

SRD 5.2.1 • FANTASY

THE TOWER OF THE ELEPHANT

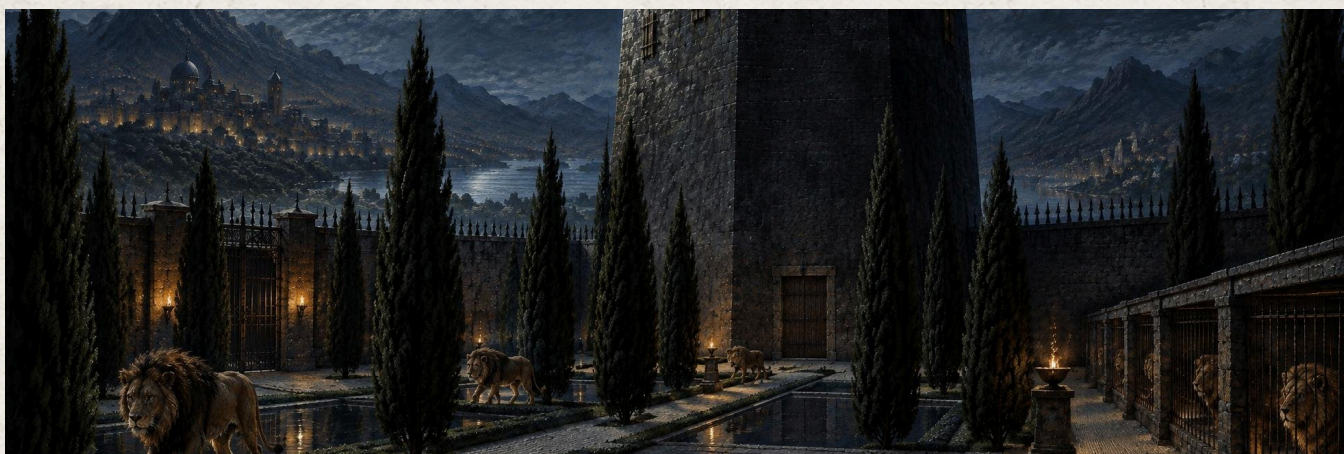


A Heist Among Gods and Thieves

THE TOWER OF THE ELEPHANT

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BEFORE THE CLIMB: PREPARING THE HEIST

ABOUT THIS ADVENTURE

The Tower of the Elephant is a heist adventure for four characters of 3rd level, built on the recognizable skeleton of Robert E. Howard's story of the same name: the thieves' city of Arenjun, the jeweled tower of the priest-sorcerer Yara, the captive elder being once called Yag-kosha, the gem known as the Heart of the Elephant, and the rival thief Taurus of Nemedra. Where Howard's tale unfolds as a fixed narrated exploit, this edition turns it into three connected playable stretches that the party can approach, delay, negotiate or abandon: infiltrating a guarded garden, climbing a dangerous tower, and confronting a captive whose fate the players decide.

This is fundamentally an infiltration and dungeon-style expedition wrapped around a moral choice. The characters are not soldiers storming a fortress; they are thieves, hired blades, scholars and seekers who have each heard enough of the tower's rumor to risk the attempt. Combat is present and can be lethal, but stealth, negotiation, observation and clever use of what the party learns matter as much as steel. The adventure is scaled for a single extended session or two of play, and does not require or expect character advancement to complete.

WHAT REALLY HAPPENED: YARA, YOGAH, AND THE HEART

Decades ago, the man now known as Yara was an ambitious student of forbidden power in Zamora. His ambition led him to a being unlike anything native to this world: an elder creature of a fallen, benevolent race, who had descended from the sky and settled quietly among mortals. Yara called him Yogah, though the being's true name was Yag-kosha. Rather than seek his wisdom honestly, Yara trapped him, mutilated him, and tore from his body a crystalline organ - the Heart of the Elephant - which channels Yogah's residual power. Yara built his tower around this captivity, using the Heart as both a source of magic and a scrying and communication focus, and has kept Yogah imprisoned at the summit ever since, feeding on him slowly rather than destroying him outright. The Heart is not merely a fabulous jewel. It is part of a living being's own body, still bound to him, still faintly aware. This is the truth that Yara has concealed from Arenjun's underworld, where the gem circulates only as legend: a treasure of impossible worth, without explanation of why it glows, why it seems to watch, or why Yara's power has grown so quietly formidable since he built his tower. Sarel Vashti's fragmentary research and Orin Pellow's disputed liturgy both brush against this truth without confirming it; neither

pregenerated character enters play already knowing Yogah's name or condition.

If nothing intervenes, this arrangement simply continues: Yara maintains his captive, draws on the Heart at his leisure, and grows more entrenched and more dangerous over time, while Yogah's suffering continues unresolved. Nothing forces the party to act, but nothing about the situation improves on its own.



THE HEART OF THE ELEPHANT

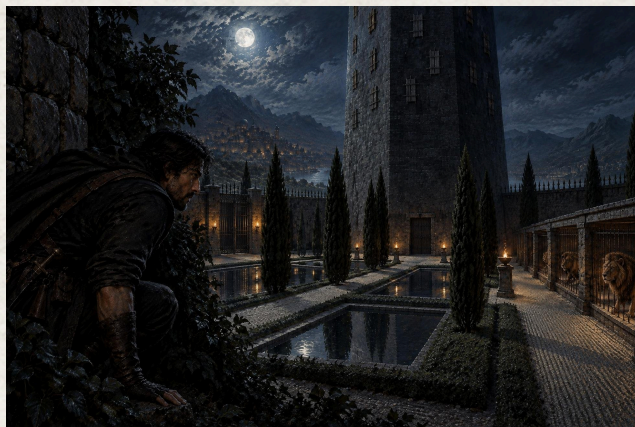
In the present, Yara is neither idle nor careless. He maintains the walled garden around his tower as a working defense, not decoration: trained lions patrol its grounds, and within the tower's lower interior he has bound a conjured giant spider to the stair specifically to discourage anyone who gets past the garden. These are his real, deliberate defenses, established because earlier attempts on the tower - including, evidently, disappearances Taurus has heard about - have already occurred. Yara is alert to intrusion in a limited way: through Heart Sense, he knows if the Heart is moved or



THE EXTRACTION OF THE HEART

touched, and on which floor, but not who is responsible or what they intend. He is dangerous in direct confrontation but not omniscient, and his priority is always protecting his hold on Yogah and the Heart rather than picking unnecessary fights.

Taurus of Nemedra, a renowned thief, has independently cased this same tower for this same prize. He has watched the lions' patrol rhythm and identified likely climbing routes, but knows nothing certain about the spider, Yogah, or the jewel's true nature. His fate is not fixed by this book: depending entirely on how the party treats him, he may become a cautious ally who shares what he has observed, a wary rival who competes for the same opening, or a casualty of the tower's dangers. Nothing in this adventure requires his death or his survival; the Director should adjudicate his choices and risks like any other character reacting to unfolding events.



THE WALLED GARDEN BY NIGHT THE SHAPE OF THE HEIST

The adventure unfolds across three connected stretches that follow the tower from the ground up. *The Garden Wall of Arenjun* is the approachable entry point: the party must cross Yara's walled garden past its trained lions, using stealth, distraction, negotiation, or brute climbing, and may cross paths with Taurus doing the same. How loudly or cleanly the party manages this crossing - whether they draw attention, spend resources, gain an ally, or leave evidence of their passage - carries directly into what awaits them inside. *Ascending the Tower* delivers the interior climb, including the bound guardian spider on the lower stair. This encounter is dangerous but genuinely avoidable: a party that noticed



the spider's tells in the garden stretch, or that approaches carefully, may bypass, trap, or disable it rather than fight it outright. Whatever resources, allies, and information the party carries out of the garden - including Taurus's fate, if he is present - shape how difficult this ascent proves. Clues encountered along the way begin to hint at Yogah's true nature and Yara's ritual, without yet resolving them.

The Captive of the Summit is the climax: the party finally meets Yogah, who can explain his history and the Heart's true nature directly, and offers a genuine choice about what to do - take the Heart and leave him to a natural end, grant him a swift mercy that triggers his dying curse against Yara and the tower, or attempt some other resolution the players devise. Yara's return and confrontation here is conditional, not scripted: how and when he appears, and whether the party fights, flees, negotiates, or turns Yogah's power against him, all depend on what has already happened. No single ending is guaranteed; the tower's fate, Yara's fate, Taurus's fate if he survived, and the jewel's ultimate disposition are all determined at the table.

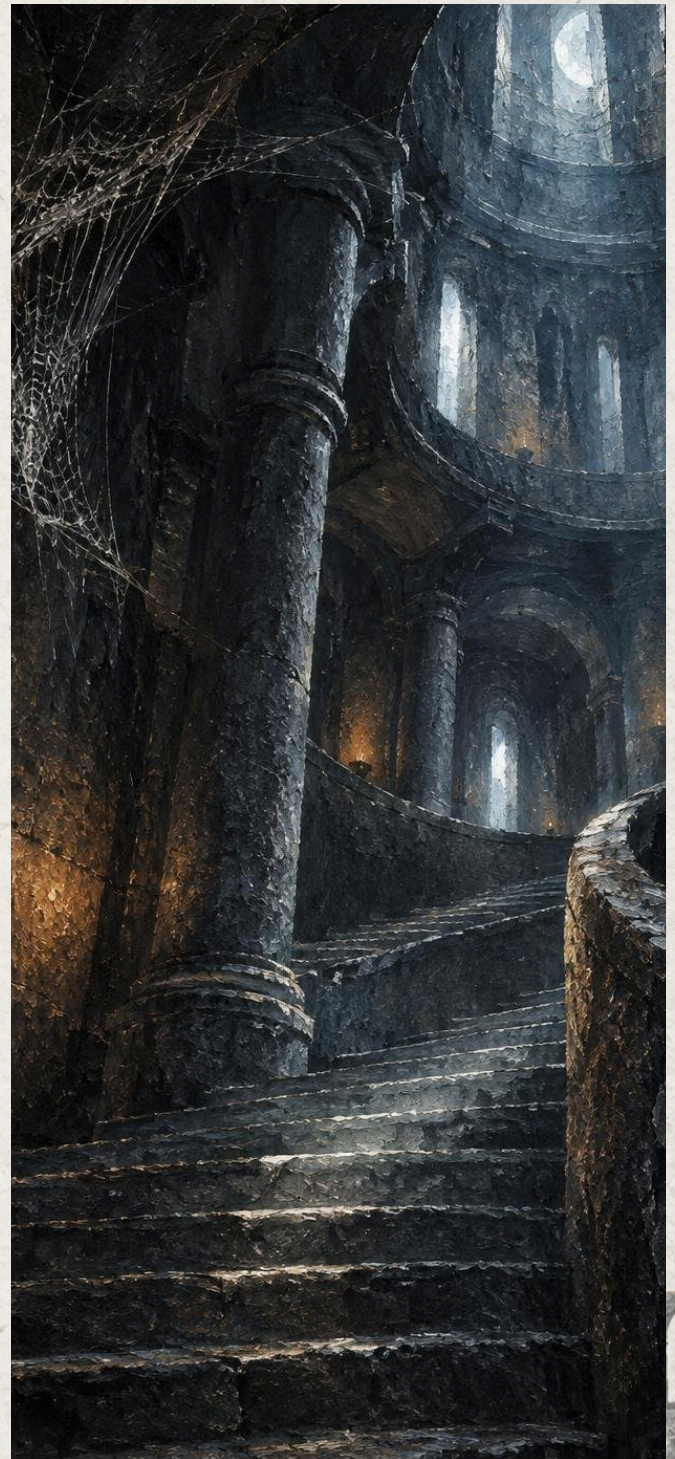


WEBBING ON THE LOWER STAIR

WHY THIS CREW, AND WHAT THEY KNOW

The four adventurers converge on Yara's tower for distinct but compatible reasons, which the Director can use to open play without dictating how the party actually behaves. **Ilsa Marrow**, a rogue of Arenjun's thieves' quarter, first heard

reliable rumor of the Heart's value and quietly assembled this crew before Taurus could act alone; she knows the tower is guarded by lions and worse, and that a legendary rival is already circling, but nothing of Yogah or the jewel's true nature. **Bran Kesh**, a mercenary fighter, was hired as muscle by a fence who wants the gem produced intact and has warned him the tower has killed better thieves than this crew; he knows the practical dangers by secondhand account, not Yara's sorcery. **Sarel Vashti**, an evocation-focused wizard, has read fragmentary accounts of an elder race fallen from the sky and suspects the jewel is no ordinary treasure, though she cannot yet confirm Yogah's name or condition. **Orin Pellow**, a disillusioned cleric of a disbanded order, carries copied liturgy naming





THE GARDEN WALL OF ARENJUN

Into the Thieves' Quarter

The party's business begins in the crowded, lamp-smoked warren of Arenjun's underworld district, where Ilsa Marrow's careful recruiting has finally brought together a workable crew. Whatever brought each of them here — Ilsa's certainty that the Heart of the Elephant is worth a fortune, Bran Kesh's contracted obligation to a fence who wants it produced intact, Sarel Vashti's scholarly suspicion that the jewel is not what it seems, or Orin Pellow's guilty conviction that something owed mercy waits inside — all four now stand at the edge of the same problem: Yara's walled garden, and the black tower rising beyond it.

Night has fallen, as it must for any approach that hopes to avoid the notice of the city watch or Yara's own eyes. The Director can open play with the crew gathered at a safehouse, tavern back room, or rooftop vantage, going over what little is reliably known: the tower belongs to a sorcerer-priest who keeps to himself, its garden is guarded by trained lions, and at least one other player is already circling the prize. None of the four yet knows that a captive being, not a lifeless gem, is the tower's true secret. This chapter assumes the crew is ready to move; if they want to gather more rumor first, a scene or two of asking around the quarter can surface the same practical facts — lions, a guarded gate, disappearances — without revealing anything supernatural, since no one in Arenjun's underworld actually knows the truth.

Thieves' Quarter Approach

The street that runs up to the base of Yara's outer wall is narrow and close-packed, a tangle of leaning tenements, shuttered stalls, and alley mouths that never quite go dark even at this hour. Cookfires and low voices drift from open windows above; somewhere a dog barks twice and stops. This is home ground for a crew like Ilsa's, and it offers real advantages to anyone willing to use them: rooftops connect for several buildings in either direction, giving a climber a route above street level, and the alley mouths nearest the wall offer cover for watching the patrol along its top without standing exposed in the open street.

A character who spends a few quiet minutes here — a **Wisdom (Perception)** check, DC 12 — can work out the rough rhythm of movement atop the wall: how often a guard's silhouette crosses the watch-step, and where the gaps in that attention fall. Success grants advantage on the first Stealth check made to approach the wall itself; failure costs time but no worse, unless the party is already drawing unwanted notice from some other complication the Director has introduced. There is no door or barrier here of its own — the wall ahead is the true boundary, and everything the party learns in this street is preparation for crossing it.

Garden Outer Wall and Gate

Yara's garden is ringed by a high wall of smoothly fitted stone, crowned with a row of old iron spikes that catch what little moonlight reaches this street. A single gate breaks the perimeter, iron-bound and barred from within; it is watched,

though not lavishly — Yara relies more on his lions and on the wall's height than on a standing guard force, and the sentry posted here tends toward boredom rather than vigilance. A narrow watch-step runs along the inside of the wall near the gate, reachable by climbing, from which a patient intruder could observe the garden beyond before committing to a route.

Getting past this boundary is the party's first real decision, and several approaches are viable. Talking or bluffing past the gate guard is possible with a convincing story and a **Charisma (Deception or Persuasion)** check against the guard's passive Insight (typically 11), though a failed attempt risks an alarm being raised or a bribe demand that costs coin and time. Climbing the wall elsewhere is a sheer twenty-foot ascent, requiring a **Strength (Athletics)** check, DC 13, without climbing gear, or DC 10 with a rope and grappling hook properly set — a failure by 5 or more means a fall and noise loud enough to be heard by nearby lions. A character with a climbing speed, such as Ilsa's Second-Story Work, ascends without a check under ordinary conditions. However the wall is crossed, whoever goes first should expect the iron spikes along the top to demand care: a rushed climber risks a minor but painful injury (1d4 slashing damage) if they fail their check by 5 or more while cresting the spikes.

The Lions of the Garden

Once past the wall, the party's chief obstacle is not Yara himself but his lions — a small pride trained from cubs to patrol the garden grounds at night and to treat any intruder as prey rather than an object of curiosity. Use the ordinary statistics for a **lion** from the SRD bestiary; two or three animals is an appropriate pride for this garden, more than the party should want to fight directly at 3rd level, but far from unbeatable with preparation.

The lions do not hunt as a mindless obstacle course. They range the garden in a loose patrol, drawn by movement, scent, and noise, and a party that understands this can work with or around that behavior rather than simply avoiding a random encounter roll. **Stealth** is the most straightforward approach: staying to the treeline and reflecting pools rather than the open graveled walkways, moving slowly, and minimizing noise. A group **Dexterity (Stealth)** check against the lions' passive Perception (13) covers a careful crossing; anyone who fails is noticed and stalked, though not necessarily attacked immediately if the party freezes or offers no further provocation.

Distraction works especially well against animals rather than a alarmed guard: tossed meat, a thrown object to draw attention elsewhere, or a spell like Minor Illusion used to fake movement in the wrong direction can buy a clean corridor across open ground. **Negotiation** is unconventional but not impossible for a character with real skill at animal handling — a **Wisdom (Animal Handling)** check, DC 15, calms a lion that has already noticed the party rather than committed to a charge, though it does nothing for a pride



THE SPIKED WALL AND THE WATCHED GATE



THE GARDEN AND TOWER OF YARA

already in full pursuit. **Climbing** past the pens entirely, along the wall's northern stretch toward the tower's exterior face, avoids the lions altogether at the cost of a harder ascent and no easy retreat back through the garden if things go wrong above.

A badly failed crossing — a lion alerted and closing, or a fight that breaks out in the open garden — is dangerous but rarely fatal to a prepared party; three lions in the open is a genuinely severe fight for four 3rd-level characters, and the Director should let the party retreat over the wall, use terrain and choke points among the pens, or offer meat or fire to buy space, rather than treating every noisy mistake as an automatic wipe. What a bad crossing certainly does is cost time, resources, and quiet — consequences that follow the party up into the tower.

The Walled Garden and Lion Pens

Inside the wall, Yara's garden spreads out in careful, deliberate darkness: rows of black-leaved trees, still reflecting pools that catch starlight without a ripple, and gravel paths raked smooth enough to betray any careless footstep. By day it might pass for an ordinary rich man's pleasure garden; at night, with the lions ranging free among the open-air pens along its southern edge, it feels more like a cage turned inside out, built to keep intruders penned as much as animals. The graveled walkways run from the gate directly toward the tower's base, offering the fastest route across but the least cover — open ground under a clear sky, exposed to anything watching from the wall, the pens, or the tower itself. The treeline and pools to either side of the main path offer slower but far more concealed alternatives, at the cost of picking a way through root and stone in poor light. However the party

crosses, the tower's black bulk grows steadily larger ahead of them, its single ground-level door visible from most of the garden, and its sheer exterior face rising beyond that as an unmistakable second option for anyone who would rather climb than knock.

A Rival in the Dark

At some point during the crossing — while watching the wall from the quarter, while threading the treeline, or crouched in a pool's shadow waiting for a lion to pass — the party may notice they are not alone. A successful **Wisdom (Perception) check**, DC 14, or simple bad luck on the intruder's part, reveals a lone figure moving through the garden with the same careful purpose: **Taurus of Nemedia**, a renowned thief who has been casing this same tower independently, drawn by the same rumor of the Heart of the Elephant.

Taurus is not looking for a fight over the prize, at least not yet. If the party's approach seems competent rather than clumsy, he is more likely to size them up, propose a wary division of risk, or simply try to slip past them toward his own route than to attack outright; his tactics favor concealment and repositioning over open confrontation, and he does not commit to violence merely because someone else wants the same jewel. He has watched the lions' patrol rhythm and identified likely handholds on the tower's exterior, knowledge that is genuinely useful — but he shares it only if he judges the party trustworthy or if a fair trade is on the table, since giving away his advantage for nothing serves him poorly.

How this meeting goes is entirely up to the table's choices, not a scripted beat. If the party is stealthy, respectful, and willing to bargain, Taurus can become a genuinely useful



LIONS AMONG THE CYPRESS ROWS

temporary ally: an extra set of skilled hands past the lions, someone who already knows a clean climbing route to the tower's upper openings, bypassing the ground floor and its guardian entirely. If the party is hostile, careless, or tries to strong-arm him, he withdraws, competes for the same opening, or simply vanishes into the dark to try his luck elsewhere — and may resurface later in the tower, for better or worse, depending on how his own attempt goes. Nothing requires his presence in the garden at all if the Director judges the scene unnecessary this session, and nothing in this encounter determines his ultimate fate; that is decided later, by what actually happens on the stair and at the summit.



A SHAPE AMONG THE TREES

What the Tower Already Tells Them

Long before the party reaches the tower's base, it offers signs that this is no ordinary treasure vault. The ground near the single iron-bound door is scored with old, dark stains that no amount of weather has fully erased — bloodshed from some past attempt, unremarked by whoever tends this garden. A character who examines the door and the stonework around it with a **Wisdom (Perception)** or **Intelligence (Investigation)** check, DC 13, notices that the door shows no sign of forced entry, ever: whatever has happened to previous intruders here did not require Yara to repair a broken lock. Higher up, the tower's exterior face is pocked with old mortar joints and a scattering of narrow, shuttered window-slits — a viable climbing route for someone skilled enough, and one that Taurus, if encountered and willing to share it, already favors precisely because it bypasses the ground

floor. Sarel Vashti or any character who thinks to cast **Detect Magic** near the tower's base senses a faint, layered aura of enchantment emanating from somewhere above, more than a single ward would produce — an honest warning that whatever waits inside is not merely mundane guards and locked doors, without revealing what it actually is. Orin Pellow, if he examines any carving on the tower's lower stonework, may recognize fragments resembling the disputed liturgy he carries: an elephant-headed motif, worn nearly smooth, that matches nothing he can otherwise explain. None of these signs force a single route inside; they exist so that a careful party enters the tower with real information rather than blind chance, whether they choose the ground door, the climb, or Taurus's exterior route.

What Carries Forward

Nothing that happens in the garden is forgotten once the party steps through the tower's door or begins their climb up its exterior. A crossing achieved in near-total silence, with the lions undisturbed and no alarm raised, means the ascent begins with Yara wholly unaware that anyone has entered his grounds — an advantage worth preserving carefully, since Heart Sense will still alert him the moment anyone actually touches the gem above, regardless of how quiet the garden crossing was.

A noisy crossing is a different matter. If the lions were roused, if a struggle broke out near the gate, or if the party spent long enough in the open that a watching servant or guard might have noticed, the Director should treat the tower's lower defenses as more alert than baseline: the guardian spider on the stair, though bound to its level regardless, may already be stirred and listening rather than dormant, and any mundane trap or alcove along the lower stair should be assumed primed rather than merely present. A captured or delayed party — one that spent a bribe, lost time negotiating, or left a member behind injured or held at the gate — enters the tower with fewer resources and less certainty of surprise, and should face the guardian spider's lair, described in the next stretch of this adventure, with that cost already paid rather than as a fresh, unrelated encounter. Whatever the outcome of this crossing — clean, costly, allied with Taurus or without him, or abandoned partway through for a later attempt — the party's next step is the tower itself: its exterior face, its ground-level door, and the narrow stair that either route leads toward.



HUMANOID (HUMAN)

TAURUS OF NEMEDIA

Rival infiltrator and mobile skirmisher · Medium



AC	HP	Speed				
15	39	30 ft.				
STR	DEX	CON	INT	WIS	CHA	
+2	+4	+2	+1	+2	+2	
14	18	14	13	14	14	

Initiative +4

Proficiency +2

Hit Dice 6d8+12

Challenge 2

Saving Throws Dexterity +6, Intelligence +3

Skills Acrobatics +6, Athletics +4, Investigation +3, Perception +4, Sleight of Hand +8, Stealth +8

Senses Normal vision

Languages Nemedian, Zamorian

Taurus of Nemedia is a renowned thief independently pursuing the Heart of the Elephant. He has watched the garden long enough to identify the lions' patrol rhythm, quieter stretches along the wall, and exterior handholds leading toward the tower's upper openings. He knows the tower's lower exterior offers no easy entrance and suspects supernatural defenses because earlier intruders disappeared, but he knows nothing

certain about the guardian spider, Yogah, or the jewel's true nature. If treated as a partner, he may share the lions' timing and hazards he observed. Until trust is earned, he withholds his preferred climbing route and exact entry plan rather than surrendering his advantage.

Sneak Attack (1/Turn). Taurus deals an extra 2d6 Piercing damage when he hits with a Finesse or ranged weapon attack and has Advantage on the attack roll. He does not need Advantage if another enemy of the target is within 5 feet of it, that enemy is not Incapacitated, and Taurus does not have Disadvantage on the attack roll.

Tool Proficiency. Taurus adds his Proficiency Bonus to ability checks made with thieves' tools.

Sure-Footed Climber (Original). Climbing does not cost Taurus extra movement while he has both hands free or uses his rope and climbing equipment. This benefit does not let him cross ceilings or surfaces that provide no usable handholds.

Actions

Multiattack (Action). Taurus makes two attacks, using Shortsword or Dagger in any combination.

As used weapon · One or two creatures · Instantaneous

At will · Mundane · Original Rule

Shortsword (Action). +6. **1d6+4 Piercing.**

5 ft. · One creature · Instantaneous

At will · Mundane · Original Rule

Dagger (Action). +6. **1d4+4 Piercing.**

5 ft. or 20/60 ft. · One creature · Instantaneous

At will · Mundane · Original Rule

Bonus Actions

Cunning Action (Bonus Action). Taurus takes the Dash, Disengage, or Hide action.

Self · Self · Instantaneous

At will · Mundane



THE UNBROKEN DOOR

Reactions

Uncanny Dodge (Reaction, when an attacker Taurus can see hits him with an attack roll). Taurus halves the damage he takes from the triggering attack.

Self · Self · Instantaneous

At will · Mundane

Equipment Leather armor; Shortsword; Four daggers; Thieves' tools; 50-foot silk rope; Grappling hook; Dark hooded cloak; Chalk; Small mirror; Hooded lantern and oil

Tactics Taurus prefers observation, concealment, and a negotiated division of risk. He does not attack the party merely because they seek the same prize; he proposes cooperation when it improves his odds and races ahead or withdraws when trust fails. In combat he exploits cover, uses Cunning Action to reposition or hide, and applies Sneak Attack to an exposed foe. He avoids fighting the lions when distraction or climbing remains possible. During tower hazards, adjudicate his decisions and injuries normally: rescue, abandonment, rivalry, cooperation, and death are all possible consequences, but none is scripted.





ASCENDING THE TOWER

From the Garden to the Threshold

Whatever happened at the wall and among the lions now determines how this climb begins. A party that slipped through cleanly, quietly, and without drawing pursuit reaches the tower's foot with its full strength, its noise budget intact, and perhaps a wary companion in Taurus of Nemedia if they chose to trust him. A party that fought, fled, or left a lion howling in alarm arrives here bloodied, hurried, or missing something they wish they still had - time, silence, or an ally who did not make it across the open ground. Neither outcome is a failure state; both are simply different tower ascents, and the Director should let the difference show in what follows rather than narrating a single correct approach.

The tower itself offers no illusions about what it protects. Its black stone rises windowless and forbidding above the garden's dark trees, its single door bound in old iron, and nothing about its exterior suggests welcome. Yara built this place to keep something in, not merely to keep intruders out, and the deeper the party climbs the more that distinction will matter. This chapter delivers the tower's interior ascent: its levels, its traps, its bound guardian, and the first real clues to what - or who - actually waits at the summit. Nothing here requires a fight to the death, and nothing here is scripted to happen exactly one way; adjudicate each choice, including Taurus's, on its own merits.

Tower Exterior Face

The tower's outer skin is fitted black stone, ancient and weathered, rising sheer above the garden's reflecting pools. Up close, the mortar between blocks has crumbled unevenly with age, leaving narrow ledges and toeholds that a determined climber can use; a character attempting this ascent makes a Strength (Athletics) check, with the Difficulty Class set according to conditions - easier by day with good light and rope, harder at night in haste or rain. Scattered up the height of the wall are several shuttered window-slits, each barred from within by a simple wooden latch that can be forced open with a Strength check or quietly worked loose with thieves' tools once reached.

A party that chooses this exterior climb bypasses the ground-level door, the lower stair, and the guardian spider's lair entirely, emerging instead directly onto the upper interior stair above the spider's level. This is a genuine alternate route, not a trap dressed as one: it trades the physical risk of a long climb and a fall (a failed check risks a fall for standard falling damage, mitigated by a rope or a companion's aid) for skipping the tower's most dangerous fixed guardian. Taurus, if he is present and cooperative, already knows this route exists from his own casing of the tower and can share it - his climbing gear and his notes on hand-holds are the concrete advantage he offers a party that has earned his trust. A party that alienated or lost him earlier must find these ledges and the correct window-slit through their own observation, at the Director's discretion granted by a successful Wisdom (Perception) check made while studying the exterior from the garden below.



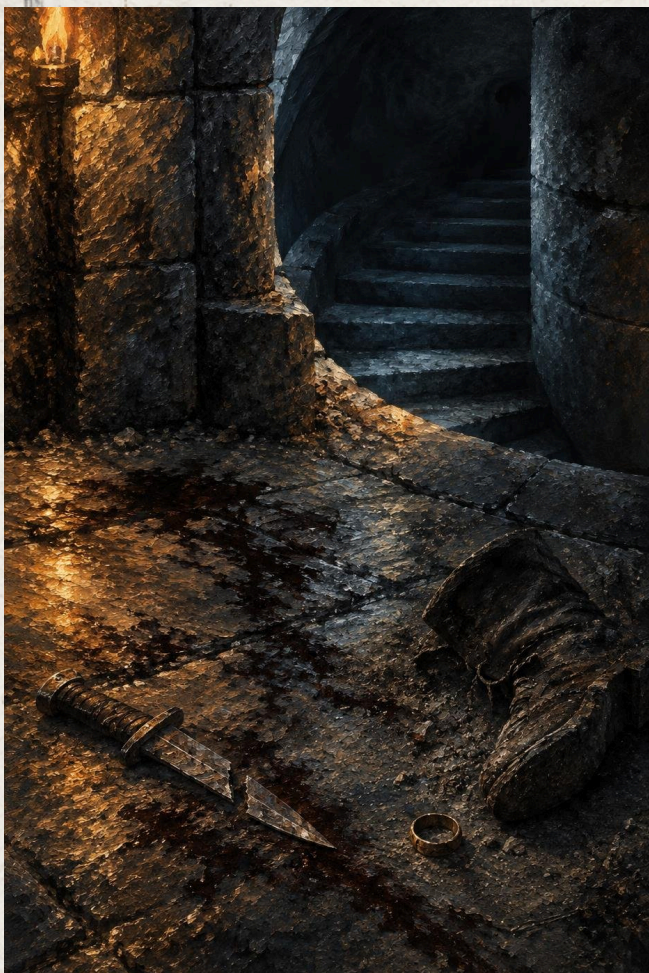
SCALING THE BLACK FACE

Tower Base and Entrance

The tower's single ground-level door is a slab of black wood reinforced with iron bands, its lock old but sound; a character with thieves' tools can attempt to pick it, or the party can force it with a coordinated Strength check, at the cost of noise that may carry into the garden if the lions have not already been dealt with. Beyond it lies a low, windowless antechamber, cold and close, lit only by whatever light the party brings. The floor bears old dark stains scored into the stone near the mouth of a descending spiral stair - not descending into a basement, but the tower's interior stair beginning its climb from this level upward, curling up into darkness.

Those stains, along with a few scattered personal effects half-buried in dust near the stair's edge - a broken dagger, a single worn boot, a tarnished ring too plain to be worth much - are the physical evidence of Taurus's earlier warning that this tower has killed better thieves than any given crew. A character who takes a moment to examine them (a simple Wisdom (Perception) check, DC 10) recognizes that whatever ended these lives happened here, at the base of the stair, rather than at the door; something met past this threshold, not something that broke in from outside. This is the party's first solid signal, short of direct confrontation, that a guardian waits above rather than merely traps or locks.





STAINS AT THE STAIR'S MOUTH

Lower Interior Stair

The stair spirals upward through the tower's thickness, tight enough that only one person can climb abreast, lit by nothing but carried light and the pale grey of old mortar. Fraying lengths of ancient rope, tied off at odd intervals to rusted rings, and dark scorch marks streaked across several turns of the wall both testify to previous, less careful visitors. Tucked into two shallow alcoves along the climb, at heights the Director should place to suit the party's approach, are simple mechanical traps: a loosened stone tread that drops away underfoot (Dexterity save or fall and take bludgeoning damage, easily spotted by a character searching ahead with a DC 12 Wisdom (Perception) check) and a taut tripwire linked to a small cascade of iron darts released from a wall niche (Dexterity save against a modest DC, spotted and disarmed the same way with thieves' tools).

A party that reached this point stealthily and unhurried, having taken time in the garden to move carefully, gains advantage here: nothing forces them to rush the stair, and the Director should let a character in the lead take the time to search each alcove before the group commits to it, essentially guaranteeing the traps are found rather than sprung. A party that arrived winded, pursued, or in the dark because torches or lanterns were lost below faces the same traps without that luxury, and the Director should call for the relevant saves without warning when haste or noise-avoidance previously cost the party its careful pace. Either way, the traps are obstacles to solve, not mandatory damage;

a captured torch, chalk marks, or simply patient footwork neutralizes them entirely.

The Spider's Lair Level

The stair opens abruptly into a wide, circular chamber where the tower's interior briefly swells before narrowing again above. Thick sheets of dust-grey webbing choke the upper corners and stretch between old bronze anchor rings driven into the walls generations ago; the air here carries a sharp, faintly medicinal odor, and scattered across the floor are the husks of drained vermin, a few larger bones picked clean, and shed bristles thick as fingers. This is the lair of the guardian spider, described fully as **the Guardian Spider of the Stair**, a creature Yara conjured and bound to this single level specifically to stop intruders reaching the levels above; it cannot willingly move more than sixty feet from its anchor rings, which means the chamber itself is the entire battlefield it can threaten.

A careful party notices the warning signs before the spider notices them: trembling strands running to unseen anchor points, husks and bristles scattered in a rough pattern radiating from the ceiling's darkest corner, and that same sharp odor growing stronger. A character who spends a moment studying the chamber - a Wisdom (Perception) check, DC 13 - identifies roughly where the creature is likely perched and can warn the group before anyone steps beneath a strand. The spider itself waits motionless until a creature disturbs an anchor strand or crosses beneath its perch, at which point it strikes with its **Binding Web** against an isolated target, then descends to deliver its **Venomous Bite** against whoever it has restrained, withdrawing to a wall or the ceiling between attacks rather than pursuing a target that breaks free and retreats.

This encounter is built to be survivable in a straight fight - the spider's full profile, tactics, and specific saving throws are detailed under its own entry - but it is also built to be avoidable or manageable with the right approach. Cutting the peripheral strands from a safe angle before advancing collapses much of its warning network; smoking the chamber with a fire kept carefully contained can drive it toward the anchor rings rather than toward the party; feeding it a discarded cloak or a dead animal dragged in from below can occupy its attention while the party crosses beneath; and because it cannot leave the sixty-foot radius of its anchor rings, a party that identifies the boundary and moves along the chamber's far edge can, with patience and a successful group Stealth effort, cross without ever triggering an attack. None of these approaches requires magic the party may not have; they require attention to what the chamber already shows them.

If combat does occur, it need not be finished to the last drop of venom. A party that inflicts serious damage and then disengages, using the narrow stair to bottleneck the spider's approach, can retreat to the lower stair and regroup; the creature, bound to this level, will not follow beyond its own chamber. Equally, a party that subdues or kills it outright clears the level permanently and may search the anchor rings and webbing at leisure - finding nothing of treasure, but confirming, if Sarel or Orin examines the bronze rings closely (Intelligence (Arcana) or (Religion) check, DC 13), that the metal bears faint traces of a binding ritual similar in style to the wardings Yara is known to favor, one more

thread connecting the tower's defenses to a single deliberate architect rather than natural infestation.

Taurus at the Stair

If Taurus of Nemedia accompanied the party out of the garden, this level is where his role in the heist becomes concrete rather than merely useful conversation. He has never faced the spider - his own reconnaissance never carried him past the ground floor door, which he judged too heavily trapped to risk alone - so his knowledge of the tower's exterior climb does not extend to any warning about this guardian. Let him react as a competent, self-interested professional: he will study the chamber's warning signs alongside the party if invited to, offer a wry observation that explains why prior intruders never returned, and volunteer for whichever role suits a skilled skirmisher best - drawing the spider's attention while others cross, or covering a retreat with his crossbow and daggers rather than closing to melee against a creature with reach and venom.

What actually happens to him here depends entirely on how the party uses him and how the dice fall. If the party shares the burden of scouting and fighting fairly, Taurus is likely to survive this level much as any other capable ally would, and his presence should measurably ease the encounter - an extra set of eyes for the warning signs, an extra blade if it comes to a fight. If the party instead pushes him forward as a expendable decoy, or if he is left isolated when the spider strikes, he may be bitten, restrained, and left in genuine danger; whether he is rescued, abandoned, or falls to the venom is the table's decision in the moment, not a foregone conclusion of this chapter. If he dies here, it should read as the tower claiming another skilled thief exactly as the stains

at the base of the stair implied, not as a punishment for any single choice; if he survives, he remains available - warier, perhaps resentful of ill-treatment, or genuinely bonded to the party by shared danger - for whatever the summit ultimately demands. A party that never brought Taurus this far simply does not encounter him here; he is cased the tower independently and may be assumed to be attempting his own ascent elsewhere, entirely off-page, unless the Director wants to bring him back into play at the summit for a final complication.

Upper Interior Stair

Past the spider's chamber - or past the exterior window-slit, for a party that climbed the outer face - the stair narrows again and turns upward toward the summit. The stonework here is older in style than the levels below, as though this section of the tower was built around something already standing rather than raised fresh; the walls bear faint, deeply worn carvings unlike anything in Zamorian temple art the party may recognize: long-limbed, large-eared figures rendered with a strange tenderness, walking upright among stylized stars. Wedged into a shallow niche partway up is a small idol, clearly ancient and clearly discarded rather than displayed, carved in the same alien likeness, its surface pitted as if someone tried and failed to destroy it.

Any character who examines these carvings closely notices they are not menacing or monstrous in style, despite the elephantine features - they are reverent, almost mournful, utterly unlike the practical, coldly functional defenses the party has passed below. Orin Pellow, if present, may recognize this style immediately as matching the disputed liturgy his old order preserved, describing a



THE LAIR OF THE GUARDIAN SPIDER

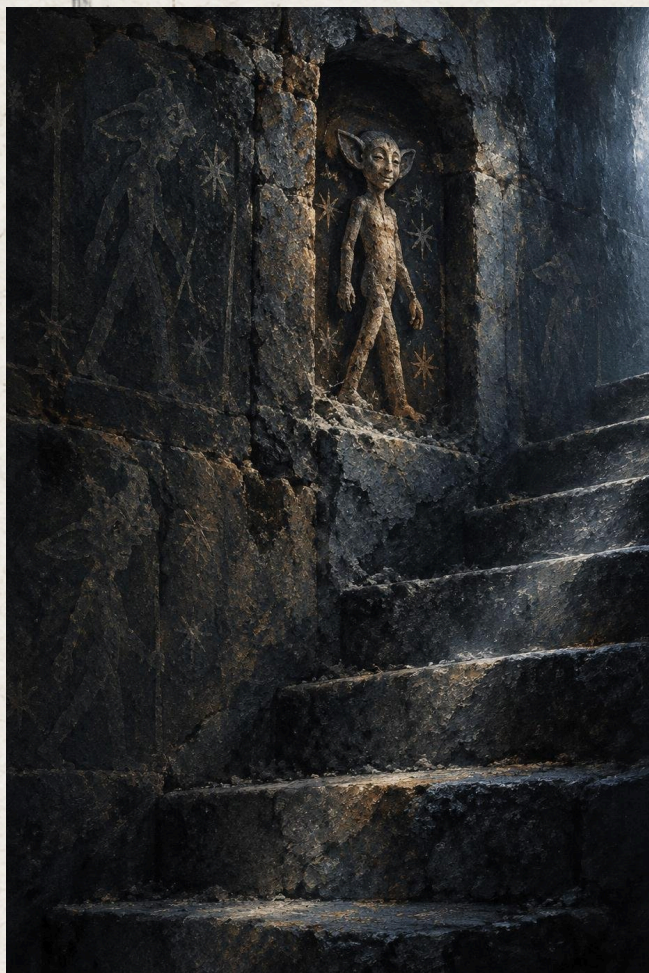
Reading the Carvings

'fallen god of the garden tower' owed mercy rather than worship or theft; even without Orin's specific knowledge, any character can attempt an Intelligence (History or Religion) check, DC 14, to recognize that these images predate Yara's tower and were not commissioned by him - they were already here, or brought here, from somewhere else entirely, suggesting the tower was built around a captive rather than to house one from the start.

A thin, cold draft moving down from above carries with it, faintly, a smell like ozone before a storm and a low, resonant hum just at the edge of hearing - not a sound exactly, but a pressure, as though something vast and patient is aware, even now, that footsteps are climbing toward it. Sarel Vashti, sensitive to such things from her research, may recognize this sensation (an Intelligence (Arcana) check, DC 13) as similar to descriptions in her fragmentary texts of the fallen elder race's residual presence - not proof of anything yet, but confirmation that whatever waits above is neither wholly natural nor, she suspects, wholly hostile. These clues do not resolve into a full explanation here; they are meant to unsettle certainty and prepare the party, and the Director, for what Yogah himself will explain directly at the summit.



TAURUS AT THE THRESHOLD OF THE WEB



THE DISCARDED IDOL IN THE NICHE

IF THE PARTY IS OVERWHELMED

Nothing in this ascent requires the party to press forward without recourse. If a fight against the guardian spider goes badly, the narrow stair itself is the party's best asset: falling back to the lower stair forces the bound creature to break off pursuit at the edge of its anchor radius, buying time to bind wounds, rest briefly, or reconsider the approach. A party that retreats all the way to the tower's ground-level antechamber, or even back out through the garden, has not failed the adventure; they have simply bought themselves time to prepare a second attempt with better information; smoke, decoys, or a longer rope for the exterior climb, once the spider's tells are known.

The exterior route up the tower's outer face remains available throughout as a genuine alternative for a party that decides the spider's chamber is not worth the risk, provided someone can manage the climb; this need not be treated as a lesser or consolation path, since it delivers the party to the same upper stair the interior route reaches, simply by a different door. A short rest taken safely on the lower stair, in the antechamber, or even briefly in the garden below (if the lions' patrol allows it) restores no lost hit dice mechanically beyond what the destination system's short rest already provides, but it does let the

party recover Hit Points and expended resources before continuing, and there is no narrative penalty for taking that time here rather than plunging straight to the summit exhausted.

What Waits Above

By the time the party reaches the top of the upper stair, they carry with them whatever the garden and the tower have already cost or given them: perhaps Taurus at their side or lost behind them, perhaps a clear sense that something ancient and mournful, not merely a monster, is imprisoned above, perhaps injuries or spent resources that will weigh on the choices still to come. None of this determines what happens next - only what resources and knowledge the party brings into it. The stair ends at a low archway, beyond which the air turns colder and that faint resonant hum grows unmistakably present. What lies beyond - the captive himself, the true nature of the Heart, and Yara's response to intrusion - belongs to the tower's summit.

MONSTROSITY

THE GUARDIAN SPIDER OF THE STAIR



Bound ambush guardian and avoidable stair hazard · Large

AC	HP	Speed
14	39	30 feet, Climb 30 feet

STR	DEX	CON	INT	WIS	CHA
+2	+3	+1	-4	+1	-3
14	16	13	3	12	4

Initiative +3

Proficiency +2

Hit Dice 6d10+6

Challenge 2

Skills Perception +3, Stealth +7

Senses Blindsight 10 feet, Darkvision 60 feet

Yara's guardian occupies the lower spiral stair, where layered sheets of dusty webbing stretch between arrow slits, railings, and old bronze anchor rings. Shed bristles, drained vermin, trembling strands, and a sharp medicinal odor warn attentive intruders before the spider attacks. Arcane clasps fused into its abdomen bind the creature to this part of the tower; it is a trained obstacle, not a tireless hunter roaming every floor.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the location of any other creature in contact with that web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Stair-Bound. Arcane clasps bind the spider to the lower interior stair. It can't willingly move more than 60 feet from the bronze

anchor rings in its lair; if moved beyond that boundary, it must use its movement to return by the safest available route.

Actions

Venomous Bite (Action). +5. DC 11 CON. **1d8+3 Piercing + 2d8 Poison**. On a hit, the target makes the saving throw, taking half the poison damage on a success. If the poison reduces the target to 0 Hit Points, the target is Stable but Poisoned and Unconscious; it remains Unconscious even after regaining Hit Points, until the duration ends.

5 feet · One creature · Instantaneous; 1 hour when the poison reduces the target to 0 Hit Points

At will · Mundane · Original Rule

Binding Web (Action). +4. DC 13 CON. **3 contundente**. On a hit, a Large or smaller creature is Restrained by webbing. The creature can use its action to attempt a Strength (Athletics) check against the spider's escape DC, ending the effect on a success; the webbing can also be attacked and destroyed.

30/60 feet · One Large or smaller creature · Until escaped or the webbing is destroyed

Recharge 5–6 · Mundane · Original Rule

Tactics The spider remains motionless above the stair until a creature disturbs an anchor strand or crosses beneath it. It opens with Binding Web against an isolated climber, then descends to bite a restrained target before withdrawing onto a wall or ceiling. It follows noise and web vibration rather than pursuing blindly. Cutting peripheral strands, smoking it from a chosen perch, feeding it a decoy, pinning its legs beneath dropped debris, or moving beyond its binding radius can avert or control the fight. If badly wounded, it retreats upward within the bound area and defends itself rather than pursuing fleeing intruders.





THE CAPTIVE OF THE SUMMIT



THE SUMMIT CHAMBER

At the Top of the Stair

Whatever path the party has taken - fighting past the spider, slipping around its web-choked lair, or losing time and blood to it - the upper stair eventually narrows to a final flight of worn steps, cooler air pressing down from above. The carvings that lined the lower passage give way here to something older and stranger: reliefs of tall, trunk-faced beings tending gardens under unfamiliar stars, their features worn smooth by centuries before Yara ever laid a stone. A section of stair may be scorched or slick with old wax, evidence of ritual traffic Yara himself has worn into the tower over the decades. The stair ends abruptly at an open archway, unguarded. There is no door here, and no trap: Yara has never needed one this high, because nothing has climbed this far and lived to matter. A cool wind and pale moonlight spill down from above, along with a faint, low amber glow that pulses very slightly, like a heartbeat felt through stone.

The Summit Chamber

The stair opens into a round chamber crowning the tower, larger than anything below it, its domed ceiling broken by a wide oculus open to the night sky. Cold stars and drifting cloud show plainly through the gap, and rain or wind can reach the floor unhindered - Yara built no roof here, whether

from arrogance or because nothing in this chamber has ever needed shelter from the weather. The curved walls are covered floor to ceiling in the same alien murals glimpsed on the stair below, now unbroken and vast: processions of trunk-faced elders walking beneath skies that are not this world's sky, cities of crystal and root, and, disturbingly, a final panel depicting a great winged shape falling from the heavens toward a mountain not unlike those ringing Zamora.

At the chamber's center, chained to a low stone altar worn smooth by decades of use, lies Yogah. His body is vast and strange even in ruin - what must once have been a powerful, elephantine, upright form is now wasted, one great limb missing entirely, old wounds sealed by scarring rather than healing. Beside him, set into a shallow depression atop the altar itself, rests a fist-sized crystalline gem, faceted like a great cut eye, glowing faintly amber from within. This is the Heart of the Elephant, and it does not merely catch the moonlight - anyone who looks at it directly for more than a moment feels, unmistakably, that it is looking back. Yogah's ruined head turns toward the archway as the party enters. There is no aggression in the motion, only weary attention, and perhaps, after a lifetime of Yara's footsteps alone on that stair, something like hope.

Yogah Speaks

Yogah communicates through Mind Speech, a calm presence unfolding in the mind of anyone within range who understands a language he shares - Common or Celestial serve equally well. He does not shout or plead; his voice, such as it is, carries the patient weight of decades of pain endured without release. He answers honest questions plainly, though pauses sometimes come mid-thought, as if some fresh wave of old agony has passed through him.

If asked who he is, he explains that he was once called Yagkosha, one of an elder race that fell from the sky to this world long before the first stones of Arenjun were laid. His people were not conquerors; they came to observe, to tend, and eventually to fade, most of them dying or departing, until he alone remained, quietly living among mortals who never knew what he was. He tells the party, without self-pity, that Yara found him decades ago - a young, ambitious seeker of forbidden power - and that Yara did not ask for his knowledge but took it by force: binding him, mutilating him, and tearing from his living body the crystalline organ that now rests beside him on the altar. He calls it, simply, his heart, and confirms that it is the true source of Yara's magic, not merely a jewel of legend. Yara has fed on him slowly ever since, drawing on the Heart's residual power while keeping its source alive and helpless atop this tower, decade after decade, because a drained captive still yields power a dead one cannot.

Yogah's manner throughout is that of a truthful witness relating his own experience, not an omniscient oracle. He does not know Yara's current thoughts, whereabouts below the summit, or anything he has not personally perceived; if the party asks about events elsewhere in the tower or garden, he can only say what he has sensed through the Heart's connection - whether it has been moved or touched, and on which floor, nothing more precise. If the party offers to let him witness their own memories or explain how they entered, he listens gladly; if given time and access to the Heart itself, he can share fragments of memories he personally experienced - Yara's original capture of him, or earlier failed attempts on the tower he has silently observed - projected directly into willing minds, but nothing beyond what he actually witnessed.

The Heart Itself, and What Yogah Offers

Anyone who examines or handles the Heart of the Elephant up close feels its unnatural warmth and the faint, steady pulse of light within it, along with the unmistakable, unsettling sense of being watched - because, in a fashion, they are. It bears no readable inscription and offers no easy answers on its own; its meaning comes only from Yogah's testimony and from what the party chooses to do with it.



THE HEART, CLOSELY EXAMINED

Yogah does not command the party toward any particular outcome, but he is honest about what each choice costs and means, and he will say so plainly if asked.

- **Take the Heart and leave him.** Yogah can be separated from the gem - it lies loose in its depression, not fused to him - and carried away. He warns that removing it ends Yara's magic drawn through it immediately (Yara loses the source of his listed spellcasting the moment it leaves the tower grounds), but that he himself will simply be left chained here to die slowly and without power, since he cannot free himself unaided. He does not beg the party to stay, but he does not pretend this is a kind ending for him either.
- **Grant him a swift, merciful death.** If the party is willing, Yogah can prepare a final act: naming Yara through their old bond and calling down a destructive fire against him and the tower's magical bindings, but only once a creature he has accepted then grants him an actual, deliberate death. He tells them clearly that this curse cannot be redirected, repeated, or aimed elsewhere, and that everyone remaining in the tower will receive a supernatural warning before the fire begins its work, giving them a brief chance to escape - but a chance is not a guarantee. He does not ask for this outcome, only makes clear that he would welcome it, and leaves the choice, and the act itself, entirely to the party.
- **Something else.** Yogah does not resist a party that wants to try freeing him fully, seeking some other cure,

or leaving the Heart untouched entirely for reasons of their own; he simply notes, honestly, that he knows of no way to restore what has been taken from him, and that Yara will not willingly let any resolution stand unchallenged for long.

If the party's cleric, Orin Pellow, is present and has connected the tower's carvings to his order's disputed liturgy naming 'the fallen god of the garden tower... owed mercy, not worship or theft,' Yogah's account confirms the liturgy's essential truth without flattering Orin's old order specifically; Yogah has no knowledge of what mortals have written about him. Sarel Vashti's fragmentary research into a fallen elder race is likewise confirmed in substance, though Yogah cannot speak to what she has or hasn't read.

Handout 1 • The Heart of the Elephant



GRANTING MERCY

No roll is required to grant Yogah a swift death; the act itself is a narrative decision the players make deliberately and explicitly, not something that happens by accident in combat or as a side effect of another action. Once a willing party member states the intent clearly and Yogah accepts it, he uses his **Dying Curse of the Fallen Sky** as described in his profile: he dies, and moments later the curse strikes Yara through the Heart while igniting the tower's magical bindings. Every creature still in the tower receives the described supernatural warning - a shudder through the stone, a rising heat, a distant tolling - before the structure begins to fail, giving them perhaps two or three minutes of real time to reach the exterior or the stair before the fire takes hold in earnest. This curse can only be triggered once and only by an actual granted death; threatening Yogah, injuring him without his consent, or debating the idea at length does not invoke it.

Yara Returns

Yara does not linger at the summit uninvited; his Heart Sense tells him only that the gem has been touched and on which floor, never who touched it or why. Exactly when he appears depends on what has already happened. If the party moved slowly, fought the spider loudly, or spent long

minutes examining the Heart before acting, he has had time to climb from wherever he was working below and arrives partway through the scene - perhaps just as Yogah finishes his account, or in the tense pause before a choice is made. If the party has been fast, quiet, and decisive, he may not arrive until after they have already acted, forcing him to react to a fait accompli rather than intervene in it.

When Yara does appear - framed in the archway, robes still settling from a hurried climb, ritual dagger loose at his side - he assesses the situation before committing to violence. He is genuinely dangerous but not suicidal, and his first instinct is always to learn what the intruders know and whether the Heart is still within his reach. He may open with a demand for its return, an offer of a share of tower's treasures in exchange for walking away, or a threat, depending on what will most plausibly preserve his control given what he can see. If the Heart has already left his hands entirely - carried out of the tower, or destroyed, or given over to Yogah's curse already in motion - he loses the ability to cast his listed spells the instant it happens, and his tactics shift accordingly: he may attempt to flee, to bargain desperately, or, cornered, to fight with whatever mundane resources remain to him.

If negotiation is attempted, Yara listens - he prefers to avoid losing the Heart in a fight he might not win - but he will not willingly surrender Yogah or the gem while he retains any real option to keep them. A credible threat to destroy the Heart, more than a threat to himself, is what most reliably makes him stall, deceive, or withdraw. If combat begins, he opens with control effects such as *Command* or *Hold Person*, uses *Misty Step* to keep his distance, and reserves *Counterspell* for any effect that could free Yogah or secure the Heart against him; he does not pursue a fleeing party past the point where doing so would leave Yogah and the gem unwatched. If Yogah's curse has already been triggered before Yara arrives, he instead bursts into a summit chamber already beginning to burn, and the encounter becomes a desperate final scene of fire, collapsing stone, and a cornered sorcerer with nothing left to protect.

What Follows, Depending on What Was Done

If the party takes the Heart and leaves Yogah chained but alive, Yara's magic fails the instant the gem clears the tower grounds, and he is left a much diminished figure - still cunning, still dangerous with mundane means and whatever lesser tricks remain to him, but no longer the formidable spellcaster described in his profile. Word eventually spreads through Arenjun's underworld that Yara's tower has been humbled; rival factions and old enemies may move against him in the following weeks, a development the Director can develop further if the campaign continues. Yogah, left without the Heart and without rescue, eventually dies of his long neglect; whether the party can live with that is their own reckoning, not a scripted guilt mechanic.

If the party grants mercy and Yogah's curse is triggered, the tower begins to burn and fail from the summit downward, and Yara - wherever he is when the fire finds him - suffers its full destructive force through his bond to the Heart. Depending on when he arrived at the summit, the party may witness this directly or hear the tower's collapse from below as they flee. Arenjun will speak for years of the night Yara's tower burned with no visible cause; the ruin becomes a local landmark and a cautionary tale, and any survivors - including a freed or dead Taurus, if he made it this far - carry

the story with them. The Heart itself, no longer channeling a living captive's power once Yogah has died, becomes an inert but still valuable crystalline curiosity, worth recovering from the wreckage if anyone dares.

If Taurus of Nemedra has survived to this point - whether as ally, rival, or bystander to the party's efforts - his fate resolves alongside the party's own choices rather than separately from them: he may share in the reward, vanish into Arenjun's underworld with his own portion of the take, turn on the party if the Heart's value proves too tempting, or be lost to Yara's retaliation or the tower's collapse if he lingers too long. Nothing in this adventure requires a particular outcome for him; the Director should adjudicate his actions like any other character reacting to the unfolding climax. If the party attempts some other resolution - freeing Yogah fully, leaving the Heart untouched, or bargaining with Yara directly - the Director should extend the logic above: Yara's power and behavior track the Heart's actual location and condition, Yogah's fate tracks whether he is freed, killed mercifully, or left as he was, and Arenjun's reaction tracks how visibly and violently the tower's business concluded.

Closing the Tower

However the summit resolves, the party leaves Arenjun - or fails to - carrying whatever they chose to take from Yara's tower: the Heart itself, its story, a share of mundane plunder from the lower levels, or simply their lives. The Director can close the session with a short scene fitted to the actual outcome: a quiet exchange with Ilsa's fence over the gem's true nature once its history is known, Bran collecting or being refused his promised share, Sarel beginning the long work of writing up what she witnessed of a fallen elder race,

or Orin returning to whatever remains of his old order with confirmation - or contradiction - of its disputed liturgy. None of these threads require a single canonical ending. The tower's fate, Yara's fate, the Heart's ultimate disposition, and what Arenjun's underworld makes of the whole affair afterward are the product of the choices actually made at the table, and the adventure is complete once the party has left the tower grounds, one way or another, with the consequences of that choice set in motion behind them.

HUMANOID (HUMAN)

YARA, PRIEST OF THE TOWER

Hostile arcane controller, negotiator, and conditional climax antagonist · Medium



AC	HP	Speed
14	58	30 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+2	+2	+3	+2	+3
9	14	14	17	15	16

Initiative +2

Proficiency +3

Hit Dice 9d8+18

Challenge 5

Saving Throws Intelligence +6, Wisdom +5, Constitution +2



YARA IN THE ARCHWAY

Skills Arcana +9, Deception +6, Insight +5, Perception +5, Religion +6

Senses Normal vision

Languages Common, Zamorian, An ancient ritual language learned from Yogah's captivity

Yara is a lean, controlled sorcerer-priest whose apparent composure conceals ruthless ambition. Decades of drawing power from Yogah have made him confident but not careless. He regards the Heart as both the foundation of his authority and proof that patience can master even a being from beyond the world. His tower, bound spider, trained guards, accumulated lore, and command of the Heart are resources to be used deliberately rather than squandered in pride.

Heartbound Spellcasting (Original). Yara is a 6th-level spellcaster who uses Intelligence for his listed spells, with the Heart of the Elephant serving as the true source of their power. If the Heart is destroyed, returned to Yogah, or carried beyond the tower grounds, Yara immediately loses concentration and can't cast his listed spells until the Heart is again intact and within the tower.

Heart Sense (Original). While the Heart remains within the tower, Yara knows whenever it is moved, touched by a creature for the first time, or carried to another floor. He learns only the event and the Heart's current floor, not the intruder's identity, exact location, intentions, companions, or subsequent actions.

Actions

Dagger (Action). +5. **1d4+2 Piercing.** Yara attacks with a narrow ritual blade concealed in his robes.

5 ft. or 20/60 ft. · One creature · Instantaneous
At will · Mundane · Original Rule

Spells and Powers

Mage Hand (Action). A spectral hand appears and can manipulate an object, open an unlocked door or container, or stow or retrieve an item. It can't attack, activate magic items, or carry more than 10 pounds.

30 ft. · One unattended object or point in range · 1 minute

At will · Arcana

Minor Illusion (Action). DC 14 CON. Yara creates a sound or an image of an object. Physical interaction reveals an image as illusory, and a creature that studies the illusion can identify it with a successful Intelligence (Investigation) check against Yara's spell save DC.

30 ft. · One point in range · 1 minute

At will · Arcana

Ray of Frost (Action). +6. **2d8 Cold.** On a hit, the target's Speed is reduced by 10 feet until the start of Yara's next turn.

60 ft. · One creature · Instantaneous

At will · Arcana

Command (Action). DC 14 WIS. Yara chooses Approach, Drop, Flee, Grovel, or Halt. On a failed save, the target follows that command on its next turn as defined by the spell.

60 ft. · One creature Yara can see · 1 round

4 shared 1st-level spell slots · Arcana

Detect Magic (Action or Ritual). Yara senses the presence of magical effects within the spell's area. As an action, he can perceive a visible aura around a detected creature or object and learn its school of magic, if any; specified substantial barriers block the detection.

Self (30-foot emanation) · Self · Concentration, up to 10 minutes · Concentration

4 shared 1st-level spell slots; can also be cast as a ritual · Arcana

Shield (Reaction). Triggered when Yara is hit by an attack roll or targeted by Magic Missile. He gains a +5 bonus to AC against the triggering attack and subsequent attacks until the start of his next turn, and Magic Missile can't damage him during that time.

Self · Self · Until the start of Yara's next turn

4 shared 1st-level spell slots · Arcana

Hold Person (Action). DC 14 WIS. On a failed save, the target has the Paralyzed condition. It repeats the save at the end of each of its turns, ending the spell on a success.



THE TOWER BURNS

60 ft. · One Humanoid Yara can see · Concentration, up to 1 minute · Concentration
3 shared 2nd-level spell slots · Arcana

Misty Step (Bonus Action). Yara teleports to an unoccupied space he can see.

Self · Self · Instantaneous
3 shared 2nd-level spell slots · Arcana

Scorching Ray (Action). +6. **2d6 Fire**. Yara creates three rays and makes a separate ranged spell attack for each, directing them at one target or several. Each ray deals the listed damage on a hit.

120 ft. · One or more creatures · Instantaneous
3 shared 2nd-level spell slots · Arcana

Suggestion (Action). DC 14 WIS. Yara suggests an achievable course of activity in no more than 25 words that involves nothing obviously harmful to the target or its allies. On a failed save, the target has the Charmed condition and pursues the suggestion; the spell ends when the task is completed or if Yara or his allies damage the target.

30 ft. · One creature that can hear and understand Yara · Concentration, up to 8 hours · Concentration

3 shared 2nd-level spell slots · Arcana

Counterspell (Reaction). DC 14 CON. Triggered when a creature Yara can see casts a spell with Verbal, Somatic, or Material components. On a failed save, the triggering spell dissipates with no effect, wasting its casting action but not expending its spell slot.

60 ft. · One creature casting a spell · Instantaneous
2 shared 3rd-level spell slots · Arcana

Fear (Action). DC 14 WIS. On a failed save, a target drops what it is holding and has the Frightened condition. During its turns it must move away from Yara by the safest available route; it repeats the save at the end of a turn when Yara is no longer in its line of sight.

Self (30-foot cone) · Each creature in the cone · Concentration, up to 1 minute · Concentration
2 shared 3rd-level spell slots · Arcana

Lightning Bolt (Action). DC 14 DEX. **8d6 Lightning**. A target takes half damage on a successful save. The lightning ignites unattended flammable objects in the line that aren't being worn or carried.

Self (100-foot-long, 5-foot-wide line) · Each creature in the line · Instantaneous
2 shared 3rd-level spell slots · Arcana

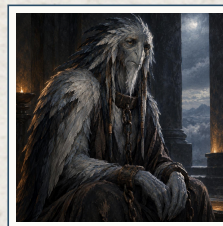
Equipment Studded leather coat beneath priestly robes; Ritual dagger; Tower keys; Tarnished bronze spellcasting focus linked to the Heart

Tactics When Yara discovers intruders, he first tries to determine what they know and whether they possess or can reach the Heart. He offers wealth, safe passage, or occult knowledge when bargaining would preserve his control, but he never willingly surrenders Yogah or the gem. A credible threat to the Heart makes him stall, deceive, or withdraw rather than attack recklessly. In combat he opens with Fear or Hold Person, uses Misty Step to maintain distance, and reserves Counterspell for magic that could free Yogah, disable him, or facilitate escape with the Heart. He uses Lightning Bolt only when he can avoid striking the Heart or irreplaceable tower resources. If badly injured or severed from the Heart, he seeks cover, escape, or a temporary bargain. He pursues fleeing intruders only while doing so does not leave Yogah and the Heart unsecured.

ABERRATION

YOGAH, THE CAPTIVE OF THE SKY

Wise captive, truth-bearer, and moral fulcrum · Large



AC	HP	Speed
11	26	0 feet

STR	DEX	CON	INT	WIS	CHA
-1	-2	+1	+3	+4	+3
8	6	12	17	18	16

Initiative -2

Proficiency +2

Hit Dice 4d10+4

Challenge 1/2

Saving Throws Wisdom +6, Charisma +5

Skills Arcana +7, History +5, Insight +8, Perception +6, Persuasion +5

Senses Darkvision 60 feet

Languages Common, Celestial

Resistances Psychic

Yogah, once called Yag-kosha, is a benevolent elder being whom Yara captured, mutilated, and imprisoned decades ago. He speaks slowly and courteously, pausing when pain overwhelms him, and answers honest questions without theatrics. He wants Yara's exploitation ended, the Heart of the Elephant kept from further misuse, and a freely chosen release from captivity. He may request mercy, but neither commands it nor disguises that his final curse will endanger everyone remaining in the tower. Bound and Mutilated. Yogah's speed is 0 feet. He cannot stand, wield weapons, manipulate locks, or free himself from the tower's fixed restraints without outside assistance.

Severed Heart. The Heart of the Elephant is a crystalline organ taken from Yogah and the conduit through which Yara draws magical power. Yogah senses whether it is within the tower but cannot move it, command it at a distance, or use Memories of the Heart or his dying curse unless it is within his reach.

Truthful but Limited. Yogah relates his own experiences and conclusions honestly, but his wisdom does not make him omniscient. He does not know current events he has not perceived, and his projected memories preserve that same limitation.

Actions

Mind Speech (No action (communication)). Yogah communicates mentally with a creature that understands at least one language. The recipient can reply mentally while it remains in range, but Yogah cannot read thoughts or compel an answer.

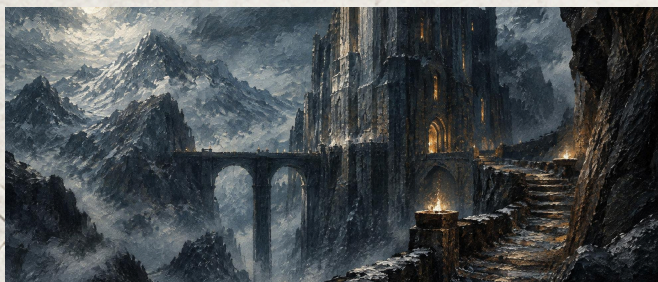
120 feet · One creature Yogah can perceive · While within range
At will · Other · Original Rule

Memories of the Heart (1 minute). Yogah projects memories he personally experienced into the minds of willing viewers. The visions cannot reveal events he did not witness, establish another creature's motives, or show Yara's current location.

Touch; willing viewers within 30 feet · The Heart of the Elephant and any number of willing creatures in range · Concentration, up to 1 minute · Concentration

At will while the Heart of the Elephant is within reach · Other · Original Rule

Dying Curse of the Fallen Sky (Special (prepared while conscious and completed only by a willing, merciful death)). Yogah voluntarily names Yara through their bond and prepares



the curse; if a creature he has accepted then grants him a swift death, the curse finds Yara through the Heart and calls destructive fire upon him while igniting the tower's magical bindings. It cannot be redirected or repeated, and other occupants receive a supernatural warning before the burning tower begins to fail, allowing them a brief opportunity to escape.

Yara through his bond to the Heart, and Yara's tower · Yara and the magical structure of his tower · Instantaneous; the resulting fire and structural failure continue

Once; Yogah dies and the curse is expended · Other · Original Rule

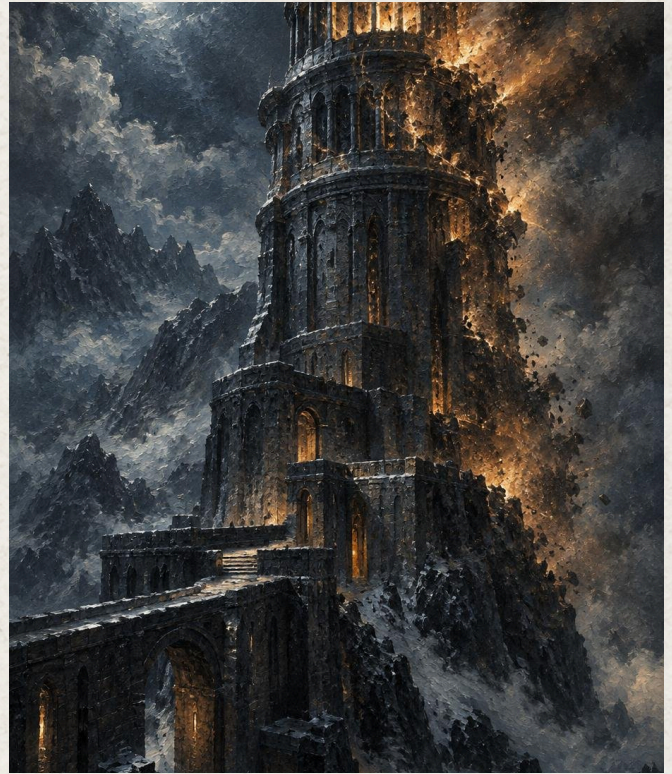
Reactions

Agony's Rebuke (Reaction, when a creature Yogah can perceive damages him). DC 13 WIS. **1d6 Psychic**. On a failed save, the triggering creature has the Frightened condition until the end of its next turn as Yogah involuntarily shares a fragment of his accumulated agony. On a successful save, it takes no damage and suffers no condition.

30 feet · The triggering creature · Until the end of the triggering creature's next turn

3/day · Other · Original Rule

Tactics Yogah never initiates violence. He first asks who the intruders are, warns them that Yara draws power through the Heart, and offers truthful memories as evidence if they bring the jewel within reach. He bargains with knowledge rather than threats and plainly explains the cost of his curse. If attacked, he uses Agony's Rebuke only to deter further harm. He prepares his dying curse only after an explicit offer of swift mercy and urges everyone who does not intend to face the fire to flee.



THE TOWER OF THE ELEPHANT

In the thieves' city of Arenjun, a jeweled tower belonging to the priest-sorcerer Yara rises above a walled garden. Rumor holds that within it lies the Heart of the Elephant, a gem of impossible worth and stranger power. The player characters, drawn by greed, curiosity, or a hired commission, must cross the guarded garden, climb the tower, and face what truly guards its summit.

ILSA MARROW

Ilsa has a contact willing to fence the jewel for a fortune, giving the party a mundane reason to want it beyond curiosity; this contact has no knowledge of the jewel's true nature and cannot be relied on to advise on it.

BRAN KESH

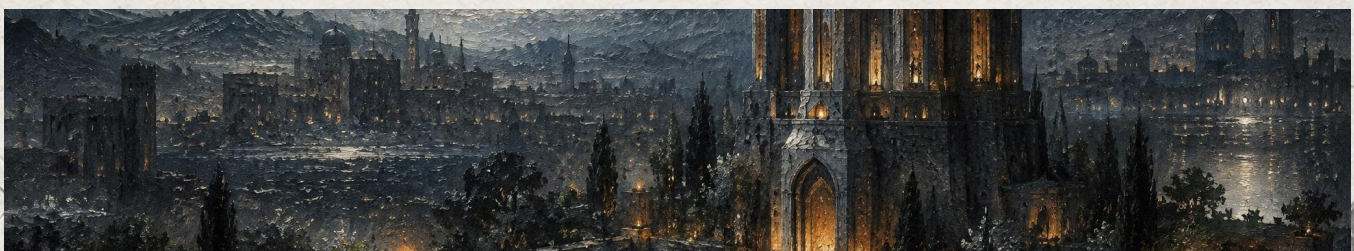
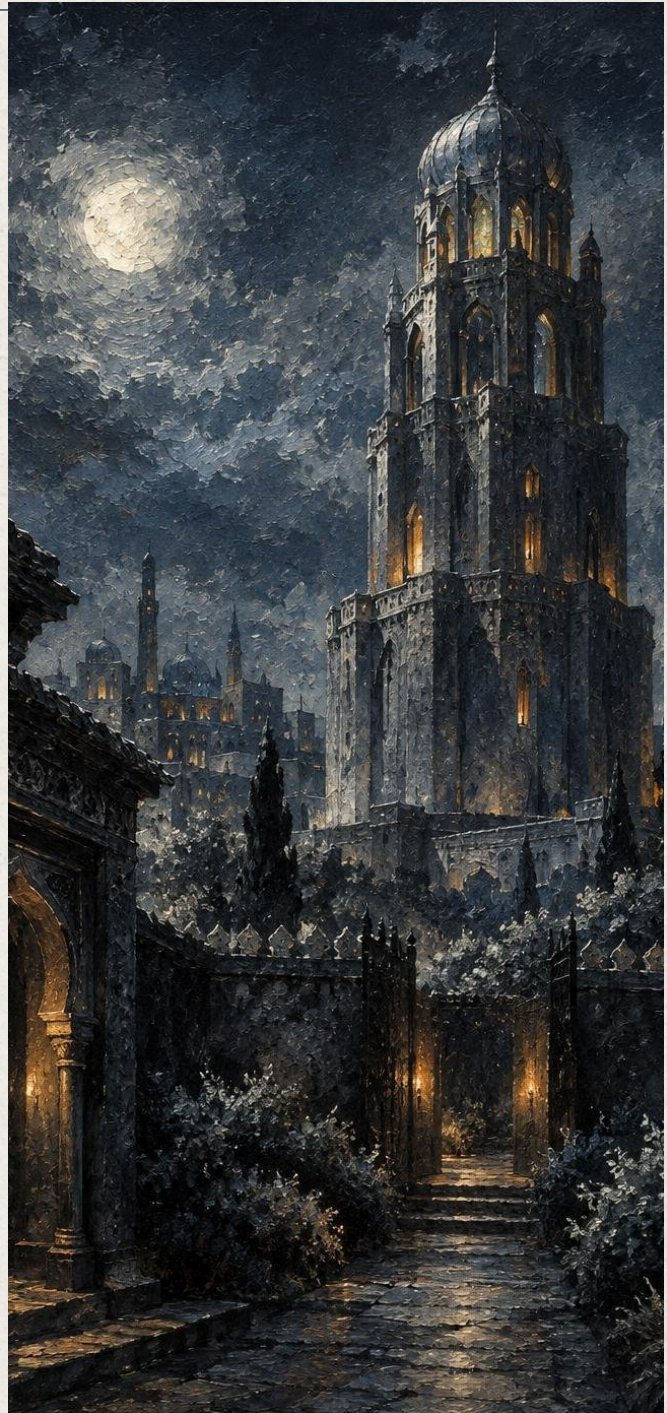
Bran's employer has warned him the tower has 'killed better thieves than us' and wants proof of the jewel before paying; this gives the party a concrete reason to see the job through rather than abandon it at the first sign of danger.

SAREL VASHTI

Sarel's genuine motive is intellectual and moral curiosity rather than profit; if the party learns Yogah's truth, Sarel is inclined to argue for mercy or restraint over simple theft, without the plan scripting that choice for the table.

ORIN PELLOW

Orin's former order was disbanded after doctrinal disputes about that old faith; he carries no institutional support, only personal conviction, so his knowledge is a lead for the party to investigate rather than a guaranteed answer.



CHARACTER NAME

ILSA MARROW

Background Criminal

Class Rogue

Species Human

Subclass Thief

LEVEL

3

Level 3

AC / HP

AC

14

Current

Temp.

Shield No shield

HP

24

HIT DICE

3d8

Spent

DEATH SAVING THROWS

Successes

◇ ◇ ◇

Failures

◇ ◇ ◇

SRD 5.2.1 / FANTASY

Ilsa Marrow · Skills and Saving Throws

PROFICIENCY

+2

STRENGTH

-1

Modifier

8

Score

◇ -1 Saving Throw

◆ +1 Athletics

INTELLIGENCE

+2

Modifier

14

Score

◆ +4 Saving Throw

◇ +2 Arcana

◇ +2 History

◆ +4 Investigation

◇ +2 Nature

◇ +2 Religion

WISDOM

+1

Modifier

12

Score

◇ +1 Saving Throw

◇ +1 Animal Handling

◆ +3 Insight

◇ +1 Medicine

◆ +3 Perception

◇ +1 Survival

DEXTERITY

+3

Modifier

17

Score

◆ +5 Saving Throw

◆ +5 Acrobatics

◆ +7 Sleight of Hand

◆ +7 Stealth

CONSTITUTION

+2

Modifier

14

Score

◇ +2 Saving Throw

CHARISMA

+0

Modifier

10

Score

◇ +0 Saving Throw

◆ +2 Deception

◆ +2 Intimidation

◇ +0 Performance

◆ +2 Persuasion

HEROIC INSPIRATION



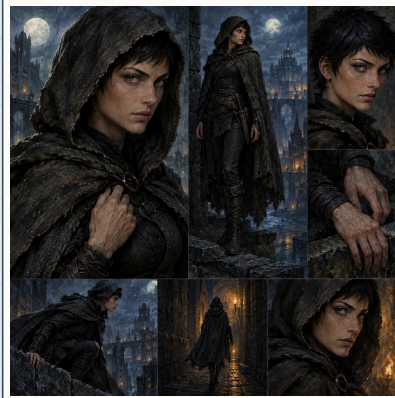
TRAINING AND PROFICIENCIES

Armor Light armor

Weapons Simple weapons and martial weapons with the Finesse or Light property

Tools Thieves' tools

◆ Proficiency · ◇ No Proficiency



INITIATIVE

+5

SPEED

30 feet

SIZE

Medium

PASSIVE PERCEPTION

13

WEAPONS AND DAMAGE CANTRIPS

Name	Attack / DC	Damage and Type	Notes
Dagger	+5	1d4+3 piercing	
Shortsword	+5	1d6+3 piercing	
Shortbow	+5	1d6+3 piercing	

CLASS FEATURES

Steady Aim

Fast Hands

Second-Story Work

Cunning Action

Expertise

Sneak Attack

SPECIES TRAITS

Human—Resourceful: gain Heroic Inspiration after a Long Rest. Skillful: proficiency in Persuasion. Versatile: Skilled origin feat. Medium Humanoid; Speed 30 feet.

FEATS

Alert: add proficiency bonus to Initiative; immediately after rolling Initiative, you may swap it with a willing ally in the same combat. Skilled: gain proficiency in Athletics, Insight, and Intimidation.

ILSA MARROW · REFERENCE RULES

Saving Throws Dexterity +5, Intelligence +4

Skills Athletics +1, Acrobatics +5, Sleight of Hand +7, Stealth +7, Investigation +4, Insight +3, Perception +3, Deception +2, Intimidation +2, Persuasion +2, Thieves' Tools +5

Senses Normal vision

Languages Common, Nemedian

Ilsa grew up among the cutpurses, rooftop runners, and illicit markets of Arenjun's thieves' quarter. Quick hands and patient observation made her a successful burglar rather than a notorious one. Reliable gossip convinced her that Yara's Heart of the Elephant is worth a fortune, so she quietly assembled a crew before Taurus of Nemedian could strike. She knows the tower's garden holds lions and worse, but neither Yogah's existence nor the jewel's true nature. Her fence expects an intact gem and offers no useful occult counsel.

[1] Ilsa grew up among the cutpurses, rooftop runners, and illicit markets of Arenjun's thieves' quarter. Quick hands and patient observation made her a successful burglar rather than a notorious one. Reliable gossip convinced her that Yara's Heart of the Elephant is worth a fortune, so she quietly assembled a crew before Taurus of Nemedian could strike. She knows the tower's garden holds lions and worse, but neither Yogah's existence nor the jewel's true nature. Her fence expects an intact gem and offers no useful occult counsel. Rogue level 3 — sneak attack: 2d6

Expertise: You gain Expertise in two of your skill proficiencies of your choice. Sleight of Hand and Stealth are recommended if you have proficiency in them. At Rogue level 6, you gain Expertise in two more of your skill proficiencies of your choice.

Sneak Attack: You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack roll if you have Advantage on the roll and the attack uses a Finesse or a Ranged weapon. The extra damage's type is the same as the weapon's type. You don't need Advantage on the attack roll if at least one of your allies is within 5 feet of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll. The extra damage increases as you gain Rogue levels, as shown in the Sneak Attack column of the Rogue Features table.

Thieves' Cant: You picked up various languages in the communities where you plied your roguish talents. You know Thieves' Cant and one other language of your choice, which you choose from the language tables in "Character Creation."

Weapon Mastery: Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Daggers and Shortbows.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Shortswords.

Cunning Action: Your quick thinking and agility allow you to move and act quickly. On your turn, you can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

Steady Aim: As a Bonus Action, you give yourself Advantage on your next attack roll on the current turn. You can use this feature only if you haven't moved during this turn, and after you use it, your Speed is 0 until the end of the current turn.

Fast Hands: As a Bonus Action, you can do one of the following. Sleight of Hand. Make a Dexterity (Sleight of Hand) check to pick a lock or disarm a trap with Thieves' Tools or to pick a pocket. Use an Object. Take the Utilize action, or take the Magic action to use a magic item that requires that action.

Second-Story Work: You've trained to get into especially hard-to-reach places, granting you these benefits. Climber. You gain a Climb Speed equal to your Speed. Jumper. You can determine your jump distance using your Dexterity rather than your Strength.

Expertise: Sleight of Hand and Stealth

Weapon Mastery: Dagger and Shortbow

Human—Resourceful: gain Heroic Inspiration after a Long Rest.

Skillful: proficiency in Persuasion. **Versatile:** Skilled origin feat.

Medium Humanoid: Speed 30 feet.

Alert: add proficiency bonus to Initiative; immediately after rolling Initiative, you may swap it with a willing ally in the same combat. **Skilled:** gain proficiency in Athletics, Insight, and Intimidation. **Module skill — Thieves' Tools:** Use Dexterity to pick locks, disarm traps, and perform other precise work with thieves' tools.

Actions

Dagger (Attack action). +5. **1d4+3 piercing.** Finesse, Light, Thrown (Range 20/60). Mastery: Nick (only if unlocked for this weapon).

5 ft.; thrown 20/60 ft. · One target · Instantaneous
Weapon in hand · Mundane

Shortsword (Attack action). +5. **1d6+3 piercing.** Finesse, Light. Mastery: Vex (only if unlocked for this weapon).

5 ft. · One target · Instantaneous
Weapon in hand · Mundane

Shortbow (Attack action). +5. **1d6+3 piercing.** Ammunition (Range 80/320; Arrow), Two-Handed. Mastery: Vex (only if unlocked for this weapon).

80/320 ft. · One target · Instantaneous
One arrow · Mundane

Equipment Leather armor; Thieves' tools; Burglar's pack; Quiver with 20 arrows; Dark hooded clothing; 50 feet of silk rope; Crowbar; Ball bearings; Caltraps; Brass tally identifying Ilsa to her fence; Dagger; Shortsword; Shortbow

Tactics Scout ahead, study patrols and entrances, and avoid open fights. Use the shortbow from cover, then exploit Cunning Action and rooftop mobility. Save tools and expendable gear for bypassing tower defenses.

Motivation Steal the Heart before Taurus or Yara's other enemies reach it, then turn Arenjun's greatest rumor into lasting freedom.

Bonds A discreet Arenjun fence trusts Ilsa to deliver the Heart intact and promises a fortune, but knows nothing of its true nature.

First Objective Enter Yara's guarded garden, reach the jeweled tower, and secure the Heart of the Elephant before Taurus can claim it.

CHARACTER NAME

BRAN KESH

Background Soldier (Mercenary)

Species Human

Class Fighter

Subclass Champion

LEVEL

3

Veteran caravan guard, alley fighter, and hired expedition muscle.

AC / HP

AC 18

HP 28

Current

Temp.

Shield Shield

HIT DICE

3d10

Spent

DEATH SAVING THROWS

Successes

Failures

SRD 5.2.1 / FANTASY

Bran Kesh · Skills and Saving Throws

PROFICIENCY

+2

STRENGTH

+3

17

Modifier Score

+5 Saving Throw

+5 Athletics

DEXTERITY

+1

13

Modifier Score

+1 Saving Throw

+1 Acrobatics

+1 Sleight of Hand

+3 Stealth

CONSTITUTION

+2

15

Modifier Score

+4 Saving Throw

HEROIC INSPIRATION

INTELLIGENCE

-1

8

Modifier Score

-1 Saving Throw

-1 Arcana

-1 History

-1 Investigation

-1 Nature

-1 Religion

WISDOM

+1

12

Modifier Score

+1 Saving Throw

+1 Animal Handling

+1 Insight

+1 Medicine

+3 Perception

+3 Survival

CHARISMA

+0

10

Modifier Score

+0 Saving Throw

+0 Deception

+2 Intimidation

+0 Performance

+0 Persuasion

INITIATIVE

+1

SIZE

Medium

SPEED

30 feet

PASSIVE PERCEPTION

13

WEAPONS AND DAMAGE CANTRIPS

Name	Attack / DC	Damage and Type	Notes
Longsword	+5	1d8+3 slashing	
Longbow	+3	1d8+1 piercing	
Dagger	+5	1d4+3 piercing	

CLASS FEATURES

- Improved Critical
- Remarkable Athlete
- Action Surge
- Tactical Mind
- Fighting Style
- Second Wind

SPECIES TRAITS

Human—Resourceful: gain Heroic Inspiration after each Long Rest. Skillful: gain proficiency in Stealth. Versatile: gain the Alert Origin feat.

FEATS

Alert: Add your Proficiency Bonus to Initiative. Immediately after Initiative is rolled, you may swap your Initiative with a willing ally in the same combat. Savage Attacker: Once per turn when you hit with a weapon, roll its damage dice twice and use either roll.

TRAINING AND PROFICIENCIES

Armor

Light armor, Medium armor, Heavy armor, Shields

Weapons

Simple and martial weapons; mastery with Longsword, Longbow, and Dagger.

Tools

Dice set

◆ Proficiency · ◇ No Proficiency

SPELLCASTING

Ability

Modifier —

Saving Throw DC —

Spell Attack —

SPELL SLOTS

Level · Total · Spent

1 · 0

4 · 0

7 · 0

—

—

—

2 · 0

5 · 0

8 · 0

—

—

—

3 · 0

6 · 0

9 · 0

—

—

—

APPEARANCE

A broad-shouldered, weathered man with close-cropped black hair, a scar crossing his left eyebrow, and practical mail darkened to avoid moonlight. His shield bears no lord’s device.

HISTORY AND PERSONALITY

Bran Kesh has sold his sword along Zamora’s caravan roads and through Arenjun’s feuding alleys. A cautious fence hired him to keep this expedition alive and promised him a share once the Heart of the Elephant is produced intact. Bran has heard how lions, worse things, and the tower itself ended earlier attempts, but knows nothing of Yara’s sorcery or Yogah’s captivity. He respects preparation, distrusts grand promises, and refuses to spend lives merely to protect another person’s profit.

Alignment Neutral

LANGUAGES

Common, Zamorian

EQUIPMENT

Chain mail; Shield; Dungeoneer’s pack; Crowbar; 50 feet of hempen rope; Grappling hook; Whetstone; Traveler’s clothes; Dice set; Belt pouch containing 15 GP; Fence’s sealed commission promising payment upon proof of the intact jewel; Longsword; Longbow; Dagger

ATTUNEMENT TO MAGIC ITEMS

◇

◇

◇

PREPARED CANTRIPS AND SPELLS

Lv.

Name

Time

Range

C/R/M

Notes

No Prepared Spells.

WATER AND TRAVEL RESOURCES

Rope, grappling hook, crowbar, torches, rations, waterskin, and a dungeoneer’s pack.

Consumed

COINS AND WEALTH

15 GP and a sealed promise of a share after the intact jewel is produced.

BRAN KESH · REFERENCE RULES

Saving Throws Strength +5, Constitution +4

Skills Athletics +5, Stealth +3, Perception +3, Survival +3, Intimidation +2

Senses Normal vision

Languages Common, Zamorian

Bran Kesh has sold his sword along Zamora's caravan roads and through Arenjun's feuding alleys. A cautious fence hired him to keep this expedition alive and promised him a share once the Heart of the Elephant is produced intact. Bran has heard how lions, worse things, and the tower itself ended earlier attempts, but knows nothing of Yara's sorcery or Yogah's captivity. He respects preparation, distrusts grand promises, and refuses to spend lives merely to protect another person's profit.

Fighter level 3 — second wind: 2; weapon mastery: 3

Fighting Style: You have honed your martial prowess and gain a Fighting Style feat of your choice (see "Feats"). Defense is recommended. Whenever you gain a Fighter level, you can replace the feat you chose with a different Fighting Style feat.

Second Wind: You have a limited well of physical and mental stamina that you can draw on. As a Bonus Action, you can use it to regain Hit Points equal to 1d10 plus your Fighter level. You can use this feature twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. When you reach certain Fighter levels, you gain more uses of this feature, as shown in the Second Wind column of the Fighter Features table.

Weapon Mastery: Your training with weapons allows you to use the mastery properties of three kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices. When you reach certain Fighter levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Fighter Features table.

Action Surge: You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action, except the Magic action. Once you use this feature, you can't do so again until you finish a Short or Long Rest. Starting at level 17, you can use it twice before a rest but only once on a turn.

Tactical Mind: You have a mind for tactics on and off the battlefield. When you fail an ability check, you can expend a use of your Second Wind to push yourself toward success. Rather than regaining Hit Points, you roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Second Wind isn't expended.

Improved Critical: Your attack rolls with weapons and Unarmed Strikes can score a Critical Hit on a roll of 19 or 20 on the d20.

Remarkable Athlete: Thanks to your athleticism, you have Advantage on Initiative rolls and Strength (Athletics) checks. In addition, immediately after you score a Critical Hit, you can move up to half your Speed without provoking Opportunity Attacks.

Fighting Style: Defense

Weapon Mastery: Longsword

Weapon Mastery: Longbow

Weapon Mastery: Dagger

Human—Resourceful: gain Heroic Inspiration after each Long Rest.

Skillful: gain proficiency in Stealth. **Versatile:** gain the Alert Origin feat.

Alert: Add your Proficiency Bonus to Initiative. Immediately after Initiative is rolled, you may swap your Initiative with a willing ally in the same combat. **Savage Attacker:** Once per turn when you hit with a weapon, roll its damage dice twice and use either roll.

Actions

Longsword (Attack action). +5. **1d8+3 slashing.** Versatile (1d10). Mastery: Sap (only if unlocked for this weapon).

5 ft. · One target · Instantaneous

Weapon in hand · Mundane

Longbow (Attack action). +3. **1d8+1 piercing.** Ammunition (Range 150/600; Arrow), Heavy, Two-Handed. Mastery: Slow (only if unlocked for this weapon).

150/600 ft. · One target · Instantaneous

One arrow · Mundane

Dagger (Attack action). +5. **1d4+3 piercing.** Finesse, Light, Thrown (Range 20/60). Mastery: Nick (only if unlocked for this weapon).

5 ft.; thrown 20/60 ft. · One target · Instantaneous

Weapon in hand · Mundane

Equipment Chain mail; Shield; Dungeoneer's pack; Crowbar; 50 feet of hempen rope; Grappling hook; Whetstone; Traveler's clothes; Dice set; Belt pouch containing 15 GP; Fence's sealed commission promising payment upon proof of the intact jewel; Longsword; Longbow; Dagger

Tactics Hold narrow approaches with shield and longsword while allies maneuver. Use the longbow against exposed guards, conserve Action Surge for a decisive breach, and retreat rather than chase enemies into unknown defenses.

Motivation Earn the promised share while proving that discipline and a steady blade can succeed where Arenjun's celebrated thieves failed.

Bonds The fence who commissioned the theft owes Bran a fair share, and Bran intends to collect without letting the crew be cheated.

First Objective Cross Yara's guarded garden, reach the tower, and secure proof of the Heart of the Elephant intact so the fence must pay.

CHARACTER NAME

SAREL VASHTI

Background Sage

Class Wizard

Species Human

Subclass Evoker

LEVEL

3

3rd-level
adventurer

AC / HP

AC

12

Current

Temp.

Shield

HP

26

HIT DICE

3d6

Spent

DEATH SAVING
THROWSSuccesses
◇ ◇ ◇Failures
◇ ◇ ◇

SRD 5.2.1 / FANTASY

Sarel Vashti · Skills and Saving Throws

PROFICIENCY

+2

STRENGTH

-1

Modifier

8

Score

- ◇ -1 Saving Throw
- ◇ -1 Athletics

INTELLIGENCE

+3

Modifier

17

Score

- ◆ +5 Saving Throw
- ◆ +5 Arcana
- ◆ +5 History
- ◆ +5 Investigation
- ◇ +3 Nature
- ◇ +3 Religion

WISDOM

+1

Modifier

12

Score

- ◆ +3 Saving Throw
- ◇ +1 Animal Handling
- ◆ +3 Insight
- ◇ +1 Medicine
- ◆ +3 Perception
- ◇ +1 Survival

DEXTERITY

+2

Modifier

14

Score

- ◇ +2 Saving Throw
- ◇ +2 Acrobatics
- ◇ +2 Sleight of Hand
- ◇ +2 Stealth

CONSTITUTION

+2

Modifier

14

Score

- ◇ +2 Saving Throw

CHARISMA

+0

Modifier

10

Score

- ◇ +0 Saving Throw
- ◇ +0 Deception
- ◇ +0 Intimidation
- ◇ +0 Performance
- ◇ +0 Persuasion

HEROIC INSPIRATION



TRAINING AND PROFICIENCIES

Armor

Weapons Simple weapons

Tools Calligrapher's supplies

◆ Proficiency · ◇ No Proficiency



INITIATIVE

+2

SPEED

30 feet

SIZE

Medium

PASSIVE PERCEPTION

13

WEAPONS AND DAMAGE CANTRIPS

Name	Attack / DC	Damage and Type	Notes
Dagger	+4	1d4+2 piercing	

CLASS FEATURES

Evocation Savant

Potent Cantrip

Scholar

Spellcasting

Ritual Adept

Arcane Recovery

SPECIES TRAITS

Human. Resourceful: gain Heroic Inspiration after a Long Rest. Skillful: proficiency in Perception. Versatile: gain the Tough origin feat.

FEATS

Magic Initiate (Wizard): Light, Prestidigitation, and Disguise Self. Tough: maximum Hit Points increase by 2 per character level.

SPELLCASTING

Ability **INT**

Modifier **+3**

Saving Throw DC **13**

Spell Attack **+5**

SPELL SLOTS

Level · Total · Spent

1 · 4
◇ ◇ ◇ ◇

2 · 2
◇ ◇

3 · 0
—

4 · 0
—

5 · 0
—

6 · 0
—

7 · 0
—

8 · 0
—

9 · 0
—

APPEARANCE

A lean Zamorian scholar with alert dark eyes, ink-stained fingers, and black hair bound at the nape. Sarel wears layered traveling robes beneath a weathered hood and carries a spellbook wrapped against dust.

HISTORY AND PERSONALITY

[2]

Alignment **Neutral Good**

LANGUAGES

Common, Zamorian, Ancient Acheronian

EQUIPMENT

Spellbook containing Sarel's Wizard spells; Component pouch; Scholar's pack; Calligrapher's supplies; Ink, quill, and loose translations of fragmentary elder-race texts; Dark hooded traveling clothes; Dagger

ATTUNEMENT TO MAGIC ITEMS

◇ _____

◇ _____

◇ _____

COINS AND WEALTH

5 gp in mixed Zamorian coin

PREPARED CANTRIPS AND SPELLS

Lv.	Name	Time	Range	C/R/M	Notes
0	Fire Bolt	Action	120 feet	...	
0	Mage Hand	Action	30 feet	...	
0	Minor Illusion	Action	30 feet	.. M	
1	Shield	[1]	Self	...	
1	Magic Missile	Action	120 feet	...	
1	Sleep	Action	60 feet	C · M	
1	Detect Magic	Action or Ritual	Self	C R ·	
2	Invisibility	Action	Touch	C · M	
2	Web	Action	60 feet	C · M	
0	Light	Action	Touch	.. M	
0	Prestidigitation	Action	10 feet	...	
1	Disguise Self	Action	Self	...	

WATER AND TRAVEL RESOURCES

Spellbook, component pouch, scholar's pack, and ritual magic support investigation and infiltration.

Consumed

SRD 5.2.1

SAREL VASHTI · REFERENCE RULES

Saving Throws Intelligence +5, Wisdom +3

Skills Arcana +5, History +5, Investigation +5, Insight +3, Perception +3

Senses Normal vision

Languages Common, Zamorian, Ancient Acheronian

Sarel Vashti is a patient scholar of ruined civilizations whose studies uncovered fragmented accounts of an elder race descending from the heavens. Yara's abrupt rise and the legends surrounding the Heart of the Elephant convinced Sarel that the jewel is no common treasure. Sarel joined Ilsa's expedition to examine it before greed or sorcery destroys irreplaceable evidence. Though reserved and exacting, Sarel's curiosity is tempered by compassion: a living witness or captive deserves more consideration than any artifact or fortune.

[1] Reaction, which you take when you are hit by an attack roll or targeted by the Magic Missile spell

[2] Sarel Vashti is a patient scholar of ruined civilizations whose studies uncovered fragmented accounts of an elder race descending from the heavens. Yara's abrupt rise and the legends surrounding the Heart of the Elephant convinced Sarel that the jewel is no common treasure. Sarel joined Ilsa's expedition to examine it before greed or sorcery destroys irreplaceable evidence. Though reserved and exacting, Sarel's curiosity is tempered by compassion: a living witness or captive deserves more consideration than any artifact or fortune.

Wizard level 3 — cantrips: 3; prepared spells: 6; slot 1: 4; slot 2: 2; slot 3: —; slot 4: —; slot 5: —; slot 6: —; slot 7: —; slot 8: —; slot 9: —

Spellcasting: As a student of arcane magic, you have learned to cast spells. See "Spells" for the rules on spellcasting. The information below details how you use those rules with Wizard spells, which appear in the Wizard spell list later in the class's description.

Cantrips. You know three Wizard cantrips of your choice. Light, Mage Hand, and Ray of Frost are recommended. Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Wizard cantrip of your choice. **Expanding and Replacing a Spellbook** The spells you add to your spellbook as you gain levels reflect your ongoing magical research, but you might find other spells during your adventures that you can add to the book. You could discover a Wizard spell on a Spell Scroll, for example, and then copy it into your spellbook. Copying a Spell into the Book.

When you find a level 1+ Wizard spell, you can copy it into your spellbook if it's of a level you can prepare and if you have time to copy it. For each level of the spell, the transcription takes 2 hours and costs 50 GP. Afterward you can prepare the spell like the other spells in your spellbook. **Copying the Book.** You can copy a spell from your spellbook into another book. This is like copying a new spell into your spellbook but faster, since you already know how to cast the spell. You need spend only 1 hour and 10 GP for each level of the copied spell. If you lose your spellbook, you can use the same procedure to transcribe the Wizard spells that you have prepared into a new spellbook. Filling out the remainder of the new book requires you to find new spells to do so. For this reason, many wizards keep a backup spellbook. When you reach Wizard levels 4 and 10, you learn another Wizard cantrip of your choice, as shown in the Cantrips column of the Wizard Features table. **Spellbook.** Your wizardly apprenticeship culminated in the creation of a unique book: your spellbook. It is a Tiny object that weighs 3 pounds, contains 100 pages, and can be read only by you or someone casting Identify. You determine the book's appearance and materials, such as a gilt-edged tome or a collection of vellum bound with twine. The book contains the level 1+ spells you know. It starts with six level 1 Wizard spells of your choice. Detect Magic, Feather Fall, Mage Armor, Magic Missile, Sleep, and Thunderwave are recommended. Whenever you gain a Wizard level after 1, add two Wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown in the Wizard Features table. The spells are the culmination of arcane research you do regularly. **Spell Slots.** The Wizard Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest. **Prepared Spells of Level 1+.** You prepare the list of level 1+

spells that are available for you to cast with this feature. To do so, choose four spells from your spellbook. The chosen spells must be of a level for which you have spell slots. The number of spells on your list increases as you gain Wizard levels, as shown in the Prepared Spells column of the Wizard Features table. Whenever that number increases, choose additional Wizard spells until the number of spells on your list matches the number in the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Wizard, your list of prepared spells can include six spells of levels 1 and 2 in any combination, chosen from your spellbook. If another Wizard feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Wizard spells for you. **Changing Your Prepared Spells.** Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with spells from your spellbook. **Spellcasting Ability.** Intelligence is your spellcasting ability for your Wizard spells. **Spellcasting Focus.** You can use an Arcane Focus or your spellbook as a Spellcasting Focus for your Wizard spells. **Ritual Adept:** You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your spellbook. You needn't have the spell prepared, but you must read from the book to cast a spell in this way.

Arcane Recovery: You can regain some of your magical energy by studying your spellbook. When you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to no more than half your Wizard level (round up), and none of the slots can be level 6 or higher. For example, if you're a level 4 Wizard, you can recover up to two levels' worth of spell slots, regaining either one level 2 spell slot or two level 1 spell slots. Once you use this feature, you can't do so again until you finish a Long Rest.

Scholar: While studying magic, you also specialized in another field of study. Choose one of the following skills in which you have proficiency: Arcana, History, Investigation, Medicine, Nature, or Religion. You have Expertise in the chosen skill.

Evocation Savant: Choose two Wizard spells from the Evocation school, each of which must be no higher than level 2, and add them to your spellbook for free. In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Evocation school to your spellbook for free. The chosen spell must be of a level for which you have spell slots.

Potent Cantrip: Your damaging cantrips affect even creatures that avoid the brunt of the effect. When you cast a cantrip at a creature and you miss with the attack roll or the target succeeds on a saving throw against the cantrip, the target takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

Human. Resourceful: gain Heroic Inspiration after a Long Rest.

Skillful: proficiency in Perception. **Versatile:** gain the Tough origin feat.

Magic Initiate (Wizard): Light, Prestidigitation, and Disguise Self.

Tough: maximum Hit Points increase by 2 per character level.

Module spell grant — Magic Initiate (Wizard): Choose the listed Wizard spells. The 1st-level spell can be cast once without a spell slot, regaining that use after a Long Rest, and can also be cast using spell slots.

Actions

Dagger (Attack action). +4. **1d4+2 piercing.** Finesse, Light, Thrown (Range 20/60). Mastery: Nick (only if unlocked for this weapon).

5 ft.; thrown 20/60 ft. · One target · Instantaneous
Weapon in hand · Mundane

Spells and Powers

Fire Bolt (Action). Components: V, S. You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Fire damage. A flammable object hit by this spell starts burning if it isn't being worn or carried. **Cantrip Upgrade.** The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

120 feet · As described in the spell procedure. · Instantaneous
At will · Arcana

Mage Hand (Action). Components: V, S. A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. When you cast the spell, you can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. As a Magic action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet. The hand can't attack, activate magic items, or carry more than 10 pounds.

30 feet · As described in the spell procedure. · 1 minute
At will · Arcana

Minor Illusion (Action). Components: S, M (a bit of fleece). You create a sound or an image of an object within range that lasts for the duration. See the descriptions below for the effects of each. The illusion ends if you cast this spell again. If a creature takes a Study action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature. Sound. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. Image. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot Cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, since things can pass through it.

30 feet · As described in the spell procedure. · 1 minute
At will · Arcana

Shield (Reaction, which you take when you are hit by an attack roll or targeted by the Magic Missile spell). Components: V, S. An imperceptible barrier of magical force protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from Magic Missile.

Self · As described in the spell procedure. · 1 round

Spell slot of level 1 or higher; ritual option only where stated. · Arcana

Magic Missile (Action). Components: V, S. You create three glowing darts of magical force. Each dart strikes a creature of your choice that you can see within range. A dart deals 1d4 + 1 Force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. Using a Higher-Level Spell Slot. The spell creates one more dart for each spell slot level above 1.

120 feet · As described in the spell procedure. · Instantaneous
Spell slot of level 1 or higher; ritual option only where stated. · Arcana

Sleep (Action). Components: V, S, M (a pinch of sand or rose petals). Each creature of your choice in a 5-foot-radius Sphere centered on a point within range must succeed on a Wisdom saving throw or have the Incapacitated condition until the end of its next turn, at which point it must repeat the save. If the target fails the second save, the target has the Unconscious condition for the duration. The spell ends on a target if it takes damage or someone within 5 feet of it takes an action to shake it out of the spell's effect. Creatures that don't sleep, such as elves, or that have Immunity to the Exhaustion condition automatically succeed on saves against this spell.

60 feet · As described in the spell procedure. · Concentration, up to 1 minute · Concentration

Spell slot of level 1 or higher; ritual option only where stated. · Arcana

Detect Magic (Action or Ritual). Components: V, S. For the duration, you sense the presence of magical effects within 30 feet of yourself. If you sense such effects, you can take the Magic action to see a faint aura around any visible creature or

object in the area that bears the magic, and if an effect was created by a spell, you learn the spell's school of magic. The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Self · As described in the spell procedure. · Concentration, up to 10 minutes · Concentration

Spell slot of level 1 or higher; ritual option only where stated. · Arcana

Find Familiar (1 hour or Ritual). Components: V, S, M (burning incense worth 10+ GP, which the spell consumes). You gain the service of a familiar, a spirit that takes an animal form you choose: Bat, Cat, Frog, Hawk, Lizard, Octopus, Owl, Rat, Raven, Spider, Weasel, or another Beast that has a Challenge Rating of 0. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form (see "Monsters"), though it is a Celestial, Fey, or Fiend (your choice) instead of a Beast. Your familiar acts independently of you, but it obeys your commands. Telepathic Connection. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as a Bonus Action, you can see through the familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it has. Finally, when you cast a spell with a range of touch, your familiar can deliver the touch. Your familiar must be within 100 feet of you, and it must take a Reaction to deliver the touch when you cast the spell. Combat. The familiar is an ally to you and your allies. It rolls its own Initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. Disappearance of the Familiar. When the familiar drops to 0 Hit Points, it disappears. It reappears after you cast this spell again. As a Magic action, you can temporarily dismiss the familiar to a pocket dimension. Alternatively, you can dismiss it forever. As a Magic action while it is temporarily dismissed, you can cause it to reappear in an unoccupied space within 30 feet of you. Whenever the familiar drops to 0 Hit Points or disappears into the pocket dimension, it leaves behind in its space anything it was wearing or carrying. One Familiar Only. You can't have more than one familiar at a time. If you cast this spell while you have a familiar, you instead cause it to adopt a new eligible form.

10 feet · As described in the spell procedure. · Instantaneous

Spell slot of level 1 or higher; ritual option only where stated. · Arcana

Feather Fall (Reaction, which you take when you or a creature you can see within 60 feet of you falls). Components: V, M (a small feather or piece of down). Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If a creature lands before the spell ends, the creature takes no damage from the fall, and the spell ends for that creature.

60 feet · As described in the spell procedure. · 1 minute

Spell slot of level 1 or higher; ritual option only where stated. · Arcana

Comprehend Languages (Action or Ritual). Components: V, S, M (a pinch of soot and salt). For the duration, you understand the literal meaning of any language that you hear or see signed. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode symbols or secret messages.

Self · As described in the spell procedure. · 1 hour

Spell slot of level 1 or higher; ritual option only where stated. · Arcana

Invisibility (Action). Components: V, S, M (an eyelash in gum arabic). A creature you touch has the Invisible condition until the spell ends. The spell ends early immediately after the target makes an attack roll, deals damage, or casts a spell. Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

Touch · As described in the spell procedure. · Concentration, up to 1 hour · Concentration

Spell slot of level 2 or higher; ritual option only where stated. · Arcana

Web (Action). Components: V, S, M (a bit of spiderweb). You conjure a mass of sticky webbing at a point within range. The

webs fill a 20-foot Cube there for the duration. The webs are Difficult Terrain, and the area within them is Lightly Obscured. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet. The first time a creature enters the webs on a turn or starts its turn there, it must succeed on a Dexterity saving throw or have the Restrained condition while in the webs or until it breaks free. A creature Restrained by the webs can take an action to make a Strength (Athletics) check against your spell save DC. If it succeeds, it is no longer Restrained. The webs are flammable. Any 5-foot Cube of webs exposed to fire burns away in 1 round, dealing 2d4 Fire damage to any creature that starts its turn in the fire.

60 feet · As described in the spell procedure. · Concentration, up to 1 hour · Concentration

Spell slot of level 2 or higher; ritual option only where stated. · Arcana
Misty Step (Bonus Action). Components: V. Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space you can see.

Self · As described in the spell procedure. · Instantaneous
Spell slot of level 2 or higher; ritual option only where stated. · Arcana

Scorching Ray (Action). Components: V, S. You hurl three fiery rays. You can hurl them at one target within range or at several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 Fire damage. Using a Higher-Level Spell Slot. You create one additional ray for each spell slot level above 2.

120 feet · As described in the spell procedure. · Instantaneous
Spell slot of level 2 or higher; ritual option only where stated. · Arcana
Light (Action). Components: V, M (a firefly or phosphorescent moss). You touch one Large or smaller object that isn't being worn or carried by someone else. Until the spell ends, the object sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The light can be colored as you like. Covering the object with something opaque blocks the light. The spell ends if you cast it again. Grant Magic Initiate (Wizard): INT, spell attack +5, save DC 13.

Touch · As described in the spell procedure. · 1 hour
At will · Arcana

Prestidigitation (Action). Components: V, S. You create a magical effect within range. Choose the effect from the options below. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time. Sensory Effect. You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. Fire Play. You instantaneously light or snuff out a candle, a torch, or a small campfire. Clean or Soil. You instantaneously clean or soil an object no larger than 1 cubic foot. Minor Sensation. You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. Magic Mark. You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. Minor Creation. You create a nonmagical trinket or an illusory image that can fit in your hand. It lasts until the end of your next turn. A trinket can deal no damage and has no monetary worth. Grant Magic Initiate (Wizard): INT, spell attack +5, save DC 13.

10 feet · As described in the spell procedure. · Up to 1 hour
At will · Arcana

Disguise Self (Action). Components: V, S. You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends. You can seem 1 foot shorter or taller and can appear heavier or lighter. You must adopt a form that has the same basic arrangement of limbs as you have. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing. To discern that you are disguised, a creature must take the Study action to inspect your

appearance and succeed on an Intelligence (Investigation) check against your spell save DC. Grant Magic Initiate (Wizard): INT, spell attack +5, save DC 13.

Self · As described in the spell procedure. · 1 hour

1 per long rest (Magic Initiate (Wizard)) · Arcana

Equipment Spellbook containing Sarel's Wizard spells; Component pouch; Scholar's pack; Calligrapher's supplies; Ink, quill, and loose translations of fragmentary elder-race texts; Dark hooded traveling clothes; Dagger

Tactics Use stealth and ritual divination before committing the group. Control clustered guards with Web or Sleep, preserve Shield for emergencies, and use Invisibility to bypass threats. Question any intelligent guardian before treating it as an enemy.

Motivation Discover what the Heart truly is and prevent ignorance, greed, or Yara's sorcery from destroying a unique being or legacy.

Bonds Orin Pellow's fragments may corroborate Sarel's research; Sarel values his conscience even when their interpretations differ.

First Objective Enter Yara's tower, inspect the Heart of the Elephant, and determine whether it is an artifact, a conduit, or evidence of the fallen elder race.

CHARACTER NAME

ORIN PELLOW

Background AcolyteClass Cleric

Species HumanSubclass Life Domain

LEVEL

3

Level 3

AC / HP

AC

18

HP

24

Current

Temp.

Shield Shield

HIT DICE

3d8

Spent

DEATH SAVING THROWS

Successes

Failures

SRD 5.2.1 / FANTASY

Orin Pellow · Skills and Saving Throws

PROFICIENCY

+2

STRENGTH

+1

13

ModifierScore

◇ +1 Saving Throw

◇ +1 Athletics

DEXTERITY

+1

12

ModifierScore

◇ +1 Saving Throw

◇ +1 Acrobatics

◇ +1 Sleight of Hand

◆ +3 Stealth

CONSTITUTION

+2

15

ModifierScore

◇ +2 Saving Throw

HEROIC INSPIRATION

◇

INTELLIGENCE

-1

8

ModifierScore

◇ -1 Saving Throw

◇ -1 Arcana

◇ -1 History

◇ -1 Investigation

◇ -1 Nature

◆ +1 Religion

WISDOM

+3

17

ModifierScore

◆ +5 Saving Throw

◇ +3 Animal Handling

◆ +5 Insight

◆ +5 Medicine

◇ +3 Perception

◇ +3 Survival

CHARISMA

+0

10

ModifierScore

◆ +2 Saving Throw

◇ +0 Deception

◇ +0 Intimidation

◇ +0 Performance

◆ +2 Persuasion



INITIATIVE

+3

SIZE

Medium

SPEED

30 feet

PASSIVE PERCEPTION

13

WEAPONS AND DAMAGE CANTRIPS

Name	Attack / DC	Damage and Type	Notes
Mace	+3	1d6+1 bludgeoning	
Light Crossbow	+3	1d8+1 piercing	

CLASS FEATURES

- Disciple of Life
- Life Domain Spells
- Preserve Life
- Channel Divinity
- Spellcasting
- Divine Order

SPECIES TRAITS

Human—Resourceful: gain Heroic Inspiration after a Long Rest. Skillful: proficiency in Stealth. Versatile: gain the Alert origin feat.

FEATS

Magic Initiate (Cleric) from Acolyte; Alert from Human Versatile. Alert adds proficiency to Initiative and allows an initiative swap with a willing ally after rolling.

TRAINING AND PROFICIENCIES

Armor Light armor, Medium armor, Heavy armor, Shields

Weapons Simple weapons and martial weapons

Tools Calligrapher's supplies

◆ Proficiency · ◇ No Proficiency

SRD 5.2.1

SPELLCASTING

Modifier +3

Saving Throw DC 13

Spell Attack +5

SPELL SLOTS

Level · Total · Spent

1.4

◇ ◇ ◇ ◇

2 · 2

◇ ◇

3.0

4 · 0

5.0

6.0

7.0

8.0

9.0

APPEARANCE

A lean, weary man in repaired chain mail, with close-cropped dark hair and ink-stained fingers. His shield bears a temple emblem deliberately scraped away; a cracked ivory-colored tablet hangs at his throat.

HISTORY AND PERSONALITY

[1]

Alignment Neutral Good

PREPARED CANTRIPS AND SPELLS

Lv.	Name	Time	Range	C/R/M	Notes
0	Guidance	Action	Touch	C · ·	
0	Sacred Flame	Action	60 feet	· · ·	
0	Thaumaturgy	Action	30 feet	· · ·	
1	Bless	Action	30 feet	C · M	
1	Cure Wounds	Action	Touch	· · ·	
1	Guiding Bolt	Action	120 feet	· · ·	
1	Healing Word	Bonus Action	60 feet	· · ·	
2	Aid	Action	30 feet	· · M	
2	Spiritual Weapon	Bonus Action	60 feet	C · ·	
0	Resistance	Action	Touch	C · ·	
0	Spare the Dying	Action	15 feet	· · ·	
1	Sanctuary	Bonus Action	30 feet	· · M	

LANGUAGES

Common, Celestial, Zamorian

EQUIPMENT

Chain mail; Shield bearing a defaced temple emblem; Holy symbol made from a cracked ivory-colored tablet; Priest's pack; Case of copied liturgical fragments; 20 crossbow bolts; Traveler's clothes; Ink, quill, and parchment; Mace; Light Crossbow

ATTUNEMENT TO MAGIC ITEMS

◇ _____
 ◇ _____
 ◇ _____

WATER AND TRAVEL RESOURCES

Priest's pack, rations, waterskin, holy symbol, 20 crossbow bolts, and copied liturgical fragments.

Consumed

COINS AND WEALTH

15 gp and a cracked temple token of sentimental value.

ORIN PELLOW · REFERENCE RULES

Saving Throws Wisdom +5, Charisma +2

Skills Stealth +3, Religion +1, Insight +5, Medicine +5, Persuasion +2

Senses Normal vision

Languages Common, Celestial, Zamorian

Orin served as an acolyte until doctrinal disputes over a forgotten elephant-headed god tore his order apart. He left disillusioned, carrying copied fragments that call the fallen god of the garden tower a being owed mercy—not worship or theft. Carvings near Yara's tower resemble those forbidden texts, though Orin cannot prove the connection. Without institutional support, he joined Ilsa's expedition to test his suspicions, protect his companions, and confront the guilt of abandoning the old faith when its adherents needed courage.

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Cleric level 3 — channel divinity: 2; cantrips: 3; prepared spells: 6; slot 1: 4; slot 2: 2; slot 3: —; slot 4: —; slot 5: —; slot 6: —; slot 7: —; slot 8: —; slot 9: —

Spellcasting: You have learned to cast spells through prayer and meditation. See “Spells” for the rules on spellcasting. The information below details how you use those rules with Cleric spells, which appear on the Cleric spell list later in the class's description. Cantrips. You know three cantrips of your choice from the Cleric spell list. Guidance, Sacred Flame, and Thaumaturgy are recommended.

Whenever you gain a Cleric level, you can replace one of your cantrips with another cantrip of your choice from the Cleric spell list. When you reach Cleric levels 4 and 10, you learn another cantrip of your choice from the Cleric spell list, as shown in the Cantrips column of the Cleric Features table. Spell Slots. The Cleric Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 spells from the Cleric spell list. Bless, Cure Wounds, Guiding Bolt, and Shield of Faith are recommended. The number of spells on your list increases as you gain Cleric levels, as shown in the Prepared Spells column of the Cleric Features table. Whenever that number increases, choose additional spells from the Cleric spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Cleric, your list of prepared spells can include six spells of levels 1 and 2 in any combination. If another Cleric feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Cleric spells for you. **Changing Your Prepared Spells.** Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with other Cleric spells for which you have spell slots. **Spellcasting Ability.** Wisdom is your spellcasting ability for your Cleric spells. **Spellcasting Focus.** You can use a Holy Symbol as a Spellcasting Focus for your Cleric spells.

Divine Order: You have dedicated yourself to one of the following sacred roles of your choice. Protector. Trained for battle, you gain proficiency with Martial weapons and training with Heavy armor. Thaumaturge. You know one extra cantrip from the Cleric spell list. In addition, your mystical connection to the divine gives you a bonus to your Intelligence (Arcana or Religion) checks. The bonus equals your Wisdom modifier (minimum of +1).

Channel Divinity: You can channel divine energy directly from the Outer Planes to fuel magical effects. You start with two such effects: Divine Spark and Turn Undead, each of which is described below. Each time you use this class's Channel Divinity, choose which Channel Divinity effect from this class to create. You gain additional effect options at higher Cleric levels. You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a

Short Rest, and you regain all expended uses when you finish a Long Rest. You gain additional uses when you reach certain Cleric levels, as shown in the Channel Divinity column of the Cleric Features table. If a Channel Divinity effect requires a saving throw, the DC equals the spell save DC from this class's Spellcasting feature. **Divine Spark.** As a Magic action, you point your Holy Symbol at another creature you can see within 30 feet of yourself and focus divine energy at it. Roll 1d8 and add your Wisdom modifier. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution saving throw. On a failed save, the creature takes Necrotic or Radiant damage (your choice) equal to that total. On a successful save, the creature takes half as much damage (round down). You roll an additional d8 when you reach Cleric levels 7 (2d8), 13 (3d8), and 18 (4d8). **Turn Undead.** As a Magic action, you present your Holy Symbol and censure Undead creatures. Each Undead of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails its save, it has the Frightened and Incapacitated conditions for 1 minute. For that duration, it tries to move as far from you as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the Incapacitated condition, or if you die.

Disciple of Life: When a spell you cast with a spell slot restores Hit Points to a creature, that creature regains additional Hit Points on the turn you cast the spell. The additional Hit Points equal 2 plus the spell slot's level.

Life Domain Spells: Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Life Domain Spells table, you thereafter always have the listed spells prepared. Life Domain Spells Cleric Level Prepared Spells 3 Aid, Bless, Cure Wounds, Lesser Restoration 5 Mass Healing Word, Revivify 7 Aura of Life, Death Ward 9 Greater Restoration, Mass Cure Wounds

Preserve Life: As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to evoke healing energy that can restore a number of Hit Points equal to five times your Cleric level. Choose Bloodied creatures within 30 feet of yourself (which can include you), and divide those Hit Points among them. This feature can restore a creature to no more than half its Hit Point maximum.

Divine Order: Protector

Human—Resourceful: gain Heroic Inspiration after a Long Rest.

Skillful: proficiency in Stealth. Versatile: gain the Alert origin feat.

Magic Initiate (Cleric) from Acolyte; Alert from Human Versatile.

Alert adds proficiency to Initiative and allows an initiative swap with a willing ally after rolling.

Module spell grant — Magic Initiate (Cleric): Choose two Cleric cantrips, cast at will. The chosen 1st-level Cleric spell is always prepared and can be cast once without a spell slot; regain this use after a Long Rest. It may also be cast with available spell slots.

Actions

Mace (Attack action). +3. **1d6+1 bludgeoning**. —. Mastery: Sap (only if unlocked for this weapon).

5 ft. · One target · Instantaneous

Weapon in hand · Mundane

Light Crossbow (Attack action). +3. **1d8+1 piercing**.

Ammunition (Range 80/320; Bolt), Loading, Two-Handed.

Mastery: Slow (only if unlocked for this weapon).

80/320 ft. · One target · Instantaneous

One bolt · Mundane

Spells and Powers

Guidance (Action). Components: V, S. You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

Touch · As described in the spell procedure. · Concentration, up to 1 minute · Concentration

At will · Divine

Sacred Flame (Action). Components: V, S. Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 Radiant damage. The target gains no benefit from Half Cover or

Three-Quarters Cover for this save. **Cantrip Upgrade.** The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

60 feet · As described in the spell procedure. · Instantaneous

At will · Divine

Thaumaturgy (Action). Components: V. You manifest a minor wonder within range. You create one of the effects below within range. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time. **Altered Eyes.** You alter the appearance of your eyes for 1 minute. **Booming Voice.** Your voice booms up to three times as loud as normal for 1 minute. For the duration, you have Advantage on Charisma (Intimidation) checks. **Fire Play.** You cause flames to flicker, brighten, dim, or change color for 1 minute. **Invisible Hand.** You instantaneously cause an unlocked door or window to fly open or slam shut. **Phantom Sound.** You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. **Tremors.** You cause harmless tremors in the ground for 1 minute.

30 feet · As described in the spell procedure. · Up to 1 minute

At will · Divine

Bless (Action). Components: V, S, M (a Holy Symbol worth 5+ GP). You bless up to three creatures within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save. Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

30 feet · As described in the spell procedure. · Concentration, up to 1 minute · Concentration

Spell slot of level 1 or higher; ritual option only where stated. · Divine

Cure Wounds (Action). Components: V, S. A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier. Using a Higher-Level Spell Slot. The healing increases by 2d8 for each spell slot level above 1.

Touch · As described in the spell procedure. · Instantaneous

Spell slot of level 1 or higher; ritual option only where stated. · Divine

Guiding Bolt (Action). Components: V, S. You hurl a bolt of light toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 4d6 Radiant damage, and the next attack roll made against it before the end of your next turn has Advantage. Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

120 feet · As described in the spell procedure. · 1 round

Spell slot of level 1 or higher; ritual option only where stated. · Divine

Healing Word (Bonus Action). Components: V. A creature of your choice that you can see within range regains Hit Points equal to 2d4 plus your spellcasting ability modifier. Using a Higher-Level Spell Slot. The healing increases by 2d4 for each spell slot level above 1.

60 feet · As described in the spell procedure. · Instantaneous

Spell slot of level 1 or higher; ritual option only where stated. · Divine

Aid (Action). Components: V, S, M (a strip of white cloth). Choose up to three creatures within range. Each target's Hit Point maximum and current Hit Points increase by 5 for the duration. Using a Higher-Level Spell Slot. Each target's Hit Points increase by 5 for each spell slot level above 2.

30 feet · As described in the spell procedure. · 8 hours

Spell slot of level 2 or higher; ritual option only where stated. · Divine

Spiritual Weapon (Bonus Action). Components: V, S. You create a floating, spectral force that resembles a weapon of your choice and lasts for the duration. The force appears within range in a space of your choice, and you can immediately make one melee spell attack against one creature within 5 feet of the force. On a hit, the target takes Force damage equal to 1d8 plus your spellcasting ability modifier. As a Bonus Action on your later turns, you can move the force up to 20 feet and repeat the attack against a creature within 5 feet of it. Using a Higher-Level Spell Slot. The damage increases by 1d8 for every slot level above 2.

60 feet · As described in the spell procedure. · Concentration, up to 1 minute · Concentration

Spell slot of level 2 or higher; ritual option only where stated. · Divine

Resistance (Action). Components: V, S. You touch a willing creature and choose a damage type: Acid, Bludgeoning, Cold, Fire, Lightning, Necrotic, Piercing, Poison, Radiant, Slashing, or Thunder. When the creature takes damage of the chosen type before the spell ends, the creature reduces the total damage taken by 1d4. A creature can benefit from this spell only once per turn. **Grant Magic Initiate (Cleric):** WIS, spell attack +5, save DC 13.

Touch · As described in the spell procedure. · Concentration, up to 1 minute · Concentration

At will · Divine

Spare the Dying (Action). Components: V, S. Choose a creature within range that has 0 Hit Points and isn't dead. The creature becomes Stable. **Cantrip Upgrade.** The range doubles when you reach levels 5 (30 feet), 11 (60 feet), and 17 (120 feet). **Grant Magic Initiate (Cleric):** WIS, spell attack +5, save DC 13.

15 feet · As described in the spell procedure. · Instantaneous

At will · Divine

Sanctuary (Bonus Action). Components: V, S, M (a shard of glass from a mirror). You ward a creature within range. Until the spell ends, any creature who targets the warded creature with an attack roll or a damaging spell must succeed on a Wisdom saving throw or either choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from areas of effect. The spell ends if the warded creature makes an attack roll, casts a spell, or deals damage. **Grant Magic Initiate (Cleric):** WIS, spell attack +5, save DC 13.

30 feet · As described in the spell procedure. · 1 minute

1 per long rest (Magic Initiate (Cleric)) · Divine

Equipment Chain mail; Shield bearing a defaced temple emblem; Holy symbol made from a cracked ivory-colored tablet; Priest's pack; Case of copied liturgical fragments; 20 crossbow bolts; Traveler's clothes; Ink, quill, and parchment; Mace; Light Crossbow

Tactics Remain near the front behind shield and chain mail. Open difficult fights with Bless, use Sacred Flame or the mace to conserve slots, and reserve Healing Word for fallen allies. Question apparent guardians before assuming they serve Yara willingly.

Motivation Discover whether Yara's tower imprisons the merciful being named in the old liturgy, and atone for abandoning that disputed faith.

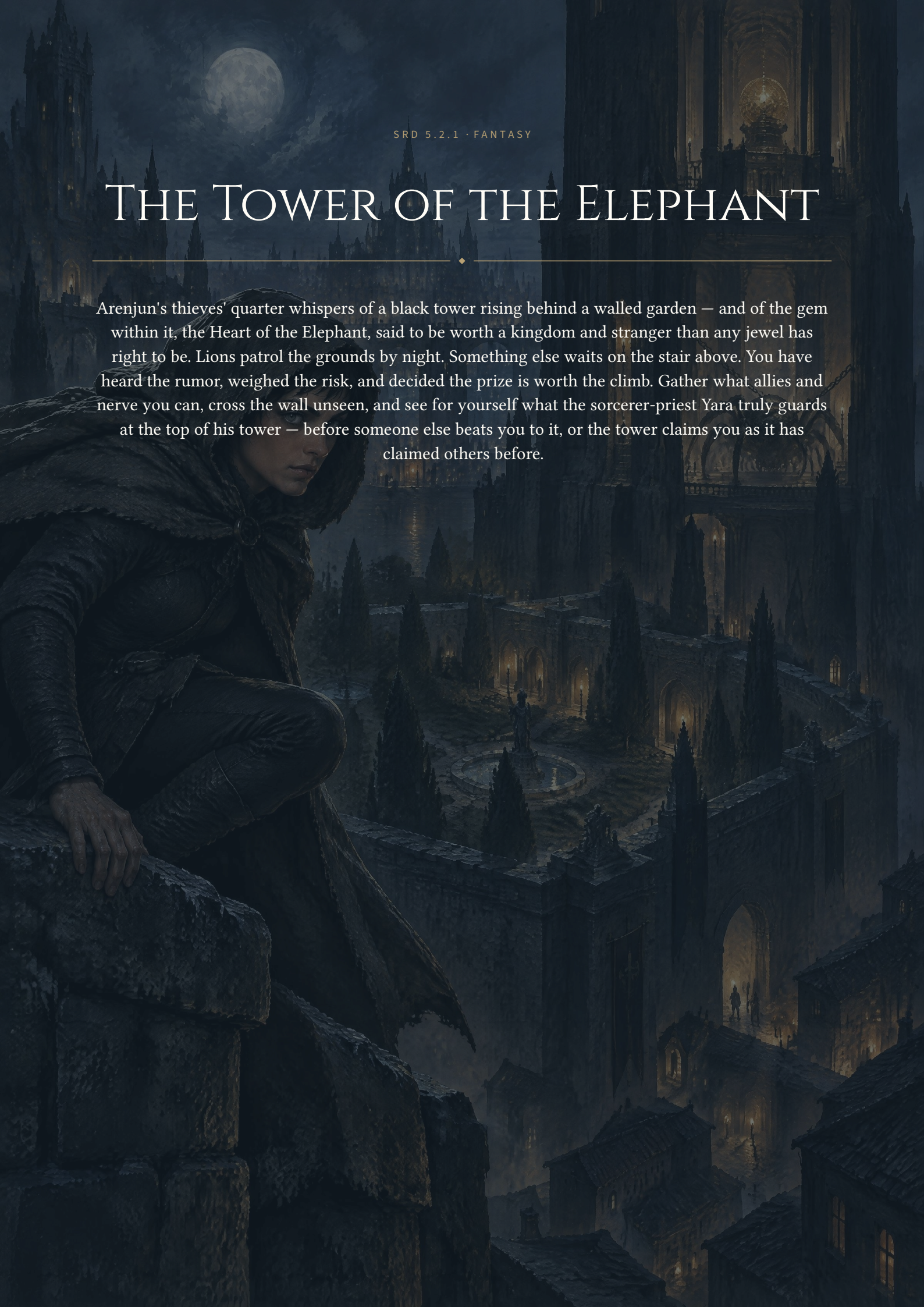
Bonds He feels indebted to the forgotten being described in his order's oldest texts and will oppose anyone who treats its suffering as a path to wealth.

First Objective Compare the garden and tower carvings with his copied liturgy, find evidence of the fallen god, and prevent theft from worsening its suffering.

PLAYER HANDOUTS

Handout 1 · The Heart of the Elephant





SRD 5.2.1 · FANTASY

THE TOWER OF THE ELEPHANT

Arenjun's thieves' quarter whispers of a black tower rising behind a walled garden — and of the gem within it, the Heart of the Elephant, said to be worth a kingdom and stranger than any jewel has right to be. Lions patrol the grounds by night. Something else waits on the stair above. You have heard the rumor, weighed the risk, and decided the prize is worth the climb. Gather what allies and nerve you can, cross the wall unseen, and see for yourself what the sorcerer-priest Yara truly guards at the top of his tower — before someone else beats you to it, or the tower claims you as it has claimed others before.