## Act I: Introduction and Story Hooks

[If this is the first adventure, create a campaign setting using the following prompt:

outline a dnd5e campaign setting and give it a name. it should contains 3 main regions and 5 secondary regions, 1 main villain and 2 non-player characters that the players may encounter during their adventures. as adventures are created for this campaign setting, the adventures will be connected as the story emerges. Please make all names original. Also describe a town that can be used by the players as a home base.

set in the campaign setting of eldarion, outline a new three act adventure, giving the players a home base, beginning the adventure with an introduction, table of contents, story hooks. The adventure should be appropriate for level 4-6 characters. When you are describing the adventure for the players, do not reveal events that will happen later in the adventure. For the story hooks, feel free to connect this adventure to any other adventures that have taken place in the campaign setting. Avoid using dnd5e terminology like "the players" or "NPC" when describing details for the players. Please give the adventure a name. at the end of the outline will be an appendix with all of the monsters mentioned in the adventure and another appendix with all of the npcs mentioned in the adventure. Until specified, all requests i make are about this adventure]

Adventure Name: "The Curse of the Black Tower"

Introduction: The players are residing in Silverfall, where rumors have been circulating about a cursed tower deep in the Shadowlands. The tower is said to be inhabited by a powerful evil entity that has been causing terror and destruction in the surrounding areas. The players are approached by a group of adventurers who are seeking their help to stop the evil and lift the curse from the tower.

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   * Providing a warm-up encounter with a group of bandits
   * Offering information about the cursed tower

Act II: The Curse of the Black Tower

1. The Path Through the Shadowlands
   * Describing the journey through the dark forest
   * Presenting challenges and obstacles along the way
   * Encountering new creatures and solving puzzles
2. The Black Tower
   * Describing the cursed tower and its surroundings
   * Presenting the challenges and obstacles in the tower
   * Building tension as the players face the evil entity

Act III: Lifting the Curse

1. The Final Confrontation
   * Describing the final battle against the evil entity
   * Presenting the final challenges and obstacles
   * Building tension as the players face the ultimate challenge
2. The Aftermath
   * Describing the aftermath of the battle
   * Offering rewards for the players
   * Concluding the adventure and leaving room for future adventures.

Appendix I: Monsters

* Bandits
* Shadow Fiends
* Skeletal Warriors
* Necromancer

Appendix II: Non-Player Characters

* Captain Aric
* Lady Elara
* The Necromancer King (mentioned in previous adventures)

## Act II: The Village of Oakdale

The village around the castle is a bustling place, full of merchants and travelers from all over the kingdom. The players will be able to buy food, weapons and other supplies at the market, blacksmith’s and inn. If the group explores the village, they will come across a number of interesting locations and encounters:

**Elven Refugees**: As the group enters Oakdale, they are greeted by the sight of a group of elven refugees huddled in the town square. Many of them are injured and sick, and all of them look exhausted and frightened. The player characters are approached by the leader of the refugees, a grave and serious elf named Elara. She explains that their village was struck by a strange and deadly plague, and many of her people have already died. The remaining survivors fled into the wilderness, hoping to find help and sanctuary in Oakdale. Elara pleads with the player characters to help find a cure for the plague and save her people. If they agree, Elara will provide them with any information and assistance they need, and will be forever grateful for their help.

**The Temple of the Sun**: Located on the outskirts of the village, the Temple of the Sun is a beautiful, ancient structure dedicated to the worship of the sun god. As you approach the temple, you can see a group of worshippers gathered in the courtyard, singing hymns and offering prayers to the sun. If players mention the words found hidden in the first tapestry, the priests at the temple will tell them about an ancient legend that speaks of a powerful magical artifact. They suggest you seek out other temples for more information.

**The village market**: This is a bustling area where local farmers and merchants sell their goods. You can find a variety of fresh produce, handmade crafts, and other items here.

**The blacksmith’s forge**: This is a busy place where the village's blacksmith, Griz Thompson, crafts weapons and armor for the villagers and travelers. His work is of the highest quality, and he is always happy to talk about his craft.

**The Inn**: Located in the heart of the village, the Inn is a lively place where travelers from all over the kingdom come to rest and drink. As you enter the inn, you are greeted by the innkeeper, a friendly man with a hearty laugh. He invites you to sit down and enjoy a drink by the fireplace. If players mention the words hidden in the second tapestry, and deal with the wild boars below, the innkeeper will tell about a group of adventurers who set out to find the mountain lair a few months ago. He warns you that the journey is dangerous, but he believes that if anyone can find the artifact, it's you.

**The Library**: Located in a quiet corner of the village, the Library is a peaceful place where scholars and students come to study and learn. As you enter the library, you are greeted by the librarian, a serious-looking woman with a love of books. She invites you to browse the shelves and borrow any books that catch your interest. If you mention the words found hidden in the third tapestry, the librarian will tell about an old map that shows the location of the mountain lair, and then give the group the map.

**Encounters in Oakdale (1d6):**

A group of goblins (see next section) terrorizing the village, stealing food and causing mischief. The player characters are asked to help drive them off.

A group of farmers have been having problems with a group of four wild boars raiding their crops. The players are asked to help deal with the problem.

A traveling merchant has been robbed on the road, and is seeking help recovering his stolen goods. The thieves are a group of three goblins who have set up camp in a nearby cave.

**Wild Boars**

Medium beast, unaligned   
Armor Class: 11   
Hit Points: 11 (2d8 + 2)   
Speed: 40 ft.  
Senses: Passive Perception 9   
Challenge Rating: 1/4 (50 XP)

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

## Act III: The Wilds

[describe act 2 of the adventure as a wilderness encounter table using 2d6]

The group sets out into the northern hills to search for the entrance to Zara's mountain lair. As they journey on, the trees grow taller and the air grows cooler. The group knows they are drawing close to the hidden city – but they will still need to find it.

They encounter a variety of creatures and challenges as they journey through the mountainous wilderness. These encounters are determined by rolling on the following wandering monster table each day:

**Wandering Monster Table:**   
(Roll 2d6 and add 1 for each day of travel)

1-3: Ambush by Zara's minions (2d4) - The group is ambushed by a group of goblins travelling through the wilderness. The minions are determined to stop the group from reaching the underground lair.

4-6: Wild beasts (1d4+1) - The group encounters a pack of wolves while they are travelling through the wilderness. The hungry wolves are territoria and will attack the group if provoked.

7-9: Treacherous weather - The group must navigate through a storm or a blizzard while they are travelling through the wilderness. The weather is dangerous and can cause injuries or delays.

10-11: Elven refugees - The group comes across a group of elven refugees pursued by Zara's minions, who tell the group that they are fleeing from a dark force attacking their forest home. They believe the tapestry may hold the key to stopping the dark force and ask the group for help. The group must decide whether to help the elves or continue on their quest. The elves know the location of the hidden city.

12: The hidden city - The group stumbles upon the hidden city high in the mountains, which hides the entrance to Zara’s mountain lair. They must climb up and prepare to venture inside and continue their quest to retrieve the tapestry.

**Goblin Minions**

Small humanoid (goblinoid), chaotic evil  
Armor Class: 14 (leather armor, shield)  
Hit Points: 7 (2d6)  
Speed: 30 ft.  
Senses: Darkvision 60 ft., passive Perception 9  
Skills: Stealth +6  
Languages: Goblin, Common  
Challenge: 1/4 (50 XP)

Attacks: scimitar (1d6+2) or shortbow (1d6+2)

**Winter Wolf**

Medium beast, neutral  
Armor Class: 12  
Hit Points: 11 (2d8+2)  
Speed: 40 ft.  
Senses: passive Perception 13  
Skills: Perception +3, Stealth +4  
Languages: understands Common but doesn't speak  
Challenge: 1/4 (50 XP)

Attacks: bite (1d6+1)

**Elven Refugee**

Medium humanoid (elf), lawful good  
Armor Class: 12 (leather armor)  
Hit Points: 7 (2d8-2)  
Speed: 30 ft.  
Senses: Darkvision 60 ft., passive Perception 14  
Skills: Perception +4, Stealth +4  
Languages: Common, Elven  
Challenge: 1/8 (25 XP)

Attacks: longsword (1d8+2) or longbow +4 (1d8+2)

**Storm**

Make a DC 10 Dexterity saving throw to avoid lightning sor falling debris. On a failed save, take 2d6 lightning damage or 1d6 bludgeoning damage.

**Blizzard**

Make a DC 10 Constitution saving throw to avoid hypothermia. On a failed saved, take 1d6 cold damage, with speed reduced by 10 feet until the next day.

## Act IV: The Hidden City of Arcanum

As you make your way up the steep, winding path, you can feel the thin, cold air biting at your face. The path is narrow and treacherous, and you have to watch your step to avoid slipping on the loose rocks. After what feels like hours of climbing, you finally see the city walls rising up ahead of you. The walls are made of rough, crumbling stone, and you see a gate in the distance, guarded by a group of soldiers.

You enter the city and find yourself in a narrow, winding street. The buildings on either side of you are low and cramped, made of rough stone and wood. They are adorned with simple carvings and decorations, and you can see the faint glow of lanterns through the windows.

The city is bustling, with a crowded marketplace where you can find all manner of goods and services. You also see a temple, where you can receive healing or spiritual guidance. As you wander the streets, you start to wonder what secrets this city holds, and if you are truly welcome here.

At the heart of the city lies the central square, a cobblestone plaza surrounded by a number of important buildings. The **Temple of the Seasons** is a grand, white marble structure dedicated to the four elements. It is a place of contemplation and meditation, and the priests and priestesses who reside there are revered by the villagers.

If the group has brought the Elven Refugees, they will seek shelter in the temple, and the healers there might offer information or assistance in exchange for the groups help. They know how to get to the **Temple of Blight**.

Within the ancient ruins of the **Temple of Blight**, the players will find the entrance to Zara's underground lair. It is guarded by two minotaurs, powerful beasts imbued with magical energy. The players may notice the minotaurs coming and going, or they may learn of the ruined temple of the old ways from the elven refugees or at the Temple of the Seasons. Otherwise, the ruins will be hard to find, as they lie outside the walls of the hidden city. culminating in a final showdown with Zara and her minions.

## Act V: Zara's Underground Lair

The party may encounter additional minotaurs or goblins in the underground lair.

**1. The entrance** to Zara's underground lair is guarded by two minotaurs. These formidable foes stand at over 7 feet tall, with powerful muscles and horns that curve around their heads, with leather armor and large, heavy maces. The minotaurs guard a hidden door leading to the underground lair.

**2. The storage area** for food and supplies, barrels of salted meat and sacks of grain stacked.

**3. The dormitory** for Zara's minions. There are several cots and a few chests with basic supplies.

**4.** **The armory** is a vast, dimly lit room filled with rows upon rows of weapons and armor. The air is heavy with the scent of rust and metal, and the floor is slick with water. In the center of the room stands a tall pedestal, upon which rests a blackened, ancient sword. As the party approaches the pedestal, they are confronted by a wight, an undead creature with pale skin stretched tightly over its bones. The wight's eyes burn with a cold, malevolent light.

**5. The laboratory** is a large room filled with strange apparatus and bubbling beakers. The walls and shelves are stacked with strange ingredients and potions. In the center stands a large stone table.

As the group enters the room, they are confronted by a mad sorceress, her eyes wild with obsession. She brandishes a pair of fiery tongs, using them to stir a bubbling cauldron of glowing green liquid. "You shouldn't be here!" she snarls. "This is my workshop, and I won't let you interfere with my experiments!"

To peacefully reason with Zara, the group must succeed on a DC 15 Charisma (Persuasion) check. Otherwise, Zara unleashes a trap, releasing a cloud of noxious gas, filling the room and causing all creatures within to make a DC 12 Constitution saving throw or take 2d6 poison damage.

The room contains a number of valuable items, including a potion of healing, a potion of greater healing, and a scroll containing the formula for a powerful acid, a small chest containing 250 GP. The Starweave is hanging on one wall.

**Minotaur**

Large humanoid, chaotic evil  
Armor Class: 16  
Hit Points: 60 (8d6)  
Speed: 30 ft.  
Challenge 3 (700 XP)

Melee Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Gore Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

**Wight**

Medium undead, chaotic evil  
Armor Class: 14  
Hit Points: 45 (6d8 + 18)  
Speed: 30 ft.  
Challenge: 3 (700 XP)

+5 to hit with a longsword, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Life Drain: When the wight hits a creature with its longsword attack, it can choose to drain some of the life force from the creature. If the creature is reduced to 0 hit points as a result of this attack, it rises as a wight under the control of the wight that attacked it.

Undead Fortitude: If the wight is reduced to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the amount of damage taken. On a success, the wight drops to 1 hit point instead.

**Zara, The Sorceress**

5th level character with the following stats:

HP: 45, AC: 13  
STR: 10 (+0), DEX: 14 (+2), CON: 12 (+1)  
INT: 16 (+3), WIS: 14 (+2), CHA: 14 (+2)

She has proficiency in the Arcana, Deception, and Intimidation skills, and is proficient with daggers and quarterstaffs. Zara is also a skilled spellcaster, able to cast a variety of spells including fireball, hold person, and dispel magic.

The hidden city of Arcanum is nestled in the heart of the mountains, surrounded by towering peaks and ancient forests. It is a place of mystery and magic, where ancient secrets and powerful artifacts lay hidden away from the outside world.

The entrance to the city is well-hidden, accessible only through a narrow pass that winds its way through the mountains. The pass is guarded by a small group of elven rangers, who keep watch over the city and its secrets.

Once inside the city, the group finds themselves in a bustling marketplace, filled with stalls and vendors selling all manner of goods. In the center of the market stands a large fountain, its crystal-clear waters flowing with a magical energy that seems to shimmer and dance in the sunlight. Rumors speak of the fountain being a source of rejuvenation and eternal youth, drawing travelers from far and wide to seek its blessings.

As they explore the city, the group comes across a number of other locations, each with its own secrets and mysteries. There is a temple dedicated to the goddess of magic, where powerful spells and ancient tomes can be found. There is also a grand library, filled with knowledge and wisdom from ages past.

But it is in the ancient ruins of the city that the group finally finds the entrance to Zara's underground lair. The entrance is hidden behind a secret door, disguised as a wall of stone. The door is locked and guarded by a powerful magical barrier, but with the help of the group's skills and abilities, they are able to overcome the barrier and enter the lair.

What dangers and secrets lie within the underground lair, waiting for the group to discover? Only time will tell.

Top of Form

Mary Smith, the archer

In our world, Mary Smith was an ordinary young woman with a passion for archery. She spent her days practicing at the local archery range, always striving to improve her skills and aim. She was a kind and compassionate person, with fiercely determined to do what was right, no matter the cost.

However, when Mary was transported to the other world, she found herself imbued with incredible powers and abilities. She was able to draw on her knowledge of archery to become an expert shot with a bow, and her natural strength and agility made her a formidable fighter. Mary took on the mantle of "The Archer of the Threads," and became a key member of the group as they quested to save the world from darkness and danger. Despite the challenges and dangers she faced, Mary remained true to her heart, always ready to lend a helping hand and fight for what was right.

Mary Smith is a skilled warrior, trained in the art of swordplay and archery. Her stats are as follows:

Strength: 16 (+3)

Dexterity: 14 (+2)

Constitution: 14 (+2)

Intelligence: 10 (+0)

Wisdom: 12 (+1)

Charisma: 8 (-1)

As Mary advances in levels, she will gain new abilities and powers that will help her on her journey. At second level, she will gain the ability to attack twice in one turn, allowing her to take down her enemies with greater speed and efficiency. At third level, she will gain the ability to add her proficiency bonus to her damage rolls, increasing the power of her attacks. At fourth level, she will gain the ability to take an extra action on her turn, giving her even more opportunities to defeat her foes. As Mary continues to advance in levels, she will gain new abilities and powers that will help her become an even greater hero.

Sue Kim

Sue Kim is a level 1 human ranger with a strength of 14, a dexterity of 16, a constitution of 12, an intelligence of 10, a wisdom of 14, and a charisma of 12. She wields a longbow and is skilled in the use of medium armor and stealth. Sue is agile and perceptive, and she is always on the lookout for danger.

As Sue advances in levels, she will gain specific abilities as part of her destiny. At level 2, she gains the Ranger's Companion ability, which allows her to call forth a loyal animal companion to aid her in combat. At level 3, she gains the Primeval Awareness ability, which allows her to detect the presence of magical beasts and other hidden creatures. At level 4, she gains the Swift Quiver ability, which allows her to quickly nock and fire multiple arrows in a single round. As she continues to advance in levels, she will gain other abilities that will help her to overcome challenges and fulfill her destiny.

Sue is a key member of the group, using her stealth and ranged attacks to pick off enemies from a distance. She is always on the lookout for danger, and she is quick to react to any threats that may arise. She is fiercely loyal to her companions, and she will do whatever it takes to protect them and help them achieve their goals.

Shadow (wolf)

As you enter the castle's great hall, your eyes are immediately drawn to the tapestries that hang on the walls. The first tapestry depicts a peaceful river scene, with a small boat sailing along the water and a lush, verdant forest in the background. The second tapestry depicts a sunny, golden meadow scene, with trees in full leaf and a bright sun shining overhead. The third tapestry depicts an autumnal forest scene, with leaves turning golden and red and a full moon rising above the treetops. The fourth tapestry depicts a snowy, frosty forest scene, with trees blanketed in snow and icicles hanging from the branches.

**The Tapestries**

**Tapestry 1**: The first tapestry depicts a forest scene with a river running through it. The trees are tall and just starting to bud, and the water is crystal clear. There is a small boat on the river, with a figure rowing it towards the right side of the tapestry. The clue hidden within this tapestry is the name on the boat, “Starweave”. It is barely visible.

**Tapestry 2**: The second tapestry shows a mountain range with snow-capped peaks and a winding path leading up to the top of the highest mountain. There is a small figure on the path, climbing upwards. The clue hidden within this tapestry is a small, intricately-carved wooden figurine hidden among the rocks on the path. It is a representation of the mountain lair, with markings indicating its location.

**Tapestry 3**: The third tapestry depicts a dark, misty forest with tall, gnarled trees and a winding path leading through it. There is a small figure on the path, holding a lantern and looking back over their shoulder as if they are being followed. The clue hidden within this tapestry is a small, intricately-carved wooden lantern hidden among the roots of a tree. It is a map of the forest, with markings indicating the location of the mountain lair.

**Tapestry 4**: The fourth tapestry shows a city scene with tall buildings and a bustling marketplace. There is a small figure standing in the center of the marketplace, surrounded by stalls. The clue hidden within this tapestry is a small, intricately-carved wooden stall hidden among the stalls in the marketplace. It is a map of the city, with markings indicating the location of the mountain lair.

As the night wears on, the group retires to their chambers to rest and prepare for their journey. They know that the next day will be filled with dangers and challenges, but they are ready to face them head on.

Stats:

* Strength: 12
* Dexterity: 16
* Constitution: 14
* Intelligence: 6
* Wisdom: 12
* Charisma: 8

Skills: Perception +4, Stealth +6

Senses: passive Perception 14

Languages: understands Common and Sylvan, but cannot speak

Challenge: 1/4 (50 XP)

Actions: bite +4 (1d6 + 2 piercing damage)

1: A group of goblins terrorizing the village, stealing food and causing mischief. The player characters are asked to help drive them off.

2: A young woman seeking help finding her missing sister. It turns out the sister has been kidnapped by a group of bandits, and the player characters are asked to rescue her.

3: A group of farmers who have been having problems with a group of wild boars raiding their crops. The player characters are asked to help deal with the problem.

4: A traveling merchant has been robbed on the road, and is seeking help recovering his stolen goods. The thieves are a group of kobolds who have set up camp in a nearby cave.