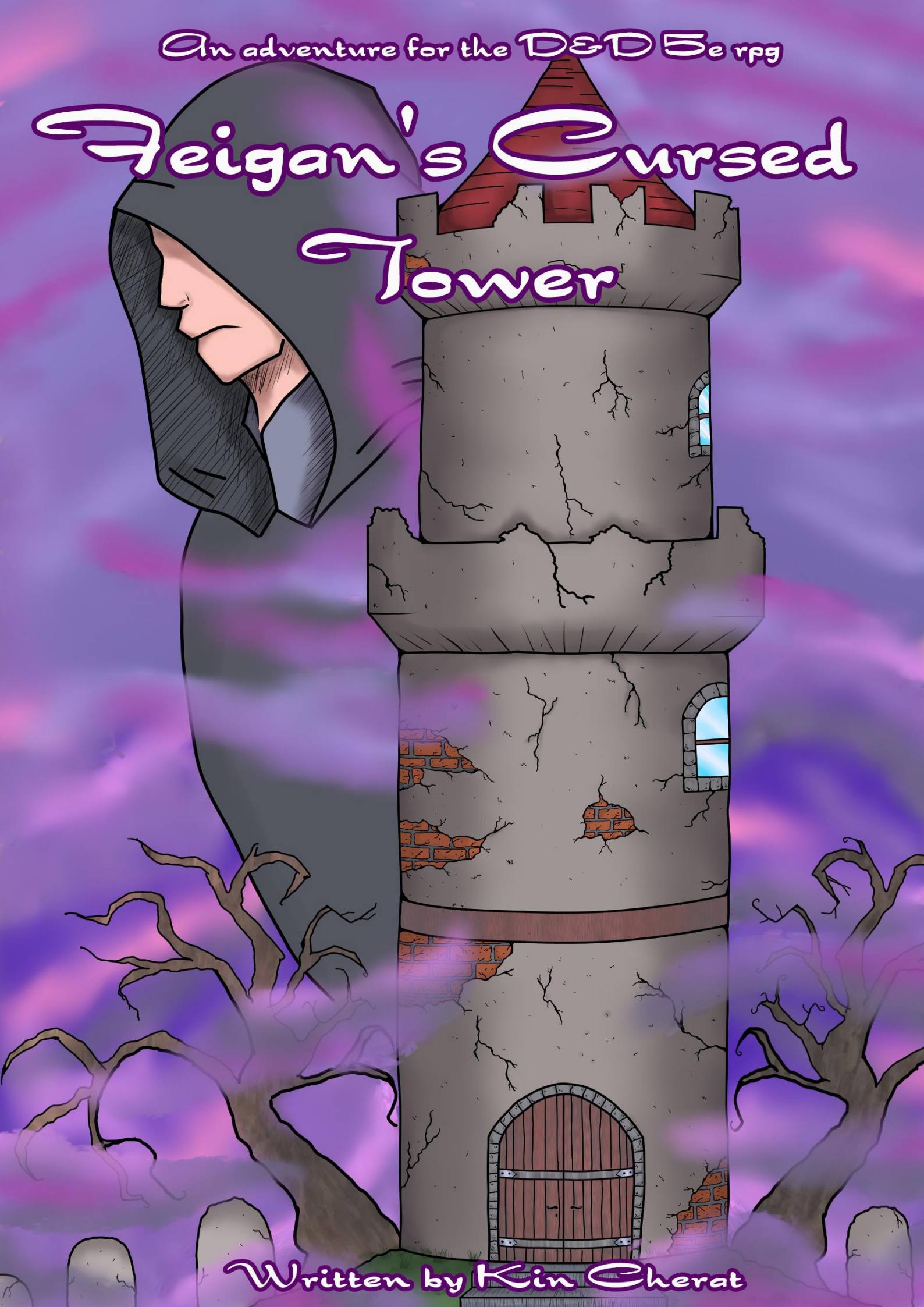


An adventure for the D&D 5e rpg

Feigan's Cursed Tower



Written by Kin Cherat

Feigan's Cursed Tower.

Adventure Summary: In recent months, villagers from a small town have started to disappear when visiting nearby forest. Rumors lead to the suspicion that it is the work of a necromancer after performing a macabre ritual.

Scenario: This adventure can take place anywhere in the world. If you're a GM creating your world, feel free to place the adventure wherever you like.

Preparation: This is an adventure for a group of 4 beginning characters (between levels 4 and 6). The characters already know each other and are in a tavern in the city where the adventure takes place.

TIP: Read the **entire** adventure before and check the descriptions of the places with the available maps, and when necessary, **improvise**.

In the city

The group is at the inn enjoying dinner in the tavern, to the sound of a bard playing his lute, when they notice a sudden and drastic change in temperature coming from a wind that enters the room and half blows out the candles that light the room, and then, just like that, things return to normal as if nothing had happened.

The conversation returns after a few minutes, then the bard returns to the music, but this time the melody is calmer, giving a sense of mystery in the air to everyone who hears it. Then he starts to sing: "Many walk through this region and say that a mysterious mist brings to everyone who enters it, only death and suffering. The language of the people tells us that a black magician inhabits a tower hidden in the fog and it is him that many see in his last breaths...".

The night continues as if nothing has happened, until an elf enters the tavern totally euphoric, his name is Durlan, one of the biggest merchants of magical artifacts in the city. He says he was on his way back from a quick trip to the forest to get potion ingredients from his daughter Lyr, when suddenly a fog appeared around them and then he heard the girl scream, he tried to look for her in vain, but there was no result. So with that he returned to the city for help, and promises the adventurers who help him, a reward.

Seeking Information in the City

If adventurers decide to search the city, it is possible to find two types of information about the tower, they are:

- Going to the library, they found the librarian closing the place, being able to persuade him, with a 12 difficulty roll, to let the adventurers in if they fail, and the result is less than 10, the clerk will charge a fee of 15 GPs to let them in. With an investigation at the site, DC 13,

they found an ancient map with the location of a tower that belonged to a wizard who lived in the forest. Unfortunately the librarian will not allow them to remove the building map, but will let them make a copy.

- If they tried talking to the citizens, they found that in the region near the tower, some rocks and bushes started to show a kind of purple fly, and as it approaches the fog area, this number only increases, thus making it possible to know when they are approaching the tower region.

Obtaining any of this information will aid adventurers in their exploration, giving them an edge in testing.

In the forest

The forest, called "Ofrey Forest", can be described by its giant trees, with their twisted and thin branches, the shrubs that were born there are full of thorns, mushrooms of various types and shapes cover countless areas of land in the place. As they walk through the forest, you can smell the wet earth mixed with the strong smell of iron, probably from blood spilled there.

Players on their way to the forest can perform a survival test of 15 difficulty to find and be able to follow a trail of broken branches and footprints left by the elf that ran into the city, the tracks follow until they reach the area shrouded in fog described in the rumors. In case the adventurers fail the survival test, the adventurers started to arrive in a forest region full of cocoons made of webs, if they are opened, they reveal several mummified animals. If they continue down this path, they have arrived at a Giant Spider nest, where they will be ambushed by the creatures, otherwise they can choose to try the Survival check again to return to their path.

Combat: 3 to 6 Giant Spider (the number increases depending on the level of the characters), in this combat, consider the combat area as an area full of webs and use the rule for "Webbed Areas", present in chapter 5 of the book "Master's Manual" from D&D 5e.

Note: *It is possible to take advantage of this encounter for adventurers to collect 1d4 vials of spider venom, if any of them have proficiency for such a feat, and use more at the front of the battle. The poison is described in the adventure items section.*

Inside the fog

As they start walking through the fog, the adventurers begin to hear the voices of their loved ones calling them, everyone must make a wisdom save of difficulty 15, or they will be tempted to follow the voices. If they fail, they will also be disadvantaged on the next save rolls until the end of a long rest, and if the result is less than 10, the victim will also suffer 1d6+2 psychic damage. If the players' saving throw is successful, the target will be immune to the mist effect for the next 5 days.

Note: I suggest using the characters' histories, if any, to define advantages and disadvantages on this check. For example, if they already know that such a being is dead, it can result in an advantage, or if it has only disappeared from the character's life, it can result in a disadvantage, as he doesn't know what happened to the person.

There are different ways to get through the fog that can be used in order to avoid suffering from its effects. These ways are:

- One of the players can use a familiar, preferably one that is in flying form, to guide themselves out of the fog, but depending on the explanation of how you intend to do this, and if you prefer, use a check of your choice;
- Another option is to use the "Warding Wind" spell, to momentarily dissipate the fog, but throughout the course 1d4 Concentration Check must be performed to keep the spell due to the fog being mentally influencing the caster.

After almost 10 minutes following them, at a slow pace, the rest of the group will leave the area with fog and arrive in a horrible and haunting tower.

Tower entrance

The tower is surrounded, within a radius of 45 ft, by several tombs and tombstones. The tower is very old and you can also see that it has 3 floors, passive perception greater than 12 already allows you to see this. The windows on the upper floors are very small and do not allow you to see the inner region of the tower from the outside.

In the tombs that surround the tower, there are bodies resting on them. And when players approach the tower, a group of undead will rise up and surround the group.

Combat: 5 to 8 Zombies (number increases depending on character level).

After the fight, the path is clear for adventurers. The entrance to the tower is a double wooden door and is half open, from which it is possible to see purple smoke coming out near the floor.

1 ° floor

The floor looks like it was abandoned a long time ago, several pieces of furniture that were probably there before, are now thrown at the back of the room, the lighting comes from a fire on the other side of the room, emanating from it a dark, purple flame a strong iron odor mixed with sulfur, with a "Detect Magic" or an "Identify" it is possible to understand that the fireplace is the source of fog and how it works.

On this floor are also found, wandering there, several skeletons, who upon noticing the presence of adventurers, attacked them. In the first seconds of combat it is possible to hear a child's scream coming from the upper floors.

Combat: 3 Lancer Skeleton and 5 Skeleton.

On the side wall is a stone staircase that leads to the next floor.

2nd floor

On the second floor there are two pairs of shelves, distributed around the room, with several books, there are also several bones scattered on the floor of the room. Unlike the previous floor, on this floor the lighting comes only from the windows, thus making it an area of total darkness. Halfway to the next stairs, the group is surprised and attacked by three ghostly creatures.

Combat: 1 Poltergeist and 2 Shadow.

Note: *Beware of adventurers who have the Alert feat, as they won't be surprised.*

Searching the shelves, you can find a wide variety of books on beast and humanoid anatomy, books on magical theories, and even some with explaining the basis of necromancy. It is also possible to find a small bottle with "bone dust".

3rd floor

On the 3rd floor is the place where Feigan Mallus the Necromancer is located. Unlike the previous floors, on this one it is clearly possible to note that this is the only habitable place in the tower and also the only floor lit, through torches on the walls and candles that make up the magic circle present in the room, where it is held by chains to the ground, the young Lyr.

When the heroes arrive, the necromancer is already prepared, as he heard the fights with his creatures from the floors below and was previously signaled by one of the Shadows. This time was enough for the necromancer to prepare with his skeleton bodyguards. Upon entering, the necromancer says: "How dare you invade MY tower! Die your graveyard worms!" and launched a "Ray of Sickness" with an action prepared in the "weakest" of the group, that is, the one with the lowest AC, for that he will conduct a perception test 14 difficulty to know who the target is, if he fails, choose whichever appears to be the lightest of the group or which appears to have the least armor.

Combat: Feigan Mallus, 1 Ogre Skeleton and 1 Lancer Skeleton.

When he gets less than 20 of his hit points, or else one of the bodyguards dies and the other is in critical, Feigan will disengage and jump out the window taking the young woman with him, the fall will be cushioned due to the "Ring of Feather Falling" that he's wearing on his right hand, consider that the girl weighs less than the maximum charge the necromancer can carry and that's why the ring's effect worked for both of them, after hitting the ground, he'd run down a path because goes behind the tower.

A few seconds after he takes the girl out of the middle of the arcane circle, a thick purple smoke will start to come out of the ground, and then it breaks the ground causing a 2 inch deep crack.

An Arcana roll of difficulty 12, or an investigation with the same difficulty, or any other means of identifying spells, reveals that the necromancer was performing a ritual that had not been completed and that is probably why the young elf is still alive.

Exploring the Room

Further investigating the room, difficulty 13, it is possible to find in the desk drawers: 1d6 * 150 gold coins and a diary.

In the diary you can understand the necromancer's history and the reason for his research, he was after two things: trying to become a perfect lich and trying to create an undead that would retain its possessed abilities while he was alive and stay away. Necromancer's service, but so far the experiments have not yielded positive results.

In the diary it is also possible to discover, if you haven't already done so, that the fireplace located on the first floor serves as the center of the fog that surrounds the tower, being necessary to feed its flame with objects, with every 150 GP keeping the mist for 3 days, making it even possible to deactivate the fog by putting out the fire in the fireplace.

Reading the diary, it is also possible to discover that behind the tower there is a path that leads to a hill, about 0.5 miles away from the tower, where a hiding place created by the former owner of the book is located, and inside it serves as a kind of bunker to be used in emergencies, and a passive Insight greater than 14, will allow you to suspect that this is where the mage is fleeing.

According to what was written, the hideout door is hidden behind a dry tree at the base of the hill, in the diary there is also an explanation about the magic trap near the entrance, and to avoid it you must locate an illusory wall that hides a path that avoids the trap, its location is identified by a torch holder, attached to the wall, which faces the side of the illusion.

Hunting Feigan

When leaving the tower to look for the necromancer it is possible to see the place where the mage fell and fled and exploring the place, it is possible to find the traces of his escape, the trail leads to a path behind the tower and is lost when entering in the fog.

When crossing the fog again, players arrived in a denser area of the forest, with a success on Investigation difficulty 15, it is possible to find a trail of broken branches that form a path.

Unlike the forest area explored earlier, in this one, following the trail, ask 1d4 players to perform a Dexterity Save, or suffer 1d6+1 slashing damage from thorns and branches.

At the end of the trail, the group of adventurers arrived, on a small hill. There are no trees in it, all are limited only around the hill, with the exception of a single old and dry tree, located at the very base of the hill.

When approaching the site, it is possible to hear a scream coming from the geographic formation, with a passive Perception greater than or equal to 15, or an insight check of the same difficulty, will allow adventurers to detect a secret door, unlocked, disguised as dry tree. Opening the door, she let out a squeak that will be followed by another cry for help from the young woman coming from inside the room, on the other side of the door there is a brief staircase, descending, which leads to the hiding place where the necromancer fled.

Note: If any of the adventurers have read the diary, consider them with advantages during the tests performed during this section with the exception of the saves.

The bunker

The stairs, made of stone, are cold and damp, causing a feeling of an underused but not abandoned place, a passive insight of at least 15, will allow us to understand that the place was probably kept cared for by the magician, aiming for an emergency. The place is poorly lit due to being at night and the only lighting in the place comes from a source at the end of the stairs. When starting to go down the stairs, the adventurers came across the trap present there, this is the same one that is described in the diary, as they go down the group starts to feel a bit confused and dizzy, a Wisdom save must be performed with difficulty 15, on failure, they took 2d6 psychic damage, half on success, and were just stunned for a while.

As also described in the diary, there is a way to avoid this trap, to do this you must locate the illusory wall located near the entrance to the hideout. For those without darkvision, to identify the presence of the illusion.

After crossing the stairs, the adventurers will reach a cave that forms the main room of the hideout, the place is illuminated by a series of lamps scattered on the walls and by a fire. At the site it is possible to see boxes of supplies and various items that would allow someone to spend several days hidden there, next to the boxes to a column of stones to support the place and spread around the room, there are chains fastened to the floor and in one of them the young elf is chained.

In the middle of the room is the necromancer, who took advantage of this brief time to heal himself using some potions that were stored there. When he sees that the adventurers have reached him, he will shout a curse at them and will fire another spell to the group and thus start the combat again.

Combat: Feigan Mallus.

This time the magician fought that one was almost hopeless, due to the fear of being killed this time, even when he realized he was close to dying, he tried to deceive the group by pretending to give up, and when he saw the opportunity, he returned to attack with a surprise attack.

After defeating and eliminating the magician, it is possible to find his spellbook and magic ring with him.

Returning to town

After the battle ends and returns to the city, Durlan will reward the group with some unusually ranked magical artifact from his shop.

The Story of Feigan Mallus

Feigan, as a young man, was known as one of the greatest merchants in the region, but one day while traveling with a caravan with other merchants there was an attack, which resulted in the death of several travelers who were present there.

Feigan was one of the few survivors, but this generated such a trauma in his mind that he started to look for a way to permanently escape death.

In his search, the young man became aware of a tower located in the middle of a cemetery, and there lived a large one, and taken by his fears, he invaded the tower in the dead of night and brutally murdered the owner of the place taking the goods for himself. That were present there, including books on the ancient art of necromancy, where he discovered a way to avoid his death, becoming a Lich.

Adventure Items

Spider's Poison Flask: The target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half damage on a successful save. If poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Spellbook of the Necromancer

An insight check, difficulty 15, will allow you to understand that that spellbook was stolen from a wizard a long time ago, possibly another victim of the villain, another wizard present in the group doesn't even need to make the check to understand this. Spells recorded in SpellBook are:

- Cantrips: fire bolt, mending, ray of frost.
- 1st level: burning hands, mage armor e ray of sickness.
- 2nd level: mirror image e ray of enfeeblement.
- 3rd level: animate dead e bestow curse.

Adventure Maps

In order to illustrate the development of the adventure, maps were drawn up and they are available for use in the image files provided with this material.

Monstros da Aventura

Here are described the monsters that were used during this adventure. I emphasize, if necessary, check the official D&D materials, but if it is really necessary, I recommend using the Bestiary available in [5e Tools](#), mainly for better visualization of creatures and modifying their CR if you feel it is necessary.

For this adventure, we use the following monsters that can be found on the link described above or in the official adventure books themselves, and these creatures are:

- Skeleton. Souce: Monster Manual, p272;
- Zombie. Souce: Monster Manual, p316;
- Poltergeist. Souce: Monster Manual, p279;
- Shadow. Souce: Monster Manual, p269;
- Giant Spider. Souce: Monster Manual, p328;

And to further enrich the adventure we also use the following custom creatures, whose descriptions are presented below.

FEIGAN MALLUS, THE NECROMANCER

Medium human, neutral evil

Armor Class 11 (15 with *mage armor*)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Damage Resistances necrotic

Senses passive Perception 11

Languages Common, Infernal, Abyssal, Elvish

Challenge 4 (1,100 XP)

Grim Harvest (1/Turn). When Feigan Mallus kills a creature that is neither a construct nor undead with a spell of 1st level or

higher, the Feigan Mallus regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Spellcasting. The necromancer is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *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 (1 slot): *blight**, *dimension door*, *stoneskin*

*Necromancy spell of 1st level or higher

ACTIONS

Withering Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) necrotic damage.

LANCER SKELETON

Medium undead, chaotic evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses : darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

ACTIONS

pike. *Melee or Ranged Weapon Attack:* +4 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

OGRE SKELETON

Large undead, chaotic evil

Armor Class 11 (hide armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	14 (+2)	5 (-3)	7 (-2)	7 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses : darkvision 60 ft., passive Perception 9

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

Challenge 1 (200 XP)




ACTIONS

GreatClube. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

*Souce: Tales from the Yawning Portal, p54, but with CR reduced to 1.

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