

The Ruins of Rastabar

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Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 9 characters.

The city of Rastabar was a sprawling nest of sandstone buildings protected from the harsh desert conditions and by a giant stone wall. Created centuries ago the city has stood the test of time but they have a problem. The city has grown so much that the sources of water and plant life are not able to sustain them any longer.

This has made the rush to find another source of these precious resources even more urgent and the business people behind it ever more powerful and wealthy.

However, not even the greatest schemers and merchants could've predicted a giant cloud appearing in the skies above the desert or the rumours that the clouds contained something more than the promise of rain.

Rastabar City

Rastabar



The party was getting well known by this stage and where there was risky work there was a hefty reward. The merchant Lucile Bendercuff had organised an expedition, a special expedition to explore these new islands to see if the reports were correct.

The sight of the vessel that was to take them on their journey was something to behold. A magic imbued ship that had large billowing sails designed to capture the breezes. But what made the ship out of the ordinary is where it was docked. The Ship Sand-cutter was moored, as it was, on the outer wall of the city Rastabar which was a dry and land-locked place. The endless hard ground gave way into sand dunes about an hour from the city's walls. The deep wells in the city provided some water for animals and agriculture but otherwise it was a dry place.

This is what the party had been hired for. A large unmoving cloudbank had appeared due east from Rastabar and rumour from people who had ventured close to it was that there was something in the clouds. Something that looked like a tower. The city council organised a group of adventurers to investigate and with a well liked merchant's flying ship they would soon confirm the rumours.

NPC's:

- Lucile Bendercuff
- Jessica Windhart
- Alex Portand
- James Rubhek
- Colin Rubhek

Encounter: Getting to know the crew

Creature: N/A

Map - N/A

The first day of flight is an opportunity to get to know the crew and passengers on the ship. The Rubhek brothers are both cautious and overly friendly and welcoming to the party while the other crew are busy working and treat them as being in the way. The Captain, Alex Portand is particularly gruff and treats them as cargo. He is, after all, getting paid to deliver them to the clouds and bring them back after all.

First Glimpses of land

As the party moved through the clouds the sudden appearance of birds gave them a cause to hesitate for a moment. In the desert, these species were not common, they were rare in

fact and even then they may not ever be seen here. However as they passed through the billowing wall of white clouds and into the beyond a silence fell upon the crew and the ship's creaking and groaning were the only sounds that could be heard.

NPC's:

- Jessica Windhart
- Alex Portand
- James Rubhek
- Colin Rubhek

Encounter: Brace!

Creature: Environment

Map - N/A

As the ship begins to swerve the party needs to either be tied to mooring posts or make a successful dexterity check of 15 or they are thrown overboard.

If they are thrown overboard they can attempt to grab onto the island (either an athletics or acrobatics check will suffice) and they can cling onto the island's roots, vines and rocks.

If they fail that then their fellow party members can attempt a rescue if they have rope attached, or magic, they can attempt a last ditch attempt to grab the party member before they fall 100 feet at which point they collide with another smaller island and suffer 10d6 bludgeoning damage.

The call to brace and to man the sails came too late and suddenly for the party to do anything but stare as a wall of rock and dirt loomed in front of them on the other side of the cloud. Luckily the crew of the ship were well trained and knew just what to do. Springing to action the men and women onboard raced to the ropes and Halyard and with a speed and efficiency that only comes from practice the sails flared and caught the breeze.

The ship bucked suddenly and swerved away from the rocks that jutted through the cloud. As they moved alongside the rock, the edge of one of the boom's scratched the surface of the rock causing loosened rocks and dirt to shower the deck. As they looked up, a momentary clearing in the clouds revealed the floating island of rock and dirt. Vines and plants grew in the soil and rocks which housed different fruiting and flowering plants.

A flock of birds flew off into the clouds away from the ship as it passed. The passengers on the ship marvelled at the colours and slowly as the crew and captain called the orders they started to drift through a few islands composed of floating stone and earth. However their destination loomed ahead and as they looked upon it the rumours appeared to be true. There was land that was in the clouds near Rastabar.

But looking at this land and the glint of sunlight from polished stone columns and ruins on the large floating island it was clear. They weren't the first people to discover this marvel and perhaps there was something dangerous in the clouds.

The Island

The island was large, a towering monolith of rock, dirt and vegetation. However scattered across the island were ruins, broken constructs and buildings of stone.

Some seemed to form part of a building, or they would have centuries ago but one, the largest and most complex one, seemed to be a dais or temple that rose from the ground. From their approach they had to fly up to be level with the ruins and Alex moved the ship to be level with the island.

As the party stepped foot on the floating islands the ruins in front of them glittered. Even from the sky as they came in form their ships they could tell that every stone ruin was inlaid with gold. Perhaps that is what drew the attention of the dragon.

'Where is it!' the blue dragon roared in frustration as it stood on two of the pillars and balanced between them. 'I must find the trinket' it roared in growing frustration. The party from their vantage point outside the range of the ruins could see a small pedestal in the centre of the ruins that almost glowed with arcane power. But as soon as one of the party stepped near the ruins a hum resonated through the air. The statue slowly crawled to life, standing up and glancing around.

The blue dragon snarled and looked around. 'You idiots! Who woke up the guardian. It will be a month before it rests again!'

NPC's:

- N/A

Encounter: The Guardian and the Dragon

Creature: 1x Shield Guardian, 1x young blue dragon

Map - 332ThRaFlIs

Two large creatures that are equally as imposing as they can be deadly. The clincher here is that the amulet controls the golem, if the dragon finds it first then the party will have to deal with two threats. However, until the party finds the amulet the golem will fight the closest creature to the amulet.

The area is partially concealed (from the clouds) and everything has partial cover, but at a distance greater than 60ft it goes to 3/4 cover and anything greater than 200 feet is at full cover.

Fighting near the edge of the cliffs sudden gusts of winds (roll a d20 at the end of the combat round) and on 10+ each party member within 10ft of the edge must make a strength saving throw equal to the roll of the d20 (to a max of 18). If they fail they get blown in a random direction (d8 with 1 being towards the cliff.) If they fall over the edge they can make a DC 14 Dexterity saving throw or fall over the edge (same rules as the "Brace" part of this encounter.

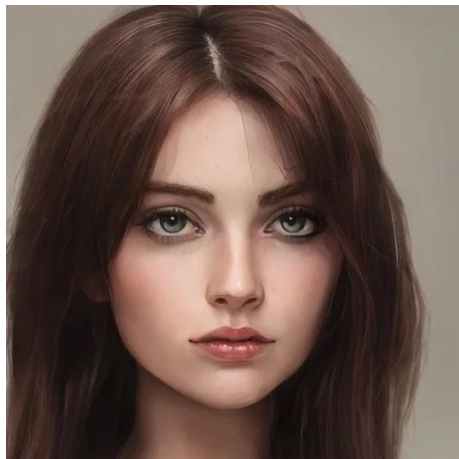
The Amulet lies on the centre pedestal, next to the shield guardian. The Amulet lies caked in dirt that makes it look like stone.

Every 2 rounds the Dragon will take flight and use its action to either use its breath weapon or make a perception check (DC15 to spot the amulet). After 5 checks the dragon will find it and will swoop to retrieve the necklace and place it around its neck. Then it will order the guardian (if it's alive) to attack the players and then they are both in combat.

If the party get to the amulet first they can put on the amulet and command the guardian to attack the dragon.

Lore & NPCs

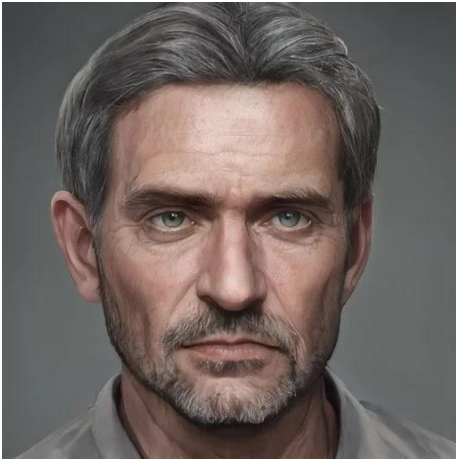
Jessica Windhart



An astute student of one of the colleges in Rastabar, Jess is quick to learn and the ships gave her the means to escape her dreary life on solid ground. An cartographer by trade but her true passion lies with the study of the stars, a passion that has saved the ship more than once when it was lost in the wild winds above the desert.

Jess hopes that she can earn enough money from mapping the lands and acting like a navigator on the ship to retire to a life studying the stars and documenting the course they follow on the evening's backdrop.

Alex Portand



The captain of the ship and probably the grumpiest person alive aboard it Alex is not fond of, well, just about everything. He hates being called anything other than captain and if it wasn't for the amount of gold that the benefactor of this endeavour was paying he would much rather be shipping water or goods from Rastabar city to a port for trade. The few times he has opened up about the ship he captains he mentions that he inherited it from his previous captain who sought to retire. That was also the day that he gave up on his life in a far away city and followed the wind to trade and the promise of wealth.

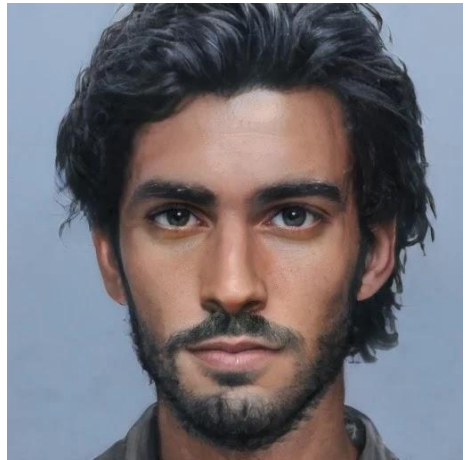
James Rubhek



James is young and impulsive and flirtatious all of the time. A well paying customer to see the sites of the desert as well as what's in the clouds his money helped get this investigation on the way and off the ground, so to speak.

When he isn't drinking, dancing and flirting he fancies himself a swordsman as well as a canny business man. It's not easy getting as wealthy as he is but he leaves some of the operations and dealings to his little brother.

Colin Rubhek



The younger Rubhek brother, Colin, is cautious and seems to be cleaning up or chasing after his brother a lot of the time. He appears to care more about the appearance and reputation of his brother and their family name than his own enjoyment in life.

But when he isn't watching over his brother like a hawk he can be found staring over the balcony of the ship and the endless sea of sand dunes with a peaceful look upon his face and a slight smile hidden behind his beard.

Maps

332ThRaFlis



Monsters

Adventure Encounters

Shield Guardian

SHIELD GUARDIAN

Large Construct, unaligned

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages understands commands given in any language but can't speak

Challenge 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

Young Blue Dragon

YOUNG BLUE DRAGON

Large Dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Perception +9, Stealth +4

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 9 (5,000 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.