

SCALE THE SPIRE

Quickphix Presents

A Tier 2 one-shot adventure for
the world's greatest roleplaying game



Scale the Spire

An Adventure Module from the GM's Secret Stash



Presented by Quickphix

Scale the Spire

A 6 - 12 Hour Adventure for 4th to 5th Level Characters

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Aeons ago, its builders proudly proclaimed: "Here we are building and need not build it twice". Arrogance made stone, sublime and unashamed they toiled; knowing their best can never suffice. Their monument keeps rising to this day, its progeny building it ever higher; believing the Gods are clearing their way - all just waiting for them to scale the spire.

Poem – The Hubris of Mito

Summary

One of the realm's most mysterious places is Mito Valley - colloquially called the graveyard of towers. Its steep cliffs and riverbeds are filled with tall, ruined buildings of mysterious make and purpose. All of them are filled with crumbling stairs leading to high drops, suggesting they were never used as parts of houses. Scholars took decades to conclude that apart from the towers, no artefacts, burial mounds, or any traces of civilization could be found within the valley. Only a single piece of oral history survives about the Mito. It states that the Valley is home to the Spire, an invisible tower stretching into the heavens. Anyone reaching its zenith is granted the power to make their will manifest in the world. However, failed ascenders are doomed to wander through the Spire for all eternity. Allegedly, to enter the Spire, one only needs to climb any of the stairs in the valley, keeping their eyes fixed on the sky. While the instructions sound promising, a few deadly plummeting accidents were enough to convince most people to see the instruction as an allegory for hubris or determination. Yet - if that is the case - why do adventurers keep vanishing from the valley without leaving any trace behind?

In this 6- to 12-hour one-shot adventure, a party of 4th to 5th level characters find themselves in the base of the Spire. All of them have sacrificed much to get this far. All of them know that they will have to sacrifice even more to go on. To be slain and cursed - such is the potential fate of anybody foolish enough trying to "Scale the Spire".

Premise – The Three Curses

The last thing each of the players remember is ascending a never-ending staircase. While they were climbing, they felt an alien presence whisper to them. It cooed about the power lurking at the Spire's peak. It mocked them that their fate will be forever sealed by three unbreakable curses should they enter the Spire. On the final step, these unbreakable curses will be forever burned into their soul:

1. **Curse of Ascension:** The cursed cannot descend the Spire until they have reached its zenith or died trying.
2. **Curse of Chains:** The cursed will ascend the Spire with companions, whom they will cause no intentional harm during their ascension.
3. **Curse of Silence:** You will choose one out of four vows whose promise you will take to your grave. In exchange, you shall be rewarded with a wish you will only be able to utter at the peak of the Spire.

Now they find themselves dizzy on a cold stone floor. Their heads are humming, and they feel an uncomfortable pull around their neck – like an invisible noose pulling them upwards. Before them they see four doors presumably leading further up the Spire.

All around them, they see their fellow ascenders awakening from their slumber. Their grave expressions betray the grim promises each of them has made to get here. Together they open the first door of many.

In your Campaign:

Since it is likely that not all players survive this adventure, it is recommended to either keep it as a one-shot or use it as an origin story for a larger campaign's villains or heroes. Most of the homebrew magic items and modifications are also likely too powerful to be used in other campaigns starting at tier 2.

How to run this One-Shot

This one-shot is a modularly constructed dungeon-crawl. It is designed to both provide the players with meaningful choices on how they want to progress up the Spire and to improve replay value. The following chapters lay out how to run this adventure as a GM.

Overall Structure

The adventure consists of a series of floors across 3 areas which the players must traverse. Each floor offers one encounter and can only be visited once - then the players must move on. Laid out from bottom to top, the tower's (and this document's) broad structure looks like this:

- **Area 0 - The Foyer:** The players start their journey in the Foyer. Each player acquaints themselves with their party, trades information and equipment, etc. The GM uses this area to collect the players' vows (explained in the subsequent chapter) and explains how to scale the Spire.
- **Area 1 - The Base:** The first few floors consist of easier encounters with basic rewards (weapons, spells, etc.). At the end of this section waits a champion, safeguarding the way further up into the tower. The players will be rewarded with a level-up, a powerful item and a long rest, should they be able to defeat it.
- **Area 2 - The Warrens:** This section of the tower consists of harder encounters with fewer but more powerful rewards. It is meant to help the players specialize their function (healer, tank, etc) within the party. The end is once again guarded by a champion standing on the threshold to the next section. Its defeat is rewarded with a level-up, a powerful item and a long rest.
- **Area 3 - The Stages:** The final area of the Spire is filled with difficult encounters meant to exhaust the players before the final encounter. It offers few powerful rewards.
- **Final Boss - Mito of the Spire:** This final encounter will put everything the players have

learned to the test. It is the only thing standing between them and the top of the Spire.

It is up to the GM to decide how many floors make up each area. Using less rooms early on makes the adventure go by quicker but also increases the difficulty of later encounters. We recommend the following play styles:

- **Quick & Easy (4-6h):** 6 floors & Boss in Area 1 / 4 floors & Boss in Area 2 / 3 floors in area 3 and final Boss
- **Long & Easy (6h+):** 10 floors & Boss in Area 1 / 10 floors & Boss in Area 2 / 5 floors in area 3 and final Boss
- **Quick & Difficult (4-6h):** 5 floors & Boss in Area 1 / 4 floors & Boss in Area 2 / 4 floors in area 3 and final Boss
- **Long & Difficult (6h+):** 10 floors & Boss in Area 1 / 8 floors & Boss in Area 2 / 7 floors in area 3 and final Boss
- **Campaign (? h):** 15 floors each

Alternatively, GMs can also improvise, as most floors could conceivably also be repeated. Meaning any area could take as long as the GM wants it to.

Floor Selection

To keep the adventure from becoming repetitive, the players get to decide what type of floor they want to visit next. At the end of each encounter, the GM rolls 3d6 to determine which floors (within the same area) are available to be visited next. Each die represents one door. The following types of floors exist:

- **(1-3) Monster:** A normal combat encounter against one of the Spire's monsters, with some gold and maybe a weak item as a reward (see Appendix I). For further differentiation, 1 can be used for small arenas (~20ft on each side), 2 for medium arenas (~60ft. on each side) and 3 for large arenas (~120ft. on each side)
- **(4) Champion:** A difficult combat encounter against a previous ascension candidate who

was killed during their ascension. The reward is a powerful artefact and a lot of gold.

- **(5) Event:** An encounter which does not necessarily end in combat – it could be a quick decision, a social encounter or even something beneficial.
- **(6) Rest-site:** A place where the players can take a short rest or if specified even a long rest

During quick games, it is recommended to just tell the players which number means what. In all other scenarios, we recommend presenting the players with just the numbers and have them figure their meaning out over time.

Once the players reach the end of an area, they will be presented with a single die showing the number 7 – representing the area's boss.

Player Death & Revival

The chances of player death are high throughout the adventure since they can only take short rests in a rest-site and long rest after defeating the area's boss. However, dying does not have to be the end for said players. Dead players are bound to their party and the game only ends once every player has died. Fallen players can be revived if:

- Each still living player sacrifices one still available hit die at a rest site instead of resting themselves.
- A still living player forgoes their level-up after defeating an area boss.
- An event offers the possibility for the player to revive themselves (e.g., at the trader).

Being revived heals the player in question to up to half their max HP and removes all still active status effects. It additionally counts as a short rest. However, once the still living player actively decide against reviving one of their companions, they will have acted against the curse of chains and brought harm to their companion. In that case, the dead player becomes a vengeful ghost.

Player Ghosts & The Curse of Chains

Since death is a likely companion for the players during this one-shot, having the slain players just waiting for resurrection soon gets boring. Dead players are either still bound by the curse of chains (i.e., waiting to be resurrected) or have become a vengeful spirit (i.e., the surviving players decided against reviving them once).

Bound Players

Bound players get the chance to assist their companions through spiritual intervention using the following abilities:

- **Divination:** Each bound and dead player can flip two dice per floor on their head (e.g., turning a one on a 1d6 into a six). This also applies to door dice – making it more likely to be given access to a rest-site and being revived.
- **Possession:** Bound and dead players can possess their companions' bodies if they are knocked unconscious. These bodies are stabilized and are granted 5 temporary hit points. For the possession duration, the bound and dead player takes the character sheet of the possessed player.
- **Projection:** Bound and dead players can control the spirit of their character. They have a float speed of 40ft. and can be used to scout the battlefield. These projections can communicate using the message cantrip.

All these abilities are lost once the player in question gets revived.

Vengeful Spirits

Any player who gets betrayed by their companions turns into a vengeful spirit and are bound to the Spire. They are tasked with stopping them from reaching the top. To do this, they can use the following abilities:

- **Cursing:** Each vengeful spirit can flip one dice per floor on their head (e.g., turning a one on a 1d6 into a six). This also applies to door dice – making it more likely to force living players into a fight.

- **Championing:** If the surviving players enter a champions' chamber (door number 4), they can choose to be revived to full strength for this floor. They use their deceased character and all the equipment they had at their moment of death to fight the players. They will also join the fray during the final boss fight.
- **Projection:** Vengeful spirits can control the spirit of their character. They have a float speed of 40ft. and can be used to flit around the battlefield. These projections can communicate using the message cantrip.

The Vows

Before starting the adventure, each player is presented a choice of four vows – a promise to the Spire which grants them a benefit in exchange for a specific cost. There are minor vows – small promises with small rewards (e.g., receiving +7 maximum HP in exchange for starting the adventure damaged) and major vows (e.g., getting to choose one of three magical weapons at the beginning of the adventure in exchange for giving up all other equipment). At the start of the game, the players must choose a single vow out of four (consisting of two minor vows and two major vows). There are two vows in total which stand in opposition to the Curse of Chains – any player picking those automatically turns into a vengeful spirit upon death.

Since the players cannot disclose the content of their vows to their companions, the GM should discuss the selection process in secret and individually with each player. All the vows are listed in Appendix I – Vows.

GM Information

- **Traversal:** Once all the players have made their vows and the GM has set the scene, the adventure can begin in earnest. The first floor of any area will always feature 4 monster encounters. Once said monster has been defeated, the players are able to move on. The GM now throws the 3d6 to determine the type

of rooms available to the players. GMs can then use the overview-table for each area (at the beginning of the corresponding chapters) to specify which encounter lies behind which door.

- **Adjusting difficulty:** The table also provides hints at how different monsters could be combined for more deadly encounters. The details of each encounter are listed in a sub-chapter below the table. If this document is read as .pdf, the corresponding encounter can be clicked to be taken to the description.
- **Rewards:** After every fight, the players should be rewarded with $x \cdot 20 + 10$ GP ($x = \text{area}$) and the opportunity to select 1 or 2 items (potions, items, weapons) out of 3 randomly selected ones (GM's discretion).
- **Roleplay:** While the fights with monsters offer little opportunity for roleplay, the fights against champions or vengeful spirits offer the chance to flesh out the backstories of both the players and the previous ascenders. It is recommended include banter and short talks with the Spire's intelligent inhabitants to break up the rhythm of play.

Area 1: The Base

The Spire's base is filled with a variety of creatures – not all designed by the Spire's architect. These lower floors are crawling with fauna and flora trudging in upon the boots of countless other ascenders which came before. The magic of the Spire corrupted them all into terrible beasts. Rewards on this floor should focus on many but less powerful items (e.g., a random potion and the selection of 1 from 3 randomly rolled magic items or weapons).

Type & No.	Abbr. & Name	Short Description & Notes
Monster (1-3)	M1 Acidic Slime	Fight with a small corrosive slime. Can be used as an individual encounter early on or paired with the M2 Spiky Slime or M3 Feather Demon.
Monster (1-3)	M2 Spiky Slime	Fight with a small aggressive slime. Should always be paired with itself, M1 Acidic Slime or M4 Giant Maw.
Monster (1-3)	M3 Feather Demon	A monster which slowly grows stronger as the fight goes on. Can be used as an individual encounter, paired with itself or a M4 Giant Maw.
Monster (1-3)	M4 Giant Maw	A monster which rapidly but not constantly grows stronger as the fight goes on. Can be used as an individual encounter or paired with M5 Silky Worm
Monster (1-3)	M5 Silky Worm	A monster which restricts the movement of its enemies. Usually paired with itself or with M4 Giant Maw.
Monster (1-3)	M6 Parasyte Shroom	A monster which weakens its enemies upon death. Usually paired with itself.
Monster (1-3)	M7 Hording Imp	A horde of small enemies, each specialized for a specific function in combat. Usually appearing in groups of 4 or more.
Monster (1-3)	M8 Vanishing Spectre	A monster which usually appears in pairs, steals gold or non-valuable items from the players and then vanishes.
Monster (1-3)	M9 Blue Cherno	A monster which causes a variety of status effects, usually paired with M10 Red Cherno
Monster (1-3)	M10 Red Cherno	A monster which tries to restrain the players, usually paired with M9 Blue Cherno
Champion (4)	C1 Giant Imp	A brutal monster which pummels its foes into submission
Champion (4)	C2 Walking Nautilus	One of the first ascenders to fall to the Spire – a noble knight from a faraway land.
Champion (4)	C3 Ancient Sentry	A being cursed by the Spire to be forever bound to a body which does not belong to it.
Event (5)	E1 Shop	The shop is a reoccurring event which allows the players to exchange their hard-earned gold for magic items and other cool trinkets. It should be presented at least once per area.
Event (5)	E2 Masked Trader	The masked trader offers the players a chance to obtain great power or a terrible curse.
Event (5)	E3 The Woman in Blue	The woman in blue creates and sells potions. She is known for her short temper.
Event (5)	E4 Adventurer's Corpse	The corpse of another ascender lies in the middle of this room. Maybe he was carrying something still useful – but whatever killed him might still be nearby.
Event (5)	E5 Bonfire Spirits	A cosy room filled with friendly ghosts looking to make a fair exchange.
Event (5)	E6 The Living Wall	Three powerful spirits wish to test the players resolve and tactics before letting them move forward.
Rest Site (6)	R1 The Rest Site	A place for the party to take a short rest.
Boss	B1 Giant Slime	The area's guardian – the last thing most ascenders see before they are enslaved to the Spire.
Boss	B2 Ghost Flame	A powerful undead apparition which burns its prey to a cinder.
Boss	B3 Spiked Cherno	A sadistic flying devil, using its spiked hide to impale any would-be attackers.

M1 Acidic Slime

The Acidic Slime resembles a quivering mound of green sludge. It dissolves most organic materials it comes into contact with.

Ability Scores

AC: 7 / HP: 85 / Speed 20 ft., Climb 20 ft. / CR 3

STR: 16 (+3) / DEX: 5 (-3) / CON: 16 (+3)

INT: 1 (-5) / WIS: 1 (-5) / CHA: 1 (-5)

Traits

Resistances. acid, cold, lightning, slashing,

Immunities. blinded, charmed, deafened, exhaustion, frightened, prone

Amorphous. The Acidic Slime can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. Any nonmagical weapon made of metal or wood that hits the Acidic Slime corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the Acidic Slime is destroyed after dealing damage.

Splitting (2 uses). After an attack has brought the Acidic Slime below half its maximum hit points, it will use its reaction to split in two. Each new Acidic Slime has hit points equal to the hit points the Acidic Slime had when it used this reaction. New Acidic Slimes are one size smaller than the original one.

Actions

Pseudopod. Melee weapon attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) acid damage.

How to run this encounter

To scale the difficulty of this encounter, GMs can start with a single slime at maximum HP or two slimes at half HP. The Acidic Slime will always attack players using melee weapons first.

M2 Spiky Slime

At first glance, the Spiky Slime might appear to be nothing more than a wet boulder. However, once it starts moving at a frightening speed, the illusion breaks.

Ability Scores

AC: 8 / HP: 64 / Speed 30 ft. / CR 2

STR: 12 (+3) / DEX: 10 (+0) / CON: 16 (+3)

INT: 2 (-4) / WIS: 6 (-2) / CHA: 1 (-5)

Traits

Resistances. acid, slashing, piercing, bludgeoning

Immunities. blinded, charmed, deafened, exhaustion, frightened, prone

Amorphous. The Spiky Slime can move through a space as narrow as 1 inch wide without squeezing.

Splintering Form. A creature that touches the Spiky Slime or hits it with a melee attack while within 5 feet of it takes 4 (1d8) piercing damage.

Splitting (2 uses). After an attack has brought the Spiky Slime below half its maximum hit points, it will use its reaction to split in two. Each new Spiky Slime has hit points equal to the hit points the Spiky Slime had when it used this reaction. New Spiky Slimes are one size smaller than the original one.

Actions

Pseudopod. Melee weapon attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) piercing damage.

How to run this encounter

To scale the difficulty of this encounter, GMs can start with a single slime at maximum HP or two slimes at half HP. The Spiky Slime will try to reach enemies attacking it from afar.

M3 Feather Demon

These feathered humanoids and their steely beaks can be found throughout the Spire. They appear to draw energy from their surroundings during a fight, deliberately drawing encounters out to become stronger.

Ability Scores

AC: 12 / HP: 32 / Speed 40 ft., Fly 20 ft. / CR 1

STR: 12 (+1) / DEX: 14 (+2) / CON: 12 (+1)

INT: 7 (-2) / WIS: 10 (+0) / CHA: 12 (+1)

Traits

Weaknesses. Lightning

Unholy Growth. The Feather Demon grow an additional arm and gains an additional claw attack each round of combat.

Actions

Multiattack. The Feather Demon makes two attacks with its claws. The number of attacks increases by one each turn – regardless of what the players do.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (2d4 + 1) slashing damage.

How to run this encounter

The Feather Demons usually do not fight alone – they usually stand in the background, growing stronger with each passing second.

M4 Giant Maw

The Giant Maw consists of a large round opening filled with rows of rotating teeth and not much else. It has spindly legs and tiny blinking eyes which are always looking for its next victim.

Ability Scores

AC: 13 / HP: 33 / Speed 30 ft. / CR 1

STR: 14 (+2) / DEX: 8 (-1) / CON: 12 (+1)

INT: 5 (-3) / WIS: 8 (-1) / CHA: 5 (-3)

Traits

Resistances. Cold, fire, lightning

Immunities. Charmed, frightened, poisoned

Twitchy. Each time the Giant Maw is attacked by a melee attack, it can use its reaction to make a bite attack

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (2d8 + 2) piercing damage.

How to run this encounter

The Giant Maw is a single-minded creature. It either attacks the creature nearest to it or the creature which attacked it last.

M5 Silky Worm

These furry larvae are about as long and thick as a human leg. Their colourful and fuzzy appearance might give potential enemies a wrong impression about the lethality of their attacks.

Ability Scores

AC: 13 / HP: 22 / Speed 30 ft., Climb 20 ft. / CR 1

STR: 15 (+2) / DEX: 15 (+2) / CON: 12 (+1)

INT: 5 (-3) / WIS: 10 (+0) / CHA: 10 (+0)

Traits

Curl. The Silky Worm uses its reaction to gain 15 temporary HP the first time it gets hit in combat.

Silk Walker. The Silky Worm can climb difficult surfaces, including its sticky silk or upside down on ceilings, without needing to make an ability check.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: (1d10 + 2) piercing damage

Spit Silk (Recharge 5-6). The Silky Worm spits a sticky substance in a line that is 15 feet long and 5 feet wide. The ground in that line becomes difficult terrain. Each creature in that line must make a DC 11 Constitution saving throw. On a failed save the target takes 10 (3d6) magical piercing damage, or half as much damage on a successful one. If the piercing damage reduces a creature to less than half hit its points, the creature becomes paralyzed for 1d4 rounds.

How to run this encounter

Silky Worms usually attack in a pack (e.g., one per player). They always open each fight with a barrage of spit and then wait within the difficult terrain or the ceiling until confronted or their spit silk ability recharges.

M6 Parasyte Shroom

This purple fungus grows in strands across the corpses of fallen adventurers or monsters. It uses these macabre shells to shamble around and look for additional victims to infect.

Ability Scores

AC: 13 / HP: 40 / Speed 30 ft / CR 2

STR: 15 (+2) / DEX: 13 (+1) / CON: 16 (+3)

INT: 1 (-5) / WIS: 12 (+1) / CHA: 1 (-5)

Traits

Spore Explosion. Once the HP of the Parasyte Shroom are reduced to zero, it explodes violently. Every creature within a 10ft. radius must succeed in a DC16 Dexterity saving throw or be stunned until the end of their next turn.

Actions

Multiattack. The Parasyte Shroom makes two attacks: one with its mycelial threads and one with its body slam.

Mycelial threads. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: (1d4 + 2) necrotic damage. The target must succeed on a DC 10 constitution saving throw or be stunned until the end of its next turn.

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

How to run this encounter

The Parasyte Shrooms were spread throughout the Spire to “recycle” all the dead material left behind by the ascending parties. As such, they are often either encountered with other enemies or in groups. Their only motive is to infect additional ascenders.

M7 Hording Imp

These imps were the first guardians of the tower. They are some of the few non-champion enemies which exhibit self-awareness and intelligence. While they are capable of speech and deception, they are loyal to the Spire’s architect. Hence, their only objective is to halt the progress of any ascenders – even if it costs them their lives.

Ability Scores

AC: 12 / HP: 13 / Speed 30 ft / CR ½

STR: 10 (+0) / DEX: 15 (+2) / CON: 10 (+0)

INT: 10 (+0) / WIS: 7 (-2) / CHA: 8 (-1)

Traits

Immunities. Fire

Pack Tactics. The Hording Imp has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn’t incapacitated.

Specialized. Each Hording Imp has access to a variety of weapons, but they usually stick to a single attack once a fight has begun.

Actions

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

Small Fireball. Ranged Weapon Attack: +4 to hit, reach 5/20 ft., one target. Hit: (1d6) fire damage. If the attack hits, the damage repeats at the start of each of the target’s turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames

Fire Cloak. Until the beginning of the Hording Imp’s next turn, it is cloaked in fire. Whenever a creature within 5 feet of it hits it with a melee attack, the cloak erupts with flame. The attacker takes 2d8 fire damage.

Blinding Flash. Ranged Weapon Attack: +4 to hit, reach 5/20 ft., one target. Hit: (1d4) radiant damage. If it hits, the target must make a DC 10 Constitution saving throw or be blinded for 1d4 rounds.

How to run this encounter

Hording Imps, as their name implies, always attack in a pack at least equal to the number of players. They fight tactically, usually sending an Imp with a fire cloak and one with a club ahead to block passages while their allies pelt the enemies with small fireballs or blinding flashes.

M8 Vanishing Spectre

These ghostly remains of failed ascenders dwell in the Spire's dark corners. Having failed to ascend themselves, they are now roaming the structure in search of riches they can steal from the living.

Ability Scores

AC: 12 / HP: 22 / Fly 50 ft / CR 1

STR: 1 (-5) / DEX: 15 (+2) / CON: 10 (+0)

INT: 10 (+0) / WIS: 10 (+0) / CHA: 10 (+0)

Traits

Immunities. Necrotic, poison, charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Resistances. Acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

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

Actions

Steal. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: (3d6) necrotic damage. The target must succeed on a DC 15 Dexterity saving throw or lose gold up to an amount equal to the damage taken. If the target possesses no gold, it takes the targets' equipped weapon or an attuned magic item instead.

How to run this encounter

The Vanishing Specter will vanish through the floor in the turn after it has either successfully stolen two things, or 3 rounds have passed. All stolen possessions are lost forever. All stolen possessions are returned if the Vanishing Specter is defeated beforehand.

M9 Blue Chernob

These brutish demons resemble fat men with horned heads and pale blue skin. While their eyes gleam with intelligence and hatred, their battle tactics are brutish and blunt.

Ability Scores

AC: 16 / HP: 28 / Speed 25 ft. / CR 1

STR: 16 (+3) / DEX: 10 (+0) / CON: 13 (+1)

INT: 11 (+0) / WIS: 10 (+0) / CHA: 9 (-1)

Traits

Resistances. Poison, charmed, paralyzed

Actions

Multiattack. The Blue Chernob makes two attacks with its spear.

Spear. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d6 + 3) piercing damage.

Shatter (1 use). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d6) bludgeoning damage. After dealing damage, the opponents melee weapon takes a permanent and cumulative -2 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

How to run this encounter

Blue Chernos usually try to rush in and intimidate their targets by breaking their weapon. They will then continue to pummel their target to make extra sure that they are dead.

M10 Red Chernob

These hunched demons appear like slender crones with horns instead of hair. Their bright red skin and wavering movement makes them almost painful to look at.

Ability Scores

AC: 14 / HP: 21 / Speed 30 ft. / CR 1

STR: 9 (-1) / DEX: 16 (+3) / CON: 13 (+1)

INT: 13 (+1) / WIS: 10 (+0) / CHA: 13 (+1)

Traits

Resistances. Poison, charmed, paralyzed

Actions

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (1d4 + 3) slashing damage.

Blinding Gas (Recharge 6). The Blue Chernos exhales a 15-foot cone of blinding gas. Each creature in that area must succeed on a DC 12 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Paralyzing Strings (1 use). The Blue Chernos throws a bundle of translucent strings into the air. Each creature within a 5 ft. radius must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

How to run this encounter

Blue Chernos usually do not attack alone. They lurk at the edge of the battlefield, waiting to pick off an individual weak target to knock out and kill.

C1 Giant Imp

This hulking brute was the first challenger to the Spire – forced to fight its brethren to test their defences and resolve. It did not make it far and soon became the Spire's first champion.

Ability Scores

AC: 13 / HP: 120 / Speed 40 ft. / CR 4

STR: 21 (+5) / DEX: 9 (-1) / CON: 19 (+4)

INT: 5 (-3) / WIS: 10 (+0) / CHA: 6 (-2)

Traits

Immunities. Fire

Fiery Anger. Each time the Giant Imp receives less than 10 damage from an attack, the same amount of damage is added to its next attack. If the Giant Imp is hit multiple times for less than 10 damage, the damage bonus is applied multiple times. Once the damage bonus exceeds 20 damage, it makes a greatclub attack with advantage against a target in range. After any attack, the damage bonus is reset back to 0.

Actions

Multiattack. The Giant Imp makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: (1d8 + 5) bludgeoning damage plus any stored damage from its Fiery Anger.

How to run this encounter

The Giant Imp still behaves like it is challenging the tower, fighting deceptively smart. It will try to soak up small amounts of damage and then kill its squishiest adversary with a single strike if possible.

C2 Walking Nautilus

The first ascender who stumbled across the Spire was a disgraced knight from a southern province. His distinctive armour with a helmet fashioned after a nautilus shell and powerful magic almost carried him out of the first area. Almost.

Ability Scores

AC: 16 / HP: 69 / Speed 30 ft. / CR 5

STR: 10 (+0) / DEX: 12 (+1) / CON: 12 (+1)

INT: 17 (+3) / WIS: 17 (+3) / CHA: 12 (+1)

Traits

Resistances. Bludgeoning, slashing, and piercing from non-magical weapons.

Immunities. Charmed

Actions

Hammer Toss. Ranged Weapon Attack: +6 to hit, reach 20/80 ft., one target. Hit: (1d8 + 3) bludgeoning damage.

Overwhelm. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d10 + 3) bludgeoning damage. If the target is medium or smaller, it is grappled, escape DC 15.

Siphon Soul. Melee Weapon Attack: +6 to hit, reach 5 ft., one humanoid grappled by the Walking Nautilus. Hit: 1d4 Strength damage + 1d4 Dexterity damage. If

this damage reduces the target's Strength or Dexterity to 0, they are killed. Both ability scores are restored after a short rest.

Tempest Aura (Recharge 6). As a reaction the Walking Nautilus magically emits force energy in a 25ft. foot cone. Each creature in that area must succeed on a DC 14 Intelligence saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

How to run this encounter

The Walking Nautilus will use its aura to take out as many enemies as possible and then sprint in to overwhelm and soul siphon a single target. Afterwards he repeats this process for all other enemies.

C3 Ancient Sentry

A dwarven inventor believed to have found a loophole to the Spire's three curses. He challenged it by sending one of the automated armours he created up the Spire. As a punishment, his soul was bound to his invention upon its demise, making him the third champion of the Spire: a confused soul in an unfeeling machine, still following its programming.

Ability Scores

AC: 15 / HP: 69 / Speed 30 ft. / CR 6

STR: 10 (+0) / DEX: 12 (+1) / CON: 16 (+3)

INT: 18 (+4) / WIS: 10 (+0) / CHA: 10 (+0)

Traits

Resistances. Bludgeoning, piercing, and slashing from nonmagical weapons

Immunities. Force, necrotic, poison, blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

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

Actions

Multiattack. The Ancient Sentry uses all of three of its pulse attacks.

Daze Pulse. The Ancient Sentry magically emits force energy in a 15-foot cone. Each creature in that area must succeed on a DC 14 Wisdom saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Force Pulse. The Ancient Sentry shots an energy pulse in a line that is 15 feet long and 5 feet wide. Each creature in that line must make a DC 14 Strength saving throw. On a failed save the target takes 3 (1d6) force damage, is pushed back 10 ft., and knocked prone. On a successful save the target takes no damage and is pushed back 5ft.

Energy Pulse. The Ancient Sentry emits a radial pulse from its center. Every creature within a 10ft. radius takes 1d10 thunder damage.

How to run this encounter

The trapped mind of the dwarven inventor is actively fighting to escape the Ancient Sentry's shell while the Sentry itself still tries to attack anything in sight. As such, the construct moves erratically while firing pulses with a pinpoint precision at anything in range.

E1 Shop

The players stumble across one of the few friendly faces within the tower. This mysterious masked trader offers the players its wares in exchange for gold (randomized after each encounter). If the players attack it or try to steal something, the trader will vanish alongside all the gold or stolen wares the player in question happens to possess.

He will always offer an assortment of the following things:

Magic Equipment (Appendix III – Magic Weapons & Appendix IV – Magic Items)

- 3 common magic items for 45-55 GP

- 2 uncommon magic items for 68-82 GP
- 1 rare magic item for 135-165 GP

Potions (Appendix II – Potions)

- 3 common potions for 48-52 GP
- 1 uncommon potion for 72-78GP
- 1 rare potion for 95-105 GP

Resurrection for 200 GP.

- Revives a dead and bound player
- Does not break the Curse of Chains if it is not taken, unless one of the party members tries to buy the service and the others are explicitly against it.

The trader will not buy anything from the players, but he might be swayed to haggle if the players are charming enough.

E2 Masked Trader

The players walk by a giant statue with four arms – each arm carrying a mask. With a rumbling voice it offers a single player the chance to “trade faces”. It goes on to elaborate, that it grew bored with the faces it currently has. Half of the faces would be “dangerous” while the other half would hold “great power”. The players would be able to choose a mask in exchange for their face. The masks are cursed magic items, which cannot be removed. They are:

- **Mask of the Cleric:** the player wearing this mask gets healed its constitution modifier after each floor.
- **Mask of the Dwarf:** the player is always last in the initiative order.
- **Mask of the Hungry:** the player cannot spend hit dice during a short rest.
- **Mask of the Serpent:** the player can make a DC 10 insight check each floor to know what lies behind one of the doors.

Based purely on their appearance, one player can decide to trade their face (i.e., letting the statue create a mask fashioned after their face) for one of the masks. The mask cannot be unequipped once it has been

obtained. Afterwards, the statue happily retreats into a dark corner of the room.

E3 The Woman in Blue

A mysterious woman in elegant blue dress is standing at an alchemist’s table in the middle of the room. She aggressively asks the players to buy some potions from here, so she can continue her research. She promises that all the potions are of high quality but refuses to tell the players what potion they are, until after they have paid for a specific number. She offers them the following deals:

- 1 potion for 30GP
- 2 potions for 40GP
- 3 potions for 50GP
- 5 potions for 100GP

Once a decision has been made, the GM rolls on the potion table to give the players random potions (Appendix II – Potions).

E4 Adventurer’s Corpse

In the middle of a sea of glass shards lies the corpse of a previous ascender. Clearly, something has punched the unfortunate soul through a thick wall of glass, seeing as its possessions are scattered all around it. The stomping footfall of a giant monster can still be heard nearby. However, the path to the next floor is clear. Any player might choose to make a stealth check to retrieve some of the ascenders’ equipment. They can repeat this process until they have received 2 magic items or the monster returns:

- **<DC 10:** the players are immediately attacked by one of the area’s champions
- **<DC 14:** the player in question creeps a bit closer and gains advantage on their next stealth check.
- **>DC 14:** the player in question retrieves one of the 2 magic items (Appendix III – Magic Weapons & Appendix IV – Magic Items).

If they fail their stealth checks, they are immediately attacked by the C1 Giant Imp, who starts combat at the top of the initiative order.

E5 Bonfire Spirits

After walking through the door, the players find themselves in complete darkness. A single light is guiding their way to a bonfire. Little spirits dance within and ask the players whether they'd be willing to give them something to burn – they'd be rewarded handsomely if it is something the spirits like. The following exchanges can be made (not to be disclosed to the players):

- **Nonmagical items / miscellaneous:** heal the party by 1d4
- **Common magical items / potions:** fully restore the parties' HP
- **Uncommon:** fully restore the parties' HP and reward a random other uncommon item
- **Rare:** fully restore the parties' HP and reward a random other rare item

Afterwards, the spirits wish the ascenders good luck on the next floors. They can use the bonfire to make a short rest.

E6 The Living Wall

At first, this room seems to be completely empty. However, after a while, three giant ghostly images emerge from the walls around them. In unison they speak: "We are your path to the top. Choose one of us to accompany you!". The following choices are offered to the players:

- **"Are you familiar with the Arcane? Forget what you know, and I'll let you go!"** – if one of the players chooses this option, they are forcefully equipped with the "Veil of the Arcanist" (see Appendix IV).
- **"Are you unsatisfied with your skills? You may require change to see a new space."** – if one of the players chooses this option, they gain one armour, weapon, tool or skill

proficiency of their choosing, but lose another in exchange.

- **"Are you well-armed? If you want to pass me, then you must grow!"** – if one of the players chooses this option, they are forcefully equipped with the "Featherweight Gauntlets" (see Appendix IV).

As soon as one of the players has chosen one of the faces, the others disappear. The doors to the next floor are revealed shortly after.

R1 The Rest Site

Spread throughout the Spread are these cosy rooms filled with ancient bedding and giant fireplaces. The rot of time seems to have no effect on them – making them some of the few places ascenders can rest and recover. There are two types of rest sites:

- **Minor Rest Sites:** These islands of calm are found behind the doors bearing the number 6. They allow players to attune magic items and take a short rest (i.e., spend their hit dice).
- **Major Rest Sites:** These luxurious chambers are only found after defeating an area's boss. They allow players to take a comfortable long rest.

B1 Giant Slime

This abomination is the last thing most ascenders see before their demise: an enormous walking pool of a rancid liquid which dissolves almost everything it touches.

Ability Scores

AC: 8 / HP: 150 / Speed 20 ft., Climb 20 ft. / CR 8

STR: 16 (+3) / DEX: 5 (-3) / CON: 20 (+5)

INT: 1 (-5) / WIS: 6 (-2) / CHA: 1 (-5)

Traits

Resistances. acid, cold, fire, lightning, slashing,



Immunities. blinded, charmed, deafened, exhaustion, frightened, prone

Corrosive Form. Any nonmagical weapon made of metal or wood that hits the Giant Slime corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the Giant Slime is destroyed after dealing damage.

Dissolving Pool. The Giant Slime takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the slime's Engulf and has disadvantage on the saving throw. Creatures inside the Giant Slime can be seen but have total cover. A creature within 5 feet of the Giant Slime can take an action to pull a creature or object out of it. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The cube can hold only one large creature or up to four medium or smaller creatures inside it at a time. Each creature or object inside the Giant Slime is subjected to its corrosive form each round.

Splitting (3 uses). After an attack has brought the Giant Slime below half its maximum hit points, it will use its reaction to split in two. The original slime stays in place while a copy shoots 30ft. into a random direction. Each new Giant Slime has hit points equal to the hit points the Giant Slime had when it used this reaction. New Giant Slimes are one size smaller than the original one and do not recover uses of this power (i.e., after the first use, each slime has 2 uses left).

Actions

Pseudopod. Melee weapon attack: +4 to hit, reach 10 ft., one creature. Hit: 10 (3d6) acid damage.

Engulf. The Giant Slime moves up to its speed. While doing so, it can enter large or smaller creatures' spaces. Whenever the Giant Slime enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the Giant Slime

enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21, 6d6, acid damage at the start of each of the Giant Slime's turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

How to run this encounter

The Giant Slime is the mostly undefeated last guardian of the Spire's base. Its battle-strategy is simple: move to engulf – dissolve any threats.

B2 Ghost Flame

A peculiar undead with the appearance of a giant flaming wheel. It burns any ascender unlucky enough to cross its path to a cinder.

Ability Scores

AC: 11 / HP: 130 / Hover 40ft. / CR 7

STR: 10 (+0) / DEX: 13 (+1) / CON: 10 (+0)

INT: 10 (+0) / WIS: 17 (+3) / CHA: 17 (+3)

Traits

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

Immunities. cold, necrotic, poison, charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

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

Consume Life. As a bonus action, the Ghost Flame can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the Ghost Flame regains 10 (3d6) hit points.

Deadly Accuracy. In response to a visible enemy making a ranged attack, can use its reaction to make a Scorch attack against that enemy.

Actions

Multiattack. The Ghost Flame uses scorch three times.

Scorch. Ranged Spell Attack: +6 to hit, reach 60 ft., one target. Hit: (3d6) fire damage.

How to run this encounter

The Ghost Flame stays at a distance, flinging fire at anything the comes near it. It only moves into melee ranged if it wants to use its Consume Life ability.

B3 Spiked Chernob

A giant Chernob with leathery wings and a spiked hide. When it is not swooping down to decapitate its prey, it uses its extremely thick skin to reflect incoming attacks.

Ability Scores

AC: 13 / HP: 140 / Fly 40ft. / CR 7

STR: 10 (+0) / DEX: 17 (+3) / CON: 12 (+1)

INT: 11 (+0) / WIS: 14 (+2) / CHA: 9 (-1)

Traits

True Sight. Magical darkness or invisibility doesn't impede the Spiked Chernob's vision.

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Spiky Shell. If the Spiked Chernob receives more than 25 HP damage in a single turn, it immediately uses its reaction to land and hide beneath its wings until the end of the turn after its next. While hiding beneath its wings, its AC is 18 and half of all incoming melee damage (rounded down) it receives is reflected at the attacker as magical piercing damage. While in the shell, the Spiked Chernob does not move and only uses its shoot spike attack.

Actions

Multiattack. The Spiked Chernob makes three slash attacks or a slash attack and a shoot spike attack.

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

Shoot Spike. Ranged Weapon Attack: +6 to hit, reach 20/80 ft., one target. Hit: (1d4 + 2) piercing damage plus (1d6) acid damage.

How to run this encounter

The Spiked Chernob singles out a single target to attack and does so no matter whether it is currently flying around the arena or hiding behind its spiky shell.

Area 2: The Warrens

Only the strongest ascenders ever climbed their way up to the warrens. Here they fight a lot of the creatures the Spire's architect, the Bricklayer, has left behind to guard it. However, it is also the place where a lot of powerful artefacts were hidden to aid any ascenders strong enough to find them.

Type & No.	Abbr. & Name	Short Description & Notes
Monster (1-3)	M11 Winged Curse	These horrible, winged pests usually attack in groups of at least three – two distracting their enemies while one tries to build up more power
Monster (1-3)	M12 Shelled Parasyte	This hulking creature usually attacks alone or together with its less dangerous cousin, the M6 Parasyte Shroom.
Monster (1-3)	M13 Gazing Snake	This creature was bred specifically to disrupt any opposing force relying overly on teamwork. Its confusion ability makes it a frightening opponent to face.
Monster (1-3)	M14 Hydra-Angea	An apex floral predator, designed to block important passages. Sometimes paired with one or two M11 Winged Curses
Monster (1-3)	M15 Spherical Guardian	A rogue automaton which will team up with the C3 Ancient Sentry should the happen to meet up in the warrens.
Monster (1-3)	M16 Grey Chernob	A cunning demon looking for an interesting fight – sometimes paired with a M6 Parasyte Shroom or a M11 Winged Curse.
Champion (4)	C4 The Wizard's Assassin	This slain ascender is and was very quick on his feet. Now he is just delighted to be a cursed eternal guardian – fighting interesting opponents for all eternity.
Champion (4)	C5 Chernob Taskmaster	The progenitor of the Chernob race is just as much a slave to the Spire as its kin.
Champion (4)	C6 The Mephit Conjuror	A once promising young mage, known for being able to conjure a huge barrage of mephits.
Event (5)	E1 Shop	The shop is a reoccurring event which allows the players to exchange their hard-earned gold for magic items and other cool trinkets. It should be presented at least once per area.
Event (5)	E7 The Divine Fountain	A magical fountain which allows the party to sacrifice health to heal others.
Event (5)	E8 The Colosseum	The players are not only confronted with a tough fight, but also the chance to earn eternal glory.
Event (5)	E9 The Man in Blue	The man in blue may be crazy, but he also offers the players interesting and experimental trinkets, which may grant them power.
Event (5)	E10 The Knowing Skull	The self-styled oracle of the tower only offers solutions to those willing to pay for them.
Event (5)	E11 The Bricklayer's Grave	The final resting place of the legend who chained the genie Mito to the Spire. Maybe his grave still holds some powerful artefacts.
Event (5)	E12 The Wheel of	An imp invites the players to game of chance – offering great prizes and horrible curses
Event (5)	E13 The Cursed Tome	A cosy library, offering the players the chance to take a short rest and learn some forbidden knowledge.
Rest Site (6)	R1 The Rest Site	A place for the party to take a short rest.
Boss	B4 The Forgotten Champion	An enigmatic magical beast welded into a thick armour. Usually paired with two M11 Winged Curse.
Boss	B5 Soul Collector	A necromantic entity which kills and absorbs any ascenders with its powerful spells.
Boss	B6 Brutish Armour	A gigantic construct able to kill a party of ascenders in a single attack.

M11 Winged Curse

Any ascender lucky enough to climb up to the warrens will eventually be greeted by these flying pests: small, grey birds with razor-sharp talons. Their harmless appearance is meant to lull their enemies into a false sense of security.

Ability Scores

AC: 15 / HP: 36 / Speed, 5ft., Flying 40 ft. / CR 2

STR: 15 (+2) / DEX: 17 (+3) / CON: 18 (+4)

INT: 8 (-1) / WIS: 13 (+1) / CHA: 8 (-1)

Traits

Uncanny Dodge. While airborne, the Winged Curse has resistance against all damage types.

Fragile Wings. If the Winged Curse is hit 3 times in one turn, it is knocked prone and can't fly until the end of its next turn.

Actions

Multiattack. The Winged Curse makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d6 + 3) piercing damage.

Talons. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d10 + 3) slashing damage.

Cursed Screech (1/Day). The Winged Curse emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a Winged Curse must succeed on a DC 14 Constitution saving throw or be stunned until the end of the Winged Curse's next turn. The Winged Curse's Dexterity is raised to 20 – adding +2 to its attack and damage rolls.

How to run this encounter

The Winged Curse never attacks alone – it usually attacks in flocks. The first to attack usually starts the battle with its Cursed Screech while the others attack any targets which got paralyzed by the attack. Afterwards their roles switch.

M12 Shelled Parasyte

This well-armoured beast looks like a clump of angry moss trapped within a thick, glimmering shell. It attacks its prey with mossy tendrils shooting out of its (almost) impenetrable shell.

Ability Scores

AC: 22 / HP: 42 / Speed, 15ft. / CR 3

STR: 17 (+3) / DEX: 5 (-3) / CON: 20 (+5)

INT: 3 (-4) / WIS: 10 (+0) / CHA: 6 (-2)

Traits

Brittle Shell. Every time the Shelled Parasyte takes melee-damage, it permanently loses 1 AC. If its AC sinks below 10 before its HP does, it dies.

Actions

Multiattack. The Shelled Parasyte makes 2 tendril attacks against the same target

Tendril. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: (1d6 + 3) bludgeoning damage. It restores as much health as damage dealt with this attack.

Reflecting Shell (1 use). The Shelled Parasyte's armour catches the Spire's light in a peculiar way until the end of its next turn. During this time, the shell sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and creatures that can see the Shelled Parasyte have disadvantage on attack rolls against it. In addition, any creature within the bright light and able to see the Shelled Parasyte when this power is activated must succeed on a DC 15 Wisdom saving throw or be blinded for 1d4 turns.

How to run this encounter

The Shelled Parasyte on its own is more of an annoyance than a strong adversary. As such, it is usually paired with fast allies like the M11 Winged Curse to hide behind its impenetrable shell.

M13 Gazing Snake

This giant snake slithers erratically through the Spire's many stairwells – always watching out for easy prey.

Ability Scores

AC: 12 / HP: 62 / Speed, 30ft. / CR 4

STR: 19 (+4) / DEX: 16 (+3) / CON: 12 (+1)

INT: 1 (-5) / WIS: 11 (+0) / CHA: 3 (-4)

Traits

Hypnotic Movement. Each creature which can see the Gazing Snake can't take reactions and must roll a d10 at the start of each of its turns to determine its behaviour for that turn.

- **1:** The creature uses all its Movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- **2-5:** The creature doesn't move or take Actions this turn.
- **6-7:** The creature uses its action to make a melee Attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
- **8-10:** The creature can act and move normally.

Closing one's eyes or being blinded ends the effect immediately.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: (2d6 + 4) piercing damage.

Constrict. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: (2d8 + 4) bludgeoning damage. The target is grappled, escape DC 16. Until this grapple ends, the creature is restrained, and the snake can't constrict another target

How to run this encounter

The Gazing Snake is a terrifying hunter which knows that most living creatures cannot oppose it, due to the maddening effect of its hypnotic movement. As such it hunts alone, picking out the weakest prey to constrict and devour.

M14 Hydra-Angea

A deceptively beautiful and fragrant plant. From a thick stem grow several pink flowerheads and slowly ambulating roots. However, just one slash from one of its many heads sours the impression for any beholder.

Ability Scores

AC: 14 / HP: 125 / Speed, 10ft. / CR 6

STR: 18 (+4) / DEX: 12 (+1) / CON: 16 (+3)

INT: 2 (-4) / WIS: 10 (+0) / CHA: 7 (-2)

Traits

Multiple Heads. The Hydra-Angea has five heads. While it has more than one head, the Hydra-Angea has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the Hydra-Angea takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the Hydra-Angea dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The Hydra-Angea regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the Hydra-Angea has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Actions

Multiattack. The Hydra-Angea makes as many lash attacks as it has heads.

Lash. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: (1d8 + 4) piercing damage.

How to run this encounter

The Hydra-Angea was planted strategically around the Spire—mostly in tight corridors, around corners or important passages. The plant itself is barely sentient and as such never moves much farther than 30ft. from its original planting spot.

M15 Spherical Guardian

The Spire learned a lot from the dwarves who tried to ascend it. It took their designs and imbued them with an unholy life. Now these floating spheres patrol the warrens, looking for ascenders.

Ability Scores

AC: 18 / HP: 33 / Speed, 25ft. / CR 3

STR: 14 (+2) / DEX: 12 (+1) / CON: 13 (+1)

INT: 1 (-5) / WIS: 3 (-4) / CHA: 1 (-5)

Traits

Immunities. Poison, psychic, blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Missile Defense. If the Spherical Guardian is attacked with a ranged attack (spell or weapon), it can use its reaction to cast the spell "shield".

Actions

Multiattack. The Spherical Guardian makes two melee attacks.

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

Oscillate (Recharge 6). A sudden loud ringing noise, painfully intense, erupts from the Spherical Guardian. Each creature in a 10-foot-radius sphere centered around it must make a DC 14 Constitution saving throw. A creature takes 2d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. Any nonmagical weapon or armor also takes a permanent and cumulative -1 penalty to damage rolls or AC. If its penalty drops to -5, the item is destroyed.

How to run this encounter

The Spherical Guardian is usually employed alongside a foe capable of ranged attacks (e.g., M7 Hording Imp) it guards them with its Missile Defence and opportunity attacks from being targeted.

M16 Grey Cherno

These humanoid demons like to drape themselves in their massive wings to appear smaller than they are. They stalk through the Spire, looking for worthy adversaries.

Ability Scores

AC: 14 / HP: 65 / Speed 30 ft. / CR 5

STR: 16 (+3) / DEX: 11 (+0) / CON: 19 (+4)

INT: 6 (-2) / WIS: 13 (+1) / CHA: 6 (-2)

Traits

Imposing Presence. Any creature within 30ft. of the Grey Cherno which can see it and is not incapacitated must choose at the beginning of their turn, if they want to move, use an attack action or a bonus action. They can only do two of the three.

Actions

Multiattack. The Grey Cherno makes two attacks: one with its claws and one with its wings.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 2 floors the players ascend, the target must repeat the saving throw, reducing its hit point maximum by 5, 1d10, on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Wings. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: (1d8 + 3) bludgeoning damage plus (1d8) piercing damage. If the target is Medium or smaller, it is grappled, escape DC 13, and restrained until the grapple ends. The Grey Cherno can only grapple one creature.

How to run this encounter

Grey Cherno are arrogant. They were some of the first intelligent monsters created to guard the Spire. During the battle, it will mock the ascenders with how many had come before them. In battle, they will try to infect as many ascenders as possible, before using its winged embrace to finish them off.

C4 The Wizard's Assassin

The first Ascender which made it to and perished in the warrens. Fleeing prosecution, this half-elf ended up in the Spire in search for a safe place to perfect his fighting style. Paradoxically, despite never reaching the Spire's top, his eternal damnation as a champion granted him this wish.



Ability Scores

AC: 16 / HP: 96 / Speed 120 ft. / CR 6

STR: 4 (-3) / DEX: 23 (+6) / CON: 13 (+1)

INT: 10 (+0) / WIS: 13 (+1) / CHA: 10 (+0)

Traits

Got to go. The Wizard's Assassin automatically passes any Dexterity saving throws or Acrobatics checks.

After Images. Attack rolls against the Wizard's Assassin have disadvantage unless he is incapacitated or restrained.

Nimble Feet. During the Wizard's Assassin's turn, if he makes a melee attack against a creature, that creature can't make opportunity attacks against them for the rest of the Wizard's Assassin's turn.

Actions

Multiattack. The Wizard's Assassin makes three dagger attacks.

Dagger (Melee). Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (1d4 + 6) piercing damage.

Dagger (Ranged). Ranged Weapon Attack: +8 to hit, reach 20/60 ft., one target. Hit: (1d4 + 6) piercing damage.

Legendary Actions

The Wizard's Assassin can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Wizard's Assassin regains spent legendary actions at the start of their turn.

Dagger (Melee). Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (1d4 + 6) piercing damage.

Dagger (Ranged). Ranged Weapon Attack: +8 to hit, reach 20/60 ft., one target. Hit: (1d4 + 6) piercing damage.

Target. The Wizard's Assassin's next attack is done with advantage.

How to run this encounter

The Wizard's Assassin is enjoying his afterlife. He will chat with the ascenders about their experiences in the Spire before initiating a formal duel. He may be merciless, but he's also having a great time.

C5 Chernoblast

The progenitor of the Chernoblast race was given the same chance as the Giant Imp: to test the Spire's defences. It surrendered in the Warrens, choosing to become one of the area's champions. Now any ascender unlucky enough will have to find their way around this giant horned devil and the Red and Blue Chernoblast accompanying it.

Ability Scores

AC: 16 / HP: 80 / Speed 25 ft. / CR 6

STR: 16 (+3) / DEX: 13 (+1) / CON: 20 (+5)

INT: 10 (+0) / WIS: 13 (+1) / CHA: 8 (-1)

Traits

Progenitor. The Chernoblast has advantage on an attack roll against a creature if at least one other Chernoblast is within 5 ft. of the creature and this Chernoblast isn't incapacitated.

True Sight. Magical darkness or invisibility doesn't impede the Chernoblast's darkvision.

Actions

Multiattack. The Chernoblast makes three melee attacks: one with its wings and two with its claws. Alternatively, it can use its whip twice.

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

Wings. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (2d6 + 3) piercing damage.

Whip. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: (3d6) magical slashing damage.

Legendary Actions

The Cherno Taskmaster can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Cherno Taskmaster regains spent legendary actions at the start of their turn.

Attack Command. The Cherno Taskmaster points at one of its allies which it can see and isn't incapacitated. That ally immediately takes an attack action against an enemy within reach.

Healing Command. The Cherno Taskmaster points at one of its allies which it can see. That ally immediately recovers 1d6 HP. If the target was previously unconscious, it can now fight again.

Movement. The Cherno Taskmaster moves up to its movement speed.

How to run this encounter

The Cherno Taskmaster travels with at least one M9 Blue Cherno and one M10 Red Cherno. During the fight the Taskmaster will aid the one which is in more immediate danger.

C6 The Mephit Conjurer

This conjuration mage perished at the feet of the warren's guardian. Since being bound to the Spire, he has lost the connection to other realms – only being able to conjure up the few Mephits he used during his ascension. However, the rate by which he can conjure them has significantly increased.

Ability Scores

AC: 15 / HP: 75 / Speed 25 ft. / CR 6

STR: 10 (+0) / DEX: 14 (+2) / CON: 14 (+2)

INT: 16 (+3) / WIS: 15 (+2) / CHA: 10 (+0)

Traits

Innate Spellcasting. The Mephit Conjurer's innate spellcasting ability is Intelligence (spell save DC 14). He can innately cast the following spells:

- **At will:** conjure minor elemental (can only be used to summon mephits)
- **1/day each:** darkness, fog cloud

Fast reaction time: The Mephit Conjurer's initiative roll is always 20

True Conjunction: Any mephit conjured by the Mephit Conjurer attacks without verbal command and does not vanish unless reduced to 0 HP.

Actions

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

How to run this encounter

The Mephit Conjurer believes to have created an unbeatable strategy. During the first round of combat, he will use his fast reaction time to conjure 8 Mud Mephits who shield their master and buy him time by using their Mud Breath. Next round, the Conjurer draws back even further, conjuring 4 Dust Mephits to blind his enemies. His other spells are only used to shield himself. He will keep conjuring mephits until his opponents are overwhelmed.

E7 The Divine Fountain

This floor is empty, apart from the dry fountain in its middle. Before it stands an empty altar. A handprint is carved into it, but tiny thorns protrude from its palm. Any player placing it hands on the altar will take continuous damage, but the fountain will turn on. The longer a hand is placed on the fountain, the more of its sacred water will gush forth. The amount of health sacrificed vs. the amount of sacred water works as follows:

- **Minimum – taking 2d6 damage:** Water worth 3d4 of healing for a single target.
- **Medium – taking 3d6 damage:** Water worth 3d4 of healing plus removing all status conditions for a single target.
- **Maximum – taking 4d6 damage:** Water worth 3d4 of healing, 3d4 temporary hit

points and removing all status conditions for a single target.

- **Resurrecting – reducing HP to 5:** Instead of water a bound and dead player emerges from the fountain's ghostly waves.

The fountain can only be used twice – afterwards the thorns in the altar disappear and the fountain dries up once again.

E8 The Colosseum

The players walk into a giant arena. Its ranks are packed with dozens of chernos, imps and lost champions, all cheering loudly. The door closes behind the players, and they are faced with a number of M9 Blue Chernob & M10 Red Chernob equal to their number. If they survive the fight, the crowd will chant if they would like an encore and fight for a bigger reward. If the players accept, they will have to fight the C1 Giant Imp and a number of M7 Hording Imps equal to half the players still conscious. If the players win, they will all receive inspiration, the "Champions Belt" (see Appendix IV) and rare rewards at the GM's discretion. If they refuse to fight, they are free to leave but lose all inspiration already accrued.

E9 The Man in Blue

A mysterious man in a torn blue tuxedo is standing at an alchemist's table in the middle of the room. He asks the players if they would be willing to help him advance his studies. He offers them the following deals:

- Test the "Needle of the Giant" in front of him, and receive it as a result afterwards (see Appendix IV - Event Magic Items)
- Melt down 2 common / uncommon magic items or weapons to receive a random uncommon magic item or weapon.
- Permanently half your dexterity score (rounded down) to set your Strength score to 18.

If the players refuse all offers, he will shrug, offer each of them a goodberry as a parting gift and shows them the way out.

E10 The Knowing Skull

The players walk into to a narrow room with now exit. In its middle stands a tiny replica of the Spire. As the player approach, its top lights up and a fiery skull shoots out of it. The room is suddenly filled with a loud roaring wind and incredibly heat. A booming voice asks the players what they seek and if they would be able to offer something in exchange. Specifically, he offers the players the following deals:

- **Wisdom:** A player can ask the skull any question they want. As long as it pertains to the Spire, they will get accurate answers.
- **Riches:** A player receives 90 Gold.
- **Some Help:** A player receives a common magic item
- **Weapons:** A player receives a common magic weapon.
- **A Way out:** The skull opens a hidden door at the other side of the room. This option has to be chosen to move on.

The players must pay 25% of their max HP when choosing any option. Once an option has been picked, it cannot be picked again. Each player can only pick one option & the way out.

E11 The Bricklayer's Grave

The players find themselves in a dimly lit mausoleum. In the middle of the structure stands a giant sarcophagus with a crystal lid. Through it the players can see the skeleton of a well-dressed giant, clutching a rare magic weapon (see Appendix IV - Rare Magic Weapons). The inscription on the lid reads:

*Here rests the Bricklayer of the Spire
Creator of failed Ascender's Hearse
Disturbing his rest invites our ire
Move along or be struck down by his curse.*

Any player brave enough to open the sarcophagus to retrieve the weapon will feel a ghostly hand close around their throat. In addition to receiving the rare magic weapon, they will be forcefully equipped with the cursed item “Bricklayer’s Burden” (see Appendix IV - Event Magic Items).

E12 The Wheel of Fate

A smiling imp in a blue robe greets the players upon entering this room. A giant stone wheel is taking up most of the space within the room. The imp informs the party that in order to move on, one of them would have to play a game. Wonderful rewards would await them or the Spire upon participation. Spinning the wheel may yield one of the following six results – have the players roll 1d6:

1. **Riches:** The players receive 300 gold
2. **Treasure:** The players receive a random magic item (GM’s choice)
3. **Health:** The HP of the player turning the wheel gets fully restored
4. **Curse:** The player turning the wheel gets forcefully attuned to the magical item “Imp’s Fury” (see Appendix IV - Event Magic Items).
5. **Emptiness:** The player loses their equipped armor.
6. **Blood:** The player takes half of their current HP as damage.

After spinning the wheel and facing the consequences, the imp in the robe vanishes, revealing the doors to the next floor.

E13 The Cursed Tome

The players find themselves in a cozy library. A fireplace and comfortable armchairs invite them to a short rest. While resting, one of the players feels one of the books calling to them. The mysterious tome is bound in crackling leather. Its pages are covered in narrow letters which hurt to look at. A DC 12 Arcana check will reveal, that reading the book will probably physically hurt to read – but that the knowledge might be worth it.

Should the player in question start reading, they must go through the following three steps. They know, that if they stop at any of the steps, that they will have to start at the beginning.

- **The first chapters:** the player takes 1d4 psychic damage. The first few pages only talk about the construction of the Spire by someone called the Bricklayer.
- **The middle chapters:** the player takes 2d4 psychic damage. The chapters talk about a being called Mito, which was chained to the top of the Spire.
- **The last chapters:** the player takes 3d4 psychic damage. The chapters talk about Mito’s plan to avenge himself upon the bricklayer by adding to his burden.

If a player manages to read through the entire tome without stopping, they will receive the magical tome, called the “Bricklayer’s Design” (see Appendix IV - Event Magic Items).

B4 The Forgotten Champion

While it may resemble a four-armed humanoid statue from afar, this ferocious abomination actually consists of a mass writhing muscles and orifices welded into a giant suit of armour. Its unintelligible screeches echo throughout its metal shell and its hateful eyes peeks out of several holes in its bipedal armour.

Ability Scores

AC: 20 / HP: 152 / Speed 25 ft. / CR 11

STR: 20 (+5) / DEX: 9 (-1) / CON: 19 (+4)

INT: 15 (+2) / WIS: 14 (+2) / CHA: 13 (+1)

Traits

Resistances. Poison, psychic, charmed, exhaustion, frightened, paralyzed, poisoned

Innate Spellcasting (Psionics). The Forgotten Champion’s innate spellcasting ability is Intelligence (spell save DC 12). It can cast the following spells, requiring no components:

- At will: mind sliver, thunderclap, chill touch, wrathful smite, firebolt
- 3 time a day: counterspell (6th level)

Dying Screech. When the Forgotten Champion suffers a critical hit or is reduced to 0 hit points, psychic energy erupts from its armor to deal 14 (4d6) psychic damage to each creature which can hear it within 15 feet of it.

Actions

Multiattack. The Forgotten Champion makes two flailing fist attacks and two slashing palm attacks. It can replace up to four of these attacks with uses of its at will spells.

Flailing Fist. Melee Weapon: +9 to hit, reach 5 ft., One target. Hit: (2d8+5) Bludgeoning damage. If the target is a large or smaller creature, it must make a successful DC 17 Strength saving throw or be thrown up to 30 feet away in a straight line. The target lands prone and then takes 10 (3d6) bludgeoning damage.

Slashing Palm. Melee Weapon: +9 to hit, reach 5 ft., One target. Hit: 3d8+5 slashing damage or 4d8+5 to a prone target.

Whip. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: (3d6) magical slashing damage.

Legendary Actions

The Forgotten Champion can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Forgotten Champion regains spent legendary actions at the start of their turn.

Spellcasting. The Forgotten Champion casts one of its at will spells.

Movement. The Forgotten Champion moves up to its speed.

How to run this encounter

While the Forgotten Champion has the appearance of a mindless beast, it is probably one of the most cunning guardians of the Spire. It usually starts by keeping its distance and hurling a barrage of at-will spells at its prey. Once a few enemies have entered its melee range,

it will use all four of its physical attacks to obliterate them.

B5 Soul Collector

A mysterious hooded entity able to wield significant necromantic power.

Ability Scores

AC: 15 / HP: 102 / Speed 30 ft. / CR 10

STR: 9 (-1) / DEX: 14 (+2) / CON: 14 (+2)

INT: 17 (+3) / WIS: 14 (+2) / CHA: 14 (+2)

Traits

Immunities. Necrotic, charmed, frightened

Innate Spellcasting (Necromancy). The Soul Collector is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can cast the following spells, requiring no components:

- **Cantrips (at will):** chill touch, dancing lights, mage hand, mending
- **1st level (4 slots):** false life, mage armor, ray of sickness
- **2nd level (3 slots):** blindness/deafness, ray of enfeeblement, web
- **3rd level (3 slots):** animate dead, bestow curse, vampiric touch
- **4th level (3 slots):** blight, dimension door, stonkskin
- **5th level (2 slots):** Bigby's hand, cloudkill
- **6th level (1 slot):** circle of death

Grim Harvest (1/Turn). When the Soul Collector kills a creature that is neither a construct nor undead with a spell of 1st level or higher, it regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Actions

Casting. The Soul Collector casts one of its spells.

Legendary Actions

The Soul Collector can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Soul Collector regains spent legendary actions at the start of their turn.

Spellcasting. The Soul Collector casts one of its at will spells.

Movement. The Soul Collector moves up to its speed.

How to run this encounter

The Soul Collector knows that it is more feeble than other champions, which is why it uses its most powerful spells to open each battle.

B6 Brutish Armour

Another one of the Spire's unholy constructs. This huge thing looks like a siege tower on legs. Its massive arms are sure to crush anything hit by them.

Ability Scores

AC: 15 / HP: 37 / Speed 40 ft. / CR 10

STR: 24 (+7) / DEX: 11 (+0) / CON: 22 (+6)

INT: 9 (-1) / WIS: 14 (+2) / CHA: 9 (-1)

Traits

Immunities. Poison, poisoned.

Immutable Form: The Brutish Armour is immune to any spell or Effect that would alter its form.

Magic Weapons: The Brutish Armour's weapon attacks are magical.

Actions

Multiattack. The Brutish Armor can use its stunning blow and makes two slam attacks.

Slam. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: (2d6 + 7) bludgeoning damage plus (2d6) thunder damage.

Stunning Blow. The Brutish Armor targets one creature it can see within 30 feet of it. If the target can hear the

Brutish Armor, the target must succeed on a DC 18 Constitution saving throw against this magic ranged weapon attack or take 21 (6d6) thunder damage and then be paralyzed for 1 minute, unless it is immune to thunder damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Brutish Armor's stunning blow, for 1 hour.

Hyperbeam (Recharge 6). The Brutish Armor exhales a 25-foot cone of unbearable noise. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) thunder damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The Brutish Armor can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Brutish Armor regains spent legendary actions at the start of their turn.

Roll to Recharge. The Brutish Armor rolls 1d6 to try and recharge its hyperbeam.

Movement. The Soul Collector moves up to its speed.

How to run this encounter

The Brutish Armor starts each encounter by blasting the party with its hyperbeam. Afterwards, it slowly moves in to finish what is left of the party.

Area 3: The Stages

Only few creatures and even fewer ascenders make it this far. A cold wind blows through these halls – perfectly complementing the cold-hearted and ancient creatures guarding it. The few rewards found here are usually worth the risk though.

Type & No.	Abbr. & Name	Short Description & Notes
Monster (1-3)	M17 Shade Slime	A pitch-black creature usually attacking in groups of at least three. They are all linked in symbiosis – either all of them die in a single turn or the regenerate.
Monster (1-3)	M18 Ancient Maw	The ancient maw is a fully grown version of the M4 Giant Maw. It usually attacks alone.
Monster (1-3)	M19 The Transient	This horrible curse may only last for 30 seconds – but surviving these 30 seconds is a challenge for any party encountering it.
Monster (1-3)	M20 Fire Walker	An imp who has survived a bit too many fights. Sometimes fights with a partner, but usually alone.
Monster (1-3)	M21 Spire's Embrace	A mysterious mass of tentacles, draining the life force of its characters
Champion (4)	C7 Vanishing Nemesis	The ghost of an ascender – making the most of their new-found immortality.
Champion (4)	C8 Mito's Gladiator	A valiant warrior confident in his own skill
Champion (4)	C9 Dagomancer	A deadly mage who has not released that she already perished in the Spire
Event (5)	E1 Shop	The shop is a reoccurring event which allows the players to exchange their hard-earned gold for magic items and other cool trinkets. It should be presented at least once per area.
Event (5)	E14 Consuming Head	An imp offers the players a full heal in exchange for their life essence
Event (5)	E15 Shifting Corridors	This maze physically hurts the players to traverse it.
Event (5)	E16 Tomb of the Vanishing Specters	A huge treasure chamber, guarded by M8 Vanishing Spectres
Event (5)	E17 Dangerous Wishes	At this wishing pond, each wish comes with a cost
Event (5)	E18 Cache of the Bricklayer	The Bricklayer's chamber – a rest site which still contains some of his magical possessions
Rest Site (6)	R1 The Rest Site	A place for the party to take a short rest.
Boss	B7 The Unawakened	A terribly foe which only shows its true strength after it has been killed once.
Boss	B8 Time Hag	This cruel hag is guarded the Spire's top not out of a sense of obligation, but just to see other ascender's dream get crushed by her considerable magical powers.
Boss	B9 Twin Golems	Two automata of incredible strength, dutifully guarding the path to the Zenith.

M17 Shade Slime

Lurking on the first few floors of the stages are these symbiotic slime creatures which hide in the shadows and ambush unsuspecting ascenders.

Ability Scores

AC: 13 / HP: 36 / Speed 30 ft. / CR 4

STR: 9 (-1) / DEX: 17 (+3) / CON: 12 (+1)

INT: 14 (+2) / WIS: 13 (+1) / CHA: 14 (+2)

Traits

Vulnerabilities. radiant

Resistances. acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Immunities. cold, lightning, poison, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Amorphous. The Shade Slime can move through a space as narrow as 1 inch wide without squeezing.

Perfect Dark. While in dim light or darkness, the Shade Slime is invisible.

Life-Link. The Shade Slime is not dead once it reaches 0 HP. If the Shade Slime's HP are 0 at the beginning of its turn and at least one other Shade Slime with more than 0 HP is within 60ft., the Shade Slime recovers 24 HP.

Actions

Pseudopod. Melee weapon attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage.

Pseudopod (f attacking at advantage). Melee weapon attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (6d6) necrotic damage.

How to run this encounter

Shade Slimes usually attack in groups of three or more. Once they enter combat, they all share an initiative score. They like to gang up on their targets to devour them in the dark.

M18 Ancient Maw

The progenitor of the Giant Maws found at the Spire's base. One of the Spire's simpler creations: a floating set of teeth with the will to devour anything it comes across.

Ability Scores

AC: 13 / HP: 160 / Floating 30 ft. / CR 4

STR: 20 (+5) / DEX: 10 (+0) / CON: 20 (+5)

INT: 5 (-3) / WIS: 10 (+0) / CHA: 5 (-3)

Traits

Resistances. Cold, fire, lightning

Immunities. Charmed, frightened, poisoned, grappled prone

Twitchy. Each time the Ancient Maw is attacked by a melee attack, it can use its reaction to make a bite attack

Rampage. When it reduces a creature to 0 hit points or lands a critical hit with a melee attack on its turn, the Ancient Maw can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: (3d8 + 5) piercing damage.

How to run this encounter

There is nothing to the Ancient Maw apart from its hunger. If it senses prey, it will keep on pursuing it until it dies.

M19 The Transient

Probably not even the Spire's inhabitants know what the Transient really are. A runaway curse? The souls of lost ascenders? A by-product of the Spire's resurrecting magic? This mass of darkness and hate might refuse classification, but it is clearly one of the most disturbing defences the Spire has to offer.

Ability Scores

AC: 10 / HP: ∞ / Floating 40 ft. / CR 7

STR: 11 (+0) / DEX: 13 (+1) / CON: 20 (+5)

INT: 20 (+5) / WIS: 12 (+1) / CHA: 18 (+4)

Traits

Immunities. Any status-conditions

Transient. Any time the Transient manifest, they only do so for 30 seconds (i.e., 5 rounds). Afterwards, they vanish without a trace

Repelled. Any damage the Transient receive before their turn reduces the amount of damage they deal when attacking. This damage reduction is reset after each attack.

Summoned in waves. The Transient are summoned in waves – hence their curse attack grows stronger by 10 damage each round.

Actions

Curse. Melee Spell Attack: +12 to hit, reach 10 ft., one target. Hit: 30 force damage. This damage cannot be reduced by any means other than the Transient's own Repelled ability.

How to run this encounter

The Transient follow no will or agent – they arrive, lash out at anything alive within reach and then disappear.

M20 Fire Walker

This masked imp might appear as weak as its kin at the base – until it lights itself on fire and grows to about five times its original size.

Ability Scores

AC: 18 / HP: 74 / Floating 25 ft. / CR 6

STR: 13 (+1) / DEX: 18 (+4) / CON: 15 (+2)

INT: 9 (-1) / WIS: 12 (+1) / CHA: 9 (-1)

Traits

Resistances. bludgeoning, piercing, and slashing from nonmagical attacks

Immunities. fire, poison, paralyzed, petrified, poisoned, prone

Magic Weapons. The Fire Walker's weapon attacks are magical.

Heatwave. Any creature in physical contact within 5ft. or in physical contact with the Fire Walker takes 1d8 fire damage at the end of their turn. If this creature receiving damage is holding or wearing a metal object, the creature must succeed on a DC 12 Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of the Fire Walker's next turn.

Actions

Multiattack. The Fire Walker makes three Sword attacks.

Sword. Melee Weapon: +7 to hit, reach 5 ft., One target. Hit: (1d6+4) Slashing damage.

Ignite (Recharge 5-6). The Fire Walker uses Multiattack. Each attack that hits deals an extra 5 (1d10) fire damage.

How to run this encounter

The Fire Walker has fought against some of the most promising ascenders to grace the Spire. As such, it knows that it should first take care of any enemies using spell attacks, by getting close to them and burning them to a crisp.

M21 Spire's Embrace

This tentacled "thing" emerges from the walls of certain rooms – mindlessly slashing at anything near it.

Ability Scores

AC: 16 / HP: 85 / Teleport 10ft. / CR 9

STR: 20 (+5) / DEX: 9 (-1) / CON: 15 (+2)

INT: 1 (-5) / WIS: 15 (+2) / CHA: 1 (-5)

Traits

Immunities. Paralyzed, petrified, poisoned, prone

Mass of Arms. The Spire's Embrace can grapple as many creatures as it wants and does not need to use a reaction when making attacks of opportunity.

Grasping. A creature that touches the Spire's Embrace or that hits it with a melee attack while within 5 ft. of it must make a DC 14 Strength saving throw. On a failure, the creature is grappled.

Crushing. Any creature grappled at the beginning of Spire's Embrace's turn suffers 2d6+5 bludgeoning damage.

Actions

Multiattack. The Spire's Embrace makes three tentacle attacks. Alternatively, it makes one tentacle attack and uses embrace.

Tentacle. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: (2d6+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pulled up to 10ft. closer to the Spire's Embrace.

Embrace (Recharge 5-6). Additional tentacles sprout out in a 10 feet radius around the Spire's Embrace. Each creature in that area must make a DC 14 Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take the disengage action until the end of its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

How to run this encounter

The Spire's Embrace pulls any adversary closer to it and uses its Embrace to make sure they do not leave again until they are dead.

C7 Vanishing Nemesis

Once a goliath druid ascender, now an undead champion of the Spire. Having lost her connection to mother nature and its spirits, the Vanishing Nemesis now draws its power from all the living things around it

Ability Scores

AC: 16 / HP: 100 / Speed 30 / CR 10

STR: 19 (+4) / DEX: 12 (+1) / CON: 16 (+3)

INT: 10 (+0) / WIS: 16 (+3) / CHA: 15 (+2)

Traits

Weaknesses. Fire

Magic Being. The Vanishing Nemesis attacks are magical.

Regeneration. The Vanishing Nemesis regains 10 hit points at the start of her turn if she has at least 1 hit point.

Flickering. The Vanishing Nemesis turns into a gaseous version of herself every second turn. While in her gaseous form, the Vanishing Nemesis receives no damage and cannot be inflicted with any spell effects.

Actions

Multiattack. The Vanishing Nemesis makes two attacks – depending on her form.

Claw (normal form). Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: (2d10+4) slashing damage.

Claw (gaseous form). Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: (1d10+4) piercing damage.

Exhale Nothingness (Recharge 5-6). The Vanishing Nemesis creates a warp in the fabric of space within a 15ft. cone of herself. The area is difficult terrain. Any creature that starts its turn in the area takes 2d6 necrotic damage. Any creature that ends its turn in the area must

succeed on a DC 14 Dexterity saving throw or take 2d6 cold damage.

Legendary Actions

The Vanishing Nemesis can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Vanishing Nemesis regains spent legendary actions at the start of her turn.

Recharge. The Vanishing Nemesis tries to recharge her Exhale Nothingness attack

Flyby. The Vanishing Nemesis moves up to her speed without provoking any attacks of opportunity

Claw. The Vanishing Nemesis makes one claw attack

How to run this encounter

The Vanishing Nemesis is an endurance test. She is not as deadly as some of the other Champions, but she is great to reduce the deplete any ascenders resources. As such, she usually tries to kill spell-users in any party last.

C8 Mito's Gladiator

Mito's Gladiator was a human ascender – summoned by Mito in his dreams. Thirsty for the thrills of the Spire he mowed through the Spire's base only to die to the Vanishing Nemesis. Since his demise he has found that an afterlife as one of the mightiest fighters in the world is mostly one thing: boring.

Ability Scores

AC: 20 / HP: 250 / Speed 30 / CR 11

STR: 21 (+5) / DEX: 16 (+3) / CON: 16 (+3)

INT: 10 (+0) / WIS: 11 (+0) / CHA: 14 (+2)

Traits

Immunities. Bludgeoning, piercing, and slashing from nonmagical attacks, charmed, sleep, frightened.

Arrogant. Mito's Gladiator will use its first 5 actions to do nothing but loudly count back from 5.

Ferocious Surge (Recharge 6). When Mito's Gladiator hits with an attack that isn't a critical hit, it can turn the hit into a critical hit.

Concentration (Recharge 5). As a bonus action, Mito's Gladiator gains a bonus to the damage roll of all his melee weapon attacks that hit within the next 6 seconds. The bonus equals its Strength modifier (minimum of +1).

Parry (Recharge 4). As a reaction, Mito's Gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the Gladiator must see the attacker and be wielding a melee weapon.

Actions

Multiattack. Mito's Gladiator makes three melee attacks or three ranged attacks.

Counting. Mito's Gladiator uses his action to count backwards from 5 or to mock the players.

Pike. Melee Weapon: +8 to hit, reach 10 ft., One target. Hit: (2d10+5) piercing damage.

Javelin (6). Ranged Weapon: +8 to hit, reach 20/60 ft., One target. Hit: (2d8+5) piercing damage.

Shield Bash. Melee Weapon: +8 to hit, reach 5 ft., One creature. Hit: (2d4+5) Bludgeoning damage. If the target is a medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Legendary Actions

Mito's Gladiator can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mito's Gladiator regains spent legendary actions at the start of her turn.

Counting. Mito's Gladiator uses his action to count backwards from 5 or to mock the players.

Magic Oil. Mito's Gladiator coats his arms with a powerful magical oil. His next 3 attacks deal magical force damage instead of their normal damage.

Recall. Mito's Gladiator beckons to his javelins. If they are within 30ft. of him, they come shooting back into his hand within a straight line. Any creature in the path

between Mito's Gladiator and his javelins must make a DC 15 Dexterity saving throw or suffer 2d8 magical piercing damage.

Move. Mito's Gladiator moves up to his speed.

Recharge. Mito's Gladiator rolls to recharge any of his special traits.

How to run this encounter

Mito's Gladiator will proudly proclaim what he will be doing during the fight. He will count back from 5 and do nothing while the players can do what they want. Afterwards, he will kill the person which first dealt damage to him.

C9 Dagomancer

This unassuming gnomish mage is one of the more recent champions. She has not yet realized that she died and is now bound to the Spire. As such, everyone she encounters will feel the wrath of her thousand blades as if she were still fighting to reach the top.

Ability Scores

AC: 18 / HP: 89 / Speed 40 / CR 12

STR: 16 (+3) / DEX: 20 (+5) / CON: 14 (+2)

INT: 16 (+3) / WIS: 14 (+2) / CHA: 14 (+2)

Traits

Resistances. Cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Magic Daggers. The Dagomancer's weapon attacks are magical.

Lightning Reflexes. The Dagomancer can take one reaction on every turn in combat.

Actions

Multiattack. The Dagomancer can make six attacks with her daggers – either thrown or in melee range.

Dagger. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: (1d6 + 5) slashing damage. If a single target is successfully hit 5 times with this attack, they gain the condition heavily bleeding – which corresponds to 4

levels of exhaustion. This condition can be healed with a DC 14 medicine check outside combat or by using restoration magic.

Dagger (thrown). Ranged Weapon Attack: +9 to hit, reach 20/60 ft., one target. Hit: (1d6 + 5) slashing damage. If a single target is successfully hit 5 times with this attack, they gain the condition heavily bleeding – which corresponds to 4 levels of exhaustion. This condition can be healed with a DC 14 medicine check outside combat or by using restoration magic.

Legendary Actions

The Dagomancer can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dagomancer regains spent legendary actions at the start of her turn.

Die Die Die. The Dagomancer fills the air with spinning daggers in a cube 5 feet on each side, centred on a point within 15ft. of her. A creature takes 6d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there. The cloud magically stays in place for 30 seconds– regardless of the Dagomancer's actions.

Afterimages. The Dagomancer creates 4 after images of herself within 4 points she can see until the start of her next turn. A DC 14 Perception check is necessary to identify the real Dagomancer. Any attack made against one of the after images does nothing.

Dagger. The Dagomancer makes an attack with one of her daggers.

Move. The Dagomancer moves up to her speed.

How to run this encounter

The Dagomancer fights in a panic, trying to bleed as many targets dry as possible. The last thing she remembers is fighting something terrifying on top of the Spire – and since then she has been getting in one deadly fight after another.

E14 Consuming Head

The party happens across a peculiar scene. A fat Chernobyl has been buried up to its neck in the floor. It is obvious that it cannot move or attack. It is completely stuck. It tells the players with a smile, that it is incredibly hungry. Hence, it would offer the players the following deal:

- **Heal.** Lose 20% (rounded down) of your max. HP to be fully healed.
- **Bless.** Lose 20% (rounded down) of your max. HP to destroy any cursed items.
- **Revive.** Take 75% (rounded down) of your HP as damage to revive a bound and dead player.

A DC 10 insight check will reveal, that the Chernobyl is quite honest with his offer and possesses the power to follow through on it. Of course, should the players refuse and move on, there is not much it can do to stop them.

E15 Shifting Corridors

The party find themselves in a shifting maze of corridors. A few minutes of walking make it abundantly clear, that the place itself is hostile to the players. A probing psychic presence is constantly trying to invade the players' minds – which makes just traversing the labyrinth painful. There are several ways the players can overcome the labyrinth:

- **Let the psychic presence in:** Should one of the players decide to just give in to the presence, they will suddenly find the labyrinth incredibly easy to traverse. They are able to just move walls aside and move directly onwards to the next doors. However, the player in question suffered 3d6 psychic damage without noticing and was forcefully equipped with the magic item "Spire Madness" (see Appendix IV - Event Magic Items).
- **Retrace your steps:** The players wander through back through the maze in search of an exit. All of them take 2d6 psychic damage.
- **Do a thorough search:** The players search the labyrinth for treasure. They all role an investigation check. If the highest roll is 18 or

higher, the players find one rare magic item and receive no damage. If the highest roll is between 15 and 17, they find one uncommon magic item and take 1d6 psychic damage each. If the roll is 14 or lower, they take 3d6 psychic damage and find the exit.

At the end of the shifting corridors wait the four doors to the next floor.

E16 Tomb of the Vanishing Specters

This room has an incredibly high ceiling. A giant golden monolith stands in its center – hundreds of M8 Vanishing Spectres are constantly floating in and out of it. They appear not to notice the players. Approaching the monolith, the players notice that it is not golden, but transparent and filled with riches. At its base is a small hole in the form of an open mouth with an inscription around its lips. It reads:

*Give me all your gold and I grant you a boon
or to take from me as I have from you
by matching the giant monolith's tune
and being prepared to see things through*

Meaning, the players have the following choices:

- Give up all the gold in their collective possession to receive the magic item “Monolith’s Blessing” (see Appendix IV).
- Attack or damage the monolith, to receive a random rare magic item and 1d10*100 Gold. They are attacked by the same number of M8 Vanishing Spectres as in their previous d10 roll.

Alternatively, the players can move on and completely ignore the monolith.

E17 Dangerous Wishes

The entire floor from the entrance down is flooded. Silvery glistening water comes up to the ankles of each player. The floor is empty apart from a basket floating on the gentle waves. It contains 5 coins and a note:

*Toss a coin into the water to make a wish.
But be careful, wishes are never free.*

Indeed, the four coins each feature a light side describing a scene and a dark side describing a consequence. The coins are:

- **Glory:** The coin shows a tiny thief fighting a monster near the Spire’s base. The backside shows him receiving a treasure chest. If the players toss this coin into the water, they will have to fight one of the champions of the Base and receive a rare magic item as well as an uncommon magic item as a reward.
- **Power:** The coin shows a tiny knight near a forge, receiving new armor and weapons. The backside shows the same knight angrily tossing aside health potions, as if they had no effect. If a player tosses this coin into the water, their equipped weapons and armor get upgraded (+1), but they receive the magic item “Mark of the Fountain” (see Appendix IV - Event Magic Items).
- **Riches:** The coin shows a tiny mage bathing in a pool of gold. The backside shows the tiny mage struggling out of this pool, because his hands have been bound by shackles. If a player tosses this coin into the water, they receive a bag of holding containing 1000GP and are forcefully equipped with the magic item “Golden Shackles” (see Appendix IV - Event Magic Items).
- **Health:** The coin shows a tiny crone with nasty wounds turning into a young and healthy woman. The backside shows her with furrowed brows and a puzzled expression. If a player tosses this coin into the water, they are fully healed, any status conditions removed, and curses lifted. They are also forcefully equipped with the “Chain of Doubt” (see Appendix IV - Event Magic Items).

The players are free to ignore all these wishes and just move on.

E18 Cache of the Bricklayer

The players find themselves in a cozy sleeping chamber. A fire is burning in a fireplace opposite an opulent bed. Time seems to stand still within this room – offering them the chance to take a short rest. The room itself is remarkably unremarkable – apart from one object. Near the foot of the bed floats a blue cube. Touching it will cause a chiming voice to proclaim: “Welcome home master. Do you wish to retrieve some of your belongings? How many would you wish to retrieve? Please be aware, that large numbers of objects might be more taxing to retrieve. Choose the number of objects:

- **1 Object:** The player giving this answer gets to choose between a common magic weapon and a common magic item.
- **2 Objects:** The player giving this answer gets to choose between a common magic weapon and a common magic item twice. They suffer 2d6 psychic damage afterwards.
- **3 Objects:** The player giving this answer gets to choose between a common magic weapon and a common magic item three times. They suffer 3d6 psychic damage afterwards.

After any object has been retrieved, the cube will slowly float to the ground and the light within dims.

B7 The Unawakened

This feathered beast has stood largely unopposed since the construction of the Spire. Much of its power has been sealed by a prior ascender – but this power will be reawakened should a sufficiently strong adversary arrive.

Ability Scores

AC: 17 / HP: 150 / Speed 40 ft., Fly 60ft. / CR 17

STR: 20 (+5) / DEX: 10 (+0) / CON: 19 (+4)

INT: 15 (+2) / WIS: 18 (+4) / CHA: 20 (+5)

Traits

Saving Throws. Dex +6, Con +11, Int +9, Wis +10

Immunities. Psychic, bludgeoning, piercing, and slashing from nonmagical attacks, charmed, frightened

Magic Being. The Unawakened's attacks are magical.

Restricted. The Unawakened has no access to legendary actions or spellcasting while in its restricted form. Once its hit points are reduced to 0 the first time, it regains 200 HP, loses all status conditions or ongoing effects, and unlocks the ability to use legendary actions.

Spellcasting (unrestricted form only). The Unawakened is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It requires no material components to cast its spells. It can innately cast the following spells without requiring any material components:

- Cantrips (at will): sacred flame, spare the dying, thaumaturgy
- 1st level (4 slots): command, dissonant whispers
- 2nd level (3 slots): lesser restoration, crown of madness
- 3rd level (3 slots): conjure barrage, counterspell
- 4th level (3 slots): banishment, phantasmal killer
- 5th level (2 slots): flame strike, greater restoration
- 7th level (1 slot): chain lightning

Actions

Multiattack. The Unawakened makes two claw attacks

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: (2d10 + 5) slashing damage.

Legendary Actions

After the Unawakened's Restricted ability is activated, it can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Unawakened regains spent legendary actions at the start of their turn.

Claw Attack. The Unawakened makes one claw attack.

Teleport (Costs 2 Actions). The Unawakened magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 2 Actions). The Unawakened casts a spell from its list, using a spell slot as normal

How to run this encounter

Before its restricted ability is triggered, the Unawakened just clumsily attacks using its claws. Once it gets triggered, it immediately cast chain lightning against all the creatures surrounding it.

B8 Time Hag

The time hag with the name “Auntie Snail” is technically still an ascender. She battled her way up the Spire, only to wait on the final platform to stop any other ascender from reaching its zenith. Despite this petty motive, this chromomantic hag should never be underestimated.

Ability Scores

AC: 17 / HP: 144 / Speed 30 ft. / CR 15

STR: 13 (+1) / DEX: 16 (+3) / CON: 16 (+3)

INT: 15 (+2) / WIS: 14 (+2) / CHA: 19 (+4)

Traits

Chronomancy Staff. The Time Hag carries a staff which looks like pendulum. She can ride the staff as if it were a broom of flying. While holding the staff, she gains an additional action to cast at will spells with her Innate spellcasting trait.

Time on her Side. When the Time Hag’s HP reach 72 for the first time, she can immediately use a legendary action after every enemy’s turn.

Innate Spellcasting. The hag’s innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

- At will: acid arrow, chromatic orb, hold person
- 3/day each: haste, cone of cold, conjure animals

- 1/day each: stop time

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (2d8 + 1) bludgeoning damage plus (1d6) force damage.

Casting. The Hag casts two of her at-will spells.

Ravages of Time. The Time Hag accelerates time for one unconscious enemy within 5 feet of her. The target immediately dies and decomposes. Each creature of the Time Hag’s choice that is within 60 feet of her and able to see her must succeed on a DC 18 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can’t understand what others say, can’t read, and speaks only in gibberish; the DM controls the creature’s movement, which is erratic. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature’s saving throw is successful or the effect ends for it, the creature is immune to the frightened condition for the next 24 hours.

Legendary Actions

The Time Hag can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The Time Hag regains spent legendary actions at the start of her turn.

Casting. The Time Hag casts one of her at will spells.

Attack. The Time Hag makes one slam attack.

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

How to run this encounter

The Time Hag is a terrifying enemy who only fights out spite and hatred for others. She will target the player with the lowest HP with her at will spells until they are dead. She will then use her ravages of time ability to madden the rest of the party.

B9 Twin Golems

These two constructs dutifully guard the passage to Mito. They are the perfect soldiers – the never tire, never complain and are only seldomly defeated

Ability Scores

AC: 20 / HP: 120 / Speed 30 ft. / CR 8 each

STR: 24 (+7) / DEX: 9 (-1) / CON: 20 (+5)

INT: 1 (-5) / WIS: 10 (+0) / CHA: 3 (-4)

Traits

Immunities. fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks, charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Immutable Form. The Twin Golems are immune to any spell or effect that would alter its form.

Magic Resistance. The Twin Golems have advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Twin Golems make two melee attacks or two ranged attacks each.

Slam. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: (3d6+7) bludgeoning damage.

Javelin. Ranged Weapon: +13 to hit, reach 20/60 ft., One target. Hit: (2d8+7) piercing damage.

Legendary Actions

Each Twin Golem Time Hag can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Each Twin Golem regains spent legendary actions at the start of their turn.

Attack. The Twin Golem makes one slam attack.

Move. The Twin Golem moves up to his speed.

How to run this encounter

The Twin Golems are always encountered together. While they utilize no fancy tactics or magical effects, the raw power of their attacks is enough to break most parties.

Finale: The Top of the Spire

After fighting their way out of the Spire, the players move on to a giant staircase leading their way to the zenith. From up here, the players see the sky for the first time since entering the Spire. The blinking stars and thin air welcome them to the freezing top. The land below them is barely visible through the clouds.

Mito of the Spire

Upon entering this final floor, the players are stopped by a booming voice. A giant creature appears out of thin air before them. This tough looking genie is presenting a fearsome and giant image of itself. Literally. The real Mito has been chained to the tower by the Bricklayer eons ago. He is a withering, undying body magically shackled to one of the columns at the Spire's Zenith. It remembers little of its endless magic power – apart from the spell's thaumaturgy, project image and wish. The latter being the reason why the Spire was built around him. Long before the Spire was built, Mito was known as a benevolent ruler – granting wishes to anybody able to make him laugh. Unfortunately, almost all of these carelessly worded spells produced negative outcomes somewhere in the world – which only made him laugh even harder. To ensure only the wisest, strongest, or most driven minds could ever profit from Mito's wishes, the Bricklayer created the Spire and its creatures and used his wish to bound Mito to the tower for all eternity. Unable to refuse a wish once granted, Mito has resided here ever since.

Now he is tired and wants to use the illusion of his mighty body to scare the players into accepting just a single wish. He tries to provoke the party by revealing their wishes to their companions and (if possible) points out how these wishes are selfish or conceded. He will try with all his rhetoric to get the players to fight each other. If all the players accept the "one wish" clause, he will grant that wish and teleport all other players out of the valley.

If the players discover his real body or try to fight him, this illusion falls apart. Mito has no power left to defend

himself and will accept, that he has to grant each player one wish.

Reward

Each player gets to speak his wish and Mito will try his best to accommodate it (see the wish spell's description in the 5e basic rules, pp. 288). Afterwards, they simply disappear from the top of the tower and reappear in a random spot on the continent, unless stated differently in their wish. They keep all the magical gear accrued within the tower and their three curses are broken.

What's next?

Legend has it, that once someone has reached the top of the Spire, they cannot find it again. However, with the magic gifts of the Spire and their fulfilled wish, any adventurer might draw the attention of desperate would-be ascenders looking for the Spire themselves.



Appendix I – Vows

Minor Vows

#	Reward	Vow
1	You permanently gain +7 maximum hit points (max. HP)	You start your ascension with a damage equal to half your new max. HP
2	You gain 3 random potions	Only you can use them on yourself
3	You gain 100 GP	You lose all your starting weapons
4	All your companions permanently gain +5 maximum hit points	You permanently lose 5 maximum hit points
5	Gain a random magical item	Lose all your gold
6	Choose one of three random magical items	Gain one level of exhaustion
7	Gain inspiration	Be poisoned for the first 2 floors of your ascension
8	You permanently gain +5 to movement speed	Lose all your starting armor
9	Gain +1 to your Constitution score	Lose 7 max. HP
10	Choose one of three potions to receive	Lose half your gold
11	You permanently gain +5 maximum hit points (max. HP)	All your companions receive 10 damage*
12	You know what lurks behind the first four doors of the Spire	You cannot tell your companions how you know this
13	You gain proficiency with a chosen weapon	You lose proficiency with all other weapons
14	You start your ascension with 10 temporary HP	Lose all your gold
15	You gain 5 random potions	You start your ascension poisoned
16	Gain a +1 to your weapon (i.e., you have a +1 bonus to attack and damage rolls made with this magic weapon.)	Lose all your starting armor (down to common clothes)
17	Gain +1 to your Strength score	Lose -2 to your Dexterity score
18	Gain +1 to your Dexterity score	Lose -2 to your Strength score
19	Gain +1 to an ability score of your choice	Lose -3 to an ability score of your choice
20	You gain 1 random magical item	Your size permanently decreases by one size

Major Vows

#	Reward	Vow
1	Raise your highest ability score by 1	Lower your lowest ability score by 2
2	Choose one out of three rare magical weapons	Lose all your other equipment (weapons, armor, gold, etc.)
3	Gain the Magic Initiate feat	Permanently lose 12 max HP
4	You permanently gain +10 max. HP for each of your companions	Each of your companions loses 7 max. HP*.
5	You gain the Lucky feat	You start your ascension unconscious and stable (0 HP)
6	You gain a level-up	Lose all your other possessions (weapons, armor, gold, etc.) and spell slots.
7	The next time you would die, recover all HP instead	You cannot take short rests while you are ascending (long rests work)
8	All potions you consume double their effect (time and dice involved)	You cannot restore HP with short or long rests
9	You raise your proficiency bonus by 1	You skip the next time you would level up
10	You cannot be knocked prone or grappled	You cannot use the dash or disengage action
11	You permanently gain +2 to AC	Your base movement speed is halved
12	All your melee attacks are made with advantage	All attacks made against you have advantage
13	You can use your bonus action to disengage, dash or hide	You cannot use your bonus action for anything else
14	You start the journey with 500GP	You must spend all of it in the first area of the Spire or die
15	Your attacks heal you up to half the damage dealt (rounded down)	Permanently lose 25 max HP
16	You have advantage on all saving throws	You have disadvantage on all ability checks
17	Chose 2 out of 5 rare magic weapons	Permanently lower all your stats by one
18	You get an extra attack action in combat	The spell Confusion with a spell attack DC of 14 is cast on you at the beginning of each fight
19	Gain the Skilled feat	Lower your Dexterity by one
20	All your companions think you are very cool	Monsters always attack you first

*Stands in opposition to the curse of chains – this player turns into a vengeful spirit upon first death



Appendix II – Potions

Common Potions

#	Name	Effect
1	Surefire Potion	Gain advantage on your next attack action
2	Forgeblessed Potion	A piece of equipment gains +1 for one floor
3	Armor Potion	Raise your AC by 2 for 1 minute
4	Energy Potion	Gain an extra attack action for 12 seconds
5	Flex Potion	Your Strength score becomes 20 for 12 seconds – afterwards you are stunned for 12 seconds
6	Dexterity Potion	Your Dexterity score becomes 20 for 12 seconds – afterwards you are stunned for 12 seconds
7	Potion of Healing	Recover 2d4 + 2 HP
8	Fire Potion	For 12 seconds, all your attacks deal regular damage plus half as much fire damage
9	Reaching Potion	Your melee-attack range becomes 10ft. regardless of weapon for one floor
10	Glimmer Potion	For one floor, your speed increases by 5ft. & you can move out of an enemy's melee range without provoking an attack of opportunity
11	Potion of Explosion	When you drink this potion, you cast the fireball spell centered on yourself.
12	Potion of Potential	Recover all of hit dice

Uncommon Potions

#	Name	Effect
1	Potion of greater healing	Recover 4d4 + 4 HP
2	Potion of false healing	Gain 4d4 temporary HP
3	Potion of lesser chaos	Consume to gain the effect of two common potions
4	Potion of Ghosts	You become invisible and intangible. You cannot interact with the world apart from walking through it. Pay 5HP to end the effect.

5	Potion of Iron	Raise your AC to 18 for 1 minute
6	Gambler's Potion	Every creature you can see (including yourself) randomly and instantaneously switch places with each other.
7	Potion of Regeneration	Heal all status-effects and damage to your attribute scores
8	Potion of Resistance	Gain Resistance to a damage type of your choice for 1 minute
9	Potion of Confusion	You and all creatures within 15 ft. of you gain the effect of the confusion spell for 1 minute
10	Potion of Magical Power	The first time you cast a damage-dealing spell within 1 minute after drinking the potion, instead of rolling dice to determine the damage dealt, you can instead use the highest number possible for each die.
11	Potion of Smoke	Once you drink this potion, all monsters in vicinity disappear in a puff of smoke. Works only on monsters, not champions, or bosses. You receive no rewards on this floor.
12	Potion of the Lucky	The next three times you roll a 3 one die or less, you can reroll said die, but must take the next result.

Rare Potions

#	Name	Effect
1	Potion of Superior healing	Recover 8d4 + 8 HP
2	Potion life imitation	Gain 8d4 temporary HP
3	Distilled Chaos	Gain 3 effects of any other potion
4	Duplication Potion	Duplicates the item hold in your left hand for 3 floors
5	Liquid Thorns	All incoming melee damage is halved and reflected back on the attacker, if they are standing within 5ft. of you 30s.
6	Liquid Memories	Cast a spell you have already cast this fight again at the same level, without consuming any spell materials or slots
7	Potion of Diminution	When you drink this potion, you chose to gain the "reduce" or "enlarge" effect of the enlarge/reduce spell for 1d4 hours (no concentration required).
8	Potion of Speed	When you drink this potion, you gain the effect of the haste spell for 1 minute (no concentration required).



Appendix III – Magic Weapons

Common Magic Weapons

#	Name	Effect
1	Weapon +1	Any weapon type which grants its wielder a +1 bonus to attack and damage rolls
2	Light Halberd	Half as heavy as a normal halberd with the finesse and thrown property (range 15/30)
3	Swirling Blade	A shortsword which allows its wearer to use their reaction to make an attack of opportunity when a target enters their melee range.
4	Sunlight Bow	When attuned, the wielder of this magical shortbow+1 can shoot arrows of pure sunlight, which deal magical radiant damage.
5	Biting Handaxe	Double-bladed handaxe +1. When thrown with an attack roll of 15 or more, the blade returns to the wielders hand like a boomerang.
6	Booming Club	A wooden cudgel, which on a hit deals 1d4 bludgeoning damage and 1d6 force damage a second later.
7	Sticky Whip	A magical whip+1. As an action the wielder can use the whip to grab an object weighing 25 pounds or less within 10ft. and then drag it to themselves. If the item is held by another creature, it must make a Dexterity saving throw to be contested by the wielder's opposing Athletics check. If the wielder succeeds, the item is drag towards them.
8	Javelin of Lightning	A javelin+1 which transforms into a bolt of lightning when thrown, dealing lightning damage.
9	Vicious Dagger	Deals triple the amount of damage on a critical hit or sneak attack
10	Blind Rage Battleaxe	Whenever a hostile creature damages the wielder while the axe is in their hand, they must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, they have an extra Attack action and must use all their actions each round to attack the creature nearest to them with the axe. If they can make extra attacks as part of the Attack action, they use those extra attacks, moving to attack the next nearest creature after they fell their current target. If they have multiple

		possible targets, they attack one at random. They are berserk until they start their turn with no creatures within 15 feet of them.
11	Mirror Dagger	This magical dagger +1 can be split into two identical daggers, using a bonus action to speak a command word of the wielder's choice. The same command word can also be used to combine them into a single weapon again, vanishing the dagger farthest away from its wielder.
12	Flurry Staff	While attuned to this magical quarterstaff +1, the wielder can use an attack of opportunity even against enemies who are disengaging.
13	Anchoring Sword	While attuned to this longsword+1, the wielder cannot be paralyzed or stunned.
14	Chilling Warhammer	While attuned to this magical warhammer, the wielder deals 1 additional cold damage on all attacks. Add an additional 2d10 cold damage to any critical hit.
15	Rapier of Swiftness	While attuned to this rapier+1, the wielder's movement speed is increased by 5 ft.
16	Lance of Comfort	While attuned to this lance+1, whenever the wielder takes a short rest, they gain temporary health equal to their level + their Con mod. This does not stack and lasts up to 8 hours.
17	Chaotic Flail	While attuned to this flail, once per floor the wielder may reroll an attack, saving throw, or ability check. They must take the second result.
18	Climbing Warpick	While attuned to this warpick+1, the wielder gain proficiency in Acrobatics. If they are already proficient in this skill, they gain expertise in it instead.
19	Enormous Pike	Pike +3, the wielder's movement speed is reduced by 20ft.
20	Lance of Misplaced Confidence	While attuned to this lance, the wielder gains advantage on all attack rolls, if one of their companions is unconscious or the wielder's HP are equal to or lower than 10.



Uncommon Magic Weapons

#	Name	Effect
1	Weapon+2	Any weapon type which grants its wielder a +2 bonus to attack and damage rolls
2	Glittering Maul	This maul has 5 gems embedded in it (a ruby, jade, emerald, diamond, and topaz). These may be pried off and thrown at an enemy at a +7 bonus. When thrown, these act as a Level 1 Chromatic orb of an element matching the gem. (Ruby - Fire, Jade - Acid, Emerald - Poison, Diamond - Cold, Topaz - Lightning). These gems are restored after a long rest and have no monetary value.
3	Run-through Spear	While attuned to this spear, the wielder's initiative bonus is increased by 2. Whenever they roll initiative higher than 20, they move so swift that they get an edge up on their opponents. On the first round of combat, they act at their normal Initiative value and get a second turn at your Initiative value minus 20.
4	Sickle of Premonition	While attuned to this sickle+2, you gain +1 to all saving throws
5	Sword of the Chosen	While attuned to this shortsword+1, whenever its wielder hits an enemy with an attack, they may use available inspiration to turn that attack into a critical hit that deals triple damage.
6	The Assassin's Dagger	Every time the wielder of this dagger deals a killing blow to an enemy which has dealt damage to them prior, it is improved by +1 at the end of the fight. The dagger reverts to a normal dagger after a long rest or if its wielder is incapacitated.
7	The Necromancer's Needle	While attuned to this spear+1, whenever its wielder kills an enemy, a blast of energy is released from the target's corpse. All creatures (including the wielder) within 10 feet of the body must make a DC 13 Constitution save or be stunned until the end of their next turn.
8	Akimbo Crossbow	Two magical light crossbows which can only be wielded together - one in each hand. Both do not have to be reloaded and add the wielders' attribute score to their damage rolls. If both attacks hit a single target in one round, the target must pass a DC 15 Constitution saving throw or be knocked prone.
9	The Master's Quarterstaff	While attuned to this magical quarterstaff, the wielders Constitution score is increased by 2

10	Forge Hammer	This magical light hammer has 6 charges. Its wielder may use 1 charge to cast Burning Hands (DC 15) at first level or use 3 charges to cast Fireball at third level (DC 15). This item regains 1d4+1 charges each long rest.
11	Persistent Greataxe	While attuned to this Greataxe+1, after 6 consecutive non-critical hits, the wielders seventh attack is guaranteed to be a critical hit.
12	Trickster's Sidearm	This dagger+2 does not count towards its wielder's maximum attunement count for magic items and increases it by one.
13	Horrifying Morningstar	While attuned to this Morningstar+1, whenever its wielder rolls minimum damage on their attack roll, their opponent becomes Frightened until the start of the wielder's next turn.
14	The Expert's Quarterstaff	While attuned to this quarterstaff, its wielder deals 1 additional damage with all attacks and spells
15	Falconer's Longbow	While attuned to this longbow, its wielder's critical strike range increases by 1
16	Parrying Rapier	While attuned to this rapier+1, its wielder cannot be critically hit
17	Cleansing Bow	While attuned to this shortbow, its wielder can cast druidcraft and detect evil and good at will and calm emotions, dispel evil and good, and entangle once per day each. In addition, once per long rest, the wielder may choose to do an additional 1d8 radiant damage when they hit an enemy.
18	Eternal Glory	This shortsword+1 cannot be broken or changed by any normal means.
19	Foe Seeker	While attuned to this battleaxe+1, each creature hit by it must pass a DC 15 Wisdom saving throw or use all their movement and attack actions against its wielder.
20	The Imp's Trident	This trident+3 deals only fire damage.



Rare Magic Weapons

#	Name	Effect
1	Weapon +3	Any weapon type which grants its wielder a +3 bonus to attack and damage rolls
2	The Nautilus Trident	While attuned to this trident+1, the wielder's melee attacks and spells deal an additional 2d6 psychic damage. They also deal an additional 6d10 psychic damage on any critical hit. This item whispers thoughts to their wielder on occasion and allows them to pick up on telepathic conversations. On a critical hit, a blast of visible psychic energy flies at your enemy in the form of their greatest fear.
3	Mark of the Damned	While attuned to this dagger+1, the wielder may use their action to mark an enemy for 1 minute. While marked, they have advantage on all attacks against that target and their attacks with the dagger deal an additional 3d6 damage psychic damage. Attacks against any other enemies are made with disadvantage. This mark is only removed after 1 minute or when the marked target is killed.
4	Scimitar of Speed	While attuned to this scimitar+2, the wielder may use their bonus action like an attack action.
5	The Champion's Avenger	This greatsword+3 grants its wielder advantage on all attack rolls made against constructs or slimes.
6	Ralph's Hammer	While attuned to this light hammer+1, whenever the wielder scores a critical hit, they deal an additional 21 force damage. Additionally, whenever they land a critical hit, they roll 1d20. If the result of the second die is a 17 or higher, they destroy a piece of the target's body or armor (to be randomly determined at the time of the attack).
7	The Taskmaster's Whip	While attuned to this whip+1, the wielder's proficiency bonus is increased by 1.
8	Sentry Ballista	This heavy crossbow+2 needs two attack actions (or an assist action of an ally) to be fired. If it hits it deals critical damage. The target must pass a DC18 Strength saving throw or be moved 20ft. in a straight line and then knocked prone.
9	The Awakened Bow	This short bow always hits its target with arrows of pure force. It cannot deal critical damage.

10	Watcher's Warhammer	This warhammer has 5 charges. Whenever its wielder hits an enemy with a damaging attack, they may expend one of those charges to force the target to make a DC 17 Charisma save. On a failed save, that target is teleported to a point you can see within 60 ft and takes 5d8 Psychic damage. On a success, the target takes half that much damage and remains in place.
11	Blessed Rapier	While attuned to this rapier+1, the wielder rolls an additional d4 whenever they roll for initiative. On a result of 4, they feel a stroke of luck sweep over you. During this encounter, their critical hit threshold becomes 16-20.
12	The True Blade	While attuned to this shortsword+3, the wielder may ignore all resistances or immunities for damage dealt with this sword.
13	The Dragon's Tooth	This maul+4 requires a Strength score of at least 18 to be wielded and reduces its wielder's speed by 5ft.
14	Fiery Passion	While attuned to this flail+2, its wielder can expend their available hit dice to add to any successful attack. If this attack kills their target, all hit die get restored.
15	One Shot Dart	This dart+5 always deals critical damage. On a hit, its wielder must throw 1d4 (after damage has already been dealt). On a 1 the dart vanishes and deals 6d6+6 necrotic damage to the target. Otherwise, it remains stuck and can be collected again after the target has been incapacitated.
16	Magic Syphon	This quarterstaff+1 can hold 3 charges. Each time it is used to reduce a target's HP to 0, it gains 1 charge. Its wielder can use an action to use 1 charge to cast magic missile at level 4.
17	Perfection	A beautiful magical lance+5
18	Magician's Club	While attuned to this club, its wielder can use their attack action to imbue the weapon with a targeted spell at their disposal. If the attack hits, the spell also hits, and a spell-slot is consumed.
19	N'lloth's Mace	While attuned to this mace+1, the wielder's natural 1s are considered to be natural 20s
20	Timekeeper's Sickle	This sickle has 2 charges. The wielder may use one charge to cast Time Stop. This item regains all charges at the wielder's death.



Appendix IV – Magic Items

Common Magic Items

#	Name	Effect
1	Armor +1	Any armor or clothing type which grants its wielder a +1 bonus to AC.
2	Nautilus Armor	This suit of heavy plate armor is reinforced with adamantine, one of the hardest substances in existence. While someone is wearing it, any critical hit against them becomes a normal hit.
3	Imp's Flameshield	The wielder gains a +2 bonus to AC against ranged attacks while wielding this flaming shield. This bonus is in addition to the shield's normal bonus to AC. In addition, whenever an attacker makes a ranged attack against a target within 5 feet of the wielder, they can use their reaction to become the target of the attack instead.
4	Newton's Ring	While attuned to this ring, its wearer has resistance to force damage.
5	God's Favor	While attuned to this bracelet, its wearer may store up to two charges of inspiration
6	Ring of Sacrifice	If the wearer's HP get reduced to 0, the ring shatters and the wearer recovers 10HP instantly
7	Burning Blood Diamond	While attuned to this earring, its wearer recovers 4HP upon entering a new floor
8	Attunement Ring	While attuned to this ring, the wearer's attunement maximum becomes 5
9	Challenger's Gauntlet	The first successful melee attacks each combat deals an additional 1d6 bludgeoning damage.
10	Bag of Infinite Marbles	When rolling initiative, the wielder of this bag may choose to start at the back of the initiative order to reduce all enemies' initiative roll by 2.
11	Bronze Scale Necklace	While attuned to this necklace, any creature dealing melee damage to them suffer 2 damage themselves.
12	Succulent Strawberry	Consuming this magical fruit increases max HP by 7

13	Blood-Vial	Can be drunk to recover 2HP. Magically refills if it is empty each time an enemy is killed.
14	Jenewein's Gloves	While wearing these gloves, the wearers Strength score is increased by 1.
15	Magical Ticket	If presented at the Spire's Shop or to the Woman in Blue, the player may receive 2 potions of healing. Can be shown on more than one floor.
16	Hero's Light	While attuned to this magical bracelet, its wearer gets an extra action during the first round of combat.
17	Regal Pillow	During a short rest, the person resting upon the pillow may recover an additional hit die (even if all other hit dice have already been used).
18	Red Skull	While attuned to this magical totem, the owner's Strength score becomes 20 if their HP sink below 6.
19	Alchemist's Filter	While drinking any potion through this filter, the effect of healing 1d6 is added.
20	Midas Touch	While attuned to this glove, its wearer may touch any magical object to turn it into 50GP – destroying the object in the process.



Uncommon Magic Items

#	Name	Effect
1	Armor +2	Any armor or clothing type which grants its wielder a +2 bonus to AC.
2	Imp Horn	While attuned to this item, its wearer gains an additional turn after dealing the killing blow to an enemy
3	Shimmering Pendant	While attuned to this item, its wearer starts each combat with an AC of 20. Afterwards their AC revert to their normal value
4	Peculiar Pear	A giant pear which permanently grants plus 12 max HP when eaten
5	Bone-sleeve	While attuned to this item, if the wearer's is conscious and their HP fall below 10 HP, they immediately recover 1d10 HP.
6	White Beast Totem	While attuned to this item, the wearer magically finds a potion after each battle.
7	Last Meal	This peculiar cookie permanently grants +7 max HP when eaten and heals the person to max HP.
8	Dolly's Mirror	Any object thrown through the mirror is duplicated. The mirror shatters upon impact.
9	Witcher's Pouch	Contains 5 random potions
10	Smart Spectacles	While attuned to this item, your Intelligence becomes 18.
11	Padded Vest	While attuned to this item, you gain +1 to all saving throws
12	Yoshikage's Gloves	While attuned to this item, the wielder has the ability to charge mundane objects with explosive capabilities. They may use their bonus action to infuse an object with this energy. For the next 6 seconds, they may throw this item and it will detonate upon impact. This deals 2d6 + (half their level) fire damage to any creature hit. Throwing any object larger than 4 inches in diameter will cause an explosion of 2d6 + (your level) fire damage to enemies in a 10-foot diameter area, but they will have disadvantage to successfully throw the object at the target.
13	Charged Piercing	While attuned to this item, the wearer can cast Lightning Bolt at third level once per day. The DC for this spell is 13.
14	Cape of the Silent	This item has 9 charges. The wielder may use 1 charge to cast Jump or may use 3 charges to cast Misty Step. They may use 6 charges

		to cast Dimension Door. This item regains 1d4 charges each long rest.
15	Lucky Die	While attuned to this item, after 6 consecutive non-critical hits, the owner's seventh attack is guaranteed to be a critical hit.
16	Cape of the Gifted	While attuned to this item, an attribute of the wearer's choice is increased by one. This item does not count towards their maximum attunement count for magic items.
17	Nail of the Scarred	While attuned to this piercing, any healing the wearer receives during combat is 50% (rounded down) more effective.
18	Fragrant Pestle & Mortar	These instruments can be used by a person to destroy a magic item and receive +2 max HP in exchange. This process takes 2 minutes.
19	Boots of the Brave	The wearer of these boots heals half their HP when entering a floor with a boss-fight.
20	Happy Flower Pendant	While attuned to this item, the wearer gains an extra attack action every three turns of combat. This count resets at the end of combat.



Rare Magic Items

#	Name	Effect
1	Armor +3	Any armor or clothing type which grants its wielder a +3 bonus to AC.
2	Stone Calendar	While attuned to this item, if the wearer enters the 7 th round of combat, the calendar emits a 15 ft. wave of force, which deals 4d12 magical force damage to any creature inside.
3	Divine Blessing	While attuned to this ring, any damage from a single source in combat less than 5 is reduced to 1.
4	Mighty Helix	While attuned to this shell-bracelet, the first damage from a single source is completely negated. All other effects still apply.
5	Hex Ginseng	Whoever consumes this fantastical root gains a permanent immunity to poison damage, the poison status effect and cannot be paralyzed
6	Winged Boots	While attuned to this item, its wearer gains a fly speed equal to their movement speed.
7	Cherno Armor	While attuned to this chainmail+1, its wearer reduces any damage taken from a single source by one
8	Hearty Turnip	Whoever consumes this turnip gains a permanent resistance to necrotic damage and cannot be stunned, paralyzed.
9	Timekeeper's Watch	While attuned to this pendant, its wearer can choose not to move during a round in combat. During the next round their movement speed is tripled and they provoke no attack of opportunity.
10	Magical Incense	This item has 2 charges. Its wielder can use it to cast the spell "Invulnerability" on themselves for 12 seconds (2 rounds, without requiring concentration or material components). One charge is restored after a long rest.
11	Lizard's Coat	While attuned to this item, if the wearer's HP hit 0, they are immediately fully restored, and all status effects are healed. If in combat, its wearer gets an immediate bonus round afterwards. The coat is destroyed in the process.
12	Heavenly Mango	Whoever consumes this glowing fruit immediately and permanently raises their max HP by 20.

13	Reflective Pendant	While attuned to this item, whenever its wearer suffers from a status effect from a creature's spell or attack, that is not prone, incapacitation or death, they get to reflect the same effect upon the creature – regardless of immunities or distance.
14	Mito's Old Helmet	While attuned to this helmet, its wearer has advantage on all saving throws against spells and magical effects.
15	Armor of the Guardian	While attuned to this heavy plate armor, its wearer gains resistance to all elemental damage. If they already have resistance to an element, they become immune instead.
16	Tungsten Pendant	While attune to this pendant, whenever its wearer rolls for initiative, they may gain temporary hit points equal to the difference between their maximum and current hit points or equal to their level.
17	Mito's Conviction	Whoever becomes attuned to this ring rolls two d20s (Reroll on a result of 1 or 20 or two identical numbers). As long as they are attuned to this item, whenever they roll one of the displayed values it is considered a critical hit. These two numbers cannot be changed even if the item becomes attuned to someone else.
18	Shoes of the last Thief	While attuned to these shoes, its wearer gains climbing speed equal to their walking speed and may use their bonus action to disengage, dash, or dodge.
19	Pendant of the Eternal	While attuned to this item, its wearer cannot be blinded, deafened, petrified, or stunned.
20	Sacred Bark	While attuned to this item, its owner receives double the beneficial effects of all potions (e.g., doubling healing dice, doubling duration, etc.). The GM decides the exact effect in unclear cases.



Event Magic Items

The magic items are not featured as rewards but are “awarded” by certain events.

Event	Name	Effect
E6 The Living Wall	Veil of the Arcanist	While attuned to this cursed veil, its wearer's proficiency score is +2, but it counts double when calculating their spell save DC and Spell Attack modifier
E6 The Living Wall	Featherweight Gauntlets	While attuned to these cursed gauntlets, its wearer cannot use reactions in combat but ignore the two-handed and heavy properties of any weapon without reducing their effectiveness.
E8 The Colosseum	The Champion's Belt	Its wearer cannot be frightened and looks incredibly tough.
E9 The Man in Blue	The Needle of the Giant	While attuned to this item, when rolling for initiative (or outside turn order) its owner can receive 2d10 damage to set their Strength score to 20 for 1 minute.
E11 The Bricklayer's Grave	The Bricklayer's Burden	This cursed collar takes up two attunement slots and can only be removed upon the death of its wearer or using high-level magic such as greater restoration. Its wearer is immune to the effects of exhaustion level 1-5. When first attuned, they gain 5 levels of exhaustion.
E12 The Wheel of	Imp's Fury	While attuned to this cursed bracelet, all of the wearer's attacks during combat only deal fire damage. Each time the wearer has made no attack at the end of their turn in combat, they receive 4 damage.
E13 The Cursed Tome	The Bricklayer's Design	While attuned to this magic book, its wielder can inscribe any spell they know into it by casting it. The book can hold up

		to 4 spells. The spells remain inscribed in the book with their original level, spell save DC and attack bonus, even if the original caster is no longer attuned to it. During combat, anyone attuned to the book can use their bonus action to cast a spell inscribed in the book.
E15 Shifting Corridors	Spire Madness	This tiny, cursed horn grows out of the neck of its wielder and can only be removed upon its wielder's death or through a special event. Its wielder is immune to psychic damage but gains a disadvantage to all intelligence and wisdom saving throws.
E16 Tomb of the Vanishing Specters	Monolith's Blessing	While attuned to this magical mask, its wearer can cast the spell misty step without requiring spell slots or arcane knowledge.
E17 Dangerous Wishes	Mark of the Fountain	This cursed mark appears on the skin of its wielder and can only be removed upon its wielder's death or through a special event. Its wielder cannot recover HP through any means.
E17 Dangerous Wishes	Golden Shackles	While wearing these cursed shackles, its wielder is immune to the petrified condition, but cannot use bonus actions.
E17 Dangerous Wishes	Chain of Doubt	While wearing this cursed necklace, the first attack during any fight deals only half damage.