

# Ru'thael

## *The city in the sky*

Welcome to Ru'Thael, The city in the Sky, Dungeons and Dragons 2014 5<sup>th</sup> edition adventure module. This module is designed for 4-6 characters and takes between 1-2 sessions to complete. The Core Rulebooks (Player's Handbook, Monster Manual, and Dungeon Master's guide) or the Free Rules are required to run this scenario.

A 4-6-hour adventure for 5th level characters

by Christian Cook



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## Background

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Ru'thael was a once great city of Aarakokra, located high above the tallest mountains. The only way to reach it was either by flight or a city known as Wolcen that sat atop a mountain in The Spine of the World. The city itself was always hidden behind a cloud head, created via a magic generator at the center of the city, the same one powering its flotation devices.

The city was a technical and magical marvel, attracting great craftsman from around the world to study and share their secrets, but this was long, long ago. 1,000 years ago, a coup was attempted against the king and the city was flooded with soldiers to take control of its great magic. At the city's defense was a myriad of clockwork soldiers and automated turrets. Neither side truly won, thousands of dead on either side lay in the streets, and the king of Ru'thael had vanished without a trace.

The city was recently rediscovered, as over the centuries the magic core of Ru'thael had started failing, and some of the outermost parts of the city had begun falling.

## Scenario Overview

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**Setting:** This module was written to take place in any adventure setting, feel free to replace any named areas and geography with any named areas to better fit the tone and setting of your world.

Any text that appears in a box is meant to be read aloud to the players, often when they first enter a space with a description. If it is to be read aloud at any other point, there will be text indicating so.

### Part One:

- **Hook:** The party receives a letter from *Mick* who asks them to meet up with him in the small

town of *Olden* for information about ancient ruins potentially full of treasure. They learn they must travel two days North to the location.

- **Preparation:** The characters learn about their quest and journey from Mick before heading to the general store to prepare some supplies for the trails ahead.

### Part Two:

- **Travel:** On their two-day journey North, the party encounters a sad toad, wolves, and yetis that all provide unique obstacles to overcome.
- **The Ruins:** On the ground at the foot of a mountain lie the pile of bricks Mick wanted to investigate. Mick and the party search through the ruins and find a ring that points them up the Mountain.

### Part Three:

- **Wolcen:** At the top of the Mountain lies the ruins of Wolcen, the gnomish settlement that Ru'Thael rose from. Studying these ruins is a Stone Giant named Kurijar, who helps the party find where the Jade is used.
- **Ru'Thael:** On Ru'Thael, the party's mission is to get as much treasure as possible, and through their adventuring they eventually discover Maelrith, the cybernetic overseer of the city.

## Important NPCs

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- **Mick:** A seedy human adventurer, Mick is bad at fighting, scared of anything dangerous but a very smooth talker. He is the man the party is traveling to Olden to meet, he is good friends with the bartender.
- **Kurijar:** A peaceful Stone Giant, Kurijar's interests lie in studying the ancient stone carvings of Wolcen and sharing that knowledge with the party.
- **Maelrith:** The Cybernetic Aaraokrain ruler of Ru'Thael, they wish to maintain absolute isolation to improve their crafting and technical abilities.

## The Call to Adventure

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The party all meets through Mick, who either knew them or someone who knew them to reach out and offer the players a gig. The players all received a letter via carrier pigeon detailing the quest up to the fallen building.

### Mick's Letter

This letter is meant to read aloud before the players begin the adventure in Olden.

Dear whomever it may concern,

My name is Mick, and I am looking for free spirited adventurers who are interested in something new. Recently a cohort of mine found a building that had seemingly fallen off the side of The Spine of the World. I believe these ruins could lead to some real genuine treasure. Please show up to the location written on the back of the letter.

Best,

Mick

## Starting the Adventure

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The adventure begins in Olden, after reading the players the letter from Mick aloud, have them introduce themselves one at a time as they enter The Red Lion.

### Olden

Olden is a small farming village, mostly producing wheat and potatoes, the only buildings of note are the general store, Warren's Supplies, and The Red Lion. Every other building in the town is a house of some sort, with most of the townsfolk being homesteaders. The population is mostly human with the occasional half-elf or halfling being seen about.

### Setting the Scene

Olden is a small town of just over 100 folks, most subsiding from crops they grew the season before. Most buildings in the town are houses, all built around a small village center, there are two buildings that stand out at the center, what looks to be a very old wooden building with thatched roof and a worn wooden sign with a

small carving of what looks to be some feline creature reading "The Red Lion" and a small, short wooden building with a plain sign reading "Warren's Supplies" standing next to the only door on the building.

## The Red Lion

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The Red Lion, a small pub that can get very rowdy on a Friday night. The owner, Sterling Butler is the only bartender, he is a human of above average height and age. He sports short silver hair with a matching handlebar mustache. He tells many tells and is always looking to hear another to add to his storied collection.

They serve local craft beers along with cheap wine, the building is too small for a kitchen, many patrons bringing their own food to eat. This was a tradition that allegedly started at Olden's founding, when a legendary hero called "The Red Lion" had saved the town from a dragon attack, and when offered food by the then unnamed tavern, turned them down saying he brought his own.

### Meeting with Mick

Mick requests the players to meet him at The Red Lion and noon. The pub is empty, because normally it's closed, with Sterling cleaning up the many spills of the night before. Mick is a good friend of Sterling's and is who he heard about the fallen building from.

This meeting is to introduce the party to each other, along with introducing everyone to Mick. After introductions, he goes over his "treasure hunt", a journey two days North to where the building fell.

Before Mick and the party depart, he asks if any of them want to go with him to Warren's Supplies to get some gear for the journey before they head out, if any agree he flicks them one gold piece to spend telling them: "Buy yourself something nice".

## Warren's Supplies

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Warren's supplies is a general store run by Warren Rootfoot, a halfling. His daughter, Elzabeth mans the counter, she is incredibly bored, hates her job and is looking for any way out of Olden. She avoids much talk with the customers, unless she knows they're out of town, then she'll become much more interested in their doings.

They carry anything a general store does, allowing the players to stock up on food and water before heading out on their adventures to the fallen building.

If Mick brings the players here before they head out, he will quickly shush and scold and players who bring up their true reasons for being in Olden before calling that player a drunk who's visiting him from out of town.

### Mysterious Potions

Warren's supplies carry five mysterious potions. They were given to them by a mysterious wizard years ago, and no one has ever been brave enough to try them. These cannot be bought by the players outright, rather Elziabeth will give each player one if they promise to tell her about their adventures, and where they're going. Once she is satisfied, she offers each of them one of the following potions.

- **Red Potion:** A very watery taste with a hint of cherry. This potion is benign, it is just water with red dye.
- **Orange Potion:** A spicy brew, nothing else can be tasted. The player who drinks this deals 1d6 fire damage with each attack they make for the next minute.
- **Blue Potion:** It tastes very strongly of blueberry. The player who drinks this potion will be randomly contacted by an anonymous deity and can ask them any one yes or no question.
- **Purple Potion:** A very sugary taste. The player who drinks this potion may speak with animals as though they had cast the spell *speak with animals* for the next 48 hours.
- **Black Potion:** A horrid taste, bitter licorice. If the player who drank this potion would be knocked down for the first time within the next 7 days, they would instead immediately revive with 1hp.

### The Journey North

Traveling north takes two days; each day has its own encounter. The first day, the path is mostly through temperate plains, and generally smooth travel. The second day the players cross a wide river to the north, and quickly the temperature drops as journey further north. At about mid-day on their second day of travel, they reach the fallen building.

### The Cry of a toad

The party, along their travels hears a pained croaking. If anyone investigates, they quickly find the source of the noise, a very sad toad with a birthday hat made from a pinecone sitting in a brush. Either by using an insight check or speaking with animals, they can see that the Toad is having a birthday party, that no one showed up to.

The toad does not notice the players if they do not interact with it but will solemnly croak at them if any of them do interact with it. If the party offers any food or shiny trinkets, it will croak happily and offer that player a very small crumb cake by gesturing over to 5 small plates carrying a piece.

Mick thinks that this is ridiculous but won't force the party to move on, just protest.

The Crumcakes offered by the toad are identical to healing potions, gaining whoever uses them 2d4+2 hit points on use.

### Wolf Pack, Yeti Hunt

On the second day, the party enters a much colder region, with snow sitting softly on the ground and in the trees. Throughout the morning, any character with a **passive perception of 14** or higher will notice soft rustling in nearby brush, or the slight sound of multiple animals walking on the snow behind them.

Nearing the foot of the Mountain the ruins are at, the party will be attacked by **3 Wolves** and **1 Dire wolf**, these wolves attack one character as a group and will try to flee if they start losing. After the first round of combat, **2 Yeti** will come running from a nearby path up the mountain. Alerted by the sounds of combat, they wish to hunt, and will run back up the mountain where they came when at low health. They will primarily target the party but won't hesitate to claw a wolf if the opportunity arises.

The Yeti carry with them two corpses of recently fallen adventures, one a wizard with a simple leatherbound spellbook. Most of the pages are ruined but the the spells **Blink, Fear, Earthbind, Ice Knife, and Unseen Servant** can be made out. The other adventurer was a barbarian with a **+1 Great axe**, it is of Dwarven make, with great care being taken to depict inlaid knots of gold on the sides of the axe's blades.

### Wolf

Medium Beast, Unaligned

**Armor Class** 13 (Natural Armor)  
**Hit Points** 11 (2d8+2)  
**Speed** 40ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3, Stealth +4

**Senses** Passive Perception 13

**Languages** –

**Challenge** ¼ (50xp)

**Proficiency Bonus** +2

### Traits

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

### Dire Wolf

Large Beast, Unaligned

**Armor Class** 14 (Natural Armor)  
**Hit Points** 37 (5d10+10)  
**Speed** 50ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3, Stealth +4

**Senses** Passive Perception 13

**Languages** –

**Challenge** 1 (200xp)

**Proficiency Bonus** +2

### Traits

**Keen Hearing and Smell.** The dire wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The dire wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

### Yeti

Large Monstrosity, Chaotic Evil

**Armor Class** 12 (Natural Armor)  
**Hit Points** 51 (6d10+18)  
**Speed** 40ft., climb 40ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

**Skills** Perception +3, Stealth +4

**Damage Immunities** Cold

**Senses** Darkvision 60ft., Passive Perception 13

**Languages** Yeti

**Challenge** 3 (700xp)

**Proficiency Bonus** +2

### Traits

**Fear of Fire.** If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Keen Smell.** The yeti has advantage on Wisdom (Perception) checks that rely on smell.

**Snow Camouflage.** The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

### Actions

**Multiattack.** The yeti can use its Chilling Gaze and makes two claw attacks.

**Claw.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

**Chilling Gaze.** The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold 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 Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

## The Ruins

A large pile of stone bricks blocks the party's path forwards. Many bricks have been reduced to dust, with others remaining mostly intact. The pile came from Ru'thael, it was a guard tower, with strange weaponry that isn't common to this part of the world. It fell from the city then down the side of the mountain, leaving a path in its wake.

Among the rubble, there is nothing useful aside from a small cube with a square cut of jade placed in the center, this is a key used at the teleporter in Wolcen, a ruined city built on the side of the mountain. If no player finds the key, Mick will find it and let the players know he did. He will do the same with finding the path forwards, he will point out that the pile came from up the mountain and lead the players to the foot of a path leading up the mountain.

Searching the bricks requires **investigation** or **perception** checks, with a **DC 12** to find the key, otherwise finding destroyed books in a long-forgotten language with strange diagrams, or nothing at all.

Turning a corner in the mountain ridge, you come across what looks to be a large pile of white bricks. "Yep, that looks like the spot." Mick chimes, "Now let's get to searching!" Upon closer glance you can tell apart what looked to be a roof made of stone shingles and the building's brick body.

## Up The Mountain

Up the mountain path is mostly rocky terrain with some small foliage. Players will also occasionally find remains of books and shards of brick along the path. Traveling the whole path gives the players one level of exhaustion unless they succeed a **DC 16 Constitution Check**.

Traveling up the mountain to Wolcen is hard and slow, partway up the path the party comes across a 20ft wide clearing, **One Manticore** is eating the last remains of an old carcass they hunted. They do not fight the party immediately, instead if they notice the group, they will instead ask for more food for safe passage up the path.

If refused the manticore will wait until later in the day to attack the party after stalking them, giving up their old food in favor of a fresher catch. They will wait to strike until the party has gained one level of exhaustion; if they all pass the check they won't attack. Any player with a **passive perception of 15** or more will notice something stalking the party. The manticore have adorned themselves in precious jewelry they found on adventurers they've eaten worth a total of 250gp.

## Manticore

Large Monstrosity, Lawful Evil

**Armor Class** 14 (Natural Armor)

**Hit Points** 68 (8d10+24)

**Speed** 30ft., Fly 50ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

**Senses** Darkvision 60ft., Passive Perception 11

**Languages** Common

**Challenge** 3 (700xp)

**Proficiency Bonus** +2

## Traits

**Tail Spike Regrowth.** The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

## Actions

**Multiattack.** The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

**Tail Spike.** *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## Wolcen

Wolcen was originally built by Gnomish craftsman, long before Ru'thael, Aarakokra befriended the ancient gnomes.

Their craftsmanship alongside the magic of the Aarakokra allowed them to create a teleportation device, using a key on the platform to activate it.

The settlement grew to a size of several thousand before the fall of Ru'thael, the war came down to Wolcen, with Aarakokra fighting one another alongside their clockwork constructs.

Now the city lies in ruins, with much of its magic and technology taken by adventurers or archeologists, but the impressive stone working remains.

*Slowly, the mountain pass becomes flatter, until eventually it flattens into an open plain. This plain carries on it several ruined stone buildings, they look to be of different make from the building at the base of the mountain, being made of large grey bricks. Walking further in, you suddenly hear a loud thudding and turn to meet the tall figure of a giant. "Hello there travelers, what brings you all the way up here?"*

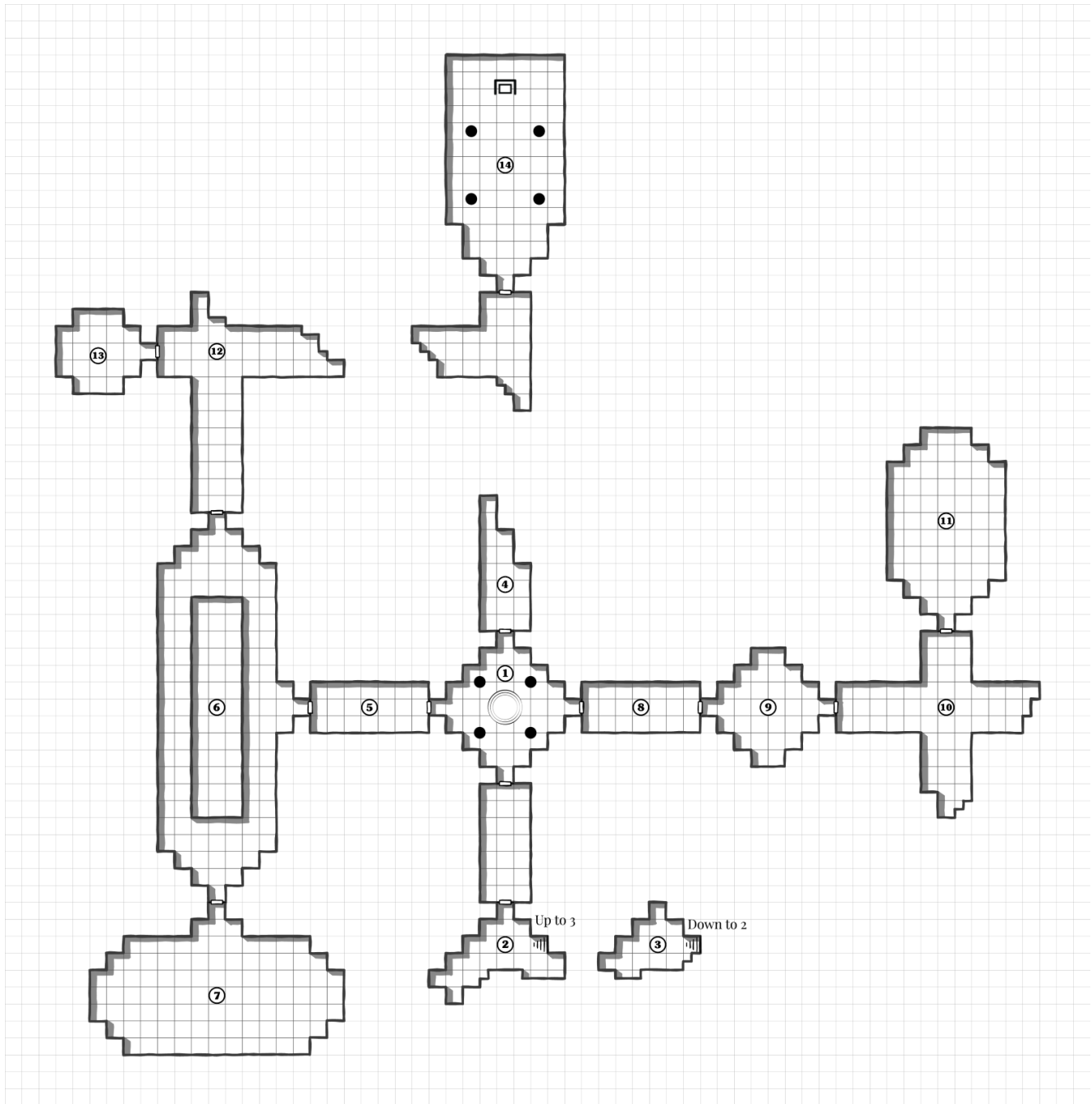
## Ruins

There are no monsters around Wolcen, making it a safe place for rest and talk before further investigation. A stone giant named Kurijar studies the stone and can be conversed with to learn the history of Wolcen and is shocked when he hears about the stone falling from the sky.

## Teleportation platform

In the middle of the ruins there is a tall platform, Kurijar doesn't know what its exact purpose was, it is the teleportation platform. The platform is a plain stone surface with a small square shaped hole located in its center, if the key is placed there the mechanism powers on and teleports the players up to Ru'thael.





## Ru'Thael

### Dungeon Features

Areas 5, 8, 10, 12 and outside areas 2 and 14 are all outdoors, with stone guardrails standing between the players and a 2000ft drop. At night there are lanterns that light alongside the rails.

Areas 1, 6, 7, 9, 11, 13, and 14 are all indoors, featuring high ceilings of 50ft carved intricately with stone and high arched windows. They all have magical lanterns that light the rooms at night unless otherwise specified.

The flooring is made of cracked stone that has survived an age but still holds strong. All doors are made of thick stone, required a **DC 22** athletics check to break down.



## Falling

If a player falls off the side of the city, they can make a **DC 11 Athletics** or **Acrobatics** check and **take 1d6 bludgeoning** damage as they catch themselves on a decoration or piece of debris off the side of the city. The player that fell can spend their movement climbing 15ft back up to the city.

## Areas

### 1. Entrance

This room primarily served as the entrance to Ru'thael's royal chamber but now stands at the city's only entrance. The only other object of note in the room is a dormant clockwork automaton.

When the party enters, Mick marvels at what treasures the city could hold, thinking they teleported somewhere else on the ground. This isn't helped by the fact that all the doors besides the one to the south are locked. Mick is not a fan of crossing bridges due to the height and will try and stay back in the starting room to watch the entrance.

Placing the small jade in the slot creates a sudden click, the ground below you begins to glow, and a wall of light suddenly envelopes you as you feel yourself shift, the air pressure around you shifts, and you can hear a strong wind blow all around you. The light fades, and you look to be in a circular room made of small white brick, there are windows high up on the wall, and all you can see is grey clouds outside of it.

### Entering and leaving the city

At the center of this room is a large teleportation circle, if a key is inserted both in Ru'thael and Wolcen they can be freely used to teleport to and from the cities.

### Locked Doors

The teleporter to leave back to Wolcen doesn't work, and every door to leave is locked, besides the south door, which was destroyed long ago. A stone tablet with a square insert identical to the one found in Wolcen sits in front of the teleporter to the North. When a jade key is inserted into it, the doors unlock.

### 2. Ruined Tower ground floor

This is the remains of the tower the party saw at the foot of the mountain, this building was once a library holding many books about crafting and the like, but now it sits mostly empty as the strong winds have blown the library out of the remaining half of the building.

Searching this floor, if any players make a **DC 12 Investigation** or **Perception** they will find a small iron key. Any failures or further investigation will show little else, aside from an old rickety ladder on the western wall.

Attempting to climb it with just one person requires a **DC 12 Dexterity** or the ladder will break when they climb it, the same will result if more than one player tries to climb it at the same time. Any player who falls takes **1d4 bludgeoning damage**.

Stepping outside, you are almost blown over by the strong winds, the bridge you are walking on is made of the same white brick as the building you just left. Looking around for a moment, you realize something, there is nothing below the bridge except clouds. Ahead of you stands a tower that stands high in the strong winds. You can see several other buildings attached to bridges in the sky, all connected in a strange maze.

### 3. Ruined Tower top floor

If the ladder to reach the upper floor of the tower is destroyed, players can boost each other up. This floor is very similar to the last, except there's another key kept in a locked box that's been built into the floor, this box can be opened with its key.

### 4. Path to the throne

A lot of armored Aarakokra skeletons are on this bridge, alongside dead clockwork soldiers. Across from the broken bridge but too far to jump is the throne room.

### 5. Path West

If area 8 has not been visited first, a group of 3 **Clockwork Birds** attack the party, swooping out of the sky to try and hunt them. These are sent from Maelrith to scout out the party,

### Clockwork Bird

Small Construct, Unaligned

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**Armor Class** 15 (Natural Armor)

**Hit Points** 21 (5d6+6)

**Speed** 10ft., Fly 60ft.

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Str	Dex	Con	Int	Wis	Cha
7 (-2)	16 (+3)	10 (-)	4 (-3)	12 (+1)	6 (-2)

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**Damage Resistances** Poison, Psychic

**Condition Immunities** Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned

**Skills** Perception +3

**Senses** Darkvision 60ft., Passive Perception 13

**Saving Throws** Dex +5

**Languages** Understands Aarakokra but cannot speak

**Challenge** 1 (200xp)

**Proficiency Bonus** +2

### Traits

**Flying Senses.** The Clockwork Bird has advantage on Wisdom (Perception) checks that rely on sight or hearing.

**Mechanical Nature.** The Clockwork Bird doesn't need to eat, drink, or breathe, and is immune to any effects that require breathing.

**Nimble.** The Clockwork Bird can take the Dash or Disengage action as a bonus action on each of its turns.

**Pack Tactics.** The Clockwork Bird has advantage on attack rolls against a creature if at least one of its allies is within 5 feet of the creature

### Actions

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

**Sharp Talons.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 3) slashing damage.

**Disorienting Dive. (Recharge 5–6).** The Clockwork Bird dives toward a target within 30 feet and performs an acrobatic maneuver to disorient them. The target must make a DC 13 Dexterity saving throw or become **dazed** until the end of its next turn, unable to take reactions and having disadvantage on the next attack roll it makes before the end of its next turn. On a successful save, the target is unaffected.

A Clockwork Bird is a small mechanical construct designed for reconnaissance or delivering messages. Despite its delicate appearance, it is built with precise gears and mechanisms that allow it to fly with grace and speed. Its metal wings shimmer in the sunlight, and its sharp beak and talons can deliver a quick, sharp strike if threatened.

## 6. Banquet Hall

**3 Harpies** are eating meat cooked from area 7, sitting at a large banquet table. The room is messy, with discarded bones and rotting pieces of meat all over the place. The harpies are not immediately hostile to the players, wanting to enjoy their meal in peace, but if the party starts combat in **area 7**, they will come to the defense of the clockwork soldiers.

### Harpy

Medium Monstrosity, Chaotic Evil

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**Armor Class** 11 (Natural Armor)

**Hit Points** 38 (7d8+7)

**Speed** 20ft., Fly 40ft.

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Str	Dex	Con	Int	Wis	Cha
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (-)	13 (+1)

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**Senses** Passive Perception 10

**Languages** Common

**Challenge** 1 (200xp)

**Proficiency Bonus** +2

### Actions

**Multiattack.** The harpy makes two attacks: one with its claws and one with its club.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

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

**Luring Song.** The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

## 7. Kitchen

The kitchen lies in ruins, with **2 Clockwork Soldiers** still working in it. They are kept by the harpies to make more food, while they supply the soldiers with bird meat to cook with. One of the soldiers has a **Warhammer**, this can be used by Urar in area 11.

## 8. Path East

If area 5 has not been visited first, a group of **3 Clockwork Birds** attack the party, swooping out of the sky to try and hunt them. These are sent from Maelrith to scout out the party,

## 9. Barracks

This room has smooth brass walls, with ladders in each corner climbing all the way to the top. On the walls there are 3 notches, 2 of which pull out to reveal a shelf holding martial weapons, the third revealing **3 Clockwork Bronze Scouts** and one **Clockwork Iron Cobra**, which will activate when revealed, falling to the ground ready to fight. To find any of these notches, a character must make a **DC 12 Investigation or Perception check**.

The door to the North is hidden behind a 4<sup>th</sup> notch, this one sliding to the left to reveal the way to area 11.

## 10. Nothing of Note

## 11. Forge

This is a small forge, used for repairs on clockwork soldiers, it lays mostly barren. The fire of the forge is out

and there are no tools anywhere. Trying to approach the forge the ghost of Urarr manifests.

### Urar

The ghost of an Aarakokran blacksmith sits in the forge, he is trapped and cannot leave. His spirit manifests when the players first arrive in the city, and the last thing he remembers is dying in the attack lead by Maelrith.

He offers the party advice if they can't figure out how to get to the throne room, saying that he used to forge false wings for the gnomes in the city, and that he could do the same for the party

## 12. Nothing of Note

## 13. Gate Controls

A small control room, it holds one lever that controls the bridge spanning area 12 to outside area 14.

Currently the metal bar used to control this switch has been bent out of shape, using another tool such as a crowbar a **DC 20 Athletics Check** can be attempted to wedge that tool into place, with a failure bending that tool into a useless piece of metal. Urar, using the forge in area 11 can fix the bar, doing so will allow him to pass on to the afterlife.

## 14. Throne Room

Stepping inside the dim room, you hear a loud ticking, before a robotic voice rings out "Who dares enter the throne room of Ru'Thael?" The outline of a tall Aarakokra slowly steps into view, the ticking coming from them. As they step into the light they seem off, with metallic lines cutting through the brown feathers on their face, and a long black chord leaving the back of their regal cloak. "Leave now or face my wrath!"

### Maeleth

Maeleth is a cybernetic clockwork Aarakokra. She was the last ruler of the city, taking it over after the coup, and wanted to make her reign eternal. Now she can live forever as a mechanical being, but she is attached to the city, slowly draining it of its power and she is desperate to find a solution.

When the party enters, she firmly asks them if they would please leave and destroy the key they used to get to the city.

If the players refuse, she will attack whoever refused her using her clockwork bird attack. She will do the same if she hears the players speak about wanting to take the city's treasure or insult the city.

## Maeleth, Clockwork Aarakokra

Medium Humanoid, Lawful Evil

**Armor Class** 15 (Natural Armor)

**Hit Points** 140 (20d8+40)

**Speed** 30ft., Fly 60ft.

Str	Dex	Con	Int	Wis	Cha
8 (-1)	12 (+1)	9 (-1)	18 (+4)	14 (+2)	13 (+1)

**Saving Throws** Intelligence +5, Charisma +4

**Skills** Acrobatics +4, Insight +5, Perception +5

**Damage Resistances** Lightning

**Damage Immunities** Poison

**Condition Immunities** Charmed, Paralyzed, Poisoned, Sleep

**Senses** Darkvision 60ft., Passive Perception 15

**Languages** Aarakokra, Common

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

**Proficiency Bonus** +4

## Traits

### Clockwork Rebirth (1/Day).

When Maelrith is reduced to 0 hit points, she immediately reconfigures her body and regains 30 hit points. She can only use this feature once per day.

### Clockwork Precision.

Maelrith attacks with her clockwork-enhanced limbs and weapons score a critical hit on a roll of 19 or 20.

### Power Chord

Maelrith is attached to a 50ft long power cord, going from the small of her back to the back wall of her lair. She cannot move outside of this 50ft area, the chord can be attacked as though it was her, but it does not take up any space.

## Actions

### Multiattack.

Maelrith makes two attacks: one with her Clockwork Talons and one with her Clockwork Claw.

### Clockwork Talons.

*Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

*Hit:* 10 (1d10 + 5) slashing damage.

### Clockwork Claw.

*Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

*Hit:* 14 (2d8 + 5) force damage.

On a hit, the target must succeed on a DC 14

Constitution saving throw or have disadvantage on attack rolls until the end of their next turn.

### Clockwork Wings (Recharge 5–6).

*Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

*Hit:* 12 (2d6 + 5) slashing damage.

Additionally, the target must succeed on a DC 14

Strength saving throw or be knocked prone and pushed 10 feet away.

### Clockwork Birds (Recharge 5–6).

Maelrith can activate a swarm of clockwork birds that attack any creature within 30 feet of her. Each creature within 10 feet of her must make a DC 14 Dexterity saving throw or take 10 (3d6) slashing damage, or half as much on a successful one

**Legendary Resistance (2/Day)** If Maelrith fails a saving throw she can choose to succeed instead

## Legendary Actions

Maelrith can take two legendary actions per round, at the end of any other creatures turn.

**Clockwork Talons.** Maelrith can use their clockwork talons attack if there is a valid target within 5 feet of them

## Defeating Maeleth

Maeleth is the one keeping the city afloat, and if she is defeated in combat, the city's systems will quickly fail. Combat does not end when Maeleth dies, instead at initiative count 1 (losing ties) the city falls 1000ft, until it hits the ground after falling 6000ft. Any player who falls with the city takes 20d6 bludgeoning damage.

## Treasure

10000gp worth of jewels and electronics are kept in various boxes in the back of the room, each player can carry up to 1000gp worth of items.

Alongside the gold, there are 3 magical artifacts kept in Maelrith's private collection:

Breastplate of Balance

Wings of Flying

Ring of Spell Storing

## Wrapping up the Adventure

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Either by talking down Maeleth or defeating her, the party leaves the city with more loot than they left, though if they left peacefully Mick is disappointed. Mick will offer any party members who are interested to join his next expedition when he finds one, saying he has several leads that might go somewhere.

Kurijar has left Wolcen, wanting to find more ancient sites to explore, leaving a note saying that he hopes to meet the party again if they left on good terms and challenging them, saying this time he'll be the one to figure out the secrets of whatever ruins he comes across.