

MYSTERY AT VALBORO OBSERVATORY



1 Introduction

Overview

The *Mystery at Valboro Observatory* one-off adventures is meant to be played with a group of NUMPLAYERS players at level PLAYERLEVEL. The adventure is meant to be completed in one session.

The setting for the story is at the Valboro Observatory, on the island of Valboro. A rare astrological event has caused a time rift to open, which is being amplified by the ancient telescope built directly through the mountain. On the other side of the rift, a mysterious figure known as the *Time Harvester* has been using this event to collect and convert time itself as energy.

Time within the observatory itself is at an almost standstill, and once the players find themselves within it, there is no escape from it. The only escape is to breach the rift and defeat the *Time Harvester*.

Background

The heroes find themselves on the island of Valboro, known for its beautiful weather, wealth and vineyards from which is produced the finest quality wine in the known world. The group has been hired by the Winemakers Guild to investigate mysterious circumstances around the famous Valboro Observatory.

The Valboro Observatory is critically important to Valborian society and to the Winemakers Guild because it provides very sophisticated weekly weather reports which contain essential information useful for the local agriculture and wine-making process. The observatory is centuries old and was originally built by brilliant gnomish engineers and scientists, who still operate it to this day.

The headmaster of the observatory is an older gnome named Frunsmag Karn. The scientists working at the observatory study various meteorological and astronomical sciences to produce finely tuned weekly weather predictions which help local agriculture and vineyards. The gnomes have owned and operated the observatory for centuries and their trade has been passed down for many generations, making it the most sophisticated weather prediction in the known world.

The observatory is located high up in the Boro mountains, about a three days journey north-west of the coastal capital city of Aleytheas. Built right into the side of a large mountain, it is a marvel of modern engineering and architecture. It is a large cylindrical structure with a domed top containing the main telescope.

Quest

For the past month, the Winemakers Guild have grown concerned over the lack of reports or information from the observatory. The Guild sent the Valborian Guard and other mercenaries to investigate but none have returned in weeks. Desperate for this situation to be resolved, the Guild decided to hire off-islander heroes to discover what has transpired at the observatory. The heroes must hurry

as every day that passes by without reports is damaging to local farmers and winemakers. The heroes will be handsomely rewarded with a sum of **10,000 gp** by the Guild for their success.

As the sun sets over the mountains, the adventure begins with the players arriving at the observatory, only to find it eerily abandoned...

2 The Valboro Observatory

Arriving at the observatory, the players stand in front of a long staircase leading to the main entrance to the cylindrical shaped structure. Various broken or abandoned weather measuring devices litter the area around the observatory. The players may choose to investigate the area but there's nothing of value to be found. Since it is built right on the side of the mountain, the terrain around it is extremely treacherous, so there doesn't appear to be any other entrances to the observatory.

The heroes should make their way up the stairs and to the main entrance, which consists of very large and heavy metal doors. The doors are designed to close back up by themselves; once all of the players have passed through the door, they are now trapped in the observatory.

The air in the observatory smells stale and musty, with a faint smell of death and decay. A quiet humming noise from the generator can be heard, causing the lights to buzz and flicker quickly in the dimly lit rooms.

1. Main Entrance and Foyer

Trying to leave through the main doors opens up to a mirrored copy of the inside of the observatory. Going in or out of the doors always results in starting back in the main foyer of the observatory.

The foyer consists

3 Appendix B: Treasures

OIL OF SHARPNESS

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.

RING OF RESISTANCE

The ring of resistance grants the wearer resistance to one damage type specified by the gem type, either chosen by the DM or randomly determined.

d10	Damage Type	Gem
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

4 Appendix C: Monsters

CHILD OF ABRUHAN CULTIST

Medium humanoid elf, any non-good alignment

The *Children of Abruhan* are a cult of fanatic believers in the revival of the Abruhan empire. They are responsible for the abductions around the city of Aleytheas. They are seeking to find the bloodline of the one that will revive Uhanos, god of the Abruhan people.

Armor Class: 13 (leather armor)

Hit Points: 33 (6d8 + 6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills: Deception +4, Persuasion +4, Religion +2

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Elvish, Abruhan Elvish

Challenge: 2 (450 XP)

Dark Devotion: The child of Abruhan has advantage on saving throws against being charmed or frightened.

Spellcasting: The child of Abruhan is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). They have the following cleric spells prepared:

Cantrips: *light* (1 action, touch, 20 ft. bright light around an object), *sacred flame* (1 action, 60 ft., 1d8), *thaumaturgy* (1 action, 30 ft., manifests a minor wonder, a sign of supernatural power, within range)

1st Level (4 slots): *command* (1 action, 60 ft., speak a one-word command to a creature), *inflict wounds* (1 action, touch, 3d10 necrotic damage), *shield of faith* (1 bonus action, 60 ft., +2 AC to the target)

2nd Level (3 slots): *hold person* (1 action, 60 ft., target must succeed on a Wisdom saving throw or be paralyzed for the duration), *spiritual weapon* (1 action, 60 ft., create a floating, spectral weapon that deals 1d8 + 3, can move the sword as a bonus action)

ACTIONS

Multiattack: The fanatic makes two melee attacks.

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



Child of Abruhan Cultist

MUMMY

Medium undead, lawful evil

Raised by dark funerary rituals and still wrapped in the shrouds of death, mummies shamble out from lost temples and tombs to slay any who disturb their rest.

Armor Class: 11 (natural armor)

Hit Points: 58 (9d8 + 18)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws: Wis +2

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities: necrotic, poison

Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: the languages it knew in life

Challenge: 3 (700 XP)

ACTIONS

Multiattack: The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10

(3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare: The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.



Mummy

OGRE ZOMBIE

Large undead, neutral evil

Armor Class: 8
Hit Points: 85 (9d10 + 36)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws: Wis +0
Damage Immunities: poison
Condition Immunities: poisoned
Senses: darkvision 60 ft., passive Perception 8
Languages: understands Common and Giant but can't speak
Challenge: 2 (450 XP)

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

ACTIONS

Morningstar: Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.



Ogre Zombie

SKELETON

Medium undead, neutral evil

Armor Class: 13
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 the languages it knew in life but can't speak
Challenge: 1/4 (50 XP)

ACTIONS

Shortsword: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.
Shortbow: Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.



Skeleton

WIGHT

Medium undead, neutral evil

Wights are intelligent undead humanoids that resemble armed and armored corpses. They never tire in pursuit of their goal of making eternal war against the living.

Armor Class: 14

Hit Points: 45 (6d8 + 18)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills: Perception +3, Stealth +4

Damage Resistances: necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 13

Languages: the languages it knew in life

Challenge: 3 (700 XP)

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

ACTIONS

Multiattack: The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain: Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces

its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longbow: Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Longsword: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.



Wight

WRAITH

Medium undead, neutral evil

Armor Class: 13

Hit Points: 67 (9d8 + 27)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Saving Throws: Wis +0

Damage Resistances: acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities: necrotic, poison

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

Senses: darkvision 60 ft., passive Perception 12

Languages: the languages it knew in life

Challenge: 5 (1800 XP)

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

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

ACTIONS

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

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



Wraith

ZOMBIE

Medium undead, neutral evil

Undead zombies move with a jerky, uneven gait. They are clad in the moldering apparel they wore when put to rest, and carry the stench of decay.

Armor Class: 8

Hit Points: 22 (3d8 + 9)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws: Wis +0

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60 ft., passive Perception 8

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

Challenge: 1/4 (50 XP)

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

ACTIONS

Slam: Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.



Zombie