

The Chaotic Tower

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Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 6 characters.

All wizards will not know of the wizard called Dresmandae. The elders, teachers and books that contained mention of the mad wizard have been removed. The knowledge that this wizard had possessed, the spells he had created and the creation, his tower, have been the focus of many doomed expeditions. However, the tower he created is very real and many oracles see a tower as chaos, change, death and disaster. Most of these outcomes can be traced back to Dresmandae's creation.

The Tower Appears



Approaching the Tower

The party moved across the even, well worn land as quickly and as well as they could expect. The animals transporting them had a good time, the weather was good and the animals and other hostile creatures were not around, or ignored them. In fact the day was too perfect. A sudden charge thrummed through the air like a pulse of the primal forces themselves. Birds for miles took to the sky and scattered and a sudden dark cloud began to form overhead as if the dark vapours rose from the ground itself.

Suddenly the animals the party rode with stopped and nervously stepped backwards just before the first lightning bolt struck the earth a mile ahead of them. The sound and power was so immense that the ground quaked. Before the party could string a sentence together a second bolt struck nearly the same place from a different part of the cloud. The arcane weavers in the party could sense, nearly taste the arcane magic in the air a moment before another bolt of lightning struck. This display of arcane chaos continued one hundred twenty seven times, each bolt of lightning strike hitting the same place. However as they bore witness to the chaotic energy they realised that each bolt of lightning was striking faster until the last two dozen times didn't pause before the next bolt, some occurring at the same time.

With the last bolt of lightning, a hush descended the world. The birds did not return and nearby a fox twitched from having fainted from the chaotic display. As the sun pierced through the clouds a monolithic tower rose above the trees above. Half its stone was both pristine, freshly carved and placed and worn and overrun by vines the other half of the vertical climb. The Tower was both terrifying and mesmerising to behold. However, the air was dense with arcane magic which seemed to cause strange phenomena to occur around them. Leaves fell upwards into the trees above, birds would briefly pause flight, before disappearing in a blur as time caught up with them.

The tower beckoned to them just as they had called the tower.

NPC's:

- None

Encounter: Trek to the tower

Creature: Random Forest Creatures

Map - N/A

Creatures are drawn to the chaotic energy of Dresmandae's tower.

Bears, wolves, foxes, and just about anything else appropriate should be considered as random encounters here.

Not alone at the Tower

As the party approached the tower, cautiously, *they began to feel a sense of peace and calm resonating from the tower itself. The clearing, well what was now a clearing has the remnants of trees, rocks and even a slight hill burnt, shattered and otherwise flattened. The tower is large, easily two hundred feet each side. The front door, like the half-decaying stonework of the tower, is also half destroyed. The left side of the door is made of new solid blackwood, strong, sturdy and studded with steel rivets. However, the right side of the door has rotted away and the steel barding on the door is little more than rusted spikes.*

The sound of footsteps and quiet talking resonate from beyond the door and the party can't help but feel a sense of uneasiness descend over them. The voice from within is familiar in a haunting manner. Looking beyond the door the party catch the whisper of cloth and a momentarily pause as they see a group of adventurers turn a corner at the end of a short hallway.

The clothing from the adventurers was tattered and ageing, but they sounded like they were in good spirits. The fabric was muted but the colouration was familiar. In fact a sense of wrongness was starting to rise as they saw the face of one of the adventurers. They swore it was one of the party if not a relative or family member. From this distance and the lighting in the tower it was hard to tell but it was almost a sure bet.

NPC's:

- Echoes

Encounter: Echoes + Random Encounters

Creature: Random encounters in the Tower itself.

Map - 317ThDrToMa

Each time they enter the tower, or another floor of the tower they roll two dice. A d3 to determine which of the floors they are on (the ones with rooms and walls) and a separate one. The second dice is to determine the Encounter for the floor. Roll a d20 and add 3 to the roll for each 'floor' they have already been on or each

day they have been within the tower. On a 15+ they encounter the echoes on this floor.

On any other roll they find a random assortment of furnishings (always some water and food), and a random encounter.

The Tower

Within the walls

The tower was an enigma. Each room was a chaotic blend of... stuff that didn't belong with the other rooms. As the party stalked the halls they came across more oddities and strange occurrences. They could hear the adventurers that came before them but they were just that moment too slow to catch up with them. Evidence of combat was strewn through some of the rooms with freshly slain creatures, things out of place for a tower, and destroyed weapons and armour littered the rooms.

Moving up another floor, they had lost count by now the party began to notice similarities between the floors. The same layout with a door in a different place in the wall. The walls, halls and rooms were reversed from one floor to the next and even the exact same piece of furniture, down to burn marks could be found. This tower was a chaotic blur of everything the party could, or could not expect to see in a tower.

As they climbed the stairs for the seventh time they came face to face with the other adventurers who were descending the steps. Both parties stopped and simply stared for a moment. Both groups were identical for all except for their equipment and weapons.

"Another apparition it looks like" one of the duplicates signed as they drew their weapon.

"This tower is the worst. I wish we never entered this place." another said as they fished out a crystal wrapped in coiled fine metals.

As the party began to talk to the other versions of them a moment passed where the others stopped again. "Well that's a first. I don't remember the others talking. Who are you and what are you doing in Dresmandae's tower?"

NPC's:

- Echoes

Encounter: Echoes of the past

Creature: 1 echo per party member who are exact, yet aged, duplicates of the party.

Map - 317ThDrToMa

The echoes are chaotic images of the party from when they end up trapped in the tower indefinitely. The echoes explain that they have encountered duplicates before with different gear and supplies as they have been unable to find a way out of this tower since entering it.

They however acknowledge that the party is different as none of the other apparitions interacted with them and just attacked them turning into faceless, distorted monsters shortly after.

They ask the party what they are doing here and discuss a plan to get out- but they don't contribute to a plan

The next time they move to the next floor the echoes are stopped as they try to go up the stairs. They shout out something is different this time as the party find themselves in the final open room.

The Drake's Tower

As the guardian creation, Drake, stared through the dark room, eyes glued to the floor. It had been sitting there in the darkness in silence as it waited for its service to come to an end. However none had been found worthy to release it from its bindings and they had been freed of their pain and suffering. Those who made it to him that is. Stretching one of his tattered wings that its master had created for him he watched as the two contenders met in the hall. In fact he watched all the contenders analyse each other in various stages of alarm, disbelief and nonchalant-ness.

The tower had created everything that he needed to exist. Food, a servant to mend the decaying or fraying materials of his artificial body parts and

even a book on the odd occasion. But so far in the centuries the tower had existed it had never chosen correctly. That was the nature of the chaos Dresmandae created Drake mused as he flicked his tail.

NPC's:

- Drake

Encounter: Drake

Creature: 1 Wyvern (drake)

Map - 317ThDrToMa

The room is pitch black so that only within 5' of the stairs up is there light and darkvision for a further 5 feet. Only creatures that can see in magical darkness or in complete darkness (true sight for example) can see here.

Drake speaks to them asking if the Tower had chosen wisely from across the room. The Party can tell that it's not human and it has a strong lisp to its speech. It explains the nature of the tower, constantly changing and seemingly randomly ensnaring adventurers within its walls. Those who are not worthy never pass to this floor. Those that are deemed worthy are challenged with an impossible task - if they lose they are stuck here forever, if they win they are free to go and they have beaten the tower.

If the party asks about the challenge Drake asks if they wish to partake in the challenge or restart in the tower with no memory of what happened during their time here. This is what the Echoes are.

If they wish to partake in the challenge a few small candles light up along the walls and shed dim light 5 feet from each candle. Then Drake attacks saying "then you must beat me in combat. Here I come..." If they don't then they don't remember entering the tower but find themselves walking through the front door days ago. But their gear has suffered any damage or wear and tear from when they were in here last.

Lore & NPCs

Drake



A guardian creature that Dresmandae created is stuck in the tower as its guardian and final test until it's deemed worthy.

Doomed to test those worthy to the tower's challenge, it so far has not been beaten and those who have failed end up as Echoes within the walls. Creatures that continue an endless loop deemed not-worthy to enter the final floor of the tower to challenge Drake again.

It is sentient, highly intelligent and has parts of its body replaced by animated golem-like replicas of its original components. This creature is smart enough to know when it's beat but compelled to fight to the death.

Echoes

The echoe are the party, or shadows of what the party could be if they fail. They look the same but they have aged and their gear is completely different as they have scavenged, repaired and otherwise changed their adventuring gear as they have been stuck in this tower for decades.

They are aware they are stuck but not sure why or how they are. Just that each day they try a new floor of the tower and each day they fight creatures, Echoes of themselves (echoes of echoes) and rest before the next floor and day.

Failure:

If the party daily or they don't accept the challenge they are put through the tower again.

Déjà vu

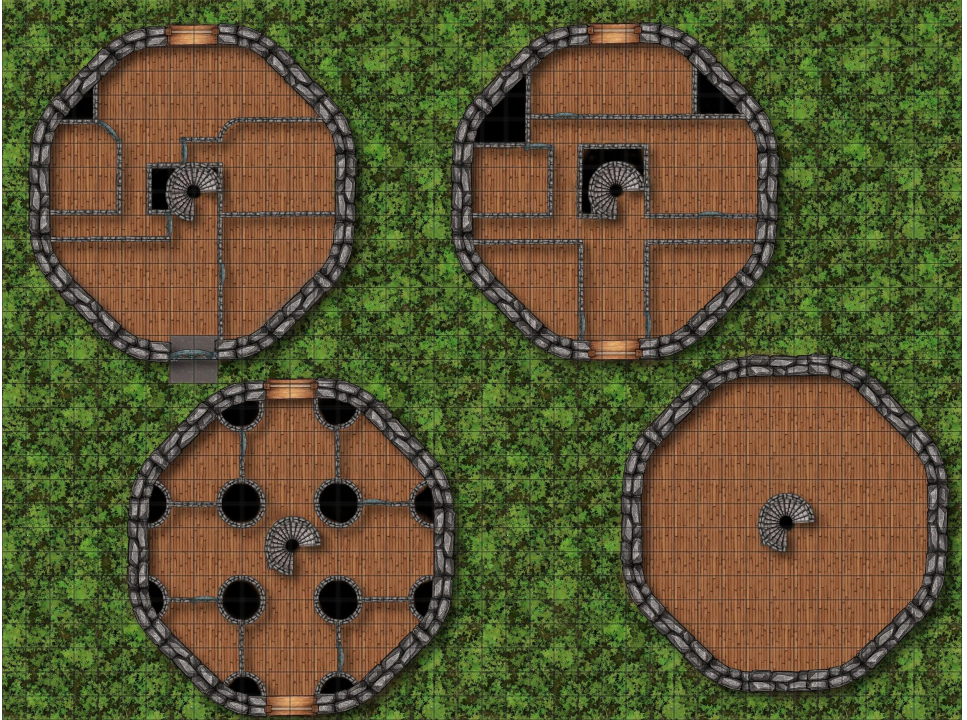
As the adventurers walk through the door they look around the hallway and wonder why they are here. The pang of metallic taste hit them first as if they had bitten their tongue but nothing hurt. Looking around they remember walking along a road before a storm broke out. During the storm they saw lightning strike a stark white tower as if it was drawn to the stone structure. But they don't remember making their way there or walking through the door. Looking behind them the door frame to where they were was gone.

Panic set in before they looked to one another, each one of them was wearing different clothing or armour. Well to be more exact, their fine clothes or gear looked like it had been truded through a dungeon. Walking down the hall they turned to the right, knowing the door was unlocked and beyond that there was a place to sit and rest. Surely enough the pang of Déjà vu rang as they knew where everything was. Something wasn't right here and they were all sure this wasn't the first time they had been in this room. They even anticipated the orc rushing at them through the door.

But even as they fought the confused and dazed looking orc images, memories flashed before their eyes of a human or gnoll or kobold attacking them in the same room in the same confused frenzied state... Something really wasn't right.

Maps

317ThDrToMa



Monsters

Adventure Encounters

The only real adventure encounter in this adventure is with Drake. The others are random encounters due to the nature of the tower.

Drake

WYVERN

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 10 (+0) | 16 (+3) | 5 (-3) | 12 (+1) | 6 (-2) |

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Random Encounters

Suggested random encounters to fill in the tower. These are likely some humanoids who were trapped in the tower and deemed not worthy from very early on.

Gnoll

GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 14 (+2) | 12 (+1) | 11 (+0) | 6 (-2) | 10 (+0) | 7 (-2) |

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Orc

ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 16 (+3) | 12 (+1) | 16 (+3) | 7 (-2) | 11 (+0) | 10 (+0) |

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bandit

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 12 (+1) | 12 (+1) | 10 (+0) | 10 (+0) | 10 (+0) |

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Animated Armor

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 14 (+2) | 11 (+0) | 13 (+1) | 1 (-5) | 3 (-4) | 1 (-5) |

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Wolf

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 12 (+1) | 15 (+2) | 12 (+1) | 3 (-4) | 12 (+1) | 6 (-2) |

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

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

ACTIONS

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

Black bear

BLACK BEAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 15 (+2) | 10 (+0) | 14 (+2) | 2 (-4) | 12 (+1) | 7 (-2) |

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.