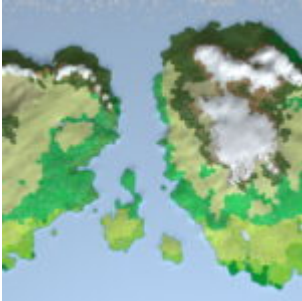


Andovir

May 16, 2023



Amndovir is a high fantasy accesspunk world that accounts for disabled, neurodivergent, and mentally ill beings throughout its design, a realm where accessibility and universal design flourish, shaping a world of limitless possibilities. In the layered city of Duneport, [devils](#) and [djinn](#) vie with [dragons](#) for control. Beyond its walls, in the Hollow Sea, the iridescent-shelled abaloi dwell, their spiraling homes piercing the coral desert sand. The [goblins](#) of the United Hordes of Kluid are renowned trainers of [service animals](#), including [unicorns](#), [velociraptors](#), and [pseudodragons](#), while their [wheelchair cavalry](#) strikes awe and fear. Shathun [dwarves](#), orcs, and clockwork [tinkerlings](#) explore the oceans in ships and underwater immersives. Arcanowrights combine magic and invention to create prosthetics, clockwork servants, and culinary wonders while the [paladins](#) of the Order of the Silver Lance safeguard the marginalized, and an ancient cabal of wizards manipulates governments across the continent. Within this vibrant realm, the arcane currents of the Flow propel airships and arcane skimmers while casters manipulate it to altruistic and nefarious ends.

- [Wheelchair Cavalry Goblin](#)
- [Andovir](#)
- [Andovir Planes of Existence](#)
- [Mer \(Language\)](#)

- [Abaloi \(Language\)](#)
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- [Tinkerling](#)
- [Stoneharbor](#)

Voidspawn Residue

May 16, 2023



Large ooze, chaotic neutral

Armor Class 8

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances fire

Damage Immunities acid, cold, lightning, psychic, thunder

Condition Immunities charmed, exhaustion, frightened, paralyzed, prone, stunned, unconscious

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages understands Deep Speech

Challenge 5 (1,800 XP)

Amorphous. The residue can move through a space as narrow as 1 inch wide without squeezing.

Cosmic Hunger. Once per turn, the residue can make a bite attack

against a creature it has grappled. On a hit, the target takes 11 (2d10) piercing damage and 13 (3d8) necrotic damage. If this damage reduces the target to 0 hit points, the target is absorbed by the residue and is considered dead. The residue regains 22 (5d8) hit points.

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

Grappler. The residue has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) psychic damage. A Large or smaller creature is also grappled by it (escape DC 14).

Cacophonous Vibration (1/Day). The residue's cilia begin to vibrate in a chaotic, discordant rhythm, causing a horrifying sensation in those nearby. All creatures within 30 feet of the ooze must make a DC 16 Wisdom saving throw or take 27 (5d10) psychic damage and become frightened for 1 minute. On a successful save, the creature takes half damage and isn't frightened. Creatures that are immune to being frightened automatically succeed on the saving throw. Additionally, if a creature takes damage from this ability, it must roll a d20. On a roll of 1-5, the creature's body vibrates uncontrollably for 1 minute, causing it to have disadvantage on all attack rolls, ability checks, and saving throws that involve concentration. This effect can be ended early by a Lesser Restoration or Greater Restoration spell.

A massive, amorphous blob with a shimmering, translucent body,

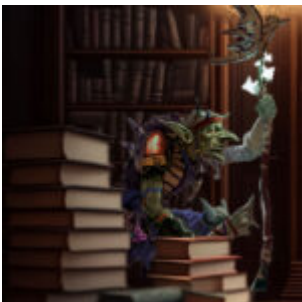
the voidspawn residue's body seems to pulse and undulate in a way that's almost mesmerizing to watch. Its surface is covered in tiny cilia that writhe and move like tiny tentacles, and its center is dominated by a gaping maw filled with rows of razor-sharp teeth.

The Voidspawn Residue is a creature born from the convergence of countless planes of existence. Its existence is a paradox, as it simultaneously touches every plane and none at all. Its cilia vibrate with an eerie rhythm that seems to resonate with the underlying fabric of reality itself, and those who get too close can feel the unsettling sensation of their very existence being perforated by multiple planes simultaneously.

Scholars speculate that the voidspawn residue may be a remnant of a long-forgotten cosmic event, or perhaps the creation of some malevolent being who sought to transcend the boundaries of the multiverse. Regardless of its origins, encountering the voidspawn residue is a harrowing experience that leaves a lasting impression on all who witness its otherworldly form.

Goblin Glyphweaver

May 16, 2023



Small humanoid (goblinoid), chaotic evil

- **Armor Class** 13 (leather armor)
- **Hit Points** 22 (5d6 + 5)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	10 (+0)	8 (-1)

- **Skills** Arcana +5, Stealth +4
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common, Deep Speech, Goblin
- **Challenge** 2 (450 XP)

Spellcasting. The glyphweaver is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The glyphweaver has the following wizard spells prepared:

Cantrips (at will): [Mage Hand](#), [Minor Illusion](#), [Prestidigitation](#), [Ray of Frost](#)

1st level (4 slots): [Burning Hands](#), [Detect Magic](#), [Magic Missile](#), [Shield](#)

2nd level (2 slots): [Hold Person](#), [Web](#)

Glyphs of Binding. The glyphweaver can spend a bonus action to inscribe a glyph of binding on a surface within 30 feet. The glyph is invisible and lasts until the end of the glyphweaver's next turn. Any creature that starts its turn within 10 feet of the glyph must make a DC 13 Strength saving throw or be restrained until the end of its turn as glowing iridescent tentacles emerge from it and wrap around the creature. The glyphweaver can have up to three glyphs of binding active at a

time.

Nimble Escape. The glyphweaver can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

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

Silent but Deadly


May 16, 2023



Can you defeat the silent threat lurking in the stacks?

This encounter is for 3–4 characters, levels 3–5.

Encounter Summary

The party enters a magical library where they meet Rohna, a  woman in a four-armed wheelchair. The library is enchanted to cast the Silence spell whenever there is a loud noise. While conversing with Rohna, the party hears a loud scraping noise that triggers the wards. Investigating, they find a group of goblins stealing a valuable tome. A goblin glyphweaver attempts to summon a voidspawn residue, which attacks the party.

Encounter Hooks

When the characters need information, libraries may hold the keys to unlock the riddles that vex them, either the books and scrolls or the scholars who spend time there.

This encounter will work in any library that has enough resources for some minor magical wards.


Library Details

The library is a large room with towering bookshelves that line the walls, filled to the brim with tomes of various sizes and subjects. The shelves are made of dark wood and the walls are painted a rich cream color. The tops of the shelves are adorned with intricate marble and wood carvings of all sizes depicting fantastical creatures and heroes of legend. The smell of old books and polished wood permeates the air.

The library is enchanted to cast the [Silence](#) spell within a 30-foot radius of the source for one minute whenever there is a noise louder than footsteps on the hardwood floor or quiet conversation.

The shelves bear inscriptions of magical glyphs. They have been enchanted with a protection spell that grants the shelves and the objects on them resistance to fire, acid, and cold damage.


Meet Rohna

As you enter the library, the faint sounds of turning pages  and the occasional clinking of what sounds like ceramic on metal emanate from the back. The sounds originate from a woman sitting in a wheelchair with four arms, all made of shiny connected spheres. Her long dark brown hair falls in loose waves down her back, and she wears a brightly colored dress that seems to change colors with every movement. She wears a purple hat, and in the chair's right arms, she holds a teapot and cup, while her left chair arms hold a quill and tablet.

She uses her hands to turn pages while cheerfully humming a tune that you can't quite place. The air is filled with the faint scent of ink and parchment, mixed with a hint of chamomile tea. [Rohna Ginnsley](#) looks up from her book and greets you with a warm smile. "Hello there! Can I help you find something?" she asks, gesturing to the stacks of books around her.

A Window of Opportunity

Five [goblins](#) and a [goblin glyphweaver](#) sneak into the library through a crack in a window that was left open for ventilation, grabbing a nearby chair, and scraping it across the floor loud enough to trigger the Silence spell. They use the silence to their advantage, sneaking around the library to steal a valuable tome.

As you converse with Rohna, you hear the typical sounds of a 

library around you—the flipping of pages, the rustling of papers, the whispers of other patrons, and an occasional chair scraping across the floor. Suddenly, a scraping noise breaks through the ambiance, like another chair being moved, but louder than usual. However, the sound stops abruptly. You notice that the corner of the library near the window has become unnaturally silent – not even a trailing echo following the sound.


Rohna seems slightly annoyed by the noise, and if asked, she explains the silence wards in the library.

If the party doesn't investigate, anyone whose passive Wisdom (Perception) score is 15 or higher notices small movements through the stacks in that direction. If nobody notices, Rohna does and wonders aloud what's happening.

Scuffle in the Stacks

If the party doesn't investigate, skip to the summoning of the ooze.

As the party investigates, rounds the corner of the library, they see a group of goblins huddled around a bookshelf, stuffing a large tome into a bag. One goblin stands apart from the others, waving its arms in the air and chanting under its breath. As the party gets closer, they can see that the book the goblins are stealing is an old and ornate tome with gold leaf on the cover. While they can't read the cover as it's being stuffed into the bag, if the party examines the book afterward, the title is Slime and Punishment: A Treatise on the Properties and Behaviors of Extraplanar Oozes.

 As you round the corner of the library, sound returns to the area as goblins in the aisle ahead busily stuff a large tome

into a bag. One goblin stands apart from the others, waving its arms in the air and chanting under its breath. The goblins look up, startled, and draw their weapons.

✘ The goblin glyphweaver will spend the first round casting a ritual spell. During the second round, a voidspawn residue will appear and will attack in the third round.

During combat, Rohna will begin with Bardic Inspiration, defend herself with her rapier if an enemy gets close enough, then attempt to help by knocking small sculptures onto the goblins with Mage Hand (The goblin target must make a DC 14 Dexterity saving throw to avoid taking 1d3 bludgeoning damage.) or, because the aisles are tight, using Silent Image to lure them into open spaces. If the party triggers the Silence spell before the end of the first round, the summoning will fail, and the goblin glyphweaver will attempt to grab the book and flee during the second round.

If the goblin glyphweaver succeeds in the summoning, a [voidspawn residue](#) appears during the second round and attacks the party starting the third round.



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With a sudden flash of light, a glowing substance seems to leak out of the air. It's a massive, amorphous blob with a shimmering, translucent body. Inside it, you can see bits of debris floating around, including fragments of what appear to be bone and metal, but not in any shape you recognize. Its body seems to pulse and undulate in a way that's almost mesmerizing to watch. Its surface is covered in tiny cilia that writhe and move like tiny tentacles, and its center is dominated by a gaping maw filled with rows of razor-sharp teeth. The ooze looks aggressive and hungry, ready to attack anything in its path. The goblin grins wickedly, ready to command the creature to do their bidding.

The voidspawn residue only obeys the goblin glyphweaver for a round before it loses control, after which the ooze uses its Cacophonous Vibration and attacks whoever is closest to it.

As the battle ends, ooze seems to drain back into the air, leaving only an odor of acrid ozone and complete stillness. The silence wards begin to wear off, but the library remains eerily quiet for a moment until the sounds of patrons who had fled in terror earlier begin to filter in.

Rohna, relieved that the goblins and voidspawn residue has been defeated, thanks the party and produces more teacups from her belongings, inviting the party to sit down for a cup of tea. As she pours the tea, she congratulates them on their bravery and asks if they found what they were looking for in the library. She then offers to help them with any further research they may need, pointing out some other sections of the library that may be of interest. Her kind motherly tone and behavior put the party at ease after the harrowing encounter.

Downloads

[Encounter PDF](#)

Maps

- [Gridless](#)
 - [Hex](#)
 - [Square](#)
-

The Haunting of Smith Row

May 16, 2023



(Work in Progress, scheduled for Limitless Champions Adventures, summer 2023)

Content Trigger Warnings

This adventure includes the death of a spouse and may include death and violence.

The tools have become the attackers!

Chaos has erupted in the artisans' district! Can you restore order and find the cause?

This one-shot side quest adventure is designed for 3–4 characters, level 5–7, with a total of 20–22 levels.

Background & Synopsis

A chaotic noise erupts from Smith Row. The items at the local blacksmith, weaponsmith, and other shops have suddenly become animated and are attacking anyone that gets too close. Rumors abound of a ghost that has returned to take revenge on the artisans after a warrior died in battle when their sword broke. In fact, a new weaponsmith has recently come to town and hired a local wizard to animate the equipment to scare off his competition. The party must defend the shopkeepers against the attacking objects, determine the source of the commotion, and bring those involved to justice.

Adventure Hooks

This adventure is designed to immediately draw the party in during any visit to a city. The opening encounter will draw their attention, and curiosity should motivate them. If necessary, the captain of the guard will offer them a 100 gp reward to restore order.

Where are we?

This adventure can occur in nearly any city large enough to support a street of artisans. The characters begin in the merchant district in the opening encounter, but their proximity to a city's artisans is more important. If used with the Nethermaw city setting, this adventure would take place in The Anvil.

Opening Encounter

As the party wanders the merchant district, stocking up on supplies for their next adventure, rhythmic noises come from the next street over, called Smith Row and known for its artisans. Quickly, the clangs turn to random clashes and screaming, as terrified voices shout, "It's alive! Help!"

Two members of the town guard rush toward the clamor but come running back just as quickly, yelling, "Ghosts!" If the party tries to stop them, they'll insist that they're not getting paid to fight ghosts and will flee as quickly as possible.

As the party goes to investigate, they enter Smith Row, a street lined with shops, people fleeing, and animated objects moving or flying around inside the shops. Some of the owners have fled, while others are trapped in their shops. Many of the people are running towards the inn.

Additional Clues and Tips

Besides what the characters can glean from the shop owners, if they get stuck, someone can drop other information for them:

- Banain Bloodgrip, weaponsmith, has been seen visiting William Duststone, a wizard. This isn't suspicious, as townsfolk often hire William for simple magical jobs, but they seem to have a business relationship of some kind.
- Last night, someone saw a purple glow coming from the third story window of William's tower.
- A successful DC 10 Arcana check will suggest that a purple glow often means transmutation magic.
- To shorten the adventure, some of the shop owners may have already stopped the animated objects in their shops by smashing them or catching them in a chest, thus reducing

the number of combats. (The blacksmith and bowyer (bowmaker) are the most likely to have rescued themselves.)

- The shop owners could also run out of the shops, causing the items to chase them, resulting in a bigger challenge for the party as they face a larger number of objects all at once.
- Veralynn can show up to give hints or assistance if needed. After any strenuous activity, she'll want to take at least a short rest or, more likely, a long rest.

Places to Investigate

1 Grog's Shop (Blacksmith)

As you approach the blacksmith shop, you hear metal crashing and a low voice shouting, "Stop it! I have work to do! Go bother someone else!"

This wooden building with a tin shingle roof includes a forge, anvil, barrels of water, bellows, and other smithing tools, with horseshoes hanging around the walls. Grog the blacksmith, is hiding behind an overturned table, using a broken chair to protect himself and yelling angrily at the flying debris.

A hammer and four horseshoes are flying around the room and will attack anyone in the shop.

Animated Hammer

Tiny construct, unaligned

- **Armor Class** 18 (natural armor)
- **Hit Points** 4 (1d4 + 2)
- **Speed** 0 ft., fly 25 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
14 (+2)	12 (+1)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

- **Damage Immunities** poison, psychic
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 6
- **Languages** –
- **Challenge** 1 (200 XP)

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

False Appearance. While the hammer remains motionless, it is indistinguishable from a regular hammer.

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Animated Horseshoe

Tiny construct, unaligned

- **Armor Class** 16 (natural armor)
- **Hit Points** 2 (1d4)
- **Speed** 0 ft., fly 25 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

- **Damage Immunities** poison, psychic
- **Condition Immunities** blinded, charmed, deafened,

exhaustion, frightened, paralyzed, petrified, poisoned

- **Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 6
- **Languages** –
- **Challenge** 1/8 (25 XP)

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

False Appearance. While the horseshoe remains motionless, it is indistinguishable from a regular horseshoe.

Actions

Slam. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Grog

Medium cisgender humanoid (Dwarf), Neutral, he/him

- **Armor Class** 11 (leather armor)
- **Hit Points** 32 (5d8 + 10)
- **Speed** 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

- **Skills** Intimidation +2
- **Senses** passive Perception 10
- **Languages** Common
- **Challenge** 1/4 (50 XP)

Traits

Tinnitus [IE 2, Chronic]. Grog has a persistent ringing in his ears that makes it difficult for him to understand speech, especially in the presence of background noise. The ringing sound is audible even in magical silence. This gives Grog a -2 on all hearing-related Wisdom (Perception) and Charisma (Persuasion) checks when background noise is present.

Actions

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

Grog is a middle-aged male dwarf. He is bald and has a short gray beard. He wears a leather apron and has soot on his face. He has a wide build and is very muscular. Grog is gruff in demeanor, and after being rescued, his appreciation will be minimal. When the party talks to Grog, because his tinnitus makes it difficult to hear, he'll generally nod in response and try to avoid conversation to avoid asking people to repeat themselves or speak up.

2 The String & Feather (Bowyer & Fletcher)

As you approach the String & Feather, a wooden building with a wood-shingled roof, you hear the sound of something thunking into wood repeatedly, followed by two voices shouting in fear.

The inside of the building has tool benches and woodcarving tools with drawers of strings, arrowheads, and feathers. One wall has a large painting of a phoenix. All of the walls are studded with holes.

Qiana and Clifton are crouched in a corner as an **animated longbow** is shooting arrows at them while they hold a large wooden board with several arrows stuck in it.

Animated Longbow

Medium construct, unaligned

- **Armor Class** 12
- **Hit Points** 3 (1d8 – 1)
- **Speed** 0 ft., fly 25 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	14 (+2)	8 (–1)	1 (–5)	3 (–4)	1 (–5)

- **Damage Immunities** poison, psychic
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 6
- **Languages** –
- **Challenge** 1 (200 XP)

Antimagic Susceptibility. The bow is incapacitated while in the area of an antimagic field. If targeted by *Dispell Magic*, the bow must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute. **False Appearance.** While the bow remains motionless, it is indistinguishable from a regular bow.

Actions

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

Qiana (Bowyer)

Medium cisgender humanoid (human), Lawful Good, she/her

- **Armor Class** 10
- **Hit Points** 4 (1d8)
- **Speed** 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

- **Senses** passive Perception 10
- **Languages** any one language (usually Common)
- **Challenge** 0 (10 XP)

Actions

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

Qiana is a tall and slender woman with long black hair that falls down her back in loose curls. She has dark brown eyes and light brown skin. She usually wears a long flowing dress with a high neckline.

Qiana is a friendly woman who is always willing to help those in need. She will offer her bow making services to the party, and even give them a discount if they help her.

Clifton (Fletcher)

Medium cisgender humanoid (half-elf), Lawful Good, he/him

- **Armor Class** 10
- **Hit Points** 4 (1d8)
- **Speed** 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

- **Senses** passive Perception 10
- **Languages** any one language (usually Common)
- **Challenge** 0 (10 XP)

Actions

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

Clifton is a 23-year-old male half-elf fletcher. He has very long, straight, brown hair, light brown skin, and brown eyes with an average build. He wears beige pants and a loose orange tunic with an open neck, revealing a tattoo on his chest of a bow and arrow that seems to draw the arrow when he stands with his back arched, which is his typical posture.

Clifton is friendly but nervous. If the party helps, he'll offer them some food in thanks, having some smoked chicken and biscuits on hand.

3 The Gilded Brace (Orthotist/Prosthetist)

A wooden building with a gold-trimmed sign echoes with a crashing sound and a tenor voice singing a song of fear and betrayal. "I trusted you to take me home, but now I fear I'm all alone..."

Qothfunt (Orthotist/Prosthetist)

Medium humanoid, nonbinary (gold dragonborn), Neutral Good, they/them

- **Armor Class** 10
- **Hit Points** 4 (1d8)
- **Speed** 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	11 (+0)

- **Damage Resistances** fire
- **Senses** passive Perception 10
- **Languages** Common
- **Challenge** 0 (10 XP)

Actions

Breath Weapon (Recharge after a short or long rest). Qothfunt exhales fire in a 15-foot cone. Each creature in that area must make a DC 8 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. range 20/60 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Qothfunt is a 23-year-old nonbinary dragonborn orthotist/prosthetist. They have a smooth head, brown eyes, and shiny gold scales. They stand 167cm (5'5") tall and have a round build. They wear a white tunic with a tan denim apron, and when spoken to, one of the words they hear typically reminds them of a song lyric that they begin humming or singing quietly.

Qothfunt cares a lot about the people of the town, especially the elderly and veterans. They helped some of Naesala's relatives with leg and back braces and can't imagine why she'd be attacking them.

Animated Wheelchair

Medium construct, unaligned

- **Armor Class** 16 (natural armor)
- **Hit Points** 26 (4d8 + 8)
- **Speed** 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
14 (+2)	11 (+0)	14 (+2)	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 wheelchair is incapacitated while in the area of an antimagic field. If targeted by Dispel Magic, the wheelchair must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute. **False Appearance.** While the wheelchair remains motionless, it is indistinguishable from a regular suit of armor.

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 12) as the wheelchair has scooped it up and is moving too erratically to escape. The wheelchair must continue moving to retain the grapple. Until this grapple ends, the wheelchair can attack another target, slamming its passenger into the new target, causing both targets to take the same amount of damage. If another target is not within range, the wheelchair slams its passenger into an available solid object, and if no such object is available, it attempts to move 30 feet then stops suddenly, throwing its passenger 10 feet and causing 1d6 bludgeoning damage.

4 Walt's Weapons (Weaponsmith)

This simple wooden shop echoes with a deep voice shouting as metal clashes. "Down, blade! You were made for protection!"

On entering the shop, besides the forge, a pile of coal, a pile of iron ore, and associated tools, the wall is lined with polearms and various swords. Two animated longswords fly around the building and will attack anything that moves. Walter is

desperately parrying with a rapier to protect himself.

Animated Sword

Small construct, unaligned

- **Armor Class** 16 (natural armor)
- **Hit Points** 4 (1d6 + 1)
- **Speed** 0 ft., fly 25 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
12 (+1)	12 (+1)	12 (+1)	1 (-5)	3 (-4)	1 (-5)

- **Damage Immunities** poison, psychic
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
- **Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 6
- **Languages** –
- **Challenge** 1 (200 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an antimagic field. If targeted by *Dispell Magic*, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute. **False Appearance.** While the sword remains motionless, it is indistinguishable from a regular sword.

Actions

Swordstroke. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d10 + 1) slashing damage.

Walter Mistsplitter (Weaponsmith)

Medium humanoid (human), cisgender, Lawful Good, he/him

- **Armor Class** 10

- **Hit Points** 5 (1d8 + 1)
- **Speed** 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
12 (+1)	10 (+0)	12 (+1)	9 (-1)	11 (+0)	8 (-1)

- **Senses** passive Perception 10
- **Languages** Common
- **Challenge** 0 (10 XP)

Actions

Rapier. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Walter Mistsplitter is a 44-year-old male human blacksmith. He has short, curled, dyed teal hair, brown eyes, rough dark brown skin, and a short beard. He stands 167cm (5'5") tall and has a muscular build. Walter is kind and sees his work as necessary to allow people to protect themselves, but he's not very conversational, struggling with small talk and unstructured social situations.

Walter doesn't blame himself for Naesala's death and is confident in his workmanship. This seems like the work of a ghost, but he can't explain who would attack him, but he's made enough weapons that it could be anyone. What's more, his weapons have certainly laid many enemies low.

Walter has the weapons contract with the town guard and fears that Banain is trying to discredit him to get the contract instead.

5 The Handy Hilt (Weaponsmith)

This stone building has "Lou's Jewels" engraved into the front wall but clearly worn by time and partly obscured by a new sign:

“The Handy Hilt.” The interior is quiet, the forge is cold, and the walls are lined with swords and axes. Lou, the jeweler who formerly owned this building, died a year ago, and Banian bought the building and opened his shop there a few months ago.

Banian doesn't have any animated weapons in his shop, but he's hiding nonetheless. If questioned, he will say that he's the only one who wasn't there when Naesala died, so she must not blame him. He will get defensive if questioned too long and demand that the party leave his shop unless they're going to buy something.

The truth is that Banian hired William Duststone to force Walter out so he could corner the market on weapons.

Banian Bloodgrip (Weaponsmith)

Medium humanoid (dwarf), cisgender, Neutral Evil, he/him

- **Armor Class** 17 (splint)
- **Hit Points** 58 (9d8 + 18)
- **Speed** 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

- **Skills** Athletics +5, Perception +2
- **Senses** passive Perception 12
- **Languages** any one language (usually Common)
- **Challenge** 3 (700 XP)

Actions

Multiattack. Banian makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3)

slashing damage if used with two hands. **Shortsword**. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Banain Bloodgrip is a 239-year-old male mountain dwarf blacksmith. He has very long, curled, dyed blue hair and beard and brown eyes. He has rough, reddened pale skin and has a massive build.

He is boisterous and talkative but clearly thinks himself superior to others.

6 Margaret's Mail (Armorer)

This stone building echoes with loud clashes of metal and an occasional frustrated grunt.

On entering, daylight streams through many windows as the breeze blows through. The forge has a dull glow, and the walls are lined with crates of tools, armor pieces, coal, iron, and coils of wire for chainmail. Above the crates, colorful shields decorate the walls.

Margaret is holding a shield, successfully evading the attacks of the animated armor, but her hammer is out of reach. When the party enters the battle, she will use her first turn to dodge and get her hammer and will join in the attack for the second round.

Margaret Crewe

Medium humanoid (hobgoblin), cisgender, Lawful Neutral, she/her

- **Armor Class** 18 (chain mail, shield)
- **Hit Points** 11 (2d8 + 2)
- **Speed** 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common, Goblin
- **Challenge** 1/2 (100 XP)

Traits

Sensory Processing Difference (Sensory Over-Responsivity, heat) [IE 3, Triggered]. When encountering an overwhelming stimulus, as long as the stimulus is present, Margaret must succeed on a DC 11 Constitution saving throw or act only to avoid the stimulus, however possible, for 3d4 rounds, after which another Constitution saving throw may be made. If she succeeds on the Constitution saving throw, the IE increases by 1 cumulatively until she avoids the stimulus for 3d4 rounds. While avoiding the stimulus, Margaret makes all rolls, except the previously mentioned Constitution saving throw, with a -3 penalty. She has a +3 bonus to all Wisdom (Perception) checks involving her sensitivities. Every time she takes fire or cold damage, Margaret must succeed on a DC 11 Constitution saving throw or take an additional 50 percent psychic damage.

Actions

Warhammer. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) bludgeoning damage, or 6 (1d10 + 1) bludgeoning damage if used with two hands.

Margaret Crewe is a 41-year-old female hobgoblin armorer. She has long, straight, dyed green hair, brown eyes, and smooth yellow skin. She stands 165cm (6'4") tall and has a beefy build.

She is very focused and rarely speaks.

She lives in her basement with large stores of ice and keeps cold water on hand. When needing to use her forge, she works in the heat as long as she can stand it but then goes into the basement to cool off, using that time to make chainmail or decorate shields.

Margaret spends most of her off time relaxing in her underground home and doesn't hear much. She doesn't believe the current situation is the work of a ghost, but can't explain it, and suggests checking with the local mage.

Animated Armor

Medium construct, unaligned

- **Armor Class** 18 (natural armor)
- **Hit Points** 33 (6d8 + 6)
- **Speed** 25 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
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 *Dispell 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 regular 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.

7 Sweetbriar Salves (Alchemist)

This rough log building has sweet aromas coming from the salves and ointments within. The party will hear a loud crash of pottery breaking and a voice yelling, “You’re supposed to heal! This is going to be a mess!” Upon investigating, they find Veralynn brushing off her hands, having dispatched the animated jars that were attacking her. She welcomes the party as she goes to get a broom.

Veralynn Sweetbriar

Insert stat block here

Veralynn used the skills she learned to open a shop where she sold her creations to help others, like her, that struggled with various chronic ailments that traditional healing, both magical and non-magical, could not properly address. While this was not in her plans at first, Veralynn has grown to love the work and helping those around her. Wherever her shop is located, she is a hub for the community and is well known in the town.

Veralynn likes everyone on Smith Row but hasn’t gotten to know Banain very well. She wonders whether someone has upset a nature spirit. If the party needs help fighting William, she will assist, using her spells or taking the form of a **tiger**, with leafy branch-like wheels attached to her hind legs. If asked to assist in investigating the tower, she will be willing to Spider Climb up the tower wall using only her hands after dark to look inside. (The violet glow is clearly visible after dark.) After

making this climb, Veralynn experiences Confusion from the exertion and will have trouble explaining what she saw until after taking a long rest.

8 Furnishings by Galssa (Carpenter)

As the party nears this wood-paneled shop, Galssa runs out. An **animated hammer** is smashing her shop. Galssa managed to get out safely, but the hammer is still breaking up the shop, and she's desperately looking for help.

Galssa Rosikini Inaxi Trinove (Carpenter)

Medium humanoid (gnome), cisgender, Lawful Good, she/her

- **Armor Class** 10
- **Hit Points** 4 (1d8)
- **Speed** 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

- **Senses** passive Perception 10
- **Languages** Common, Gnomish, Gnomish Sign Language
- **Challenge** 0 (10 XP)

Actions

Hammer. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Galssa Rosikini Inaxi Trinove is a 328-year-old female forest gnome carpenter. She has very long, wavy, blond hair shaved on the right side and green eyes. She has soft golden skin. She stands 89cm (2'11") tall and has a round build and large scar on her left arm.

Galssa is friendly and courteous and avoids conflict as much as possible. If asked about any conflict in the community, she will try to change the subject by offering the party some cinnamon cookies and tea and tries to use that as an excuse to distract herself, instead talking about her cookie recipe. But if the party convinces her to answer them, she has heard the weaponsmiths (Walter & Banain) arguing and knows they don't get along but also wouldn't doubt that a ghost is the perpetrator.

9 Inn: The Indigo Mug

The inn is a single-story stone-walled building, with a ceramic tile roof and a smooth stone floor. Accommodations consist of a single large room with wooden cots. The inn is locally known for its food's good quality.

Innkeeper

The innkeeper is a thin female dwarf named Frari. She has a young daughter who idolizes adventurers. She doesn't have much time to talk to adventurers, but if questioned, Frari'll say she knows nothing about it.

Menu

- Boiled Eggs and Soft Cheese, Tankard of Cider (11 cp)
- Boiled Sausage and Leek, Tankard of Stout (12 cp)
- Millet Bread and Soft Cheese, Mug of Perry (3 cp)
- Millet Bread and Whey Cheese, Mug of Beer (2 cp)
- Stewed Pork and Lentils, Tankard of Beer (11 cp)

Patrons

- **Burga: Female Human Artist.** Burga has red hair, light skin, and gray eyes. She wears expensive clothing and an amulet of luminous crystal. Burga is quarreling with a company of four elves about whether Smith Row is haunted.

(She says it is. They say elves don't become ghosts.)

- **Shimil: Male Dwarf Undertaker.** Shimil has braided auburn hair, light skin, and blue eyes. He wears modest garments and numerous rings. Shimil buried Naesala in the woods outside of town. It was a major event in the town's history, and he will talk at length about the accompanying service, the songs of valor sung by local minstrels, and the epic eulogies. He believes that he followed all necessary procedures to make sure she can rest peacefully and considers any suggestions of a ghost to be an affront to his professionalism.
- **Bera: Female Halfling tanner.** Bera has black hair, brown skin, and narrow amber eyes. She wears sturdy clothing and riding boots. Anyone within ten feet of her can smell the tanning chemicals that permeate her clothing, but she's kind to all, so she tends to have people gathered around her. She is busy calming four children who were playing in the street and fled to the inn when the commotion started. If questioned, Bera has no opinion about ghosts, but she'll say, "This commotion is no noisier than the arguments between Walter and Banain, the two weaponsmiths! Those two clash more than their hammers!"

10 Naesala's Widower

Finaeli Galamin

Medium humanoid (elf), cisgender, Chaotic Good, he/him

- **Armor Class** 10
- **Hit Points** 4 (1d8)
- **Speed** 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

- **Senses** Darkvision 60 ft., Passive Perception 10
- **Languages** Common, Elvish
- **Challenge** 0 (10 XP)

Finaeli Galamin is a 193-year-old male high elf sailor who has since taken up rope and net making. He has long, wavy, gray hair, green eyes, and rough copper skin. He welcomes the party and offers them a cup of tea, which has a distinct flavor of rum if drunk. The house is decorated in a nautical theme with a lot of nets and rope.

Finaeli blames Walter for Naesala's death but rejects any claims of a ghost, since the only known elven ghosts are banshees, to his knowledge, and Naesala wasn't vain. He has plenty of insults for Walter's weapon quality, but is ambivalent toward Banain.

The Wizard's Tower

A block north of Smith Row, William's house is a three-story round stone tower. If anyone examines the outside, while difficult to see in daylight, a successful DC 15 Wisdom (Perception) check will reveal a violet flickering light and wisps of smoke emanating from the third story windows. At night, the violet flickering is immediately obvious to anyone examining the windows from the ground. The floors are connected by a large elevator that can be operated with a crank from the inside. The elevator can hold up to six tightly-packed medium creatures.

The first floor serves as the living room and kitchen.

William is on the first floor, sitting in a large chair, reading an old tome. When the party arrives, he will act annoyed about being disturbed and will insist that he knows nothing about any problems in town, and that he's been in his tower reading all day. He will resist any attempts to have his tower searched.

Searching the first-floor chest of drawers will reveal a bag of 50 gp with the Handy Hilt logo embroidered on the bag.

The second floor is William's study, filled with books (mainly on the history of magic and biographies, but some on alchemy), trinkets, vials, and drawers of spell components. Among the books, the party may find the book, Quickening Objects. This book, which will reveal a transmutation aura if Detect Magic is cast on it, has instructions for creating animated objects, but if anyone opens it without casting Dispel Magic on it, the pages will all tear out and begin flying around the room like birds as a **swarm of pages**. Once animated, the pages cannot be reassembled to decipher the instructions as the ink will have smeared, and being a magic tome, the Mending spell will not affect it, although the cover remains intact and readable. If the party opens the book successfully, they will find that the words on the page are faded and almost unreadable. The words are written in a magical ink that fades slightly every time Dispel Magic is cast on it, and attempts to copy it into another medium will result in the words fading on the new source as they disappear from the book. The Dispel Magic spell that would allow the characters to see the contents of the book is the final casting before the pages go completely blank, although the animation enchantment remains until activated. If the party keeps the book open, a ninth level wizard can study it for a week and cast a ritual spell to animate one object, after which the pages will fade completely.

The third floor contains a large magic circle, an empty book stand, and a censer surrounded by four candelabras in the circle's center. The violet flames in the censer dance strangely as if striking out at invisible objects. A successful DC 15 Intelligence (Arcana) check will recall that violet likely indicates transfiguration magic. If the party extinguishes all of the flames, the animated objects in the city will all cease

their animation, but the elevator will activate, and within 2 rounds, William will come out of the elevator and attack the party. He won't fight to the death, but he hopes to silence anyone who would damage his reputation.

If the party confronts William about the book, he will tell them that they don't know what the book actually is, and if they haven't opened it yet, he will offer to let them see for themselves, and when the swarm of pages attacks, he will join in the attack.

Climbing the wall to get into the tower from the outside requires a successful DC 15 Strength (Athletics) check or DC 10 with a rope and grappling hook. Accomplishing this without William noticing requires a successful DC 11 Dexterity (Stealth) check.

William Duststone

Medium humanoid (human), cisgender, Neutral, he/him

- **Armor Class** 12 (15 with mage armor)
- **Hit Points** 40 (9d8)
- **Speed** 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

- **Saving Throws** Intelligence +6, Wisdom +4
- **Skills** Arcana +6, History +6
- **Senses** passive Perception 11
- **Languages** Common, Elvish, Dwarvish, Infernal
- **Challenge** 6 (2,300 XP)

Spellcasting. William is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). William has the following wizard spells

prepared:

Cantrips (at will): Fire Bolt, Light, Mage Hand, Prestidigitation

1st level (4 slots): Detect Magic, Mage Armor, Magic Missile, Shield

2nd level (3 slots): Misty Step, Suggestion

3rd level (3 slots): Counterspell, Blink, Fly

4th level (3 slots): Polymorph, Ice Storm

5th level (1 slot): Animate Objects

Actions

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

William Duststone is a 53-year-old male human wizard. He has very long, straight, black hair, golden eyes, and smooth pale skin. He wears a red robe.

William was hired by Banain to spook the town. He will deny this, and if cornered, he will attempt to silence anyone, including Banain, so that nobody finds out.

Swarm of Pages

Medium swarm of Tiny constructs, unaligned

- **Armor Class** 12
- **Hit Points** 24 (7d8 - 7)
- **Speed** 10 ft., fly 50 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

- **Damage Vulnerabilities** fire
- **Damage Resistances** bludgeoning, piercing, slashing
- **Damage Immunities** necrotic
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** passive Perception 11
- **Languages** –
- **Challenge** 1/4 (50 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny piece of paper. The swarm can't regain hit points or gain temporary hit points.

Actions

Paper Cuts. Melee Weapon Attack: +4 to hit, reach 5 ft., one target in the swarm's space. Hit: 7 (2d6) slashing damage, or 3 (1d6) slashing damage if the swarm has half of its hit points or fewer.

Culmination

Once the party stops the attacks, they'll need to determine the cause. Further questioning of other townsfolk will produce a recurring theme: Banain and Walter hate each other, and Smith Row was pretty calm before Banain moved into town.

For additional intrigue, the guards may return and blame the party, as the disruption began when they came into town.

If William is blamed, he will deny it and suggest that Banain has been using a cursed hammer, made a pact with a devil, or

some other excuse. If Banain finds out William has betrayed him, Banain will reveal that he paid William to animate the objects, which William will deny and say Banain is just making the local wizard the scapegoat. William has no previous record of questionable activity and tends to keep to himself when not hired for local magical needs.

If William is asked to investigate, he will pretend to cast Detect Magic and announce that there's a residual transfiguration aura around any of the animated items. A successful DC 15 Intelligence (Arcana) check by a wizard will recognize that William didn't complete the spell, skipping a word or gesture. If questioned on this, William will insist that it's obvious and didn't want to waste his energy.

William will avoid combat if possible, but if cornered, he will fight.

Gifts at the Inn

If the party solves the mystery, the shop owners appreciate all their help and give them the following gifts in appreciation, besides buying them a meal at the inn:

Arrow +1

Salve of Healing (functions as a Potion of Healing)

Silvered longsword

Ring of the Twilight's Embrace

May 16, 2023



Ring, rare (requires attunement)

This ring is made of a small piece of glowing amethyst set in silver. It grants the wearer the ability to see in complete darkness and allows them to cast the [Darkness](#) spell once per day. However, when the spell is cast, the wearer is temporarily blinded for 1d4 rounds by the sudden shift in light.

Tidal Cloak of the Oceanic Depths

May 16, 2023



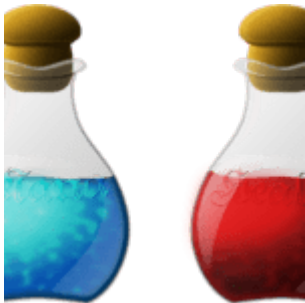
Wondrous item, rare (requires attunement)

This cloak is made of a soft, iridescent fabric that ripples

like the ocean's waves. It grants the wearer resistance to acid damage and allows them to [breathe underwater](#). However, you are vulnerable to radiant damage.

Elixir of the Moon's Blessing

May 16, 2023



Potion, rare

This elixir has a shimmering violet hue and a subtle metallic taste. When consumed, it grants the drinker temporary immunity to all forms of poison and removes the poisoned condition for 1 hour. However, it also causes the drinker to feel drained and fatigued after the effect wears off, taking one level of exhaustion until taking a short rest.

Nimble Gauntlets of the

Shadowdancer

May 16, 2023



Wondrous item, rare (requires attunement)

These gauntlets are made of sleek black leather and are imbued with magic from the Plane of Shadows. They grant the wearer advantage on all Dexterity (Sleight of Hand) checks made to handle delicate objects, but they also impose disadvantage on all Strength checks made to grapple or push an object.

Celestial Choker

May 16, 2023



Wondrous item, uncommon (requires attunement)

This choker is made of pure starlight and has a small flickering gemstone at its center. This choker has 4 charges. While wearing it, you can expend 1 charge as an action to grant resistance to

radiant damage for one minute or eliminate sunlight sensitivity for one hour. The choker regains 1d4 expended charges daily at dawn.