sort of check other than the fact that it fits perfectly in any of the four bowls in Room 2.

When Miriel's research table is investigated, a variety of things can be found. You can either give the adventurers specific items of your choosing, or roll to randomize the loot.

MIRIEL'S RESEARCH TABLE

Roll
(1d20) Possible Loot

1-5 x1 clear gem (100gp)

6-10 Enchanted Fruit, (*Has the same properties as a potion of Cure Wounds*)

11-14 x2 Enchanted Fruit

15-17 x3 clear gems (100gp each)

18-20 Wand of Cast "Gust of Wind" (1/day), *A wooden wand with a white gem at its tip*

Feel free to give as much loot as you wish, but more importantly do not forget to supply the adventurers with the *Monocle of Starlight Vision*. Miriel would have it somewhere on her research desk.

MONOCLE OF STARLIGHT VISION

The monocle is made of metal with really thick, clear glass for the looking part. The metal changes color when someone holds it in front of different kind of light sources. Whoever looks through the monocle is given full vision of all the murals on the tower's walls and doors. The monocle also gives the wearer the ability to read Celestial when looking through it.

ROOM 3.1

This room is a small storage room filled with mostly cleaning supplies. Here the players can find a forgotten diary (DC of your choice) that Miriel kept close to her but at some point tossed away because she went mad. Everything in it is written in common and the last few pages of it are filled with weird scribbles that make no sense. This is a perfect room to place an item more important to your campaign.

D2

This door is made of stone and when someone looks through the monocle, they can see an inscription written in Celestial on it that reads "*Let there be light.*" As soon as anyone points a considerable amount of light on to the door, the door opens.

2.1 AND 2.2 (CORRIDORS)

This corridor is guarded by two Fire Elementals that do not react to anyone around them, they simply just have a patrol pattern up and down their respective corridors. The first elemental is in the long 2.1 corridor and the second one is in the long 2.2 corridor.

PATROLLING FIRE ELEMENTALS

The two fire elementals (or one if you want to make it easier) that are patrolling up and down the corridors move at 10 feet at a time. Despite not needing to roll initiative, you need to show to your players that every few seconds they spend planning things out or just discussing, the elementals move forward a few spaces. The timer I set for this is at **Timer: 10 seconds**

The Fire Elementals can also be killed by dealing damage to them. They will not react in any way whatsoever even when damaged.

The Fire Elementals have the same stats as the common *Fire Elementals of the 5th edition* (Large elemental, neutral)(pg.125 MM).

For quick reference:

HP: 102(12d10+36)

Damage Immunity: Fire, Poison

Damage Resistance: bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunity: Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

On touch damage: 5(1d10) fire damage

When within 5 feet of any creature: it puts it on fire. Creature takes 5(1d10) fire damage every turn, at the start of its turn, until it takes an action to douse the fire.

Other than that, the other important difference in this corridor is that when anyone looks through the monocle, they can see murals on the walls that show a knight in plate armor fighting against all sorts of monsters. You can get creative with this and describe all sorts of scenes. I went with descriptions of well-known D&D monsters to get my players more into the theme of the tower.

The door that leads to Room 4 has the first big mural on it along with an inscription in Celestial. The inscription is a poem and it says:

*An old legend tells
Of the knight who bid farewells
On the back of a unicorn up into the sky*

The way the adventurers solve this puzzle is by simply saying "*Farewell*" in any language. The illustration for the mural which the adventurers must see is on the next page of this module.



The first of the many illustrations that the adventurers see, this one is **found on the door that leads to Room 4.**

ROOM 4

This room has a half-finished statue of a knight with a very peculiar-looking helmet. Something of interest regarding the statue is that the knight is wearing a medallion and it seems stuck to it, as if it is part of it. The statue is located at the northern part of the room. Other than that, there is some incense burning in front of the statue and some candles around it. This statue was a memorial of sorts where Astarta came to pay pray sometimes. Opposite of the statue, at the wall to the south (where the entrance to the room is), there is another mural with an inscription below it. The inscription is in Celestial and is once again a poem that reads:

*Returned from the fight
The valiant knight
Adorned with the hero's medallion*

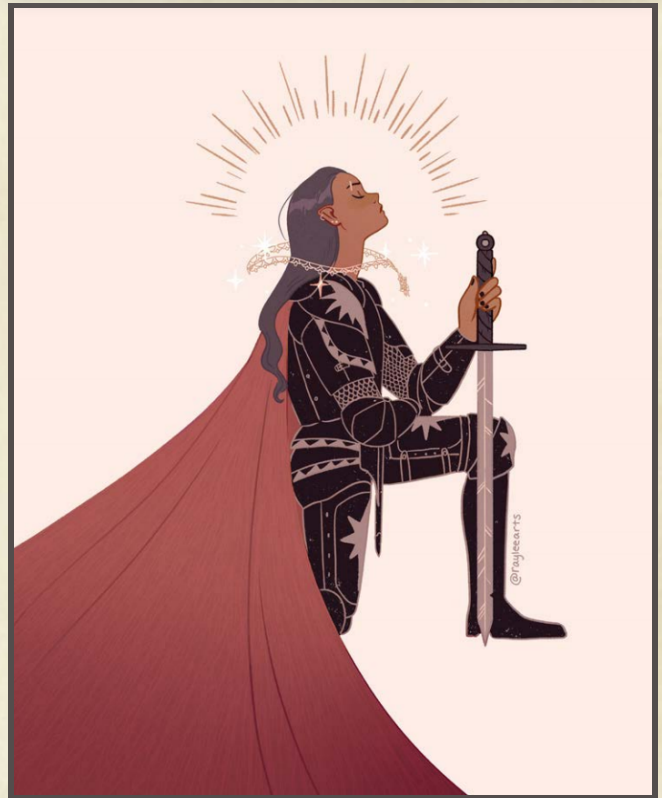
This mural can be seen by everyone but once someone looks at it through the monocle, they see the exact same illustration but the knight is without a head. This is a reference to Astarta's downfall at the hands of the king's guard after she killed the king of Larthimar. The illustration for this mural is at the end of this page.

In order to solve this puzzle, the adventurers will have to somehow behead the statue. Once they do, the medallion, that was once of stone and part of the statue, will become an item on its own and will start shining, attracting the attention of anyone in the room.

MEDALLION OF LARTHIMAR

The Medallion was a gift from Naja to Astarta and the Starlight Knight decided to hide it by making it part of the statue in front of which she made all her prayers. It is a circular medallion with a bright larimar stone in the middle and it radiates light when held in the hands of anyone that can cast divine spells and is a good person (up to the DM's discretion). The Medallion is magical and gives its wearer a boost to their Charisma stat.

Attribute boost when equipped: Charisma +1



The second illustration that the adventurers see, this one is **found inside of Room 4.**

The Medallion of Larthimar can be replaced with an item that is of more importance to your campaign or with one of the standard magical items offered in various lists found within the official D&D books. I usually prefer to make my own items that offer small boosts to certain stats. Boosting someone's stat values, no matter what those are, should be done with caution since it is very easy to make something that you will later regret seeing your players using if it ends up being overpowered.

In the case of the Medallion, it can be something that will later have value in case someone sees it and recognizes it.

Note: Larimar stone has a rare blue/teal like color and therefore stands out a lot.

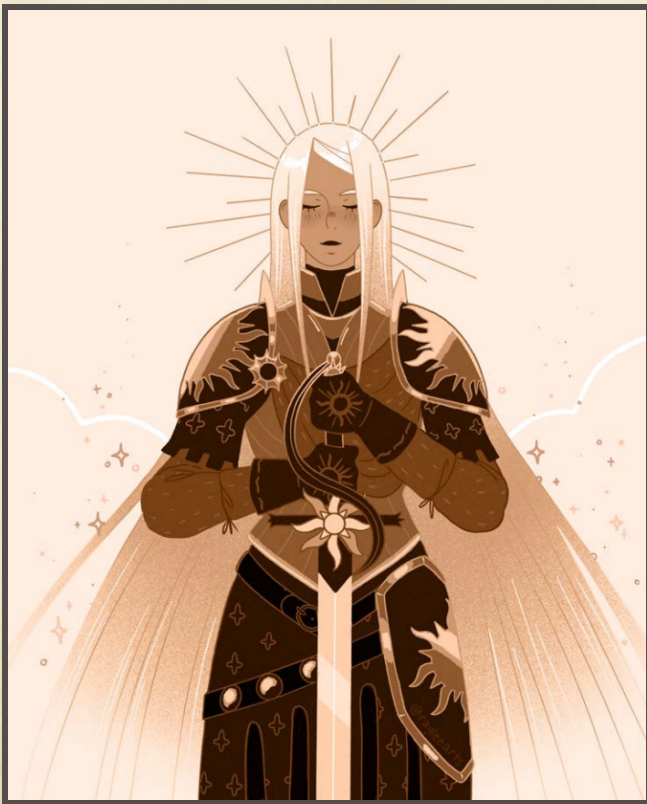
D3 AND D4

Once the adventurers are past the danger of the patrolling fire elementals, they find their way in front of two doors. At first, the players might only discover one door and not check the other corridor. If they are taking too long to solve to discover there is another door, you should try to get them to check the other corridor to find the other door as well. One way of doing this is by making sounds or light come from the other corridor when the adventurers try different things on the first one.

These two doors are made of stone and have two similar murals of the knight in armor that depicts the sun in one and the moon in the other. The doors each have an inscription in Celestial. Both the illustrations and the inscriptions are seen only by using the monocle.

The door with the sun reads:

*Our beloved sun
Stands till the day is done
Only to kneel to her beloved moon*



*The illustration that the adventurers see on the sun door, this one is of the two doors **that lead to Room 5**.*

The illustrations on these doors also serve as a way for you to explain the armor that the players can find later in the tower if they manage to solve all of the puzzles.

It is important that you as the DM explain to the players that the person in all of the illustrations seems to be more or less the same person. It looks like the same person but is in different kinds of situations wearing different armor every time. You do not need to explain why this is the case, but it is important that they start understanding that this tower belonged to only one person, the knight in the murals.

The door with the moon knight reads:

*Our beloved moon
Makes the stars swoon
Letting her shine the most brightly*



*The illustration that the adventurers see on the moon door, this one is of the two doors **that lead to Room 5**.*

The puzzle in this case is quite simple and requires players to **kneel in front of the moon door and stand upright in front of the sun door**. One way to make this easier is to present the players with the sun door no matter which door they visit first. Where you put the sun and the moon doors is irrelevant to the puzzle or the layout of the map.

ROOM 5

Once the riddle for the two doors is solved, the doors both open and they reveal what seems to be a bedroom with a large painting on the west side of it, a large king-size bed at the north of it (between the two doors that lead to 5.1), a handful of drawers and dressers on the sides of the bed and adjacent to the east wall. You can also place a table with a couple chairs near the middle of the room.

The room, however, is now in complete ruin, with most furniture broken and a bunch of textiles on fire from the two fire elementals that are standing idle next to F'er Adul, the elemental wizard of fire.

When the players enter the room, the doors make quite a loud noise and F'er is immediately aware of the adventurers' presence. He is standing at the southwest part of the room where his research desk is also located. Ask for initiative roll right away.

F'er Adul is an expert at handling fire and his skills as a wizard are also a force to be reckoned with. For the two fire elementals, that are summons created by F'er, feel free to use the standard 5th Edition Fire Elemental monster stats. Adjust accordingly for lower or higher difficulty.

F'ER ADUL, FIREY FRENZY

Medium humanoid, lawful evil

Armor Class 13 (16 with mage armor)
Hit Points 60(6d8+15)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	16 (+3)	14 (+2)	14 (+2)

Senses passive Perception 6
Languages Common, Primordial, Infernal, Elvish
Challenge 6 (2,300 XP)

Spellcasting. F'er is an 8th-level spellcaster. His spellcasting ability is Intelligence (spell save DC14), +6 to hit with spell attacks). F'er has the following spells prepared.

- Cantrips (at will): Fire Bolt, Light, Produce Flame, Control Flames (EE)
- 1st level (4 slots): Detect Magic, Mage Armor, Burning Hands, Shield
- 2nd level (3 slots): Scorching Ray, Flaming Sphere
- 3rd level (3 slots): Fireball
- 4th level (2 slots): Fire Shield, Wall of Fire

Actions

Frenzy. F'er can take three actions this turn but has to use all of them casting Fire Bolt, Fire Bolt and Fireball in succession on one target.

Quarterstaff Melee Weapon Attack: +4 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 2) bludgeoning damage.

F'er is a tiefling with red skin, long black hair and purple eyes. He is medium size and very slim. He is seen wearing a black cloth robe that is half-burnt on various parts all over. He speaks very fast and always says things like "BURN!" before he casts a fire spell. He has a maniacal laugh every time he sees that he was able to put something on fire.

F'er Adul is very much like Miriel; completely mad. His love for the fire element is unparalleled and it is shown every time he sets things on fire. A pyromaniac at heart, his frenzy to set things ablaze never ends and the only way he is able to focus on his research tasks for his master is by summoning fire elementals over and over again that run around setting things on fire.

Once the players defeat him, **F'er will drop the Orb of Fire** which will roll right next to his body. This orb has the same description as the Orb of Air but is instead red and also emits a strange red light. This orb is the second of four Orbs that must be placed in the bowls in Room 2.

When F'er's research table is investigated, a variety of things can be found. You can either give the adventurers specific items of your choosing, or roll to randomize the loot.

F'ER'S RESEARCH TABLE

Roll (1d20) Possible Loot

- | | |
|-------|--|
| 1-5 | x1 clear gem (100gp) |
| 6-10 | Enchanted Fruit, <i>(Has the same properties as a potion of Cure Wounds)</i> |
| 11-14 | x2 Enchanted Fruit |
| 15-17 | x3 clear gems (100gp each) |
| 18-20 | Wand of Cast "Scorching Ray" (2/day), <i>A wooden wand with a red gem at its tip</i> |

Once F'er has been dealt with, the adventurers are free to explore the room. Despite the mess that has been created by the mad fire wizard, a few things are still in place. The adventurers all notice a large painting that takes up the entire east wall. The painting seems to have miraculously survived any sort of fire and is as clear as the murals on the doors and walls. The mural has an inscription in Celestial below it that reads:

*I don't think it's right
 To say you're a good knight
 Because you're the best one to me*



The illustration that the adventurers see on the painting inside Room 5.

The way the players this puzzle is by simply turning to one of their companions (another player for example) and complimenting them. Saying something like "you are the best ranger I've ever seen" would be more than enough to solve the puzzle. Once that is done, the adventurers see a sword drop down to the floor from where it was in a secret compartment in the ceiling. The sword looks very much like the one in the pictures and you should explain that to the players as their characters will immediately recognize it.

SWORD OF PURE STARLIGHT

The sword looks to be made with the finest metal a swordsmith may have ever seen but that is mostly because it is enchanted with Starlight magic that allows it to change form whenever it is exposed to a different kind of light source. Whoever casts Identify on the sword, can tell that it is an enchanted longsword but cannot fully comprehend the magic that engulfs it.

Should the players solve all of the puzzles and talk with Astarta, then its true capabilities will be revealed.

Without Puzzles Solved: Damage: 1d8+4 (Slashing)

With Puzzles Solved: Damage: 1d8+4 (Slashing) and +6 (Radiant)

The sword radiates in the hands of anyone with the *Gift of Starlight*. The wielder can transform the sword to the *Sword of the Sun* by standing in sunlight which will make it deal Fire damage instead of Radiant. Alternatively, the wielder can transform the sword to the *Sword of the Moon* by standing in moonlight which will deal make it deal Psychic damage instead of Radiant. The wielder can revert it back to its original form at will by touching the sword at its blade, spending 1 action.

For the rest of the room, feel free to add various things that you feel like adding to it. Remember though that it is a tower that has been there for a long time before the adventurers explored it and therefore its most valuables have been looted. At least the ones that were easy to find.

D5

The leftmost door to the south of Room 5 has another mural and an inscription that are only visible to someone who looks at the door through the monocle. The door is made of stone once again and the inscription in Celestial reads:

*A strike between friends
Is not where it ends
A sword that's been struck is unbroken*

The poem refers to Astarta and her lover Naja, who is also her friend. The way the players solve this puzzle is by hitting one of their companions. It does not matter how hard or exactly how, as long as it counts as a hit of some sorts. Even a light jab could count. It is ultimately up to you as to what may count as a hit in this case. You could for example have the door light up to a certain point if the hit is too weak.

Once that is done, the door opens.



The illustration that the adventurers see **on the door to the south of Room 5.**

5.1 (BACKROOM)

The two openings at the top of Room 5 are open archways (similar to the one found in Room 1) and lead to an empty corridor. The only point of interest in this corridor are the markings on the center tile of the corridor which indicate that there is an inactive minor teleportation rune.

This inactive rune is in place so that the other rune at the end of corridor 5.2 can allow any creature to teleport back here.

5.2 (CORRIDOR)

The western door at the north of Room 5 is a wooden door that can easily be pushed open. Once there, the adventurers find a couple long empty corridors. These doors are filled with traps and should the adventurers pass them, they will be rewarded with a magical item at the end of 5.2.

I suggest you put at least 4 to 5 traps here in order to make it difficult and daunting for anyone to go through. When the players approach the corridor, you should explain how there are several skeletons along the walls of the corridor, remains of adventurers that dared to try and go through this dangerous part.

The corridor is filled with what seems to be dried blood on the walls and skeleton bodies that litter it to its very end. It is very clear just one glance that these seem like adventurers that dared to pass through this area and met an untimely end.

I suggest you use a couple Sawblade Traps, a Closing Walls Trap and last but not least a Wind Tunnel Trap at the end of it that will push adventurers back into the previous traps.

WIND TUNNEL TRAP

The wall at the end of the corridor opens up in reaction to a pressure plate being pressed and a huge wind gust blows back any unsuspecting adventurers. The hole looks empty if inspected after the trap goes off and it seems as if some sort of magical wind was kept in there. Any person that holds on to something that can latch on to the ground will not be pushed back. The trap will reactivate after 5 minutes again.

Effect: 1d8 (5 feet pushback for every point), DC Dexterity 14 saving throw (pushed only halfway on a successful save).

Once the adventurers reach the very end of the corridor, they find a dead end but there is also a pleasant surprise waiting for them. Whoever is there sees an amulet hanging from the wall that is the dead end of the Corridor 5.2. The item is an *Amulet of the Planes*.

For quick reference on what the *Amulet of the Planes* does, the wearer can use an action to name a location that they are familiar with on another plane of existence. On a DC15 Intelligence check, they get there if successful or somewhere random if unsuccessful. For more information on this magic item, please refer to the basic rules (pg.150).

You can of course change what sort of magic item is at the end of the corridor. I would suggest you do not put something too important there though, since corridors with a dead end usually do not have good strength as part of a narrative. There is no reason why Astarta would go there other than to place something of moderate value so that she can keep it somewhat protected.

Once the magic item is taken, some runes light up on the ground and immediately teleport whoever is standing there to backroom 5.1. The runes in the backroom light up for a few seconds and then fade away again, meaning it is a one way teleportation ritual.

Teleportation Room that takes you to 5.1

5.3 (CORRIDOR)

This is once again a good place to throw some traps at the adventurers. However, try to keep it light as it is meant to be a place where they can roam around back and forth should they decide to come back to go explore something they have not yet (corridor 5.2 for example).

Something important to tell the players is that the murals on the walls are getting more and more intense in terms of the combat that is happening in the illustrations between the knight and all the monsters. The knight is seen slashing through even fiercer and scarier creatures than she was before. Remember that only the person with the monocle can see all of this, but if the players agree to relay this information, you can just tell everyone. Depends how you play your adventures.

5.4 (PUZZLE)

At the dead end where 5.4 is, there is another mural on the wall that whoever is wearing the monocle can see. There is once again also a poem written in Celestial that reads:

*Sleep after rain showers
And be covered in flowers
Stay too long and you'll never leave*



The illustration that the adventurers see on the wall at corridor 5.4.

As soon as the adventurers notice the mural and read the inscription with the monocle, they will also notice a hole in the floor tile in front of the mural. With an **Investigation DC16** they will notice that the hole fits the Starlight Sword's blade perfectly.

This is probably one of the most intricate puzzles or challenges in the tower and will require some work from you to make it work well.

The way the adventurers solve this puzzle is by inserting the Sword of Pure Starlight in the hole and holding onto the hilt. Only one person can do so, otherwise the incantation will not work.

While anyone is holding the standing sword's hilt, roots will appear from beneath the floor and tile and will start crawling up, slowly entangling the sword. When the roots make their way to the hands of the holder, they roots will start blooming and flowers will appear on them. The roots continue crawling all the way around the person too until they fully entangle that person. Then they start becoming more and more dense, eventually completely consuming whoever is still standing there allowing everyone around the holder to not be able to see anything other than roots blooming.

If the holder takes their hands off the hilt of the sword, the roots retract and fall back beneath the floor tile. If anyone cuts off any of the roots, they again retract and fall back beneath the floor tile. The only way to fully complete the puzzle is by allowing the person to be entangled so that their soul can be transferred only for a few seconds to another plane, where they will be greeted by Astarta herself.

While the sword holder is fully entangled, they cannot move, breathe, or speak and you need to explain to them what they see and hear. They see and hear Astarta talking to them. Astarta will gently come closer to the person and explain that their bravery has not gone unnoticed. Astarta speaks slowly but will not explain too much about herself, her tower, or anything about her story. She will say however something like:

"You have proven yourself through your bravery and I will therefore grant you and your most loved one the Gift of Starlight. Just like I once gave my beloved the same gift, you too shall be able to do the same. Choose who you wish to bless. Speak their name"

Only in that moment is the sword holder able to speak. Whoever they choose will be granted the blessing *Gift of Starlight*. The sword holder will also be granted the same blessing.

The entire time that the sword holder is being told all of this, the rest of the holder's companions have no idea what is going on and must make a decision in a certain amount of time. Should they leave the holder in there for too long, that person will asphyxiate.

HOW TO ROLEPLAY THIS

This is a very tricky puzzle but at the same time one of my favorite parts of this adventure. In order to make this work well, you could follow one of my examples:

- **If you are playing on an online tabletop**, make sure you can privately message via text the sword holder while at the same time explaining to the rest of the players what is happening and also answering any questions they might have. Make sure you remind the players throughout the entirety of the adventure that some puzzles work on timers. For this puzzle, I put a **1 minute timer**. The average a person can hold their breath is from 30 seconds to 2 minutes. If they do not free the holder within the allocated time, the holder will drop to the ground unconscious with 0 HP.
- **If you are playing up close** then you could play this out by having some pre-made handouts with what Astarta says to the knight. Since she speaks slowly, you can give those to the sword holder one by one. Make sure your first private handout to the holder tells them that they cannot act, speak or breathe. That way, they will know to play their role and not let the others know (metagaming definitely ruins parts like this one). Other than that, you can continue explaining everything to the rest of the players as normal. Just like with the virtual tabletop situation, I suggest you **set a timer of around 1 minute**.

5.5 (CORRIDOR)

The next corridor is an empty one with the murals on the walls continuing to become more and more intense, only to stop once the players reach a magical barrier at the southernmost point of the corridor 5.5. This magical barrier obscures any vision further and has a mural very similar to what the puzzle doors had up till now which can only be seen by the person wearing the monocle. There is also a poem in Celestial that reads:

*Isn't it tragic
To use my magic
On someone as pitiful as you*



The illustration that the adventurers see on the magical barrier at corridor 5.5.

The puzzle behind this is very simple and all the players have to do is simply use a spell on one of their companions while at the same time roleplaying that they find them *"pitiful"*. I was personally quite lenient with how my players solved this puzzle, since they used a cantrip on one of their friends that they jokingly said they find pitiful. Or maybe they did not do it that jokingly and I just missed it. Either way, you should try being lenient with this one since it is meant to be just a part that reminds the adventurers of the strange magic that lingers in this strange tower. It also shows that this magic was put in place by the knight herself.

6.1 (CORRIDOR)

Should the players decide to the left (on the map), then they will be greeted by a large earth elemental that is standing guard in the corridor not allowing anyone to pass through. The creature in this case is yet another elemental summoned by the wizards, specifically Amar this time.

EARTH ELEMENTAL GUARD

The Earth Elemental that stands guard in this corridor preventing anyone from passing through seems to not be hostile. If anyone comes in 10 feet proximity of it, then it will use its basic slam attack against whoever is in 10 feet range. If it is attacked, initiative needs to be rolled as it will hit back. Only if it is engaged in combat will the Earth Elemental chase after creatures hostile to it.

The Earth Elemental has the same stats as the common *Earth Elemental of the 5th edition* (Large elemental, neutral)(pg.124 MM).

For quick reference:

HP: 126 (12d10+60)

Damage Vulnerability: Thunder

Damage Resistance: Bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunity: Poison

Condition Immunity: Exhaustion, Petrified, Paralyzed, Petrified, Poisoned, Unconscious

Siege Monster. The elemental deals double damage to objects and structures.

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10ft., one target. Hit: 14(2d8+5) bludgeoning damage

You can get inventive with how this fight goes by for example allowing the adventurers to sneak past the elemental should they find a way to be invisible and make no noise. I allowed some of the players in one of my playthroughs to slide below the elemental's body with an athletics/acrobatics check.

6.2 (PUZZLE)

Once the players are past the Earth Elemental Guard, should they decide to turn to the right, they will find another dead end with a small fountain. The fountain sits right in front of a wall which has an inscription in Celestial, visible only to the person with the monocle.

*To heal thy wounds
And rest your soul, forever*

The small fountain is a quite normal looking one, made of stone and instead of water, has blood flowing through it. Anyone that drinks the blood, immediately becomes unconscious and drops to 0 HP for 2 minutes. As soon as 2 minutes pass, the person who drunk the blood regains consciousness and is healed to full HP. The players cannot identify anything about the fountain's magical abilities but can store some of the blood in empty pots should they wish to carry some with them. The magical effect fades after 2 days though and the blood becomes water.

This is in reference to how long Astarta waited before she decided to go kill the king, Naja's father. Also a reference to the famous Greek phrase "Blood does not become water" which is something said by people who do believe you cannot cut your ties to your family.

This fountain could prove useful to the players when trying to solve the puzzles found on doors D6 and D7.

6.3 (ENCOUNTER)

Once the players reach the end of this corridor, whoever is wearing the monocle can see a mural and an inscription in Celestial again. The inscription reads:

*On the dead man's coast
Is the forlorn ghost
Guarding a life that is lost*



The illustration that the adventurers see at the end of corridor 6.3.

Anyone close to the wall will notice the floor tile near the wall with the mural be somewhat cracked and very different looking from the rest of the perfect tiles that the adventurers had been walking on thus far. Upon closer investigation, they can pull up the tile and find the skeletal remains of someone.

This is a part of the adventure that is open for you to introduce a character of your own if you wish to. The idea here is that Astarta wrongly killed someone and was ashamed of it. She buried the corpse there so that nobody would find it.

Should anyone read out loud what the inscription says, an undead ghost will jump out and the adventurers will have to fight it. You can use the stats for any undead you find fitting for your group. For example a Ghost (pg.147 MM) or a Wight (pg.300 MM) could do the trick. Amplify their stats if needed since this is an encounter against only one undead.

6.4 AND 6.5 (STAIRCASE)

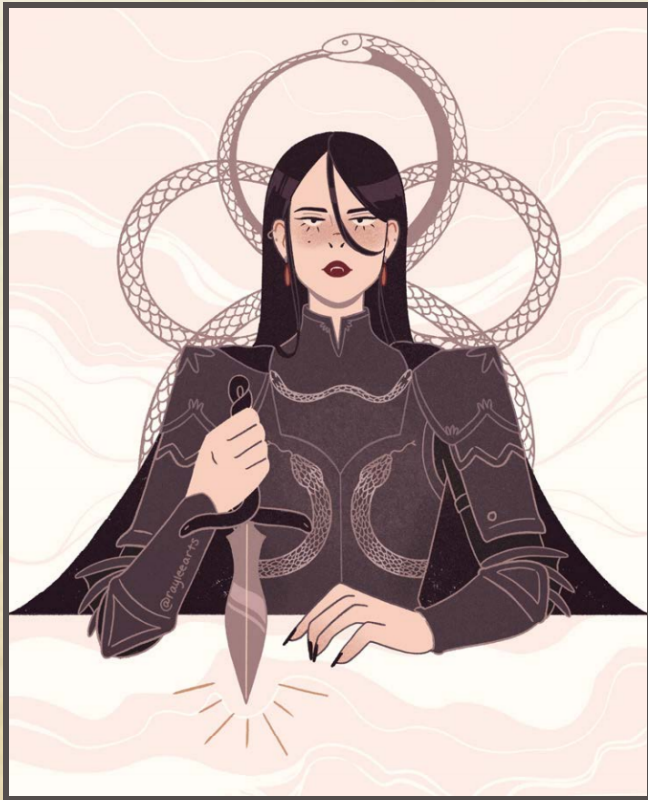
The corridors 6.4 and 6.5 are very simple and not very decorated like the rest. They are basically the ones that lead to the staircases towards the top (6.4) and towards the bottom (6.5) of the tower. Both of those exits are closed since a lot of debris has closed off access to either staircase. I left this part quite empty on purpose and I introduced a couple of simple traps. Feel free to do the same or just leave it open and without anything of interest.

Sometimes it is fun to see the players look for secrets where there are none. Remember that not every corner of the tower has something to uncover.

D6

Once the adventurers reach door D6, the person with the monocle will be able to see yet another mural on the stone door with an inscription written in Celestial. It is a poem and it goes as:

*To be a servant
Of the Bloody Serpent
You must give up your soul and sanity*



The illustration that the adventurers see on door D6.

The way the adventurers solve this puzzle is by having someone in the party drink the blood found in the fountain at 6.2. Once that person is unconscious from the effect the blood has, if anyone carries that person close to door D6, the person that drank the blood will have the illusions of snakes come out of their back and reach to the door. The snakes will place themselves onto the mural exactly where the illustration shows there are snakes and after a short glimmer, the door will open.

This illustration refers to the false gods that Astarta believed in before she found her true path and became the Starlight Knight.

ROOM 6

As soon as the door opens, the adventurers will notice that there is a wizard inside and he has not noticed them. This is where Amar, the elemental wizard of earth is trapped and he is the one that I suggest you make friendly to the players.

The players can either engage directly or sneak up to him, but no matter what, Amar will try to keep them away with defensive spells while at the same time asking them to stop and saying that he does not wish to hurt anyone.

Amar is a dwarf wizard, somewhere in the age of 250. He has long brown hair and a long brown beard that he has decorated with all sorts of stone ornaments that keep some of the hair together. He speaks with a rather bassy tone and is very confident in wanting to escape from the situation he has found himself in.

AMAR, EARTH'S GRASP

Medium humanoid, true neutral

Armor Class 13 (16 with mage armor)

Hit Points 75 (6d8+25)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	15 (+2)	13 (+1)	12 (+1)

Senses passive Perception 6

Languages Common, Primordial, Dwarvish, Giant
Challenge 6 (2,300 XP)

Spellcasting. Amar is an 8th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14), +5 to hit with spell attacks). Amar has the following spells prepared.

- Cantrips (at will): Fire Bolt, Light, Magic Stone (EE), Mold Earth (EE)
- 1st level (4 slots): Detect Magic, Mage Armor, Earth Tremor (EE), Shield
- 2nd level (3 slots): Earth Bind (EE)
- 3rd level (3 slots): Wall of Sand (EE), Meld into Stone
- 4th level (2 slots): Stone Shape, Stoneskin

Actions

Stone Reformed. Amar can choose to use a bonus action in order to recreate the Earth Elemental Guard with half the HP. Every time (3/day) he recreates this creature, the creature is summoned with half the HP.

Quarterstaff Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 3) bludgeoning damage.

Once Amar is dealt with, the players will find the **Orb of Earth** on him. If the room or Amar's research table are investigated, the adventurers find nothing of interest.

Should the players decide to reason with Amar, they will find that he is quite afraid of his master and he is tired of doing his bidding. He will say that even though he was first afraid of Timear, he is now done running behind him, in his shadow and will do anything to escape. He will gladly talk to the adventurers and tell them everything he knows. What Amar knows is only things like the fact that Timear is doing research in the tower and also that he does not like his wizard peers who seem to have been driven insane in their lust for discovering more power through elemental research.

This room is where Naja's casket was placed. It is at the southeast corner of the room and the adventurers can see Naja inside of it through the see-through cover of the casket. Naja is lying with her hands crossed on her stomach. She is wearing a beautiful white and brown dress and also has a tiara (or circlet) on her head. The tiara is the one that attracts the most attention when anyone looks inside of the casket.

The adventurers can open the casket but anyone who tries to put their hands or any other item through the casket will find that Naja is protected by an invisible magical barrier. The only way to go through the barrier is by using something that belonged to Astarta. This could be the medallion, the sword, the breastplate or even one of her belongings found in one of the other rooms. You are free to improvise with what exactly would work in this case.

CIRCLET OF LARTHIMAR RESPLENDENCE

The tiara is silver and has three larimar stones in the center of it. It is the tiara that was given to royalty in the kingdom of Larthimar and was almost always worn by the princess of Larthimar. Naja loved this piece of jewelry and would rarely ever be seen without it.

The circlet is not magical but it does significantly boost anyone's appearance. Creatures that recognize it, are easier to convince (+2 in Persuasion checks against them) and creatures that fear royalty are easier to intimidate (+2 in Intimidation checks against them).

This is also a good location to place the book with the *Knight's Tale* in case you want the adventurers to know the story behind the tower, Astarta and Naja.

D7

The corridors that lead to door D7 are filled with small water elementals that are non-hostile and are just splashing about. This is a nice place to have a bit of fun with describing things that are happening. The players can dispose of the elementals, but should they hurt any of them, the small elementals will all retreat back into room 7.

When the adventurers reach the stone door D7, whoever has the monocle will be able to see another mural with an inscription in Celestial. The poem on it reads:

*Heart no longer warm
Chest brimming with storm
Unaware the sun is behind her*



The illustration that the adventurers see on door D7.

The way the adventurers solve this puzzle is by either having someone dead (or undead) stand in front of the door and then creating some sort of light-source behind that person. As soon as they do that, the door to room 7 opens. The moment the door opens, all the small water elementals rush past the adventurers and into the room.

ROOM 7

This is the knight's second study room and where the last elemental wizard, Railia, is trapped. As soon as the adventurers enter the room, they notice a throne-like chair at the far north of the room, bookcases to the west and south of the room and a large mural at the far east of the room. They also notice a huge water elemental standing in the middle and Railia right behind it at the northeastern corner of the room. The little water elementals that rushed into the room are seen going into the huge water elemental and becoming a part of it.

Railia is a high elf and has long blonde hair. She is tall and is wearing a deep-blue colored dress. She has multiple earring on her ears and her nose and is also generally very good looking to anyone that finds elves attractive.

She is busy working on her bench when the door to the room opens but will immediately notice the adventurers and engage with them in combat. She will first send off her elemental to deal with them while she stands idle in the back. The huge water elemental has the stats of a normal water elemental (pg.125 MM) but with way more health and a bit increased damage. It is up to you how much you want to raise those numbers of course.

As soon as the elemental is dealt with, the players will then have to fight Railia.

RAILIA, THE TIDAL WAVE

Medium humanoid, chaotic neutral

Armor Class 14 (17 with mage armor)

Hit Points 52(6d8+10)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	15 (+2)	16 (+3)	18 (+4)

Senses passive Perception 6

Languages Common, Primordial, Dwarvish, Giant
Challenge 6 (2,300 XP)

Spellcasting. Railia is an 8th-level spellcasters. His spellcasting ability is Intelligence (spell save DC14), +6 to hit with spell attacks). Railia has the following spells prepared.

- Cantrips (at will): Ray of Frost, Shape Water (EE), Poison Spray, Acid Splash
- 1st level (4 slots): Detect Magic, Mage Armor, Create or Destroy Water, Fog Cloud
- 2nd level (3 slots): Water Ray (Scorching Ray)
- 3rd level (3 slots): Sleet Storm, Water Walk
- 4th level (2 slots): Control Water, Ice Storm

Actions

Tidal Expert. Railia can choose to use an action in order to summon a wave of water elementals that all rush towards all enemies Railia can see and use their basic attack against them once. The elementals disperse into puddles of water as soon as their attack is finished (2/day).

Quarterstaff Melee Weapon Attack: +2 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 1) bludgeoning damage.

Once Railia is dealt with, **she will drop the Orb of Water** as loot. The adventurers may once again investigate the research table in the room and find the usual loot.

RAILIA'S RESEARCH TABLE

Roll
(1d20) Possible Loot

1-5 x1 clear gem (100gp)

6-10 Enchanted Fruit, (*Has the same properties as a potion of Cure Wounds*)

11-14 x2 Enchanted Fruit

15-17 x3 clear gems (100gp each)

18-20 Wand of Cast "Scorching Ray" (2/day), A wooden wand with a red gem at its tip

Should the adventurers decide to look around the room, they will find all sorts of books that are very dusty and old. The books seem to be mostly about arcane magic and about the astral plane.

The last mural that the adventurers will see is on the eastern wall and it is huge. Everyone can see this illustration and it has an inscription in Celestial that reads:

Queen of the fairies

Her ringing voice carries

To order an execution with the flick of a wrist



The illustration that the adventurers see **on door D7**.

In this case, the puzzle has nothing to do with the inscription below the mural but with the illustration itself. One person will have to wear Naja's Tiara, hold the Starlight Sword and sit on the throne in somewhat the same position as Astarta is sitting in the illustration. As soon as they do that, the wall opens up to reveal a shining breastplate.

BREASTPLATE OF THE STARLIGHT CHAMPION

The breastplate looks as if it is made of regular plate material but it glimmers when any sort of light is on it. Once anyone puts it on, it magically adjusts to the size of the wearer and it changes colors the same way the sword changes colors when under a different light source. It is Medium Armor and works very similar to Breastplate.

Should the players solve all of the puzzles and talk with Astarta, then its true capabilities will be revealed.

Without Puzzles Solved: 14 AC + Dexterity modifier (max 3), Resistance to Radiant damage.

With Puzzles Solved: 15 AC + Dexterity modifier (max 3), Resistance to Radiant damage.

At this part, I actually had Astarta's ghost visit the adventurers and congratulate them on bringing peace to her tower while handing them the book with the *Knight's Tale* which explains the entire story behind the Tower, Astarta herself and her lover Naja. It is up to you if you would like to congratulate the players this way since they went through a lot to get here.

Behind the breastplate, there will be a veil that leads to the secret room/corridor 8.

ROOM 8, 8.1 AND 8.2

Once the adventurers are done with whatever they were doing in room 7, they can find a magical veil behind the wall that revealed the Breastplate of the Starlight Champion and go through it to find themselves in room/corridor 8.

The corridors that lead up to 8.1 and 8.2 are completely safe and are filled with murals of the Starlight Knight travelling through various snow-covered mountains.

At 8.1 and 8.2, the players will find two magical veils that each lead to a different place.

- The veil at 8.1 will lead them to the ruins of Larthimar.
- The veil at 8.2 will lead them right outside and behind the tower.

These veils serve as a way for the adventurers to leave the tower if they wish to and to also allow them to see the ruins of Larthimar if they wish to. More about this in the final part of the module though.

ROOM 2 (AGAIN)

Once the adventurers have gathered all of the orbs, they can return to room 2 and place them inside the four bowls around the big stone plaque. Once they do, a huge light beam will go all the way up to the ceiling coming out of each bowl, one by one and then a magical veil will open right on the big stone plaque.

Looking through this veil, the adventurers will be able to see a balcony like area which they will be able to easily guess that this should be the tower's observatory. They can make their way through in order to face the tower's final challenge.

OBSERVATORY (FIGHT AGAINST TIMEAR)

When the players enter the balcony area, they find Timear standing at the edge of the balcony, overlooking the area below. He will notice the players and before any initiative is rolled, he will speak to them in a very high and mighty character. Unless the players attack him to start combat, he will explain how he had been waiting for them since he has been looking forward to meeting just about anyone that would be able to solve all of the puzzles that the tower has to offer. Maybe someone as smart as him would be able to finally give him the answers he is looking for.

I do not have a map for the observatory/balcony area, but it is very easy to create your own since I wanted to keep it quite simple. It is a 75x75 feet area with no railings to hold anyone from falling down from the edges.

"So, you have proven yourselves to be as smart as I am. Or... well, at least close to that anyway. Well, I have waited for months now atop this tower, spreading rumors of what powerful magicks this tower holds and yet nobody took the bait, until you appeared. So, what do you say... will you share what you found with me?"

TIMEAR, ALL-KNOWING

Medium humanoid, lawful evil

Armor Class 15

Hit Points 160 (20d8+10)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	19 (+4)	18 (+4)	18 (+4)

Senses passive Perception 8

Languages Common, Primordial, Dwarvish, Elvish, Infernal

Challenge 8 (5,400 XP)

Spellcasting. Timear is an 9th-level spellcasters. His spellcasting ability is Intelligence (spell save DC14), +7 to hit with spell attacks). Timear has the following spells prepared.

- Cantrips (at will): Ray of Frost, Fire Bolt, Mending, Poison Spray, Produce Flame
- 1st level (4 slots): Detect Magic, Thunderwave, Burning Hands
- 2nd level (3 slots): Scorching Ray, Cloud of Daggers
- 3rd level (3 slots): Fireball, Call Lightning
- 4th level (2 slots): Ice Storm, Wall of Fire
- 5th level (1 slot): Flame Strike

Actions

Mastermind. Timear is very intelligent and will plan out his moves way in advance. He will target the weakest targets first and his focus is hard to break when attacked.

Legendary Spellcasting. Timear is a wizard with a lot of knowledge. He has spent a lot of time practising his spells and has found ways to cast them faster. He is able to cast two spells at the cost of one action (3/day).

Once the adventurers dispose of the arrogant wizard, they are able to look through his corpse and find an item of great value. This could be any of the following:

TIMEAR'S LOOT TABLE

Roll (1d20)	Possible Loot
1-8	Bag of Holding
9-13	Cloak of Protection
14-17	Deck of Illusions
16-20	Deck of Many Things

AFTER THE TOWER

Once the players have finished the tower, they can visit the ruins of Larthimar if they wish to continue with exploring the story behind Astarta and Naja. At this point, you are free to play this out as you wish. This is a perfect place to connect this adventure to the overall campaign story.

A few things that the players can do at the ruins of Larthimar are:

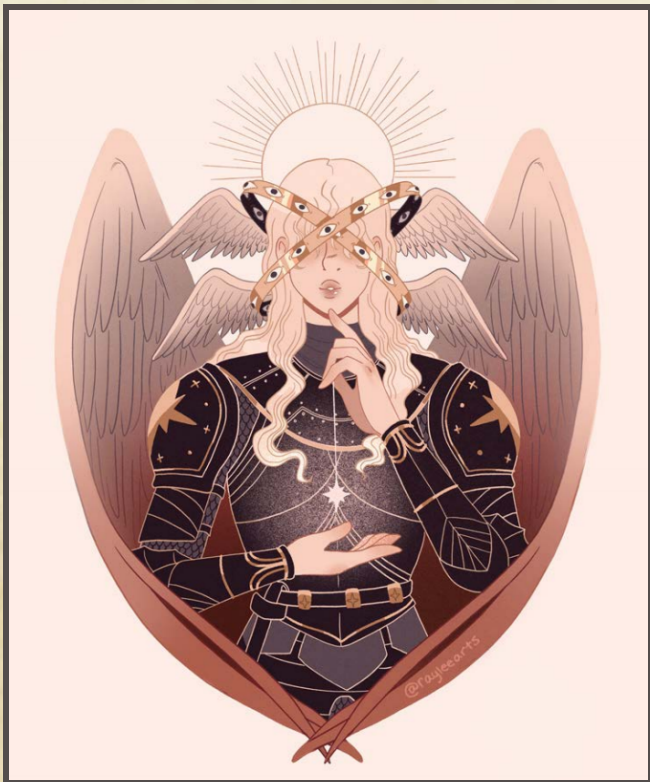
- Explore the ruins and find larimar stones that have some value with merchants.
- Find people that are maybe still living there and can tell more about the tale of Astarta and Naja.
- Find a travelling NPC that offers an adventure hook to start a whole other adventure.

EXTRA PUZZLES

These are some extra puzzles that you can use on some of the doors in the tower or even introduce magical barriers to challenge your players even more.

ANGEL PUZZLE

*Your Future is grim
Said the wise Oraphim
Unless you forget your folly and listen*



Solved when a player puts their ear against the door/barrier and tries to carefully listen.

STARS PUZZLE

*The evening is bright
Thanks to the starlight knight
Defending the heavens forever*



Solved when a player shines something very bright close to the door/barrier.

VAMPIRE PUZZLE

*She wanted the blood
Of the red flower bud
Perhaps in death she would return her love*



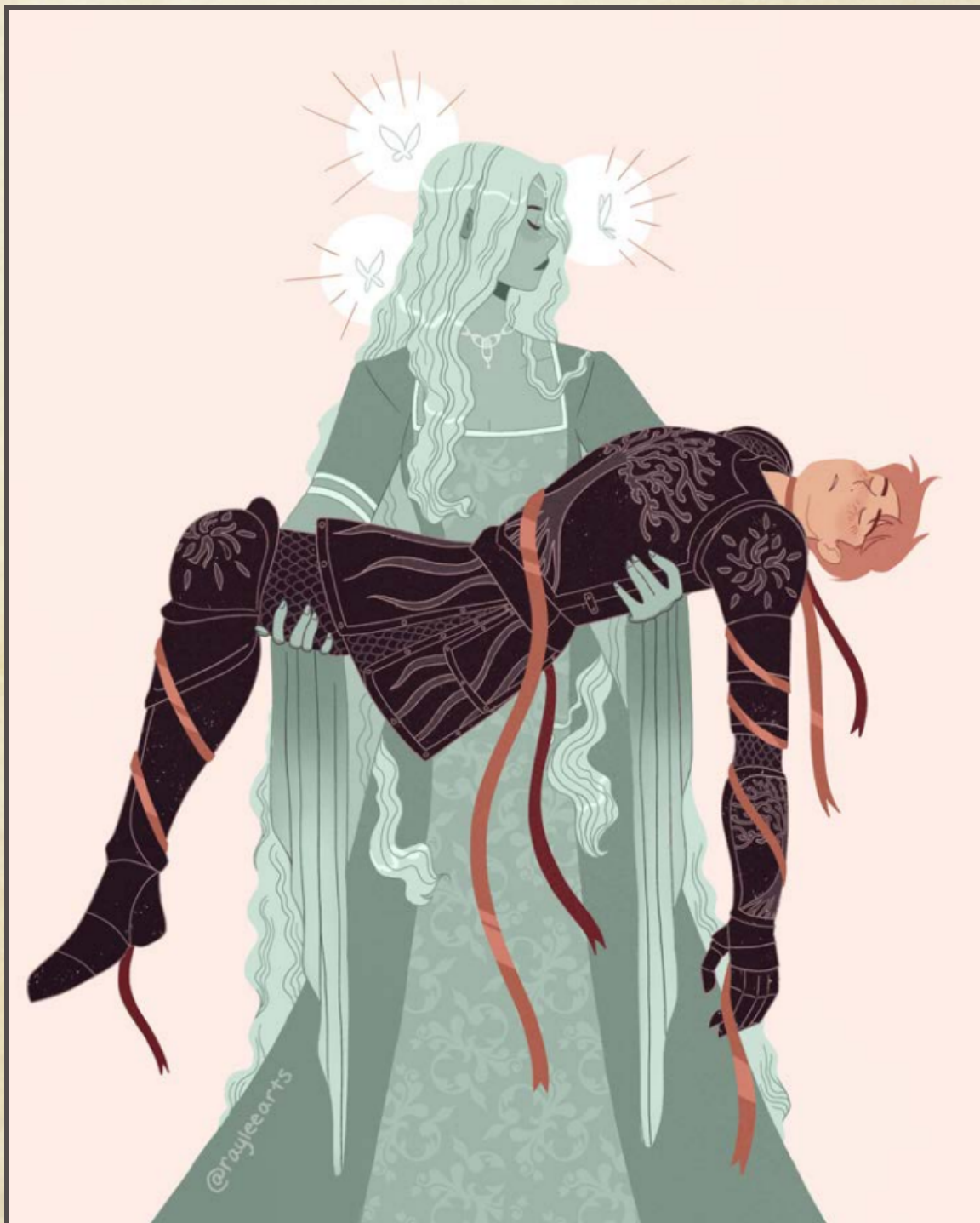
Solved when a player bites someone and makes them bleed.

TALES OF STARLIGHT MAGIC

There is a good chance that the theme of Starlight Magic will be revisited in future adventures I write and I am planning on creating some a supplement or two that will help both DMs and players with using this sort of concept in their own adventures.

Most importantly, there will be a supplement for a Starlight Knight class as well as a list of spells that fall under the Starlight type of magic.

If you have any feedback or suggestions on what you would like to see in the future, then please do leave a comment on any of my social media pages.



AFTERWORD

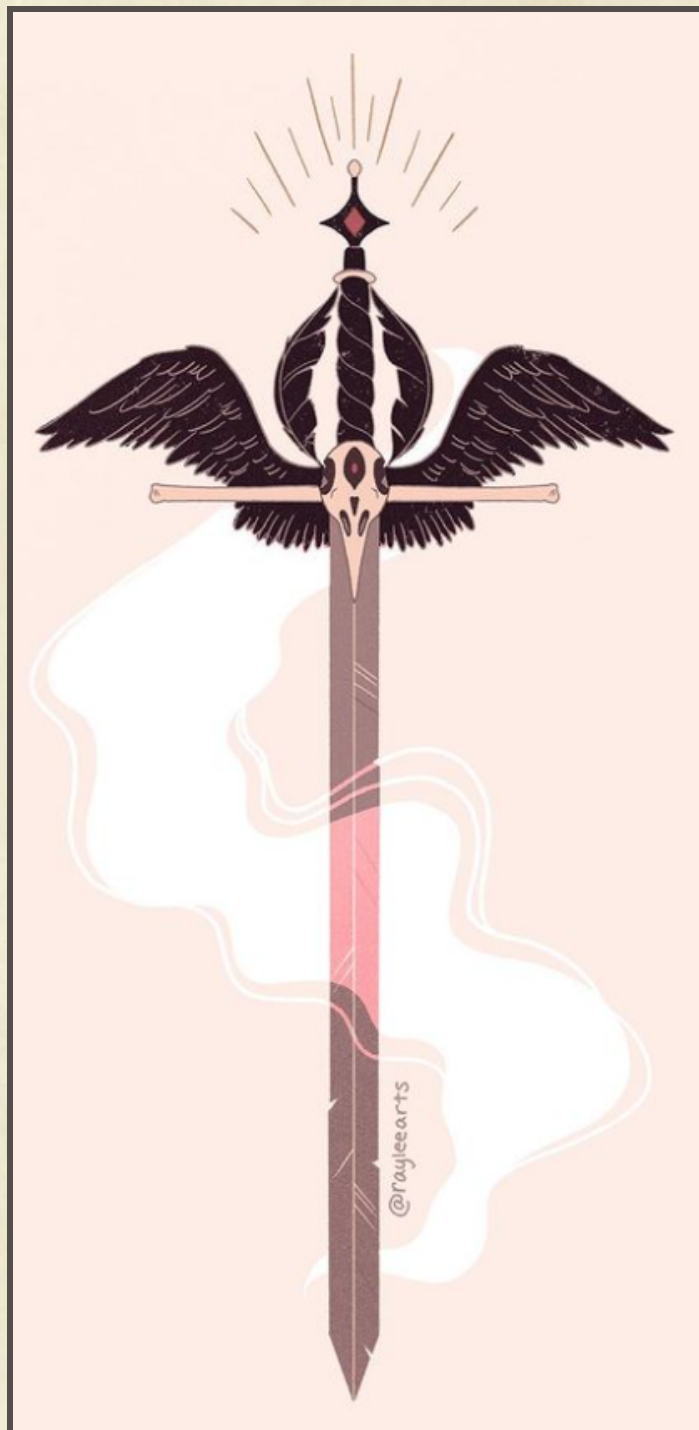
Thank you so much for taking the time to read through any or all of this module. I already thanked everyone I wanted to thank at the start but I once again want to express how much I appreciate everyone that supported me throughout my journey of figuring things out creatively and also anyone that gave me any kind of feedback.

A huge thanks once again to Rachel Eaton for allowing me to use her art for this adventure. I am beyond honored to have been able to bring some of her artwork to life through my storytelling.

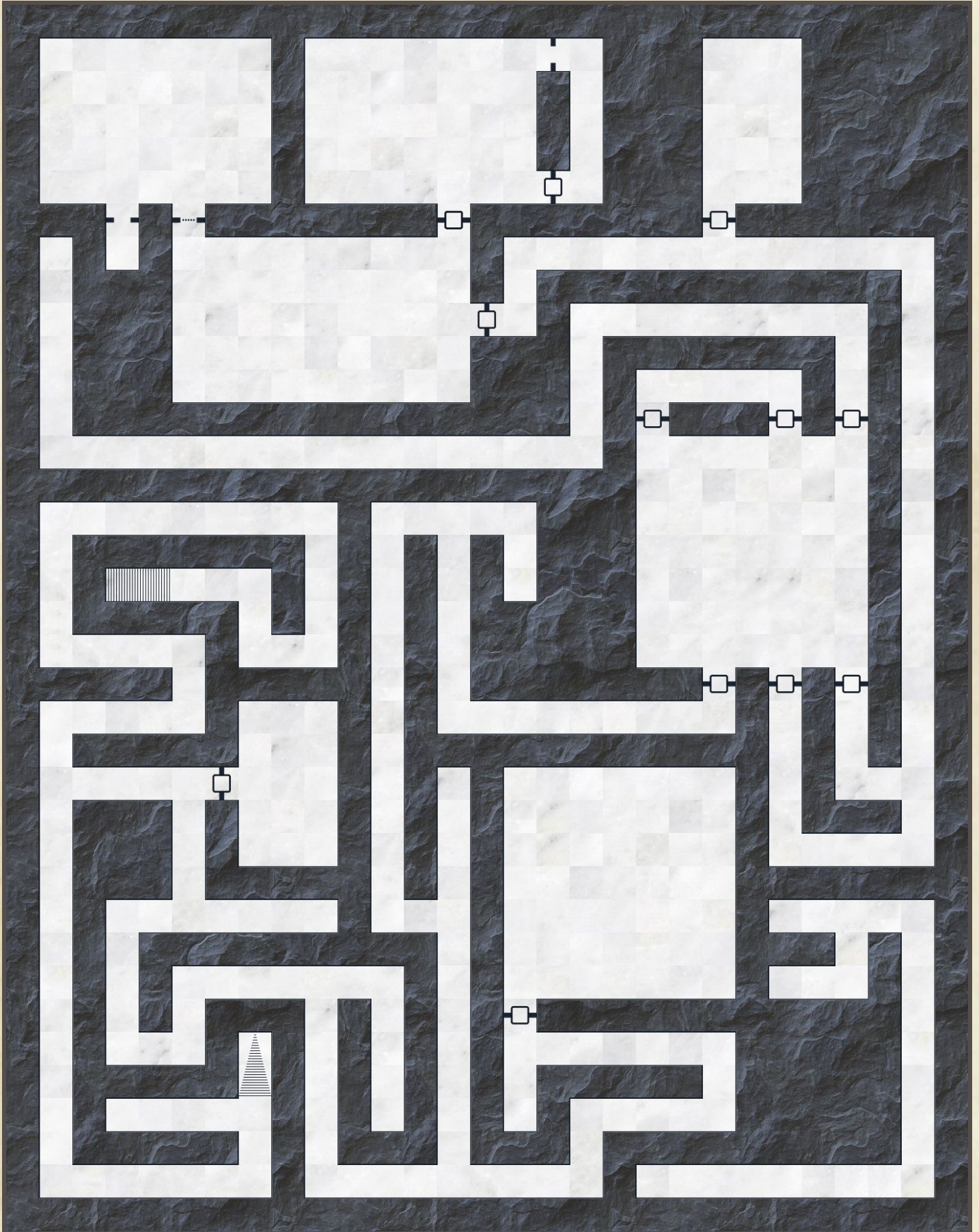
This module has given me an idea of what I want to do with all of the ones I will create after it. I cannot wait to work with more artists to bring their art in the lives of RPG adventurers through my stories.

One last time, if you would like to support me, I have set up a Patreon (/kelfecil) and in the meantime, you should most definitely check out Rachel's work on her Instagram (@rayleearts).

REST NOW, ADVENTURER. REST, KNOWING THAT YOU HAVE BROUGHT HONOR TO THE MEMORY OF THE STARLIGHT KNIGHT. MAY HER TALE OF LOVE, VENGEANCE AND PAIN GUIDE YOU IN YOUR ADVENTURES TO COME. MAY THE LIGHT OF THE STARS BE WITH YOU.



THE MAP WITHOUT DM NOTES



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